(a) Gradie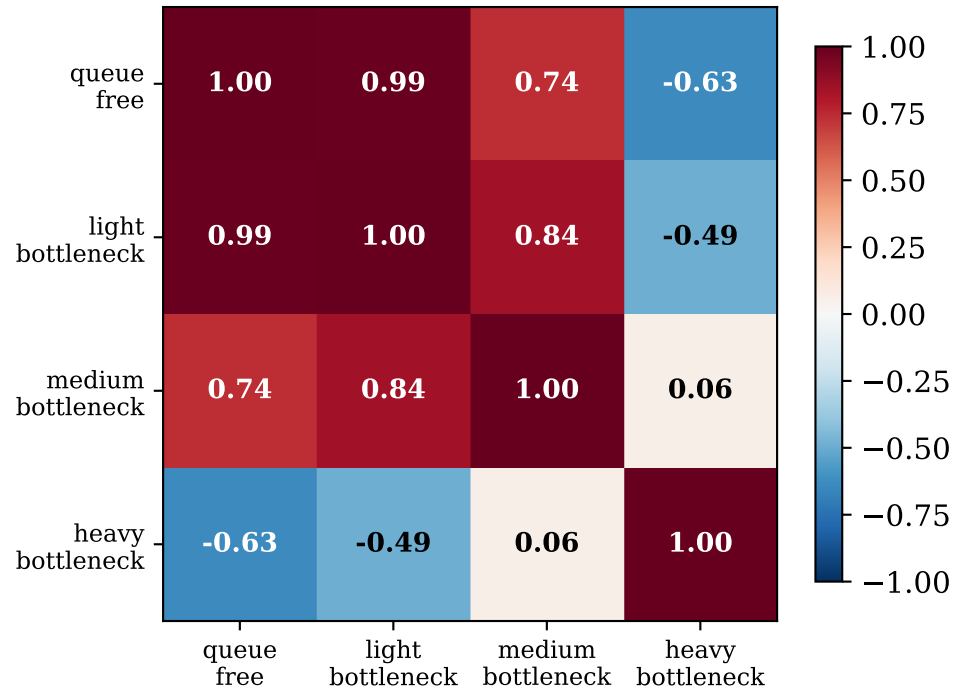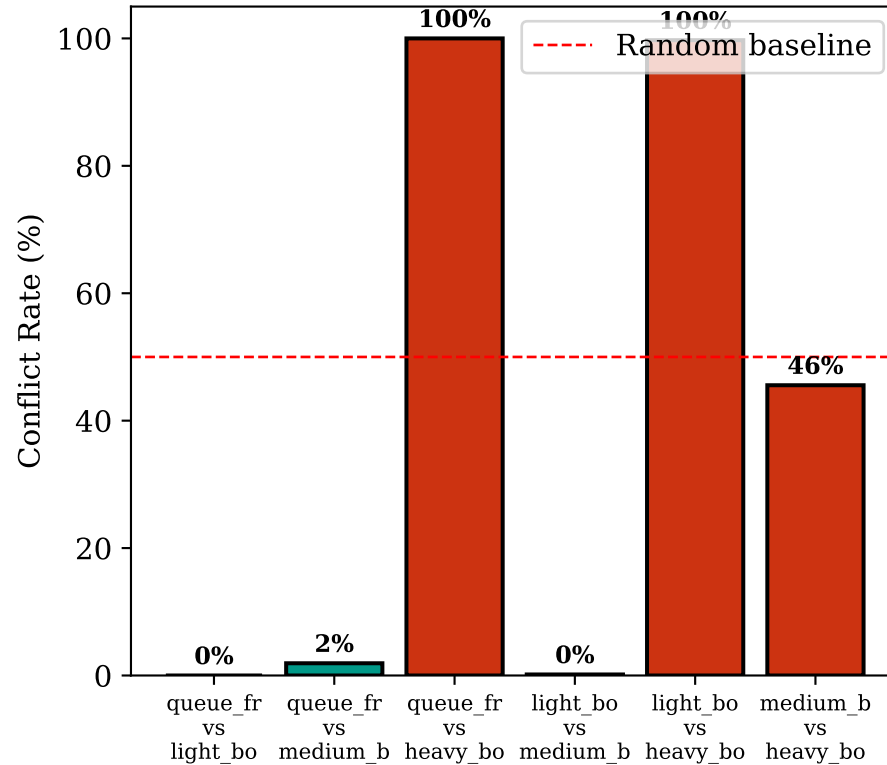nt Cosine Similarity   **(b) Gradient Conflict Rate**   **(c) Queue-Free vs Bottleneck Conflict**