



Universidade do Minho
Escola de Engenharia
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Study on FFT on the GPU

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Supervisor

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ABSTRACT

Write abstract here (en) or import corresponding file

KEYWORDS keywords, here, comma, separated.

RESUMO

Escrever aqui resumo (pt) ou importar respectivo ficheiro

PALAVRAS-CHAVE palavras, chave, aqui, separadas, por, vírgulas

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INTRODUCTION

1.1 CONTEXTUALIZATION

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1.2 MOTIVATION

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1.3 OBJECTIVES

The main objective of this dissertation is to provide efficient FFT alternatives in GLSL compared with dedicated tools for high performance of FFT computations like NVIDIA cuFFT library, while analysing the intrinsic of a good Fast Fourier Transform implementation on the GPU. To accomplish the main objective there are two stages taken in consideration, "*Analysis of CUDA and GLSL kernels*" to be well settled in their differences and to have a reference for the second stage "*Analysis of cuFFT and GLSL FFT*" which will cluster the study's main objective.

To compose a final verdict conclusion, we will use as case of study applications with implementation of the FFT in the field of Computer Graphics that require realtime performance.

1.4 DOCUMENT ORGANIZATION

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STATE OF THE ART

2.1 FOURIER TRANSFORM

2.1.1 What is Fourier Transform

The **Fourier Transform** is a mathematical method to transform the domain referred to as *time* of a function, to the *frequency* domain, intuitively the Inverse Fourier Transform is the corresponding method to reverse that process and reconstruct the original function from the one in *frequency* domain representation.

Although there are many forms, the Fourier Transform key definition can be described as:

$$X(f) = \int_{-\infty}^{+\infty} x(t)e^{-ift} dt \quad \text{Forward Fourier Transform}$$

$$x(t) = \frac{1}{2\pi} \int_{-\infty}^{+\infty} X(f)e^{-ift} df \quad \text{Inverse Fourier Transform}$$

- $x(t), \forall t \in \mathbb{R} \rightarrow$ function in *time* domain representation with real t .
- $X(f), \forall f \in \mathbb{R} \rightarrow$ function in *frequency* domain representation with real f , also called the Fourier Transform of $x(t)$
- $i \rightarrow$ imaginary unit $i = \sqrt{-1}$

This formulation shows the usage of complex-valued domain since the imaginary unit i doesn't represent a value in the set of real numbers, making the fourier transform range from real to complex values, one complex coefficient per frequency $X : \mathbb{R} \rightarrow \mathbb{C}$

If we take into account the Euler's formula, we can replace the Fourier Transform for an equivalent, fragmenting the euler constant for a sine and cosine

$$e^{ix} = \cos x + i \sin x \quad \text{Euler's Formula}$$

$$X(f) = \int_{-\infty}^{+\infty} x(t)(\cos(-ft) + i \sin(-ft))dt \quad (1)$$

Hence, we can break the Fourier Transform apart into two formulas that give each coefficient of the sine and cosine components as functions without dealing with complex numbers.

$$\begin{aligned} X_a(f) &= \int_{-\infty}^{+\infty} x(t) \cos(ft) dt \\ X_b(f) &= \int_{-\infty}^{+\infty} x(t) \sin(ft) dt \end{aligned} \quad (2)$$

The above definition of the Fourier Integral **Forward Fourier Transform** can only be valid if the integral exists for every value of the parameter f . This model of the fourier transform applied to infinite domain functions is called **Continuous Fourier Transform** and its targeted to the calculation of the this transform directly to functions with only finite discontinuities in $x(t)$.

2.1.2 Where it is used

It's noticeable the presence of Fourier Transforms in a great variety of apparent unrelated fields of application, even the FFT is often called ubiquitous¹ due to its effective nature of solving a great hand of problems for the most intended complexity time. Some of the fields of application include Applied Mechanics, Signal Processing, Sonics and Acoustics, Biomedical Engineering, Instrumentation, Radar, Numerical Methods, Electromagnetics, Computer Graphics and more [Brigham \(1988\)](#).

One of the most well known cases of application is **Signal Analysis**, the Fourier Transform is probably the most important tool for analyzing signals, when representing a signal with amplitude as function of time, a signal can be translated to the frequency domain, a domain that consists of signals of sines and consines waves of varied frequencies, but to calculate the coefficients of those waves we need to use the Fourier Transform.

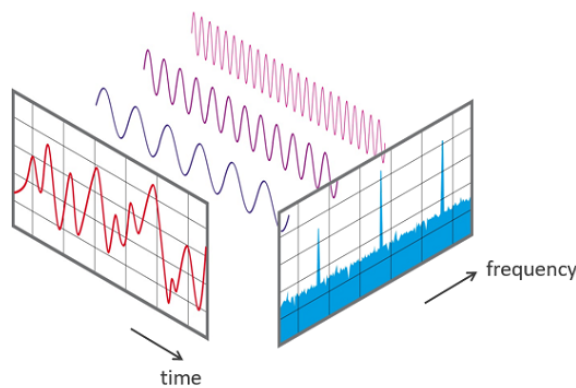


Figure 1: Time to frequency signal decomposition

¹ present, appearing, or found everywhere.

Since the sines and cosines waves are in simple waveforms they can then be manipulated with relative ease. This process is constantly present in communications since the transmission of data over wires and radio circuits through signals and most devices nowadays perform it frequently

And much more applications such as polynomial multiplication [Jia \(2014\)](#), numerical integration, time-domain interpolation, x-ray diffraction ...

2.1.3 Discrete Fourier Transform

The Fourier Transform of a finite sequence of equally-spaced samples of a function is called the **Discrete Fourier Transform** (DFT), it converts a finite set of values in *time* domain to *frequency* domain representation. It's the most important type of transform since it deals with a discrete amount of data and has the popular algorithm in which is the center of attention of Fourier transforms, which can be implemented in machines and be computed by specialized hardware.

$$X_k = \sum_{n=0}^{N-1} x_n \cdot e^{-\frac{i2\pi}{N} kn}$$

Forward Discrete Fourier Transform

$$x_n = \frac{1}{N} \sum_{k=0}^{N-1} X_k \cdot e^{\frac{i2\pi}{N} kn}$$

Inverse Discrete Fourier Transform

2.2 FAST FOURIER TRANSFORM

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2.2.1 Computation of FFT

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2.3 RELATED WORK

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Yan-Bin Jia. Polynomial multiplication and fast fourier transform. *Com S*, 477:577, 2014.

NB: place here information about funding, FCT project, etc in which the work is framed. Leave empty otherwise.