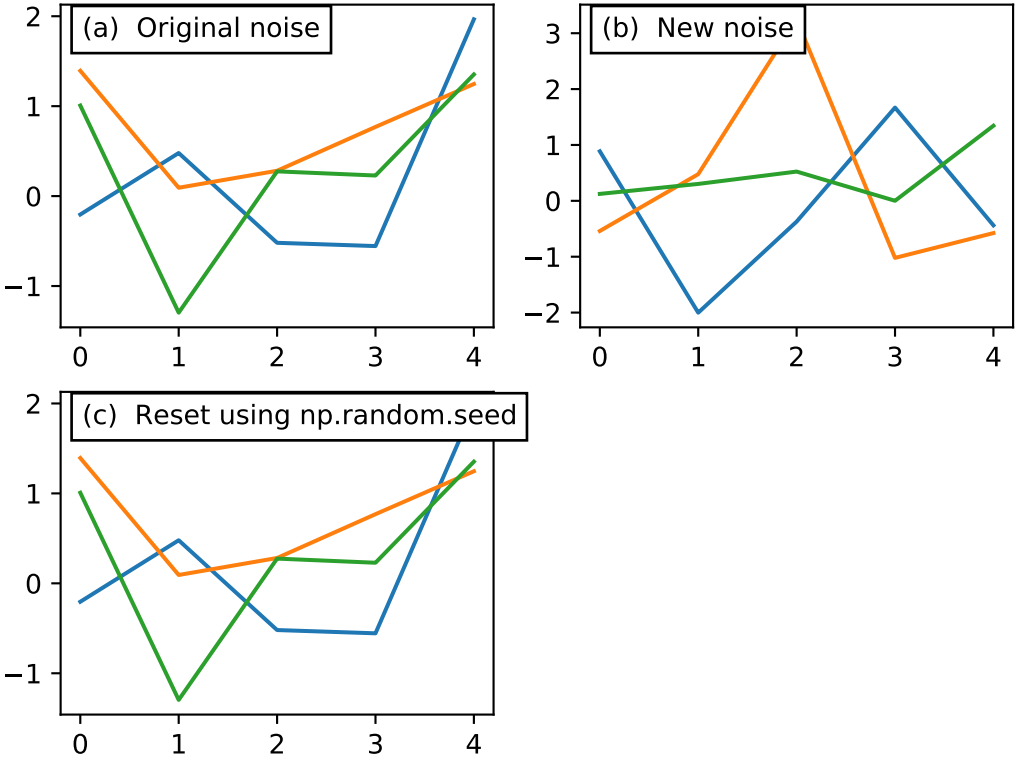
(a) Original noise
(b) New noise
(c) Reset using np.random.seed