

Join[{}], Gather[

Pole residue:	<pre> 0 < {{1}, {1}}.Replace[xAct`PSALter`Private`MakeSaturatedMatrix[Total[MapThread[xAct`PSALter`Private`PSALterParallelSubmit[xAct`PSALter`Private`ConstrainInLightcone[#1, #2]] &, {xAct`PSALter`Private`Repartition[xAct`PSALter`Private`Repartition[xAct`PSALter`Private`Repartition[xAct`PSALter`Private`Repartition[Flatten[{}, {1, 2}], 1], 10, ExpandAll → False], 10, ExpandAll → False], 200], xAct`PSALter`Private`Repartition[xAct`PSALter`Private`MakeFreeSourceVariables[IdentityMatrix[xAct`PSALter`Private`RescaleNullVector[xAct`PSALter`Private`ClassName, {}]], {}], xAct`PSALter`Private`MakeFreeSourceVariables[IdentityMatrix[xAct`PSALter`Private`RescaleNullVector[xAct`PSALter`Private`ClassName, {}]], {}]]]]], IdentityMatrix[[]], MapThread[#1 → #2 &, {Tally[Total[MapThread[xAct`PSALter`Private`PSALterParallelSubmit[xAct`PSALter`Private`ConstrainInLightcone[#1, #2]] &, {xAct`PSALter`Private`Repartition[xAct`PSALter`Private`Repartition[xAct`PSALter`Private`Repartition[Flatten[{}, {1, 2}], 1], 10, ExpandAll → False], 10, ExpandAll → False], 200], xAct`PSALter`Private`Repartition[xAct`PSALter`Private`MakeFreeSourceVariables[IdentityMatrix[xAct`PSALter`Private`RescaleNullVector[xAct`PSALter`Private`ClassName, {}]], {}], xAct`PSALter`Private`MakeFreeSourceVariables[IdentityMatrix[xAct`PSALter`Private`RescaleNullVector[xAct`PSALter`Private`ClassName, {}]], {}]]]]], {}]], {2}].{1}, {1}} && {1}, {1}}.Replace[xAct`PSALter`Private`MakeSaturatedMatrix[Total[MapThread[xAct`PSALter`Private`PSALterParallelSubmit[xAct`PSALter`Private`ConstrainInLightcone[#1, #2]] &, {xAct`PSALter`Private`Repartition[xAct`PSALter`Private`Repartition[xAct`PSALter`Private`Repartition[xAct`PSALter`Private`Repartition[Flatten[{}, {1, 2}], 1], 10, ExpandAll → False], 10, ExpandAll → False], 200], xAct`PSALter`Private`Repartition[xAct`PSALter`Private`MakeFreeSourceVariables[IdentityMatrix[xAct`PSALter`Private`RescaleNullVector[xAct`PSALter`Private`ClassName, {}]], {}], xAct`PSALter`Private`MakeFreeSourceVariables[IdentityMatrix[xAct`PSALter`Private`RescaleNullVector[xAct`PSALter`Private`ClassName, {}]], {}]]]]], IdentityMatrix[[]], MapThread[#1 → #2 &, {Tally[Total[MapThread[xAct`PSALter`Private`PSALterParallelSubmit[xAct`PSALter`Private`ConstrainInLightcone[#1, #2]] &, {xAct`PSALter`Private`Repartition[xAct`PSALter`Private`Repartition[xAct`PSALter`Private`Repartition[Flatten[{}, {1, 2}], 1], 10, ExpandAll → False], 10, ExpandAll → False], 200], xAct`PSALter`Private`Repartition[xAct`PSALter`Private`MakeFreeSourceVariables[IdentityMatrix[xAct`PSALter`Private`RescaleNullVector[xAct`PSALter`Private`ClassName, {}]], {}], xAct`PSALter`Private`MakeFreeSourceVariables[IdentityMatrix[xAct`PSALter`Private`RescaleNullVector[xAct`PSALter`Private`ClassName, {}]], {}]]]]], {}]], {2}].{1}, {1}} > 0 </pre>
Polarisations:	1