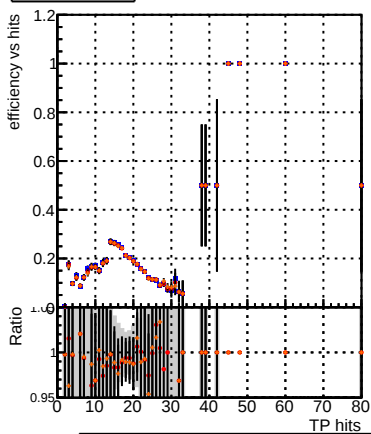
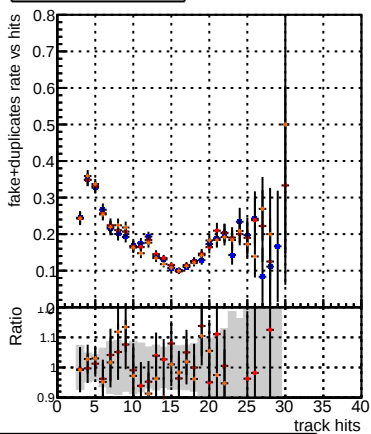


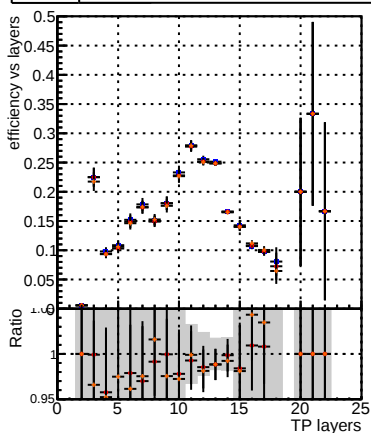
### Efficiency vs hit



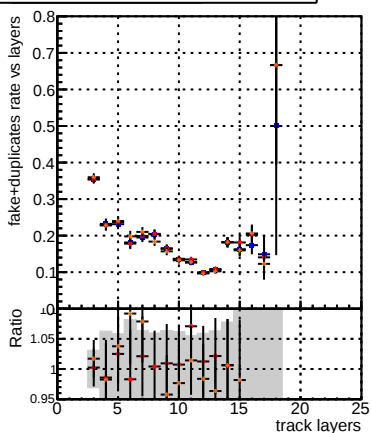
fake+duplicates vs hits



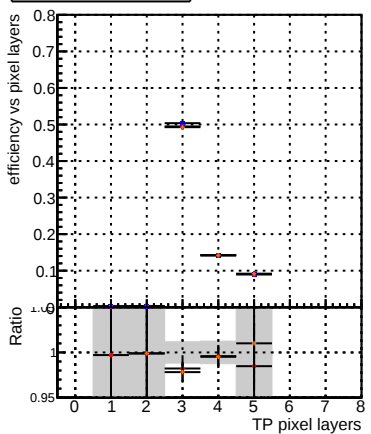
Efficiency



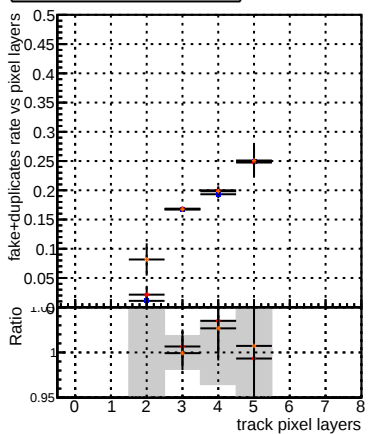
0\_pre3/src/D



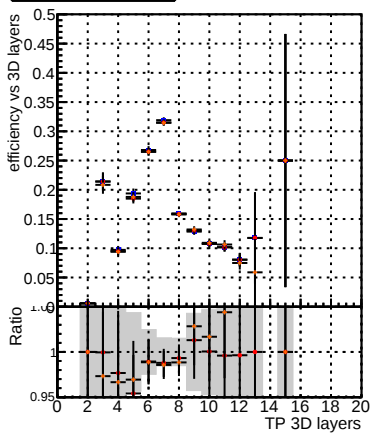
### Efficiency vs pixel layer



fake+duplicates vs pixel layers



### Efficiency vs 3D layer



fake+duplicates vs 3D layers

