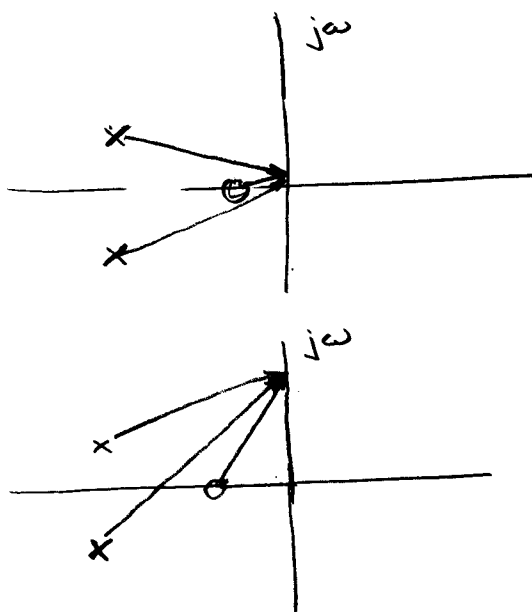


4.2 Frequency Response By Pole Zero Diagrams DCEL 15.5

- In this section, we'll develop a simple method to determine the frequency response of a circuit. In design, it lets you determine roughly where you want to put the poles and zeros.
- Use the fact that $H(j\omega)$ is $H(s)$ on the $j\omega$ axis.

$$H(s) = K \frac{(s-z_1)(s-z_2) \dots (s-z_m)}{(s-p_1)(s-p_2) \dots (s-p_n)}$$

$$H(j\omega) = K \frac{(j\omega-z_1) \dots (j\omega-z_m)}{(j\omega-p_1) \dots (j\omega-p_n)} = K \frac{\prod_{i=1}^m (j\omega-z_i)}{\prod_{k=1}^n (j\omega-p_k)}$$



each factor is a
"vector" on
the s -plane

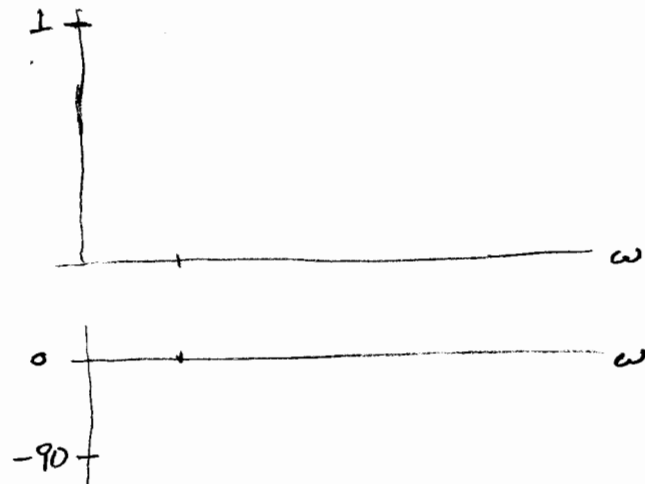
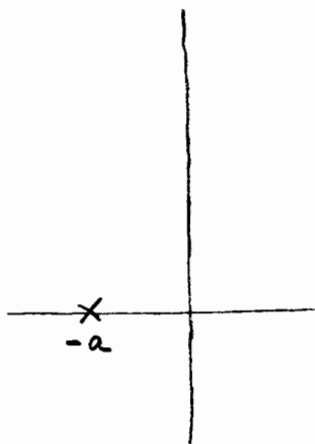
• So the magnitude $|H(j\omega)| = K \frac{\prod_{i=1}^m |j\omega - z_i|}{\prod_{k=1}^n |j\omega - p_k|}$

is the product of zero-vector lengths divided by product of pole-vector lengths.

