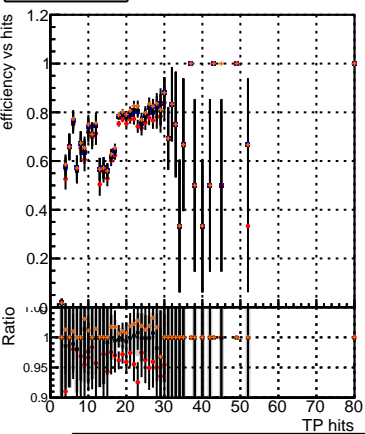


Efficiency vs hit



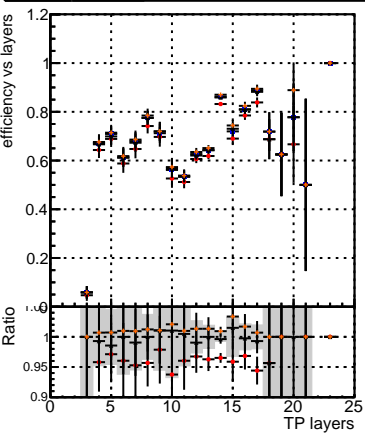
default

hist1

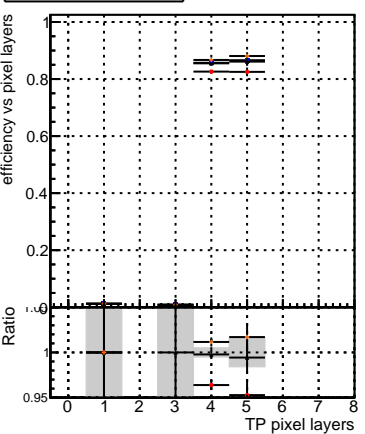
hist2

hist3

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

