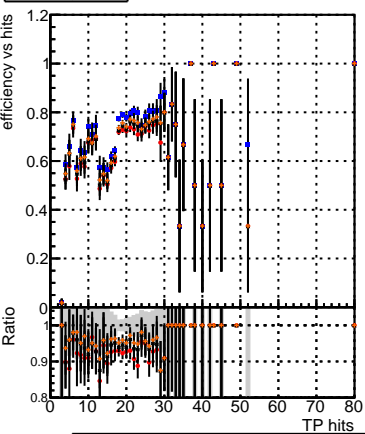


Efficiency vs hit



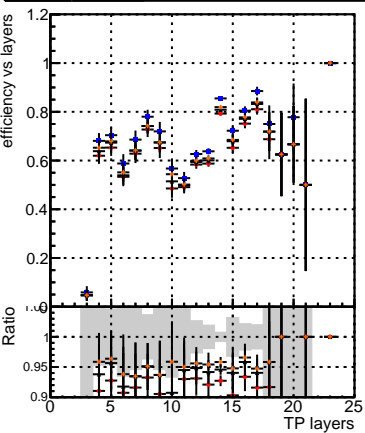
default

hist0

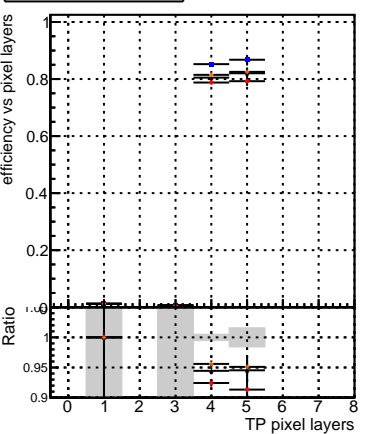
hist1

hist2

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

