

# Audio Filters

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# What you will do

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- Build a 3-band equalizer
  - Low pass filter
  - High pass filter
  - Band pass filter
- Connect to a music source (mp3 player)
  - Adjust the strength of low, high, and middle frequencies
  - Play result through a speaker



# Gameplane

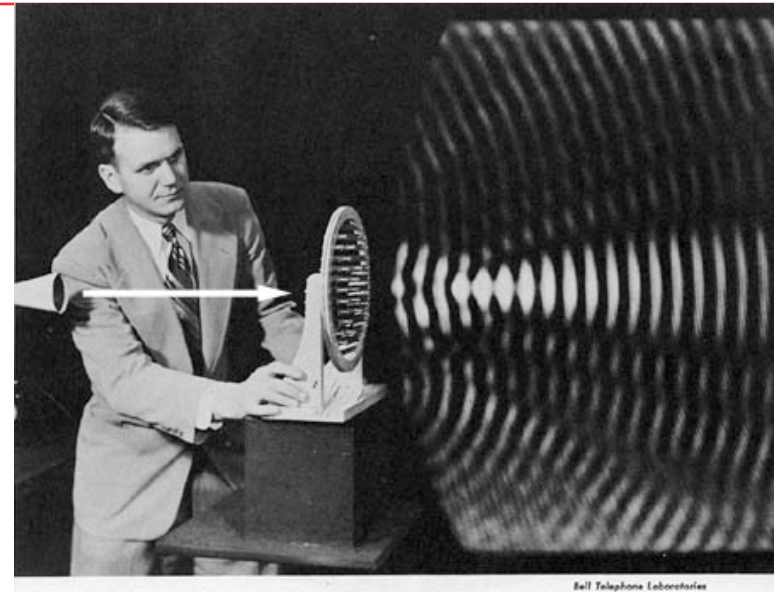
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- Review sound waves and frequency
- Learn to read an electrical schematic
- Build the circuit



# Sound waves

- Compressional waves
- Air density increases and decreases periodically
  - These waves hit tiny hairs in your ear
  - When they wiggle your nerves feel it
  - Brain understands it's sound

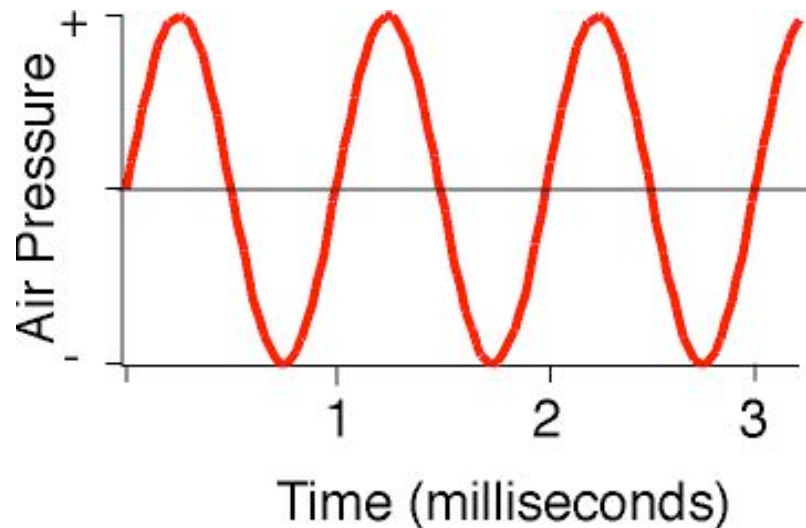


<http://www.privateline.com/TelephoneHistory/speech.jpg>



# Waves: periodic

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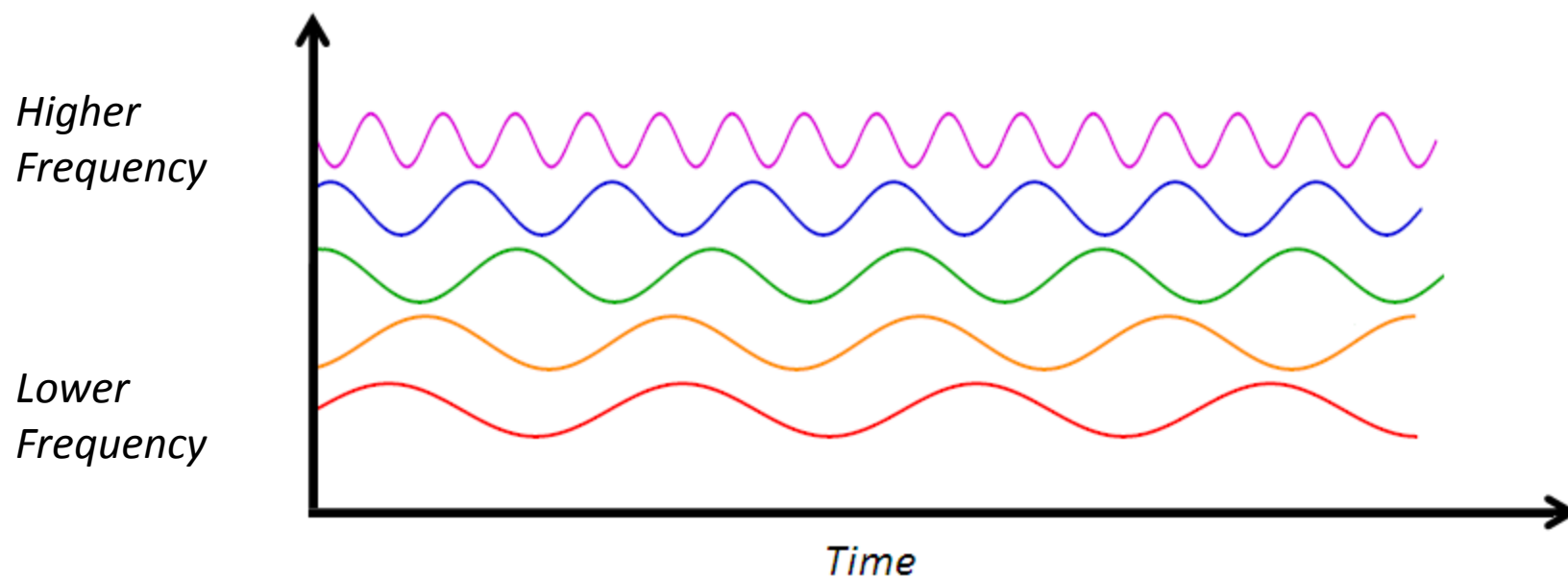


- Frequency is 1 cycle per millisecond
  - 1000 cycles/sec (1 kHz)
- This one is a sine wave
- Sine wave=Pure tone



# Frequency relates to pitch

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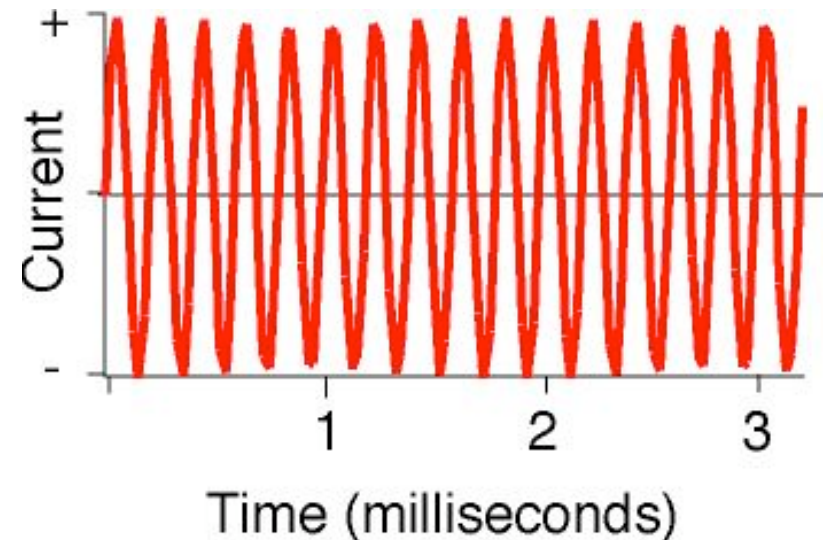




# Electronic version

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- Current is proportional to sound pressure
- What is the frequency of this wave?
- Will it sound higher pitched or lower pitched (when played through a speaker)?





# The audible range

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- The audible range for humans is approximately 20 Hz to 20 kHz (20,000 Hz).
- The lowest note on a piano, A0, has a frequency of 27.5 Hz.
- The highest note on a piano, C8, has a frequency of 4.186 kHz (4186 Hz).

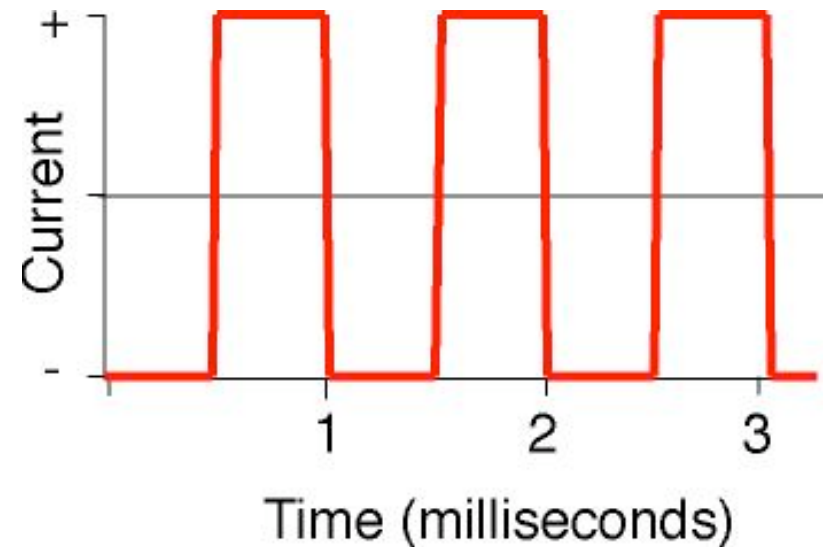




# Square wave

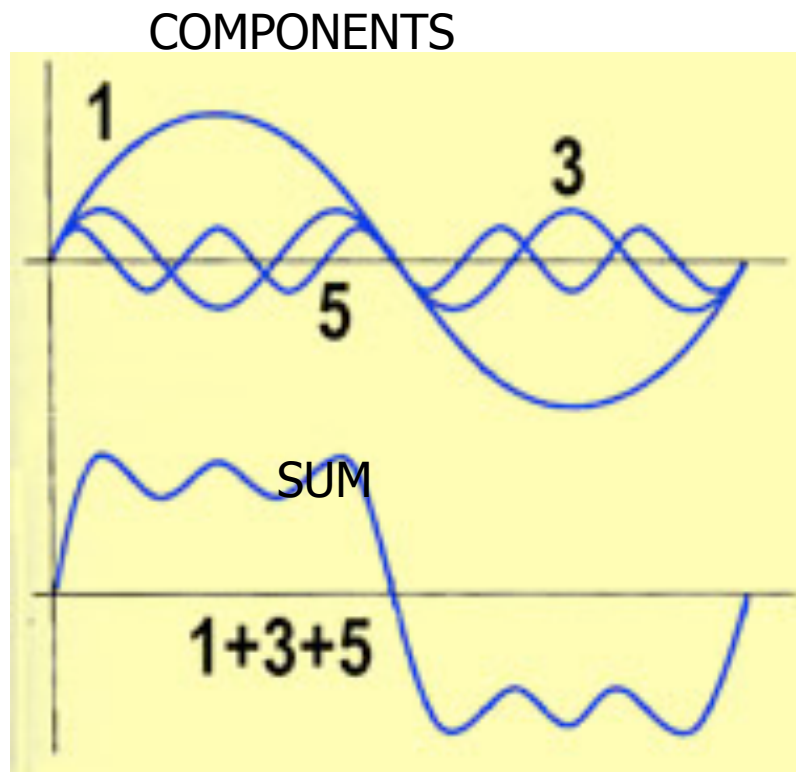
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- What is the frequency?
- Will it sound higher or lower than 1 kHz sine wave?