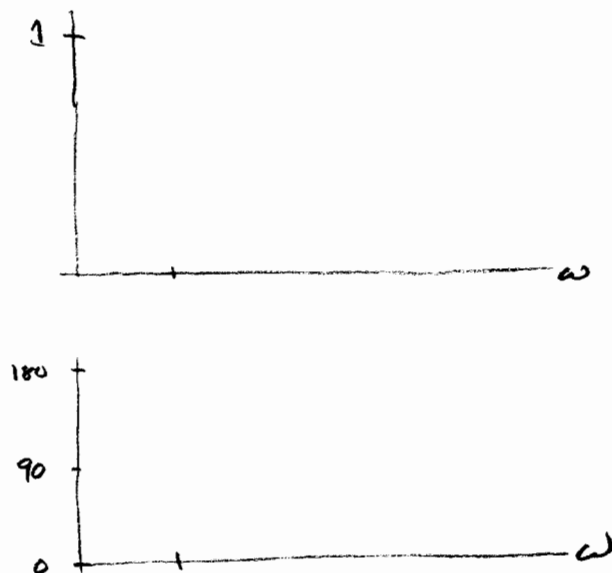
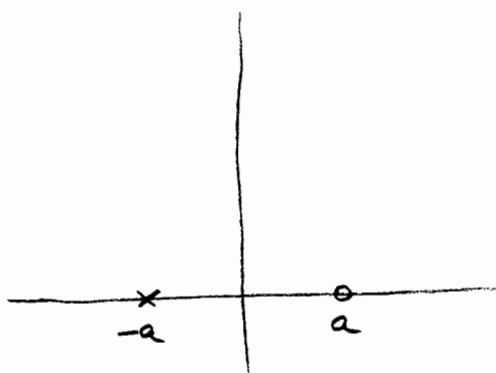
and the phase $\arg[H(j\omega)] = \sum_{i=1}^m \arg(j\omega - z_i) - \sum_{k=1}^n \arg(j\omega - p_k)$

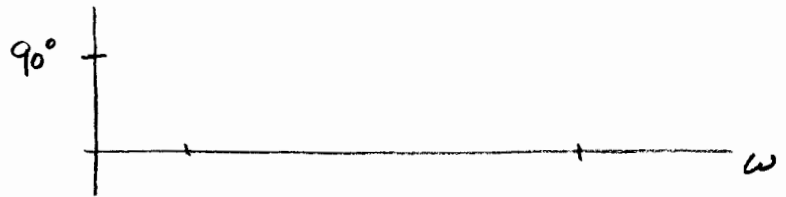
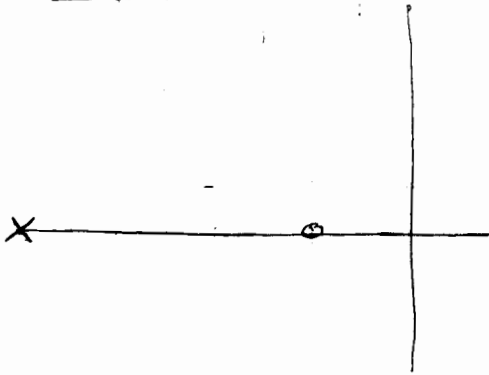
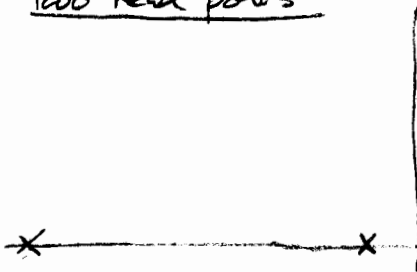
is the sum of the zero-vector phases less the sum of the pole-vector phases.

Single pole low pass

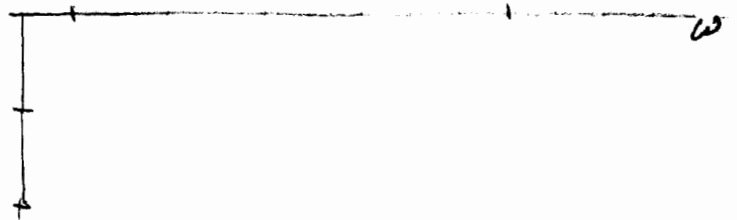
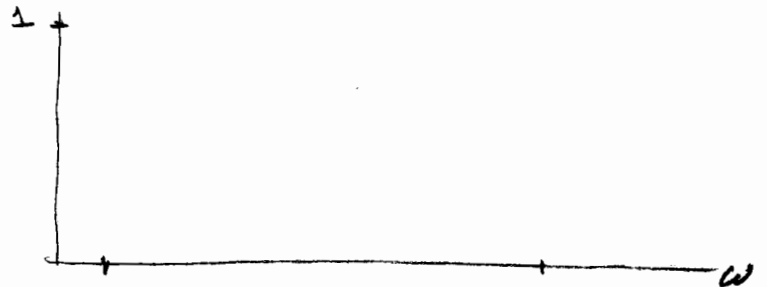
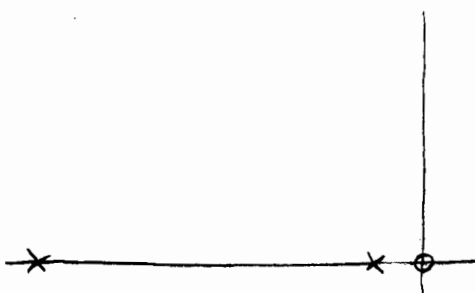


