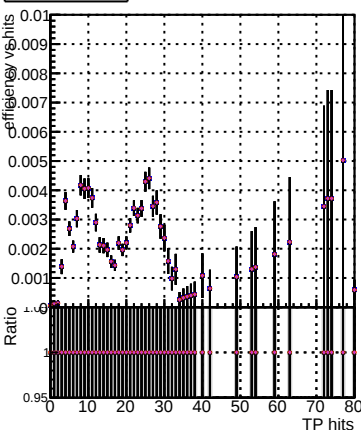
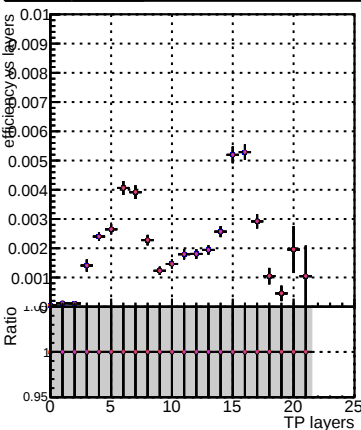


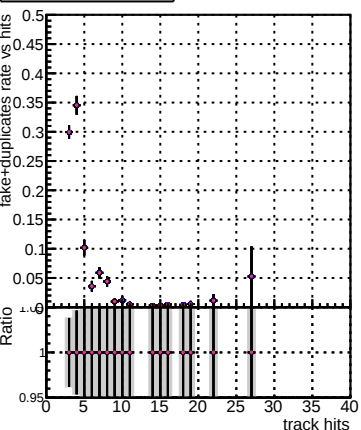
Efficiency vs hit



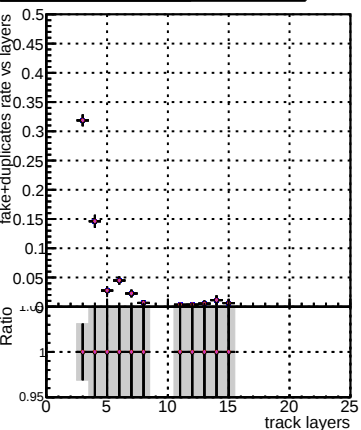
Efficiency



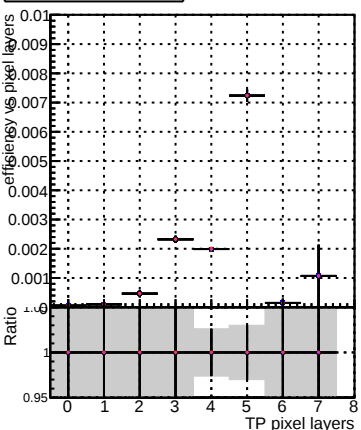
fake+duplicates vs hits



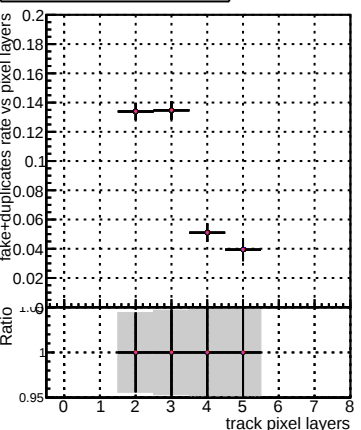
fake+duplicates



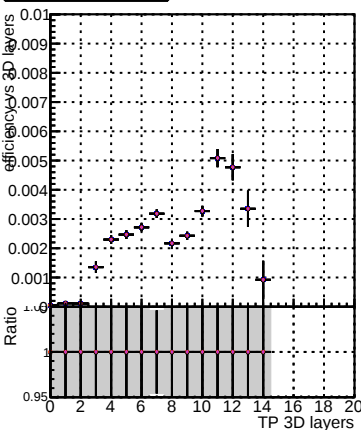
Efficiency vs pixel layer



fake+duplicates vs pixel layers



Efficiency vs 3D layer



fake+duplicates vs 3D layers

