Notes on Recursive FFT (Fast Fourier Transform) algorithm Fall 2010, COSC 511 Susan Haynes

(1) The Fourier Transform transforms a (|a| = n) vector in spatial or time domain to a vector in frequency domain.

(2) The Fourier Transform is invertible.

(3) Convolution (e.g., polynomial multiplication) is $O(n^2)$.

(4) Convolution in spatial domain is the same as pair-wise multiplication in the frequency domain.

(5) Fourier transform of a vector a can be performed by a matrix - vector multiply, where the matrix encodes the Fourier transform and the vector is a. Matrix - vector multiply is $O(n^2)$.

(6) The FFT uses a particular matrix, F, where each element is one of the n-th roots of 1 (unity). The element of the matrix at row i, column j (starting at (0,0)) is $\omega_n^{i^*j}$. To compute FFT (a) using the matrix F and vector a is $O(n^2)$ (see comment 5). FFT⁻¹ element at (i, j) is $(1/n) \omega_n^{-i^*j}$

(7) ω_n^{-1} has some nice properties:

- $\omega_n^{i*} \omega_n^{j}$ computes to one of the n complex n-th roots. $\omega_n^{i\%n} = \omega_n^{i}$ adding any multiple of n to the exponent, gives the original ω_n^{i}) $\omega_{dn}^{dk} = \omega_n^{k}$ (e.g., $\omega_8^{6} = \omega_4^{3}$) AKA cancellation property
- If n = 0 is even, then the squares of the n nth-roots of unity are the n/2 complex (n/2)-th roots of unity. E.g., Consider the 4 fourth roots of unity: ω_4^1 , ω_4^2 , ω_4^3 , ω_4^4 . Square them: ω_4^2 , ω_4^4 , ω_4^6 , ω_4^8 . By the previous cancellation property. The squared roots are ω_2^{11} , ω_2^{22} , ω_2^{33} , ω_2^{44} . By the mod property, those squared roots are $\omega_2^{1}, \omega_2^{0}, \omega_2^{1}, \omega_2^{0}$ which are exactly the two 2nd roots of unity.

(8) The FFT can be implemented as a divide-and-conquer (hence a recursive) algorithm, giving O(n lg n). The analysis is similar to the analysis for merge-sort.

(9) Convolution $p1 \otimes p2 = q$, using FFT is O(n lg n) (rather than O(n²), see comment 3) because:

P1 = FFT(p1) is $O(n \lg n)$ P2 = FFT(p2) is $O(n \lg n)$ Q = P1 * P2 (pairwise) is O(n) $q = FFT^{-1}(Q)$ is $O(n \lg n)$

(10) The pseudocode for FFT (recursive version) from Cormen, Leisserson, et al, is:

// 1D array a = $(a_0, a_1, ..., a_{n-1})$ FFT (a) { 1 n = length (a) // n is a power of 2 if (n == 1) 2. 3. return a $\omega_n = e^{2\pi i/n}$ $// \omega_n^1$ 4. $\omega = 1$ 5. $a^{[0]} = (a_0, a_2, a_4, \dots a_{n-2})$ 6. $a^{[1]} = (a_1, a_2, a_4, \dots a_{n-2})$ $a^{[1]} = (a_1, a_3, a_5, \dots a_{n-1})$ $y^{[0]} = FFT(a^{[0]})$ 7. 8. $y^{[1]} = FFT(a^{[1]})$ 9. 10. for (k=0; k <= n/2-1; k++) { 11. $y_k = y_k^{[0]} + \omega y_k^{[1]}$ 12. $y_{k+(n/2)} = y_k^{[0]} - \omega y_k^{[1]}$ 13. $w = \omega w_n$ } 14. // y is vector, |y| = nreturn y }

(11) Unit circle with roots, FFT, and FFT⁻¹ are given on the following pages.





$n = 8$ $\omega^2 = \omega^1$	
w ^E =w ⁰	$FFT = \begin{bmatrix} \omega & \omega & \omega & \omega & \omega & \omega & \omega \\ \omega & \omega & \omega^2 & \omega^3 & \omega^4 & \omega^3 & \omega^6 & \omega^7 \end{bmatrix}$
ws w w	
	w w w w w w w w w w w w w w w w w w w
$f_w = e = \overline{v_2} + \overline{v_2} = \overline{v_2}$	
$w^2 = e^{\frac{i\pi}{2}} = i$	W W W W W W W W W W W W W W W W W W W
$\omega^{3} = e^{i\frac{2\pi}{4}} = -\frac{1}{\sqrt{2}} + \frac{c}{\sqrt{2}} = -\frac{1+c}{\sqrt{2}}$	$\begin{bmatrix} \omega & \omega & \omega & \omega & \omega & \omega & \omega \\ \omega & \omega^2 & \omega^6 & \omega^5 & \omega^4 & \omega^3 & \omega^2 & \omega^4 \end{bmatrix}$
$w^4 = e^{i\pi \tau} = -1$	
$w = e^{i\frac{\pi}{4}} = -\frac{1}{\sqrt{2}} - \frac{1}{\sqrt{2}} - \frac{1}{\sqrt{2}}$	5, 5, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7, 7,
$W^{6} = e^{i\frac{\beta T}{4}} = -i$	-1 $\sqrt{2}$ $\frac{1}{\sqrt{2}}$ $\frac{\sqrt{2}}{\sqrt{2}}$ -1 $\frac{\sqrt{2}}{\sqrt{2}}$
$4V = e^{\frac{1}{4}} + \frac{1}{4} - \frac{1}{4} - \frac{1}{4}$	$T = \frac{1}{8} T + i \wedge - 1 + i - 1 - i \wedge 1 - 1 - i$
⁸ - ^{i2π} - ⁱ⁰ - ¹	$\left \begin{array}{c} 1 \\ \overline{1} \\ 1$
W - C - W - T	$1 \frac{\sqrt{2}}{-1+i} \frac{\sqrt{2}}{1+i} - 1 \frac{\sqrt{2}}{1-i} \frac{1}{i} \frac{1}{-1-i}$
* calculate the rectangular	
representation for w' then use symmetry for w3, ws w?	$ \begin{array}{cccccccccccccccccccccccccccccccccccc$
Pythagorean theorem says	$\left -\frac{1}{2} - \frac{1}{2} \right = \frac{1}{2} - \frac{1}{2} = \frac{1}{2}$
$\int_{-\infty}^{\infty} z^2 + y^2$	$ \begin{bmatrix} \sqrt{2} & -1 & \sqrt{2} \\ 1 & \sqrt{2} & -1 & \sqrt{2} \\ 1 & \sqrt{2} & \sqrt{2} & -1 & \sqrt{2} \\ 1 & \sqrt{2} & \sqrt{2} & \sqrt{2} & \sqrt{2} \\ 1 & \sqrt{2} & \sqrt$
$f_{02} w' = x^2 + x^2$	1
= -12 ×	
$\overline{v}_2 = x$	
VI Y	