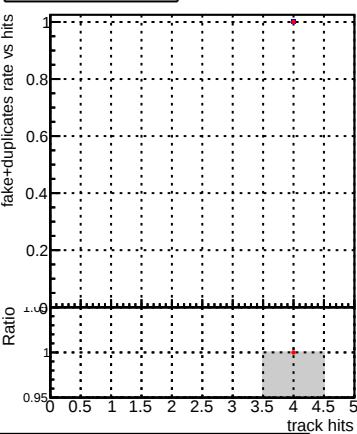


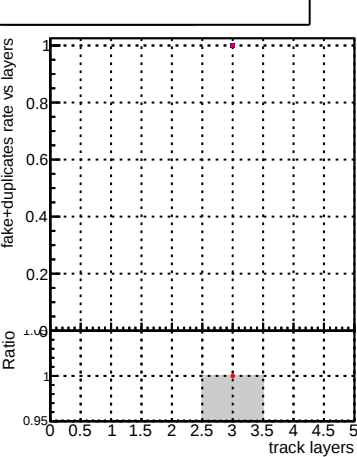
Efficiency vs hit



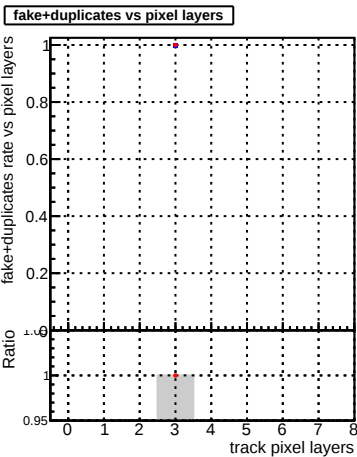
fake+duplicates vs hits



Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

