Total Reconstruction Quality

1.17x better
Soft > Hard

18x better
Greedy > Soft

Greedy (Sequential) | Hard Braid (Parallel) | Soft Braid (Parallel)

Reconstruction Error

10^{-1}
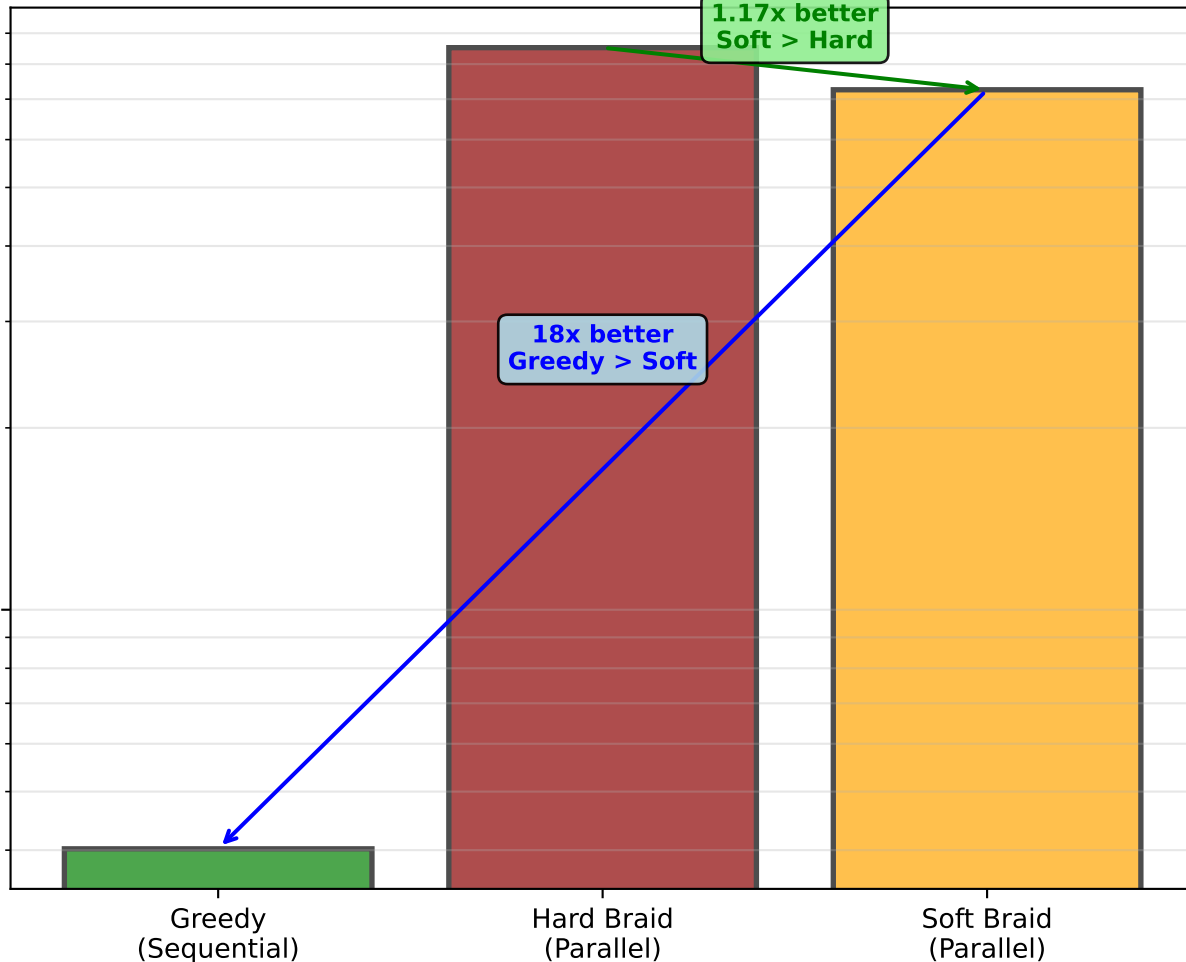
Source Separation Quality

Struct Error (S)
Texture Error (T)

