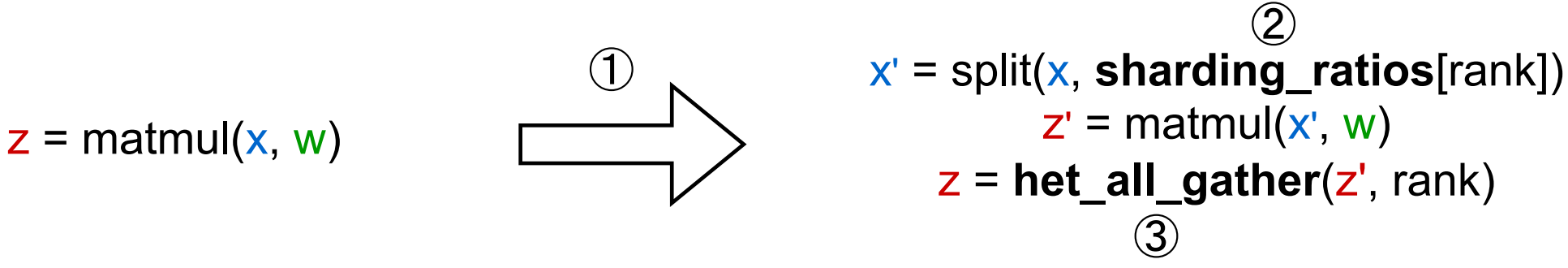
z = matmul(x, w)
①
②
x' = split(x, **sharding_ratios**[rank])
z' = matmul(x', w)
z = **het_all_gather**(z', rank)
③