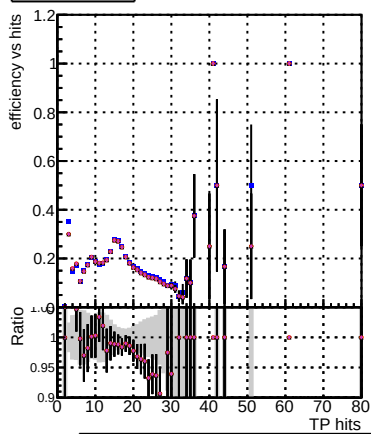
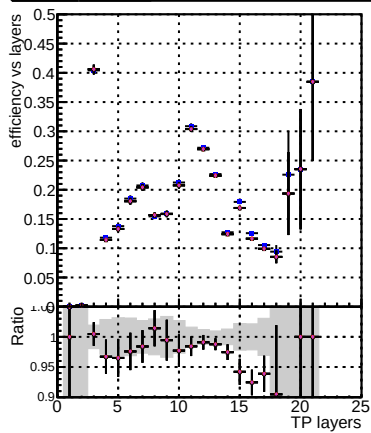


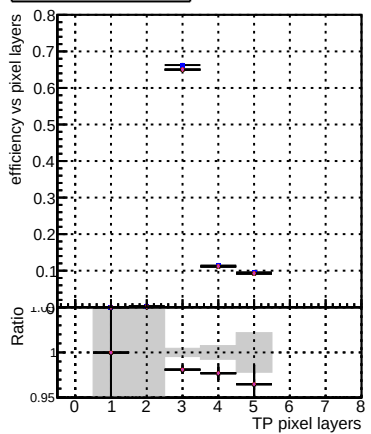
Efficiency vs hit



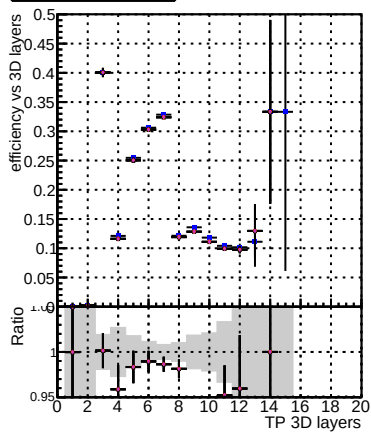
Efficiency



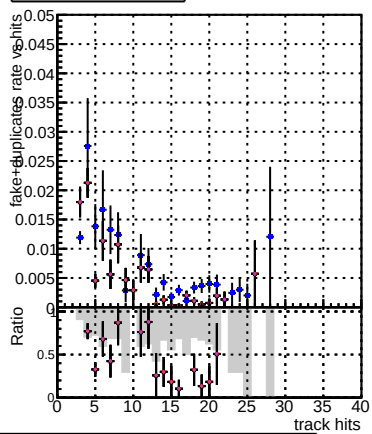
Efficiency vs pixel layer



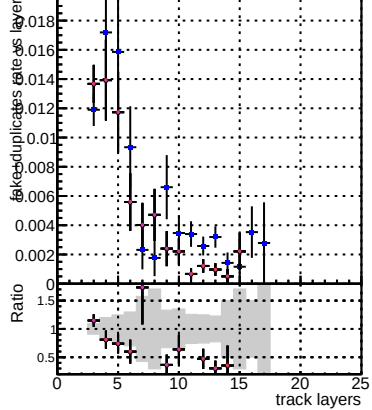
Efficiency vs 3D layer



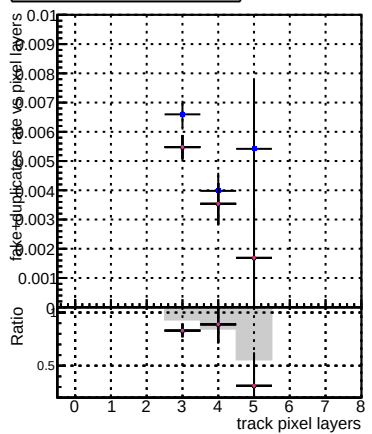
fake+duplicates vs hits



fake+duplicates vs pixel layers



fake+duplicates vs pixel layer



fake+duplicates vs 3D layer

