

**Distance matrix
(GLE)**

Normalise
(Laplacian kernel)

**Kernel matrix G
(GLE)**

**Distance matrix
(SCE)**

Normalise
(Laplacian kernel)

**Kernel matrix S
(SCE)**

Combine
 $gG + (1-g)S$

**Kernel matrix J
(joint)**

**Distance matrix
 D_J (joint)**

