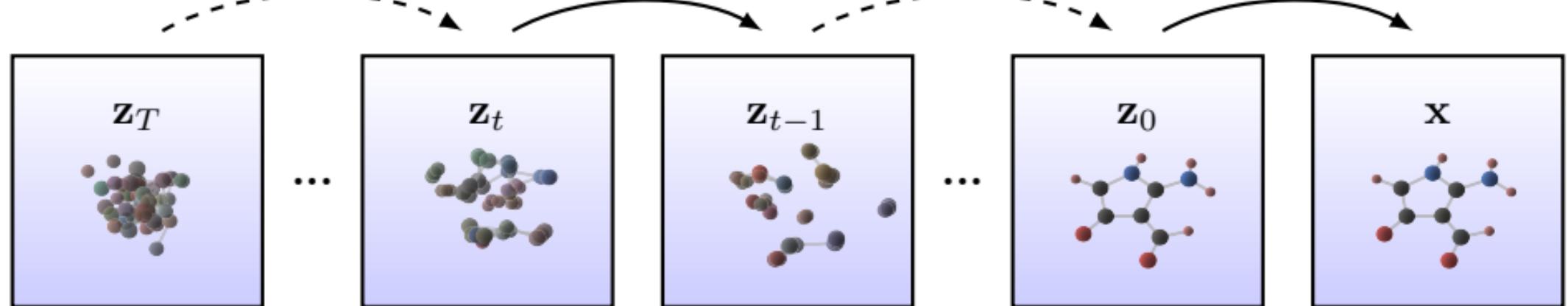


Pure noise:

$$\mathcal{N}(\mathbf{0}, \mathbf{I})$$



Add noise:

$$q(\mathbf{z}_t | \mathbf{x})$$