

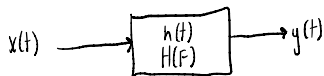
Filters

High-level discussion - Not design, just concepts

How to design real filters?

→ Circuits II, RF & Microwave Filter Design, DSP

LTI system



$$y(t) = x(t) * h(t) \rightarrow Y(F) = X(F) H(F) \quad (\text{Assume stable!!! FT must exist})$$

↓
System Freq. Response

$H(F)$ can change amplitude as well as relative phases of frequency components
→ change in phase distorts the signal

Suppose a system freq. response has const. amplitude and linear phase

$$H(F) = G e^{-j2\pi F t_0}$$

So, for some input $x(t) \xrightarrow{F} X(F)$, $Y(F) = X(F) H(F) = X(F) G e^{-j2\pi F t_0}$

$$\rightarrow y(t) = G F^{-1} \{ X(F) e^{-j2\pi F t_0} \} = \boxed{G x(t - t_0)}$$

→ This system is "distortionless"

• $x(t)$ is amplified and delayed but its shape is unchanged

• "Linear Phase" systems delay all freq. components the same

Group Delay: Frequency-dependent delay of freq. components through a system

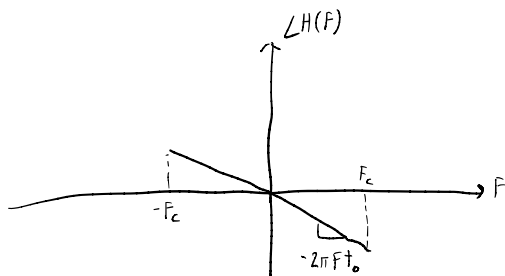
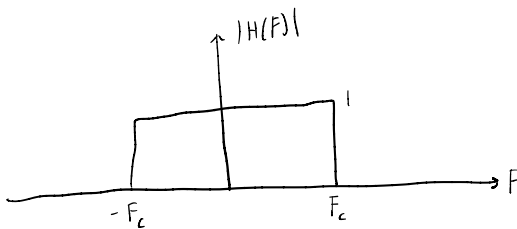
$$t_g(F) \triangleq -\frac{1}{2\pi} \frac{d}{dF} \angle H(F) \quad (\text{or, } t_g(\omega) = -\frac{d}{d\omega} \angle H(\omega))$$

Ex. $H(F) = G e^{-j2\pi F t_0} \rightarrow \angle H(F) = -2\pi F t_0 \rightarrow t_g(F) = -\frac{1}{2\pi} \frac{d}{dF} (-2\pi F t_0) = \frac{t_0}{1} : \text{constant}$

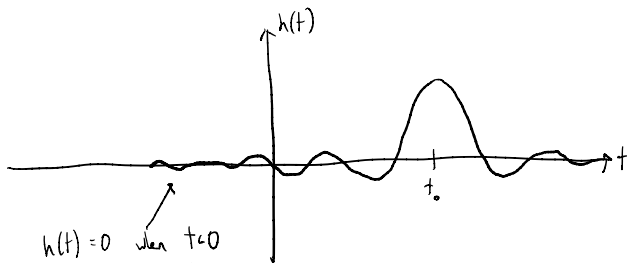
∴ We want linear phase (or equivalently, flat/constant group delay) and flat/constant amplitude to pass signals undistorted

Ideal Filters:

Ideal: Flat in passband, zero in stopband, and linear phase in passband



$$\rightarrow H(F) = \text{rect}\left(\frac{F}{2F_c}\right) e^{-j2\pi F t_0} \rightarrow h(t) = 2F_c \text{sinc}(2F_c(t - t_0))$$



$h(t) = 0$ when $t < 0$

→ non-causal!

Can't be implemented in real-time → not realizable

Paley-Wiener Criterion

A system w/ a causal impulse response must have $|H(\omega)|$ that satisfies

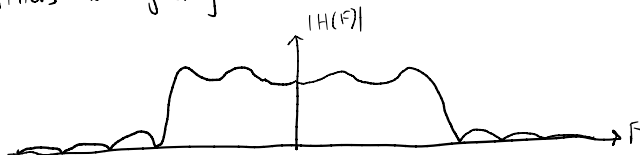
$$\int_{-\infty}^{\infty} \frac{|\ln|H(\omega)||}{1 + \omega^2} d\omega < \infty$$

Derivation? Beats me.

