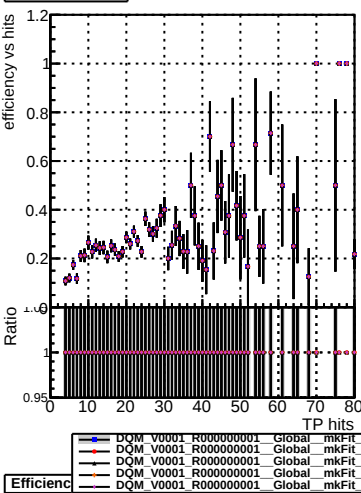
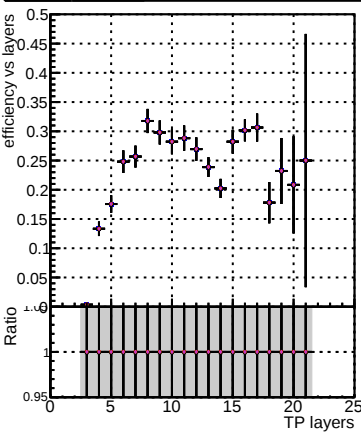


Efficiency vs hit

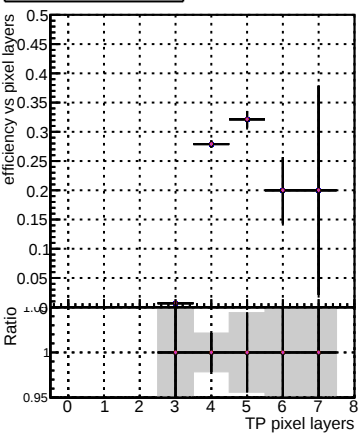


Efficiency

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

