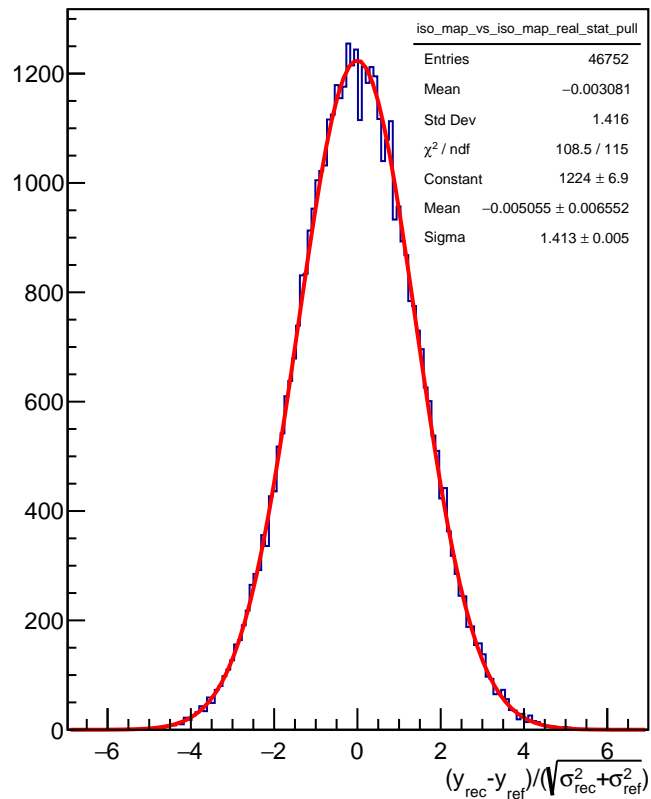


Pull of Ratio Isotropic/Isotropic (real statistic)



Pull of Ratio Isotropic/Isotropic Shuffled (real statistic 1)

