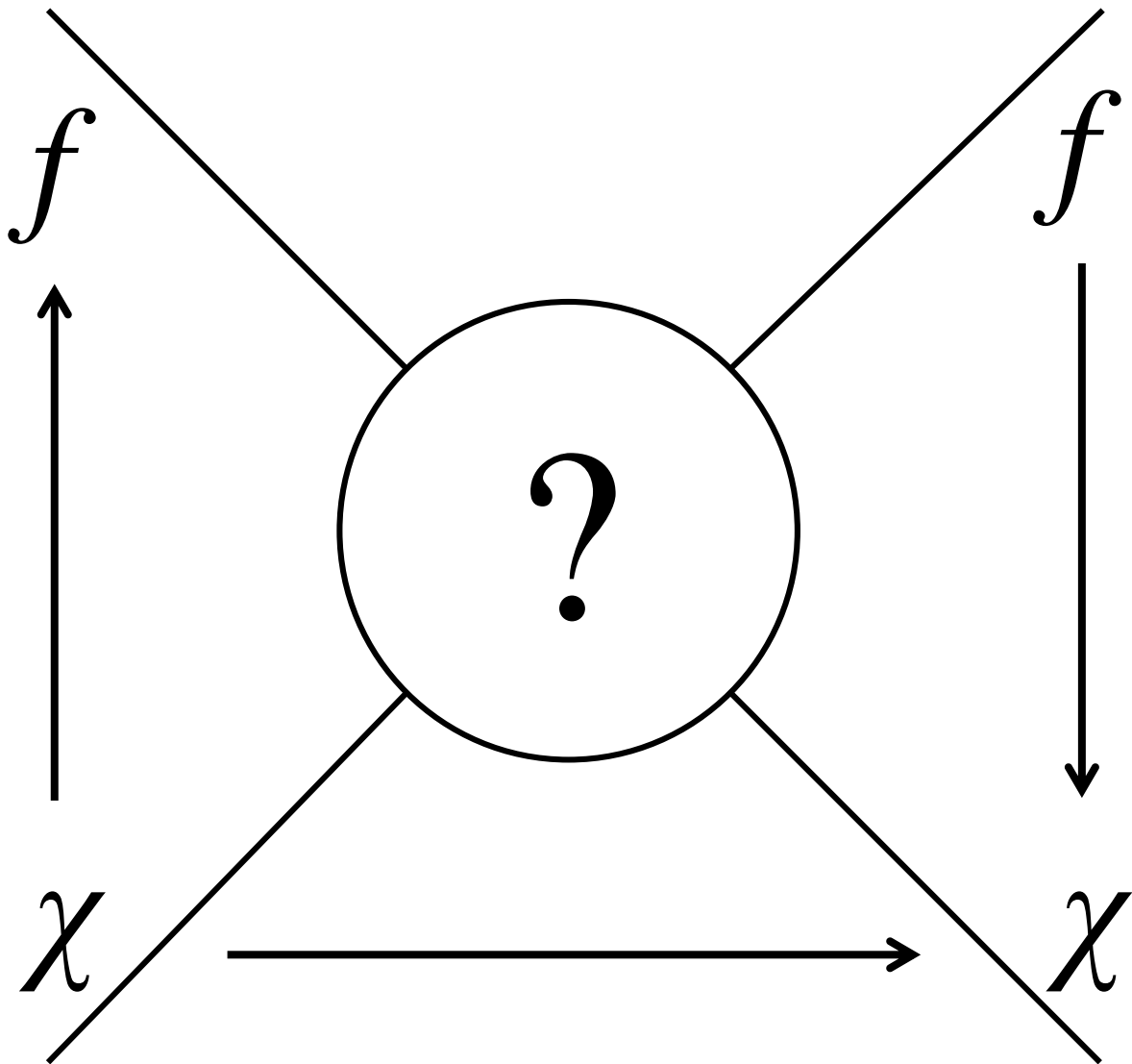


Indirect/annihilation



Production/collider

Direct/scattering