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# Convolution Algorithm

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# Realizing convolution algorithm

$$X_m = \sum_{n=0}^{N-1} x_n w^{nm},$$

where  $N$  is the size of the vectors,  $w = e^{2i\pi/N}$

$$X_m = \sum_{n=0}^{N/2-1} x_n w^{nm} + w^{mN/2} \sum_{n=0}^{N/2-1} x_{n+N/2} w^{nm},$$

$$X_m = \sum_{n=0}^{N/2-1} x_{2n} w^{2nm} + w^m \sum_{n=0}^{N/2-1} x_{2n+1} w^{2nm}.$$

# Matix representation

$$\begin{pmatrix} X_0 \\ X_1 \\ X_2 \\ X_3 \\ X_4 \\ X_5 \\ X_6 \\ X_7 \end{pmatrix} = \begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \\ 1 & w & w^2 & w^3 & w^4 & w^5 & w^6 & w^7 \\ 1 & w^2 & w^4 & w^6 & w^8 & w^{10} & w^{12} & w^{14} \\ 1 & w^3 & w^6 & w^9 & w^{12} & w^{15} & w^{18} & w^{21} \\ 1 & w^4 & w^8 & w^{12} & w^{16} & w^{20} & w^{24} & w^{28} \\ 1 & w^5 & w^{10} & w^{15} & w^{20} & w^{25} & w^{30} & w^{35} \\ 1 & w^6 & w^{12} & w^{18} & w^{24} & w^{30} & w^{36} & w^{42} \\ 1 & w^7 & w^{14} & w^{21} & w^{28} & w^{35} & w^{42} & w^{49} \end{bmatrix} \begin{pmatrix} x_0 \\ x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_5 \\ x_6 \\ x_7 \end{pmatrix}$$

$$X_m = \sum_{n=0}^{N-1} x_n w^{nm},$$

# Matix representation – arranging in even terms

$$\begin{pmatrix} X_0 \\ X_1 \\ X_2 \\ X_3 \\ X_4 \\ X_5 \\ X_6 \\ X_7 \end{pmatrix} = \begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \\ 1 & w^2 & w^4 & w^6 & w & w^3 & w^5 & w^7 \\ 1 & w^4 & w^8 & w^{12} & w^2 & w^6 & w^{10} & w^{14} \\ 1 & w^6 & w^{12} & w^{18} & w^3 & w^9 & w^{15} & w^{21} \\ \hline 1 & w^8 & w^{16} & w^{24} & w^4 & w^{12} & w^{20} & w^{28} \\ 1 & w^{10} & w^{20} & w^{30} & w^5 & w^{15} & w^{25} & w^{35} \\ 1 & w^{12} & w^{24} & w^{36} & w^6 & w^{18} & w^{30} & w^{42} \\ 1 & w^{14} & w^{28} & w^{42} & w^7 & w^{21} & w^{35} & w^{49} \end{bmatrix} \begin{pmatrix} x_0 \\ x_2 \\ x_4 \\ x_6 \\ \hline x_1 \\ x_3 \\ x_5 \\ x_7 \end{pmatrix}$$

# Matix representation – arranging in even terms

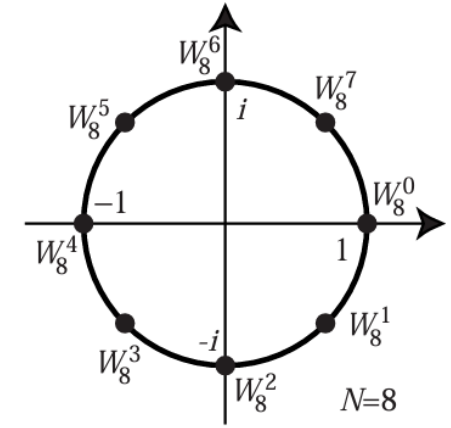
$$\begin{pmatrix} X_0 \\ X_1 \\ X_2 \\ X_3 \\ X_4 \\ X_5 \\ X_6 \\ X_7 \end{pmatrix} = \begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \\ 1 & w^4 & w^2 & w^6 & w & w^5 & w^3 & w^7 \\ \hline 1 & w^8 & w^4 & w^{12} & w^2 & w^{10} & w^6 & w^{14} \\ 1 & w^{12} & w^6 & w^{18} & w^3 & w^{15} & w^9 & w^{21} \\ \hline 1 & w^{16} & w^8 & w^{24} & w^4 & w^{20} & w^{12} & w^{28} \\ 1 & w^{20} & w^{10} & w^{30} & w^5 & w^{25} & w^{15} & w^{35} \\ \hline 1 & w^{24} & w^{12} & w^{36} & w^6 & w^{30} & w^{18} & w^{42} \\ 1 & w^{28} & w^{14} & w^{42} & w^7 & w^{35} & w^{21} & w^{49} \end{bmatrix} \begin{pmatrix} x_0 \\ x_4 \\ \hline x_2 \\ x_6 \\ \hline x_1 \\ x_5 \\ \hline x_3 \\ x_7 \end{pmatrix}$$

