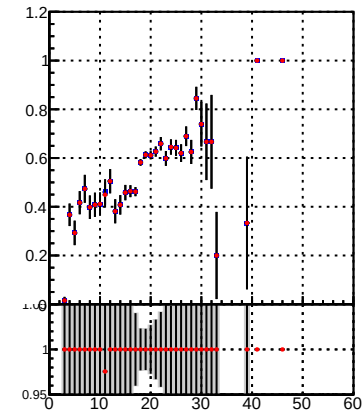
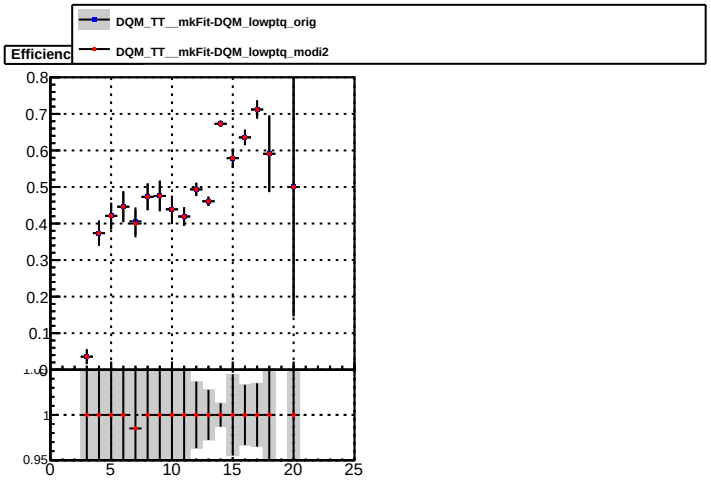
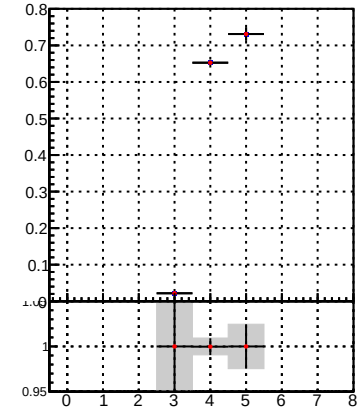
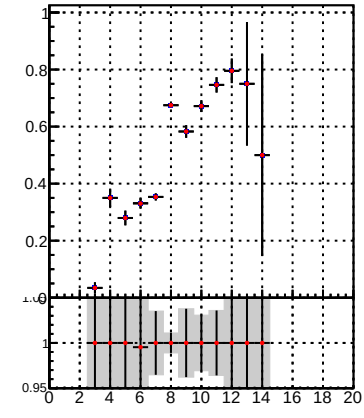
Efficiency vs hit





Efficienc

Efficiency vs pixel layer



Efficiency vs 3D layer