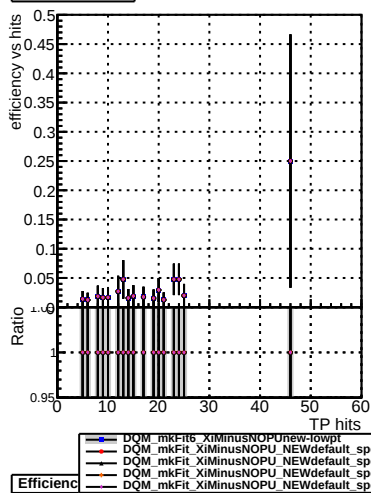
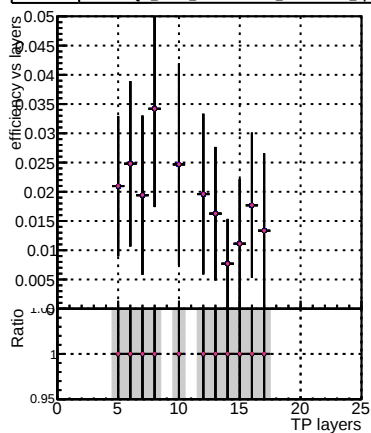


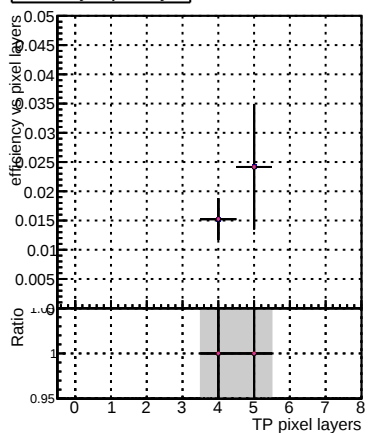
Efficiency vs hit



Efficienc



Efficiency vs pixel layer



Efficiency vs 3D layer