# Replacing with twiddle factors (mod 8)

|   |          |          |          |       |          |          |          |
|---|----------|----------|----------|-------|----------|----------|----------|
| 1 | 1        | 1        | 1        | 1     | 1        | 1        | 1        |
| 1 | $w^4$    | $w^2$    | $w^6$    | $w$   | $w^5$    | $w^3$    | $w^7$    |
| 1 | $w^8$    | $w^4$    | $w^{12}$ | $w^2$ | $w^{10}$ | $w^6$    | $w^{14}$ |
| 1 | $w^{12}$ | $w^6$    | $w^{18}$ | $w^3$ | $w^{15}$ | $w^9$    | $w^{21}$ |
| 1 | $w^{16}$ | $w^8$    | $w^{24}$ | $w^4$ | $w^{20}$ | $w^{12}$ | $w^{28}$ |
| 1 | $w^{20}$ | $w^{10}$ | $w^{30}$ | $w^5$ | $w^{25}$ | $w^{15}$ | $w^{35}$ |
| 1 | $w^{24}$ | $w^{12}$ | $w^{36}$ | $w^6$ | $w^{30}$ | $w^{18}$ | $w^{42}$ |
| 1 | $w^{28}$ | $w^{14}$ | $w^{42}$ | $w^7$ | $w^{35}$ | $w^{21}$ | $w^{49}$ |

|       |       |       |       |       |       |       |       |
|-------|-------|-------|-------|-------|-------|-------|-------|
| $W^0$ | $W^0$ | $W^0$ | $W^0$ | $W^0$ | $W^0$ | $W^0$ | $W^0$ |
| $W^0$ | $W^4$ | $W^2$ | $W^6$ | $W^1$ | $W^5$ | $W^3$ | $W^7$ |
| $W^0$ | $W^0$ | $W^4$ | $W^4$ | $W^2$ | $W^2$ | $W^6$ | $W^6$ |
| $W^0$ | $W^4$ | $W^6$ | $W^2$ | $W^3$ | $W^7$ | $W^1$ | $W^5$ |
| $W^0$ | $W^0$ | $W^0$ | $W^0$ | $W^4$ | $W^4$ | $W^4$ | $W^4$ |
| $W^0$ | $W^4$ | $W^2$ | $W^6$ | $W^5$ | $W^1$ | $W^7$ | $W^3$ |
| $W^0$ | $W^0$ | $W^4$ | $W^4$ | $W^6$ | $W^6$ | $W^2$ | $W^2$ |
| $W^0$ | $W^4$ | $W^6$ | $W^2$ | $W^7$ | $W^3$ | $W^5$ | $W^1$ |