First order all pass

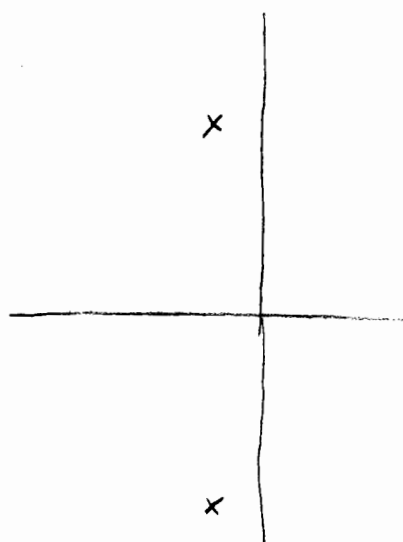


Lead filtertwo real poles

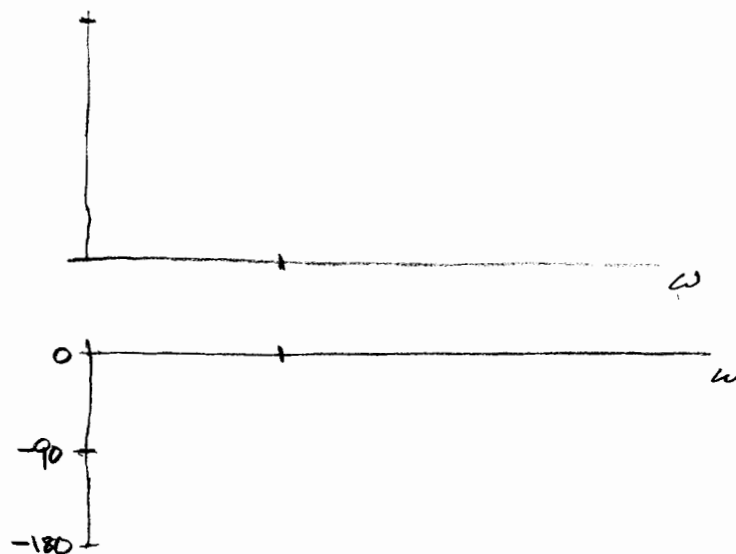
use
 $K=8$
 for
 convenience

two real poles & a zero

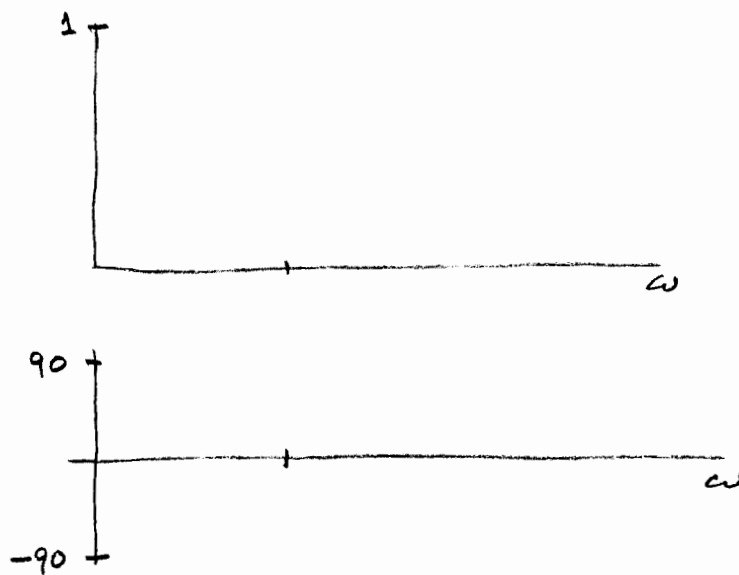
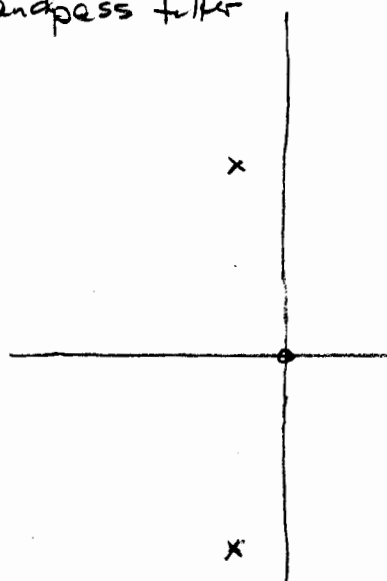
two lightly damped poles



