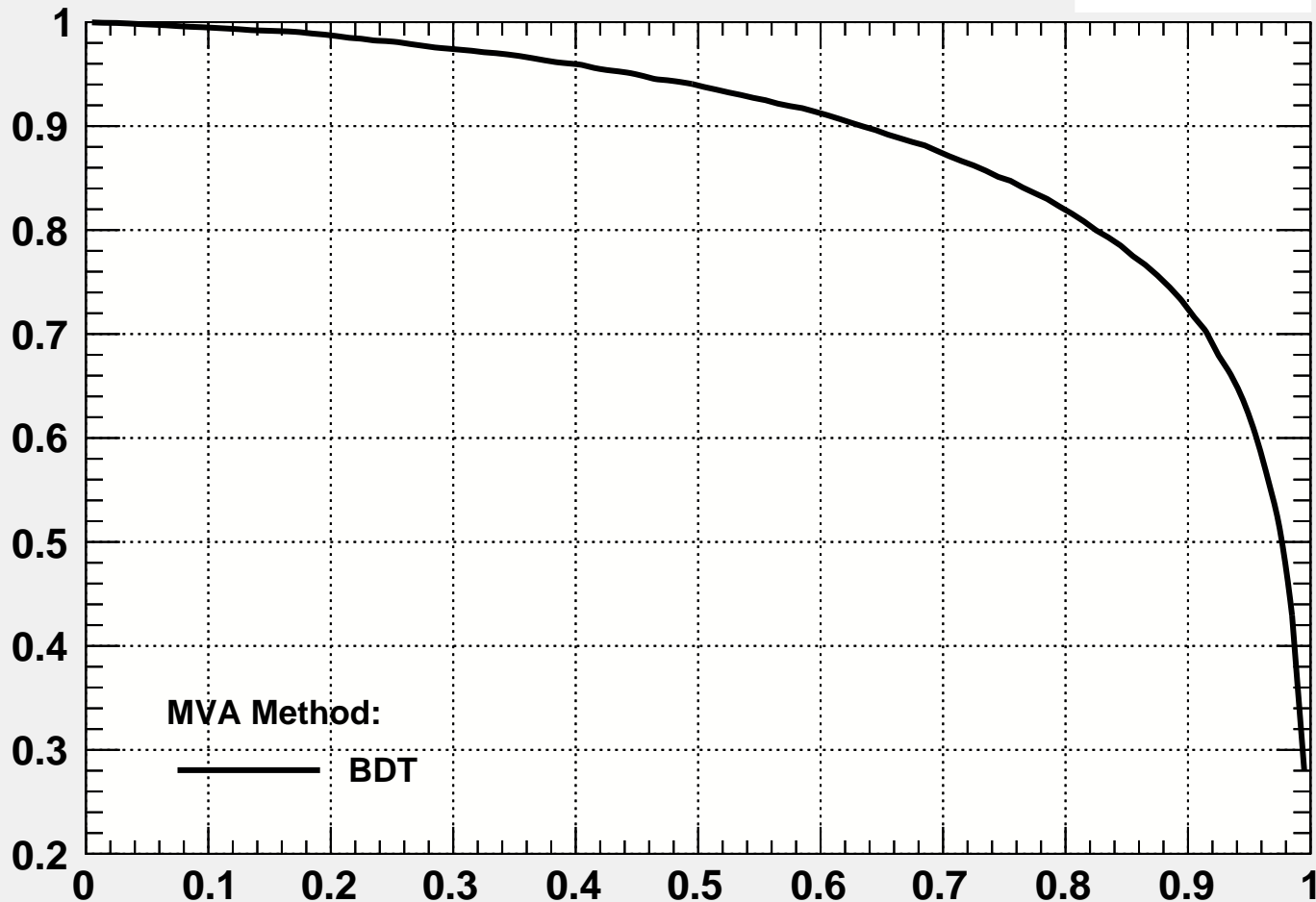


# Background rejection versus Signal efficiency

Background rejection



MVA Method:

BDT

Signal efficiency