Note: When $|H(\omega)| = 0$, $|\ln|H(\omega)|| = +\infty$

→ $|H(\omega)|$ can equal 0 at single frequencies b/c height of $|\ln|H(\omega)|| = \infty$ but width = 0
BUT $|H(\omega)|$ cannot equal 0 for any continuous band or PW criterion not satisfied

Result: Practical filters will generally have some kind of ripple



Making practical filters?

- One approach: cut off tails of ideal $h(t)$ w/ a "window" function $w(t)$

$$\hat{h}(t) = h(t)w(t)$$

$\hat{h}(t)$ approximates $h(t)$, $\hat{H}(F)$ approximates $H(F)$

Example: Project 2 LPF was the ideal sinc impulse response but truncated

→ $w(t)$ is a rectangular window

→ Truncation of $h(t)$ is why there is ripple and roll-off instead of ideal rect

→ Different windows than rect exist to give better performance

• Hanning, Hamming, Blackman, etc. → Take DSP to learn more

Digital Filters

Same concepts in causality/realizability as CT filters

Two filter types: Finite Impulse Response (FIR) and Infinite Impulse Response (IIR)

Both filters implemented by LCCDE's

$$\text{FIR: } y[n] = b_0 x[n] + b_1 x[n-1] + \dots + b_M x[n-M] = \sum_{k=0}^M b_k x[n-k]$$

$$\rightarrow h[n] = b_0 \delta[n] + b_1 \delta[n-1] + \dots + b_M \delta[n-M] = \sum_{k=0}^M b_k \delta[n-k]$$

$$\rightarrow H(z) = \sum_{k=0}^M b_k z^{-k}$$

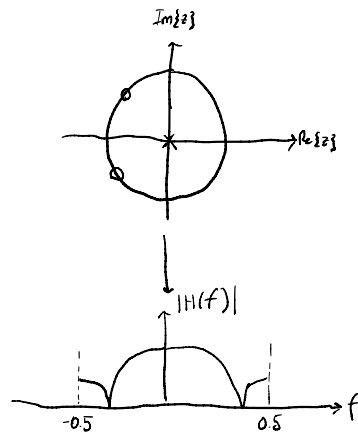
Advantages:

• Easy to make linear-phase

• Only has poles at $z=0 \rightarrow$ guaranteed to be stable

Disadvantages:

• Requires many more delays and adds than an IIR filter to get the same performance



$$\text{IIR: } a_0 y[n] + \dots + a_N y[n-N] = b_0 x[n] + \dots + b_M x[n-M]$$

$$\rightarrow \sum_{k=0}^N a_k y[n-k] = \sum_{k=0}^M b_k x[n-k]$$

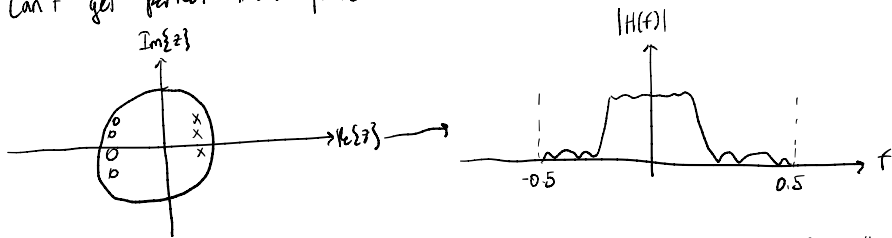
$$\rightarrow H(z) = \frac{\sum_{k=0}^M b_k z^{-k}}{\sum_{k=0}^N a_k z^{-k}} \quad \leftarrow \begin{array}{l} \text{zeros} \\ \text{poles} \end{array}$$

Advantages:

- Can better performance / steeper cutoffs for same filter order

Disadvantages:

- Need to design such that poles all inside unit circle (stability)
- Can't get perfect linear phase



By the way, CT filters have similar interpretations in terms of the pole-zero plot of the Laplace Transform $H(s)$

Show window-designer in Matlab