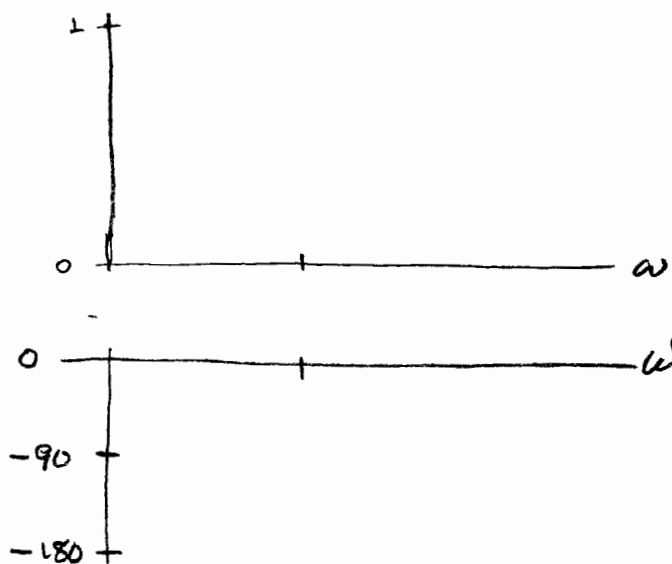
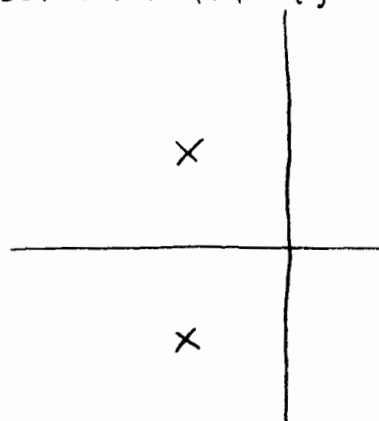
use
 $K=8$



bandpass filter

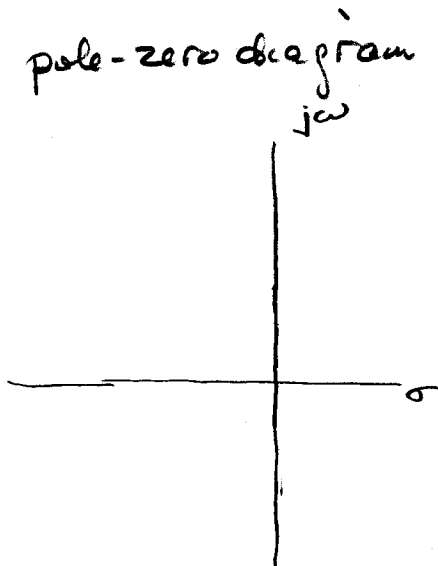
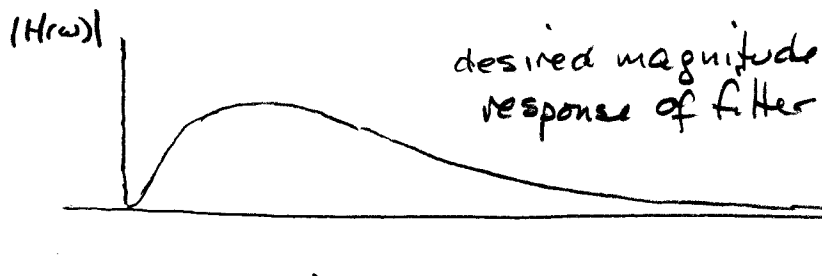
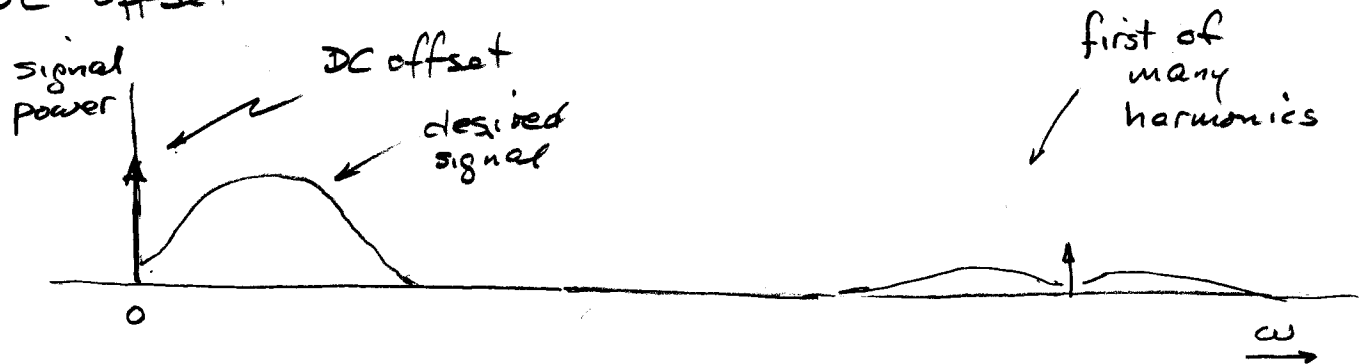


Butterworth filter ($\zeta = 1/\sqrt{2}$)



- Now use this idea for design.

