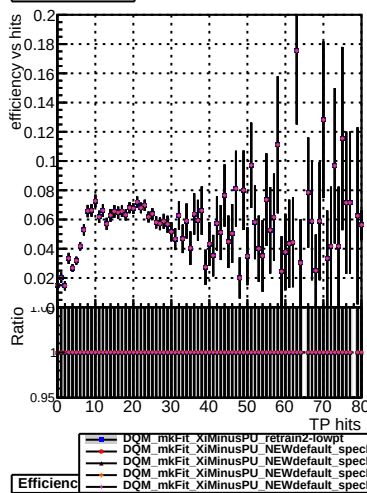
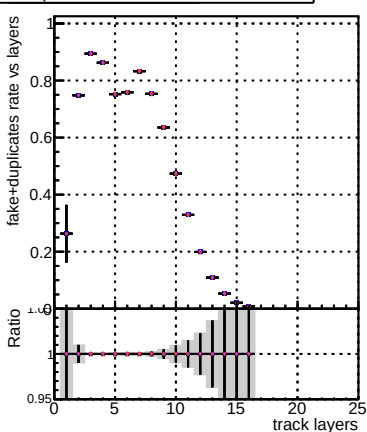
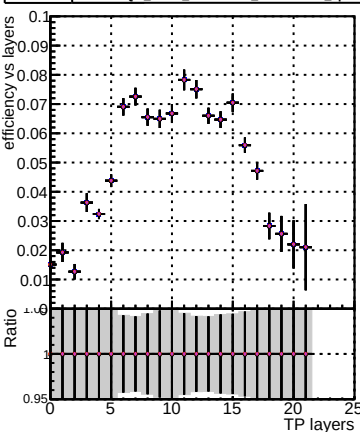
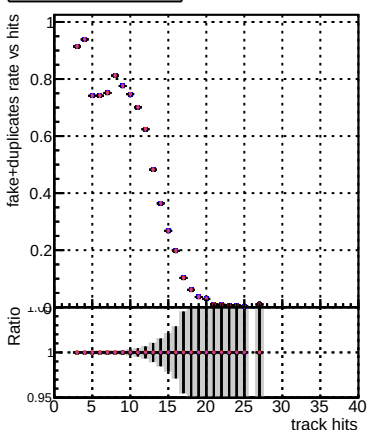


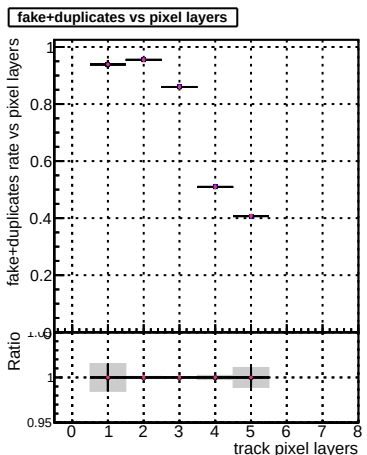
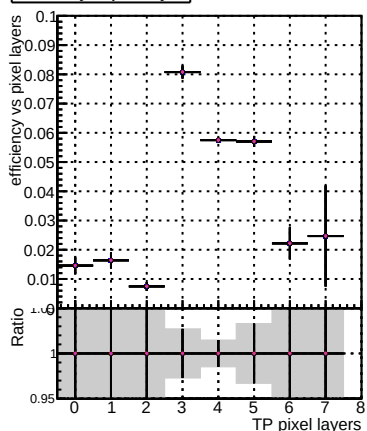
Efficiency vs hit



fake+duplicates vs hits



Efficiency vs pixel layer



Efficiency vs 3D layer

