

1 | base knowlege

1.1 | primitive root of unity

1.1.1 | **a number r is a primitive n th root of unity iff n is the smallest counting number for which $r^n = 1$.**

1.1.2 | <https://mathworld.wolfram.com/PrimitiveRootofUnity.html> **source**

1.2 | convolution theorem

1.2.1 | **'depends fundamentally on the convolution theorem, which provides an efficient way to compute the cyclic convolution of two sequences. It states that the cyclic convolution of two vectors can be found by taking the discrete fourier transform of each of them, multiplying the resulting vectors element by element, and then taking the inverse discrete fourier transform.'**

2 | sources

2.1 | **explanation of multiplication algorithm**

2.2 | **paper explaining the multiplication ANDO EMERENCIA (S1283936)**

2.3 | **FFT Medium Blog Post**

2.4 | **wikipedia on schonhage-strassen (multiplication algo)**

3 | uses of FFT

3.1 | **convert mixed signals into constituent sinusoids**

3.2 | **multiply polynomials using convolution theorem**

3.3 | **reduce matrix dimensionality**

3.4 | **audio processing (eg. bass boost, or radio denoising for eg. wifi)**

3.5 | **MRI machines? scan certain parts using different overlapping sinusoidal magnitudes of magnetic field**

3.6 | **microscope or astronomy image decomposition**

4 | **3b1b video** <https://www.youtube.com/watch?v=spUNpyF58BY>

4.1 | **unmixing waves**

4.1.1 | **the added up ones seem needlessly complex for such a little amount of info**

4.2 | **rotating the wave around a circle**

4.2.1 | **the wave around the circle is polar coords: length = magnitude of wave at that point, offset = phase + some angular velocity (the 'rotation' frequency)**

4.2.2 | **there are two frequencies: 1. the frequency at which the vector goes around**