We want a lowpass filter to suppress harmonics in a signal, which also contains an unwanted DC offset

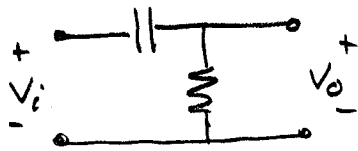


Note: there will be some distortion of the desired signal

- Approximations of the elementary circuits on page 4.1.4. The rough equivalences below are useful in themselves and as a way to understand the action of other circuits.

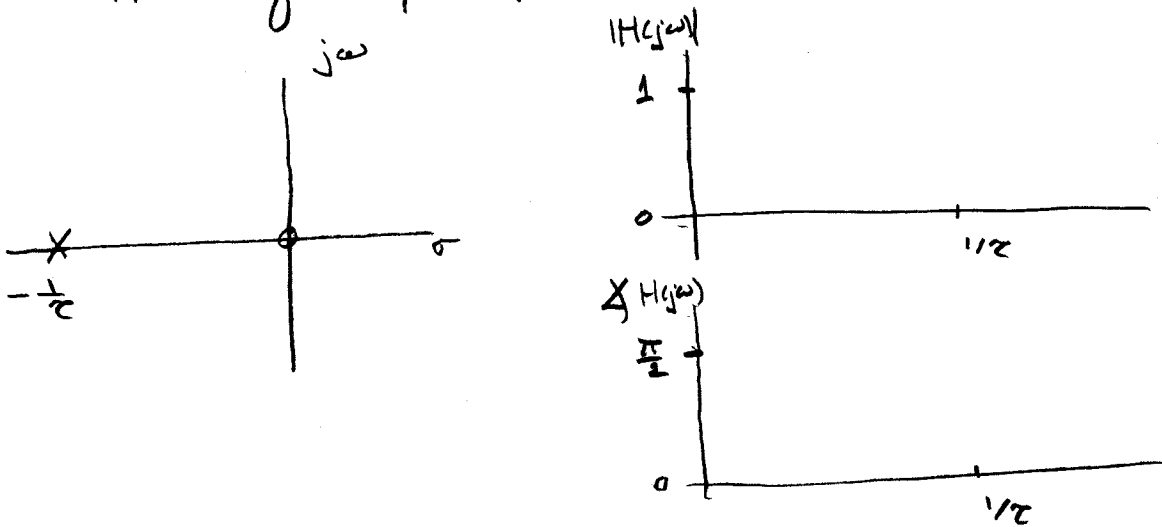
– differentiator.

