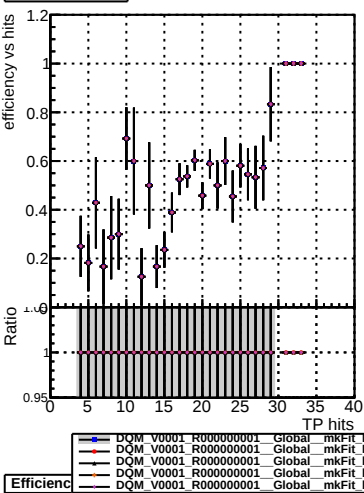
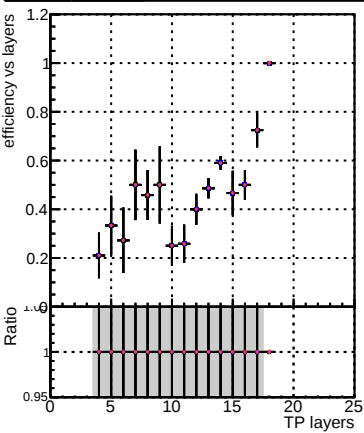


Efficiency vs hit

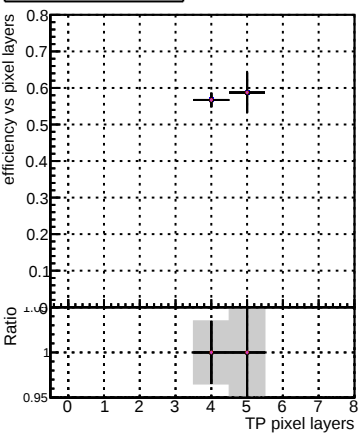


Efficiency

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

