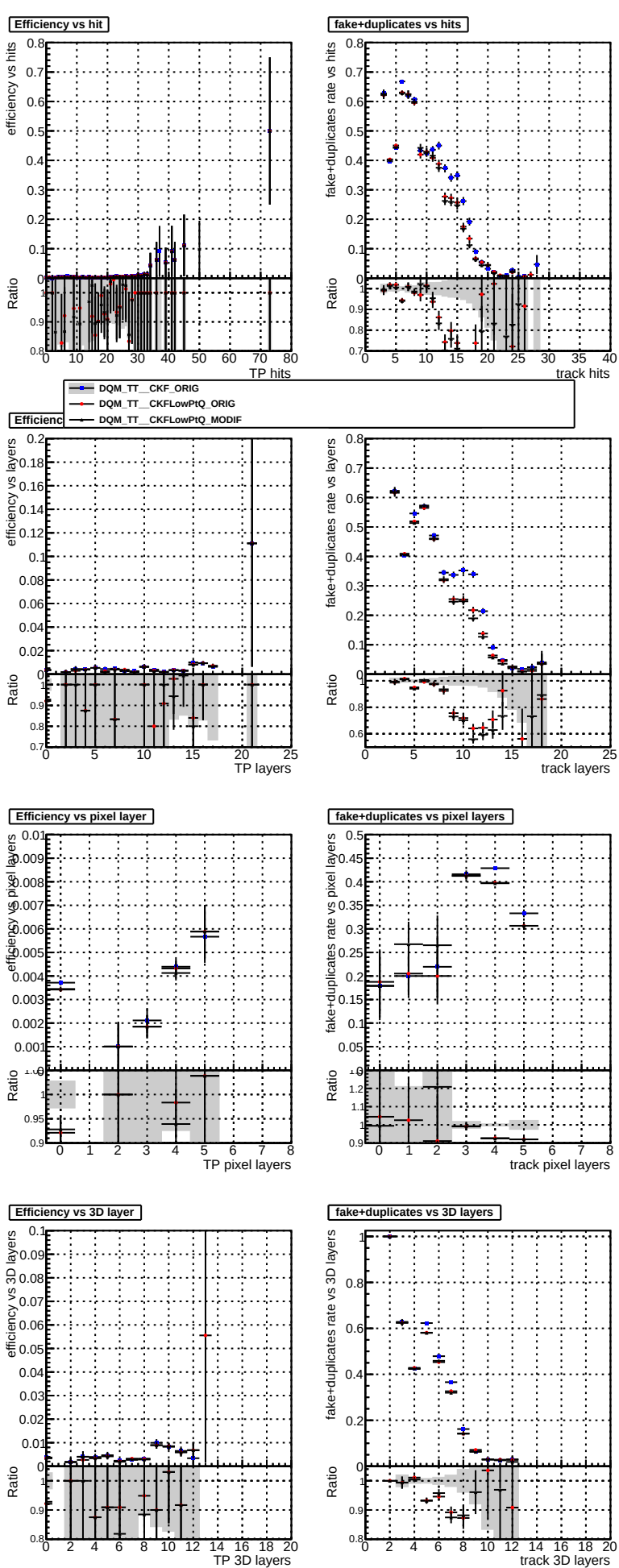




Efficiency vs hit

fake+duplicates vs hits

Efficiency vs layers

fake+duplicates rate vs layers

Efficiency vs pixel layer

fake+duplicates vs pixel layers

Efficiency vs 3D layer

fake+duplicates rate vs 3D layers