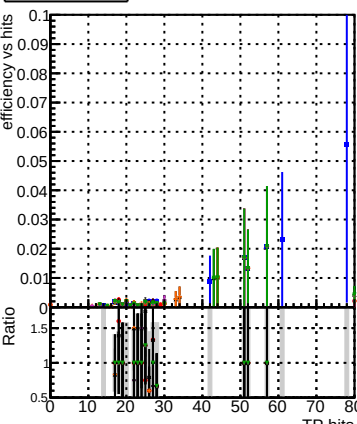
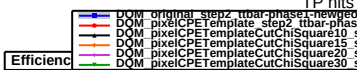


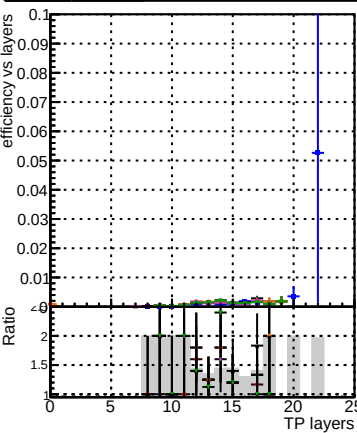
Efficiency vs hit



Ratio



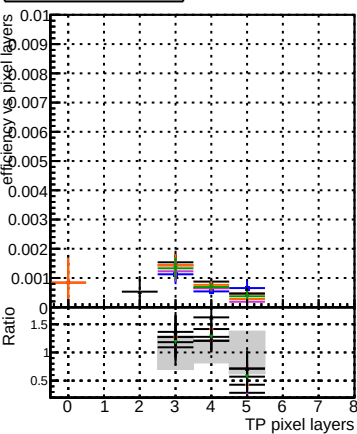
Efficiency



Ratio



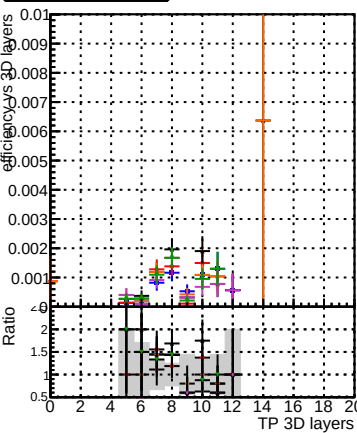
Efficiency vs pixel layer



Ratio



Efficiency vs 3D layer



Ratio