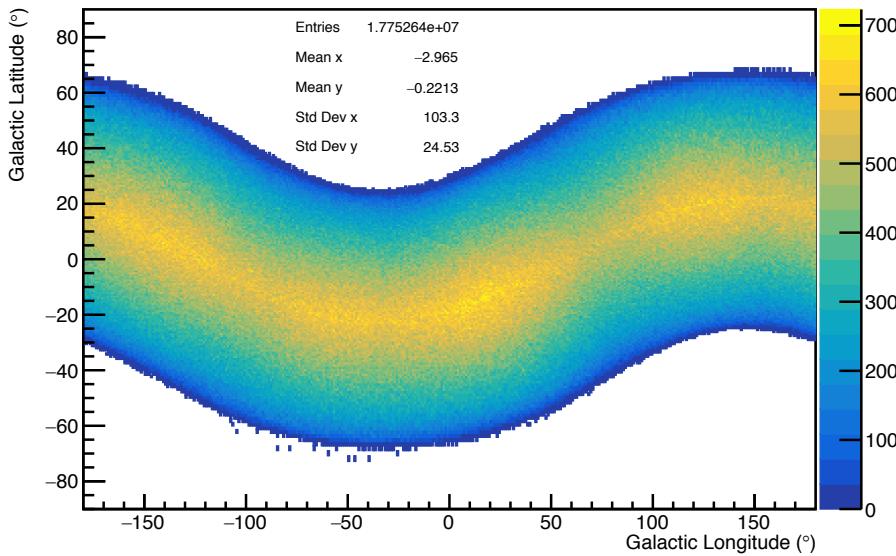


Original Toy-MC Simulation

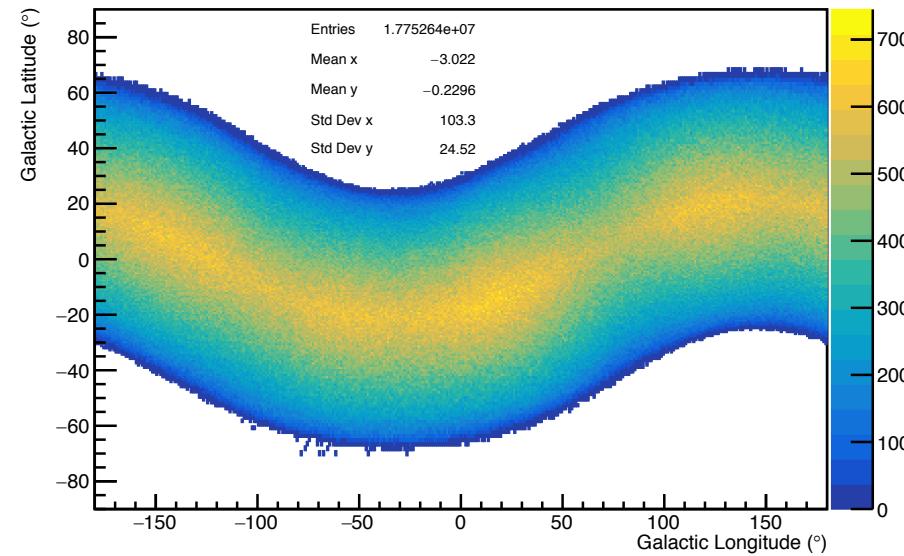
Statistical pull study

Isotropic maps

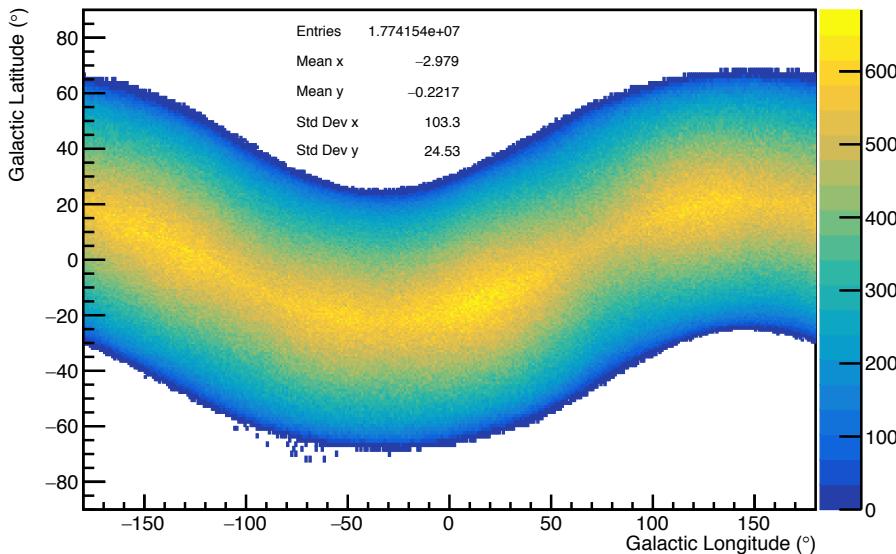
Entries Isotropic Map Real Statistic 1



