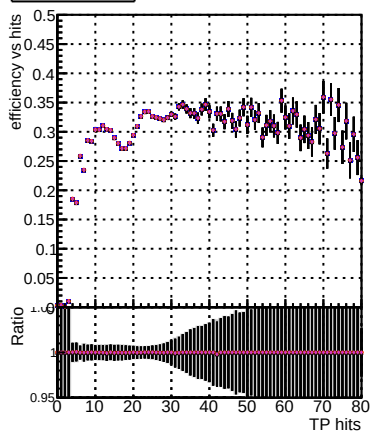
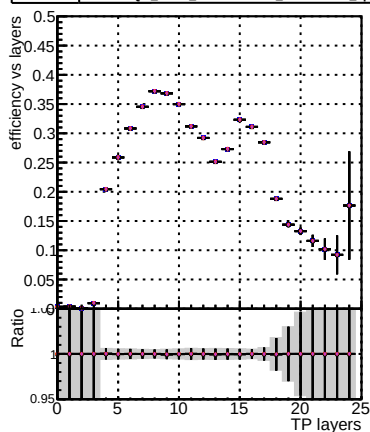


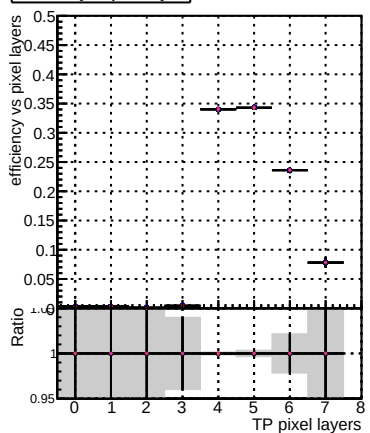
Efficiency vs hit



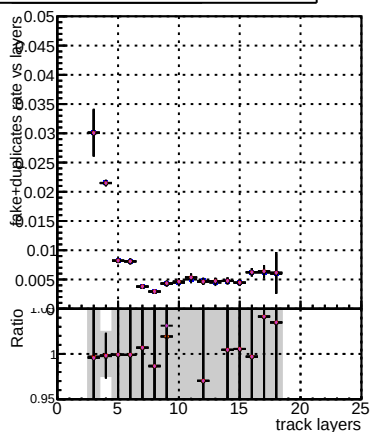
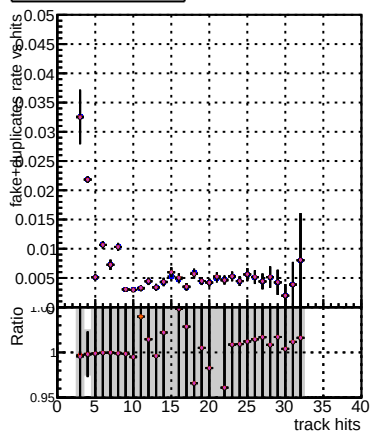
Efficiency



Efficiency vs 3D layer



fake+duplicates vs hits



fake+duplicates vs 3D layers

