

AN INTRODUCTION TO

# FOURIER TRANSFORM

# AGENDA

- What is & Applications
- Euler's Identity
- Fourier Transform in Complex Plane
- Discrete Fourier Transform and FFT
- JPEG (DCT)
- Extended Readings

# FOURIER TRANSFORM

Time Domain  $\Leftrightarrow$  Frequency Domain

Describes patterns in time as a function of frequency



Joseph Fourier, 1822 (1768 - 1830)

# APPLICATIONS

- Heat Equation
- Media Processing / Audio Analysis (LogicPro, ShaderToy, etc)
- Video / Audio Compression (JPEG, AVC, HEVC, MP3)
- Communication (OFDM)  
DSL, 4G/5G, WiFi
- .....

# FOURIER SERIES

$$s_N(t) = \sum_{n=-N}^N c_n \cdot e^{n \cdot 2\pi i \cdot t}$$

$$f(t) = \cdots c_{-2} \cdot e^{-2 \cdot 2\pi i \cdot t} + c_{-1} \cdot e^{-1 \cdot 2\pi i \cdot t} + c_0 \cdot e^{0 \cdot 2\pi i \cdot t} + c_1 \cdot e^{1 \cdot 2\pi i \cdot t} + c_2 \cdot e^{2 \cdot 2\pi i \cdot t} \cdots$$

$$s_N(x) = \sum_{n=-N}^N c_n \cdot e^{i2\pi \frac{n}{P}x} \text{ assuming } P \text{ is } 1$$

# FOURIER TRANSFORM

$$f(t) = \cdots c_{-2} \cdot e^{-2 \cdot 2\pi i \cdot t} + c_{-1} \cdot e^{-1 \cdot 2\pi i \cdot t} + c_0 \cdot e^{0 \cdot 2\pi i \cdot t} + c_1 \cdot e^{1 \cdot 2\pi i \cdot t} + c_2 \cdot e^{2 \cdot 2\pi i \cdot t} \cdots$$

Forward

Given  $f(t)$  Find  $C_n$

Backward

Given  $C_n$  Find  $f(t)$

Euler's Identity

$$e^{i\pi} + 1 = 0$$

$$e = 2.71828\dots$$

$$i = \sqrt{-1}$$

$$\pi = 3.14159\dots$$

# EULER'S IDENTITY $e^{i\pi} + 1 = 0$

- Derivative - The Rate of Change

$$\frac{d}{dt}e^t = e^t$$

<https://www.desmos.com/calculator/kwalwszqve>

- Complex Plane - From 1D to 2D

$$i \cdot (x + y \cdot i) = -y + x \cdot i \Rightarrow i \cdot (x, y) = (-y, x)$$

<https://www.desmos.com/calculator/fw5qwc2iaw>

- The Rotating Vector (EulersIdentity.swift)

$$\frac{d}{dt}e^{i \cdot t} = i \cdot e^{i \cdot t}$$

$$e^0 = 1$$



# FOURIER TRANSFORM

$$f(t) = \cdots c_{-2} \cdot e^{-2 \cdot 2\pi i \cdot t} + c_{-1} \cdot e^{-1 \cdot 2\pi i \cdot t} + c_0 \cdot e^{0 \cdot 2\pi i \cdot t} + c_1 \cdot e^{1 \cdot 2\pi i \cdot t} + c_2 \cdot e^{2 \cdot 2\pi i \cdot t} \cdots$$

$$f(t) = \cdots c_{-2} \cdot \mathcal{O}_{-2} + c_{-1} \cdot \mathcal{O}_{-1} + c_0 + c_1 \cdot \mathcal{O}_1 + c_2 \cdot \mathcal{O}_2 \cdots$$

$c_n \Rightarrow \text{magnitude} + \text{phase}$

Find  $C_n$ ?

# FOURIER TRANSFORM

Find  $C_n$ ?

$$f(t) = \cdots c_{-2} \cdot e^{-2 \cdot 2\pi i \cdot t} + c_{-1} \cdot e^{-1 \cdot 2\pi i \cdot t} + c_0 \cdot e^{0 \cdot 2\pi i \cdot t} + c_1 \cdot e^{1 \cdot 2\pi i \cdot t} + c_2 \cdot e^{2 \cdot 2\pi i \cdot t} \cdots$$

$$\begin{aligned} \int_0^1 f(t) dt &= \cdots c_{-2} \cdot \int_0^1 \mathcal{O}_{-2} + c_{-1} \cdot \int_0^1 \mathcal{O}_{-1} + c_0 + c_1 \cdot \int_0^1 \mathcal{O}_1 + c_2 \cdot \int_0^1 \mathcal{O}_2 \cdots \\ &= \cdots c_{-2} \cdot 0 + c_{-1} \cdot 0 + c_0 + c_1 \cdot 0 + c_2 \cdot 0 \cdots \\ &= c_0 \end{aligned}$$

