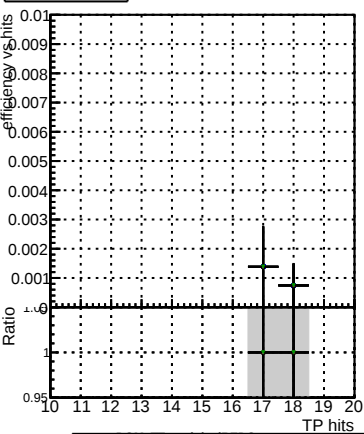


Efficiency vs hit



Efficiency

DOM TT original REDO

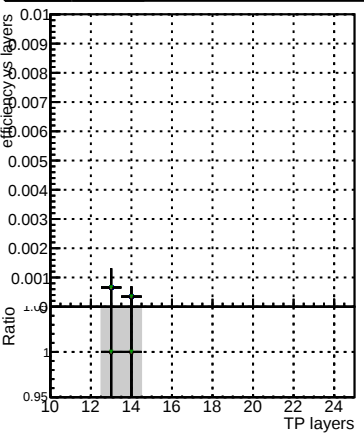
DOM TT signal option0

DOM TT signal option1

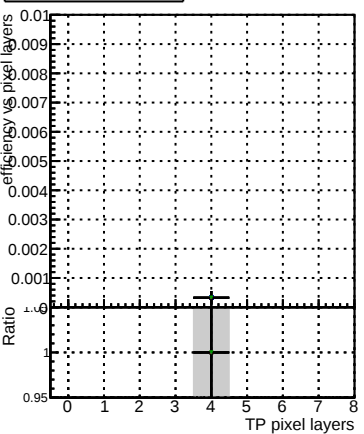
DOM TT signal option2

DOM TT original option0

DOM TT original option1



Efficiency vs pixel layer



Efficiency vs 3D layer

