

# Filters

muse

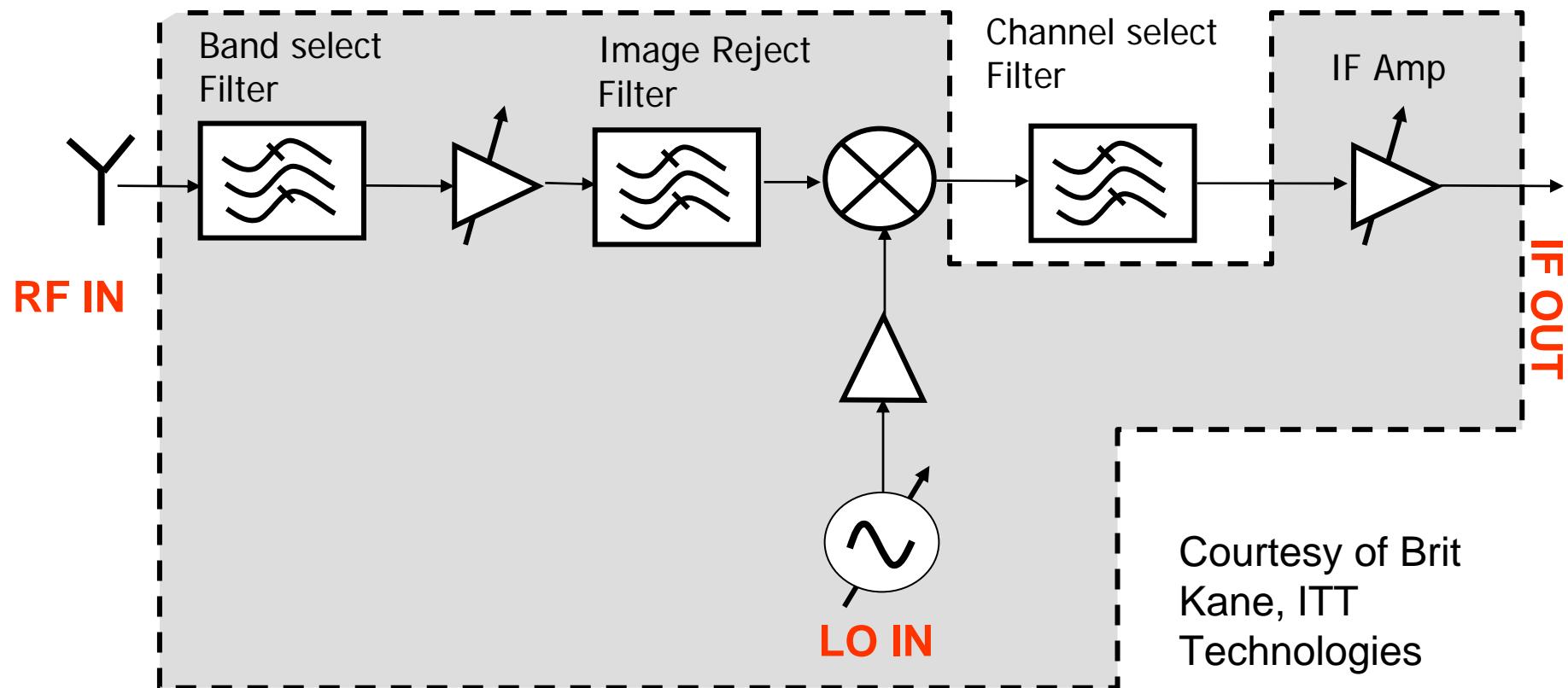
# Filters – Part A

muse

# Filters

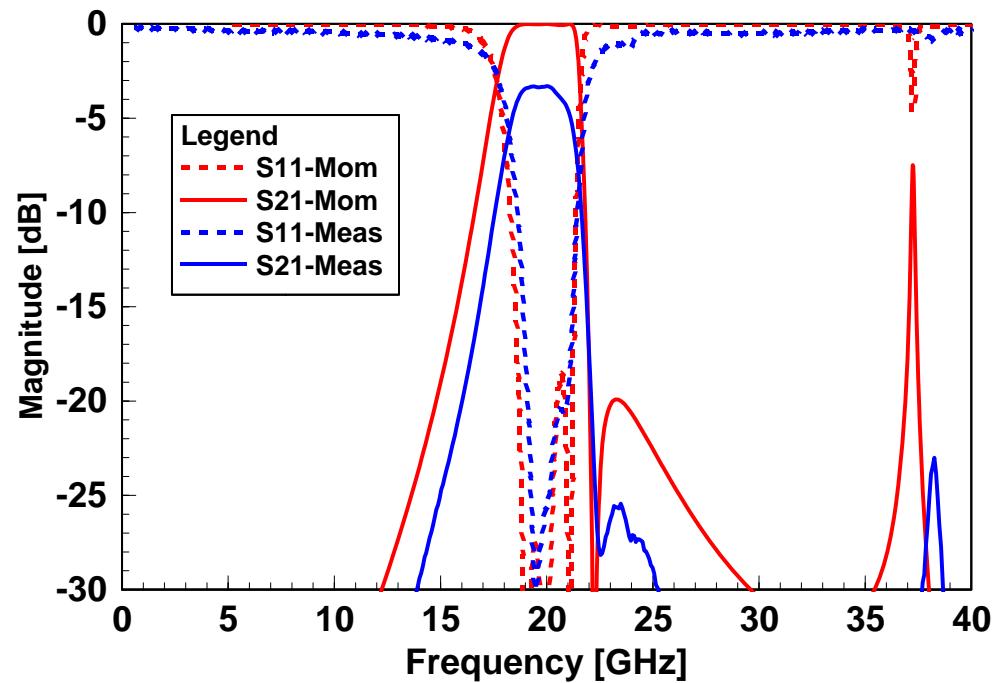
- Overview
- Performance Parameters
- Filter Technologies and Considerations
- Discrete Element Filter Design and Simulation Techniques
- Other Filter Technologies (BAW, MEMS)
- Impact on System Design

# Overview



Filters = Critical Parts of Analog Signal Processing Puzzle

# Overview



# Performance Parameters

For now, let's limit our discussion to the following types of filters:

