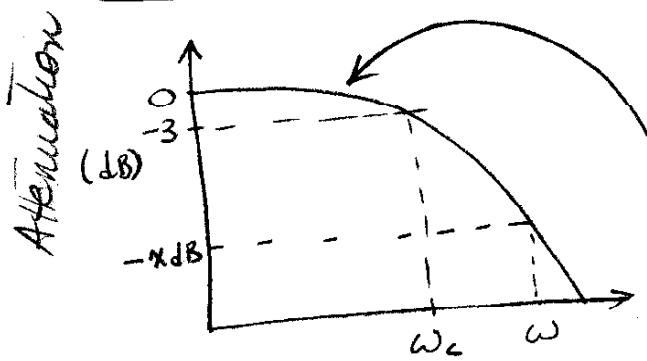


FILTER DESIGN HANDBOOK -

LUMPED ELEMENT FILTER DESIGN

STEP 1: DETERMINE 'g' PARAMETERS FOR LP DESIGN



$$PLR = \frac{P_{inc}}{P_{load}} = \frac{1}{1 - |\Gamma(\omega)|^2}$$

BINOMIAL-MAXFLAT
 FIG 8.26
 TABLE 8.3
 CHEBYSHEV (0.5 or 3dB RIPPLE)
 FIG 8.27
 TABLE 8.4

"Design a binomial filter with a cutoff frequency ω_c that is x dB down at frequency ω ."

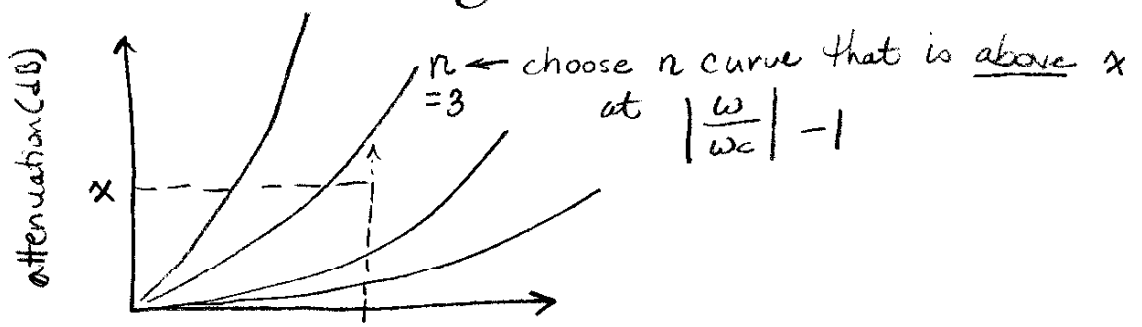


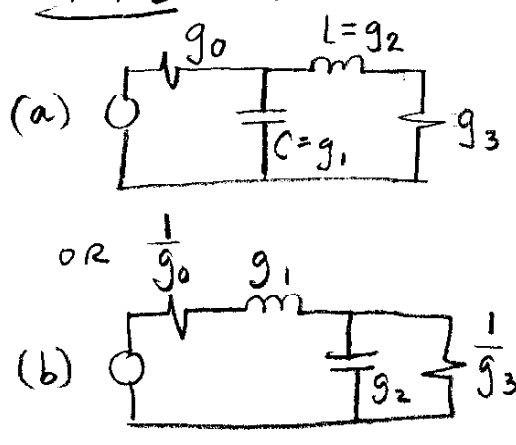
FIG 8.26 or 8.27 $\left| \frac{\omega}{\omega_c} \right| - 1$

Read g values from Table 8.3 or 8.4 ; $g_0 = 1$

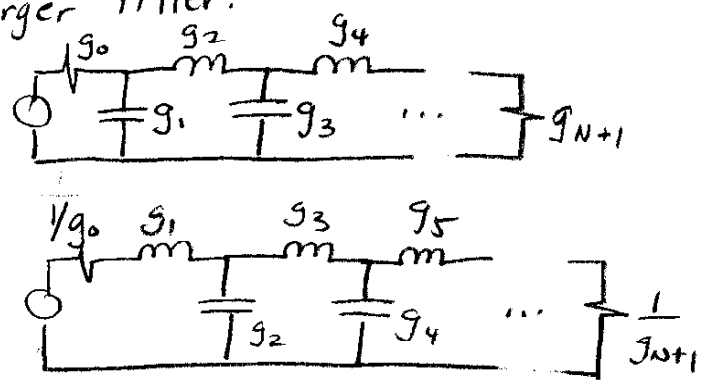
$N=n-1$	g_1	g_2	g_3	g_4
1	2.0	1.0		
2	1.41	1.41	1.0	
3	1.0	2.0	1.0	1.0

