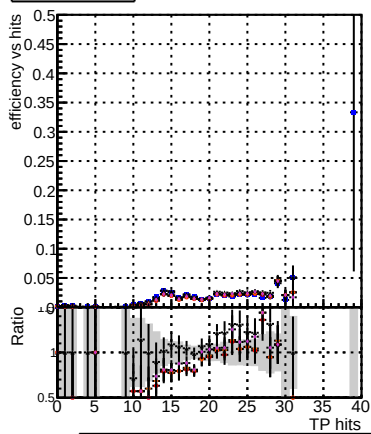
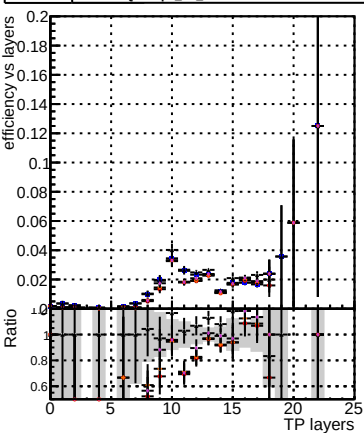


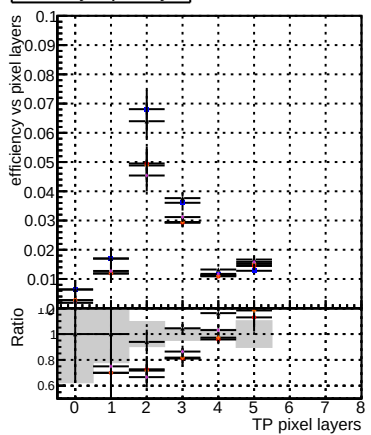
Efficiency vs hit



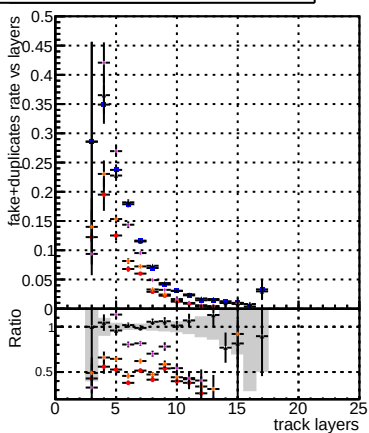
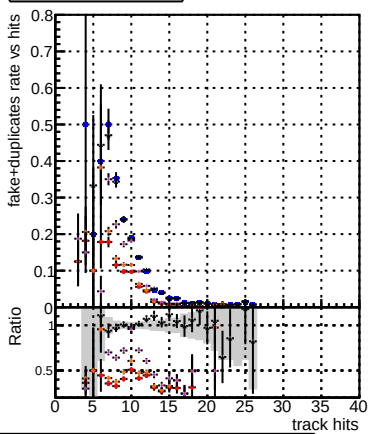
Efficiency



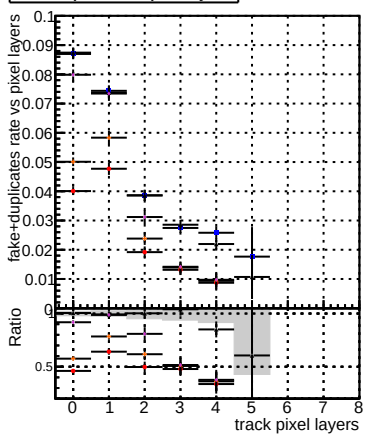
Efficiency vs 3D layer



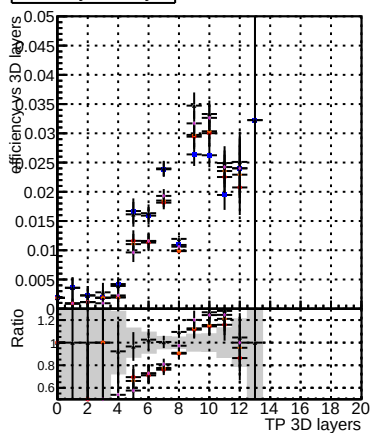
fake+duplicates vs hits



fake+duplicates vs 3D layers



fake+duplicates vs hit



fake+duplicates vs pixel layer

