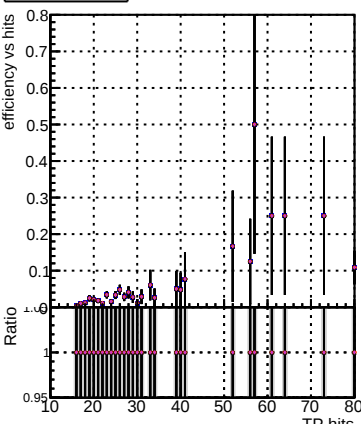
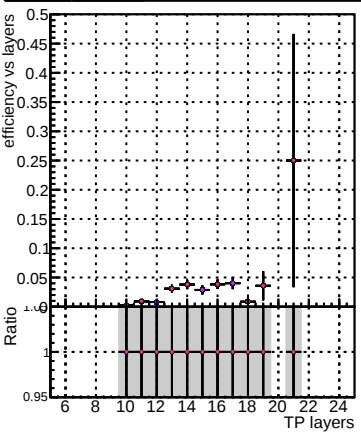


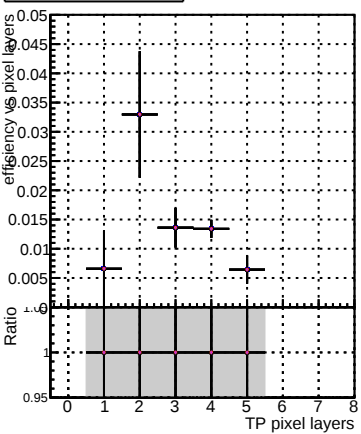
Efficiency vs hit



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
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Efficiency vs pixel layer



Efficiency vs 3D layer

