

TODAY: Fast Fourier Transform (FFT)

- polynomial operations vs. representations
- divide & conquer algorithm
- collapsing samples / roots of unity
- FFT, IFFT, & polynomial multiplication

Polynomial: $A(x) = a_0 + a_1 x + a_2 x^2 + \dots + a_{n-1} x^{n-1}$

$$= \sum_{k=0}^{n-1} a_k x^k$$

$$= \langle a_0, a_1, a_2, \dots, a_{n-1} \rangle$$
(coefficient vector)

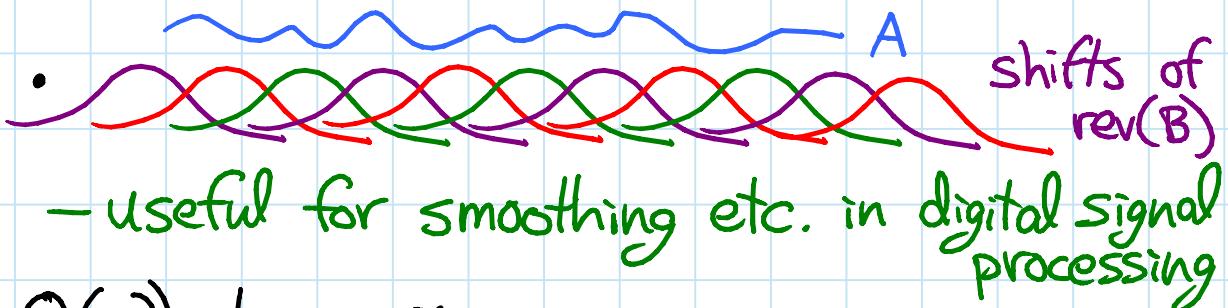
Operations on polynomials:

- ① evaluation: poly. $A(x)$ & number $x_0 \rightarrow A(x_0)$
- Horner's Rule $\Rightarrow O(n)$ time \rightarrow #arithmetic ops.
- $$A(x) = a_0 + x(a_1 + x(a_2 + \dots + x(a_{n-1}) \dots))$$

- ② addition: polys. $A(x)$ & $B(x) \rightarrow C(x) = A(x) + B(x)$ Hx
- $O(n)$ time: $i.e. c_k = a_k + b_k$

- ③ multiplication: polys. $A(x)$ & $B(x) \rightarrow C(x) = A(x) \cdot B(x)$ Hx
- i.e. $c_k = \sum_{j=0}^k a_j b_{k-j}$ for $0 \leq k \leq 2(n-1)$
 - (degree doubles)

= convolution of vectors A & reverse(B)
 ↳ inner product of all relative shifts



- $O(n^2)$ time :-
- $O(n \lg^3 n)$ or even $O(n^{1+\varepsilon})$ $\forall \varepsilon > 0$
 via Strassen-like divide & conquer tricks
- TODAY: $O(n \lg n)$ time!

Representations of polynomials:

- (A) coefficient vector ("monomial basis")
- (B) roots + scale: (Fundamental Theorem of Algebra)

$$A(x) = (x - r_0) \cdot (x - r_1) \cdot \dots \cdot (x - r_{n-1}) \cdot c$$

- but impossible to find exact roots with $+, -, *, /,$
 \Rightarrow addition hard/impossible
- multiplication: concatenate roots
- evaluate in $O(n)$

- (C) samples: $(x_0, y_0), (x_1, y_1), \dots, (x_{n-1}, y_{n-1})$
 with $A(x_i) = y_i \quad \forall i$ & x_i 's distinct
 uniquely determine degree-(n-1) polynomial A

[Lagrange & Fundamental Theorem of Algebra]

- add/multiply each y_i (assuming x_i 's match)
- evaluate requires interpolation--.

Algorithms VS.

