

# **DESIGN OF IIR DIGITAL FILTERS**

## **Lecture 17**

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## **IIR DIGITAL FILTERS**

### **Advantages:**

Efficient in terms of order

- Poles create narrow-band peaks efficiently
- Arbitrarily long impulse responses with few feedback coefficients

### **Disadvantages:**

- Feedback and stability concerns
- Sensitive to Finite Word Length Effects
- Generally non-Linear Phase

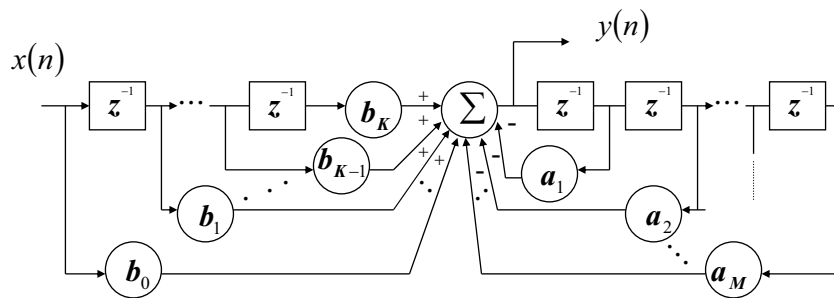
### **Applications:**

- Speech Processing, Telecommunications
- Data Processing, Noise Suppression, Radar

## IIR FILTERS

The difference equation is:

$$y(n) = \sum_{i=0}^L b_i x(n-i) - \sum_{i=1}^M a_i y(n-i)$$



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## IIR FILTERS (Cont.)

The transfer function:

$$H(z) = \frac{Y(z)}{X(z)} = \frac{b_0 + b_1 z^{-1} + \dots + b_L z^{-L}}{1 + a_1 z^{-1} + \dots + a_M z^{-M}}$$

The frequency-response function :

$$H(e^{j\Omega}) = \frac{b_0 + b_1 e^{-j\Omega} + \dots + b_L e^{-jL\Omega}}{1 + a_1 e^{-j\Omega} + \dots + a_M e^{-jM\Omega}}$$

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## IIR Filter Design by Analog Filter Approximation

The idea is to use many of the successful analog filter designs to design digital filters

This can be done by either:

- by sampling the analog impulse response (*impulse invariance*) and then determining a digital transfer function
- or
- by transforming directly the analog transfer function to a digital filter transfer function using the *bilinear transformation*

## IIR Filter Design by Analog Filter Approximation

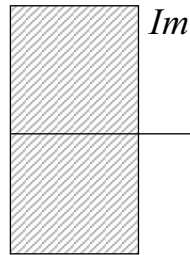
The *impulse invariance* method suffers from aliasing and is very rarely used

The *bilinear transformation* does not suffer from aliasing and is by far more popular than the impulse invariance method. The frequency relationship from the s-plane to the z-plane is non-linear, and one needs to compensate by pre-processing the critical frequencies such that after the transformation the desired response is realized. Stability is maintained in this transformation since the left-half s-plane maps onto the interior of the unit circle.

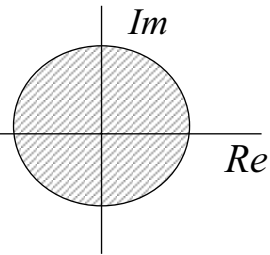
## The Bilinear Transformation

$$\text{Bilinear Transform} \Rightarrow z = \frac{1 + s}{1 - s}$$

*s* - plane



*z* - plane



$$H(z) = H\left(s = \frac{z - 1}{z + 1}\right)$$

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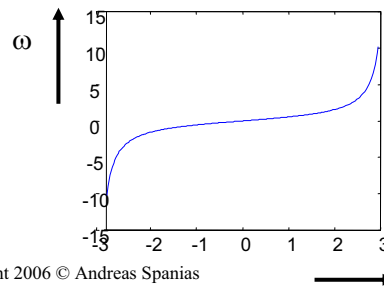
## The Bilinear Transformation (Cont.)

