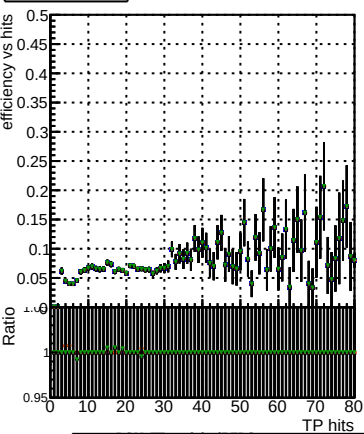


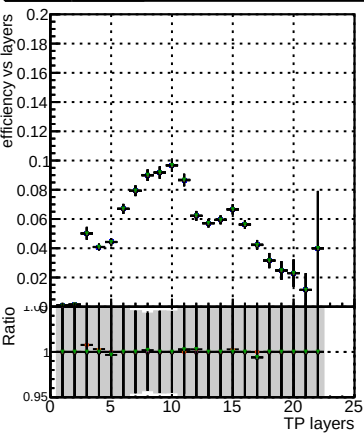
Efficiency vs hit



Ratio

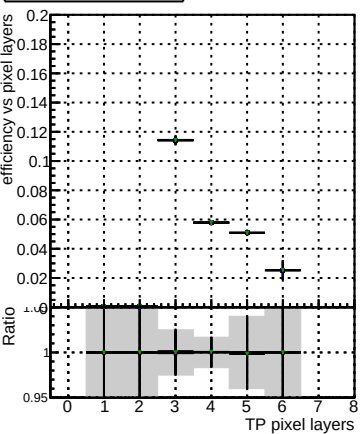
- DOM TT original REDO
- DOM TT signal option0
- DOM TT signal option1
- DOM TT signal option2
- DOM TT original option0
- DOM TT original option1

Efficiency



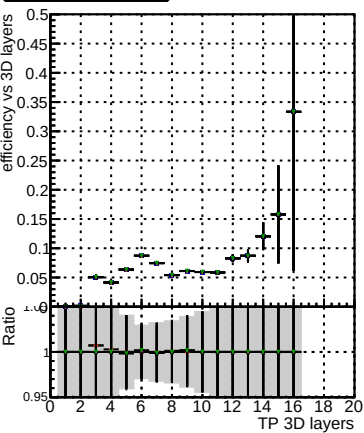
Ratio

Efficiency vs pixel layer



Ratio

Efficiency vs 3D layer



Ratio