$N = n - 1$

STEP 2: Draw LP Filter



Larger Filter:



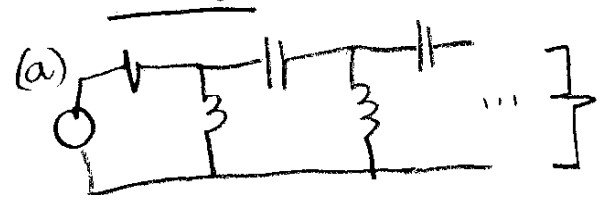
THESE DESIGNS ASSUME $\omega = 1$ AND $Z_0 = 1$

STEP 3(a) DENORMALIZE LOW PASS

FILTER (a):	$R_g = Z_0 g_0$	FILTER (b):	$R_g = 1/(Z_0 g_0)$
	$C = g/(Z_0 \omega_c)$		$C = g/(Z_0 \omega_c)$
	$L = Z_0 g/\omega_c$		$L = Z_0 g/\omega_c$
	$R_L = Z_0 g_{N+1}$		$R_L = 1/(Z_0 g_{N+1})$

* IF R_L NOT MATCHED, USE $\lambda/4$ TX TO MATCH

STEP 3b: CONVERT FROM LP TO HP & Denormalize



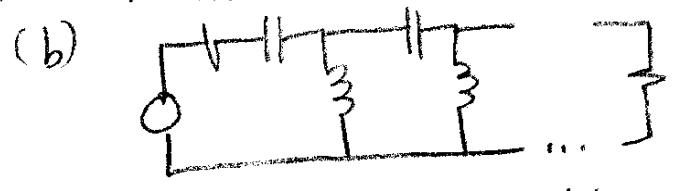
FILTER (a)

$R_g = Z_0 g_0$

$C = 1/(Z_0 \omega_c g)$

$L = Z_0 / (\omega_c g)$

$R_L = Z_0 g_{N+1}$



FILTER (b)

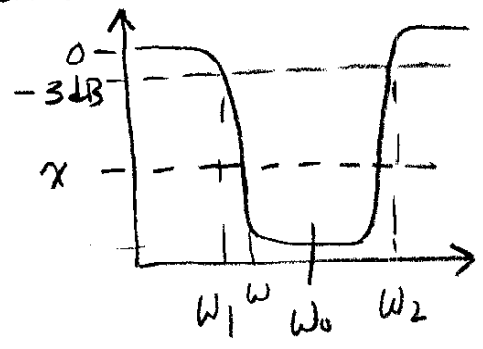
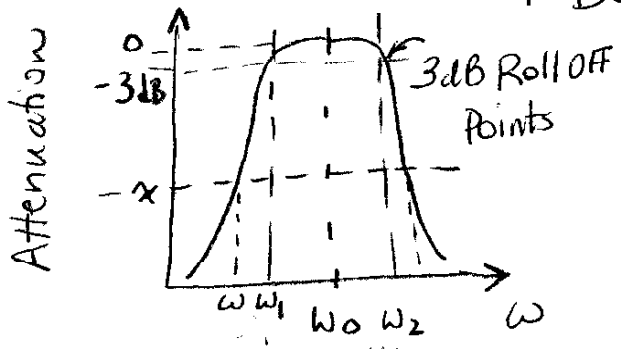
$R_g = 1/(Z_0 g_0)$

