

# Chapter 11

## APPROXIMATIONS FOR ANALOG FILTERS

### 11.8 Analog-Filter Transformations

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# Analog-Filter Transformations

- Given a normalized transfer function obtained by any one of the classical analog-filter approximations, a *denormalized* lowpass, highpass, bandpass, or bandstop transfer function can be obtained by applying a transformation of the form

$$H_X(\bar{s}) = H_N(s) \Big|_{s=f_X(\bar{s})}$$

where  $f_X(\bar{s})$  is one of the four standard *analog-filter transformations*.

Standard forms of  $f_X(\bar{s})$

Type	$f_X(\bar{s})$
LP to LP	$\lambda\bar{s}$
LP to HP	$\lambda/\bar{s}$
LP to BP	$\frac{1}{B} \left( \bar{s} + \frac{\omega_0^2}{\bar{s}} \right)$
LP to BS	$\frac{B\bar{s}}{\bar{s}^2 + \omega_0^2}$

# Lowpass-to-Lowpass Transformation

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- By letting  $\bar{s} = j\bar{\omega}$  and  $s = j\omega$ , we get

$$|H_{LP}(j\bar{\omega})| = |H_N(j\omega)| \Big|_{j\omega = j\lambda\bar{\omega}}$$

Therefore, the gain (loss) of the denormalized lowpass filter is equal to the gain (loss) of the normalized lowpass filter provided that  $\omega = \lambda\bar{\omega}$ .

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- Thus points on the  $j\omega$  axis of the  $s$  plane map onto points on the  $j\bar{\omega}$  axis of the  $\bar{s}$  plane.

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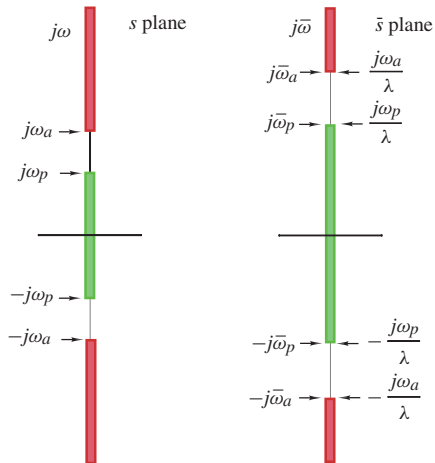
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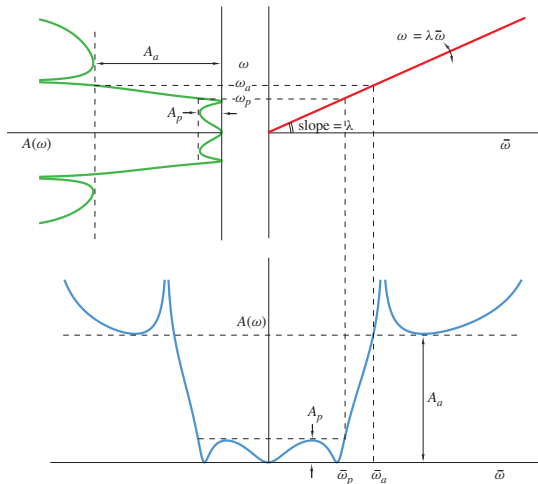
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- infinity of the  $s$  plane maps onto infinity of the  $\bar{s}$  plane.

# LP-to-LP Transformation – Mapping Properties



# LP-to-LP Transformation – Graphical Illustration



# Lowpass-to-Highpass Transformation

- The LP-to-HP transformation follows the pattern of the LP-to-LP transformation.

# Lowpass-to-Bandpass Transformation

- A denormalized bandpass transfer function can be obtained from a normalized lowpass transfer function as follows:

$$H_{BP}(\bar{s}) = H_N(s) \Big|_{s = \frac{1}{B} \left( \bar{s} + \frac{\omega_0^2}{\bar{s}} \right)}$$

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- Therefore, the gain (loss) of the denormalized bandpass filter is equal to the gain (loss) of the normalized lowpass filter provided that

$$\omega = \frac{1}{B} \left( \bar{\omega} - \frac{\omega_0^2}{\bar{\omega}} \right)$$

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- Solving for  $\bar{\omega}$ , we get

$$\bar{\omega} = \begin{cases} \omega_0 & \text{if } \omega = 0 \\ \pm \bar{\omega}_{p1}, \pm \bar{\omega}_{p2} & \text{if } \omega = \pm \omega_p \\ \pm \bar{\omega}_{a1}, \pm \bar{\omega}_{a2} & \text{if } \omega = \pm \omega_a \end{cases}$$

where

$$\bar{\omega}_{p1}, \bar{\omega}_{p2} = \mp \frac{\omega_p B}{2} + \sqrt{\omega_0^2 + \left( \frac{\omega_p B}{2} \right)^2}$$

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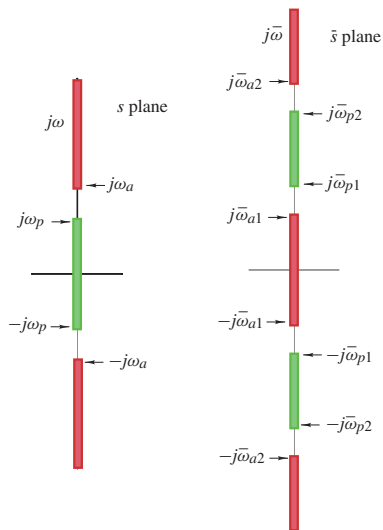
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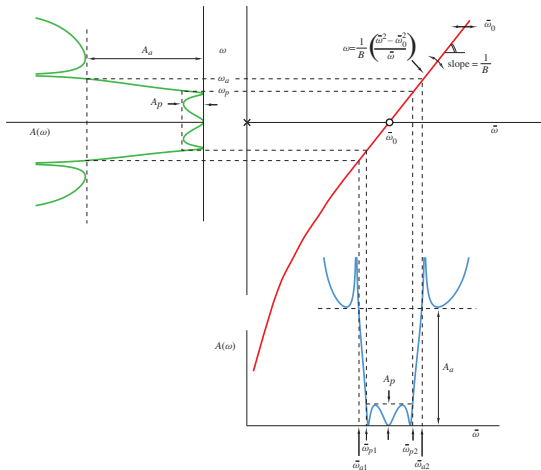
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# LP-to-BP Transformation – Mapping Properties



# LP-to-BP Transformation – Graphical Illustration



# Lowpass-to-Bandstop Transformation

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  - Parameters  $\omega_0$  and  $B$  scale the location and passband or stopband width of a denormalized bandpass or bandstop filter.



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  - Parameters  $\omega_0$  and  $B$  scale the location and passband or stopband width of a denormalized bandpass or bandstop filter.
- The transformations are used in Chap. 12 to design recursive lowpass, highpass, bandpass, and bandstop filters that would satisfy arbitrary prescribed specifications.

*This slide concludes the presentation.  
Thank you for your attention.*