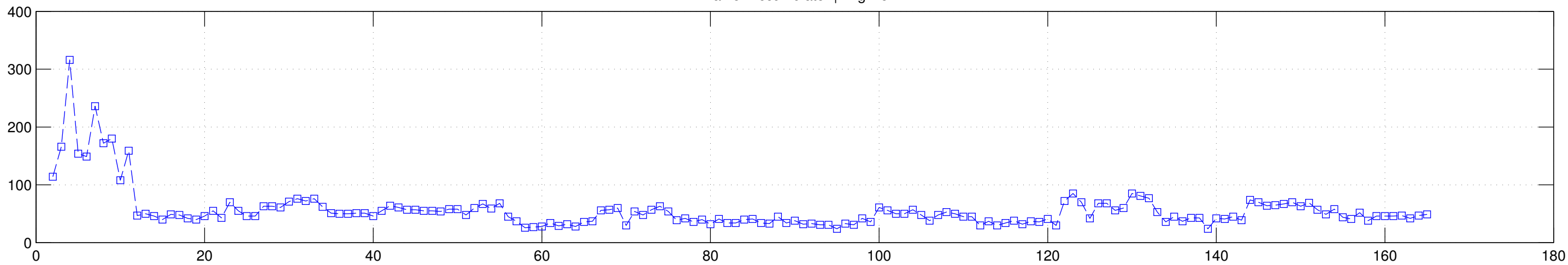
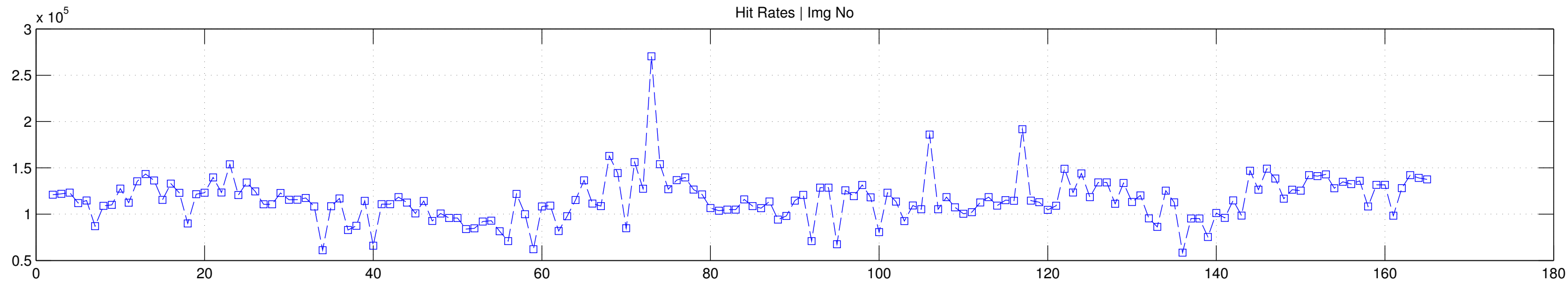


Max of Accumulator | Img No



Hit Rates | Img No



(Hit Rates / (maxAccum+1)) | Img No