$C = 1/(Z_0 \omega_c g)$

$L = Z_0 / (\omega_c g)$

$R_L = Z_0 g_{N+1}$

STEP 3/5: CONVERT LP TO BP OR BAND STOP
 & Denormalize

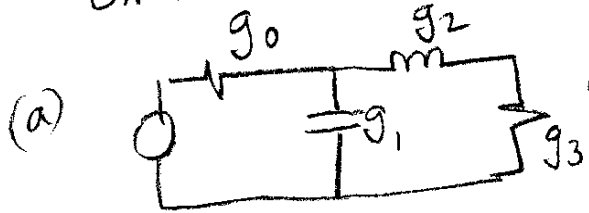


Fractional Bandwidth

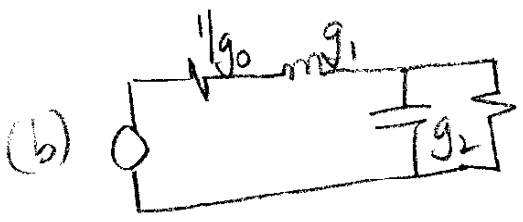
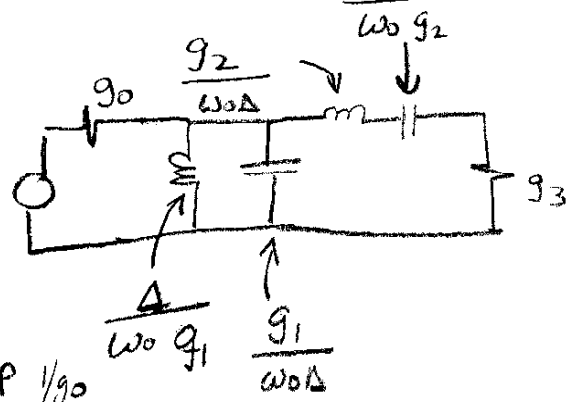
$\Delta = \frac{\omega_2 - \omega_1}{\omega_0}$; $\omega_0 = \sqrt{\omega_1 \omega_2}$; $\omega_{LP} = \frac{1}{\Delta} \left(\frac{\omega}{\omega_0} - \frac{\omega_0}{\omega} \right)$

Often given in % (multiply Δ by 100) Look at Fig 8.26 or 8.27 using
 SEE TABLE 8.6 FOR CONVERSIONS $\left| \frac{\omega_{LP}}{1} \right| - 1 \leftarrow \frac{\Delta}{\omega_0}$

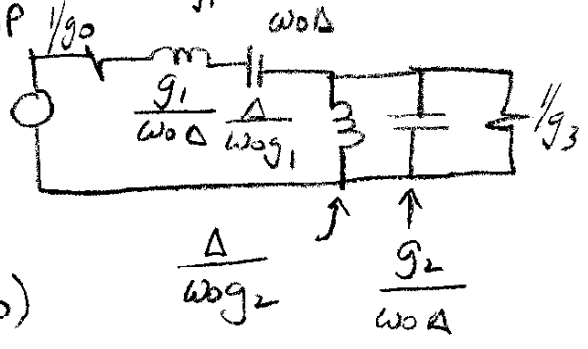
BAND PASS Example:



LP(a) BP



LP(b) BP

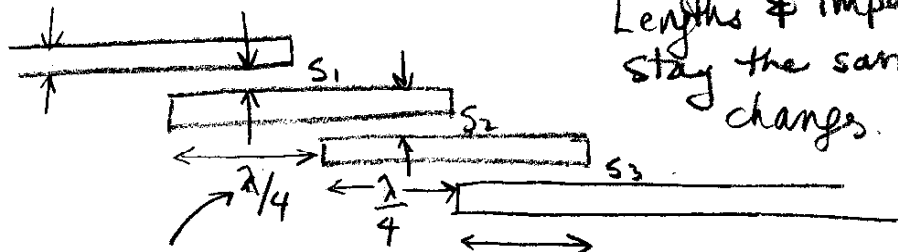


To Denormalize:

(a) $R = g Z_0$; $L = L Z_0$; $C = C / Z_0$
 (b) $R = 1 / (g Z_0)$; $L = L Z_0$; $C = C / Z_0$

COUPLED LINE FILTER (CLF)

Width of all lines gives Z_0



Lengths & impedances stay the same. Spacing changes.

Remember to calculate $\frac{\lambda}{4}$
 for μ strip: $\lambda_{\epsilon} = \frac{c_0}{f \sqrt{\epsilon_{eff}}}$
 $\epsilon_{eff} \approx (3.195)$

STEPS (1, 2, 4b): same as for lumped element

But - Do NOT Denormalize

STEP 5 - CLF

$$Z_0 J_1 = \sqrt{\frac{\pi \Delta}{2g_1}}$$

$$Z_0 J_i = \frac{\pi \Delta}{2 \sqrt{g_{i-1} g_i}} \quad \text{for } i = 2, 3, \dots, N$$

