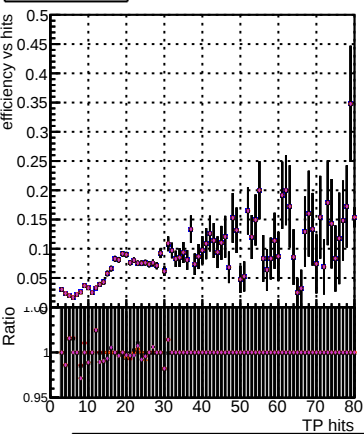


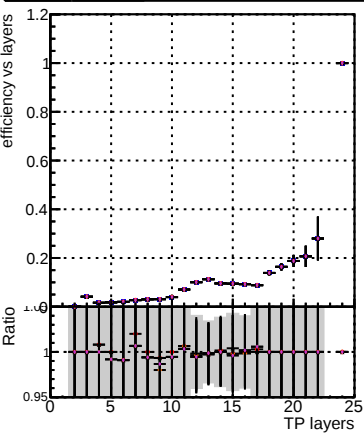
Efficiency vs hit



Ratio

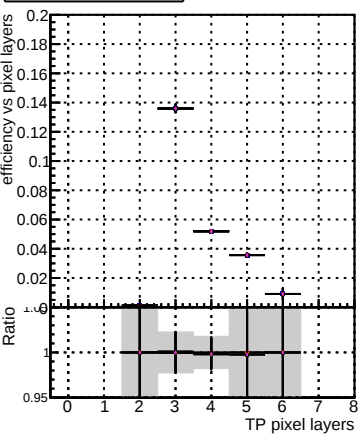
- DOM TT original
- DOM TT paretofront0 PU
- DOM TT paretofront1 PU
- DOM TT paretofront2 PU
- DOM TT paretofront3 PU

Efficiency



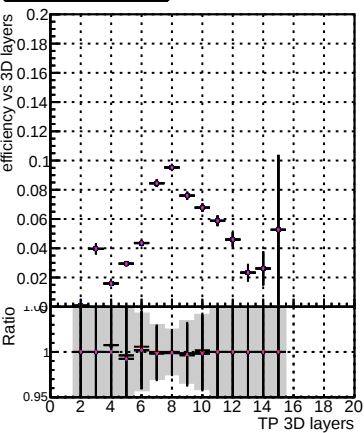
Ratio

Efficiency vs pixel layer



Ratio

Efficiency vs 3D layer



Ratio