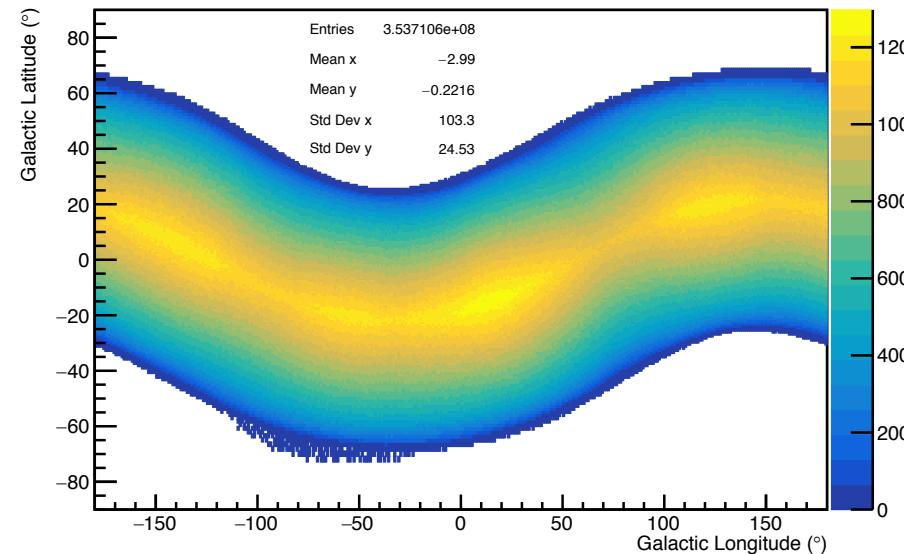
Entries Isotropic Map Real Statistic 2



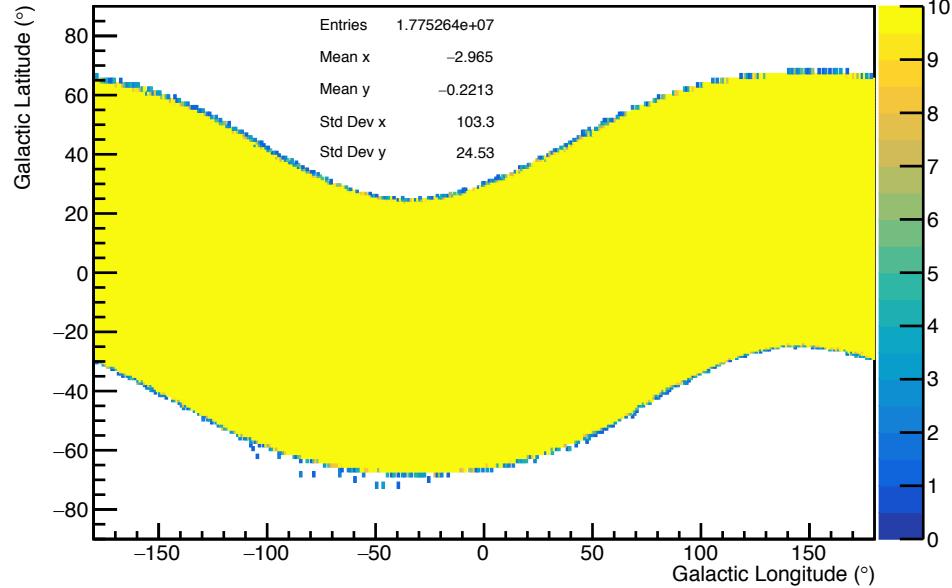
Entries Isotropic Map Shuffled Statistic 1



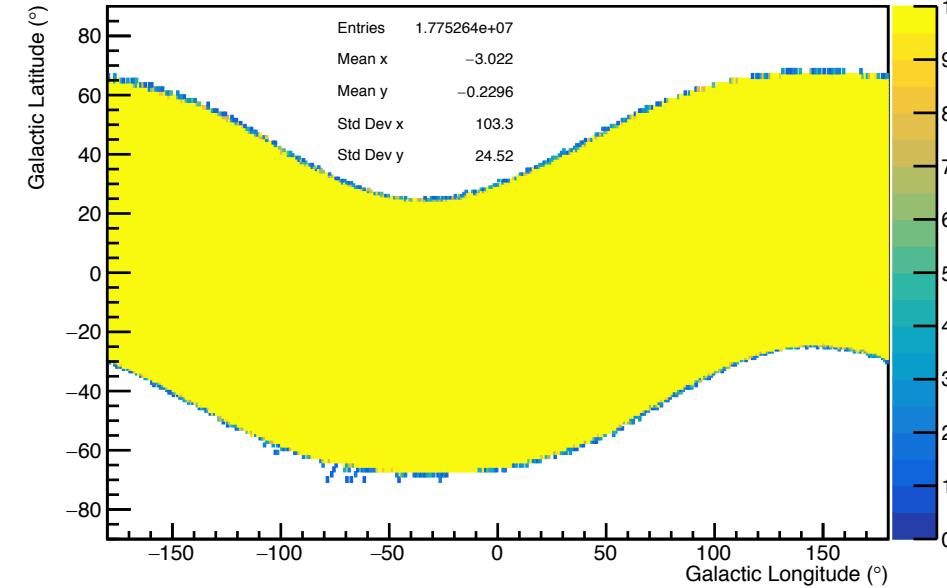
Entries Isotropic Map Infinite Statistic



