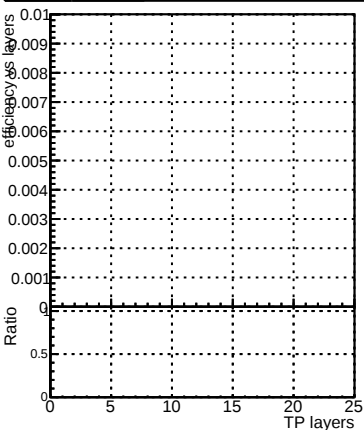


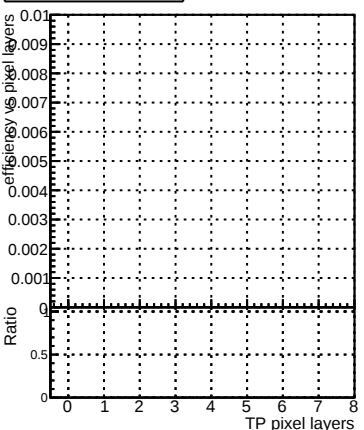
Efficiency vs hit



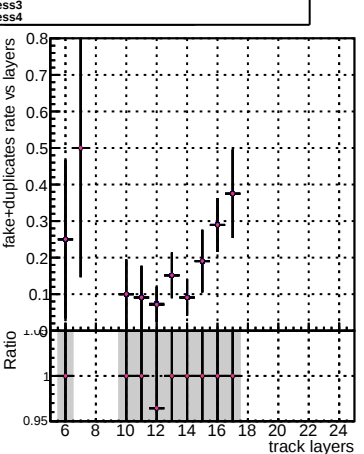
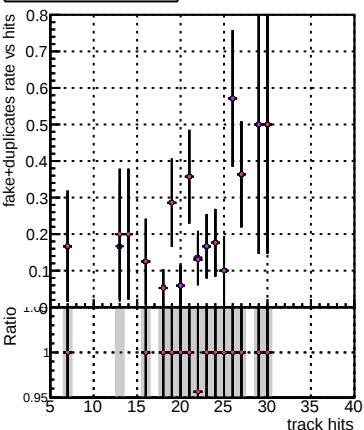
Efficiency



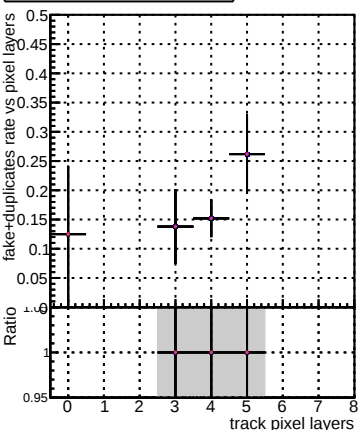
Efficiency vs 3D layer



fake+duplicates vs hits



fake+duplicates vs pixel layers



fake+duplicates vs 3D layers