# Square wave contains many frequencies



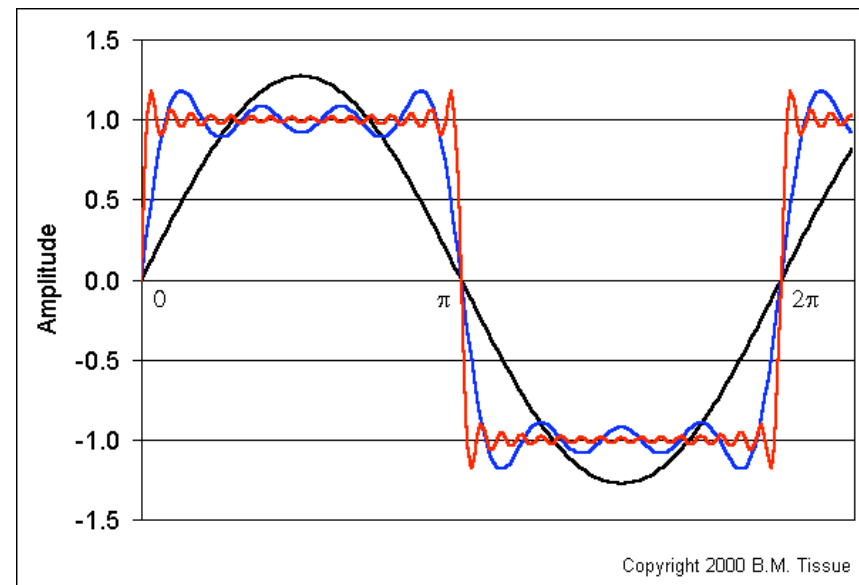
- Here are three frequencies
- As you add more, looks more like a square wave



# Sounds like?

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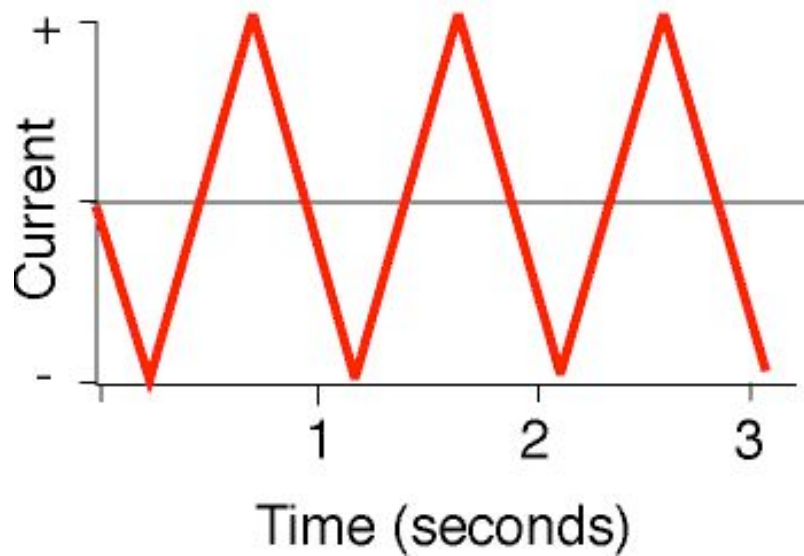
- Pitch is that of fundamental frequency
- Timbre (character) of tone is different than pure tone (sine wave)



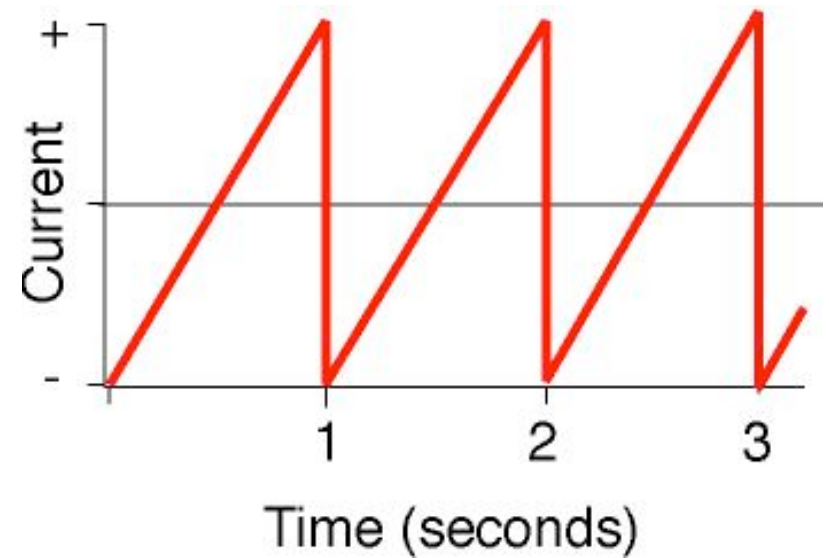


# Other waveforms

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TRIANGLE WAVE

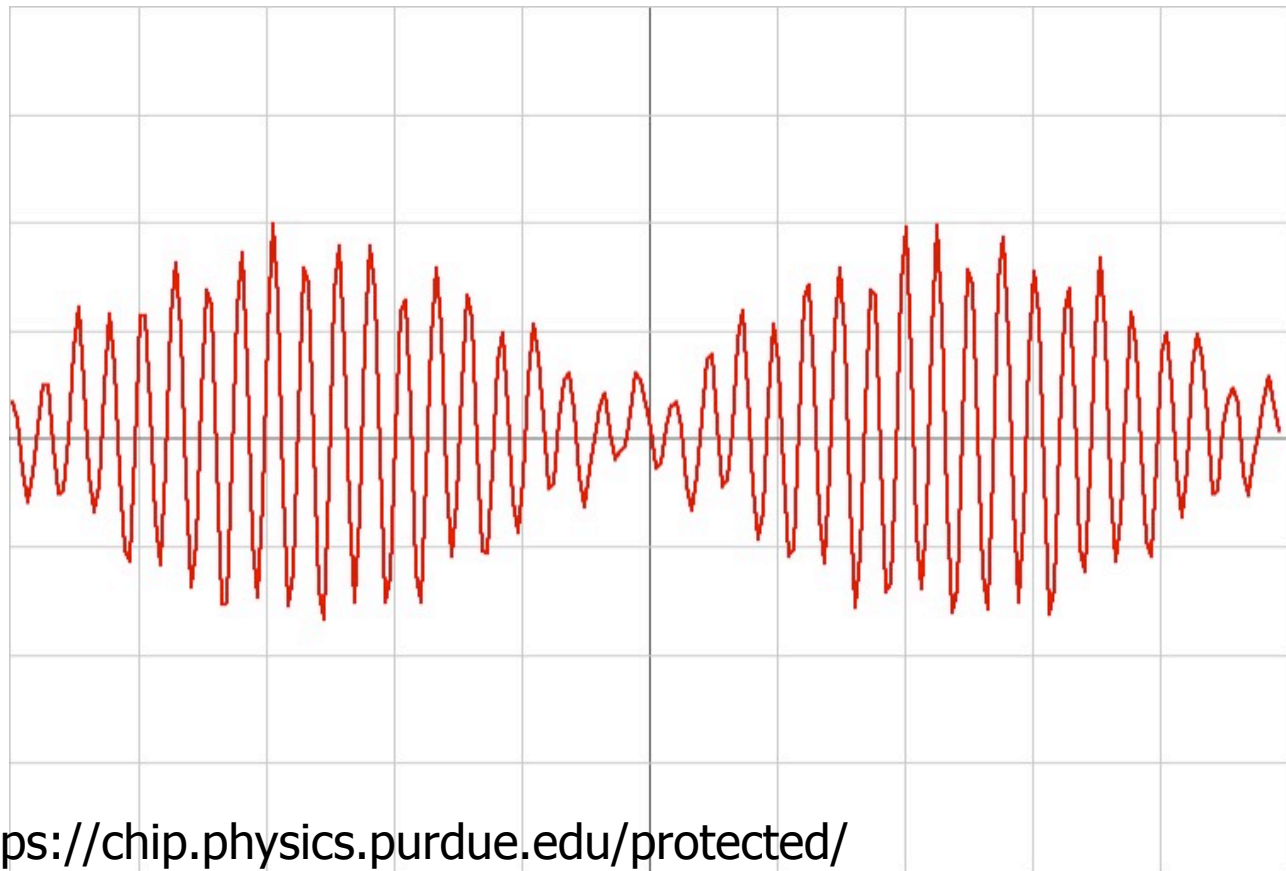


SAWTOOTH WAVE



# What would this sound like?

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<https://chip.physics.purdue.edu/protected/Prelab220newimg/m10q3beats.jpg>

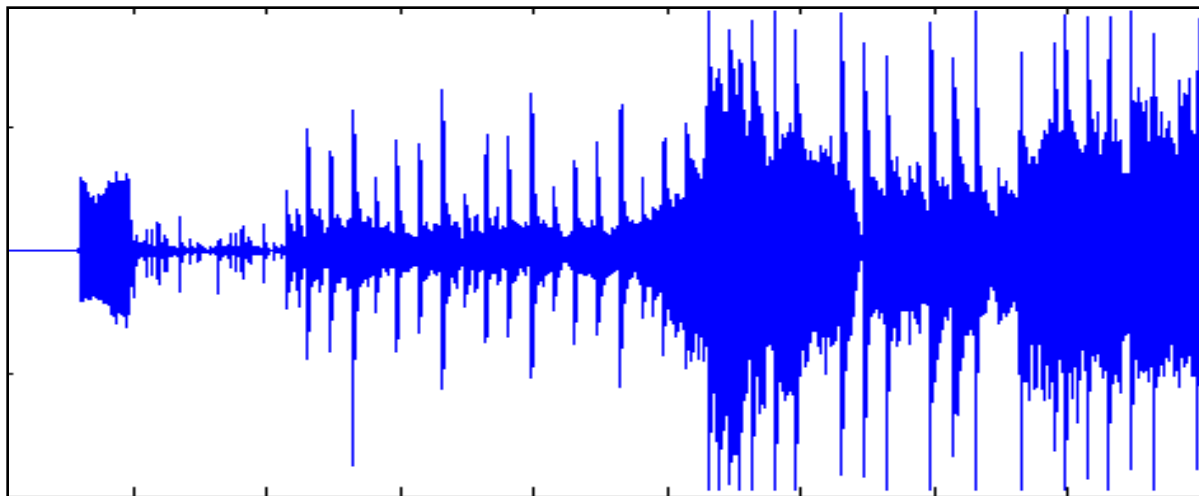


# Sound consists of:

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- Pitch
- Timbre
- Volume
- And all of this varies with time
- Music is a wildly complex combination of frequencies

output of a .wav file



P. Lundstrom, ECE 682 student presentation, Autumn 2008.

# Audio equalizer

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- Lets you attenuate some frequencies
- Boost others
- This one is a 20-band equalizer
- We'll build a three-band equalizer





# Electronic Filters

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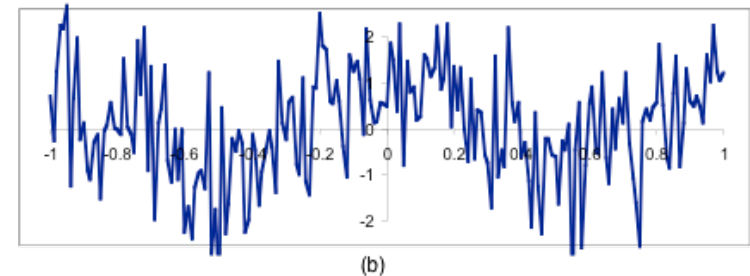
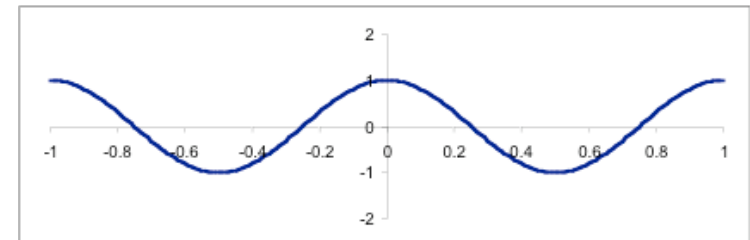
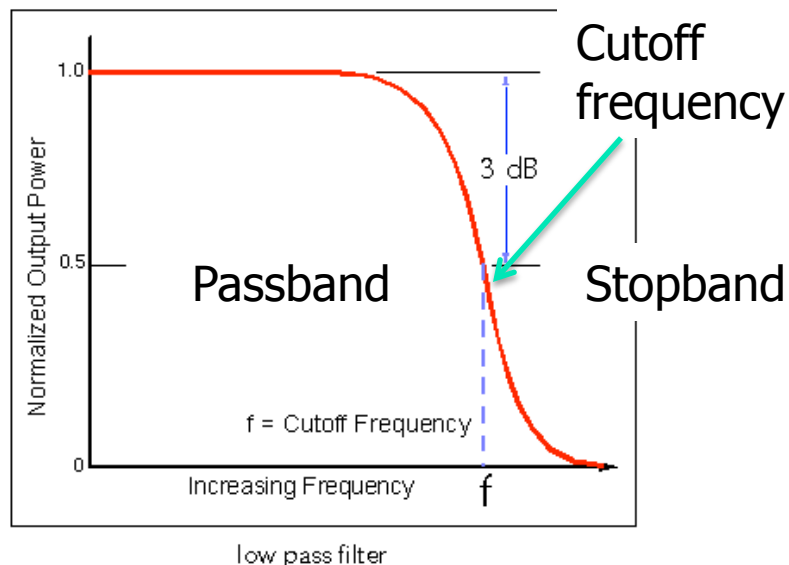
- Filter – A circuit or device that passes certain frequencies and blocks others.
- Pass Band – The range of frequencies that are allowed to pass through the filter.
- Stop Band – The range of frequencies that are stopped by the filter.





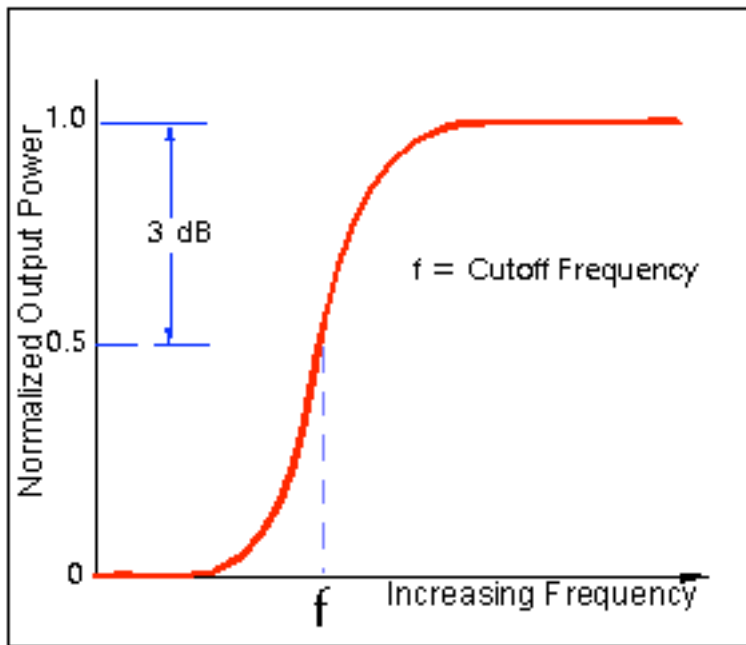
# Low Band – Low Pass Filter

- A low pass filter passes all frequencies lower than a cutoff frequency and stops all frequencies higher.

