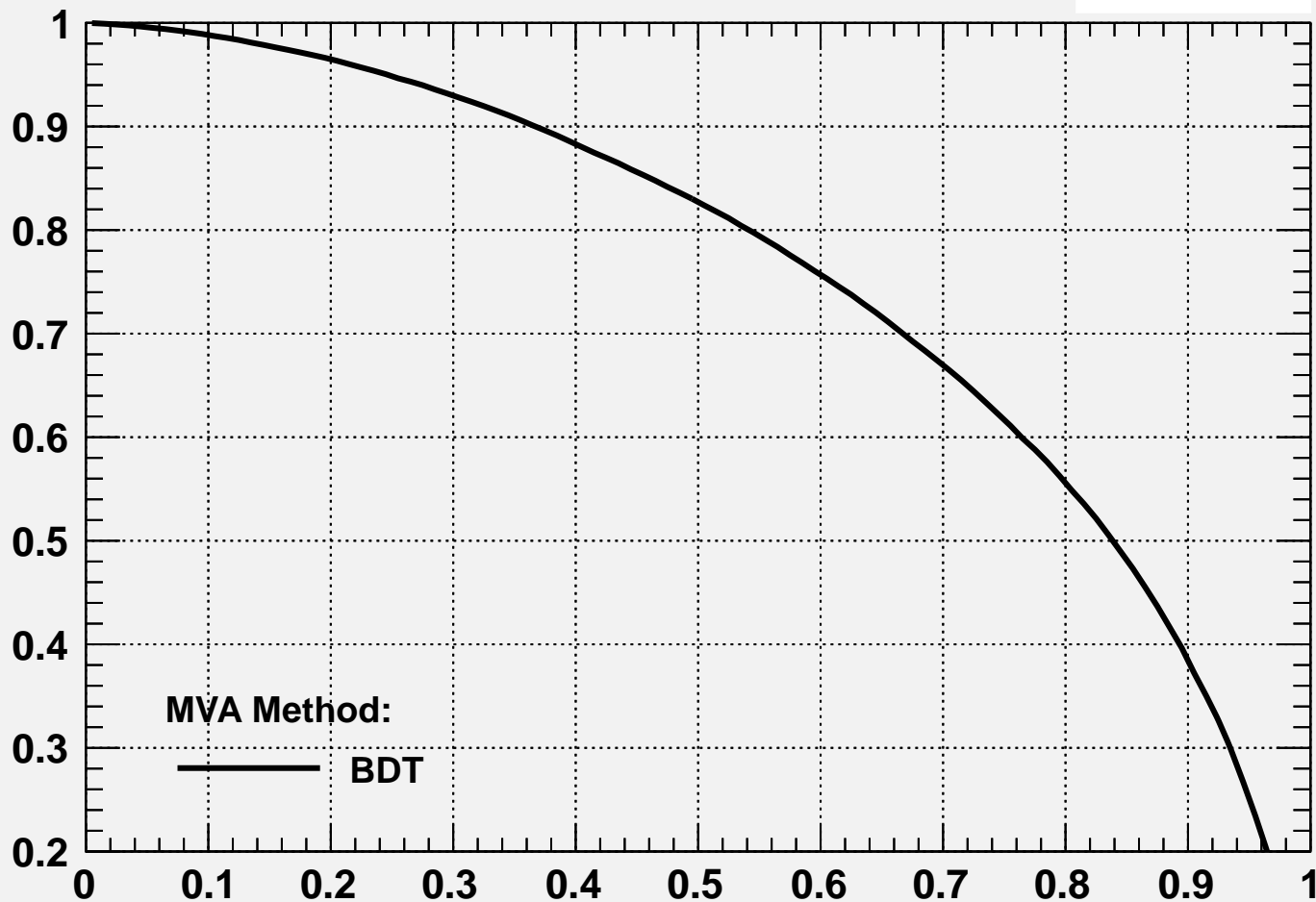


# Background rejection versus Signal efficiency

Background rejection



MVA Method:



BDT

Signal efficiency