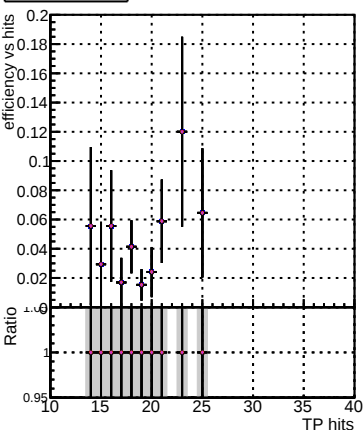
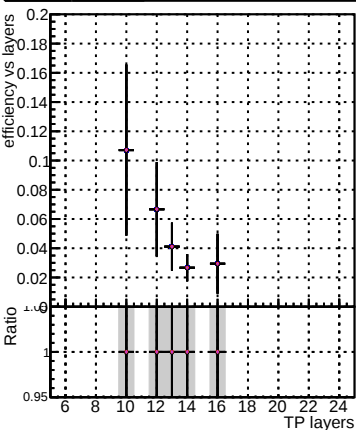


Efficiency vs hit

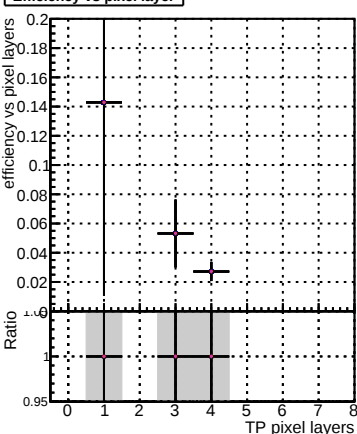


Efficiency

- 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

