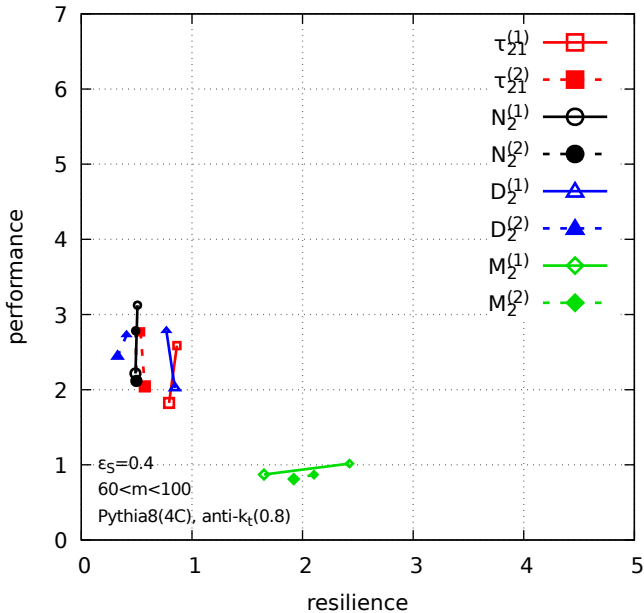
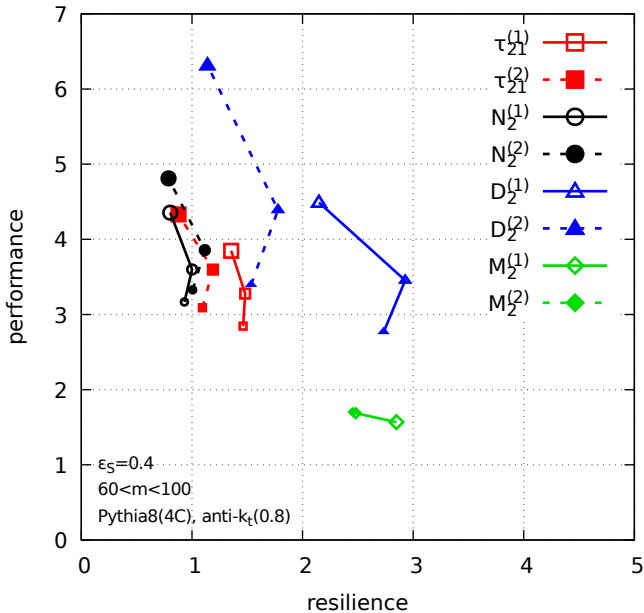


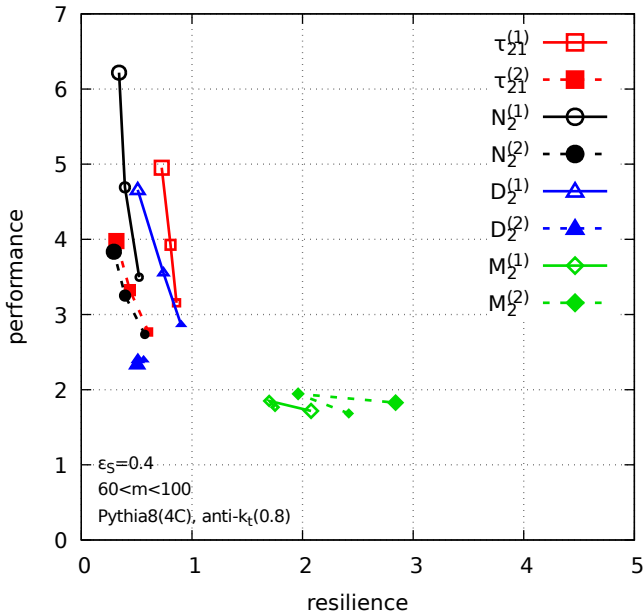
# plain $\otimes$ plain/plain (particle v. parton)