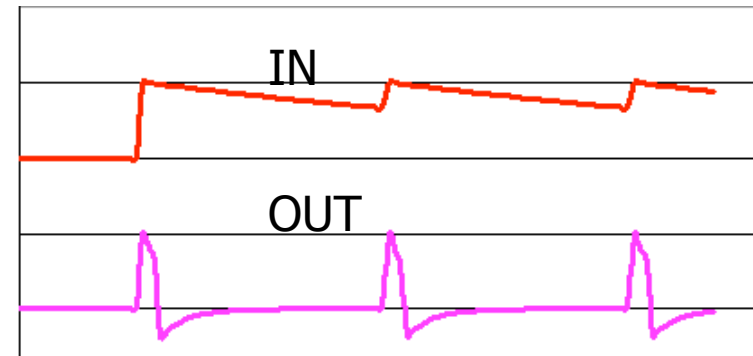


Audio Input  
20Hz – 20kHz

# High-pass filter

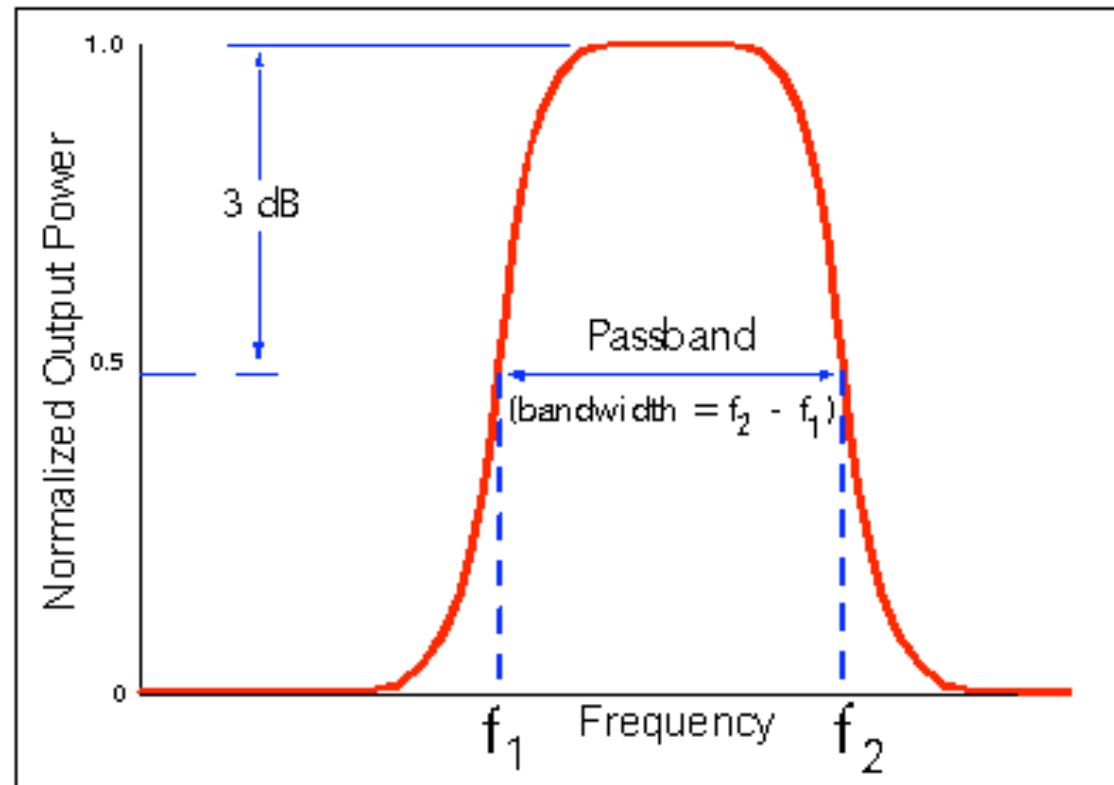


high-pass filter



Passes only parts that are changing rapidly

# Passband



bandpass filter

# READING SCHEMATICS

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# Electrical schematics

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- Shows how components are connected
  - Not how they're arranged physically
- Once you can read one, you can wire up any circuit
  - Even if you don't know what it does or how it works



# What's this?

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AC signal  
source

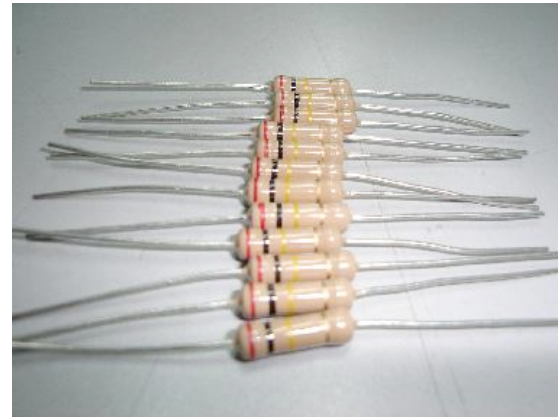




# How about this?

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- Resistor
  - "Resists" electricity
  - Why?
- 
- Lets you control how much current flows
  - Protect components

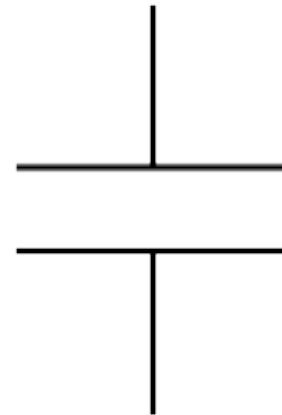




# And this?

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- Capacitor
- Stops DC, passes AC
- The lower the frequency, the less it passes
- We'll use it in our filters







# What's this one?

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- Inductor
- Passes low frequencies, stop high frequencies
- We could use them...
- But hardly anyone uses inductors anymore

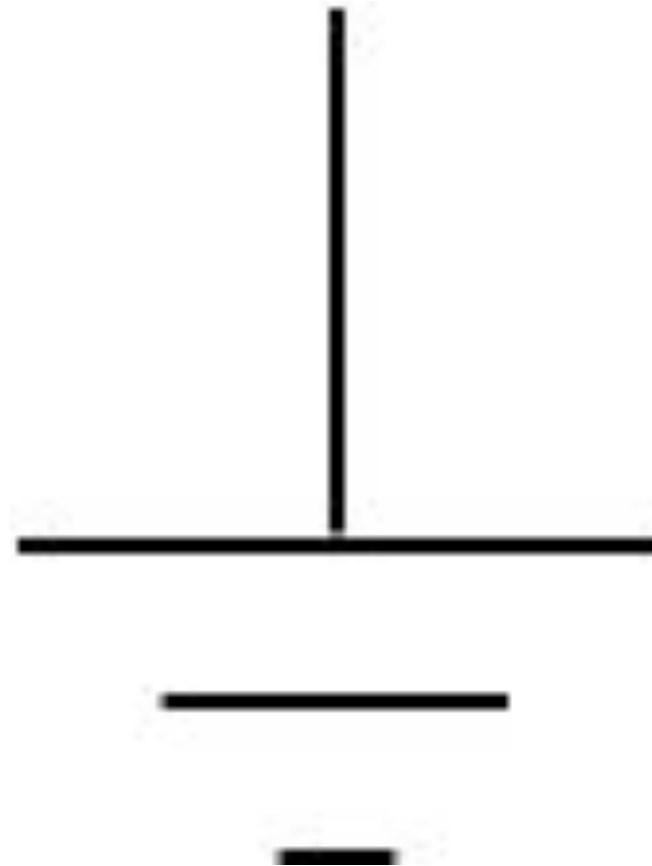




# Another useful symbol

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- Ground
- In your house, for safety
  - Connected to a cold water pipe
  - Earth is infinite source (and sink) of electrons
- Sometimes we pick a common point and call it ground
- By convention is always at zero volts

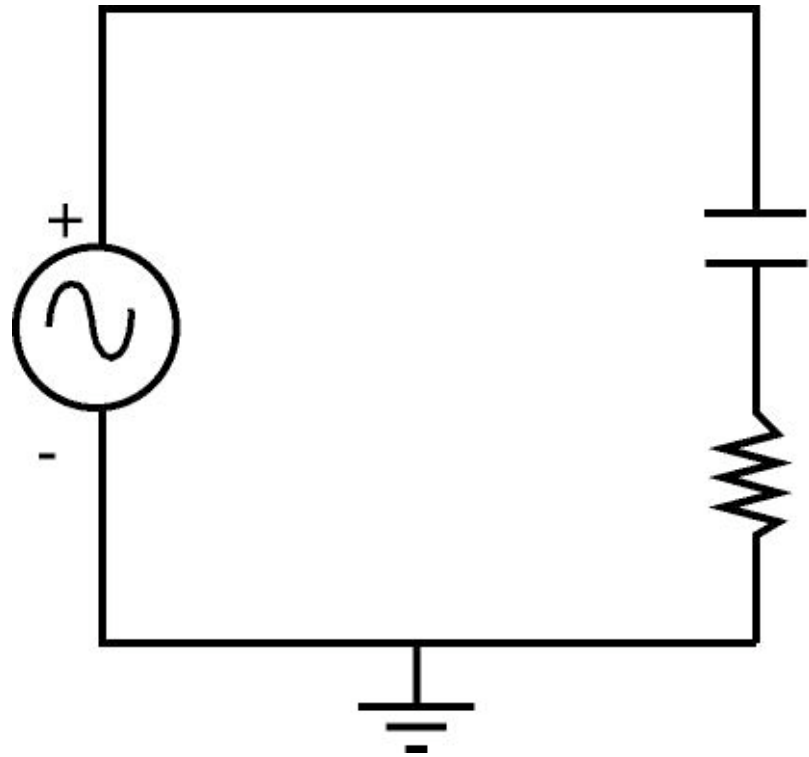




# This is a loop

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- Every circuit has to have at least one loop
- That's why they call it "circuit"

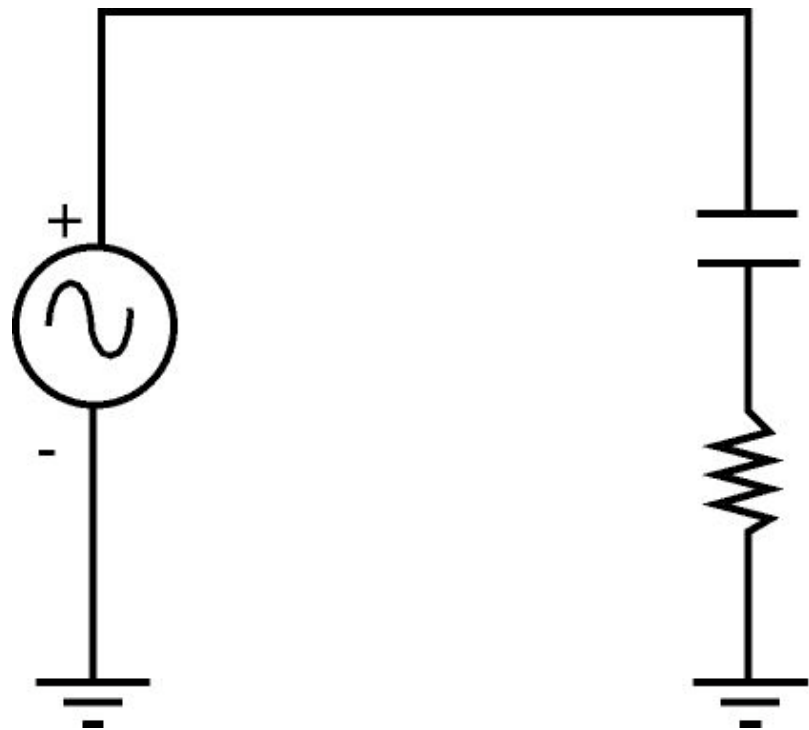
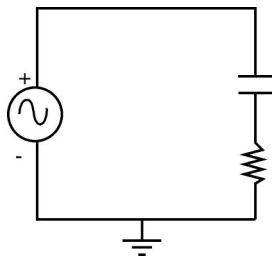




# This is the same circuit

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- Still a loop
- We know that all grounds are connected together
  - Don't have to draw them that way



