

EE 451
IIR Filter Design

One way to design IIR filters is by use of the bilinear transformation. To design a low-pass IIR filter, transform a low-pass continuous-time filter to a discrete-time filter using the transformation

$$s = \frac{1 - z^{-1}}{1 + z^{-1}}$$

To design another type of filter (high-pass, band-pass, or band-stop) another step is needed. There are several ways to do this. One of the simplest is to find different transformations which will map a low-pass continuous-time filter in one of these other types of discrete-time filters. Here are a set of transformations which will do that.

| | LP | HP | BP | BS |
|------------|-----------------------------|-----------------------------|---|---|
| s | $\frac{1-z^{-1}}{1+z^{-1}}$ | $\frac{1+z^{-1}}{1-z^{-1}}$ | $\frac{1-2cz^{-1}+z^{-2}}{1-z^{-2}}$ | $\frac{1-z^{-2}}{1-2cz^{-1}+z^{-2}}$ |
| z | $\frac{1+s}{1-s}$ | $\frac{s+1}{s-1}$ | $\frac{-c \pm \sqrt{c^2 + s^2 - 1}}{s-1}$ | $\frac{c \pm \sqrt{c^2 + (\frac{1}{s})^2 - 1}}{1 - \frac{1}{s}}$ |
| Ω | $\tan(\frac{\omega}{2})$ | $-\cot(\frac{\omega}{2})$ | $\frac{c - \cos(\omega)}{\sin(\omega)}$ | $\frac{\sin(\omega)}{c - \cos(\omega)}$ |
| c | | | $\frac{\sin(\omega_{pl} + \omega_{ph})}{\sin(\omega_{pl}) + \sin(\omega_{ph})}$ | $\frac{\sin(\omega_{pl} + \omega_{ph})}{\sin(\omega_{pl}) + \sin(\omega_{ph})}$ |
| ω_1 | 0 | π | $\cos^{-1}(c)$ | 0 or π |

A filter is usually specified by passband and stopband frequencies ω_{pass} and ω_{stop} , and by passband ripple R_{pass} , and stopband attenuation R_{stop} . Band-pass and band-stop filters have low and high passband and stopband frequencies.

To design a discrete-time IIR filter, do the following:

1. Pre-warp the discrete-time frequencies to continuous-time frequencies using the row labeled Ω :
 - (a) If low-pass or high-pass, transform ω_{pass} and ω_{stop} to Ω_{pass} and Ω_{stop} .
 - (b) If band-pass or band-stop, find c . Then transform ω_{pl} , ω_{ph} , ω_{sl} and ω_{sh} to Ω_{pl} , Ω_{ph} , Ω_{sl} and Ω_{sh} . Let $\Omega_{pass} = |\Omega_{pl}|$, and let $\Omega_{stop} = \min(|\Omega_{sl}|, |\Omega_{sh}|)$

2. Design a continuous time low-pass filter using Ω_{pass} and Ω_{stop} from step 1. For Butterworth design, find N and Ω_c using the formulas

$$\epsilon = \sqrt{\frac{2\delta_1 - \delta_1^2}{(1 - \delta_1)^2}}$$

$$\delta = \sqrt{\frac{1 - \delta_2^2}{\delta_2^2}}$$

$$N = \frac{\log(\epsilon/\delta)}{\log(\Omega_{pass}/\Omega_{stop})}$$

$$\Omega_c = \Omega_{stop} (\delta)^{-1/N}$$

or

$$\Omega_c = \Omega_{pass} (\epsilon)^{-1/N}$$

where $\delta_1 = 1 - 10^{-R_{pass}/20}$, and $\delta_2 = 10^{-R_{stop}/20}$. Since N must be an integer, you must round N up to an integer value.

This filter will have N poles at

$$s_k = \Omega_c e^{j(\frac{\pi}{2})} e^{j\pi(\frac{2k+1}{2N})}, \quad k = 0, 1, \dots, N - 1$$

and N zeros at infinity.

3. Transform the continuous-time filter to a discrete-time filter using one of the following two methods:
- Replace every s in the continuous-time transfer function as specified with the row labeled s . Do lots of algebra to get it into a usable form.
 - Map s -plane poles and zeros to corresponding z -plane poles and zeros using the equations in the row labeled z . (For band-pass and band-stop filters, every s -plane pole maps to two z -plane poles, and every s -plane zero maps to two z -plane zeros.) Don't forget s -plane zeros at infinity. For low-pass filters, an s -plane zero at infinity maps into a z -plane zero at -1. For high-pass filters, an s -plane zero at infinity maps into a z -plane zero at +1. For band-pass filters, an s -plane zero at infinity maps into a z -plane zero at +1 and a z -plane zero at -1. For band-stop filters, an s -plane zero at infinity maps into z -plane zeros at $e^{\pm j\omega_c}$ where $\omega_c = \cos^{-1}(c)$.

Then find G by

$$G = \left| \frac{\prod_{i=1}^N (e^{j\omega_1} - p_i)}{\prod_{i=1}^N (e^{j\omega_1} - z_i)} \right|$$

where ω_1 is the frequency where $|H(\omega_1)| = 1$.

The discrete-time transfer function is:

$$H(z) = G \frac{\prod_{i=1}^N (z - z_i)}{\prod_{i=1}^N (z - p_i)}$$

Using MATLAB, steps 1 and 2 can be done with the function `buttord`. The entire design process can be done with the function `butter`.