# FFT algorithm



$$\begin{bmatrix}
 W^0 & W^0 & W^0 & W^0 & W^0 & W^0 & W^0 & W^0 \\
 W^0 & W^4 & W^2 & W^6 & W^1 & W^5 & W^3 & W^7 \\
 W^0 & W^0 & W^4 & W^4 & W^2 & W^2 & W^6 & W^6 \\
 W^0 & W^4 & W^6 & W^2 & W^3 & W^7 & W^1 & W^5 \\
 W^0 & W^0 & W^0 & W^0 & W^4 & W^4 & W^4 & W^4 \\
 W^0 & W^4 & W^2 & W^6 & W^5 & W^1 & W^7 & W^3 \\
 W^0 & W^0 & W^4 & W^4 & W^6 & W^6 & W^2 & W^2 \\
 W^0 & W^4 & W^6 & W^2 & W^7 & W^3 & W^5 & W^1
 \end{bmatrix}
 \begin{pmatrix}
 X_0 \\
 X_1 \\
 X_2 \\
 X_3 \\
 X_4 \\
 X_5 \\
 X_6 \\
 X_7
 \end{pmatrix}
 =
 \begin{bmatrix}
 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \\
 1 & -1 & w^2 & -w^2 & w & -w & w^3 & -w^3 \\
 1 & 1 & -1 & -1 & w^2 & w^2 & -w^2 & -w^2 \\
 1 & -1 & -w^2 & w^2 & w^3 & -w^3 & w & -w \\
 1 & 1 & 1 & 1 & -1 & -1 & -1 & -1 \\
 1 & -1 & w^2 & -w^2 & -w & w & -w^3 & w^3 \\
 1 & 1 & -1 & -1 & -w^2 & -w^2 & w^2 & w^2 \\
 1 & -1 & -w^2 & w^2 & -w^3 & w^3 & -w & w
 \end{bmatrix}
 \begin{pmatrix}
 x_0 \\
 x_4 \\
 x_2 \\
 x_6 \\
 x_1 \\
 x_5 \\
 x_3 \\
 x_7
 \end{pmatrix}$$

# Recursive matrix multiplications

The recursive sum can be represented as a sequence of matrix transformations:

$$(X) = [A_2][A_1][A_0][P](x),$$

$$\begin{pmatrix} X_0 \\ X_1 \\ X_2 \\ X_3 \\ X_4 \\ X_5 \\ X_6 \\ X_7 \end{pmatrix} = \begin{bmatrix} 1 & \cdot & \cdot & \cdot & W^0 & \cdot & \cdot & \cdot \\ \cdot & 1 & \cdot & \cdot & \cdot & W^1 & \cdot & \cdot \\ \cdot & \cdot & 1 & \cdot & \cdot & \cdot & W^2 & \cdot \\ \cdot & \cdot & \cdot & 1 & \cdot & \cdot & \cdot & W^3 \\ 1 & \cdot & \cdot & \cdot & W^4 & \cdot & \cdot & \cdot \\ \cdot & 1 & \cdot & \cdot & \cdot & W^5 & \cdot & \cdot \\ \cdot & \cdot & 1 & \cdot & \cdot & \cdot & W^6 & \cdot \\ \cdot & \cdot & \cdot & 1 & \cdot & \cdot & \cdot & W^7 \end{bmatrix} \begin{bmatrix} 1 & \cdot & W^0 & \cdot & \cdot & \cdot & \cdot & \cdot \\ \cdot & 1 & \cdot & W^2 & \cdot & \cdot & \cdot & \cdot \\ 1 & \cdot & W^4 & \cdot & \cdot & \cdot & \cdot & \cdot \\ \cdot & 1 & \cdot & W^6 & \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot & 1 & \cdot & W^0 & \cdot \\ \cdot & \cdot & \cdot & \cdot & \cdot & 1 & \cdot & W^2 \\ \cdot & \cdot & \cdot & \cdot & \cdot & 1 & W^4 & \cdot \\ \cdot & \cdot & \cdot & \cdot & \cdot & \cdot & 1 & W^6 \end{bmatrix} \begin{bmatrix} 1 & W^0 & \cdot & \cdot & \cdot & \cdot & \cdot & \cdot \\ 1 & W^4 & \cdot & \cdot & \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & 1 & W^0 & \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & 1 & W^4 & \cdot & \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot & 1 & W^0 & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot & 1 & W^4 & \cdot & \cdot \\ \cdot & \cdot & \cdot & \cdot & \cdot & \cdot & 1 & W^0 \\ \cdot & \cdot & \cdot & \cdot & \cdot & \cdot & 1 & W^4 \end{bmatrix} \begin{pmatrix} x_0 \\ x_4 \\ \hline x_2 \\ x_6 \\ \hline x_1 \\ x_5 \\ \hline x_3 \\ x_7 \end{pmatrix}$$

