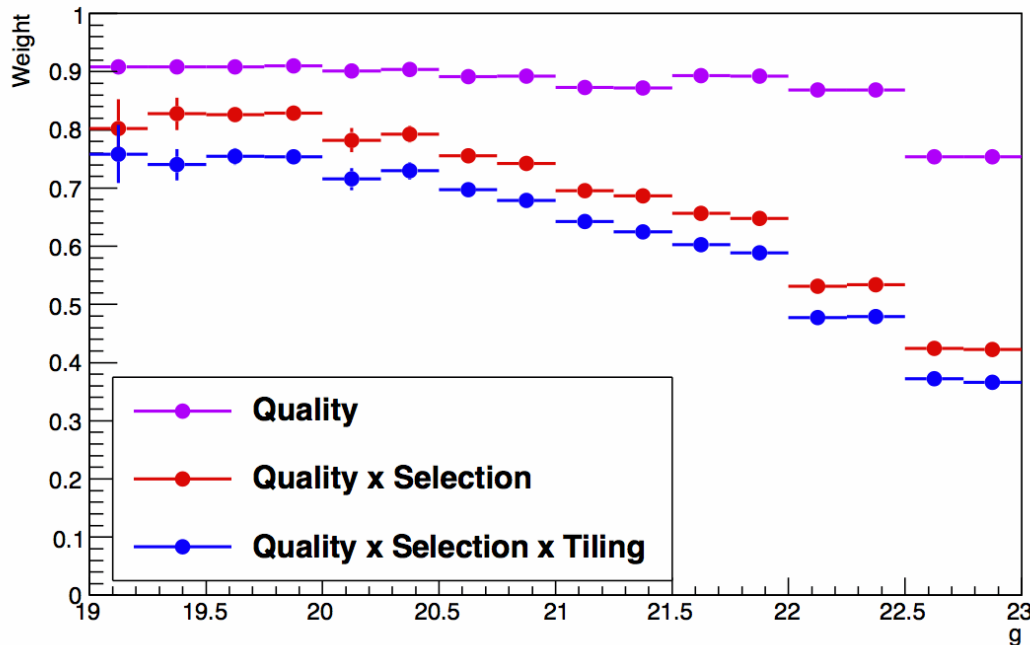# *Correction of Selection Function*

Strategy
- ➢ Correction by applying a "per object weight"
- ➢ Weights determined with QSO and star control samples
- ➢ 1D or 2D weight depending on the nature of the corrections

Three corrections:
- ➢ **Quality**: $\varepsilon(g)$ - Flags of photometry (nodeblend...)
- ➢ **Selection**: $\varepsilon(g,z)$ - NN cut and type=6 (point source)
- ➢ **Tiling**: $\varepsilon(priority)$

Corrections applied on QSOs of boss21