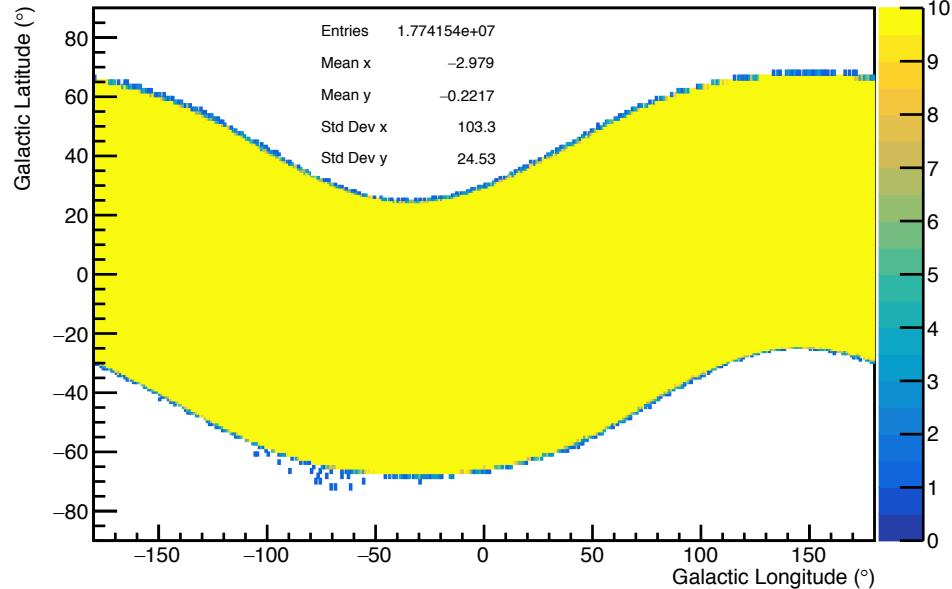
Entries Isotropic Map Real Statistic 1



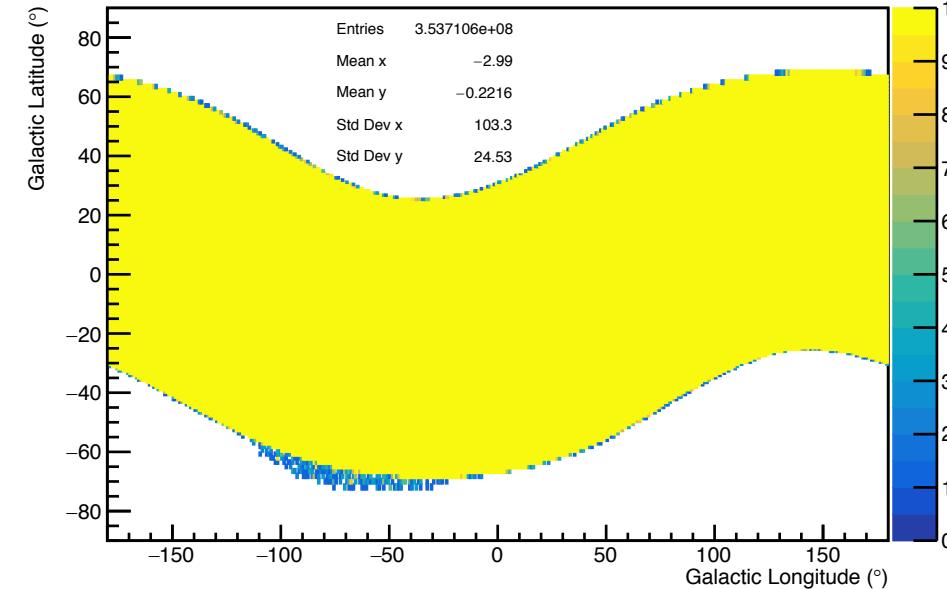
Entries Isotropic Map Real Statistic 2



Entries Isotropic Map Shuffled Statistic 1



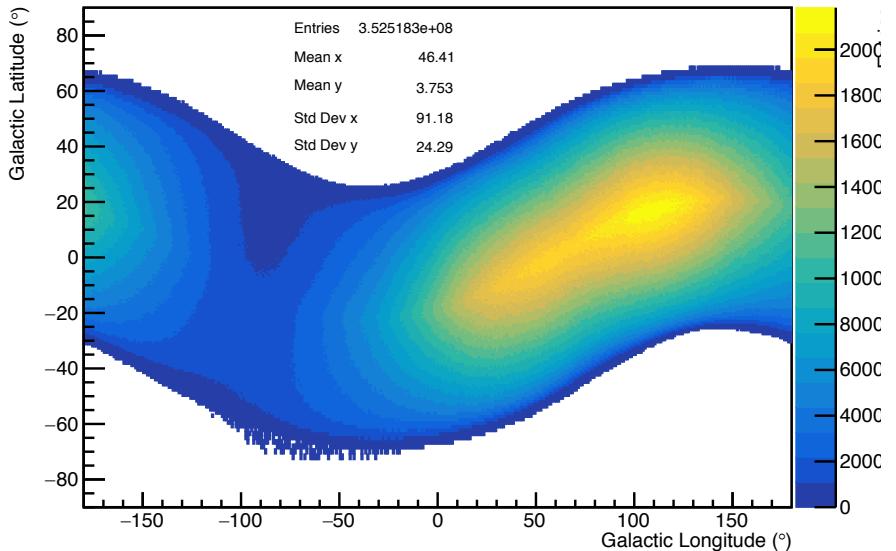
Entries Isotropic Map Infinite Statistic



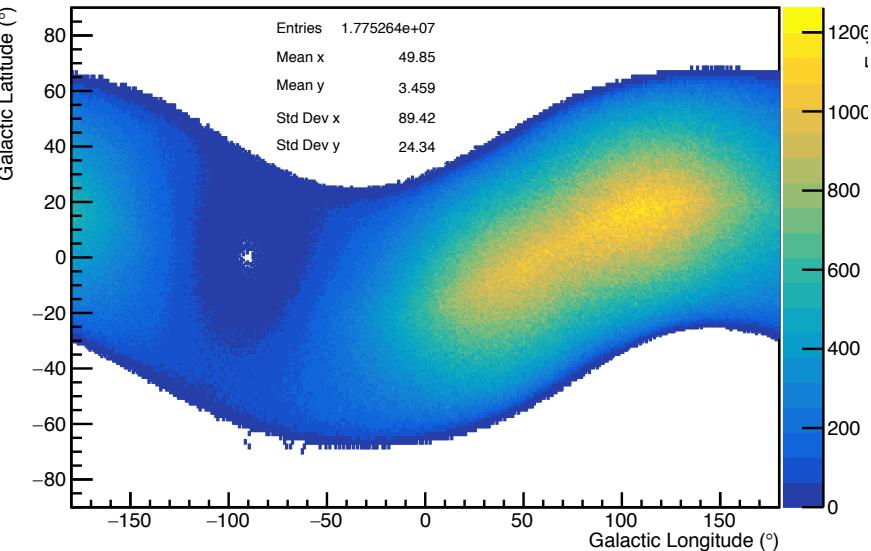
- These are the same maps with a maximum of 10 events on z axis;
- Low statistic bins have been shown;
- I won't consider these bins to build the pull.

