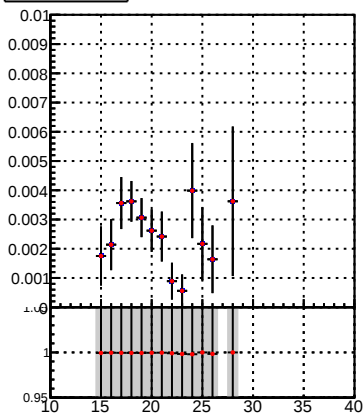
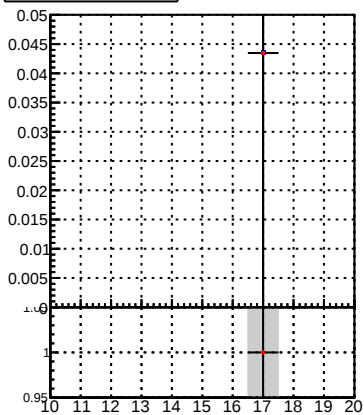


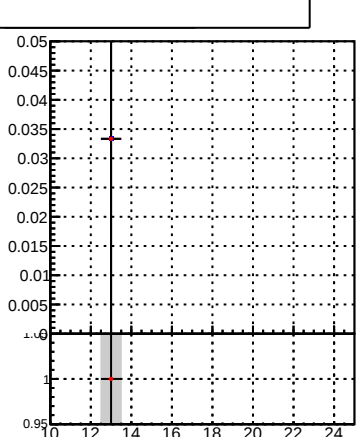
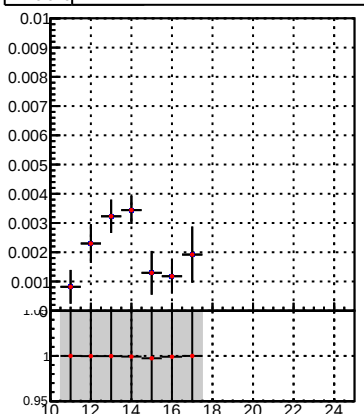
Efficiency vs hit



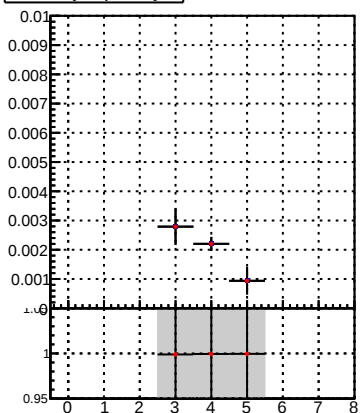
fake+duplicates vs hits



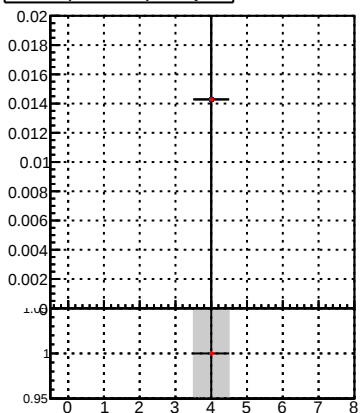
Efficiency vs pixel layer



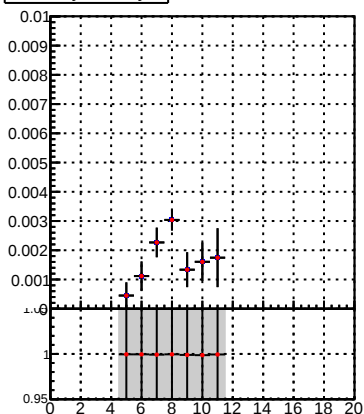
Efficiency vs 3D layer



fake+duplicates vs 3D layers



Efficiency vs 3D layer



fake+duplicates vs 3D layers

