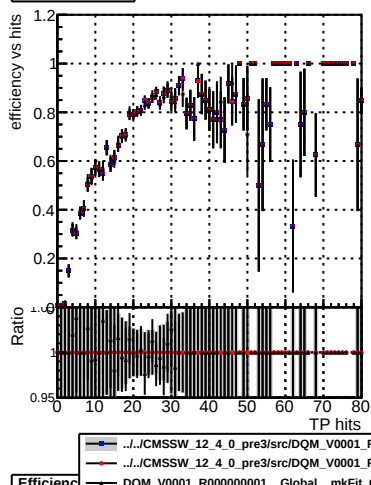
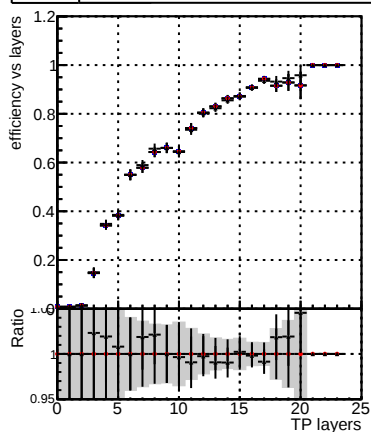


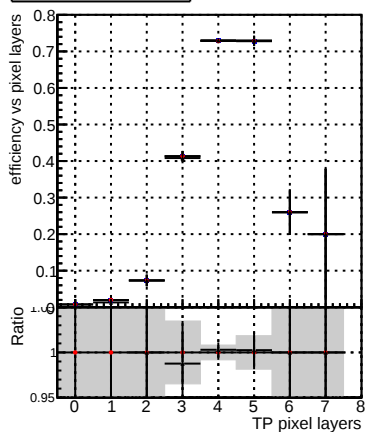
### Efficiency vs hit



Efficiend



### Efficiency vs pixel layer



### Efficiency vs 3D layer

