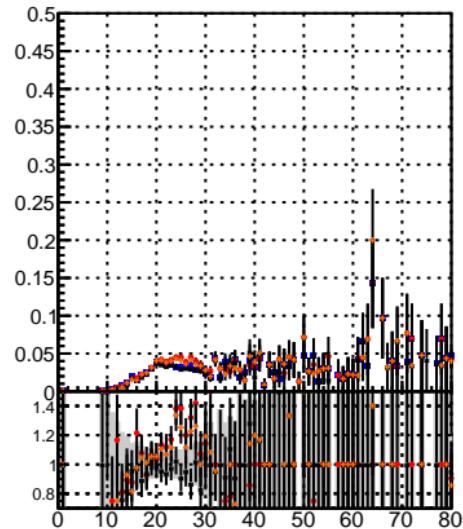
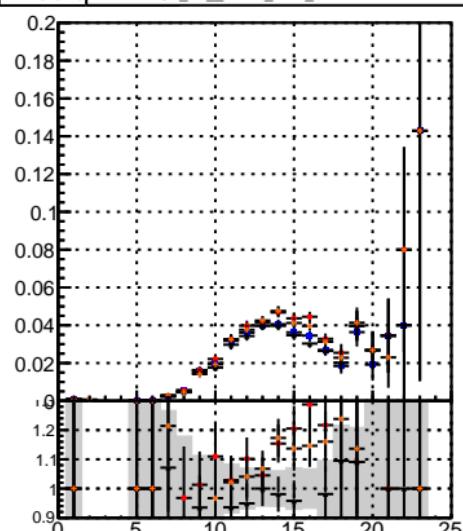


Efficiency vs hit**Efficiency vs pixel layer****Efficiency vs 3D layer**