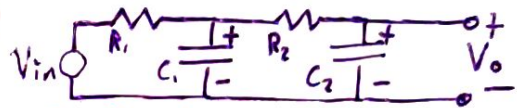


$v_{in}(t) = V_{in} \cdot \cos(\omega t)$ $\omega = \text{freq. in rad/s} = 2\pi f$ f in Hertz
 Guess that $V_o(t) = A \cos(\omega t + \phi)$ $V_o(t) = \frac{V_{in} \cdot \cos(\omega t + \phi)}{\sqrt{\omega^2(RC)^2 + 1}} + B e^{-\frac{t-t_0}{RC}}$
 $\phi = -\tan^{-1}(\omega RC)$

More elements, better audio filter?

Second Order Circuit! →



$C_1 = C_2 = 1 \mu F$ $R_1 = \frac{1}{3} M\Omega$ $R_2 = \frac{1}{2} M\Omega$
KCL →
 $C_1 \frac{d}{dt} V_1 + \frac{V_1 - V_{in}}{R_1} + \frac{V_1 - V_2}{R_2} = 0 = C_2 \frac{d}{dt} V_2 + \frac{V_2 - V_1}{R_2}$
 $\frac{d}{dt} V_1 = -V_1 \left(\frac{1}{R_1} + \frac{1}{R_2} \right) / C_1 + V_2 / R_2 C_1 + V_{in} / R_1 C_1 = -5 V_1 + 2 V_2 + 3 v_{in}(t)$
 $\frac{d}{dt} V_2 = V_1 / R_2 C_2 - V_2 / R_2 C_2 = 2 V_1 - 2 V_2$

VECTOR DIFFERENTIAL / STATE-SPACE EQUATION

$\frac{d}{dt} \begin{bmatrix} V_1 \\ V_2 \end{bmatrix} = \begin{bmatrix} -5 & 2 \\ 2 & -2 \end{bmatrix} \begin{bmatrix} V_1 \\ V_2 \end{bmatrix} + \begin{bmatrix} 3 \\ 0 \end{bmatrix} v_{in}(t)$

$\frac{d}{dt} \vec{x} = A \vec{x} + \vec{b} u(t)$ Guess: $\frac{d}{dt} \vec{x} = A \vec{x} \rightarrow \vec{x}(t) = \vec{v} e^{\lambda t}$ $\rightarrow A = \lambda$

$A \vec{v}_1 = \lambda \vec{v}_1$ $A \vec{v}_2 = \lambda \vec{v}_2$ Presume $\vec{v}_1 \notin \vec{v}_2$ linearly independent

$A [\vec{v}_1 | \vec{v}_2] = [\vec{v}_1 | \vec{v}_2] \Lambda$, where $\Lambda = \begin{bmatrix} \lambda_1 & 0 \\ 0 & \lambda_2 \end{bmatrix}$ $[\vec{v}_1 | \vec{v}_2] = V$

$A = V \Lambda V^{-1}$ ← eigenvalue/eigenvector decomposition of A

General $\vec{x}(0) = \tilde{x}_1 \vec{v}_1 + \tilde{x}_2 \vec{v}_2$ $\begin{bmatrix} \tilde{x}_1 \\ \tilde{x}_2 \end{bmatrix} = V^{-1} \vec{x}(0)$

$\vec{x}(t) = \vec{v}_1 e^{\lambda_1 t} \tilde{x}_1(0) + \vec{v}_2 e^{\lambda_2 t} \tilde{x}_2(0)$ $\vec{\tilde{x}} = V^{-1} \vec{x}$

$\frac{d}{dt} \vec{\tilde{x}} = V^{-1} (A \vec{x} + \vec{b} u) = V^{-1} A V \vec{\tilde{x}} + V^{-1} \vec{b} u$

$\frac{d}{dt} \vec{\tilde{x}} = \Lambda \vec{\tilde{x}} + \vec{\tilde{b}} u$, where $\vec{\tilde{b}} = V^{-1} \vec{b}$