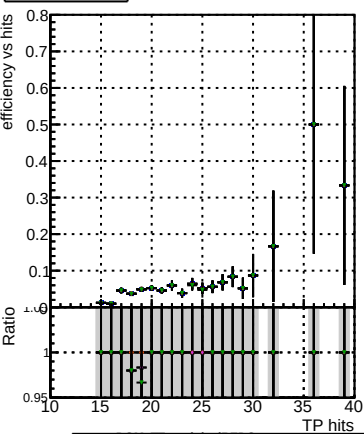
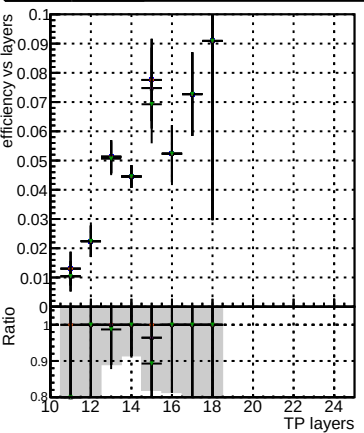


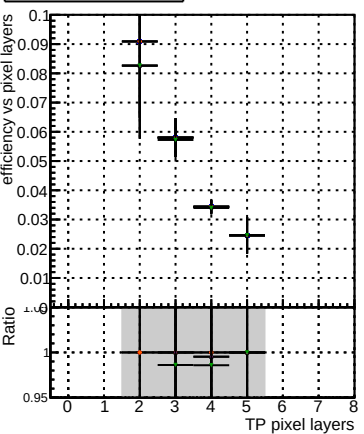
Efficiency vs hit



- DOM TT original REDO
- DOM TT signal option0
- DOM TT signal option1
- DOM TT signal option2
- DOM TT original option0
- DOM TT original option1



Efficiency vs pixel layer



Efficiency vs 3D layer

