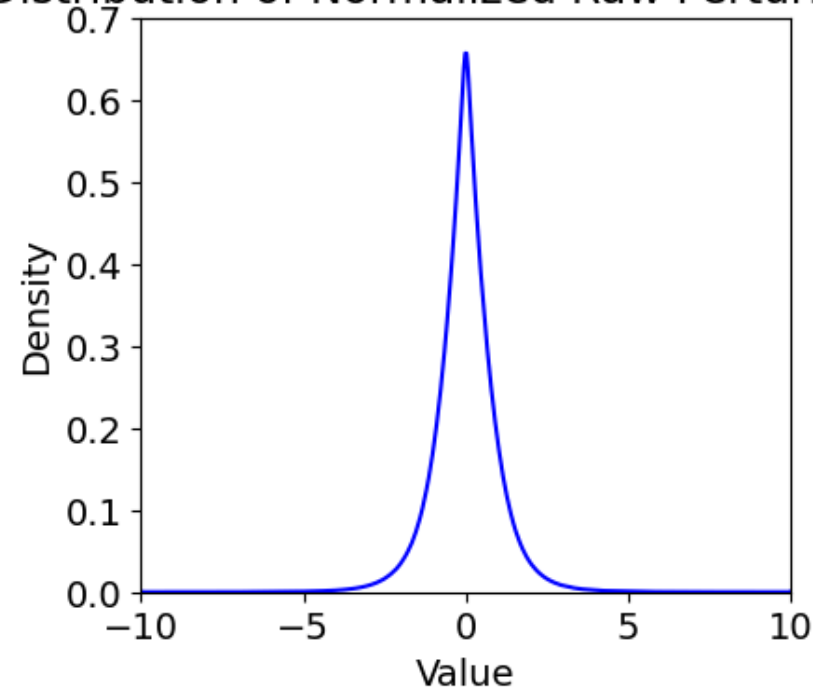
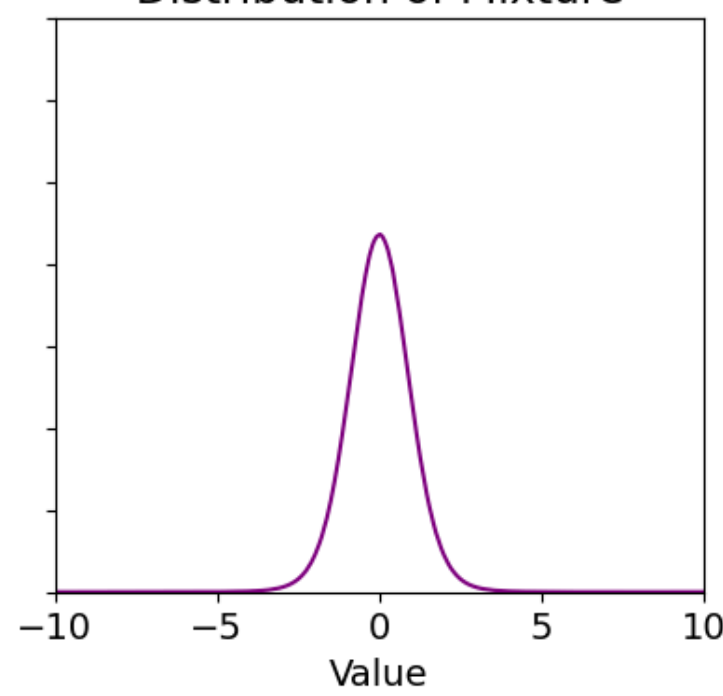


Vanilla

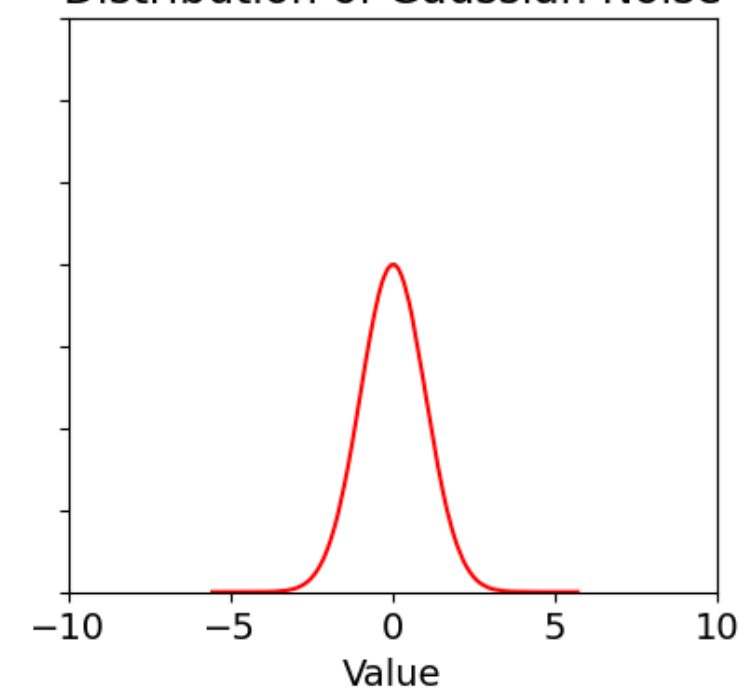
Distribution of Normalized Raw Perturbation