Anisotropic maps

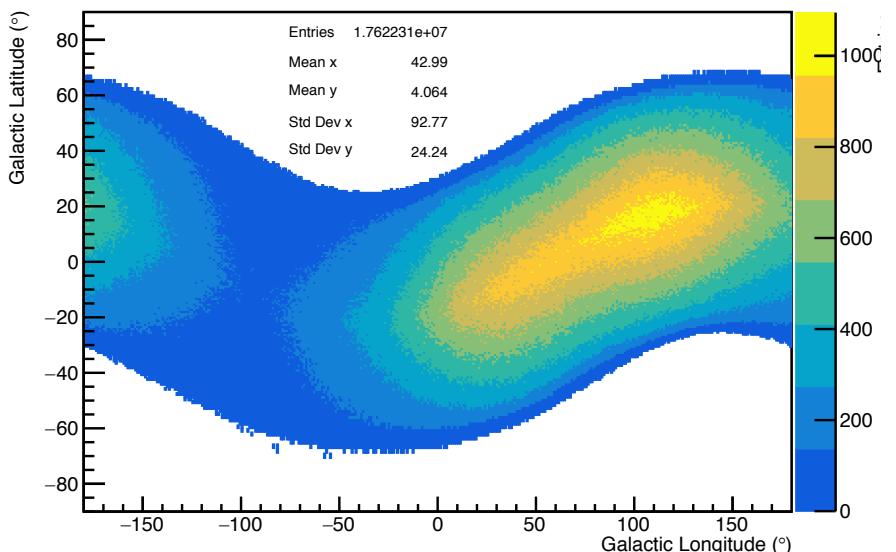
Entries Anisotropic Map Infinite Statistic



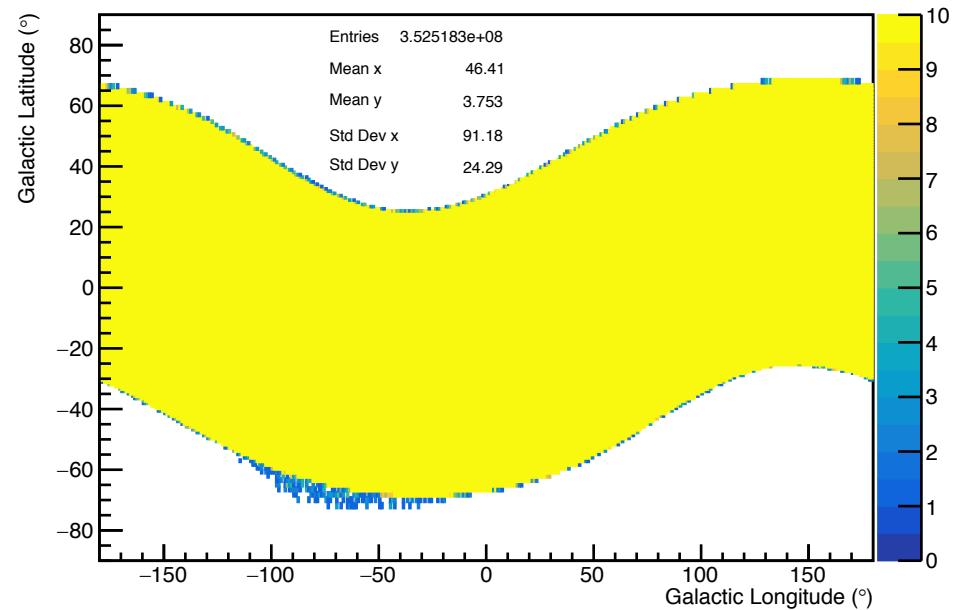
Entries Anisotropic map real statistic 1



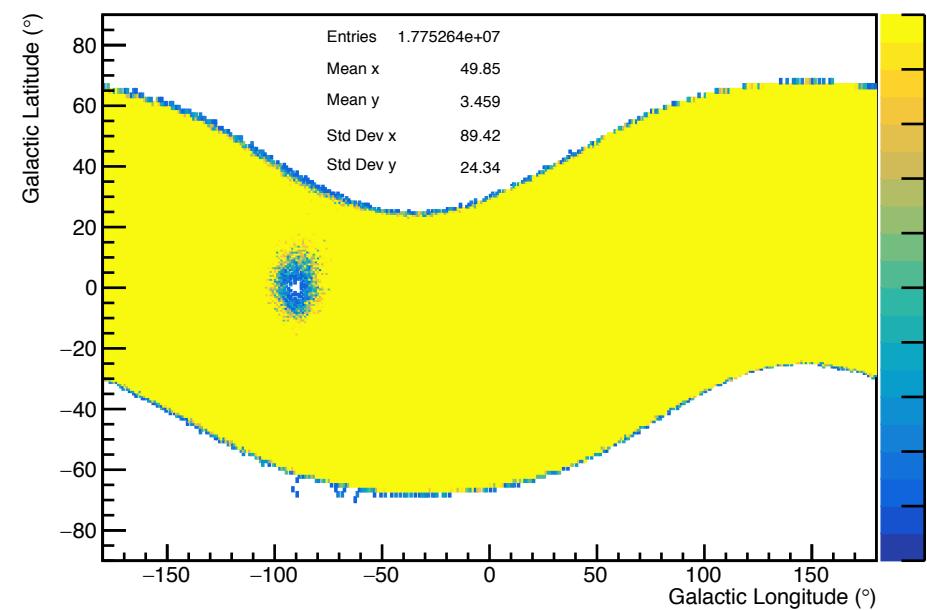
Entries Anisotropic Map Shuffled Statistic 1



