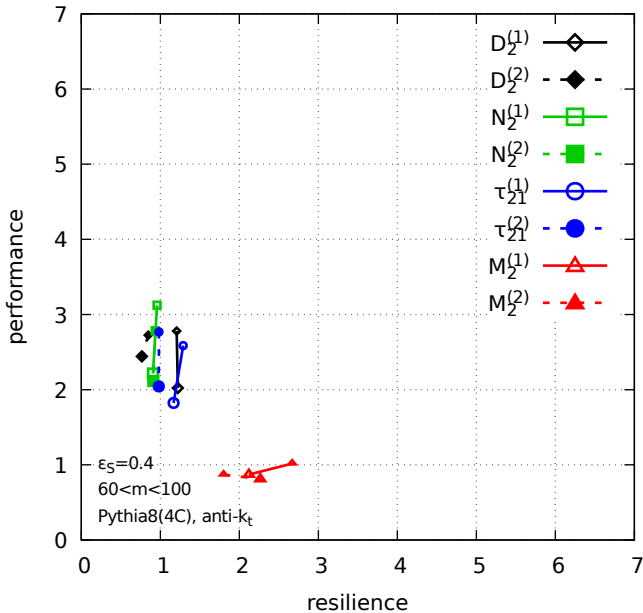
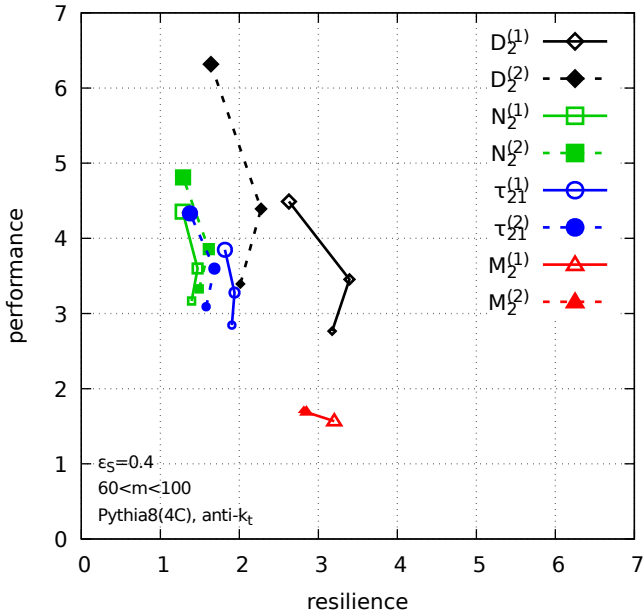


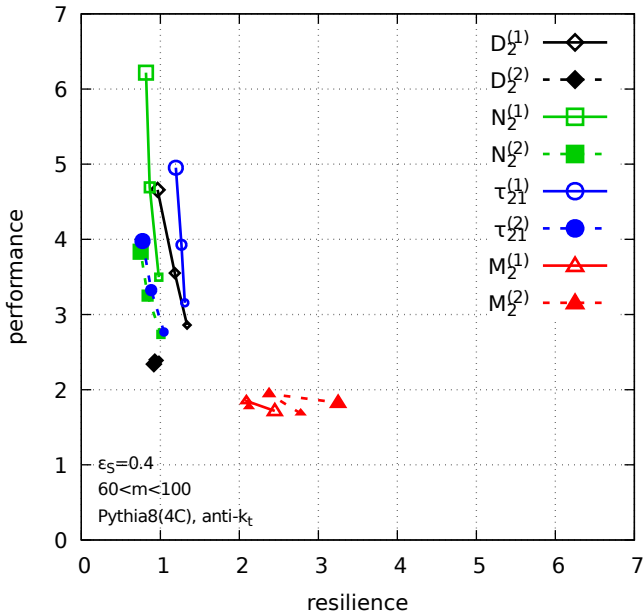
plain \otimes plain/plain (R=0.8, particle v. parton)



