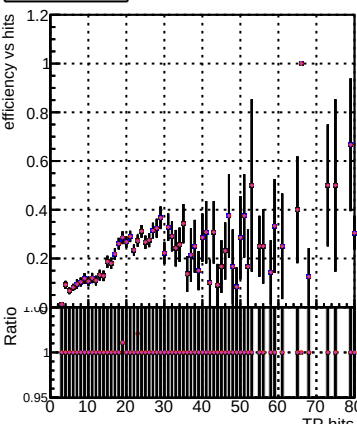
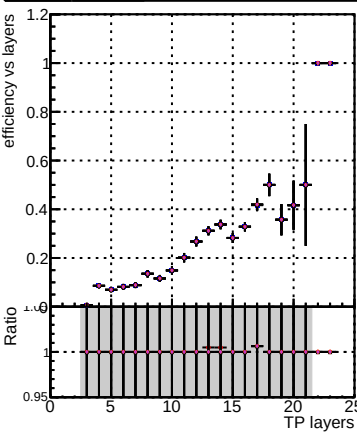


Efficiency vs hit

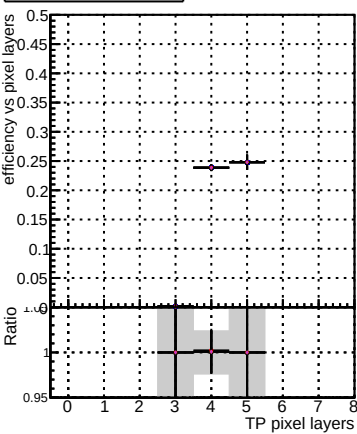


DOM_V0001_R000000001_Global_mkFit_NOeval	DOM_V0001_R000000001_Global_mkFit_NObatch
DOM_V0001_R000000001_Global_mkFit_batch	DOM_V0001_R000000001_Global_mkFit_batch32
DOM_V0001_R000000001_Global_mkFit_batch64	

Efficiency



Efficiency vs pixel layer



Efficiency vs 3D layer

