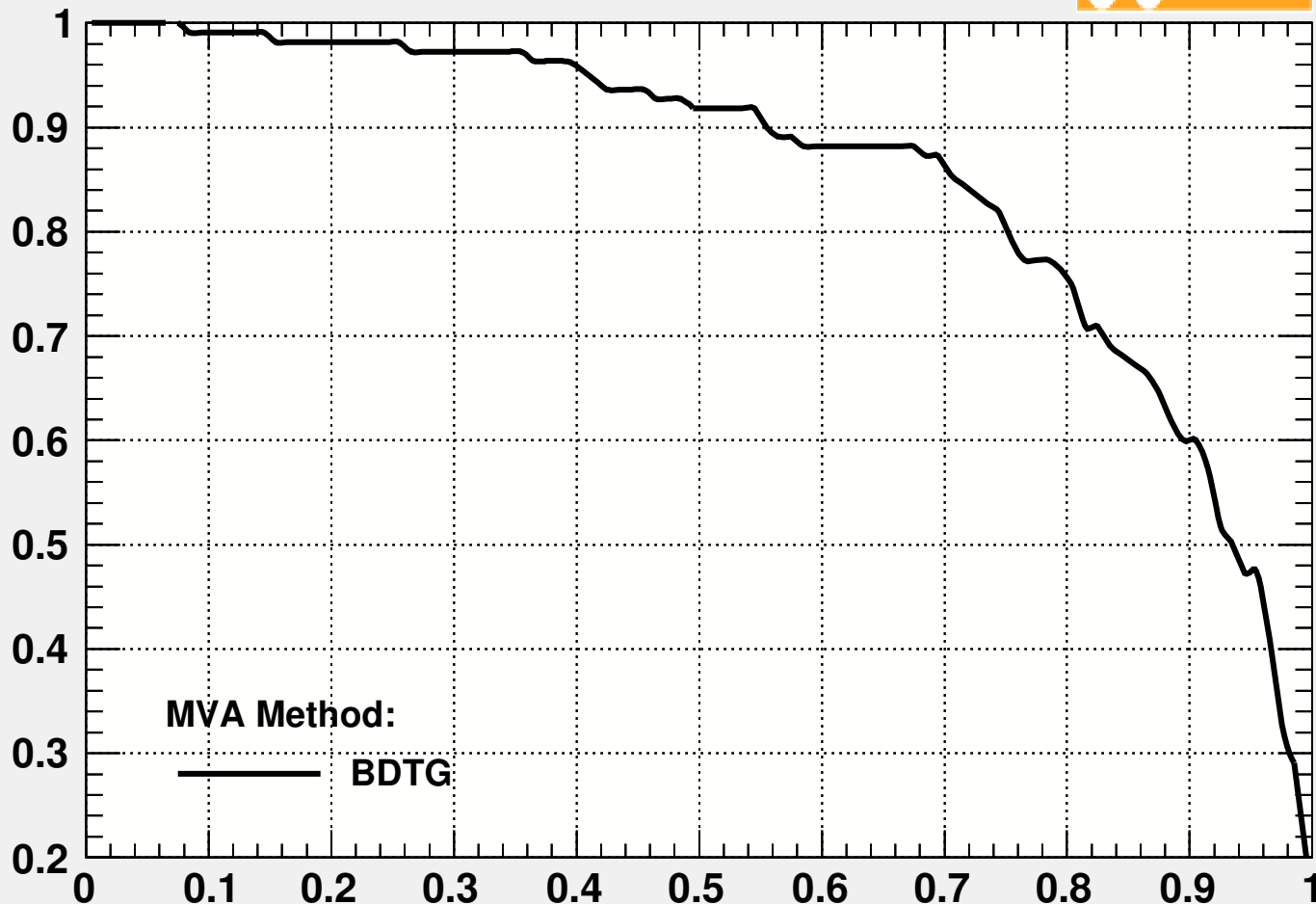


# Background rejection versus Signal efficiency



Background rejection



MVA Method:

BDTG

Signal efficiency