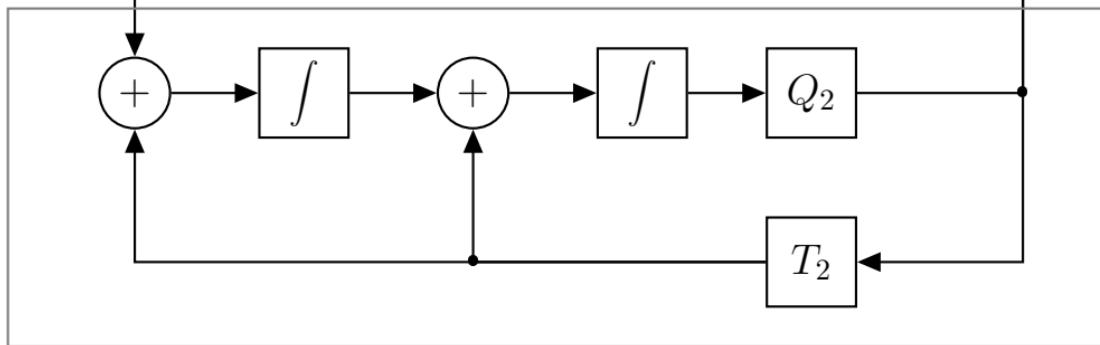
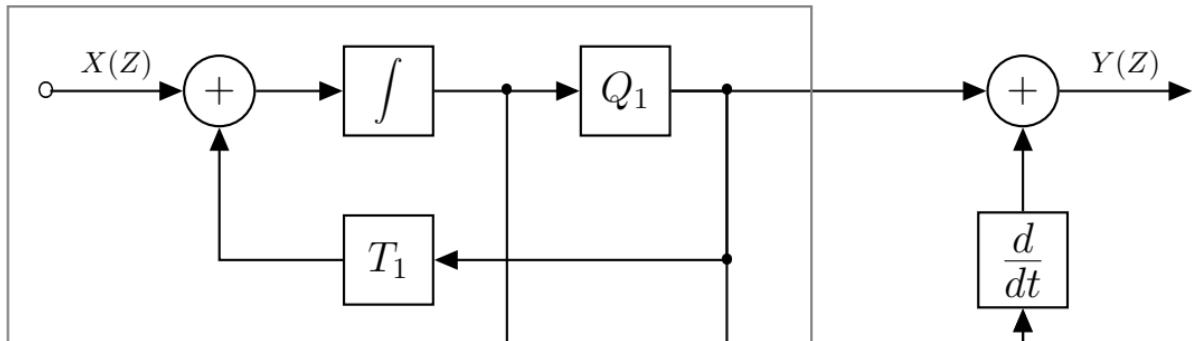


## FIRST-ORDER NOISE SHAPER



## SECOND-ORDER NOISE SHAPER