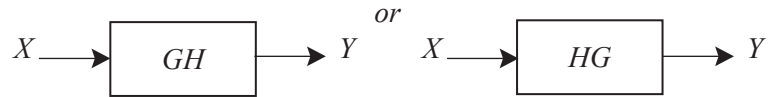
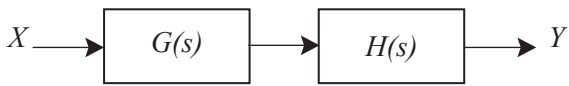
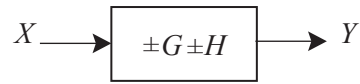
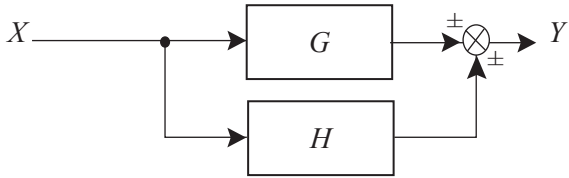


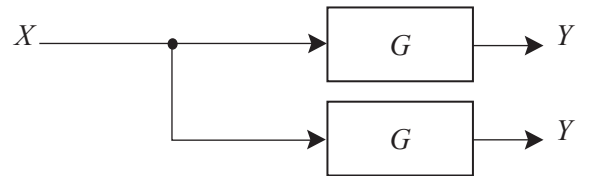
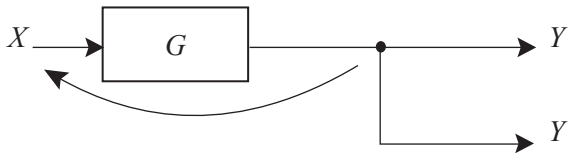
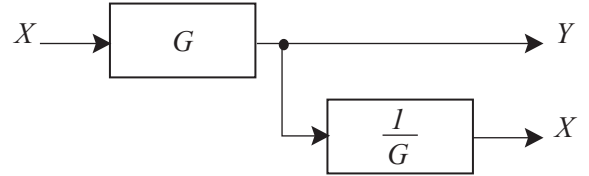
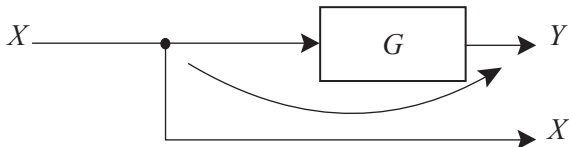
1. Combining blocks in cascade



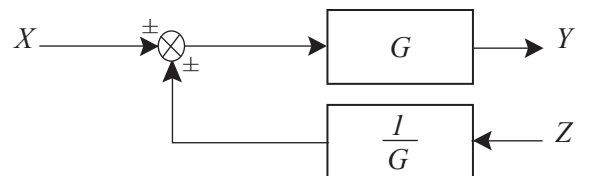
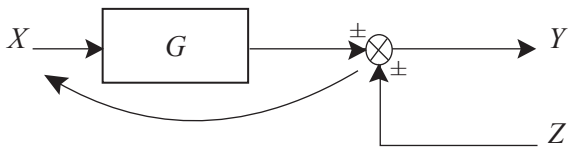
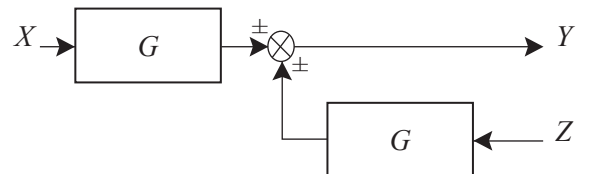
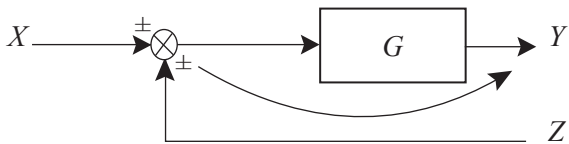
2. Combining blocks in parallel



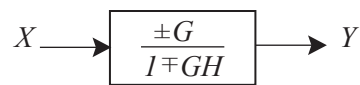
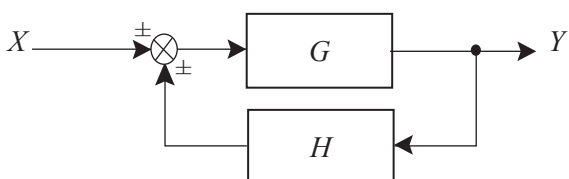
3. Moving pick-off points



4. Moving summing nodes



5. Eliminating Feedback/Feedforward Elements



or