This circuit

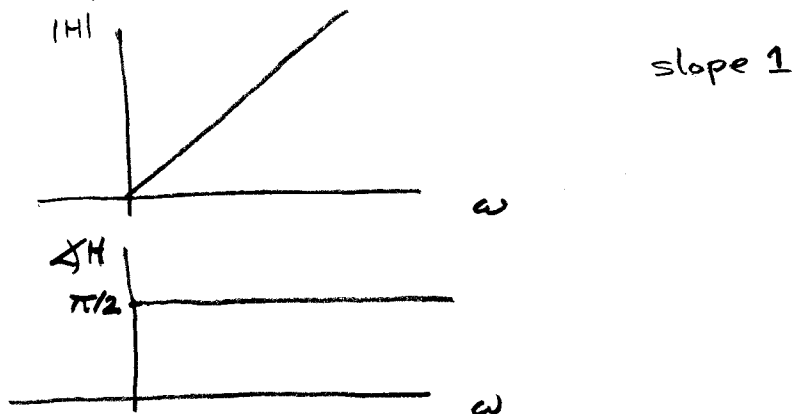


$$H(s) = \frac{s}{s + 1/\tau}$$

is not a true differentiator, but look at its frequency response

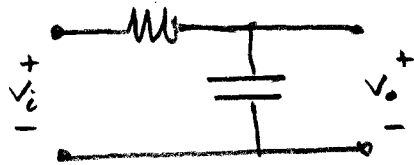


Compare with true differentiator



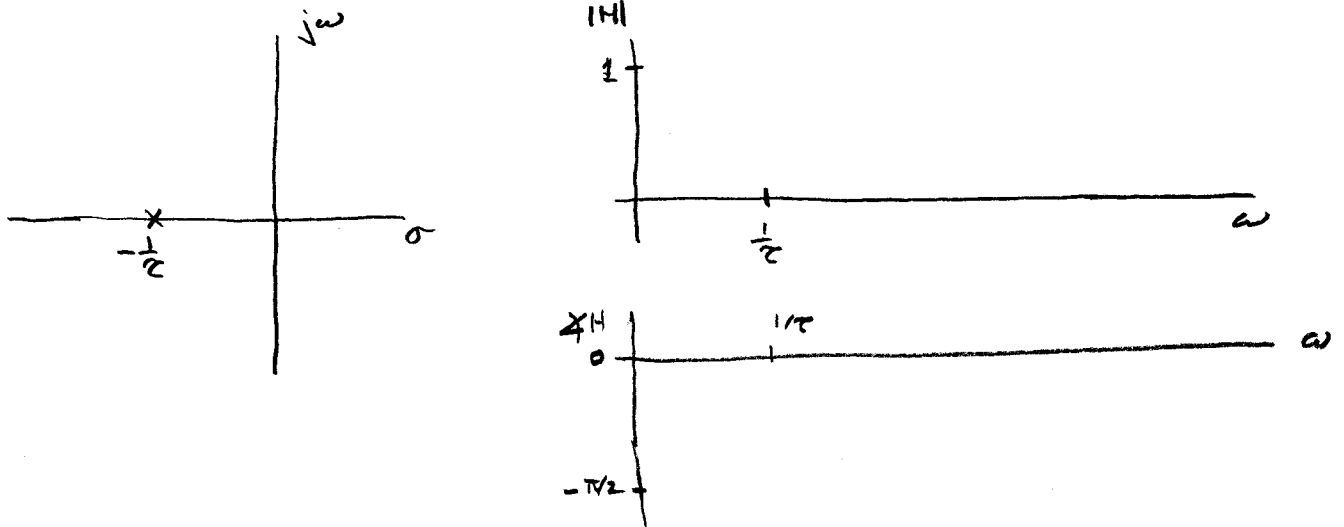
- integrator

Again, a circuit that is not a true integrator

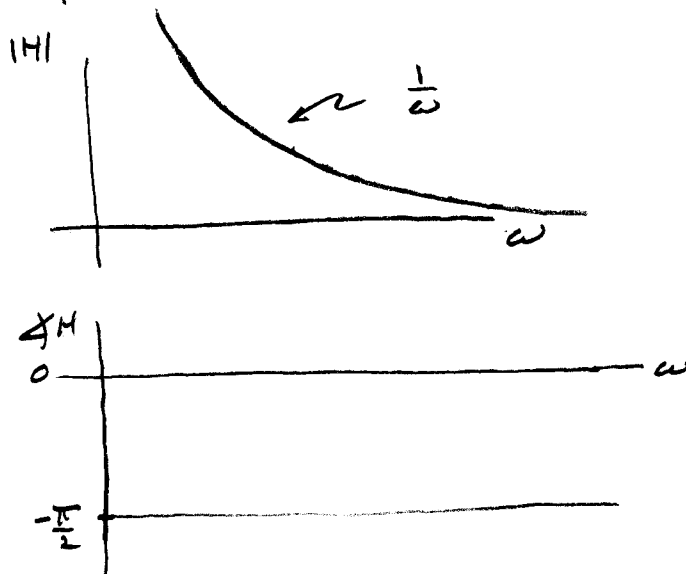


$$H(s) = \frac{1/\tau}{s + 1/\tau}$$

but its frequency response is

