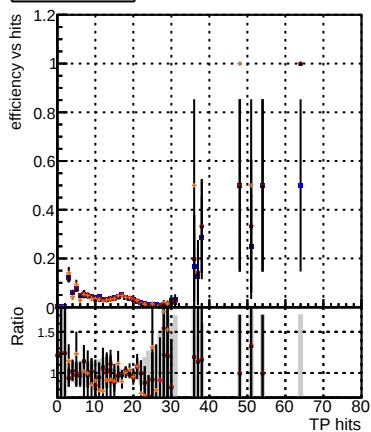
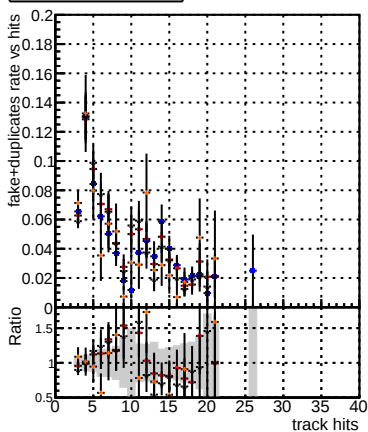


Efficiency vs hit

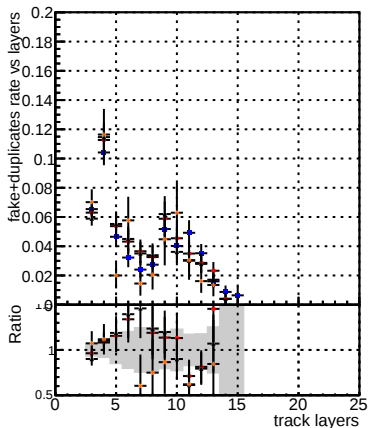
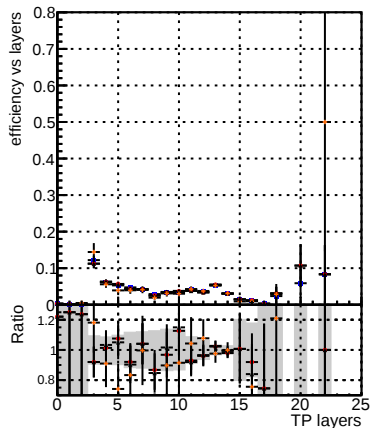


fake+duplicates vs hits

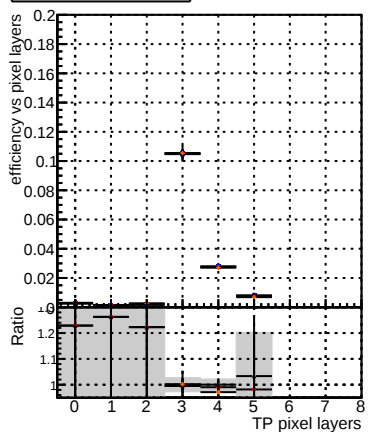


Efficienc

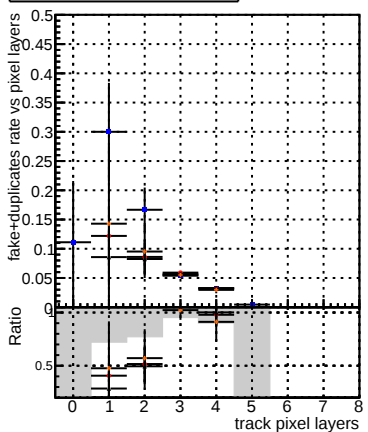
0.8



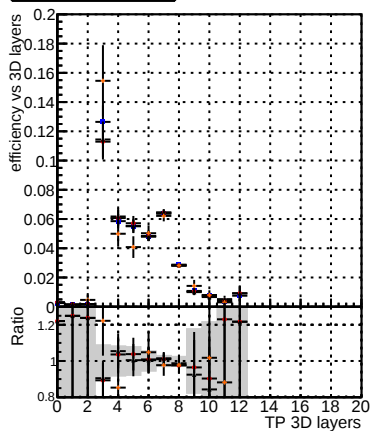
Efficiency vs pixel layer



fake+duplicates vs pixel layers



Efficiency vs 3D layer



fake+duplicates vs 3D layers