Representations

- ① evaluation
- ② addition
- ③ multiplication

(A) <u>coefficients</u>	(B) <u>roots</u>	(C) <u>samples</u>
$O(n)$	$O(n)$	$O(n^2)$
$O(n)$	∞	$O(n)$
$O(n^2)$	$O(n)$	$O(n)$

TODAY: almost best of all worlds by converting coefficients \leftrightarrow samples in $O(n \lg n)$ time

Matrix view:

[18.06]

$$\begin{pmatrix} 1 & x_0 & x_0^2 & \dots & x_0^{n-1} \\ 1 & x_1 & x_1^2 & \dots & x_1^{n-1} \\ 1 & x_2 & x_2^2 & \dots & x_2^{n-1} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 1 & x_{n-1} & x_{n-1}^2 & \dots & x_{n-1}^{n-1} \end{pmatrix} \cdot \begin{pmatrix} a_0 \\ a_1 \\ a_2 \\ \vdots \\ a_{n-1} \end{pmatrix} = \begin{pmatrix} y_0 \\ y_1 \\ y_2 \\ \vdots \\ y_{n-1} \end{pmatrix}$$

Vandermonde matrix V : $v_{jk} = x_j^k$

- coeff. \rightarrow samples = matrix-vector product $V \cdot A$
 - $O(n^2)$

- samples \rightarrow coeff. = matrix-vector solve $V \setminus Y$
 - $O(n^3)$ via Gaussian elimination
 - $O(n^2)$ via matrix-vector product $V^{-1} \cdot Y = A$
 precompute \Downarrow

- to do better than $\Theta(n^2)$, we will choose special values for x_0, x_1, \dots, x_{n-1}
 (so far we've only assumed they're distinct)

Divide & conquer algorithm: $A(x)$ for $x \in X$

① divide into even & odd coefficients:

$$A_{\text{even}}(x) = \sum_{k=0}^{\lfloor n/2 - 1 \rfloor} a_{2k} x^k = \langle a_0, a_2, a_4, \dots \rangle$$

$$\& A_{\text{odd}}(x) = \sum_{k=0}^{\lfloor n/2 - 1 \rfloor} a_{2k+1} x^k = \langle a_1, a_3, a_5, \dots \rangle$$

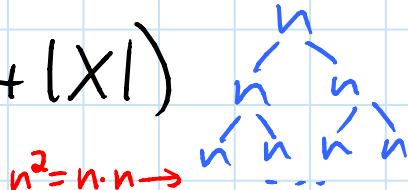
② recursively conquer $A_{\text{even}}(y)$ for $y \in X^2$
& $A_{\text{odd}}(y)$ for $y \in X^2$

③ combine:

$$A(x) = A_{\text{even}}(x^2) + x \cdot A_{\text{odd}}(x^2) \text{ for } x \in X$$

$$T(n, |X|) = 2 \cdot T(n/2, |X|) + O(n + |X|)$$

$\hookrightarrow |A|$ $= O(n^2)$ \ddots



Collapsing set X if

(courtesy of Jeff Erickson's lecture notes)

$$|X^2| = |X|/2 \text{ & } X^2 \text{ is collapsing}$$

or $|X| = 1$ (base case)

(recursively)
 $\Rightarrow |X| = 2^l$

$$\Rightarrow T(n) = 2 \cdot T(n/2) + O(n)$$

$= O(n \lg n)$

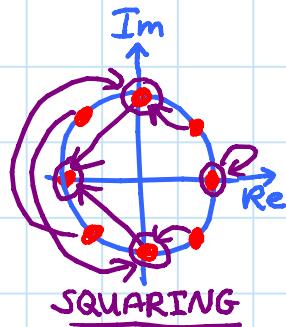
Constructing collapsing sets via $\sqrt[2]{\cdot}$'s:

(any nonzero starting number)