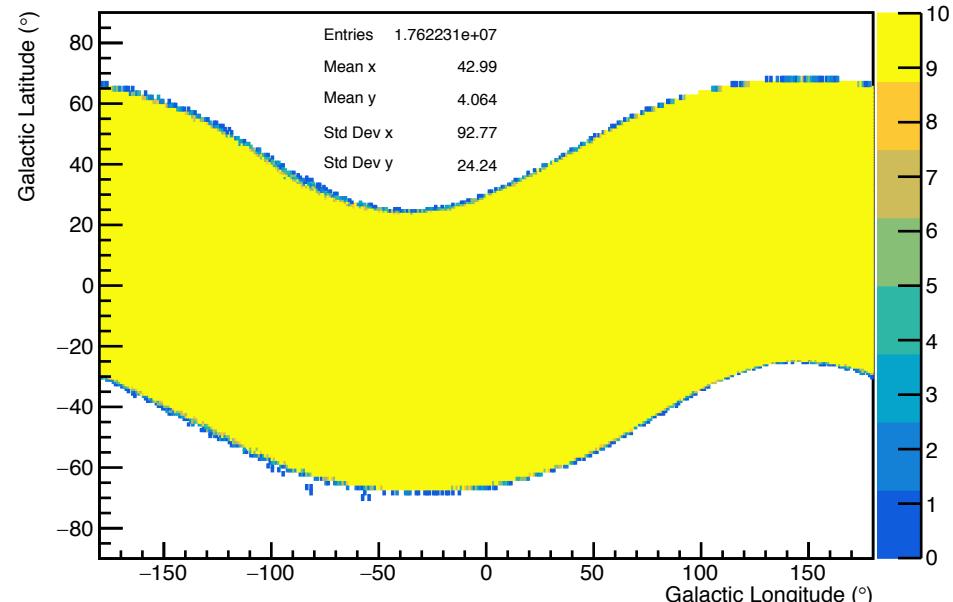
Entries Anisotropic Map Infinite Statistic



Entries Anisotropic map real statistic 1



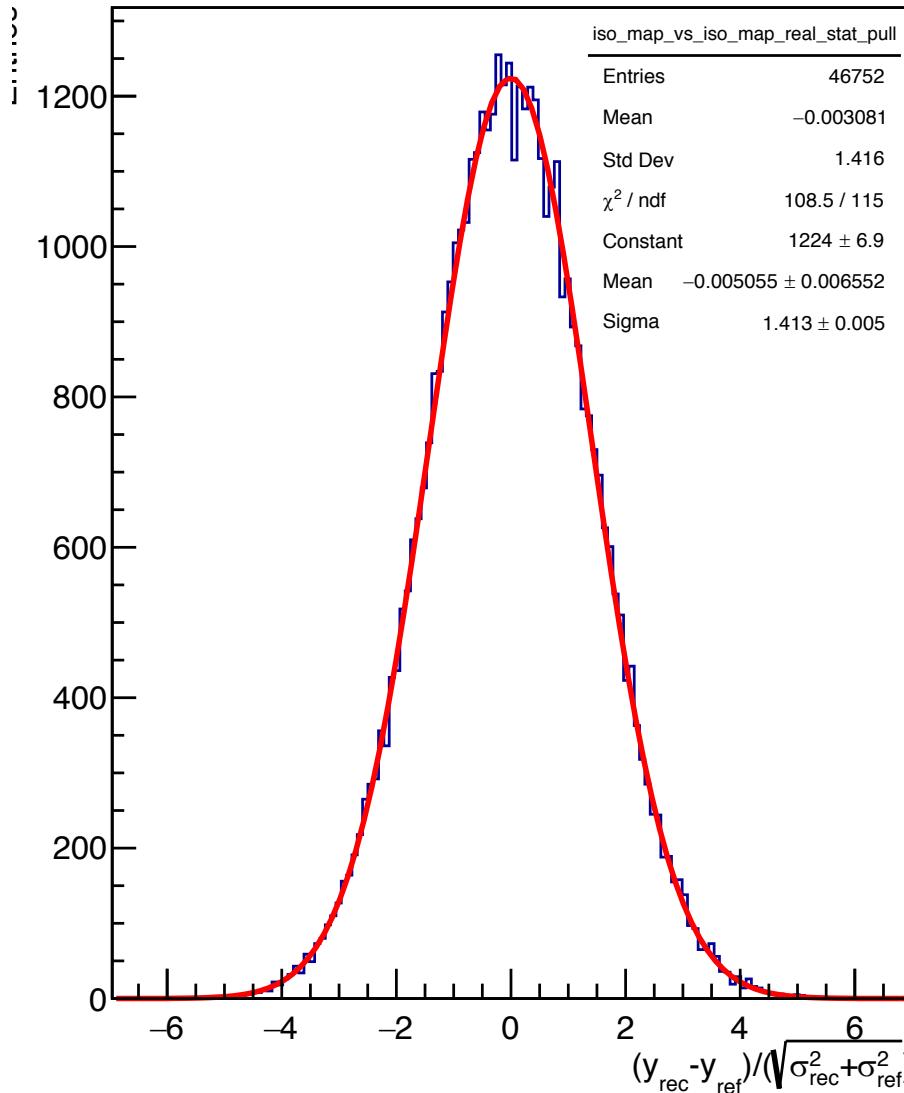
Entries Anisotropic Map Shuffled Statistic 1



