Tuesday Warm Up, Unit 1: Filter Design

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March 25, 2025

1 Memory Bank

• Convolution: this is an operation that characterizes the response h[n] of a linear system.

$$y[i] = h[n] * x[n] = \sum_{j=0}^{M-1} h[j]x[i-j]$$
 (1)

In words, the output at sample i is equal to the produce of the system response h and the input signal x, summed over the proceeding M samples (from j = 0 to j = M - 1).

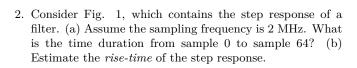
• Discrete Delta Function, $\delta[n]$: A standard impulse response that contains one non-zero sample. It has the following property:

$$x[n] = \delta[n] * x[n] \tag{2}$$

- The filter kernel is the impulse response of a digital filter.
 Convolve this with the signal to obtain the output.
- IIR infinite impulse response. A filter response can decay
 exponentially, never reaching zero.
- FIR finite impulse response. A digital filter can be implemented via a kernel with a finite set of coefficients.
- **Decibels** $dB = 10 \log_{10}(P_2/P_1) = 20 \log_{10}(A_2/A_1)$... A decibel unit of attenuation or amplification is a logarithmic unit of amplitude ratios A_i or power ratios P_i .

2 Basic Filter Concepts

1. (a) Suppose a filter lowers a signal amplitude from 5 V to 5 mV at 15 kHz. What is this attenuation in dB? (b) Suppose a filter lowers signal amplitude by 40 dB in the stop band. If the input signal amplitude is 12 V, what is the output amplitude? (c) We need to amplify a signal from 10 $\mu\rm W$ to 100 mW. What power amplification is required, in dB? (d) A dBm is a decibel unit in which the power in the denominator is set to 1 mW exactly. RF thermal noise in amplified RF antennas is usually observed to be -174 dBm. What is this power in regular units?



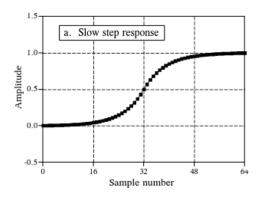


Figure 1: Example of a filter kernel with a slow rise-time.

3 Mathematics of Filter Response

1. Let y[n] be the output of a filter. The output y[n] is equal to h[n] when the input is $\delta[n]$. (a) Prove that the *step response* is the running sum of h[n]. (b) Prove that the impulse is the discrete derivative (first-difference) of the step response.

- 2. Using octave, create a low-pass filter kernel with 16 samples, called k. To ensure it is low-pass, make it a smoothly rising and falling function. Compute the following: (a) the impulse response of k, and (b) the step response of k.
- 3. Spectral inversion of a filter kernel changes its behavior from low-pass to high-pass. Using your kernel from the previous exercise, create a high-pass kernel by subtracting it from an impulse at sample zero. Compute the following: (a) the new impulse response, and (b) the new step response. Graph the responses from this and the previous exercise below.