- 0 $\{1\}$
 - 1 $\{1, -1\}$
 - 2 $\{1, -1, i, -i\}$
 - 3 $\{1, -1, \pm \frac{\sqrt{2}}{2}(1+i), \pm \frac{\sqrt{2}}{2}(-1+i)\}$
 - ⋮
- complex numbers!
on a circle!
solve $(p+qi)^2 = i$

nth roots of unity: n x 's such that $x^n = 1$

- uniformly spaced around unit circle in complex plane (& including 1)
- $(\cos \theta, \sin \theta) = \cos \theta + i \sin \theta = e^{i\theta}$
for $\theta = 0, \frac{1}{n}\pi, \frac{2}{n}\pi, \dots, \frac{n-1}{n}\pi$ ↗ Euler's Formula
↙ 2π (full circle)
- $n = 2^l \Rightarrow$ collapsing:
- $(e^{i\theta})^2 = e^{i(2\theta)} = e^{i(2\theta \bmod \pi)}$
↙ $(e^{i\pi} = 1)$
- ⇒ even nth roots of unity } repeated
= $(n/2)$ nd roots of unity } twice



Discrete Fourier Transform (DFT)

$$= A \rightarrow A^* = V \cdot A \text{ for } x_k = e^{i\pi k/n} \text{ & } n = 2^l$$

coeffs. → samples

$$\text{i.e. } a_k^* = \sum_{j=0}^{n-1} e^{i\pi jk/n} \cdot a_j$$

$v_{kj} = v_{jk}$

[Clairaut 1754]

Fast Fourier Transform (FFT)

= $O(n \lg n)$ divide & conquer alg. for DFT

[used by Gauss circa 1805. (periodic asteroid orbits)]

popularized by Cooley & Tukey in 1965

(detecting Soviet nuclear tests from offshore readings)

- practical implementation: FFTW
- also often implemented directly in hardware (for fixed n)

[Frigo & Johnson @ MIT]

(Discrete)
Inverse Fourier Transform = $A^* \rightarrow V^{-1} \cdot A^*$

- in fact $V^{-1} = \bar{V}/n$ ($\overline{p+q_i} = p-q_i$)
 i.e. $P = V \cdot \bar{V} = n \cdot I$

- proof: $P_{jk} = (\text{row } j \text{ of } V) \cdot (\text{col. } k \text{ of } \bar{V})$

$$= \sum_{m=0}^{n-1} e^{i\pi jm/n} \cdot e^{i\pi mk/n}$$

$$= \sum_{m=0}^{n-1} e^{i\pi jm/n} \cdot e^{-i\pi mk/n}$$

$$= \sum_{m=0}^{n-1} e^{i\pi m(j-k)/n}$$

$\xrightarrow{\text{CW}} \xleftarrow{\text{CCW}}$

- if $j=k$: $P_{jk} = \sum_{m=0}^{n-1} 1 = n$

- else: geometric series:

$$P_{jk} = \sum_{m=0}^{n-1} (e^{i\pi(j-k)/n})^m = \frac{(e^{i\pi(j-k)/n})^n - 1}{e^{i\pi(j-k)/n} - 1} = 0$$

- so IDFT = $A \rightarrow V \cdot A$ for $x_k = e^{-i\pi k/n}$

- IFFT algorithm analogous

Fast polynomial multiplication: $C(x) = A(x) \cdot B(x)$

- $A^* = \text{FFT}(A)$

$O(n \log n)$

- $B^* = \text{FFT}(B)$

- $c_k^* = a_k^* \cdot b_k^*$ for $k = 0, 1, \dots, n-1$

- $C = \text{IFFT}(C^*)$

Application: Fourier (frequency) space

- A^* is complex
- $|a_k^*|$ = amplitude of frequency $-k$ signal
- $\arg(a_k^*) = \text{angle}(a_k^*)$ = phase shift

Example: sound

[Adobe Audition, Audacity, etc]

- high-pass filter = zero out high frequencies
- low - - - - - low - -
- pitch shift = shift frequency vector
- used in MP3 compression etc.

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