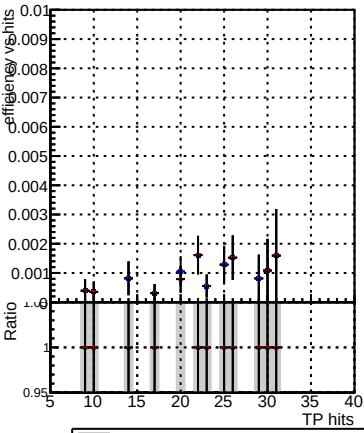
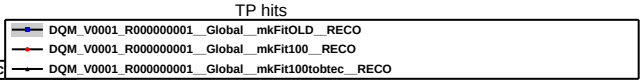
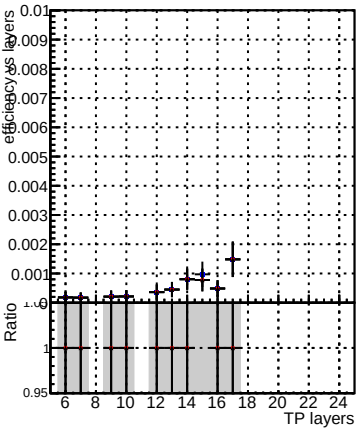
**Efficiency vs hit**

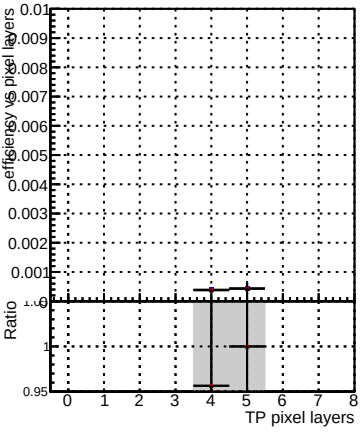


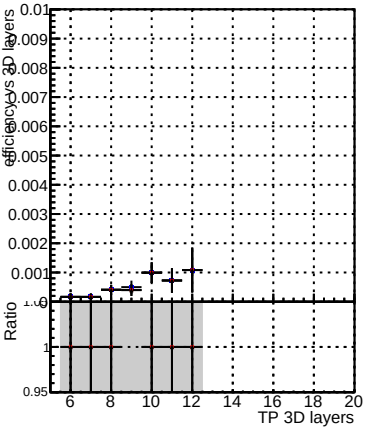




**Efficienc**




**Efficiency vs pixel layer**




**Efficiency vs 3D layer**