Component Separation Error
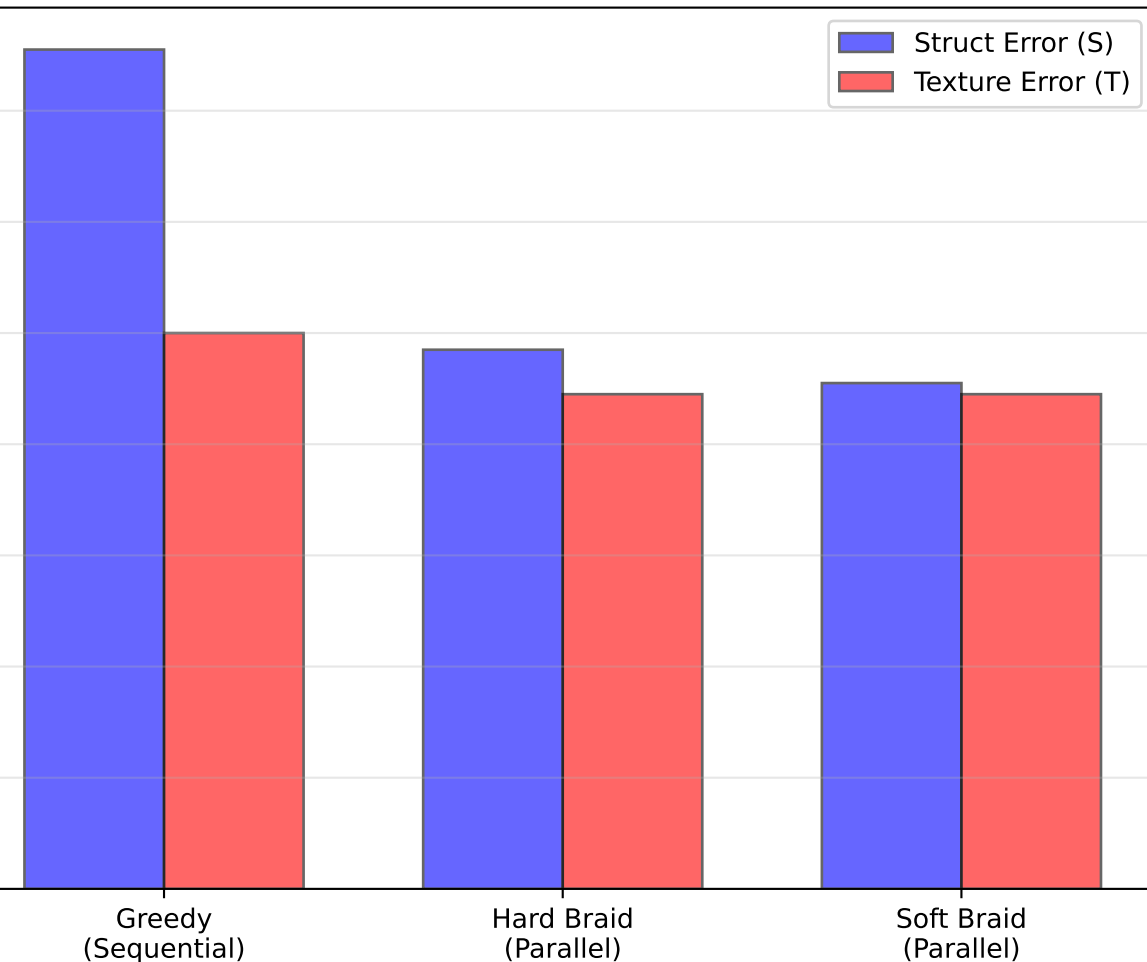
Greedy (Sequential) | Hard Braid (Parallel) | Soft Braid (Parallel)

Scientific: Soft braiding proves parallel competition CAN work with proper smoothing
Engineering: Greedy remains practical choice (18x better error)