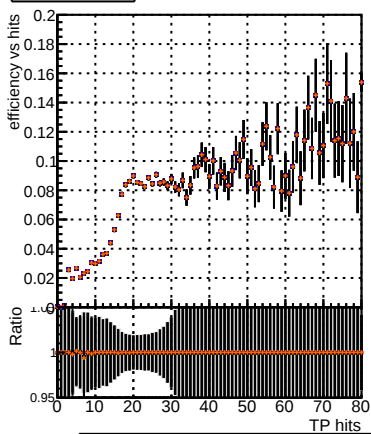
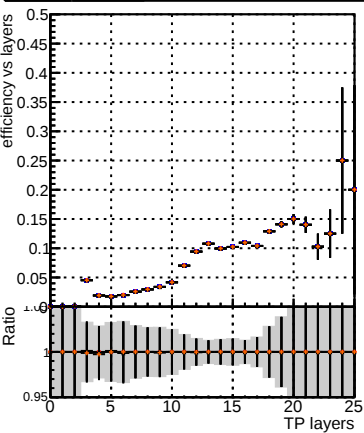


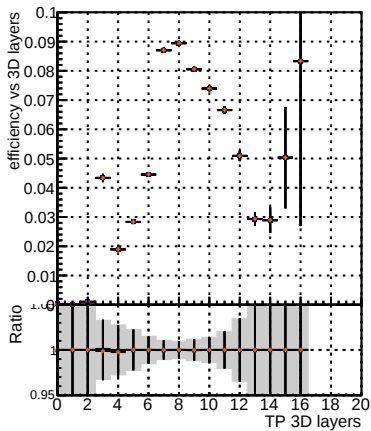
Efficiency vs hit



Efficiency



Efficiency vs 3D layer



fake+duplicates vs hits