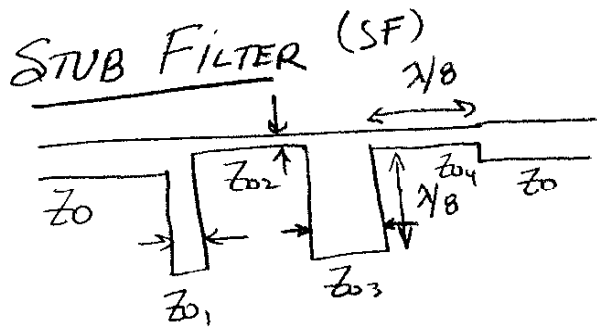
$$Z_0 \frac{J_{N+1}}{Z^{(n)}} = \sqrt{\frac{\pi \Delta}{2g_N g_{N+1}}}$$

STEP 6 - CLF - Find Even & Odd Impedances

$$Z_{oe} = Z_0 [1 + J Z_0 + (J Z_0)^2]$$

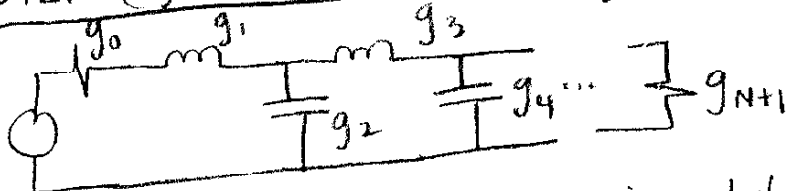
$$Z_{oo} = Z_0 [1 - J Z_0 + (J Z_0)^2]$$

Find s with Fig 9.30 or line calc

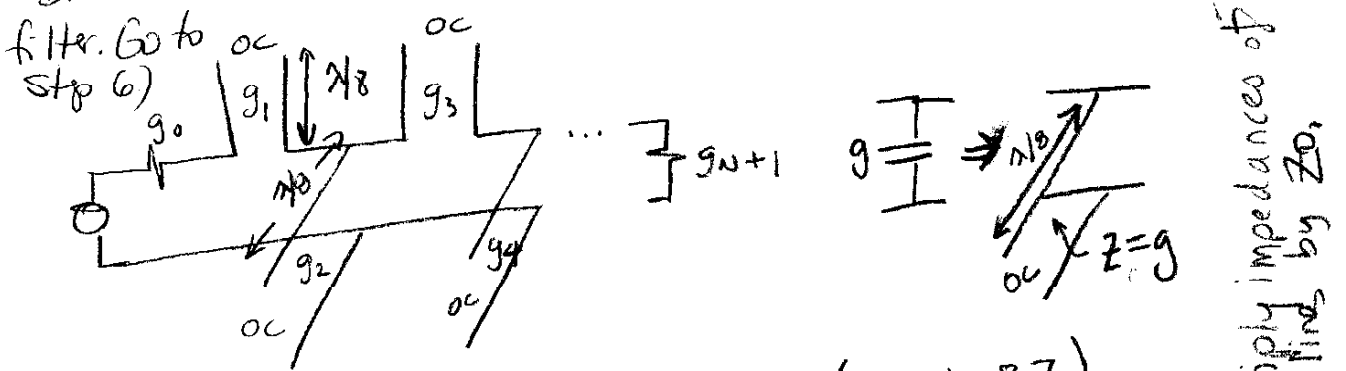


Note: λ is $\lambda_E = \frac{c_0}{f \sqrt{\epsilon_{eff}}}$ ⑤
 Lengths stay the same ($\lambda/8$),
 impedances (widths) change $\epsilon_{eff} = 3.195$

