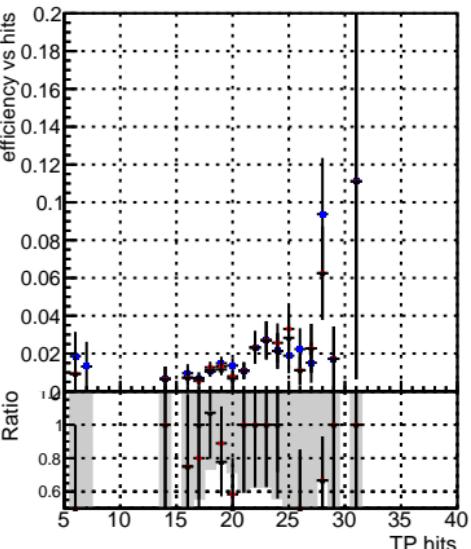
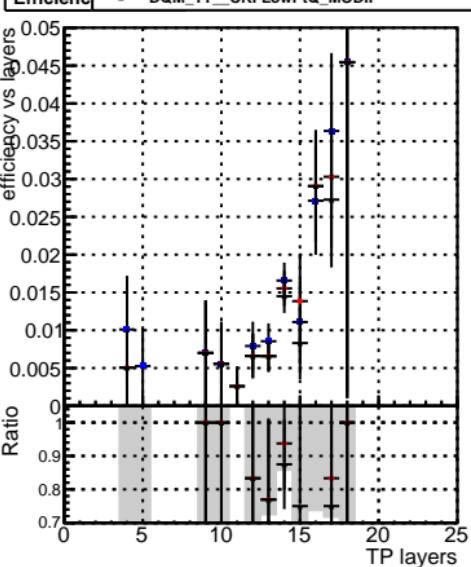
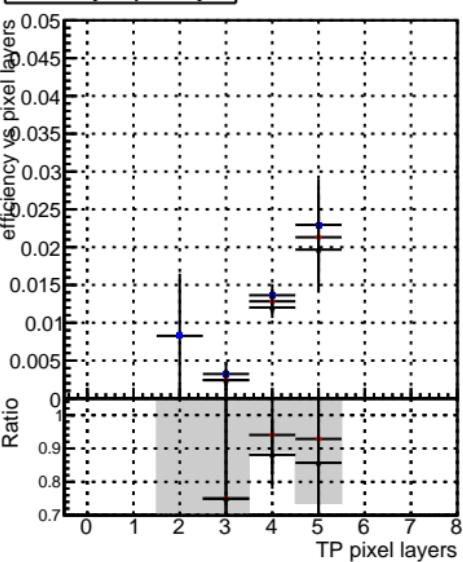


Efficiency vs hit**Efficiency****Efficiency vs pixel layer****Efficiency vs 3D layer**