LOW-PASS

HIGH-PASS

BAND-PASS

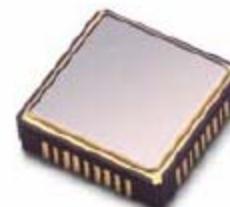
- Insertion Loss
- In-Band Ripple
- Return Loss
- Cut-off Frequency

# Performance Parameters (contd.)

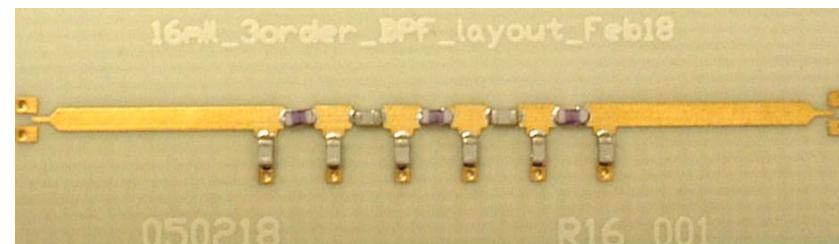
- Bandwidth
- Out-of-Band Rejection
- Group Delay
- Power Handling

# Filter Technologies / Considerations

- Main Technologies in Use Today
  - Surface Acoustic Wave
  - Discrete (Lumped) Element
  - Coaxial



