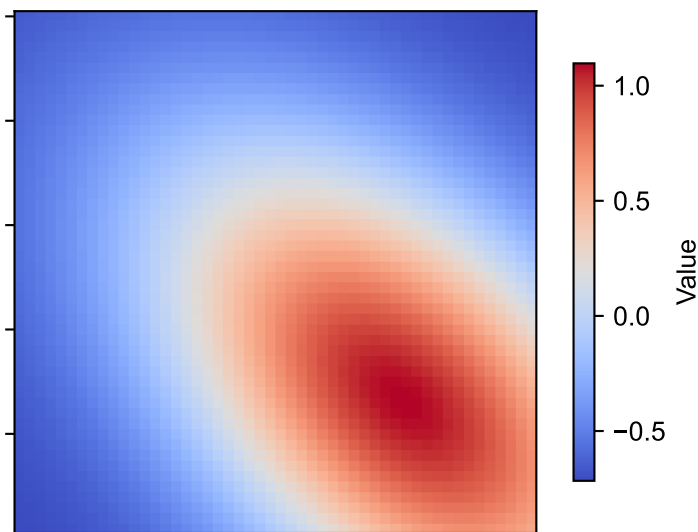
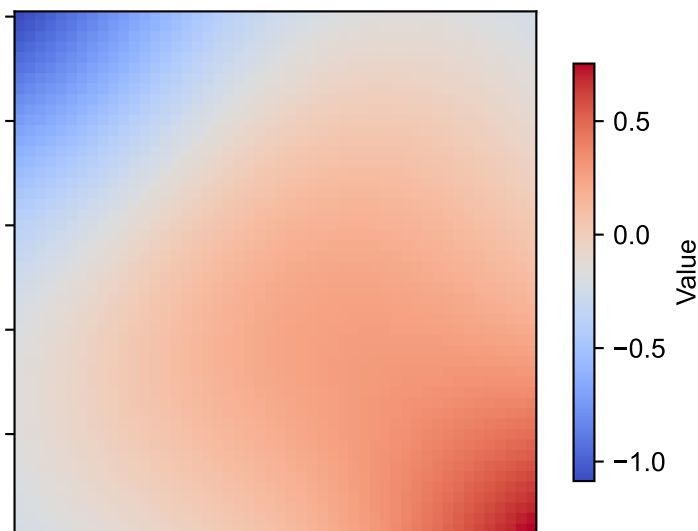


Gaussian Noise- X_1



Gaussian Noise - X_2



Uniform Noise