Distribution of Mixture



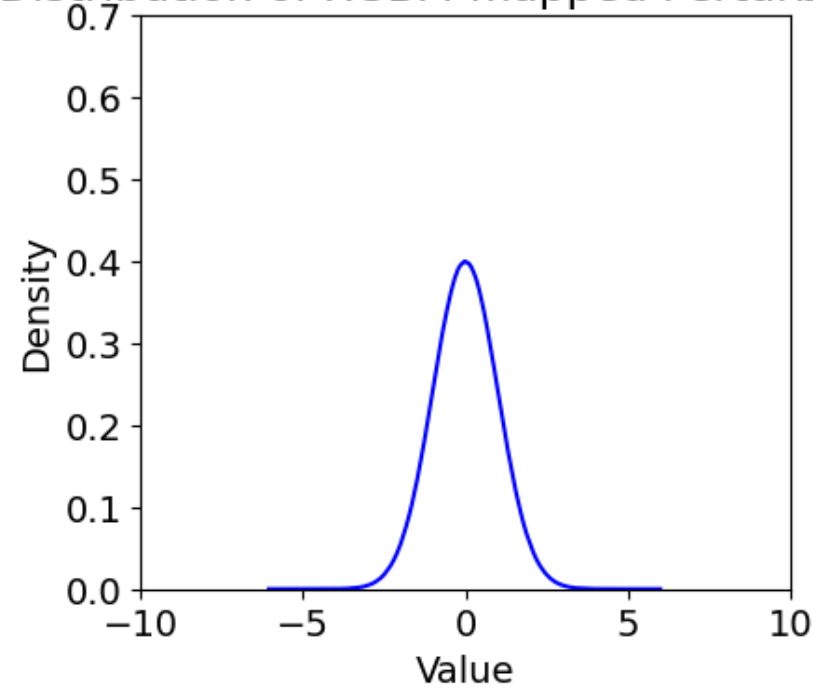
Distribution of Gaussian Noise



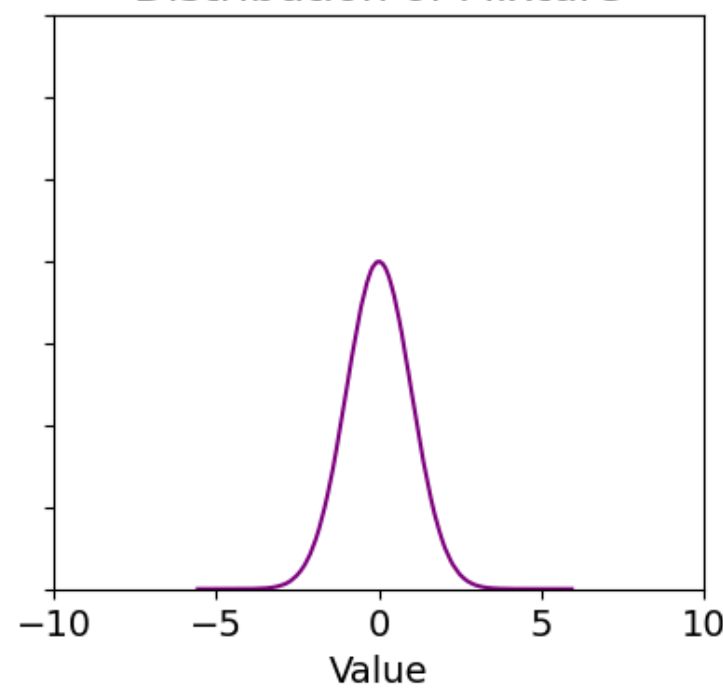
Value
distribution
changed
by mixing
ratio

RBGM

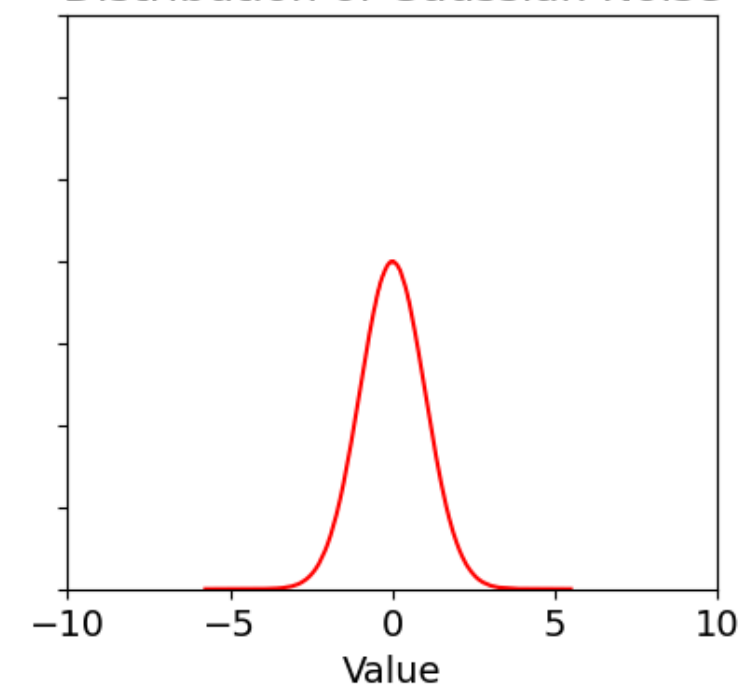
Distribution of RGBM-mapped Perturbation



Distribution of Mixture



Distribution of Gaussian Noise



Value
distribution
remains
constant

More similar to
Generated Perturbation ϵ_δ

Mixture of ϵ and ϵ_δ at different t

More similar to
Gaussian Noise ϵ

$t^* = 0 (\lambda_t = \lambda_{max})$

$t^* = 1000 (\lambda_t = \lambda_{min})$