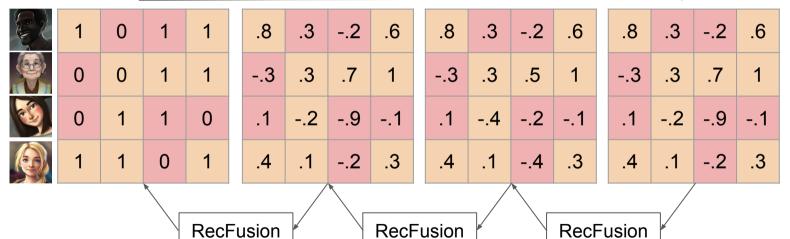


forward diffusion: gaussian noise



backward diffusion: gaussian noise