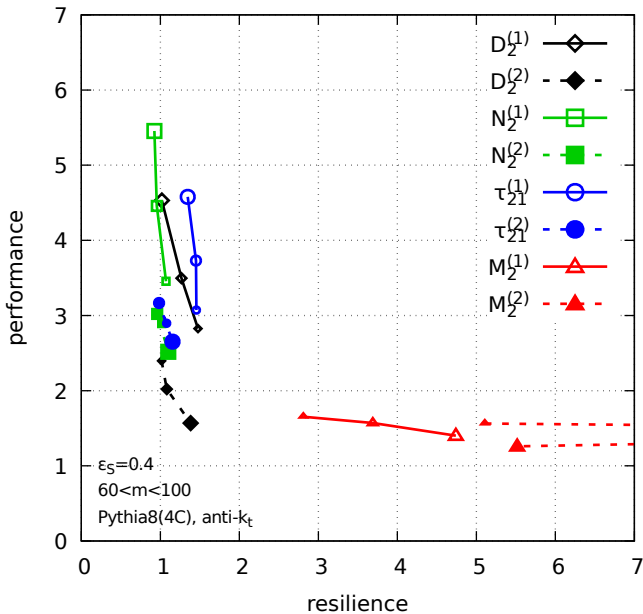
loose \otimes loose/loose (R=0.8, particle v. parton)



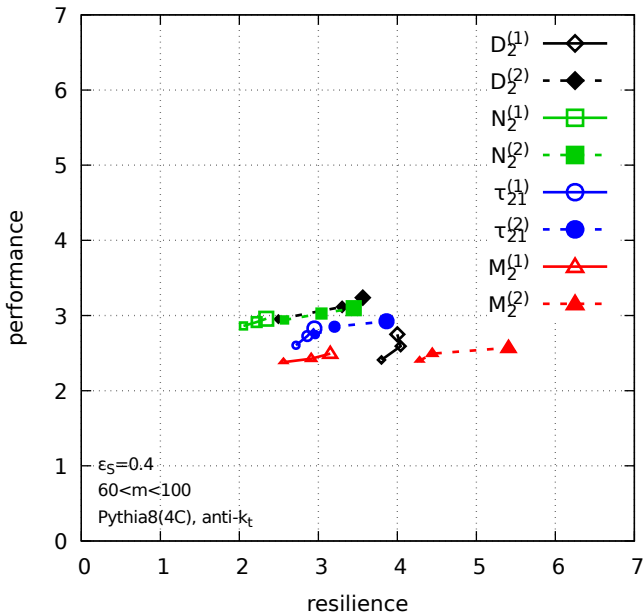
loose \otimes plain/loose (R=0.8, particle v. parton)



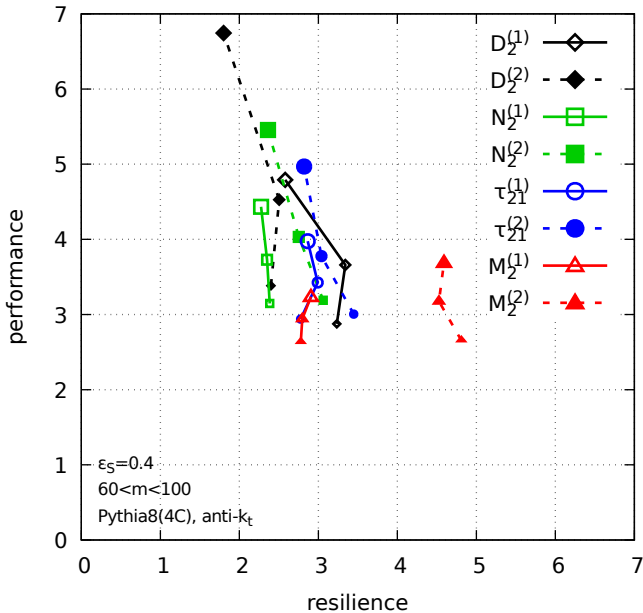
loose \otimes plain/plain (R=0.8, particle v. parton)



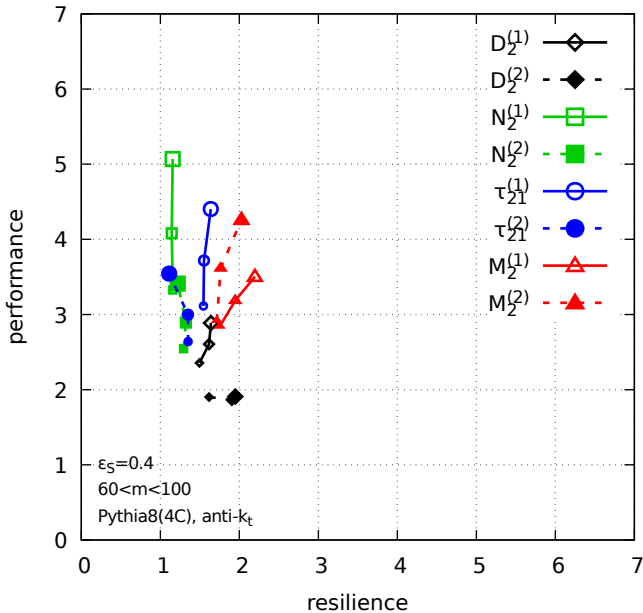
tight \otimes tight/tight (R=1.0, particle v. parton)