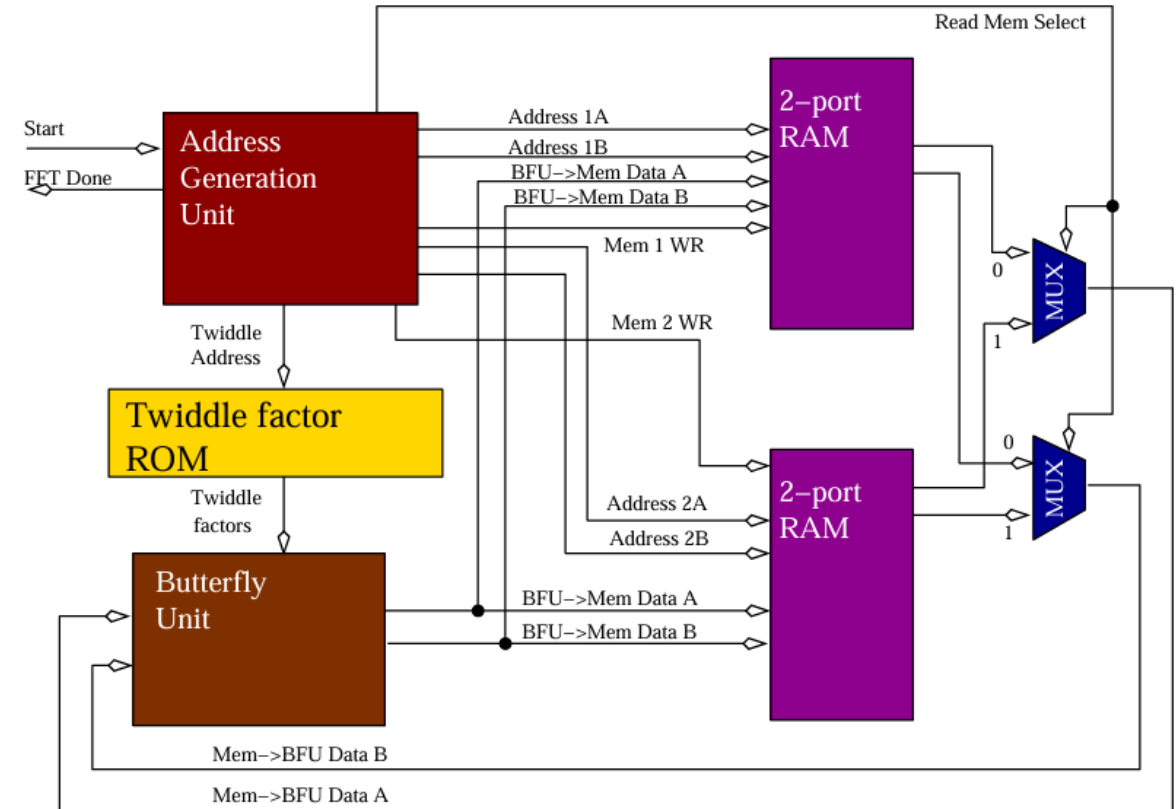


# The full transform requires – step 1

## 1) an address generator

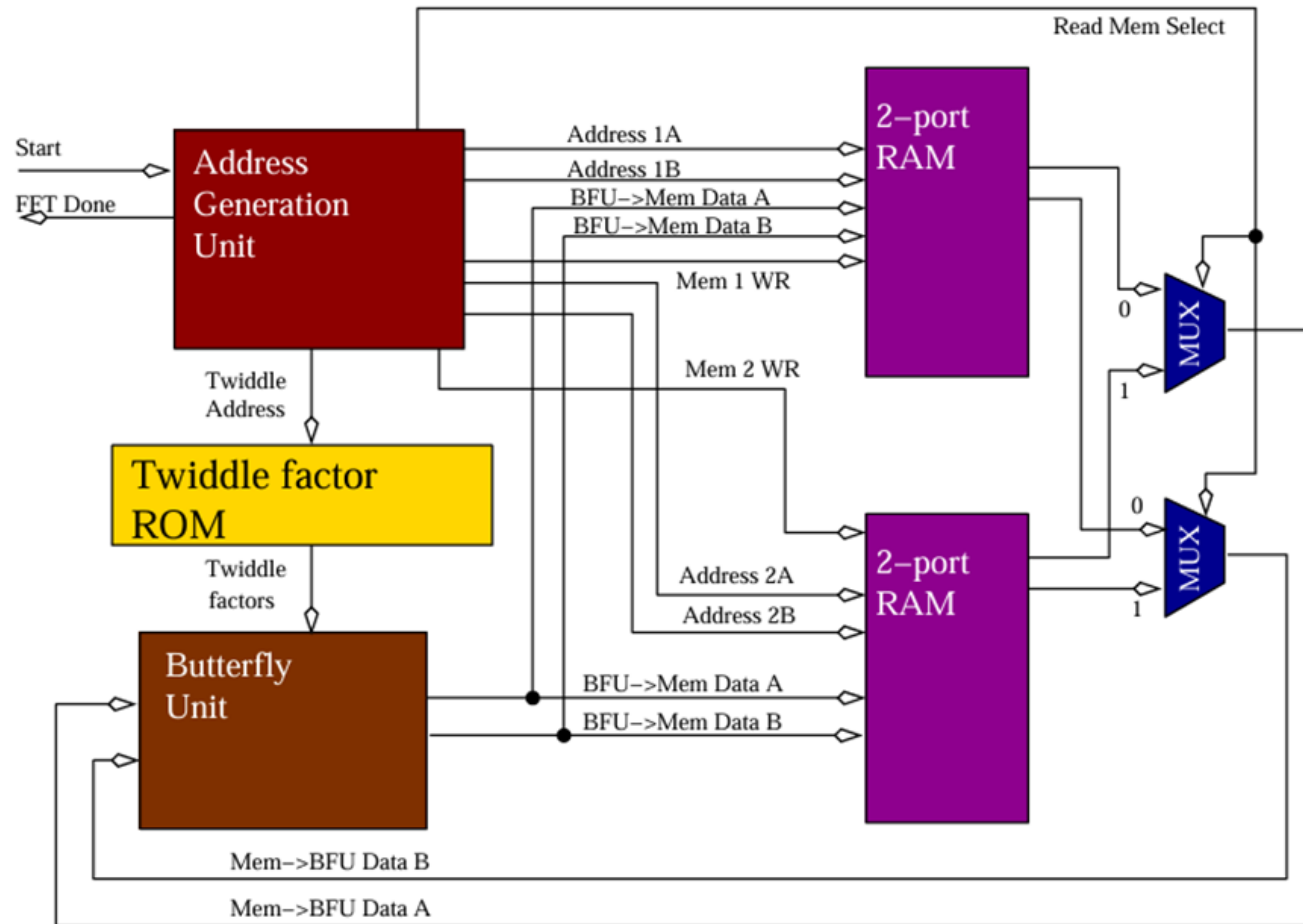
ILLUSTRATION OF THE BIT-REVERSED INDICES.

| Index | binary | Bit reversed index | binary |
|-------|--------|--------------------|--------|
| 0     | 000    | 0                  | 000    |
| 1     | 001    | 4                  | 100    |
| 2     | 010    | 2                  | 010    |
| 3     | 011    | 6                  | 110    |
| 4     | 100    | 1                  | 001    |
| 5     | 101    | 5                  | 101    |
| 6     | 110    | 3                  | 011    |
| 7     | 111    | 7                  | 111    |



