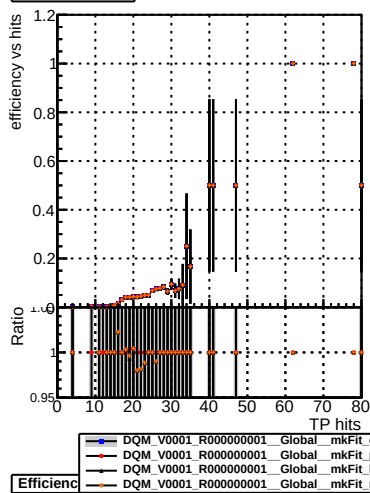
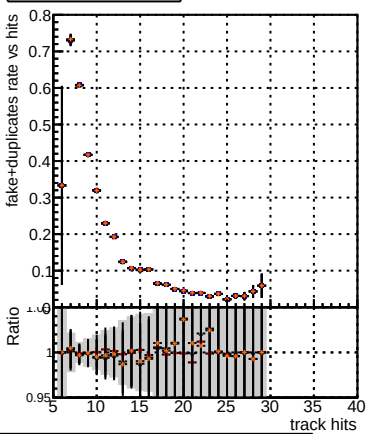


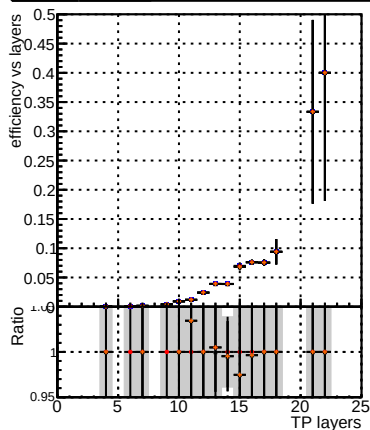
Efficiency vs hit



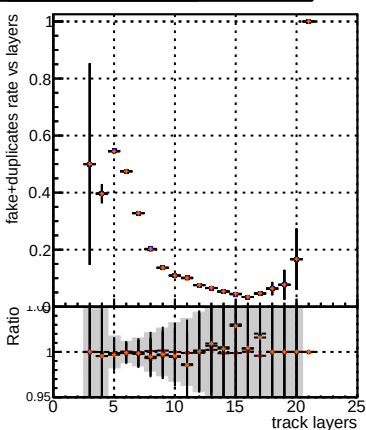
fake+duplicates vs hits



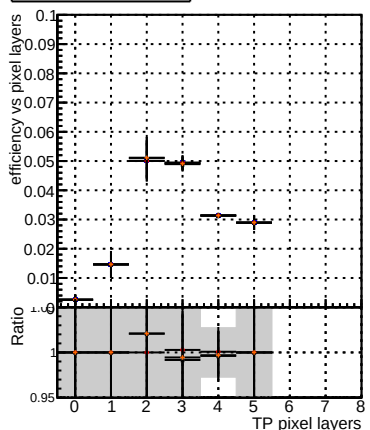
Efficiency vs layer



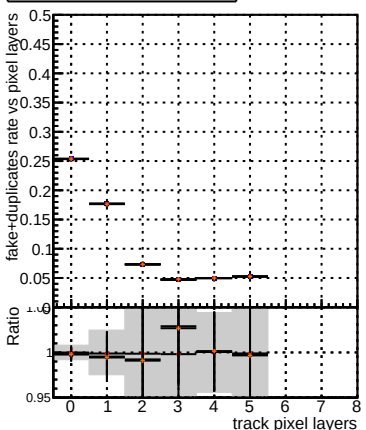
fake+duplicates vs layer



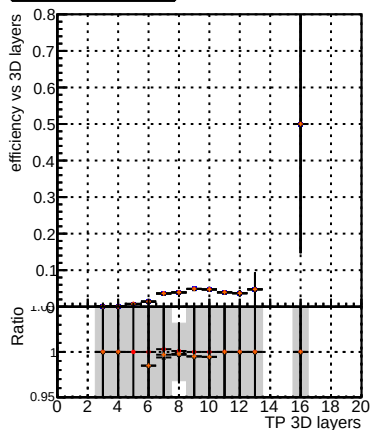
Efficiency vs pixel layer



fake+duplicates vs pixel layer



Efficiency vs 3D layer



fake+duplicates vs 3D layers

