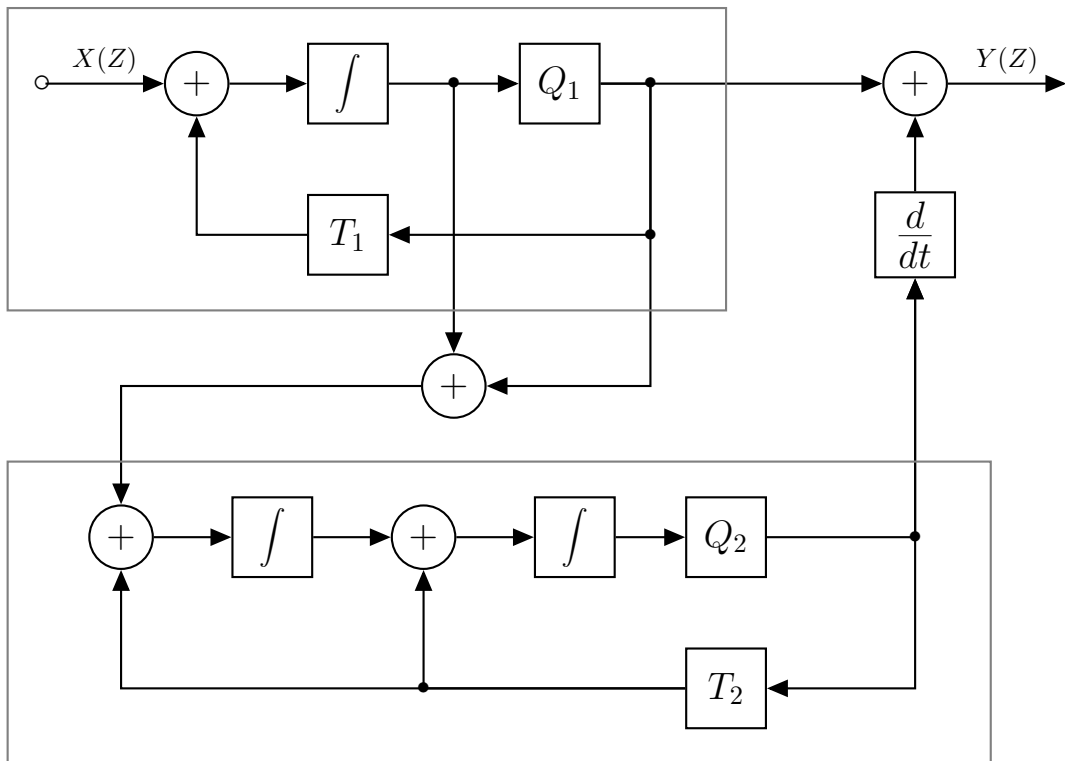


FIRST-ORDER NOISE SHAPER



SECOND-ORDER NOISE SHAPER