

Complex numbers:

- A complex number C is the number that can be represented in the form $C = a + bi$ where $i^2 = -1$.
- i^n can take four values depending on the result of $n\%4$
 - $n\%4 = 0 \Rightarrow i^n = 1$, $n\%4 = 1 \Rightarrow i^n = i$, $n\%4 = 2 \Rightarrow i^n = -1$, $n\%4 = 3 \Rightarrow i^n = -i$
- $C = a + bi$ has $\text{Re}(C) = a$ “the real part”, $\text{Im}(C) = b$ “the imaginary part”.
 - The conjugate of $C = a + bi$ is $\bar{C} = a - bi$
- There are 3 main representations of complex numbers: algebraic/triangular/polar form, Transformations between them:
 - $a + bi = L(\cos(\theta) + i.\sin(\theta)) = L.e^{i\theta}$, where $L = \sqrt{a^2 + b^2}$, $\theta = \arctan(b/a)$.
- Complex plane is the coordinate system where we represent the complex number with the real part on x axis and the imaginary part on y axis.

Notes about complex matrices:

- The superscript H meaning: $A^H = \bar{A}^T$ with each element in A conjugated.
 - It has the same properties of T superscript, $(AB)^H = B^H A^H$
- A **Hermitian** matrix is the matrix that is equal to its conjugate transpose $A = A^H$
 - The Hermitian matrix is square obviously.
 - If the Hermitian matrix is symmetric, then its elements are in fact real numbers.
- In general, the transpose of a complex matrix/vector A is not A^T but it's A^H .
 - The length of a complex vector $x(c_1, c_2)$ is not $\sqrt{c_1^2 + c_2^2}$ but it's $\sqrt{x \cdot x}$
 - The inner product (dot product) of two complex vector x and y of the same dimension is not equal to $x^T y$, but it is $x^H y$.
 - A **Unitary** matrix U is the complex equivalent of the orthonormal matrix Q .
 - It has independent column vectors.
 - An example is the matrix S of eigenvectors.
 - We know that $Q^T Q = I$, and if Q is square (orthogonal), then $Q^{-1} = Q^T$
 - In the same sense, $U^H U = I$, if U is square, then $U^{-1} = U^H$

Discrete Fourier Transform (DFT) (Using MIT lecture notation):

- We have a vector y of n components, which we want to approximate using a Fourier series with coefficients from another vector c of n components.
- DFT says that $F_n c = y$, where F_n is the Fourier matrix. Then $c = F_n^{-1} y$

$$F_n c = y \quad \begin{bmatrix} 1 & 1 & 1 & \cdot & 1 \\ 1 & w & w^2 & \cdot & w^{n-1} \\ 1 & w^2 & w^4 & \cdot & w^{2(n-1)} \\ \cdot & \cdot & \cdot & \cdot & \cdot \\ 1 & w^{n-1} & w^{2(n-1)} & \cdot & w^{(n-1)^2} \end{bmatrix} \begin{bmatrix} c_0 \\ c_1 \\ c_2 \\ \cdot \\ c_{n-1} \end{bmatrix} = \begin{bmatrix} y_0 \\ y_1 \\ y_2 \\ \cdot \\ y_{n-1} \end{bmatrix}$$

- Where $w = e^{2\pi i/n}$ is the n -th root of 1.
- Computing the Fourier matrix **inverse** is super easy, you just
 - Change any w to $w^{-1} = \bar{w} = e^{-2\pi i/n}$
 - Multiply the whole matrix by $1/n$.

- The transformation matrix for DFT matrix is called $W = F_n^{-1}$ and is given by $c = Wy$
 - For computational convenience, the factor outside W is $1/n$
 - The factor $1/\sqrt{n}$ is used for [unitary DFT](#) which preserves energy.

$$W = \frac{1}{\sqrt{N}} \begin{bmatrix} 1 & 1 & 1 & 1 & \dots & 1 \\ 1 & \omega & \omega^2 & \omega^3 & \dots & \omega^{N-1} \\ 1 & \omega^2 & \omega^4 & \omega^6 & \dots & \omega^{2(N-1)} \\ 1 & \omega^3 & \omega^6 & \omega^9 & \dots & \omega^{3(N-1)} \\ \vdots & \vdots & \vdots & \vdots & \ddots & \vdots \\ 1 & \omega^{N-1} & \omega^{2(N-1)} & \omega^{3(N-1)} & \dots & \omega^{(N-1)(N-1)} \end{bmatrix},$$

Computing DFT is $O(n^2)$, A faster algorithm is required.

Fast Fourier Transform (FFT)

- A way to compute DFT in $O(n * \log(n))$, it simplifies the multiplication $Fc = y$ using the formula:

$$F_n = \begin{bmatrix} I_{\frac{n}{2}} & D_{\frac{n}{2}} \\ I_{\frac{n}{2}} & -D_{\frac{n}{2}} \end{bmatrix} \begin{bmatrix} F_{\frac{n}{2}} & 0 \\ 0 & F_{\frac{n}{2}} \end{bmatrix} P_n \rightarrow F_n c = \begin{bmatrix} I_{\frac{n}{2}} & D_{\frac{n}{2}} \\ I_{\frac{n}{2}} & -D_{\frac{n}{2}} \end{bmatrix} \begin{bmatrix} F_{\frac{n}{2}} c_{even} \\ F_{\frac{n}{2}} c_{odd} \end{bmatrix}$$

- D_n is the same as F_n but with all elements off the main diagonal = 0
- P_n is the $n \times n$ row permutation matrix that satisfy the equality:

$$P_n \begin{bmatrix} c_0 \\ c_1 \\ c_2 \\ \dots \\ c_{n-1} \end{bmatrix} = \begin{bmatrix} c_{even} \\ c_{odd} \end{bmatrix}, c_{even} = \begin{bmatrix} c_0 \\ c_2 \\ c_4 \\ \dots \end{bmatrix}, c_{odd} = \begin{bmatrix} c_1 \\ c_3 \\ c_5 \\ \dots \end{bmatrix}.$$

- **MIT notation:** $c' = F_{n/2} * y_{even}$, $c'' = F_{n/2} * y_{odd}$
- We can use the same rule to compute $F_{n/2} * c_{even}$ and $F_{n/2} * c_{odd}$ and so on till we reach F_2 which is very easy to compute.
- If n is not a power of two, we can complete the power by adding more zeros rows to y , and it'll still be a faster computation.

Inverse Fourier transform:

- The inverse the transform $F_n c = y$ is $c = 1/n * F_n y$