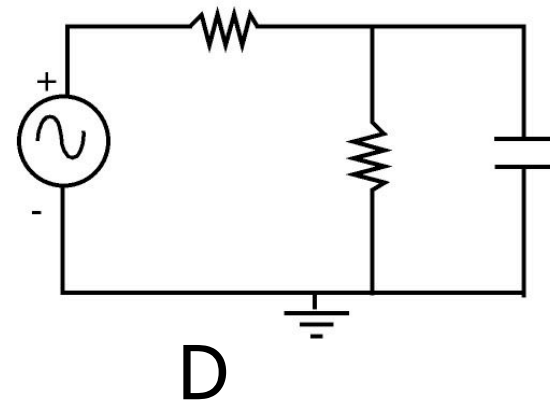
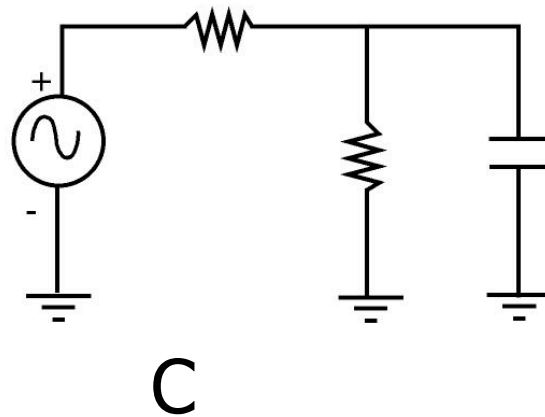
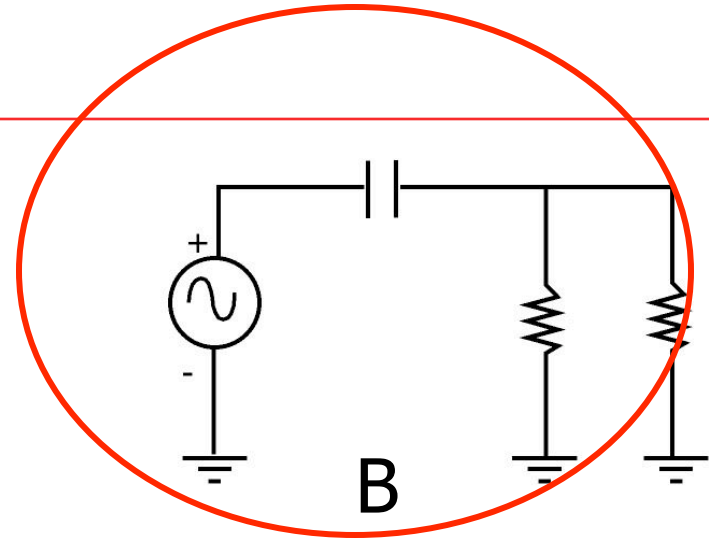
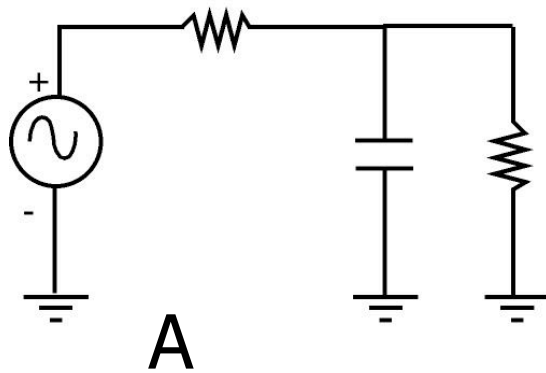


## The point:

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- We can draw things lots of different ways and still have them be the same electrically

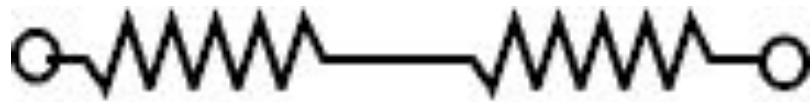
# Which of these things is not like the others?



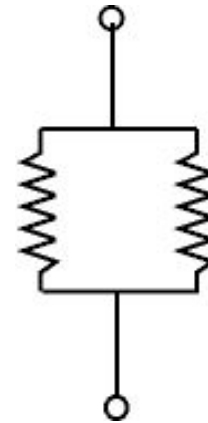


# Series vs. parallel

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Series

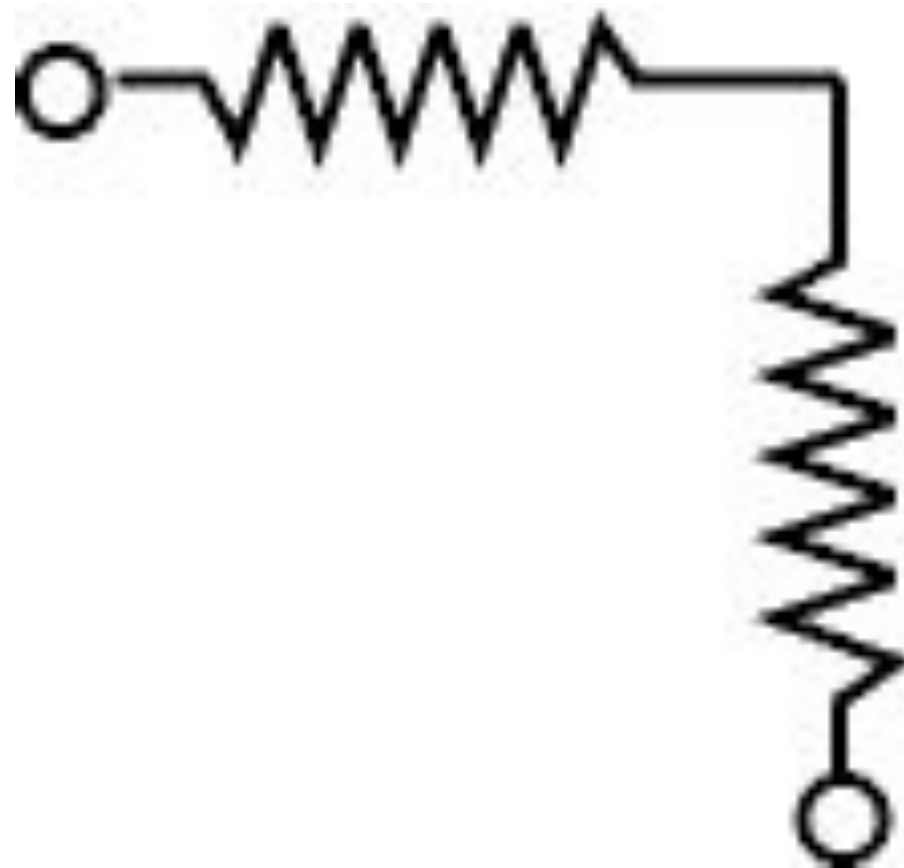


Parallel



# Series or parallel?

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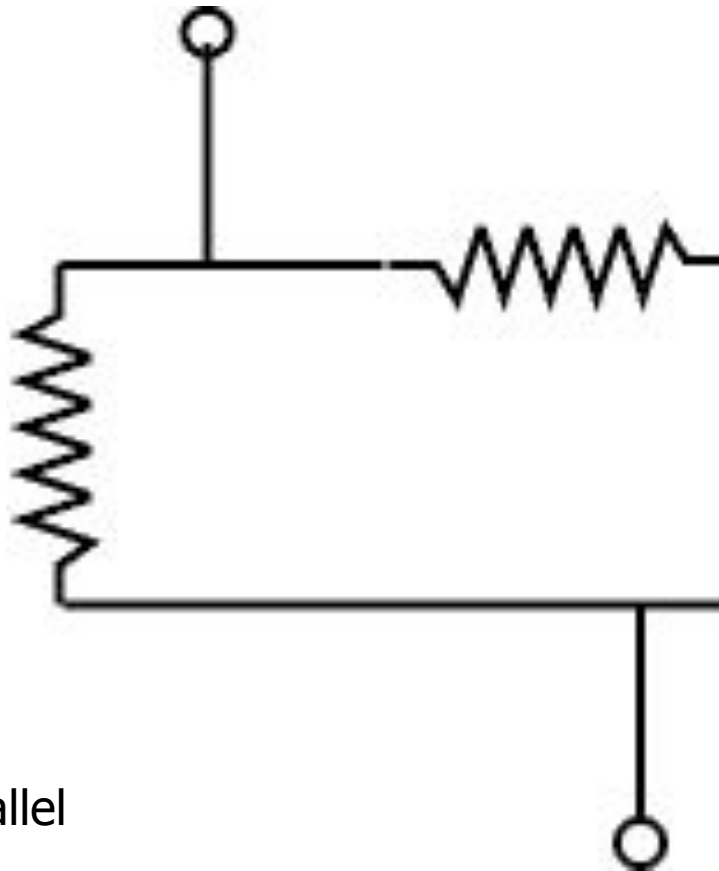
Series





# Series or parallel?

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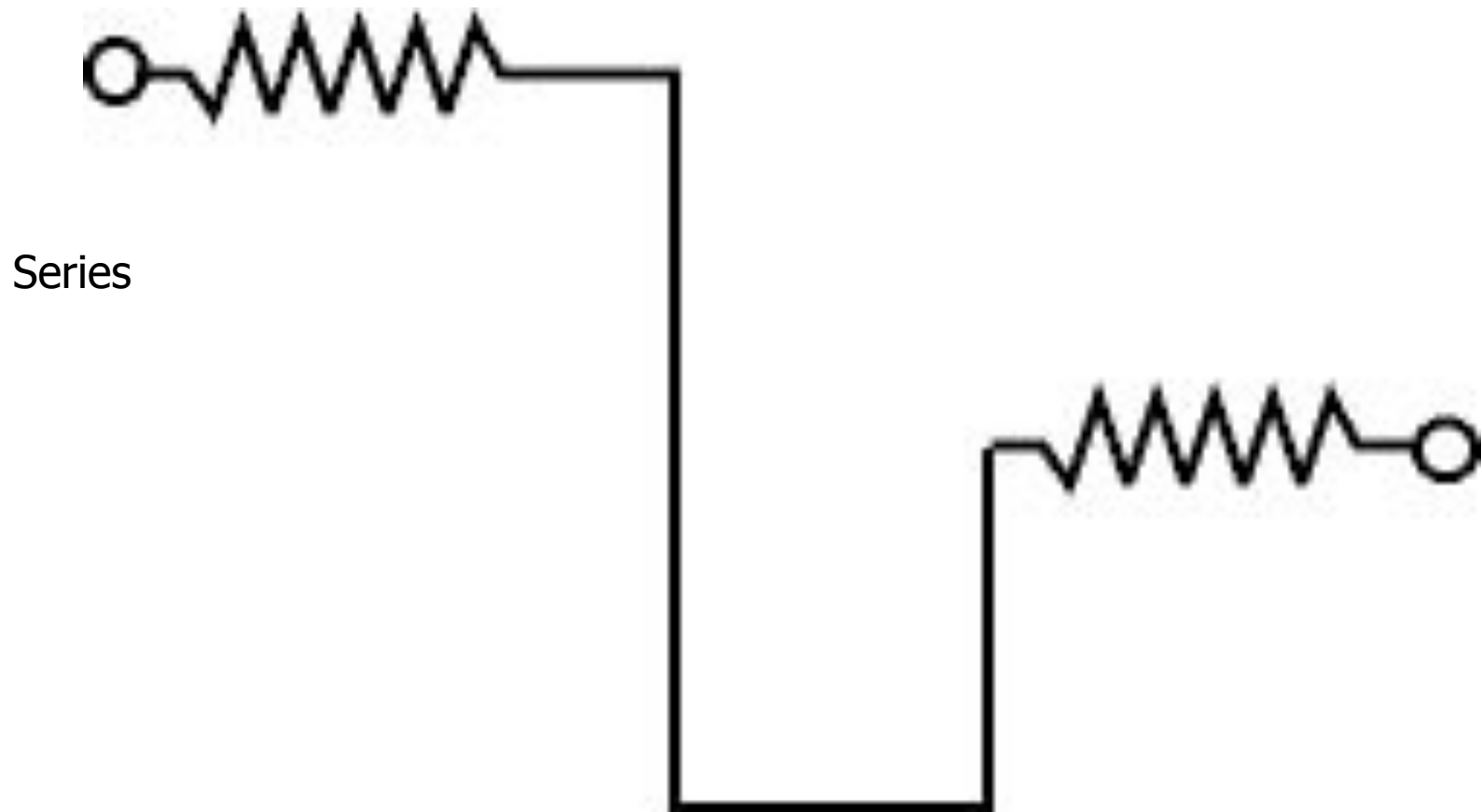


Parallel



# Series or parallel?

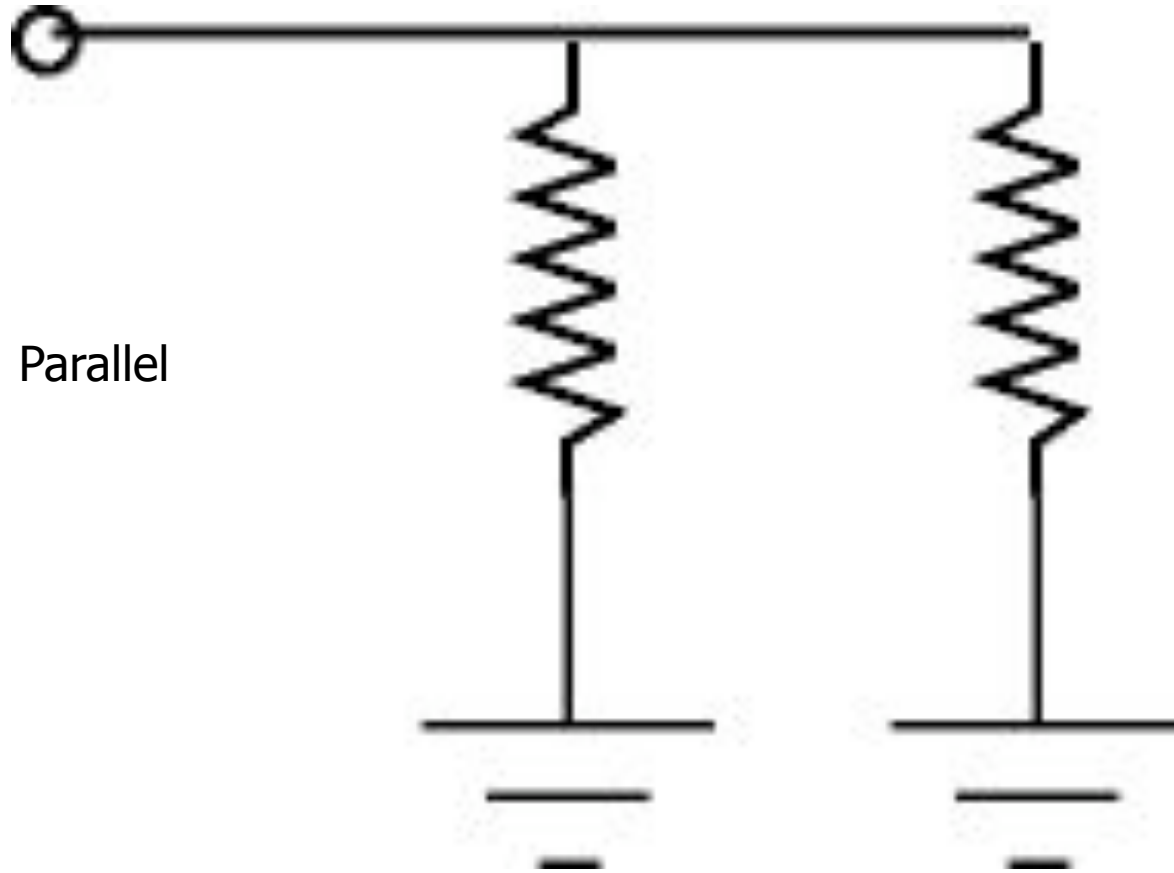
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# Series or parallel?

