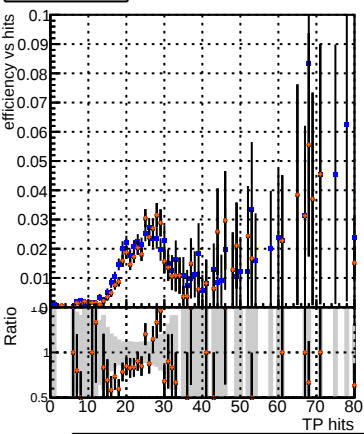
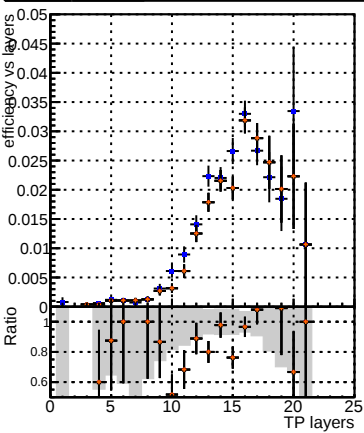


Efficiency vs hit



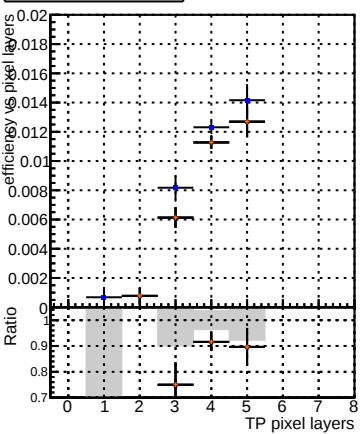
Ratio

Efficiency



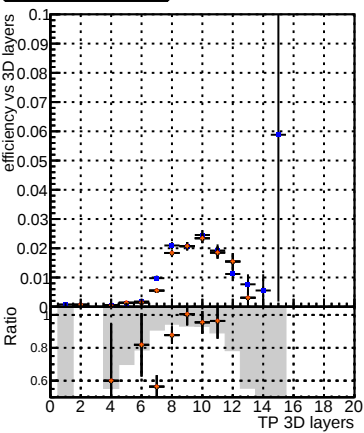
Ratio

Efficiency vs pixel layer



Ratio

Efficiency vs 3D layer



Ratio