

FAST FOURIER TRANSFORM (FFT) ①

Given two vectors $a = (a_0, a_1, a_2, \dots, a_{n-1})$
& $b = (b_0, b_1, b_2, \dots, b_{n-1})$.

$$\cdot a + b = (a_0 + b_0, a_1 + b_1, a_2 + b_2, \dots, \\ \dots, a_{n-1} + b_{n-1})$$

$$\cdot a \cdot b = (a_0 \cdot b_0, a_1 \cdot b_1, a_2 \cdot b_2, \dots, \\ \dots, a_{n-1} \cdot b_{n-1})$$

$$\cdot a * b = (a_0 b_0, a_0 b_1 + \overset{a_1 b_0}{\cancel{b_1 a_0}}, \\ a_0 b_2 + a_1 b_1 + a_2 b_0, \dots, \\ \dots, a_{n-1} \cdot b_{n-1})$$

$a * b$ is called the Convolution of a and b

$$\begin{array}{ccccccc}
 a_0 b_0 & a_0 b_1 & a_0 b_2 & \dots & a_0 b_{n-1} \\
 a_1 b_0 & a_1 b_1 & a_1 b_2 & \dots & a_1 b_{n-1} \\
 a_2 b_0 & a_2 b_1 & a_2 b_2 & \dots & a_2 b_{n-1} \\
 \vdots & \vdots & \vdots & & \vdots \\
 a_{n-1} b_0 & a_{n-1} b_1 & a_{n-1} b_2 & \dots & a_{n-1} b_{n-1}
 \end{array}$$

$$a * b = (a_0 b_0, a_0 b_1 + \cancel{a_1 b_0} + a_1 b_0, a_0 b_2 + a_1 b_1 + a_2 b_0, \dots, a_{n-1} b_{n-1})$$

If length of a and b is n each, then length of $a * b$ is _____

Motivation

(3)

$$A(x) = a_0 + a_1 \cdot x + a_2 x^2 + \dots + a_{m-1} \cdot x^{m-1}$$

$$B(x) = b_0 + b_1 \cdot x + b_2 \cdot x^2 + \dots + b_{n-1} \cdot x^{n-1}$$

Coefficient vectors of $A(x)$ & $B(x)$:

$$a = (a_0, a_1, a_2, \dots, a_{m-1})$$

$$b = (b_0, b_1, b_2, \dots, b_{n-1})$$

If $C(x) = A(x) \cdot B(x)$, then

Coefficient vector of $C(x)$ is

$$c = a * b$$

Complexity : C can be computed
in $O(m \cdot n)$ time.

If $m = n$, then $O(n^2)$ time

Using Divide & Conquer We
Can find $C = a * b$ in $O(n \cdot \log n)$
time.

Algo: Choose $2n$ values and
evaluate $A(x)$ and $B(x)$
on each of the chosen
values

If $x_1, x_2, x_3, \dots, x_{2n}$
are the values, then

$$C(x_j) = A(x_j) \cdot B(x_j)$$

for each j .

C can be recovered from
its values on x_1, x_2, \dots, x_{2n}

This is called POLYNOMIAL
INTERPOLATION.