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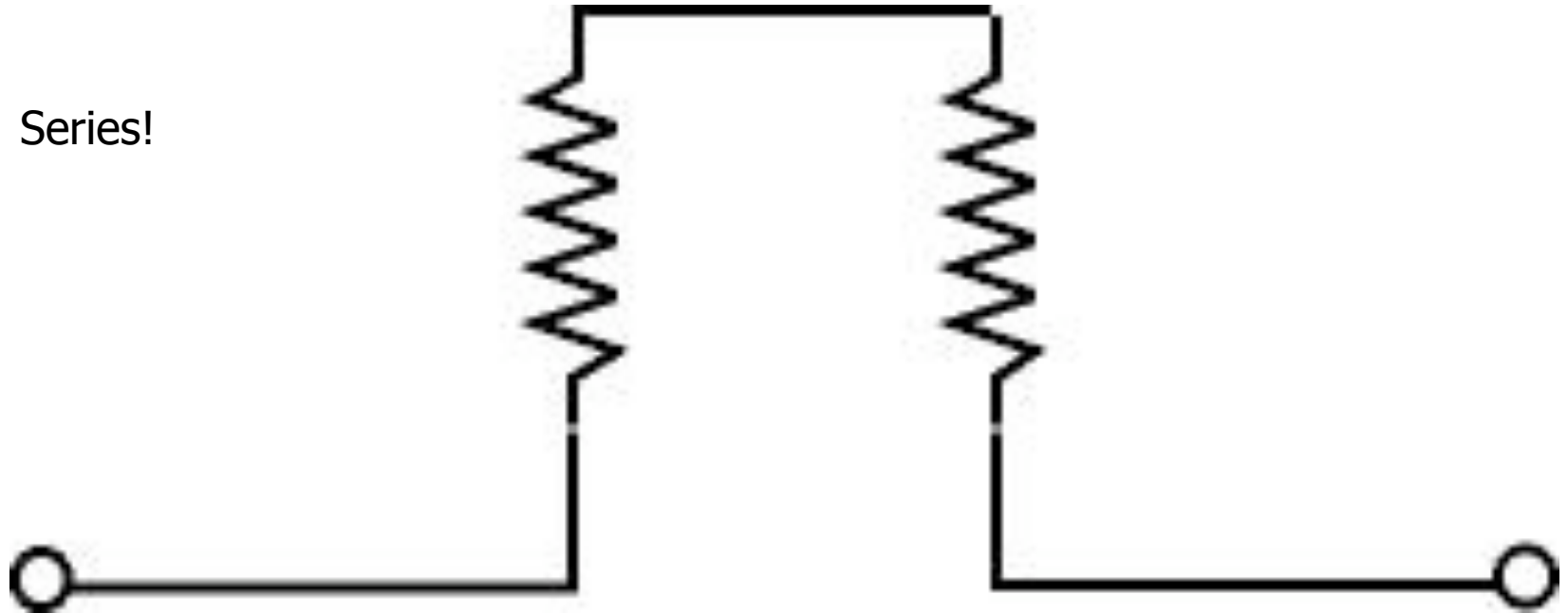
Parallel



# Series or parallel?

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Series!

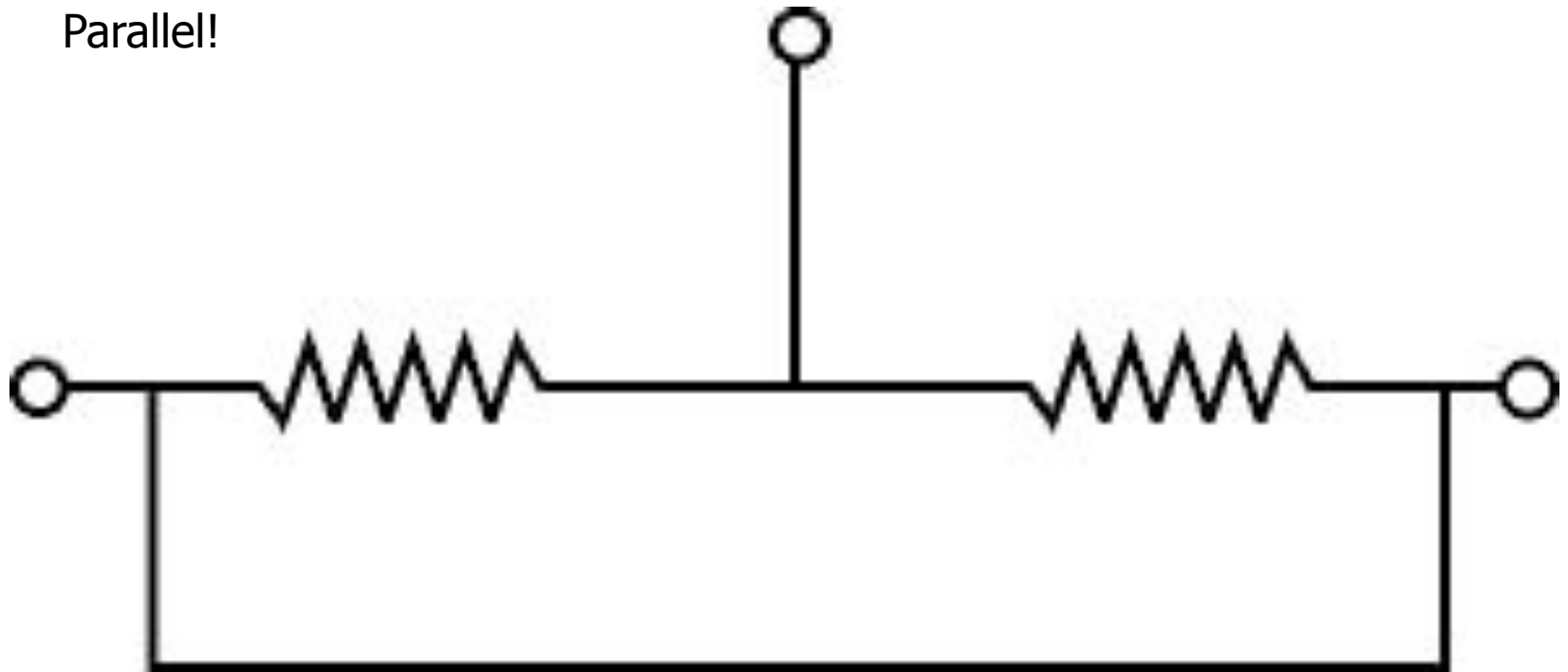




# Series or parallel?

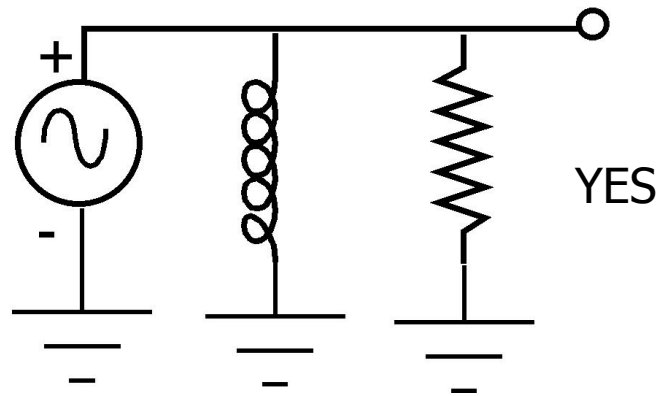
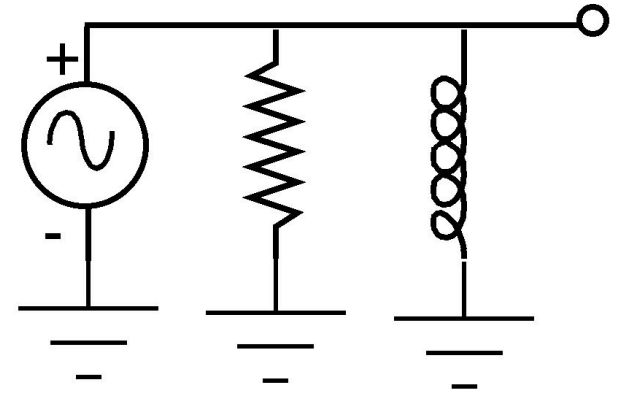
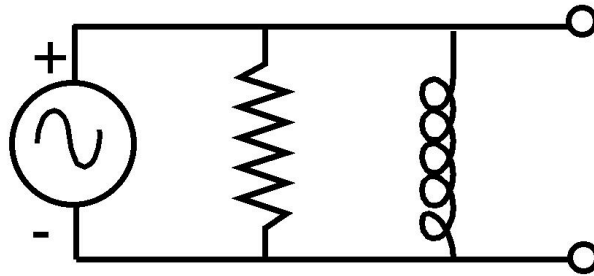
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Parallel!





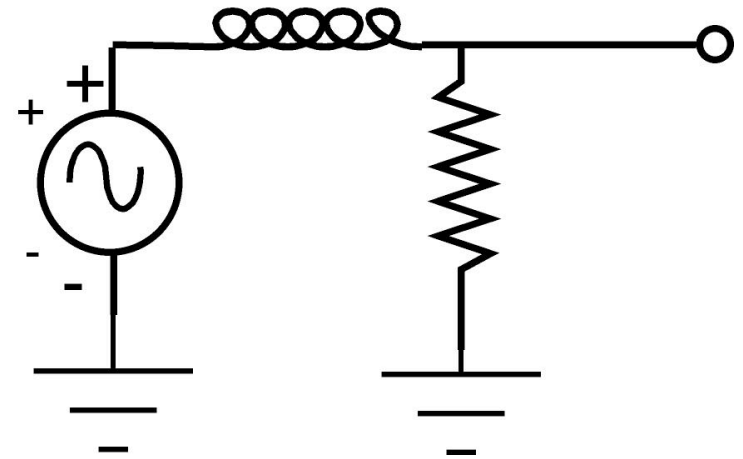
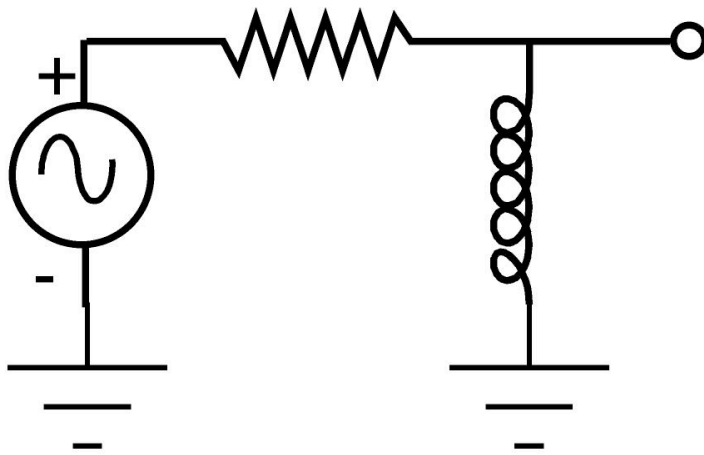
# Are these the same?





# Are these the same?

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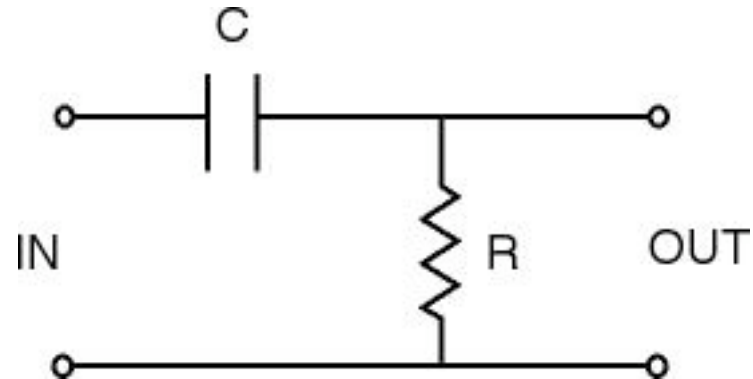
NO



# Now, our filters

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- Recall capacitor blocks low frequencies
- Is this a high-pass or low-pass filter?

