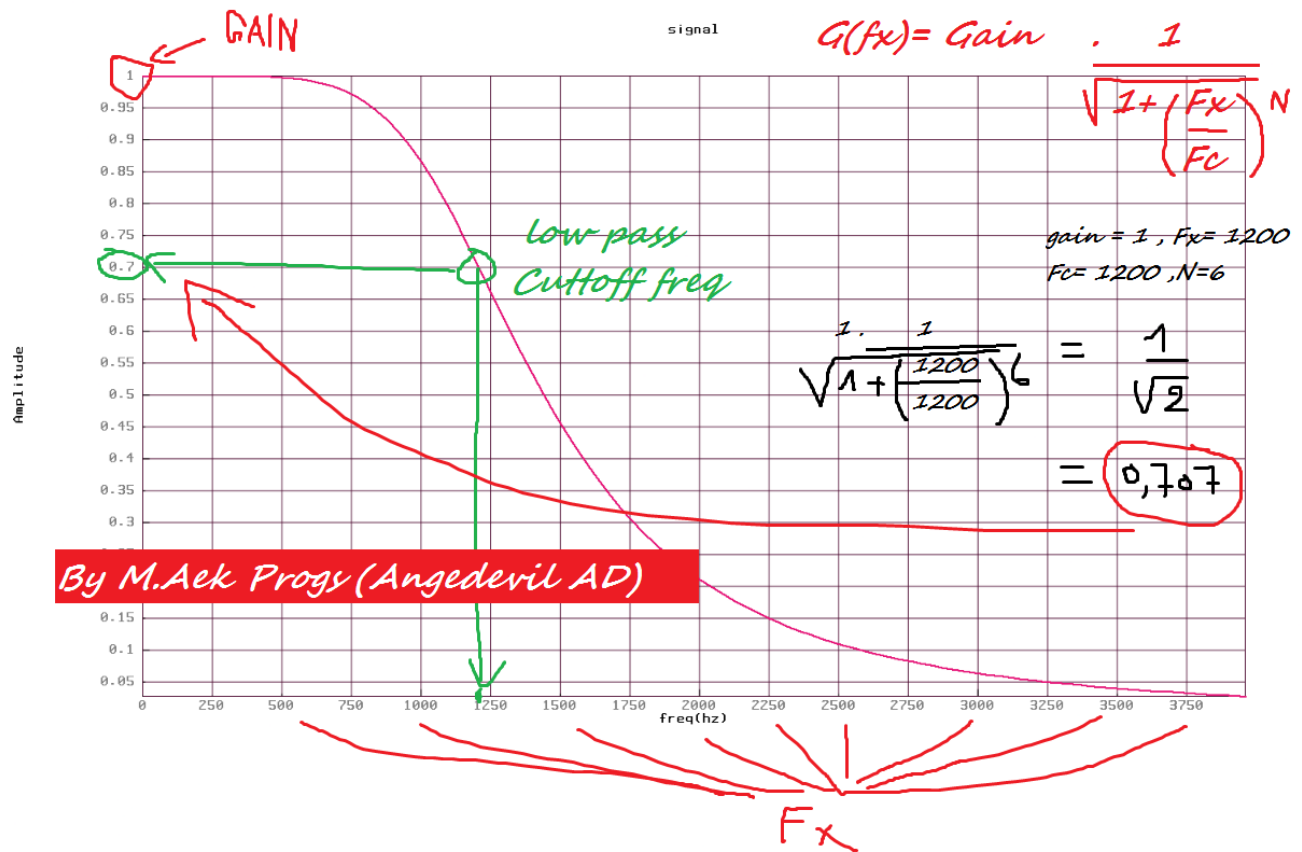


# LOW PASS Prototype



```

set width
WD = 100
set frequency
F=4000;
set Cutoff frequency
Fc= 1200;

```

```

Formula
Fx frequency offset
G(fx) = Gain * ( 1 / (sqrt (1 + pow(fx/fc , n) ) ) )
if WD = 0
fx = F/100 * 0