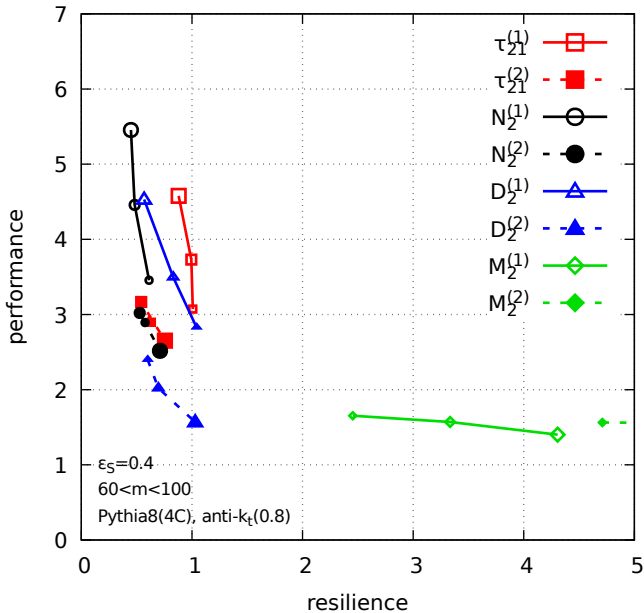
# loose $\otimes$ loose/loose (particle v. parton)



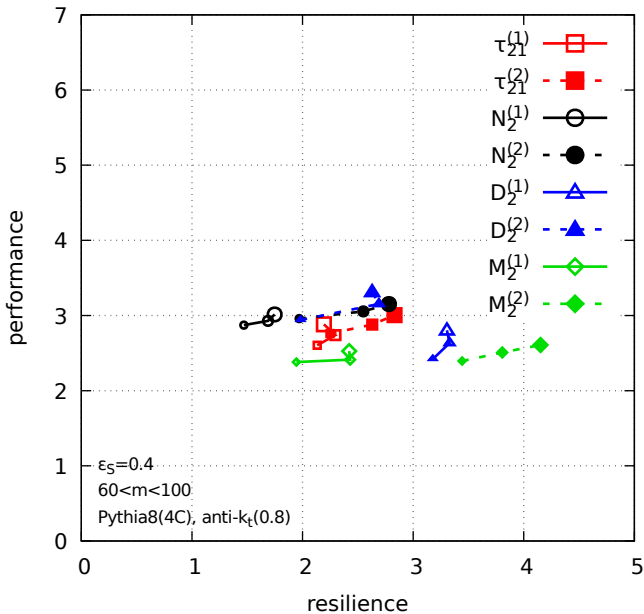
# loose $\otimes$ plain/loose (particle v. parton)



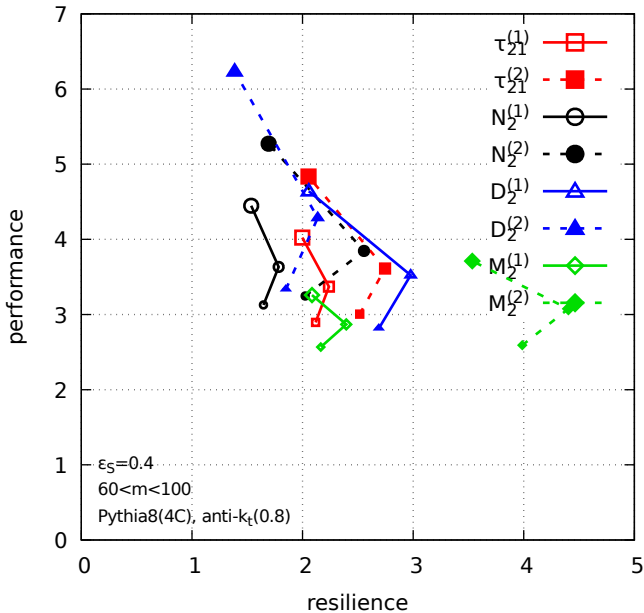
# loose $\otimes$ plain/plain (particle v. parton)



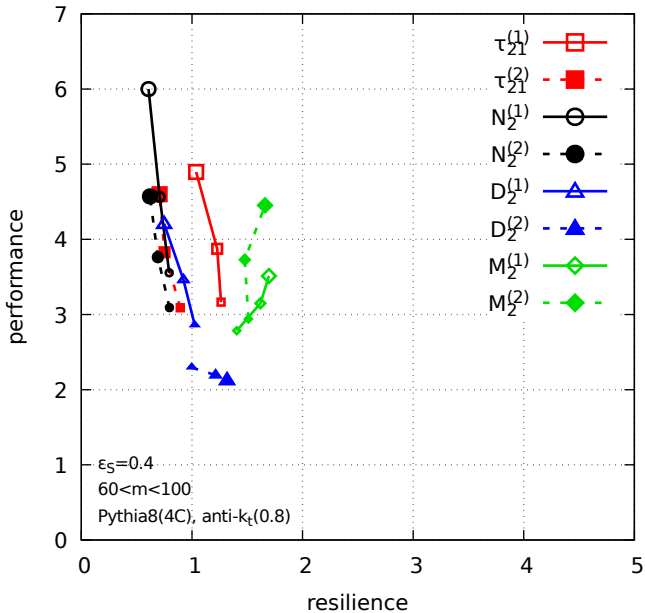
# tight $\otimes$ tight/tight (particle v. parton)