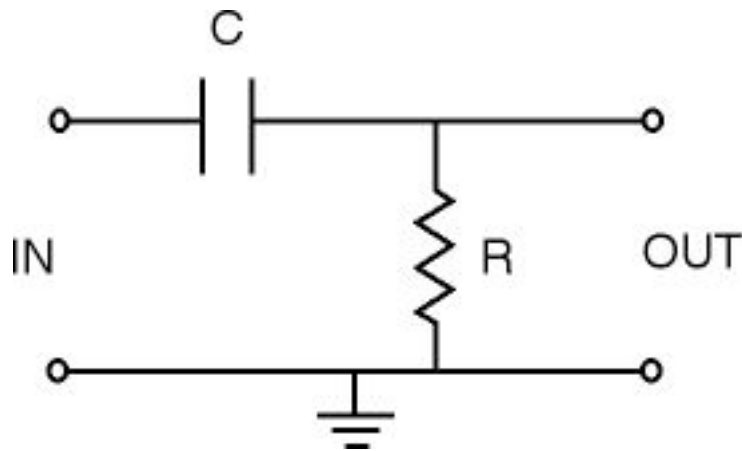


- High pass!
- Low frequencies can not pass to output



# What is the cutoff frequency?

$$f = \frac{1}{2\pi RC}$$



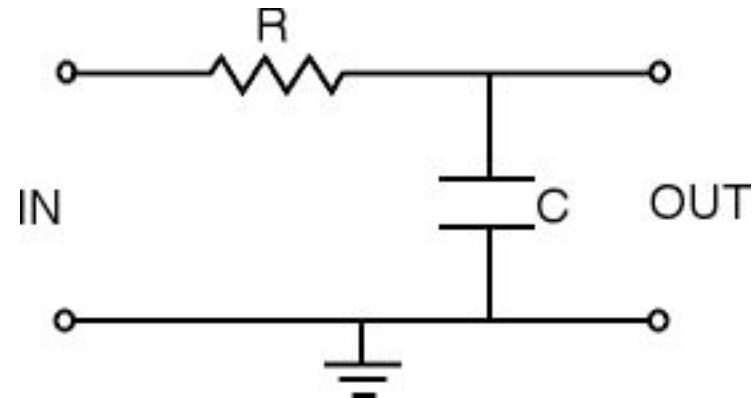
- We adjust the cutoff frequency by our choice of R, C
- We'll use:
  - R=680  $\Omega$
  - C=0.1  $\mu\text{F}$
  - $f \approx 2,500 \text{ Hz}$
- Will pass frequencies above 2.5 kHz



# Low-pass filter

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- All frequencies pass through R
- High frequencies pass through C
  - They go to ground!
- Only low frequencies go the output



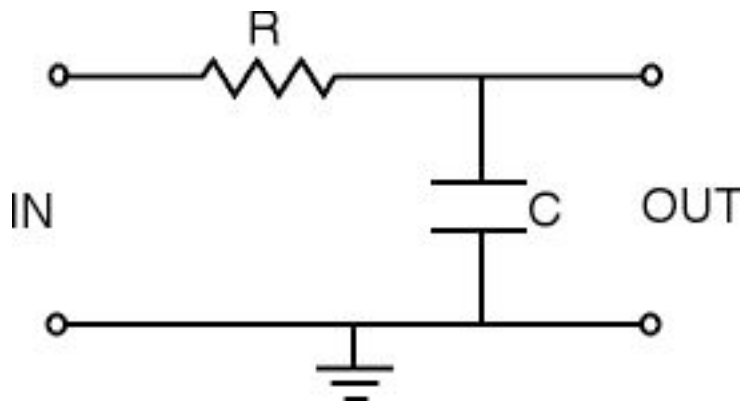


# What is the cutoff frequency?

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$$f = \frac{1}{2\pi RC}$$

- Same equation
- Here we'll use:
  - $R=1.6 \text{ k}\Omega$
  - $C=0.1 \text{ }\mu\text{F}$
  - $f \approx 1000 \text{ Hz}$
- Will pass frequencies below 1 kHz

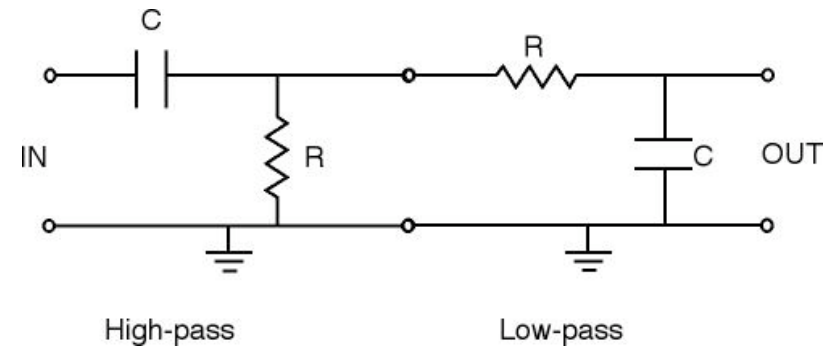




# Bandpass

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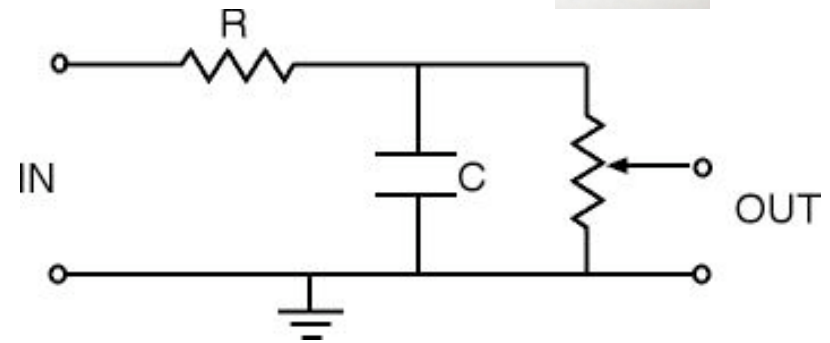
- First filter out high frequencies (high-pass filter)
- Pass remaining signal on to the next stage
- Low-pass-filter what's left





# Potentiometer

- Add variable resistor to output
- As you turn the wheel, the amount of signal passed to output changes
- This is a volume control
- You'll have one for each filter

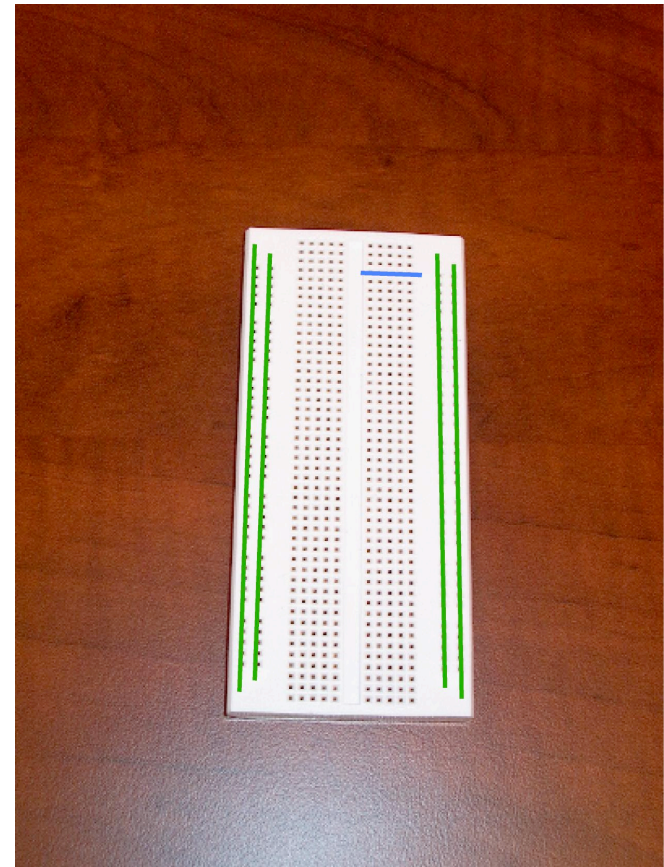




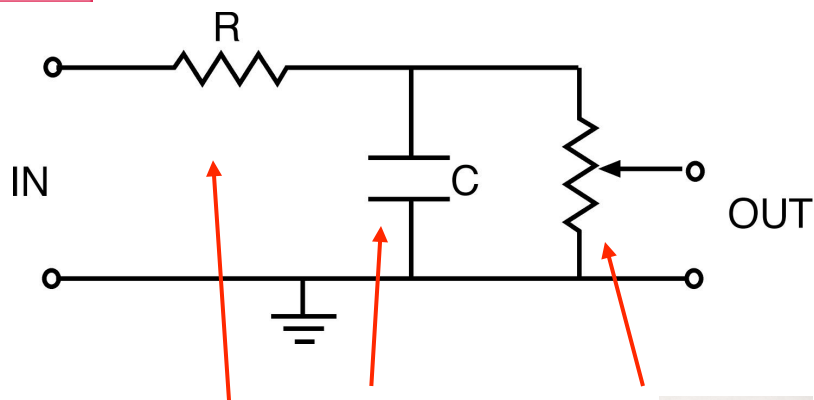
# Now we're ready to build

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- We'll use a breadboard
- All holes in long columns connected together
  - These are called "buses"
  - Handy for when you have to connect many things to the same point
- Holes in short rows connected



