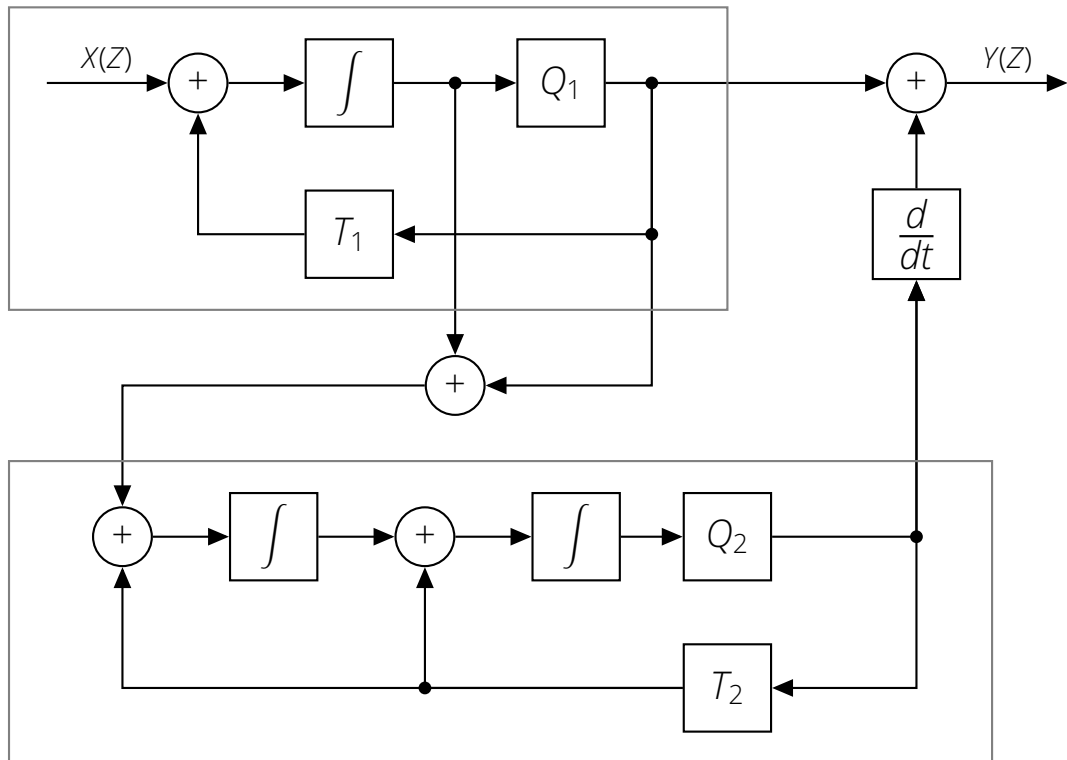


first-order noise shaper



second-order noise shaper