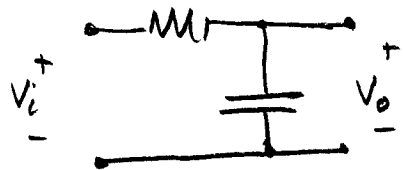


Compare with true integrator



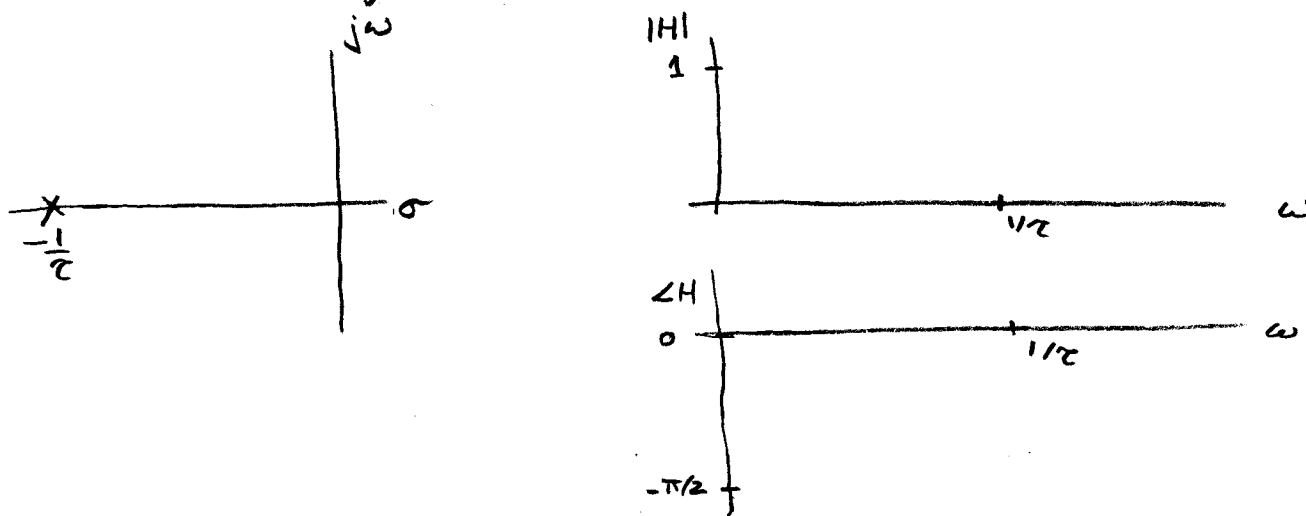
— delay

The same low pass circuit as in the last example can look rather like a delayer

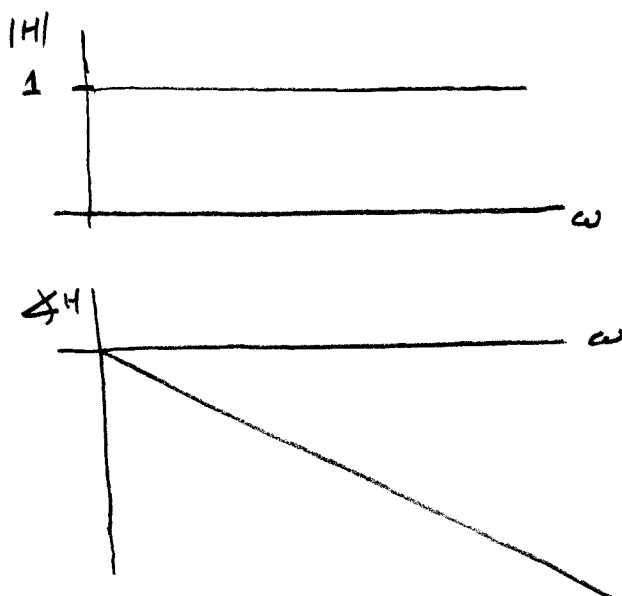


$$H(s) = \frac{1/\tau}{s + 1/\tau}$$

Its frequency response is



Compare with true delayer

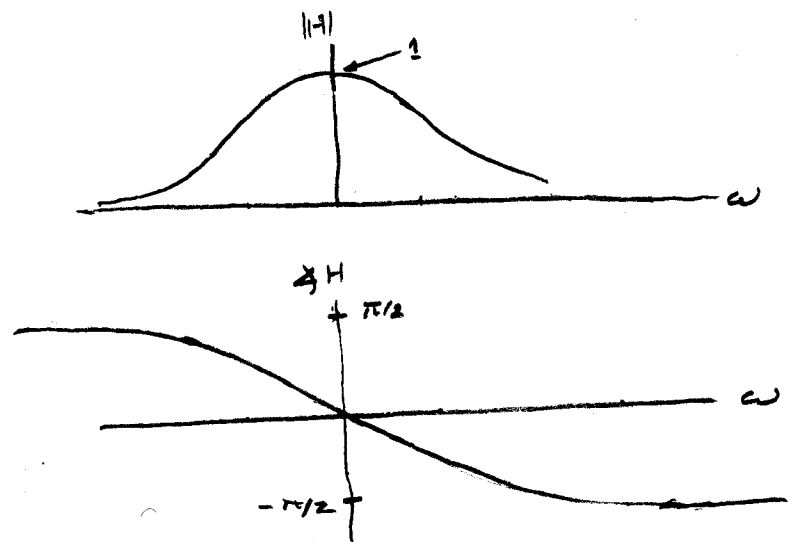
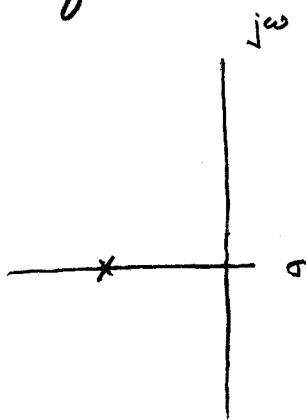


