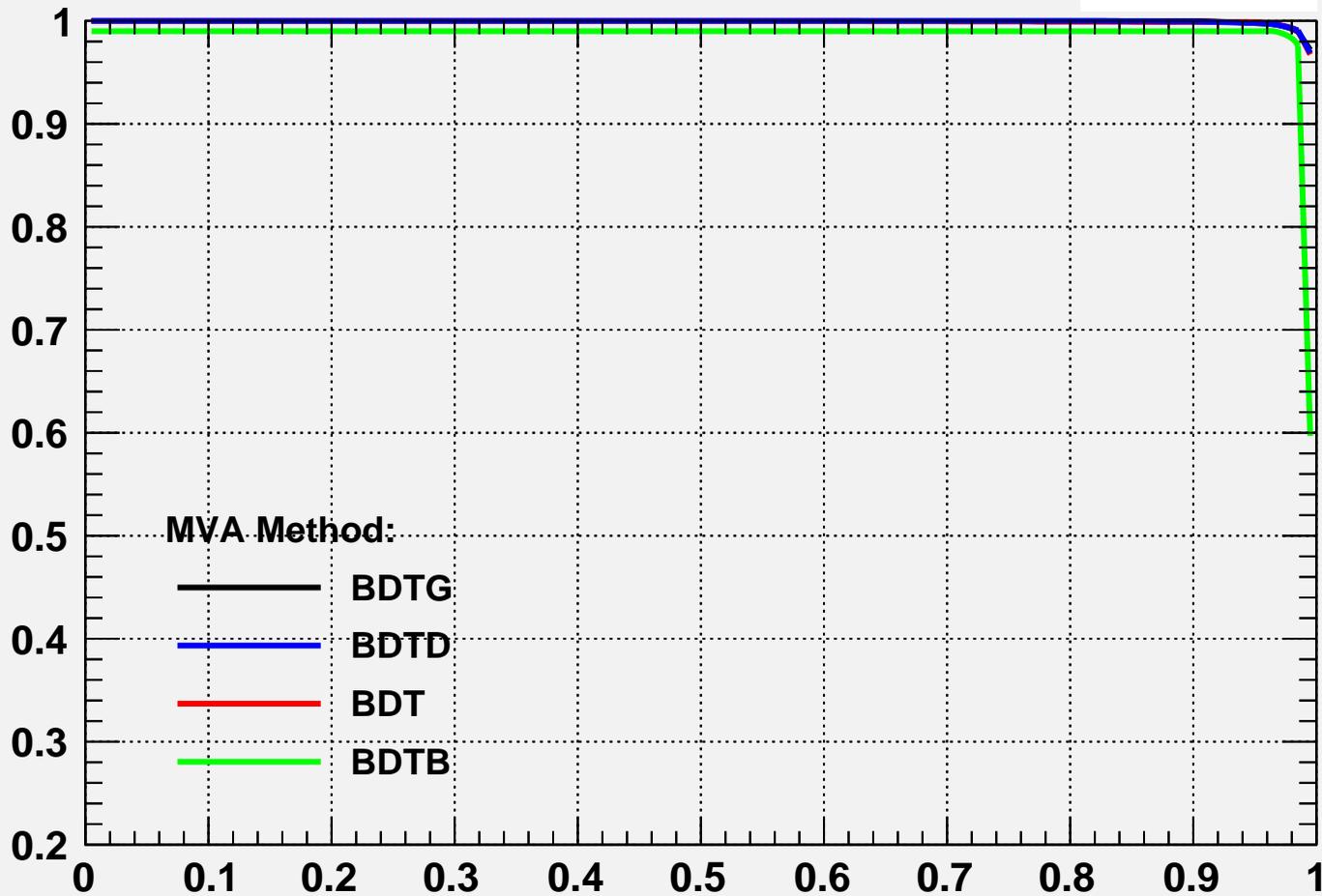


# Background rejection versus Signal efficiency

Background rejection



Signal efficiency