# **Inverse Fourier Transform**

$$f(t) = \sum_{v = -\infty}^{\infty} F(v)e^{2\pi ivt}$$

$$f(t) = \int_{v = -\infty}^{\infty} F(v)e^{2\pi ivt}dv$$

### **Forward Fourier Transform**

$$F(v) = \sum_{t=-\infty}^{\infty} f(t)e^{-2\pi i vt}$$

$$F(v) = \int_{t=-\infty}^{\infty} f(t)e^{-2\pi i v} dt$$

#### Hint

$$\frac{f(t)}{e^{2\pi i v t}}$$

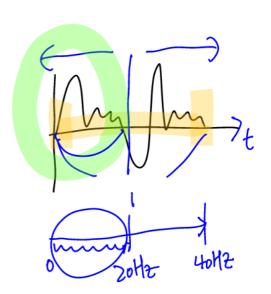
## **Discrete Fourier Transform**

$$F(k) = \sum_{n=0}^{N+1} f(n)e^{-2\pi i \left(\frac{n}{N}\right)}$$

#### **Amblitude**

$$\frac{|F(k)|}{N} = \frac{\sqrt{Re(F(k))^2 + Im(F(k))^2}}{N}$$
Inverse Transform
$$f(n) = \frac{1}{N} \sum_{k=0}^{N-1} F(k) e^{\frac{2\pi i k \frac{n}{N}}{N}}$$
Conjugate

$$f(n) = \underbrace{\frac{1}{N}}_{k=0}^{N-1} F(k) e^{\frac{2\pi i k \frac{n}{N}}{N}}$$



# **Implementation**

```
using ComplexArray = std::valarray<std::complex<double> >;
```

```
Preparing Signal
```

```
std::complex < double > test[BIN_SIZE];
// fill test signal data
double x = 0;
double y;
for(int i = 0; i < BIN_SIZE; ++i)
{
    test[i] = std::complex < double > ( SignalFunction( x ) );
    x += SAMPLING_STEP;
}
```

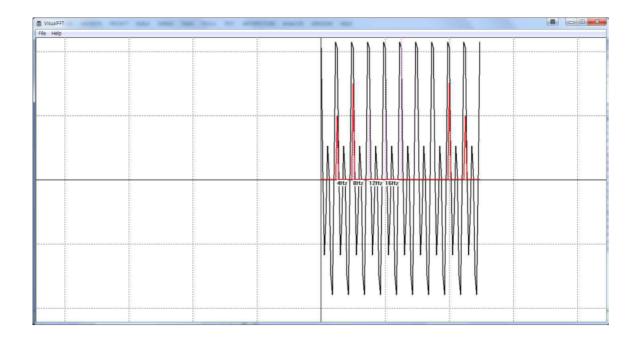
### **Forward Fourier Transform**

```
void dft(ComplexArray& x)
{
    const size_t N = x.size();

    ComplexArray xresult(N);

for (size_t k = 0; k < N; ++k)
    {
        xresult[k] = 0;
        for (size_t n = 0; n < N; ++n)
        {
        }
}</pre>
```

```
std::complex<double> e = std::polar(1.0, -2 * M_PI
* k * (double)n / (double)N);
            xresult[k] += x[n] * e;
        }
    }
    x = xresult;
}
Interpretation of the result
            // display Hz for every 10 steps
            if(i % 10 == 0)
            {
                 KVectorUtil::DrawLine(
                                          g_hdc, KVector2(
(double)x, (double)1 ), KVector2( (double)x, (double)0 ), 1,
PS DOT, RGB( 255, 0, 255 ) );
                 KVector2
                                       screenPos
                                                              =
KVectorUtil::GetScreenPoint( KVector2( x, 0.0 ) );
                 char buffer[80];
                 double ratio = (double)i / double(BIN_SIZE);
                              buffer,
                                        "%gHz",
                 sprintf_s(
                                                     ratio
                                                             _/
SAMPLING_STEP );
                 ::TextOutA(
                                                (int)screenPos.x,
                                    hdc.
(int)screenPos.y, buffer, strlen( buffer ) );
            }
```



# **Fast Fourier Transform**

@