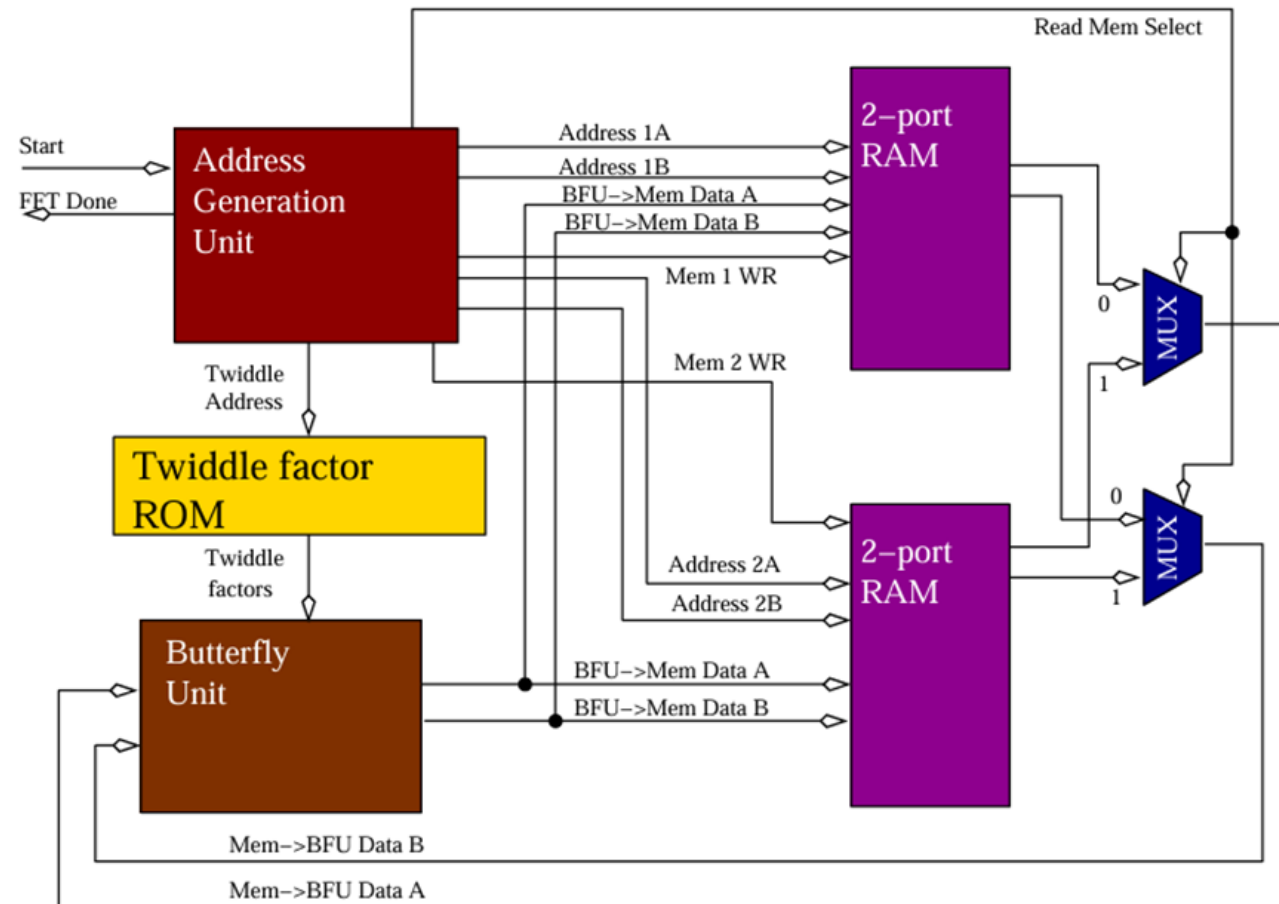
# The full transform requires – step 2

2) a “butterfly” operator to do the complex multiply/add,



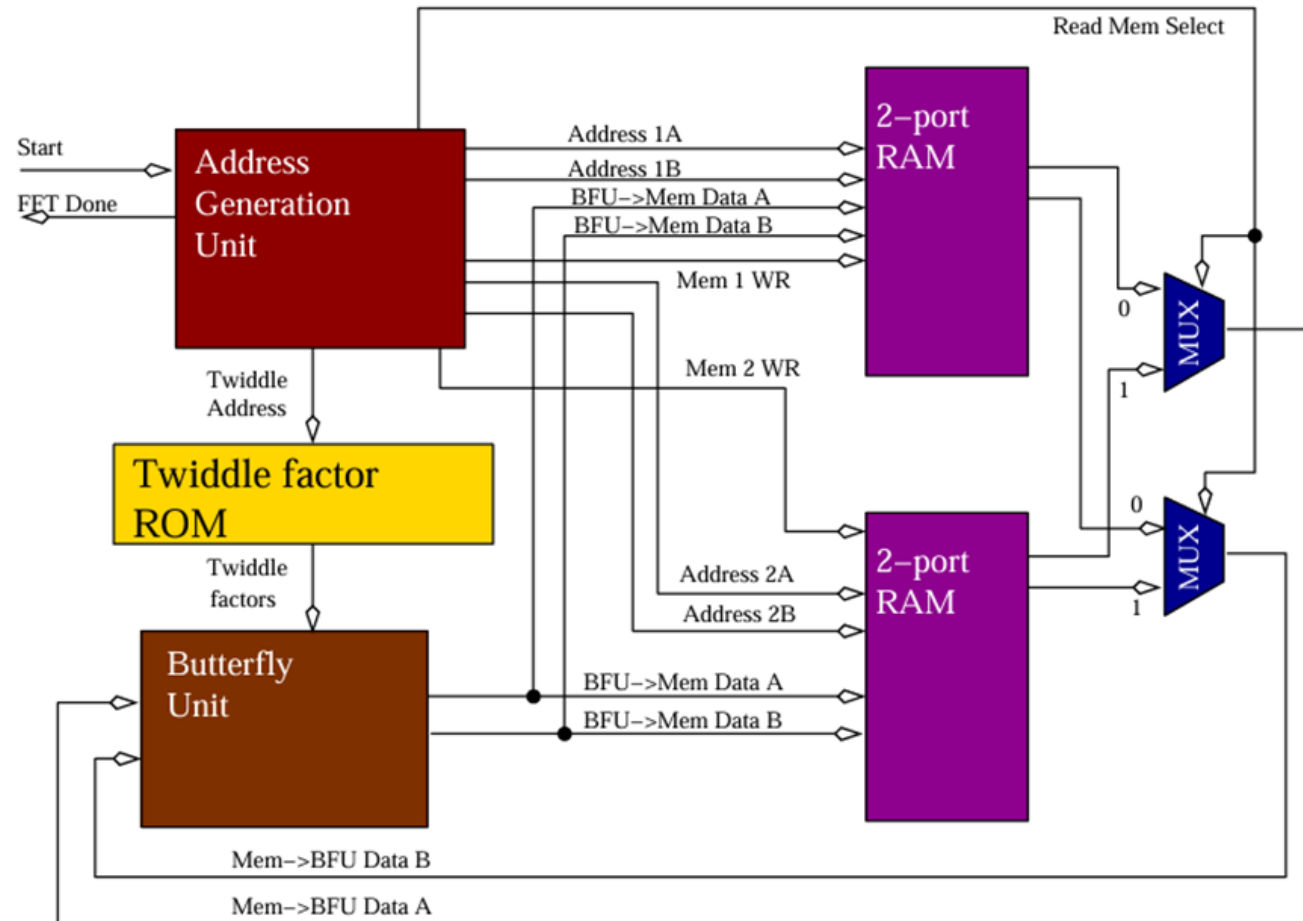
# The full transform requires – step 3

## 3) A memory and



# The full transform requires – step 4

## 4) roots-of-unity(twiddle factor) generator



# Computation time

|              |        |                  |                  |
|--------------|--------|------------------|------------------|
| $N$          | 1000   | $10^6$           | $10^9$           |
| $N^2$        | $10^6$ | $10^{12}$        | $10^{18}$        |
| $N \log_2 N$ | $10^4$ | $20 \times 10^6$ | $30 \times 10^9$ |

$$10^{18} ns \rightarrow 31.2 \text{ years}$$

$$30 \times 10^9 ns \rightarrow 30 \text{ seconds}$$

| $N$    | $r = \log_2 N$ | <b>BRUTE FORCE</b><br>$4N^2$ | <b>FFT</b><br>$2N \log_2 N$ | speedup     |
|--------|----------------|------------------------------|-----------------------------|-------------|
| 2      | 1              | 16                           | 4                           | 4           |
| 4      | 2              | 64                           | 16                          | 4           |
| 8      | 3              | 256                          | 48                          | 5           |
| 1,024  | 10             | 4,194,304                    | 20,480                      | 205         |
| 65,536 | 16             | $1.7 \cdot 10^{10}$          | $2.1 \cdot 10^6$            | $\sim 10^4$ |