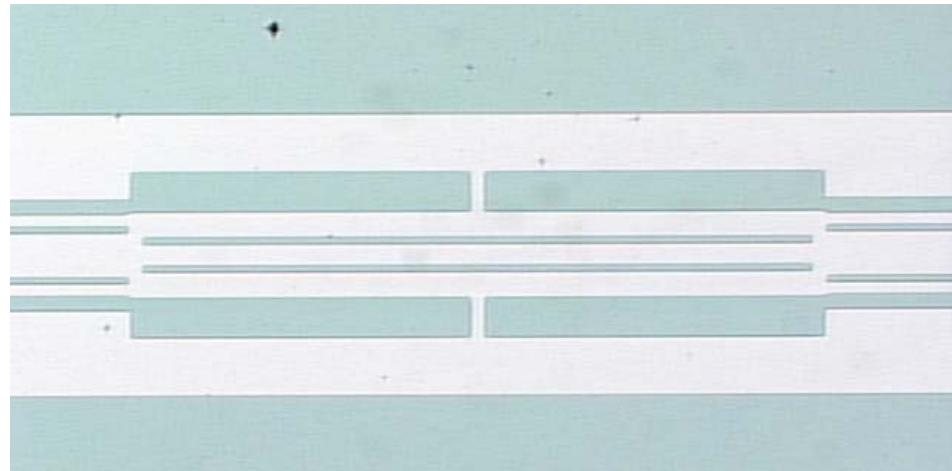
*ICS SAW PLL*



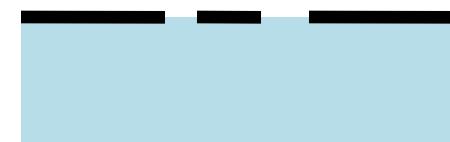
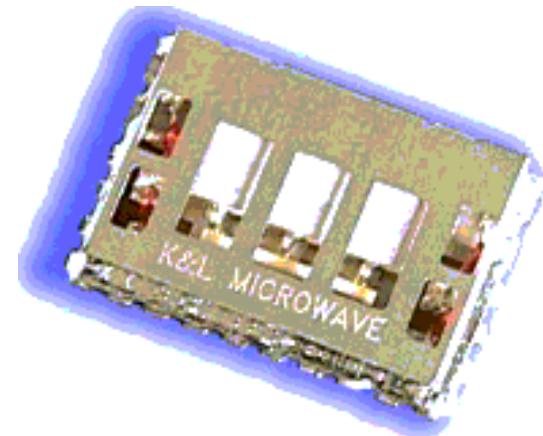
Dc to 1.8GHz

# Filter Technologies / Considerations (contd.)

- Main Technologies in Use Today
  - Ceramic
  - Planar



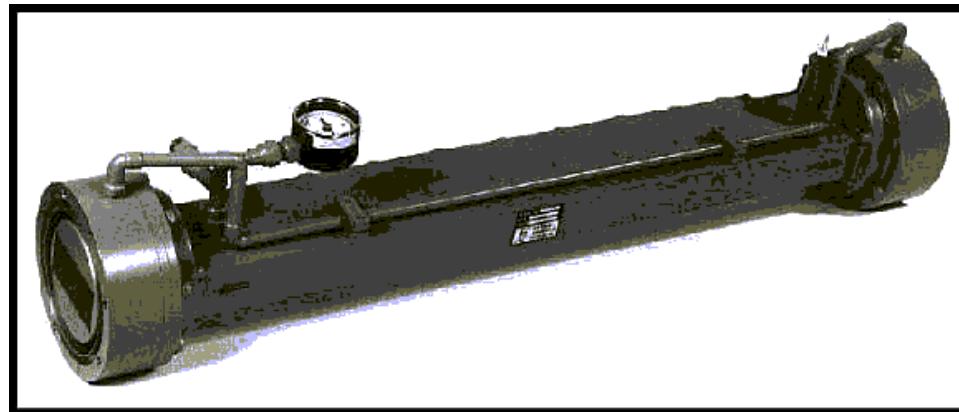
Top View



End View

# Filter Technologies / Considerations (contd.)

- Main Technologies in Use Today
  - Waveguide



# Filter Technologies / Considerations (contd.)