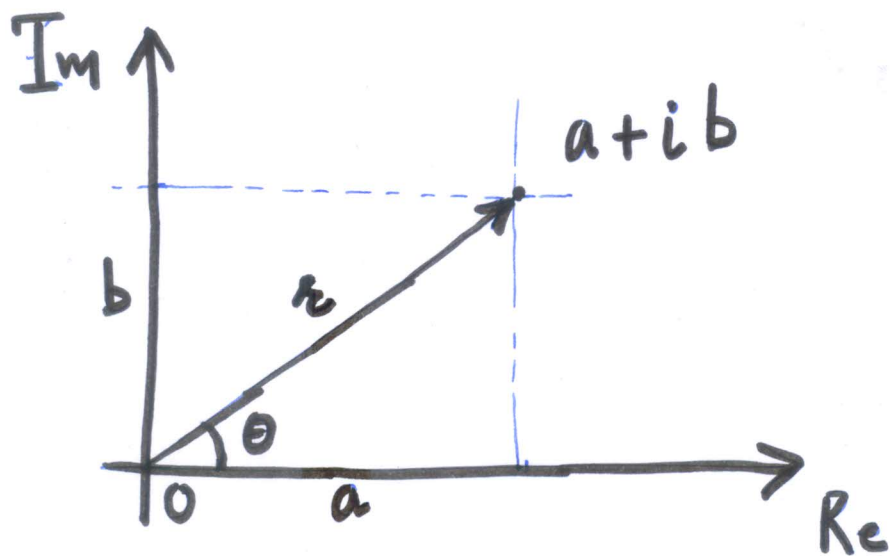
Complexity

- Evaluation of polynomial $A(x)$ or $B(x)$ on single value takes $\Omega(n)$ time. So total time is still $O(n^2)$.
- But we promised $O(n \cdot \log n)$ time
- Find the set of $2n$ values x_1, x_2, \dots, x_{2n} that are intimately related in some way. This will ensure that work done in evaluation of $A(x)$ or $B(x)$ on different values overlap.

(6)

The z_n values are not any arbitrary numbers. They are rather Complex roots of Unity

Complex Nos (Recall)



$$a + ib, \quad i^2 = -1$$

$$z (\cos \theta + i \sin \theta), \quad z = \sqrt{a^2 + b^2}$$

$$z = e^{i\theta}$$

(ARGAND DIAGRAM)

Note : $e^{\pi i} = -1$

$$e^{2\pi i} = 1$$

Kth roots of Unity

All Complex nos x that Satisfy
 $x^k = 1$

Each $\omega_{j,k} = e^{2\pi j i / k}$

For $j = 0, 1, 2, \dots, k-1$

is a Complex kth root of Unity.

Pictorially : Set of k equally spaced
 pts lying on the Unit
 Circle in a Complex plane.

$$A(x) = a_0 + a_1 x + a_2 x^2 + \dots$$

$$\dots + a_{n-1} x^{n-1}$$

$$A_{\text{even}} = a_0 + a_2 x + a_4 x^2 + \dots + a_{n-2} x^{\frac{n-2}{2}}$$

$$\text{Add } A_{\text{odd}} = a_1 + a_3 x + a_5 x^2 + \dots + a_{n-1} x^{\frac{n-2}{2}}$$

$$\text{Now we have : } A(x) = A_{\text{even}}(x^2) + x \cdot A_{\text{odd}}(x^2)$$

Recall : We want $2n$ points over which $A(x)$ can be evaluated.

Key Point : We choose $2n$ th roots of Unity

$$\omega_{j,2n} = e^{2\pi j i / 2n}$$

$$\omega_{j,2n}^2 = e^{2\pi j i / n}$$

$$= \omega_{j,n} \quad \downarrow$$

[n th root of Unity]

$$A(\omega_{j,2n}) = A_{\text{even}}(\omega_{j,2n}^2) + \omega_{j,2n} \cdot A_{\text{odd}}(\omega_{j,2n}^2)$$

If $T(n)$ is the time taken to evaluate $A(x)$ on each of the $2n$ th roots of Unity, then $T\left(\frac{n}{2}\right)$ is the time to evaluate $A_{\text{even}}(x)$ or $A_{\text{odd}}(x)$ on each of the n th root of Unity.

We have $T(n) \leq 2T\left(\frac{n}{2}\right) + O(n)$

$$\therefore T(n) \text{ is } O(n \cdot \log n)$$

Similarly we can evaluate $B(x)$ on each of the $2n$ th roots of Unity in time $O(n \cdot \log n)$.

Hence we can obtain the value of $C(x)$ on ~~each of~~ $2n$ different points in time $O(n \cdot \log n) + O(n \cdot \log n) + O(n) = O(n \cdot \log n)$.