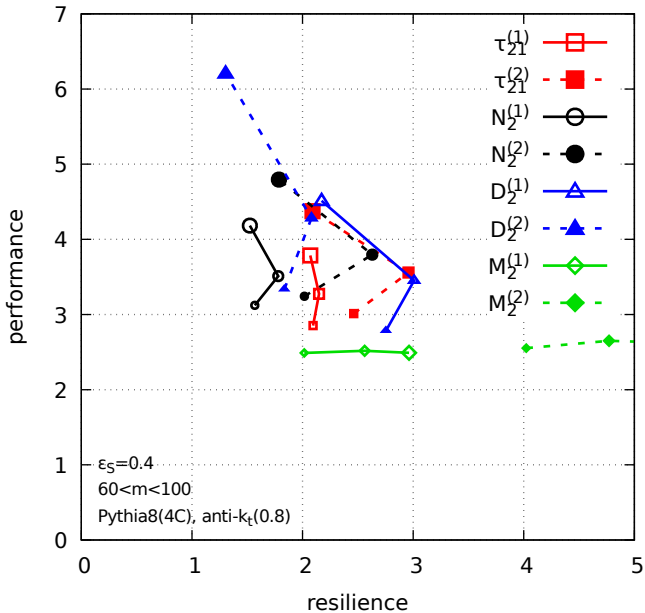
# tight $\otimes$ loose/tight (particle v. parton)



tight $\otimes$ plain/tight (particle v. parton)

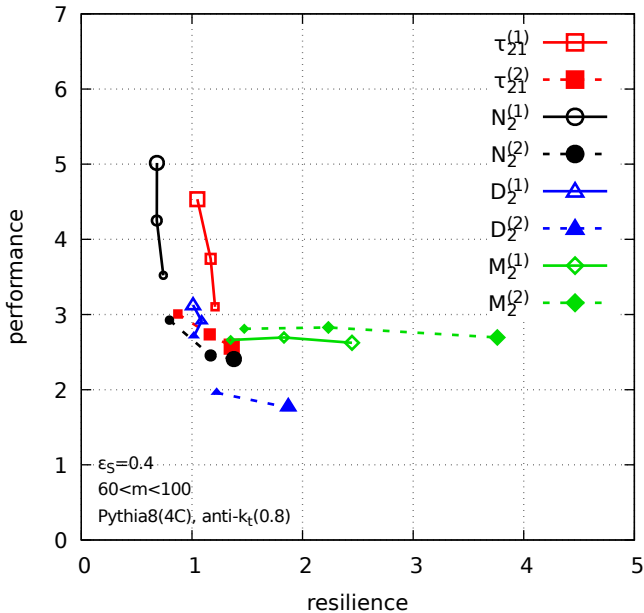


# tight $\otimes$ loose/loose (particle v. parton)

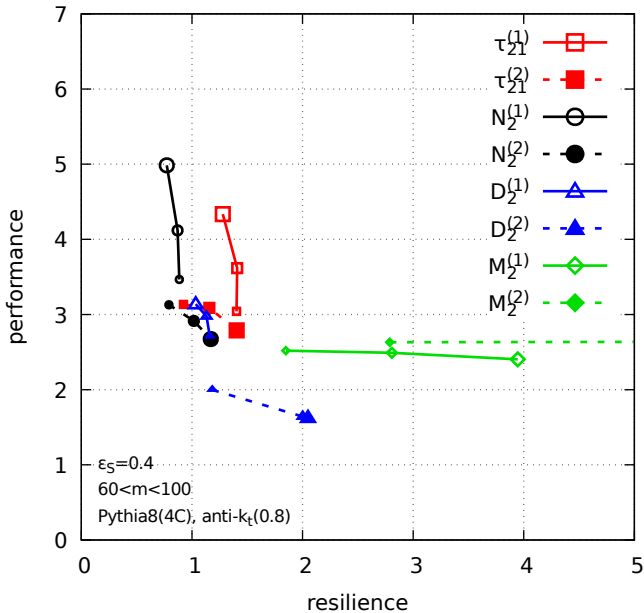




tight $\otimes$ plain/loose (particle v. parton)



# tight $\otimes$ plain/plain (particle v. parton)



# trimmed (particle v. parton)