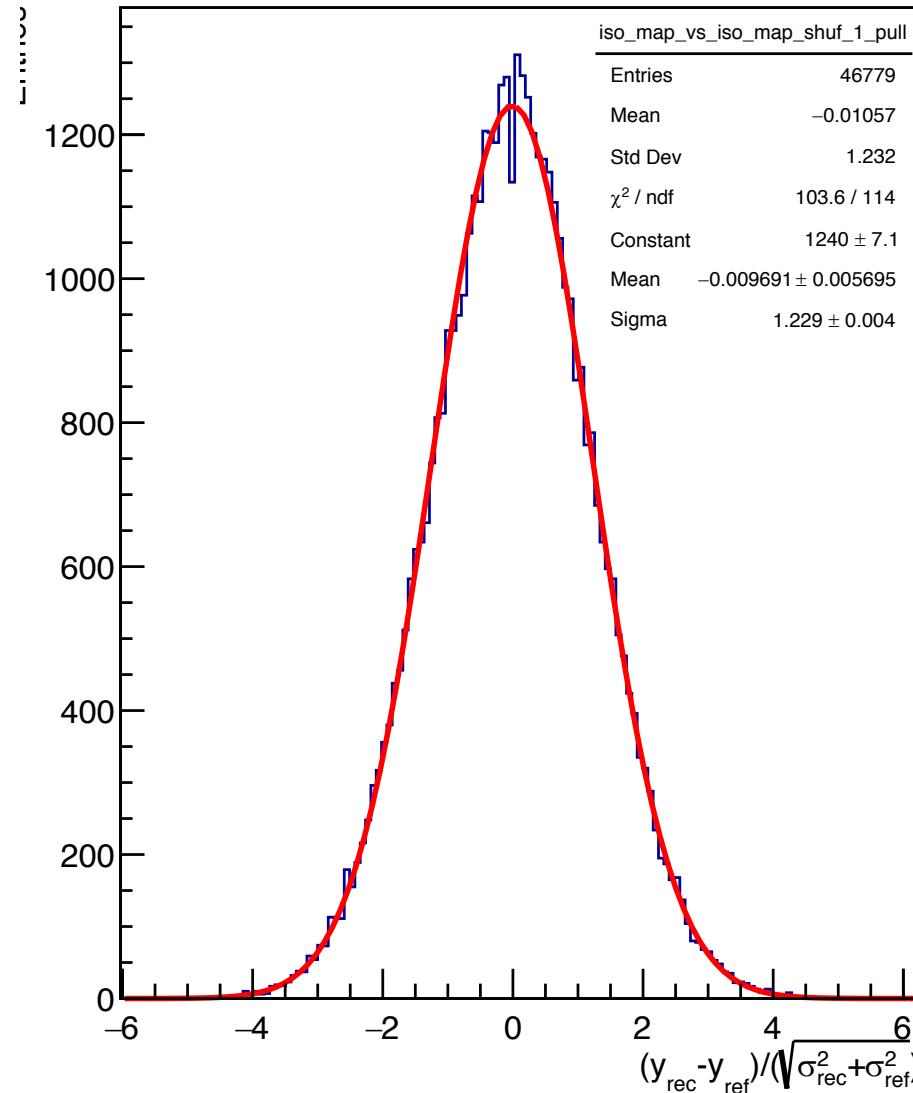
- These are the same maps with a maximum of 10 events on z axis;
- Low statistic bins have been shown;
- I won't consider these bins to build the pull.

Pull Isotropic Maps

Pull of Ratio Isotropic/Isotropic (real statistic)

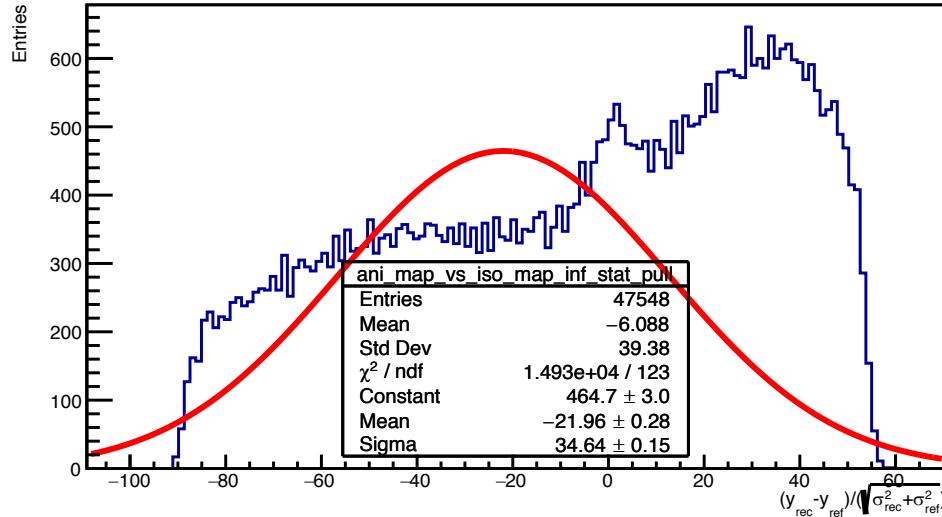


Pull of Ratio Isotropic/Isotropic Shuffled (real statistic 1)