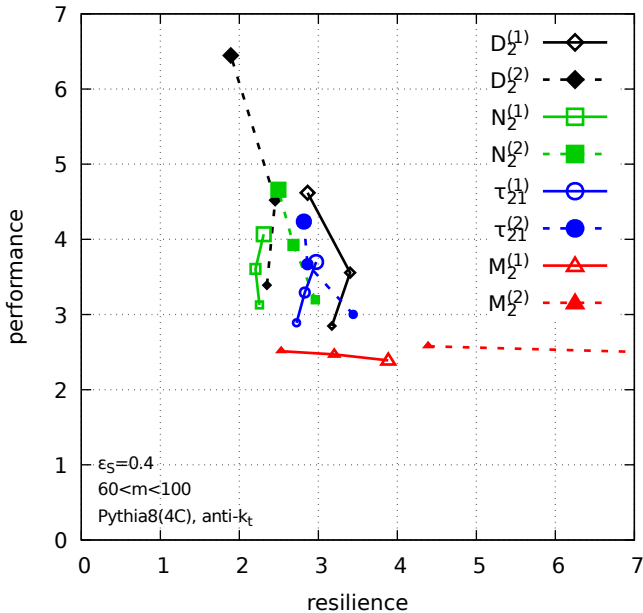
tight \otimes loose/tight (R=1.0, particle v. parton)



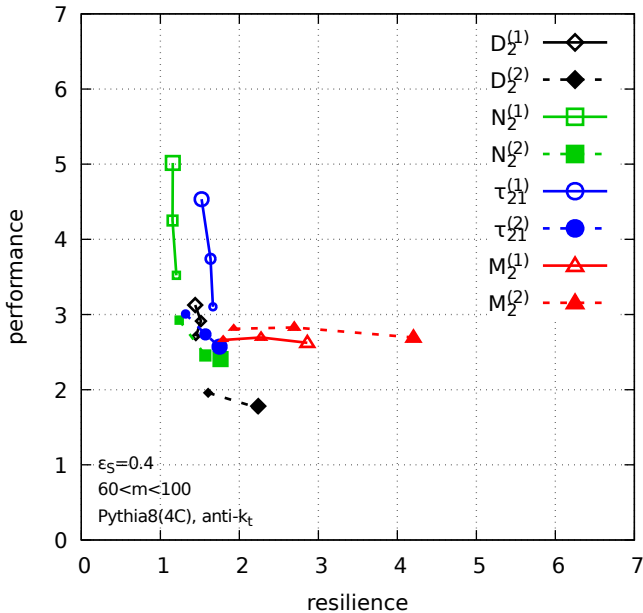
tight \otimes plain/tight (R=1.0, particle v. parton)



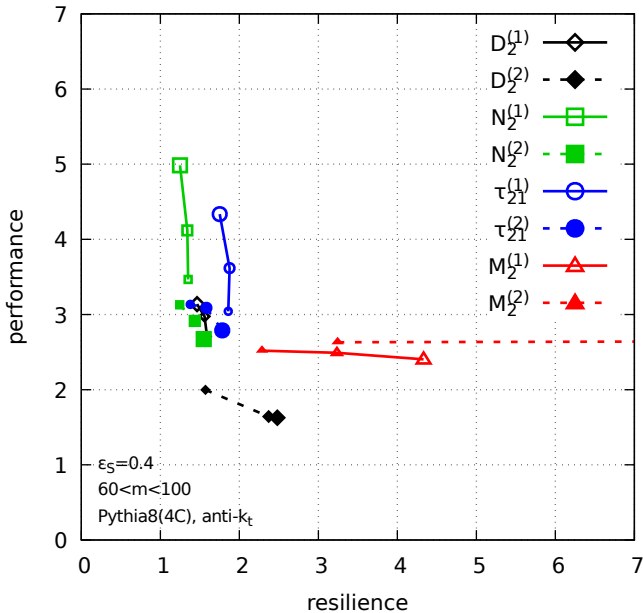
tight \otimes loose/loose (R=1.0, particle v. parton)



tight \otimes plain/loose (R=0.8, particle v. parton)



tight \otimes plain/plain (R=0.8, particle v. parton)



trimmed (R=1.0, particle v. parton)

