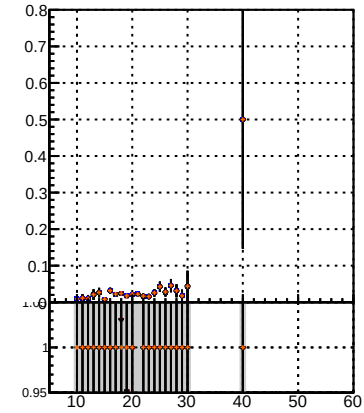
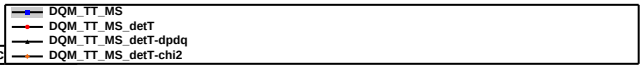
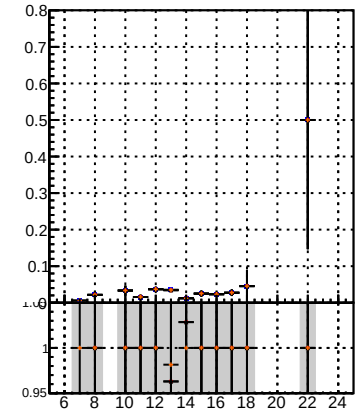
Efficiency vs hit

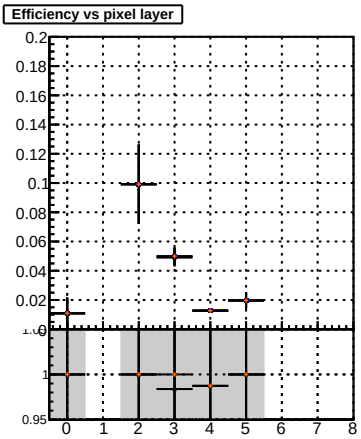




Efficienc



Efficiency vs pixel layer



Efficiency vs 3D layer