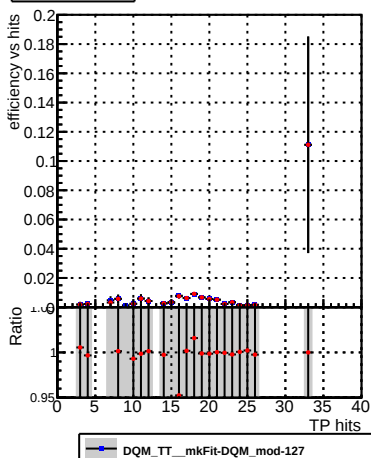
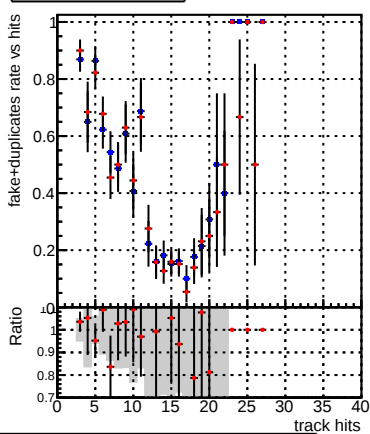


### Efficiency vs hit

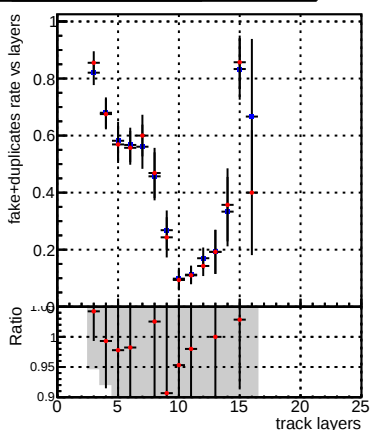
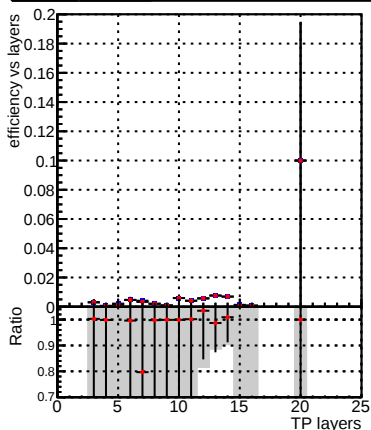


fake+duplicates vs hits

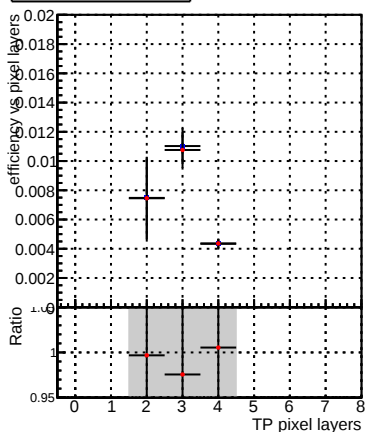


Efficienci

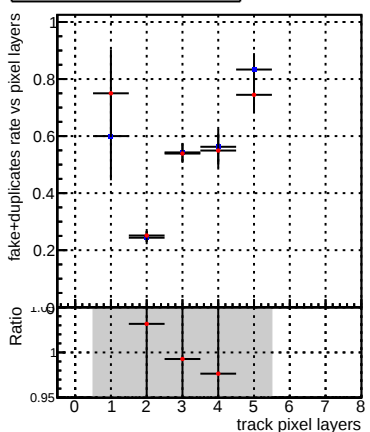
0.2



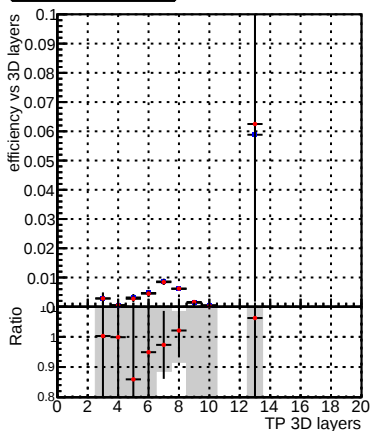
### Efficiency vs pixel layer



## fake+duplicates vs pixel layers



### Efficiency vs 3D layer



fake+duplicates vs 3D layers

