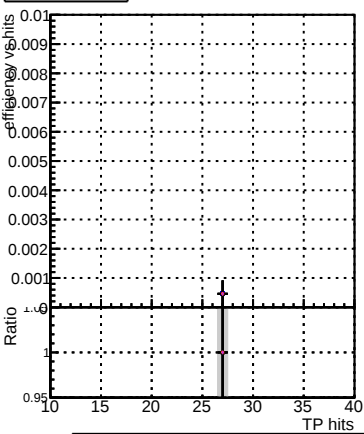


Efficiency vs hit



Efficiency vs hit

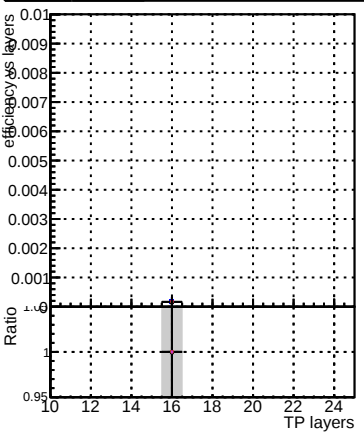
DOM_mkFit_TT_retrain

DOM_mkFit_TT_NEWdefault_specPless1

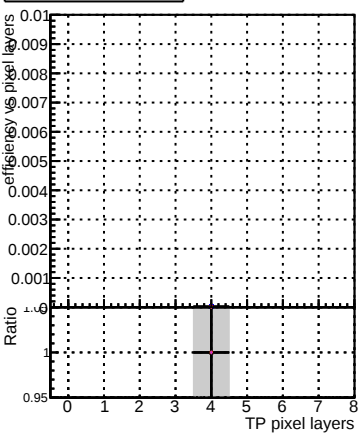
DOM_mkFit_TT_NEWdefault_specPless2

DOM_mkFit_TT_NEWdefault_specPless3

DOM_mkFit_TT_NEWdefault_specPless4



Efficiency vs pixel layer



Efficiency vs 3D layer

