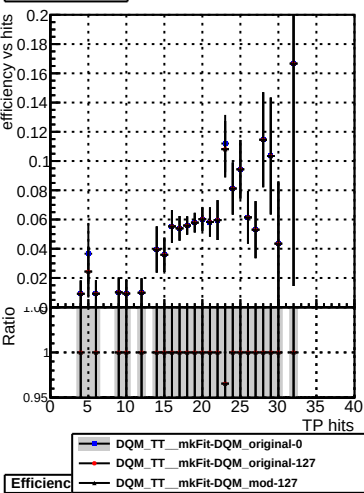


Efficiency vs hit



Efficiency

