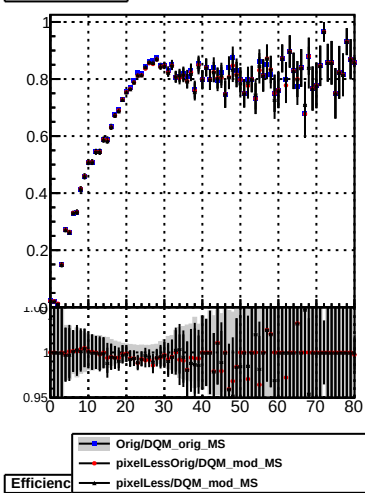
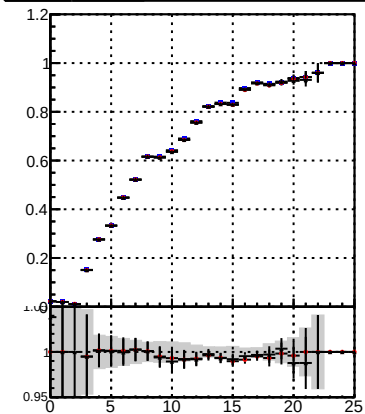


Efficiency vs hit



Efficiency



Efficiency vs pixel layer

