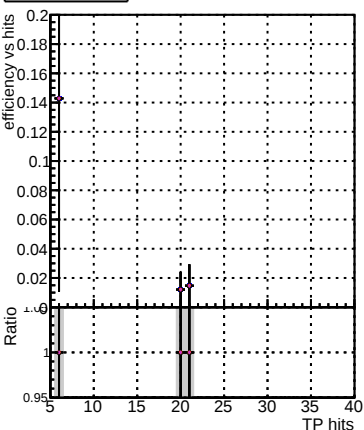
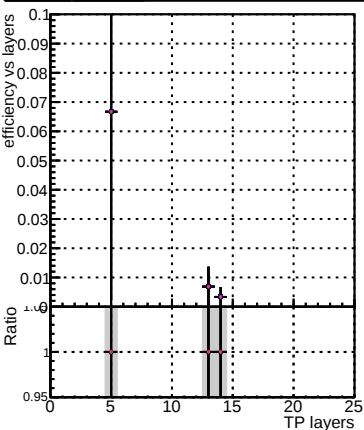


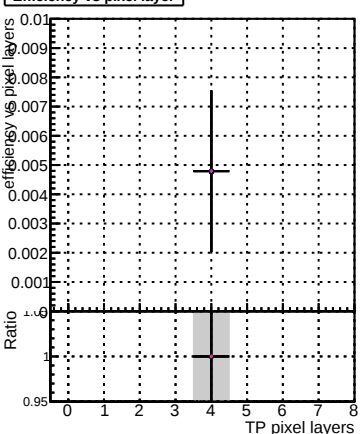
Efficiency vs hit



DOM_V0001	R000000001	Global	mkFit_NOeval
DOM_V0001	R000000001	Global	mkFit_NObatch
DOM_V0001	R000000001	Global	mkFit_batch
DOM_V0001	R000000001	Global	mkFit_batch32
DOM_V0001	R000000001	Global	mkFit_batch64



Efficiency vs pixel layer



Efficiency vs 3D layer

