Total uncerntainty in boosted/resolved channel vs Luminosity

Legend:
- boosted(aux_flavor_strength = 1)
- boosted(aux_flavor_strength = 0.5)
- resolved(aux_flavor_strength = 1)
- resolved(aux_flavor_strength = 0.5)

x-axis: Luminosity(fb^{-1})
y-axis: Total uncertainty