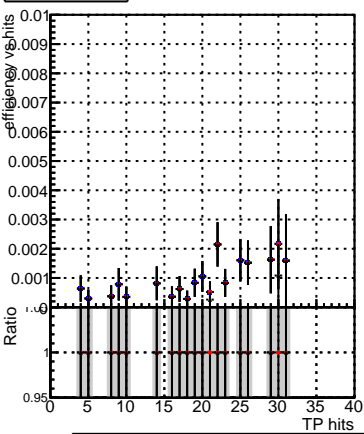
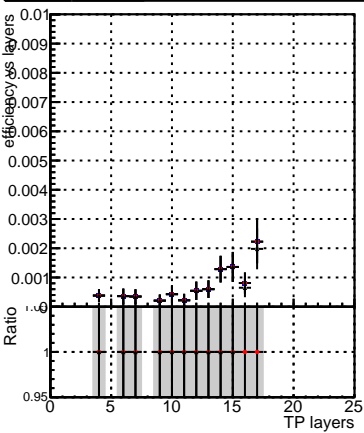


**Efficiency vs hit****Efficiency vs pixel layer****Efficiency vs 3D layer**