$$\begin{bmatrix} 1 & 1 & 1 & 1 & 1 & 1 & 1 & 1 \\ 1 & -1 & w^2 & -w^2 & w & -w & w^3 & -w^3 \\ 1 & 1 & -1 & -1 & w^2 & w^2 & -w^2 & -w^2 \\ 1 & -1 & -w^2 & w^2 & w^3 & -w^3 & w & -w \\ 1 & 1 & 1 & 1 & -1 & -1 & -1 & -1 \\ 1 & -1 & w^2 & -w^2 & -w & w & -w^3 & w^3 \\ 1 & 1 & -1 & -1 & -w^2 & -w^2 & w^2 & w^2 \\ 1 & -1 & -w^2 & w^2 & -w^3 & w^3 & -w & w \end{bmatrix}$$

$$\begin{bmatrix} 1 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & w^2 & 0 & 0 & 0 & 0 \\ 1 & 0 & -1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & -w^2 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & w^2 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & -1 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & -w^2 \end{bmatrix}$$

$$\begin{bmatrix} 1 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & -1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & -1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & -1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & -1 \end{bmatrix}$$

$[A_2] =$

$$\begin{bmatrix} 1 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & w & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & w^2 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & w^3 \\ 1 & 0 & 0 & 0 & -1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & -w & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & -w^2 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & -w^3 \end{bmatrix}$$