# Example of the Circuit



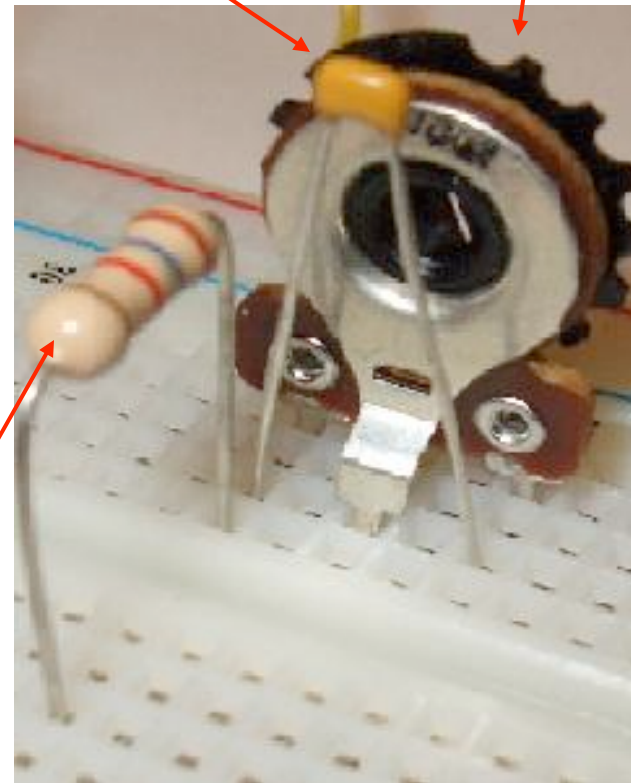
Low Pass Filter Schematic



Resistor

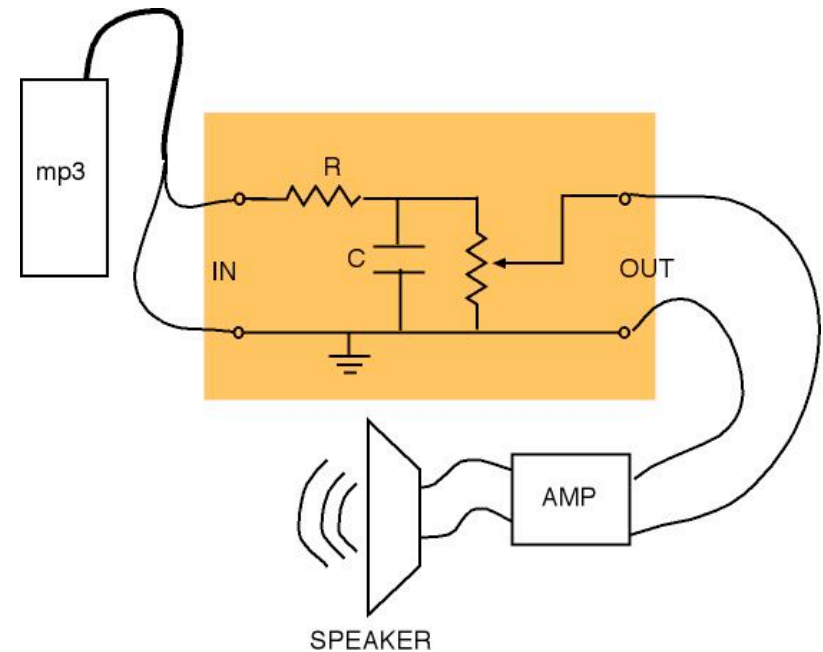
Capacitor

Potentiometer



# Start with low pass

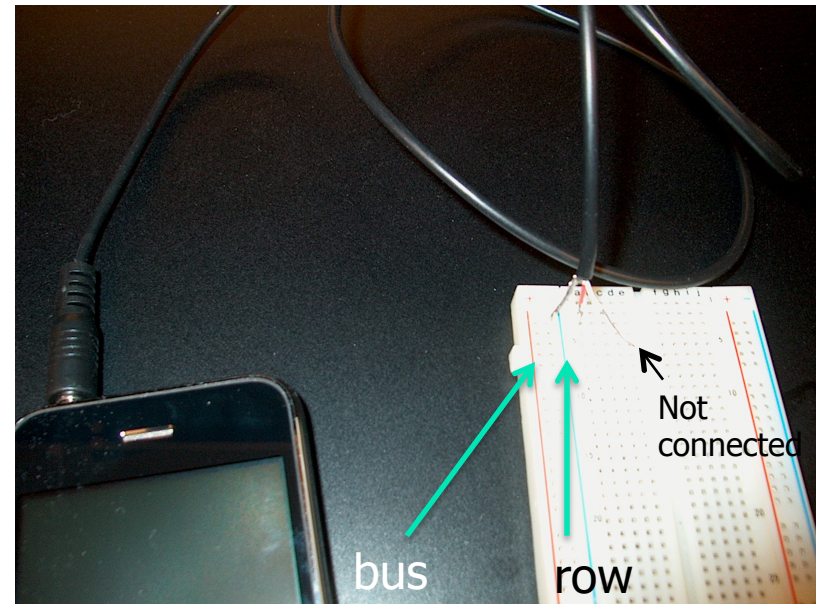
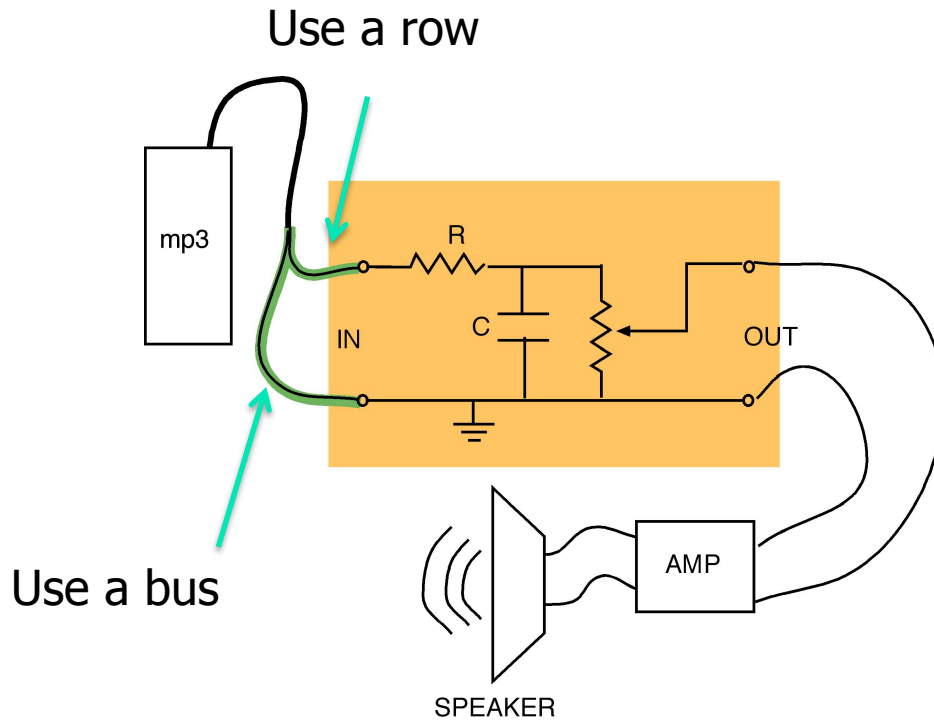
- Here's the entire circuit
- We'll provide amplifier, speaker
- You provide music source







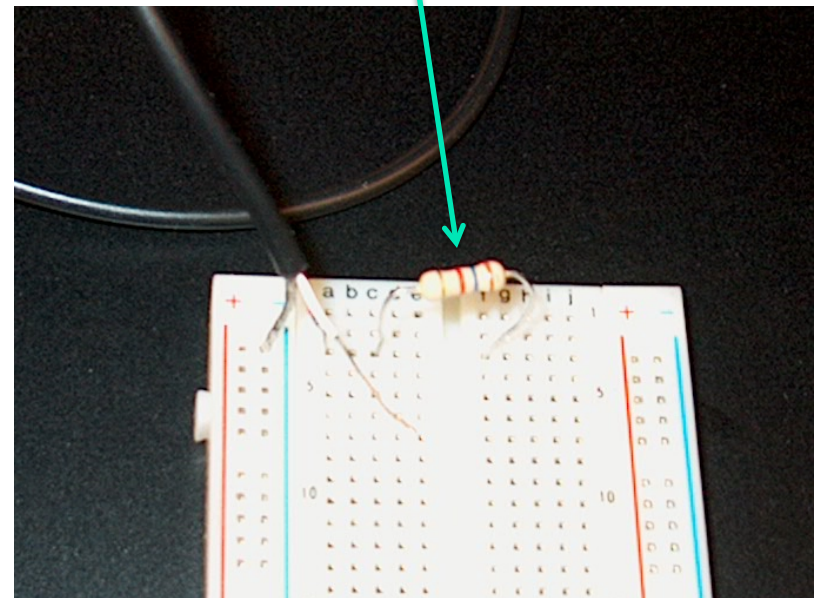
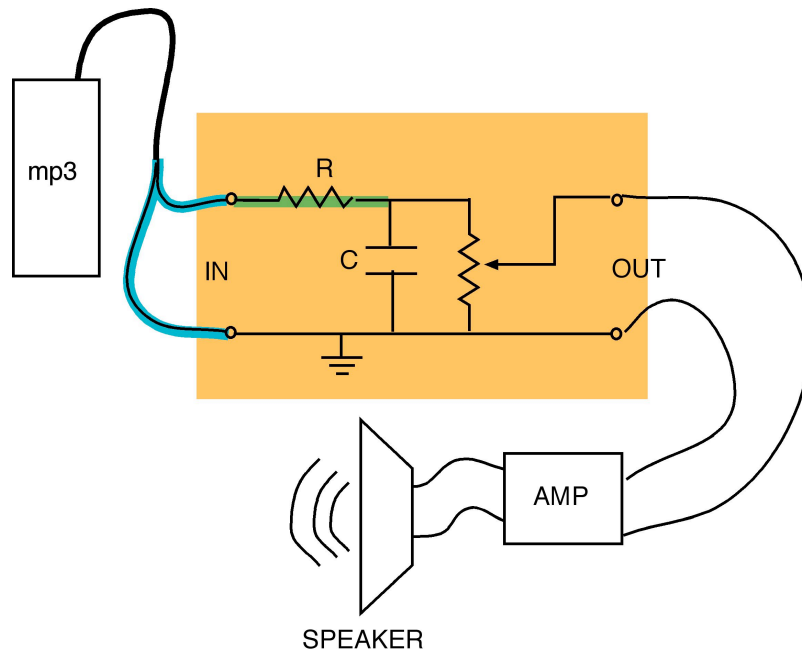
# Connect player to breadboard



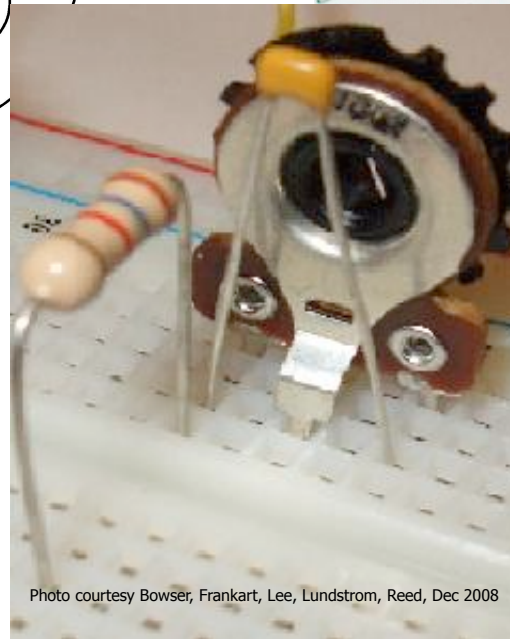
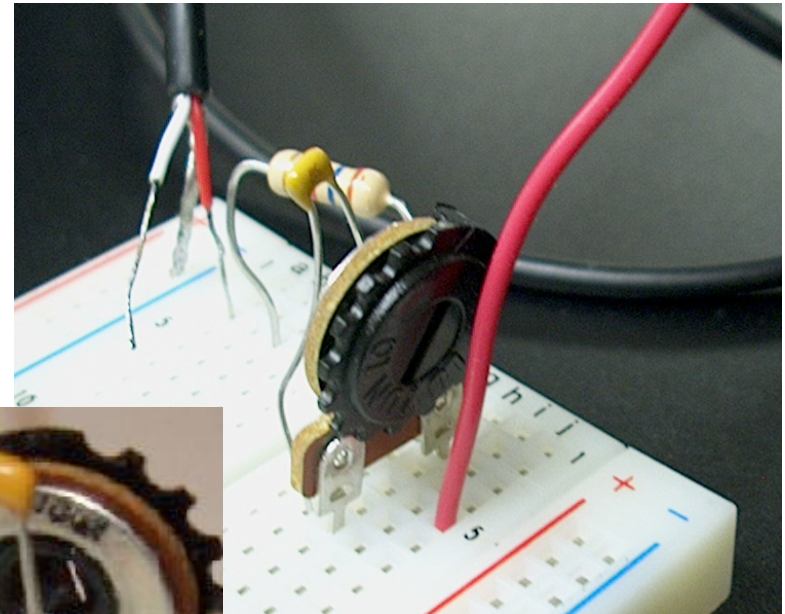
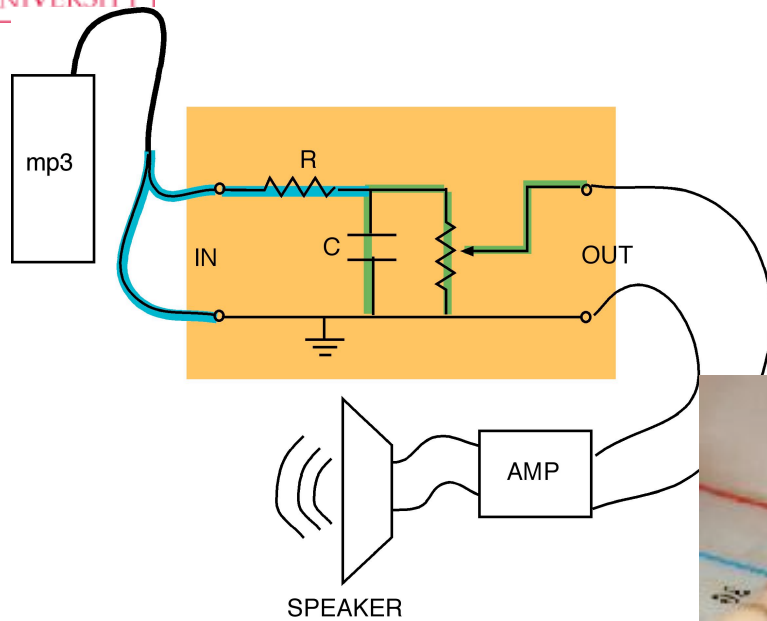


# Input connects to $1.6k\Omega$ R

Stripes: brown, blue, red

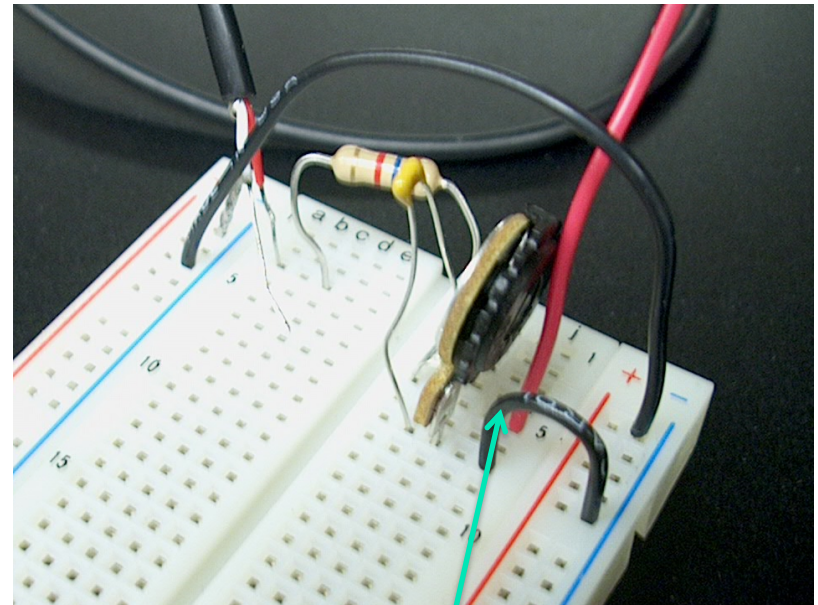
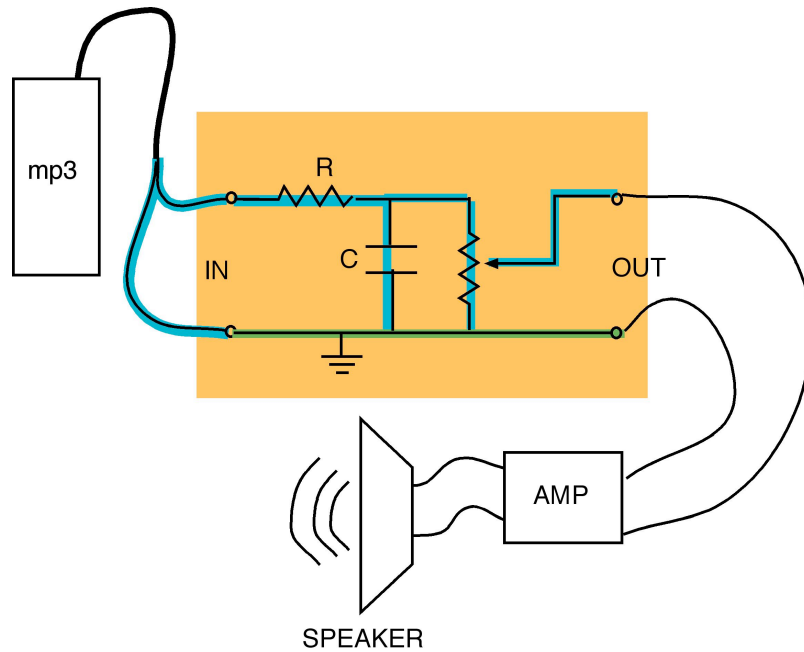