# FOURIER TRANSFORM

- Integral to the Center of Mass

<https://www.desmos.com/calculator/ixagjyv5wf>

- Circles

$$\int_0^1 e^{2\pi i t} dt = \int_0^1 \zeta = 0$$

- $C_0$

$$\int_0^1 f(t) dt = C_0 = \text{centerOfMass}( f(t) )$$

# FOURIER TRANSFORM

- $C_n$

$$f(t) = \dots c_{-1} \cdot e^{-1 \cdot 2\pi i \cdot t} + c_0 \cdot e^{0 \cdot 2\pi i \cdot t} + c_1 \cdot e^{1 \cdot 2\pi i \cdot t} \dots$$

$$f(t) \cdot e^{-1 \cdot 2\pi i \cdot t} = \dots c_{-1} \cdot e^{-2 \cdot 2\pi i \cdot t} + c_0 \cdot e^{1 \cdot 2\pi i \cdot t} + c_1 \cdot e^{0 \cdot 2\pi i \cdot t} \dots$$

$$\int_0^1 f(t) \cdot e^{-1 \cdot 2\pi i \cdot t} dt = C_1$$

$$\int_0^1 f(t) \cdot e^{-n \cdot 2\pi i \cdot t} dt = C_n$$

- Code in <20 Lines (Fourier2DDrawing.swift)

# FOURIER TRANSFORM

- But what is a Fourier series? From heat flow to drawing with circles | DE4

[https://www.youtube.com/watch?v=r6sGWTCMz2k&ab\\_channel=3Blue1Brown](https://www.youtube.com/watch?v=r6sGWTCMz2k&ab_channel=3Blue1Brown)

- $e^{i\pi}$  in 3.14 minutes, using dynamics | DE5

[https://www.youtube.com/watch?v=v0YEaeIClKY&ab\\_channel=3Blue1Brown](https://www.youtube.com/watch?v=v0YEaeIClKY&ab_channel=3Blue1Brown)

# DISCRETE FOURIER TRANSFORM

- Wrapping around a Circle:  $f(t) \cdot e^{-n \cdot 2\pi i \cdot t}$

<https://www.desmos.com/calculator/s4qwtxdsbt>

Square Wave:  $f(x) = \text{sign}(\sin(2\pi x))$

- DFT

<https://www.desmos.com/calculator/6zruh9yb50>

Sample Rate

Nyquist Frequency

Negative Frequencies

$C_0$

- Code (Fourier1DDrawing.swift)

# DFT OUTPUTS FOR 8 REAL INPUTS

Index	0	1	2	3	4	5	6	7
Value	→	↘	↗	↖	→	↙	↘	↗
Name	DC	/	/	/	Nyquist Frequency	/	/	/
Type & Relation	Real	C1	C2	C3	Real	conjugate(C3)	conjugate(C2)	conjugate(C1)
Apple vDSP Pack	DC & Nyquist	C1	C2	C3	/	/	/	/
Frequency	0	$1 \cdot \text{SampleRate}/8$	$2 \cdot \text{SampleRate}/8$	$3 \cdot \text{SampleRate}/8$	$4 \cdot \text{SampleRate}/8$	$-3 \cdot \text{SampleRate}/8$	$-2 \cdot \text{SampleRate}/8$	$-1 \cdot \text{SampleRate}/8$

$$\text{Nyquist Frequency} = 4 \text{ Hz}_{\text{output}} = \frac{N}{2} \text{ Hz}_{\text{output}} = \frac{\frac{N}{2}}{\text{UnitTime}} = \frac{\frac{N}{2}}{\frac{N}{\text{SampleRate}}} = \frac{N}{2} \cdot \frac{\text{SampleRate}}{N} = \frac{\text{SampleRate}}{2}$$

# FFT - FAST DFT COOLEY-TUKEY ALGORITHM

- From  $O(n^2)$  to  $O(n \cdot \log(n))$
- Divide and Conquer
- Input: power-of-two size
- Carl Friedrich Gauss (unpublished work in 1805)
- Code in <30 Lines (FFT.swift)
- Performance (DFTPerformanceTests.swift)



# DFT & FFT

- But what is the Fourier Transform? A visual introduction.

<https://www.youtube.com/watch?v=spUNpyF58BY>

- The Fast Fourier Transform (FFT): Most Ingenious Algorithm Ever?

<https://www.youtube.com/watch?v=h7apO7q16V0>

- The Fast Fourier Transform (FFT)

<https://www.youtube.com/watch?v=E8HeD-MUvjY>

# JPEG ENCODING

4:2:0 - 50% Smaller ( $2 \times 2 \times 3 = 12$  vs  $2 \times 2 + 1 + 1 = 6$ )

Bitmap → Chroma Subsampling (RGB to YCbCr)

→ DCT (Discrete Cosine Transform) In 8x8 Blocks for Efficiency & Quality

→ Quantization Controls Compression Quality

→ Huffman Encoding Lossless Compression

[Block Sizes]

JPEG - 8x8

H261 - 8x8

H264 - 4x4 / 8x8

H265 (Transform Units) - 32x32, 16x16, 8x8, or 4x4

# DEMO - IMAGE DCT

Bitmap → Chroma Subsampling (RGB to YCbCr)

→ DCT (Discrete Cosine Transform)

→ Quantization

→ Huffman Encoding

# JPEG

- The Unreasonable Effectiveness of JPEG: A Signal Processing Approach

<https://www.youtube.com/watch?v=0me3guauqOU>

- Unraveling the JPEG

<https://parametric.press/issue-01/unraveling-the-jpeg/>

# EXTENDED READINGS

- The more general uncertainty principle, beyond quantum

<https://youtu.be/MBnnXbOM5S4>

- Integration and the fundamental theorem of calculus

<https://www.youtube.com/watch?v=rfG8ce4nNh0&list=PLZHQQObOWTQDMSr9K-rj53DwVRMYO3t5Yr&index=8>

- Desmos Calculator - Get Started

<https://help.desmos.com/hc/en-us/articles/4406040715149-Getting-Started-Desmos-Graphing-Calculator>