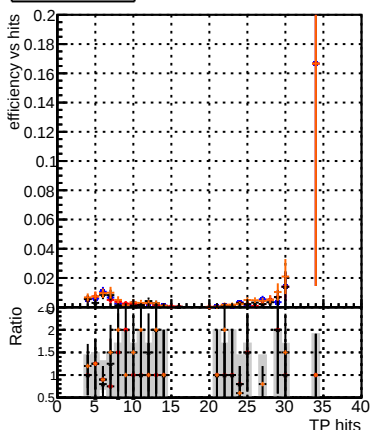
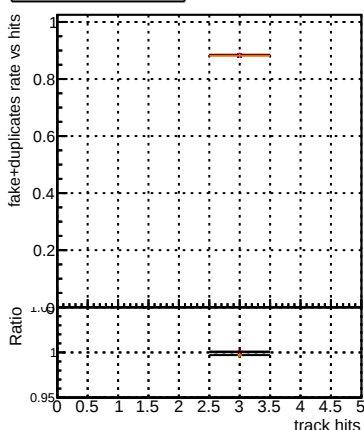


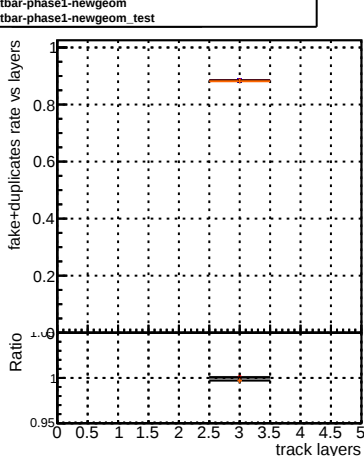
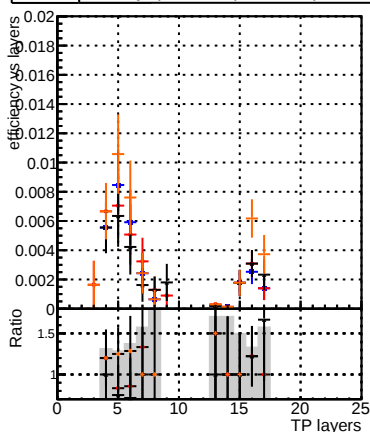
Efficiency vs hit



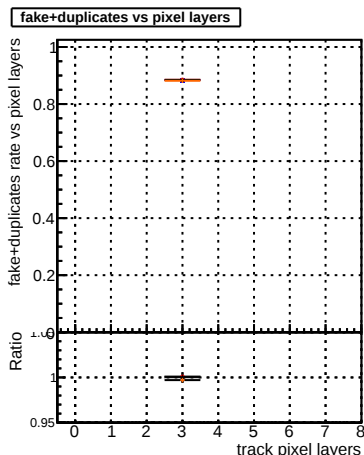
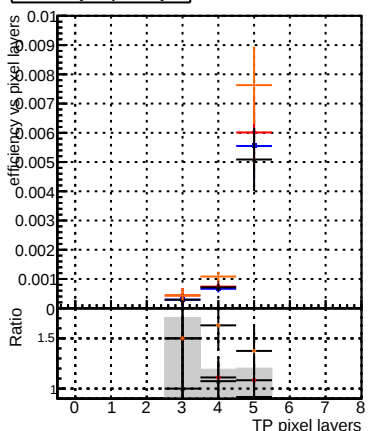
fake+duplicates vs hits



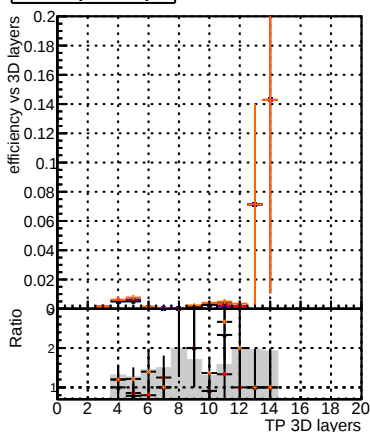
Efficiency vs layer



Efficiency vs pixel layer



Efficiency vs 3D layer



fake+duplicates vs 3D layers

