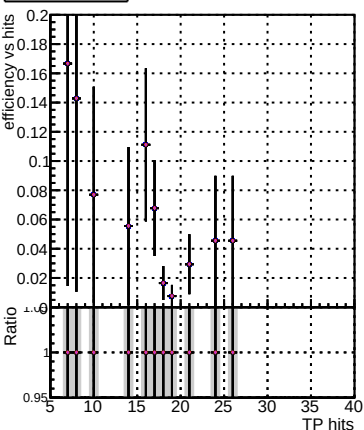
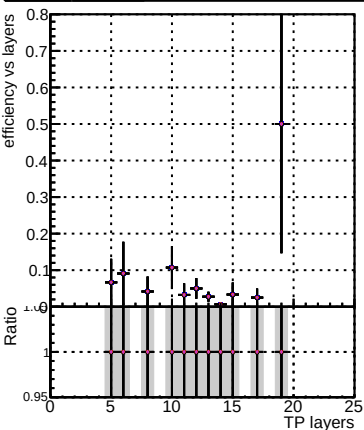


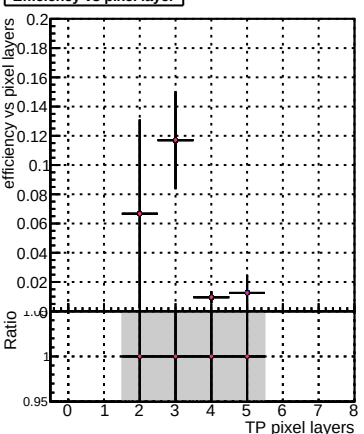
Efficiency vs hit



|           |             |        |       |         |
|-----------|-------------|--------|-------|---------|
| DOM_V0001 | R0000000001 | Global | mkFit | NOeval  |
| DOM_V0001 | R0000000001 | Global | mkFit | NObatch |
| DOM_V0001 | R0000000001 | Global | mkFit | batch   |
| DOM_V0001 | R0000000001 | Global | mkFit | batch32 |
| DOM_V0001 | R0000000001 | Global | mkFit | batch64 |



Efficiency vs pixel layer



Efficiency vs 3D layer

