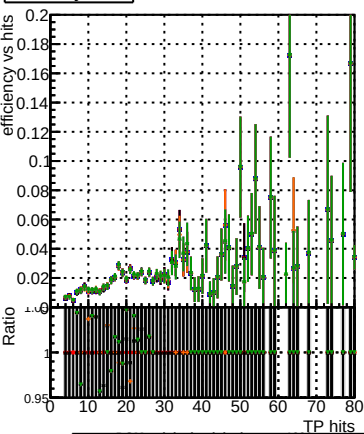


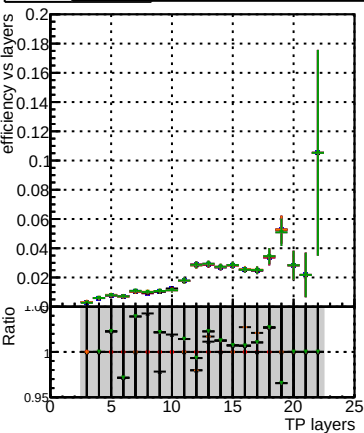
Efficiency vs hit



Ratio

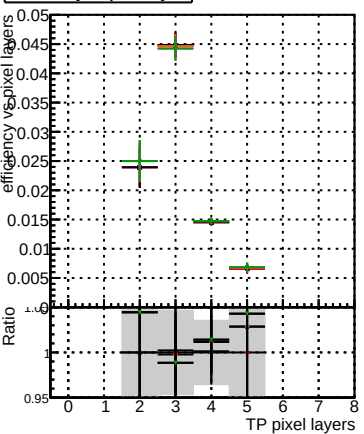


Efficiency vs layers



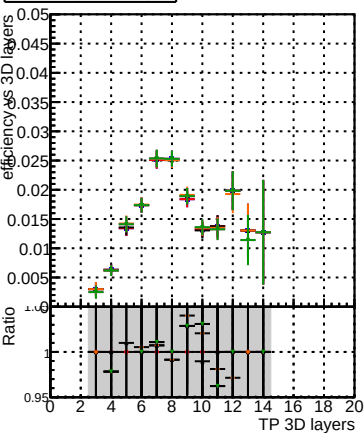
Ratio

Efficiency vs pixel layer



Ratio

Efficiency vs 3D layer



Ratio