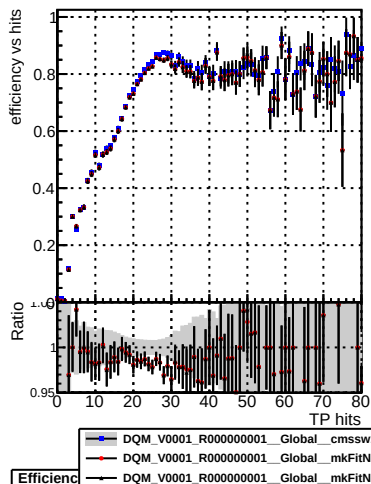
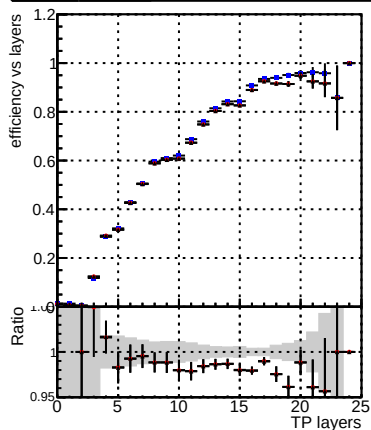


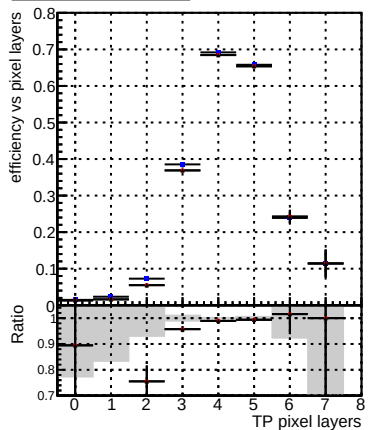
Efficiency vs hit



Efficiend



Efficiency vs pixel layer



Efficiency vs 3D layer

