$\alpha_1 = \alpha_2 = \alpha_3 = 0$

The two methods are the same.

$R = 2$ bits/symbol

$R = 4$ bits/symbol

$\alpha_1 = 0.2$
$\alpha_2 = 0.5$
$\alpha_3 = 0.8$

$\alpha_1 = 0.2$
$\alpha_2 = 0.5$
$\alpha_3 = 0.8$

$\alpha_1 = 0.6$
$\alpha_2 = 0.8$
$\alpha_3 = 0.9$

$\alpha_1 = 0.6$
$\alpha_2 = 0.8$
$\alpha_3 = 0.9$

The two methods are the same.