The bilinear transformation compresses the frequency axis

$$\omega[-\infty, \infty] \leftrightarrow \Omega[-\pi, \pi]$$

The non-linear frequency transformation (frequency warping function) is given by

$$\omega = \tan\left(\frac{\Omega}{2}\right)$$



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## Procedure for Analog Filter Approximation

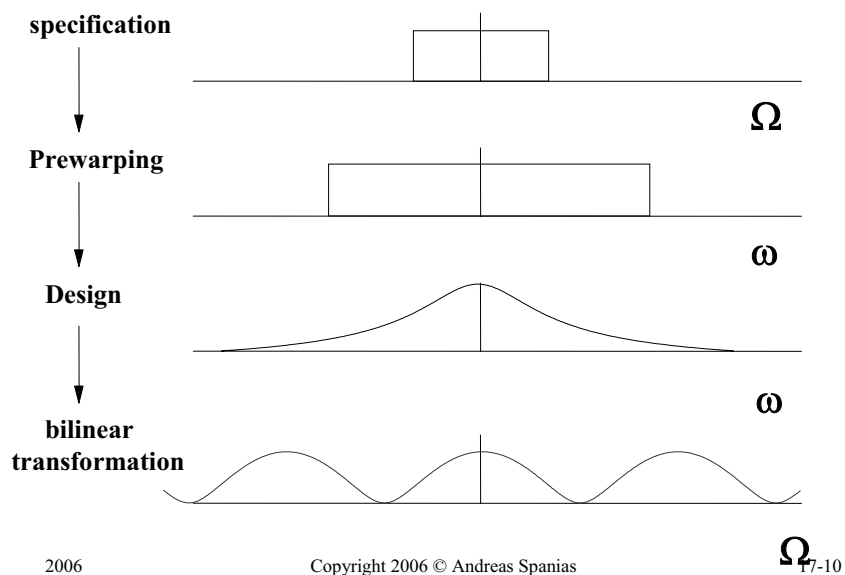
1. Consider Critical Frequencies
2. Pre-warp critical frequencies
3. Analog Filter Design
4. Bilinear Transformation
5. Realization

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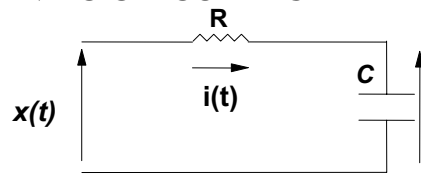
## Applying the Bilinear Transformation



### EXAMPLE: TRANSFORMING AN RC CIRCUIT TO A DF

Suppose we want a first-order  
(R-C LPF) approximation

$$H(\omega) = \frac{1}{1 + j\omega RC}$$



Say we have the following DF specs:

Apply pre-warping

**Step 1:**  $\Omega_c = \pi/2$       **Step 2:**  $\omega_c = \tan\left(\frac{\Omega_c}{2}\right) = \tan\left(\frac{\pi}{4}\right) = 1$

**Step 3:** Design the analog filter.

In this case the analog filter function  
is a first order LPF similar  $\rightarrow$   
to an RC circuit

$$H(s) = \frac{1}{1 + s}$$

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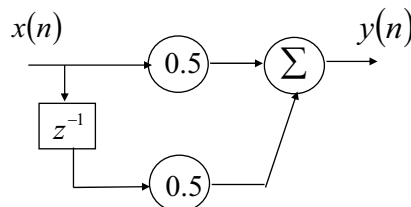
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### TRANSFORMING AN RC CIRCUIT TO A DF (2)

**Step 4:** Apply the Bilinear Transform

$$H(z) = H\left(s = \frac{z-1}{z+1}\right) = \frac{1}{1 + \frac{z-1}{z+1}} = 0.5 + 0.5z^{-1}$$

**Step 5:** Realization



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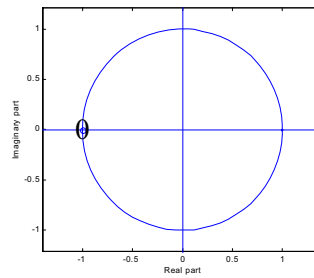
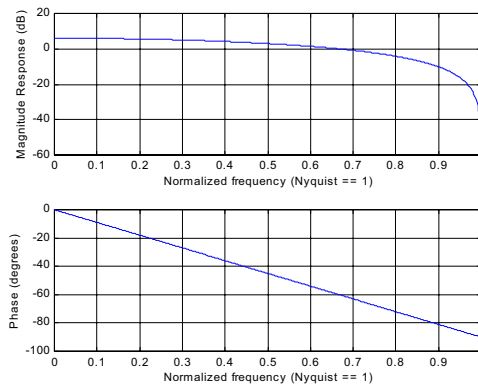
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## TRANSFORMING AN RC CIRCUIT TO A DF (3)

### Frequency Response

$$H(e^{j\Omega}) = 0.5 + 0.5e^{-j\Omega}$$



Notice that there is no aliasing effect with the bilinear transformation. Although in this simple R-C example the resultant digital filter is FIR, more complex analog filters will yield IIR digital filters.