

Hit completeness ≥ 0.60
Hit purity ≥ 0.60

ICARUS BNB ν_μ Work in progress

Pions

- 2D+DNNROI (LongMaxHits = 10) w/ YZ
- 2D+DNNROI (LongMaxHits = 0) w/ YZ
- + 1D w/ YZ
- \blacktriangle 2D+DNNROI (LongMaxHits = 10) w/ YZ
Using cluster3D
- \blacktriangledown 2D+DNNROI (LongMaxHits = 0) w/ YZ
Using cluster3D