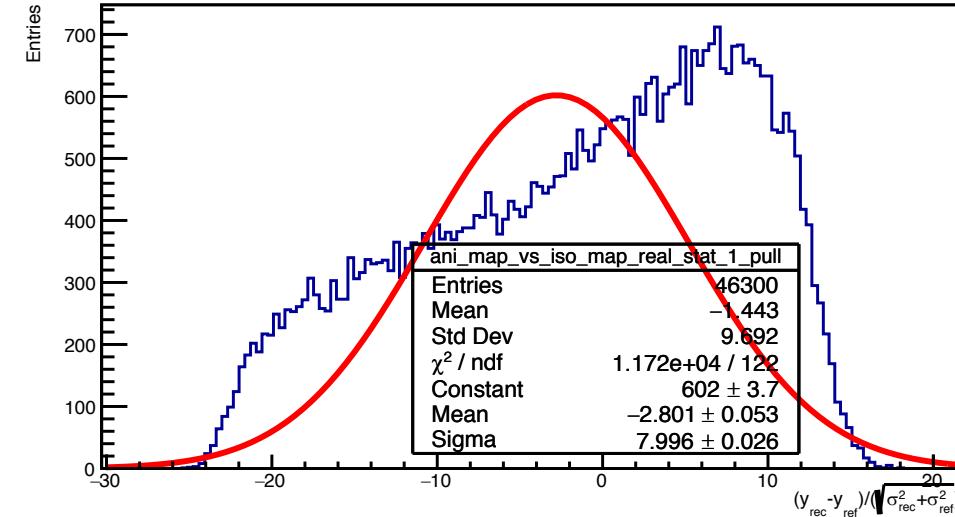


Pull Anisotropic Maps

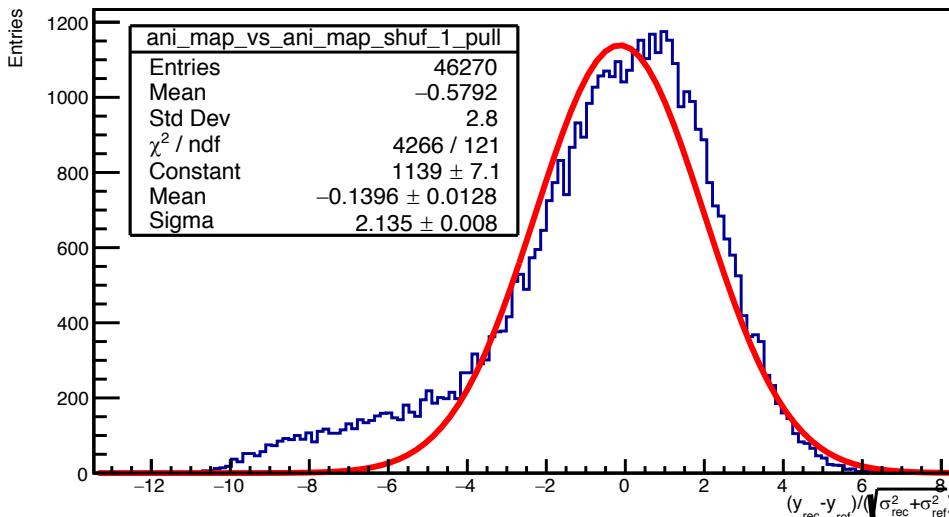
Pull of Ratio Anisotropic/Isotropic (infinite statistic)



Pull of Ratio Anisotropic/Isotropic (real statistic 1)

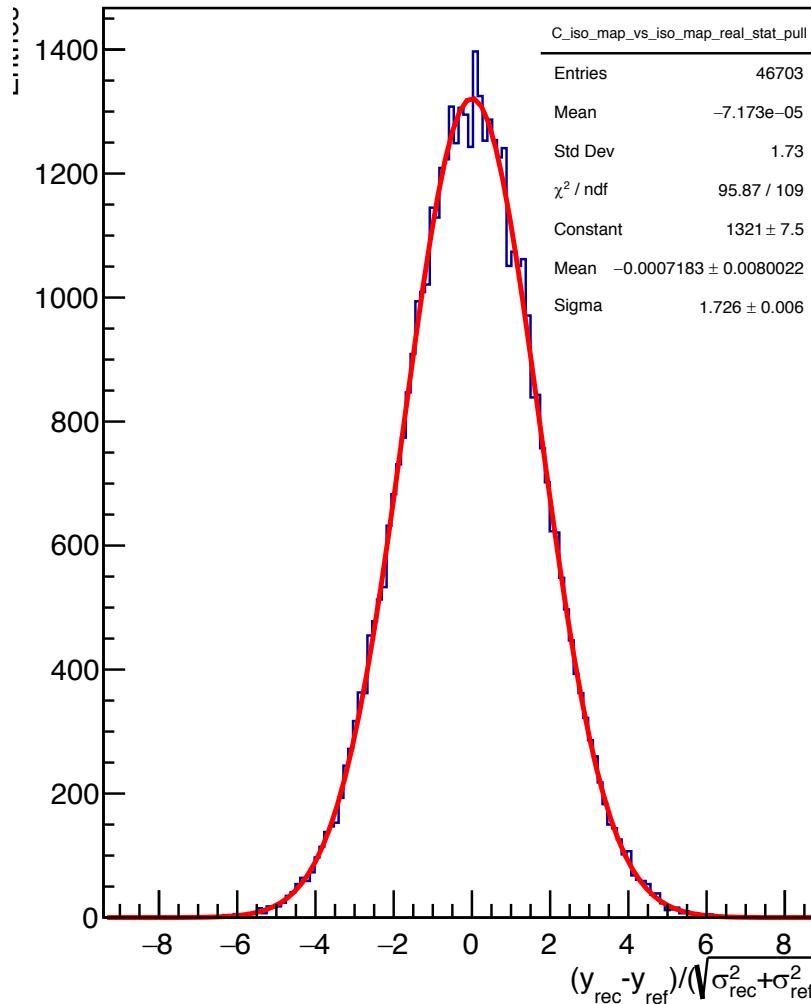


Pull of Ratio Anisotropic/Anisotropic Shuffled (real statistic 1)

