

FFT Code

For further reading and optimizations please refer [Emaxx-ru \(http://e-maxx.ru/algo/fft_multiply\)](http://e-maxx.ru/algo/fft_multiply)

(Translate the above Russian Website into English)

```
typedef complex<double> base;  
  
void fft (vector<base> & a, bool invert) {  
    int n = (int) a.size();  
    if (n == 1) return;  
  
    vector<base> a0 (n/2), a1 (n/2);  
    for (int i=0, j=0; i<n; i+=2, ++j) {  
        a0[j] = a[i];  
        a1[j] = a[i+1];  
    }  
    fft (a0, invert);  
    fft (a1, invert);  
  
    double ang = 2*PI/n * (invert ? -1 : 1);  
    base w (1), wn (cos(ang), sin(ang));  
    for (int i=0; i<n/2; ++i) {  
        a[i] = a0[i] + w * a1[i];  
        a[i+n/2] = a0[i] - w * a1[i];  
        if (invert)  
            a[i] /= 2, a[i+n/2] /= 2;  
        w *= wn;  
    }  
}  
  
void multiply (const vector<int> & a, const vector<int> & b, vector<int> & res)  
{  
    vector<base> fa (a.begin(), a.end()), fb (b.begin(), b.end());  
    size_t n = 1;  
    while (n < max (a.size(), b.size())) n <= 1;  
    n <= 1;  
    fa.resize (n), fb.resize (n);  
  
    fft (fa, false), fft (fb, false);  
    for (size_t i=0; i<n; ++i)  
        fa[i] *= fb[i];  
    fft (fa, true);  
  
    res.resize (n);  
    for (size_t i=0; i<n; ++i)  
        res[i] = int (fa[i].real() + 0.5);  
}  
  
//Optimised Approach  
typedef complex<double> base;
```

```

void fft (vector<base> & a, bool invert) {
    int n = (int) a.size();

    for (int i=1, j=0; i<n; ++i) {
        int bit = n >> 1;
        for (; j>=bit; bit>>=1)
            j -= bit;
        j += bit;
        if (i < j)
            swap (a[i], a[j]);
    }

    for (int len=2; len<=n; len<=1) {
        double ang = 2*PI/len * (invert ? -1 : 1);
        base wlen (cos(ang), sin(ang));
        for (int i=0; i<n; i+=len) {
            base w (1);
            for (int j=0; j<len/2; ++j) {
                base u = a[i+j], v = a[i+j+len/2] * w;
                a[i+j] = u + v;
                a[i+j+len/2] = u - v;
                w *= wlen;
            }
        }
    }
    if (invert)
        for (int i=0; i<n; ++i)
            a[i] /= n;
}

```