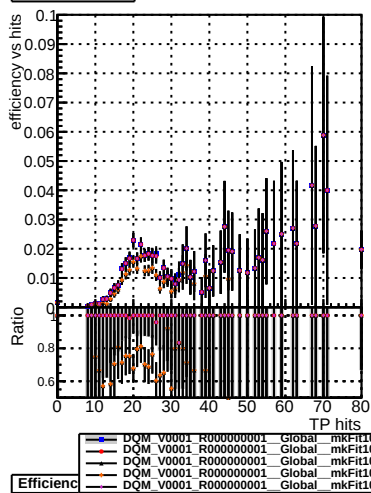
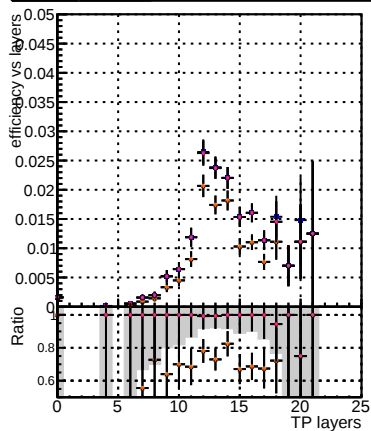


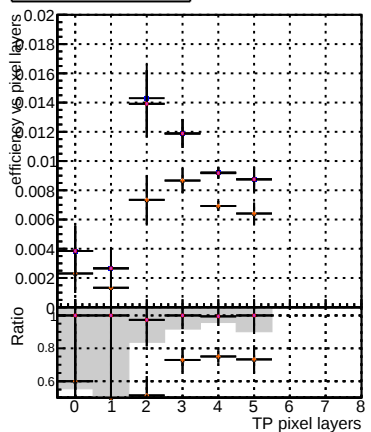
### Efficiency vs hit



Efficienc



### Efficiency vs pixel layer



### Efficiency vs 3D layer