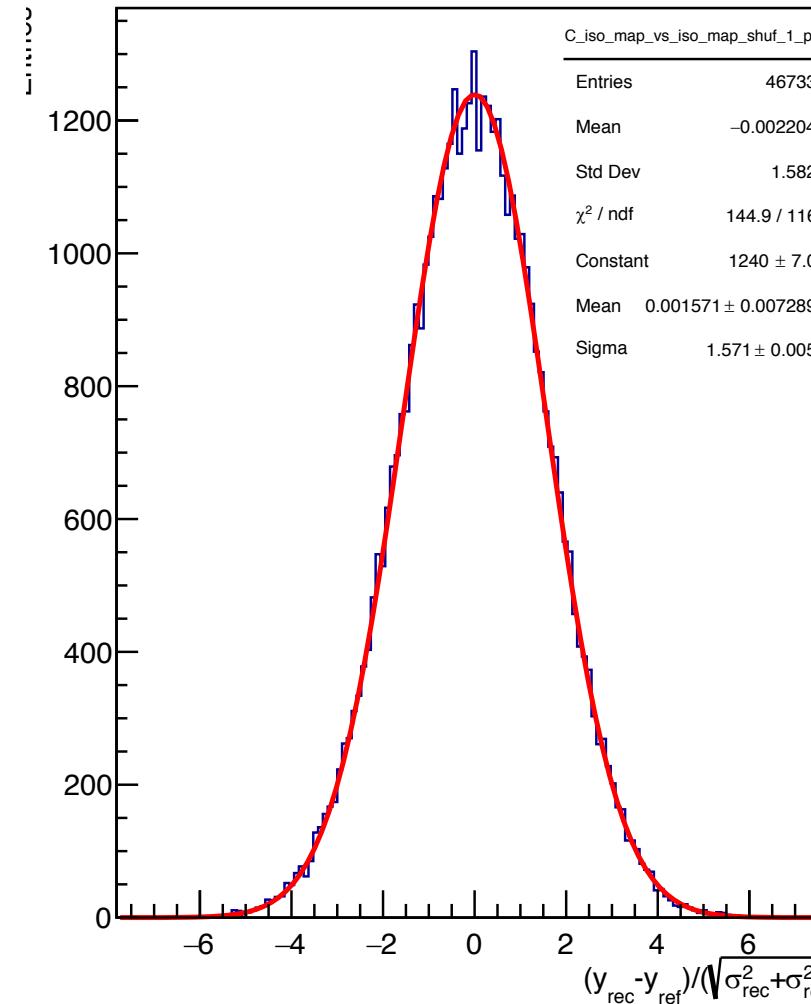


Pull Isotropic «cloned» maps

Pull of Ratio Isotropic/Isotropic - Cloned Maps - (real statistic)



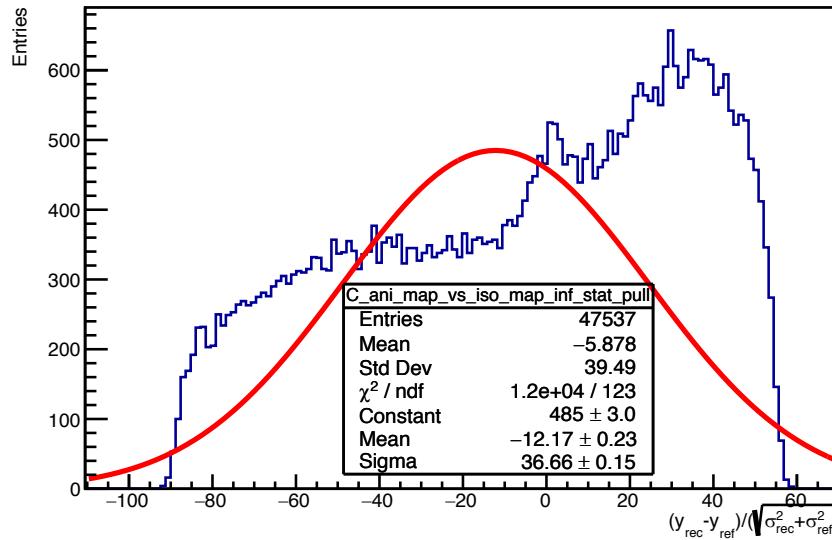
Pull of Ratio Isotropic/Isotropic Shuffled (real statistic 1)



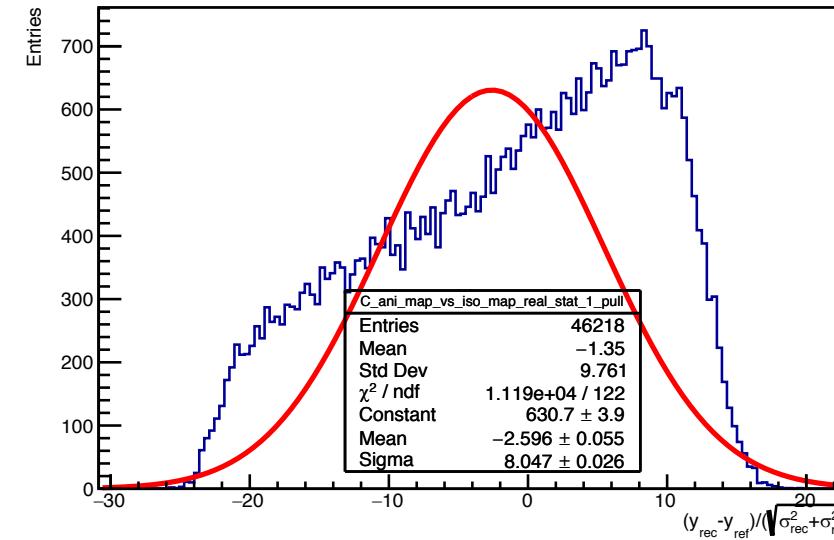
- These histos has been realized to study the sigma parameter;
- To obtain these pulls we created a new TH2 map in galactic coordinates, filled randomly with the same numer of entries of the original one.
- In that way we obtain a statistical independent copy of the map.

Pull Anisotropic «cloned» maps

Pull of Ratio Anisotropic/Isotropic (infinite statistic)



Pull of Ratio Anisotropic/Isotropic (real statistic 1)



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