slope $-T$

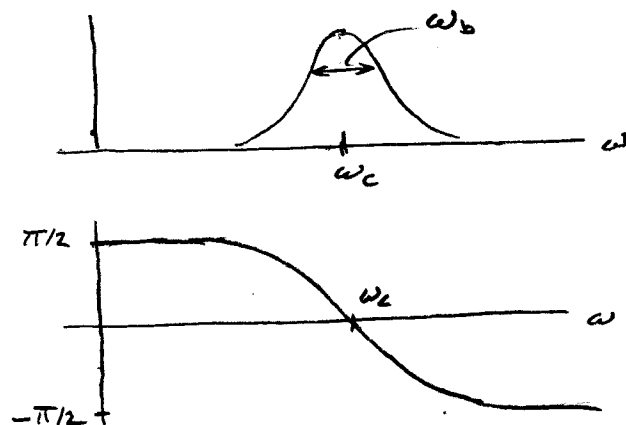
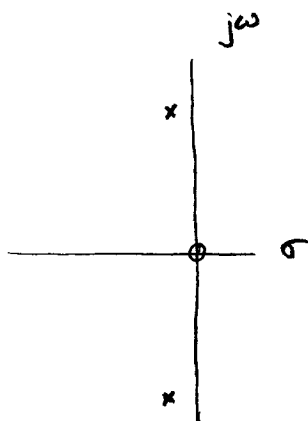
Lowpass - Bandpass transformation

- This is a nice trick to generate a good bandpass filter design from a good low pass design

- Consider single pole lowpass. Sketch its frequency response for positive and negative frequencies

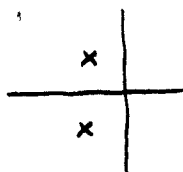


- This is the same behaviour as in resonant circuits, but centred at 0 rad/s.



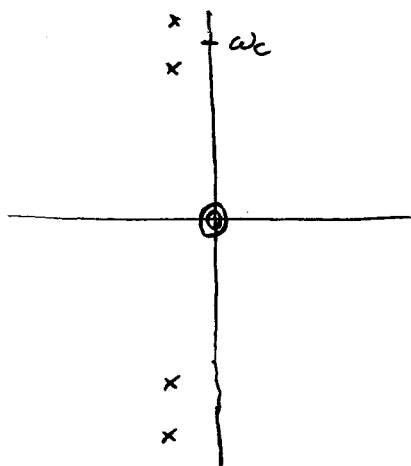
It's an approximate equivalence, but not bad for narrowband ($\omega_b/\omega_c \ll 1$) filters.

- This suggests the following design approach
 - select a low pass design with the right bandwidth — for example



$\zeta = \frac{1}{\sqrt{2}}$ 2nd order Butterworth

- translate the pattern up to $j\omega_c$ and down to $-j\omega_c$



- and put in a zero at the origin for every low pass pole, to compensate near ω_c for the image at $-\omega_c$.

— Later we'll see formally how to do it — but here's a preview.

→ given a lowpass design of bandwidth 1 rad/sec

$$H_{lp}(s)$$

→ replace s with $\frac{s^2 + \omega_c^2}{\omega_b s}$

$$H_{bp}(s) = H_{lp}\left(\frac{s^2 + \omega_c^2}{\omega_b s}\right)$$

where ω_c is the centre frequency

ω_b is the bandwidth

— An example: our 1st order lowpass with unit bandwidth

$$H_{lp}(s) = \frac{1}{s+1}$$

From this,

$$H_{bp}(s) = \frac{1}{\frac{s^2 + \omega_c^2}{\omega_b s} + 1} = \frac{\omega_b s}{s^2 + \omega_b s + \omega_c^2}$$

$$= \frac{2\zeta\omega_0 s}{s^2 + 2\zeta\omega_0 s + \omega_0^2}$$

the standard 2nd order bandpass