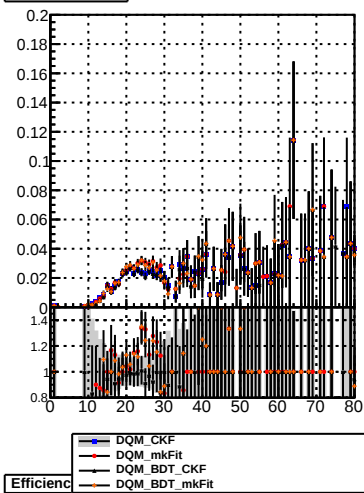
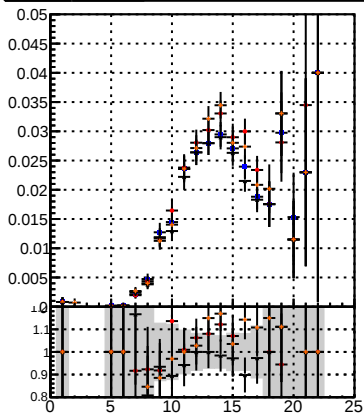


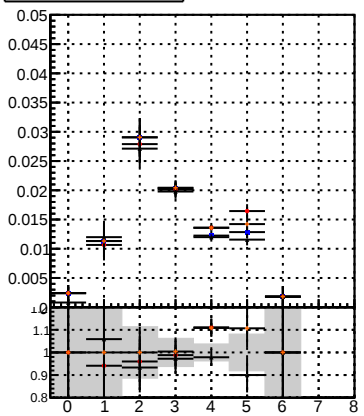
Efficiency vs hit



Efficiency vs pixel layer



Efficiency vs 3D layer



Efficiency vs hit

