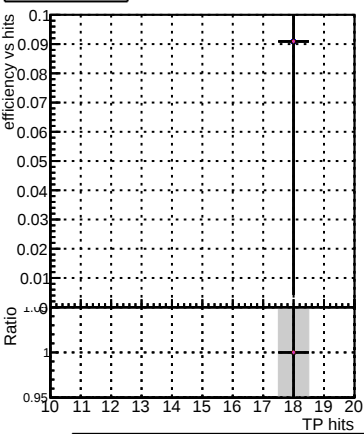
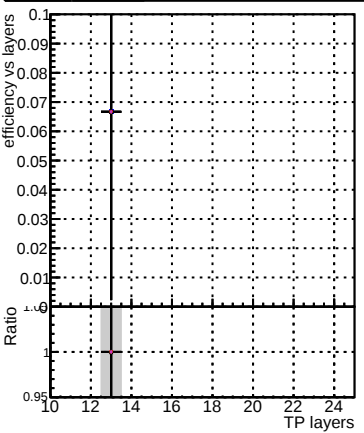


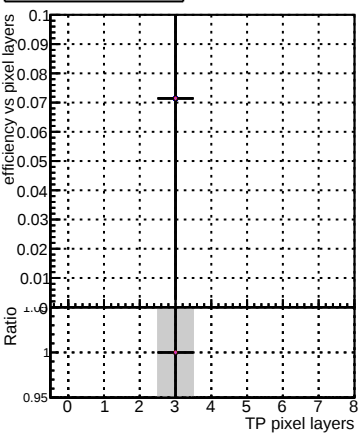
Efficiency vs hit



- DOM_mkFit_XiMinusPU_retrain
- DOM_mkFit_XiMinusPU_NEWdefault_specPless1
- DOM_mkFit_XiMinusPU_NEWdefault_specPless2
- DOM_mkFit_XiMinusPU_NEWdefault_specPless3
- DOM_mkFit_XiMinusPU_NEWdefault_specPless4



Efficiency vs pixel layer



Efficiency vs 3D layer