# Install pot and cap

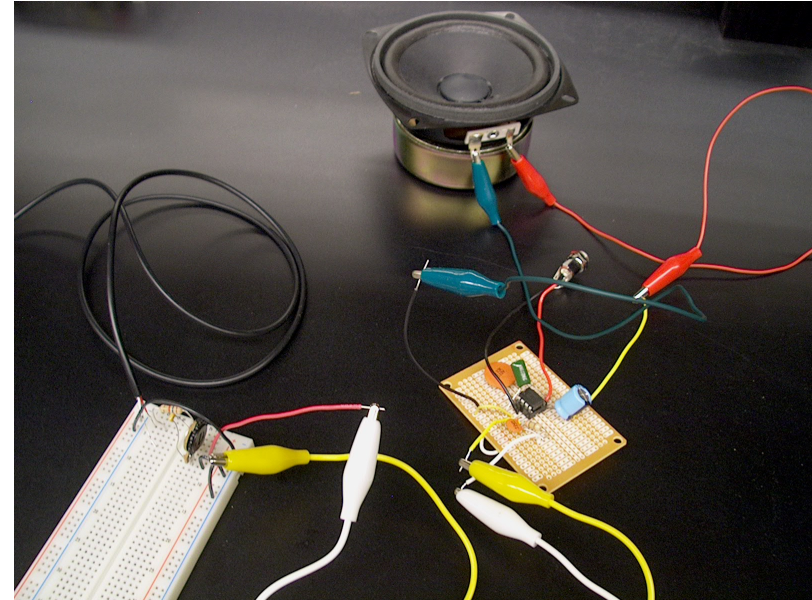
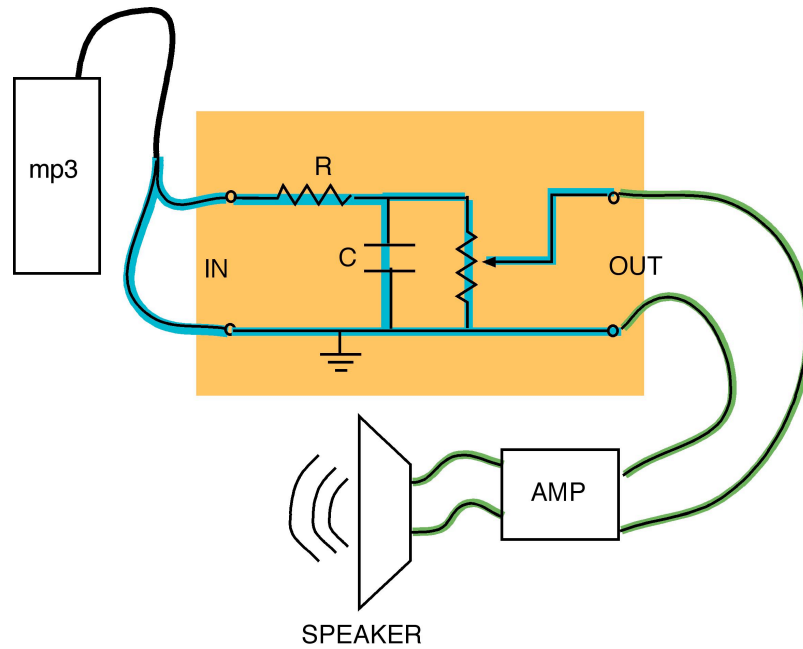




# And grounds



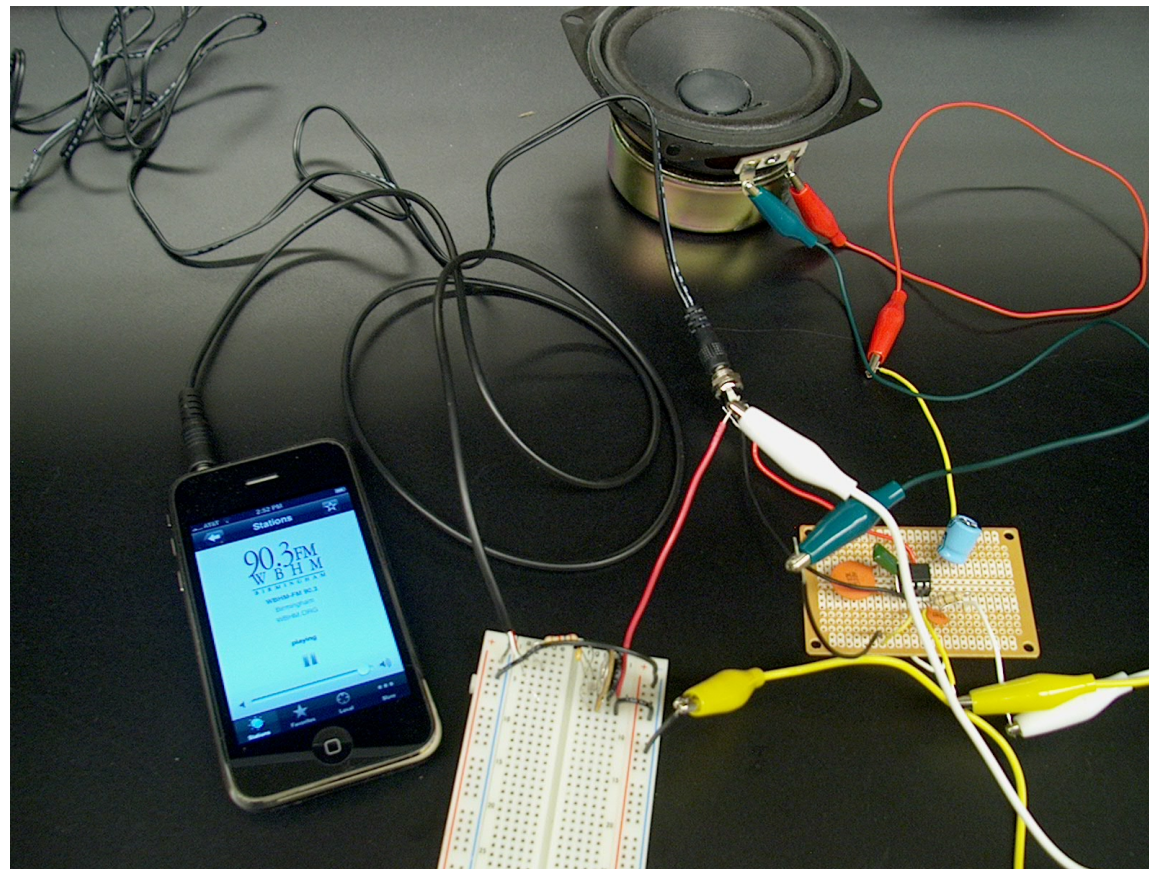
# Finally, amp and speaker



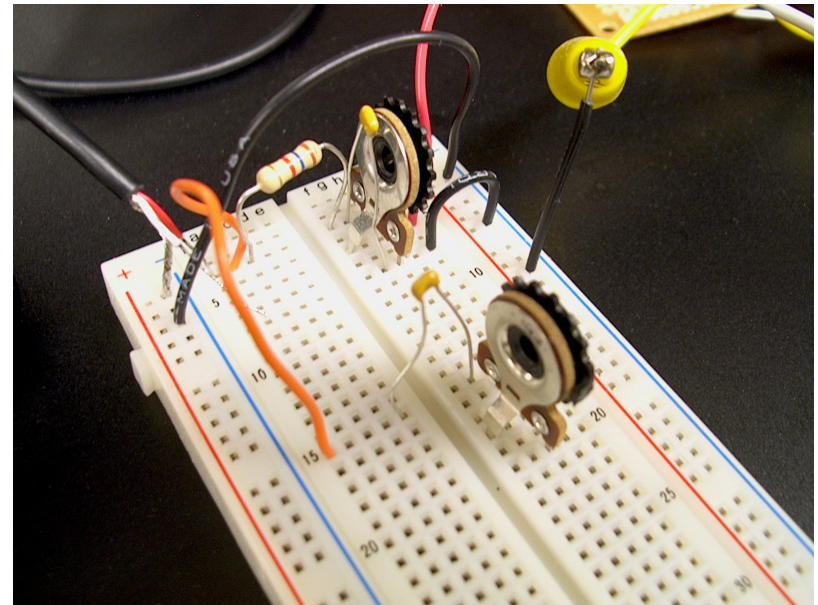
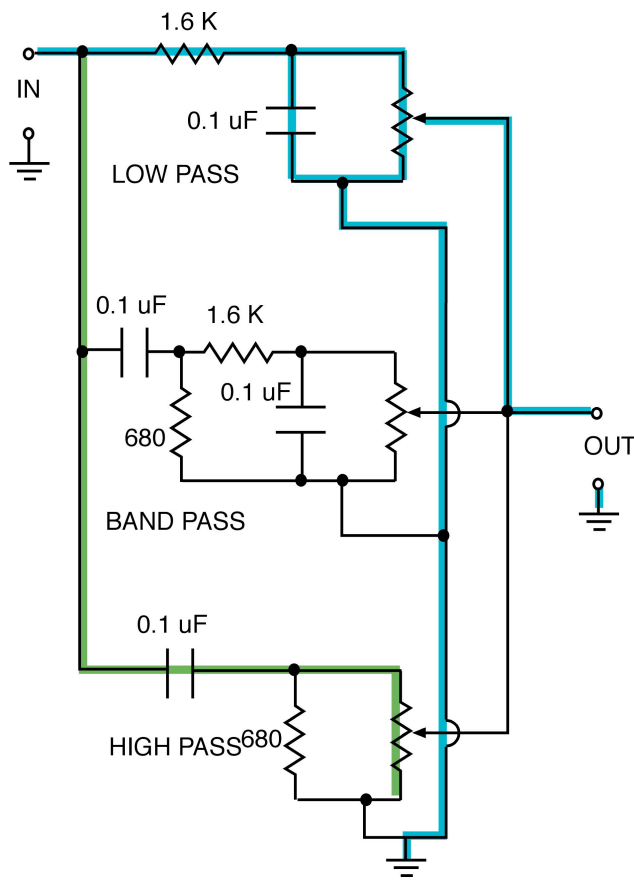


# Plug it in and try it

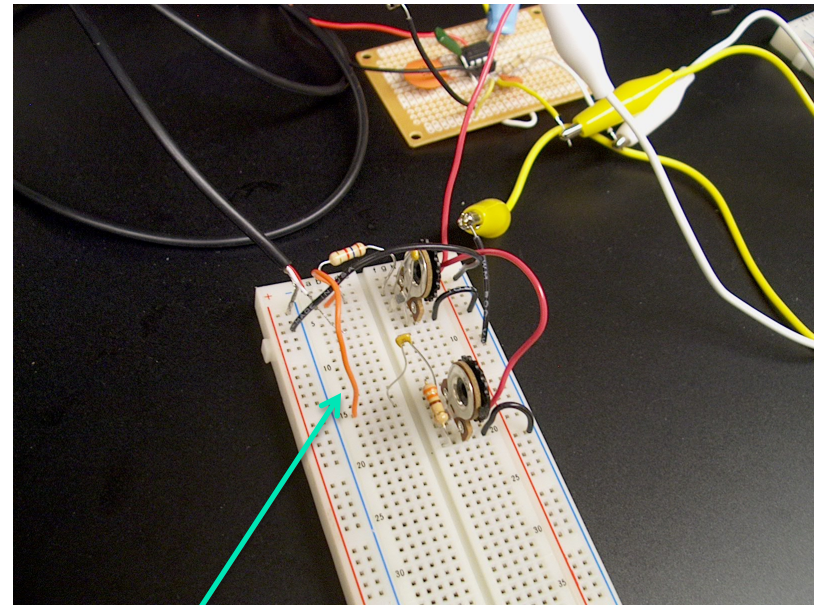
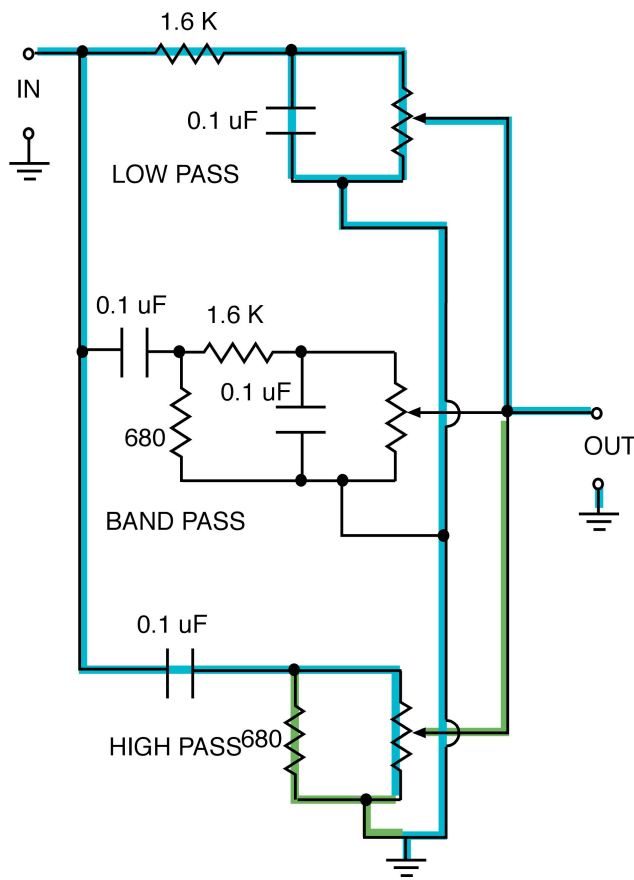
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# Now start the high-pass filter



# And finish it



Stripes: blue, gray, brown



# If you have time, add the bandpass

