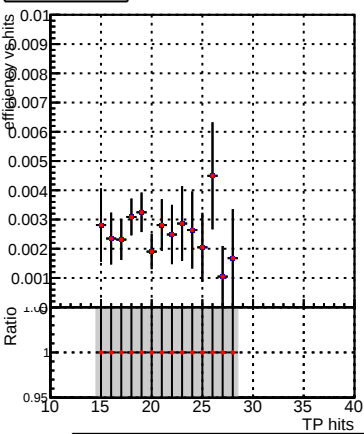
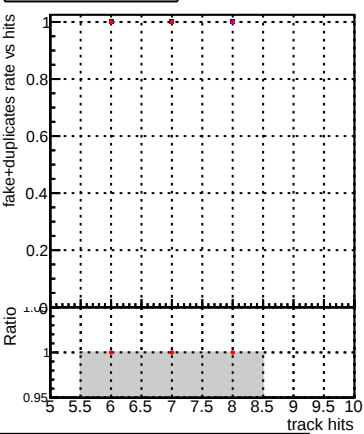


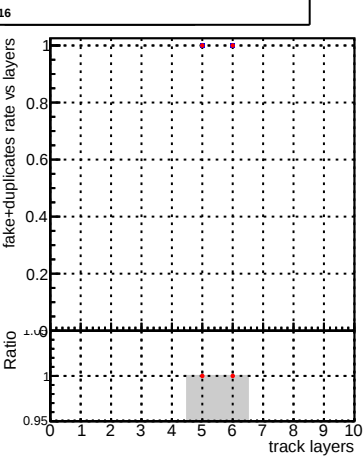
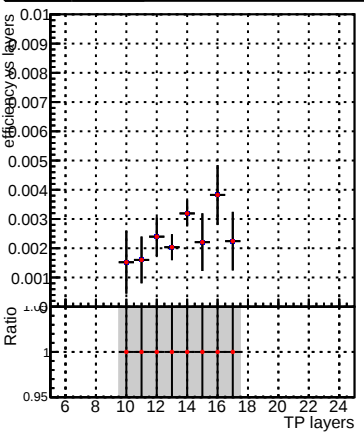
Efficiency vs hit



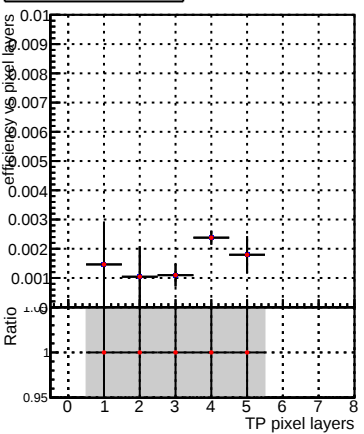
fake+duplicates vs hits



Efficiency



Efficiency vs 3D layer



fake+duplicates vs 3D layers

