(a) Gradient Decomposition (HETERO Architecture)
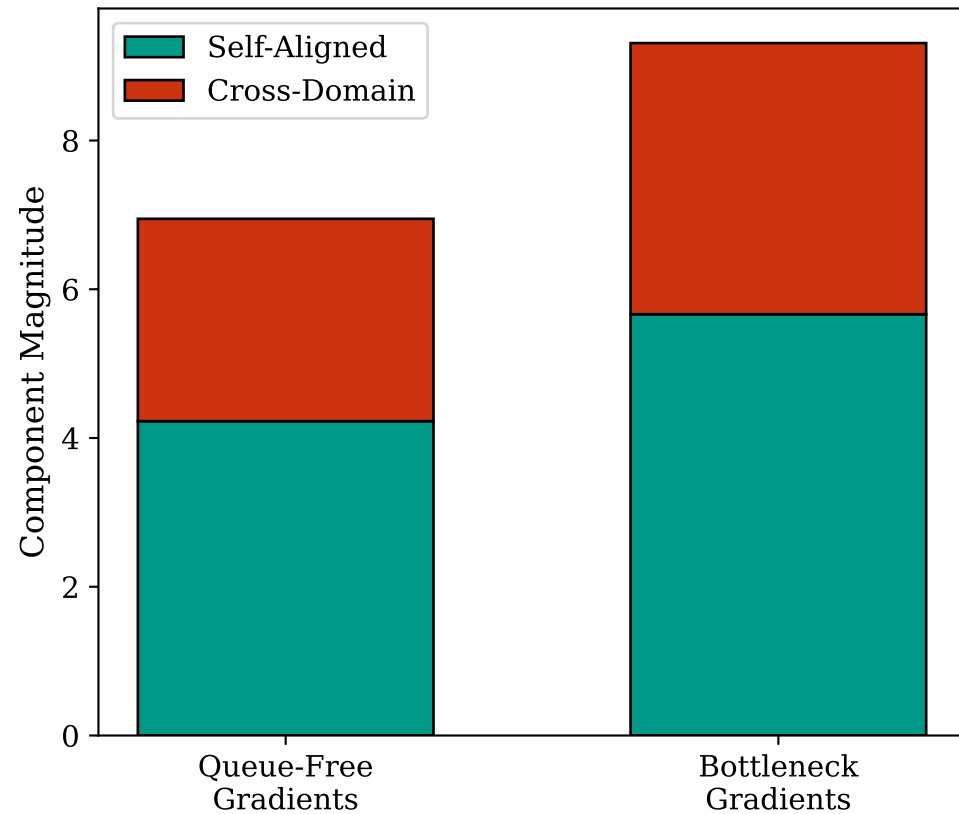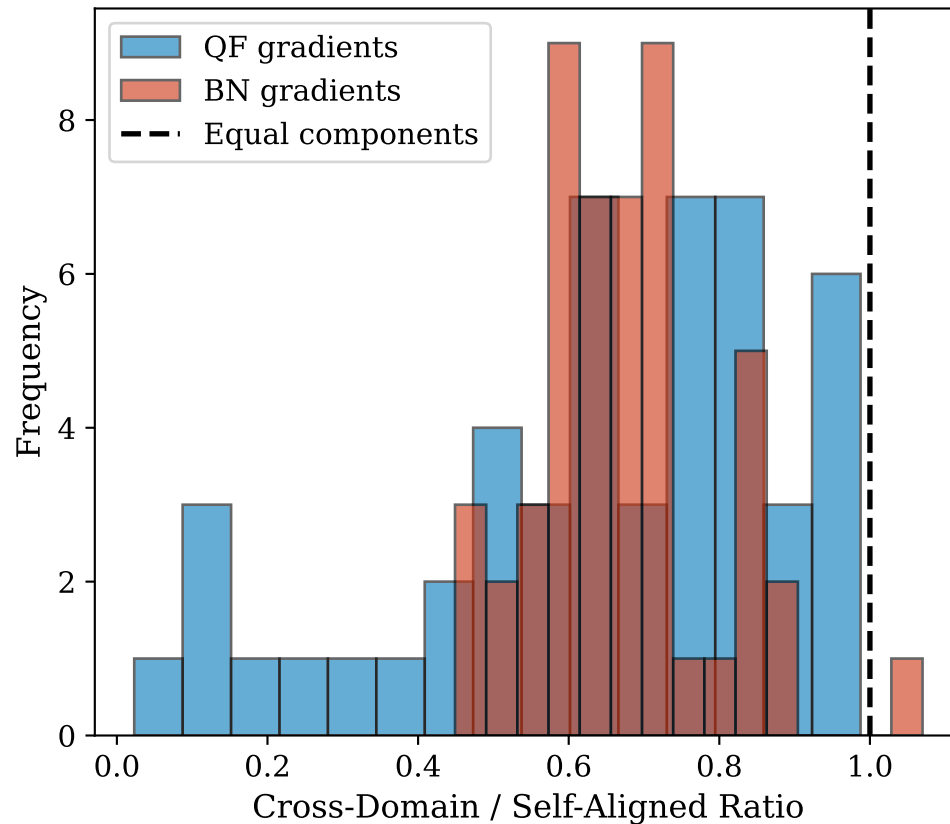
(b) Component Ratio Distribution

(c) Subspace Overlap Matrix (HETERO)