```

```

if WD = 1
fx = F/100 * 1

```

```

if WD = 100
fx = F/100 * 100

```

```

n =num of poles

```

```

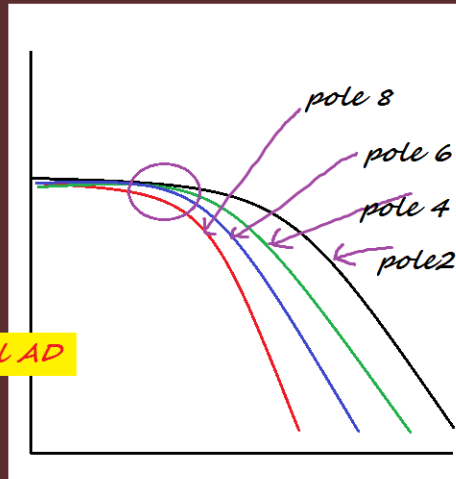
cutoff G(fx) at 1200 = 0.707

```

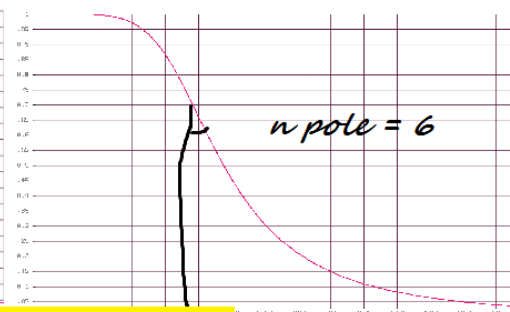
## Low Pass Filter

$$G(fx) = Gain * \frac{1}{\sqrt{1 + \left(\frac{fx}{fc}\right)^n}}$$

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n pole = 4



n pole = 6

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n pole = 8

C ++

```
for(int xx=0;xx<100;xx++)
{
    Fx = (4000/100)*xx;
    x[0] = 1.0;
    ydata[xx] = ((1* (1 / ( sqrt(1+ pow(Fx/fc,6) )))));
    xdata[xx] = Fx;
    printf("\n output == %f hz %f \n",Fx, ydata[xx]);
    if(Fx<200)
    ydata[xx]=1;
}
ydata[0]=1;
xdata[0]=0;

plotplot(xdata,ydata,100,"signal.png",L"signal",L"freq(hz)",L"Amplitude",230.0,19.0,119.0);
```

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```
output == 920.000000 hz 0.911707
output == 960.000000 hz 0.890114
output == 1000.000000 hz 0.865518
output == 1040.000000 hz 0.838075
output == 1080.000000 hz 0.808072
output == 1120.000000 hz 0.775910
output == 1160.000000 hz 0.742077
output == 1200.000000 hz 0.707107
output == 1240.000000 hz 0.671545
output == 1280.000000 hz 0.635912
output == 1320.000000 hz 0.600673
output == 1360.000000 hz 0.566223
output == 1400.000000 hz 0.532879
```

```

frequency:= 4000; //hertz
fcut := 1200; // hertz
gain := 1.0; //
wd:= 100; // num of fs in frequency

```

*Delphi*

```

if(LP.Checked) then begin
Memol.Lines.Add('-----');
Memol.Lines.Add('Low pass filter Prototype: ');
Memol.Lines.Add('-----');
end

```

```

else if(NLP.Checked) then begin
Memol.Lines.Add('-----');
Memol.Lines.Add('NO filter : ');
Memol.Lines.Add('-----');
memol.Lines.Add('No Filter, output = input');
end;

```

```

for xx := 0 to WD do begin

```

```

if(LP.Checked) then begin //lowp
fs := (Frequency/WD)*xx; // get Fs at xx

```

```

y_axis[xx] := ((gain* (1 / ( sqrt(1+ power(fs/fcut,6) ))));
x_axis[xx] := fs;

```

```

memol.Lines.Add('Freq offset: '+inttostr(xx)+'/100' + ' fs= '+fs.ToString+ ' ');

```

```

if(fs < 200) then
y_axis[xx]:=1.0;
end

```

```

else begin //no lp
fs := (Frequency/WD)*xx; // get Fs at xx
y_axis[xx] :=1.0;
x_axis[xx] := fs;

```

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