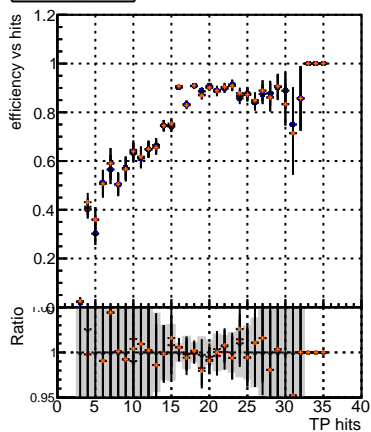
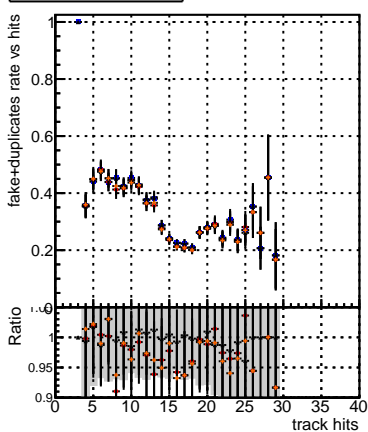


Efficiency vs hit

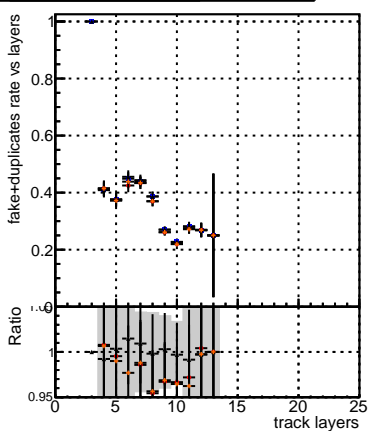
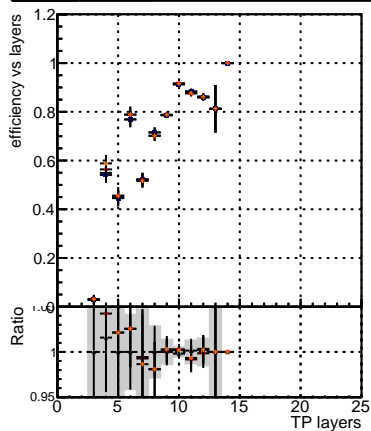


fake+duplicates vs hits

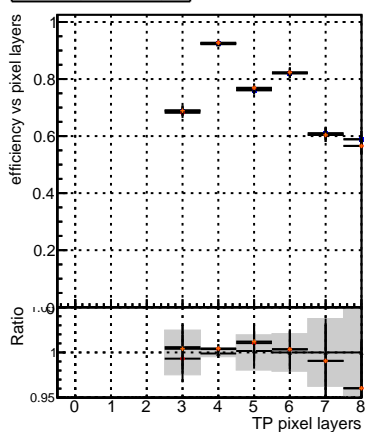


Efficiency

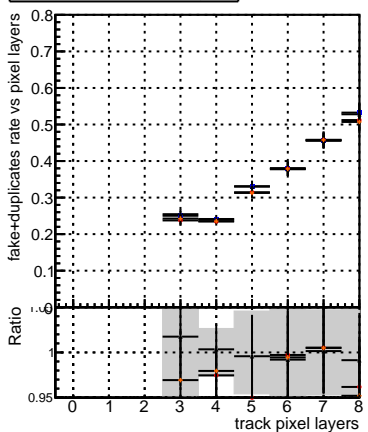
— baseline_pata
— baseline_noreg
— trimmed_pata
— trimmed_noreg



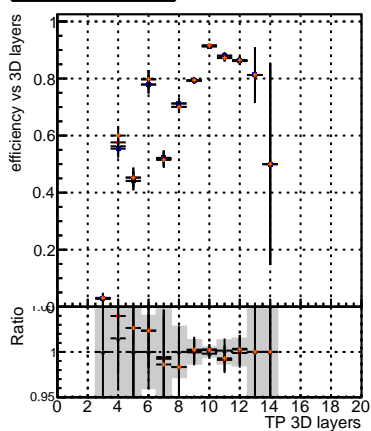
Efficiency vs pixel layer



fake+duplicates vs pixel layers



Efficiency vs 3D layer



fake+duplicates vs 3D layers