STEPS (1, 2, #a) Same as for lumped elements, Do NOT Denormalize

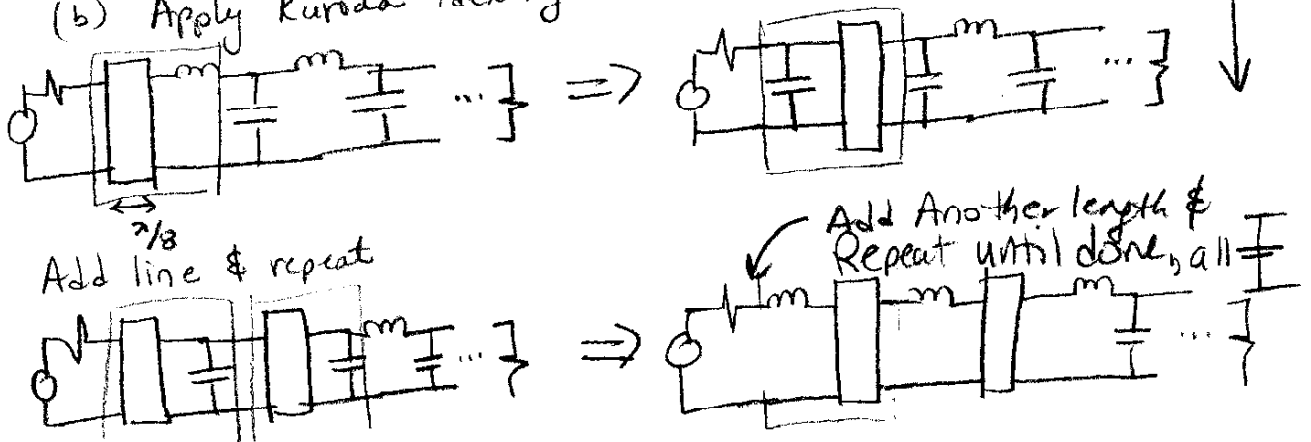


STEP 5-SF
 Replace $\frac{g_i}{m}$ with series stub with impedance $Z_i = g_i$
 (Not critical to DRAW) $\frac{g_i}{m}$ with parallel stub of impedance $Z_i = g_i$

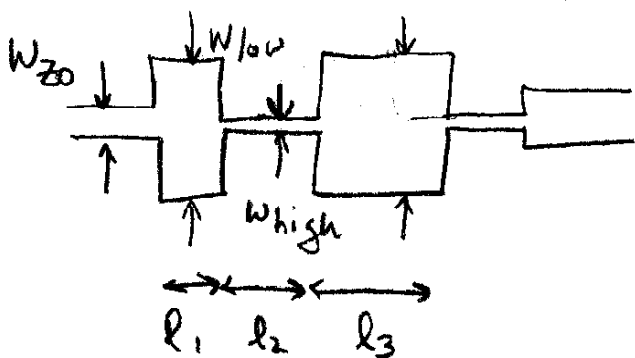


STEP 6-SF Use Kuroda Identities (Table 8.7) to convert to all parallel stubs

- (a) Add $\lambda/8$ line to front (or front & back of filter).
- (b) Apply Kuroda identity - moves line "inside"



STEPPED IMPEDANCE FILTER (SIF)



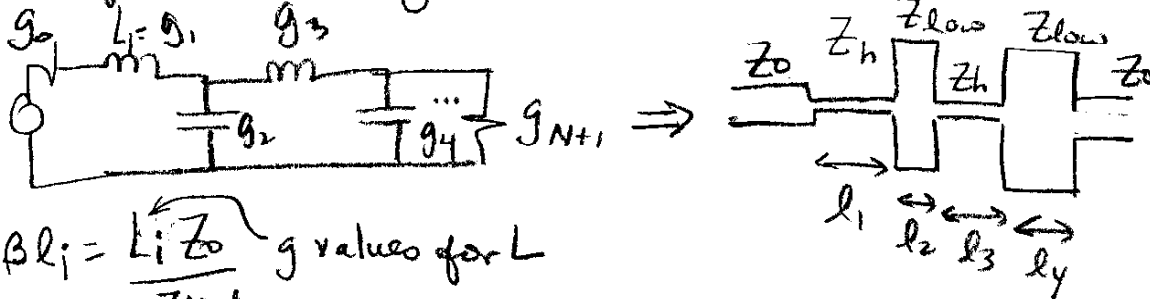
Impedance stays the same, Lengths change
 Calculate widths for Z_{low} & Z_{high} using
 Calc $\beta = \frac{2\pi f}{\lambda_{eff}}$ $\lambda_{eff} = \frac{c_0}{f\sqrt{\epsilon_{eff}}}$

Steps (1, 2, 4a) Same as lumped element Design
 Do NOT denormalize.

Step 5 - SIF

Choose Z_0 high (thin line) depending on how thin a line can be manufactured
 Z_0 low (fat line) depending on available space

Step 6: Find lengths



$$\beta l_i = \frac{L_i Z_0}{Z_{high}} \quad \text{g values for L}$$

$$\beta l_i = \frac{C_i Z_{low}}{Z_0} \quad \text{g values for C}$$

↑
 Values given in RADIANS : $\lambda_{eff} = 360^\circ = 2\pi$ radians
 Line calc in Degrees