

# The Nonuniform FFT and its applications

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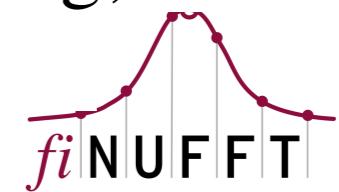
with **Z. Gimbutas, S. Inati, J.-Y. Lee, L. Fleysher, R. Fleysher**

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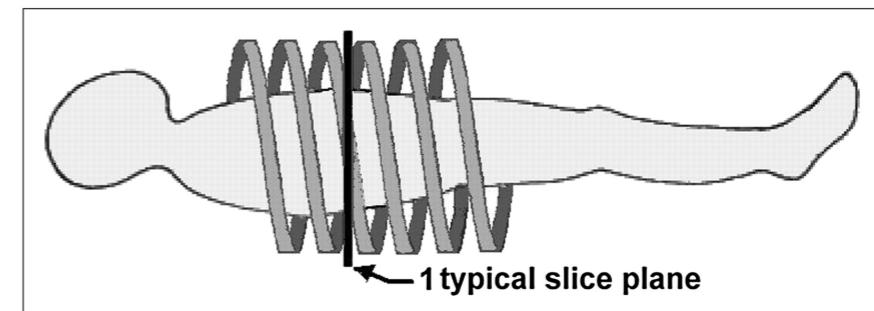
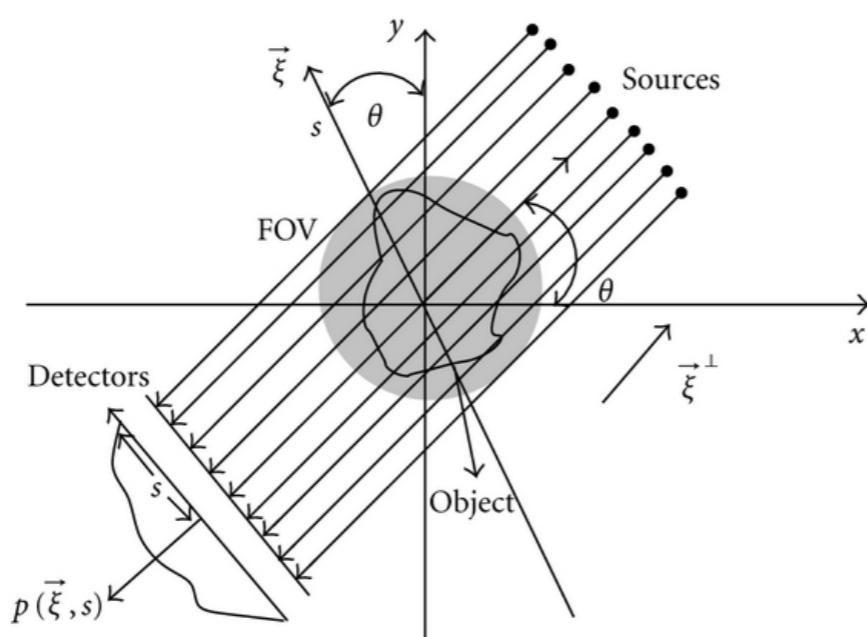
# X-Ray CT Imaging

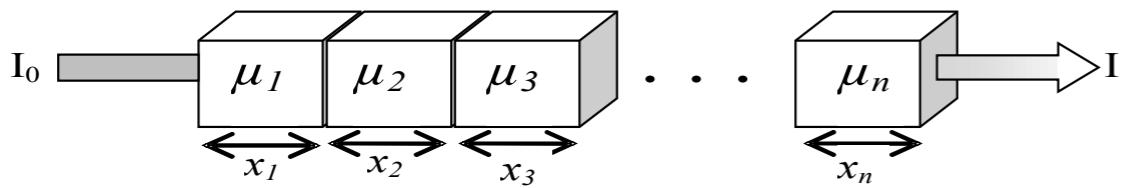


1980 era scanner (Science Museum, London)



Modern spiral scanner (Siemens)



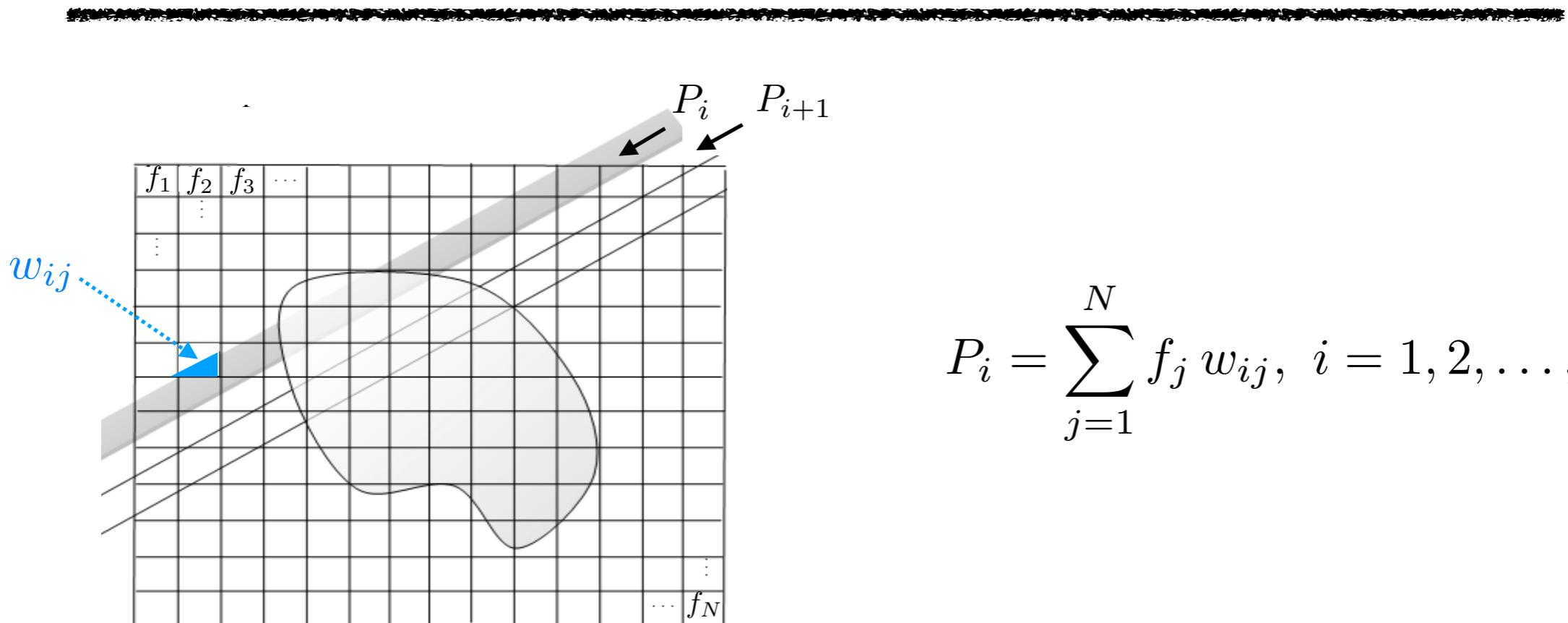


$$I = I_0 e^{-(\mu_1 x_1 + \mu_2 x_2 + \dots + \mu_N x_N)}$$

**Figure 1: Attenuation of radiation by different attenuation coefficients**

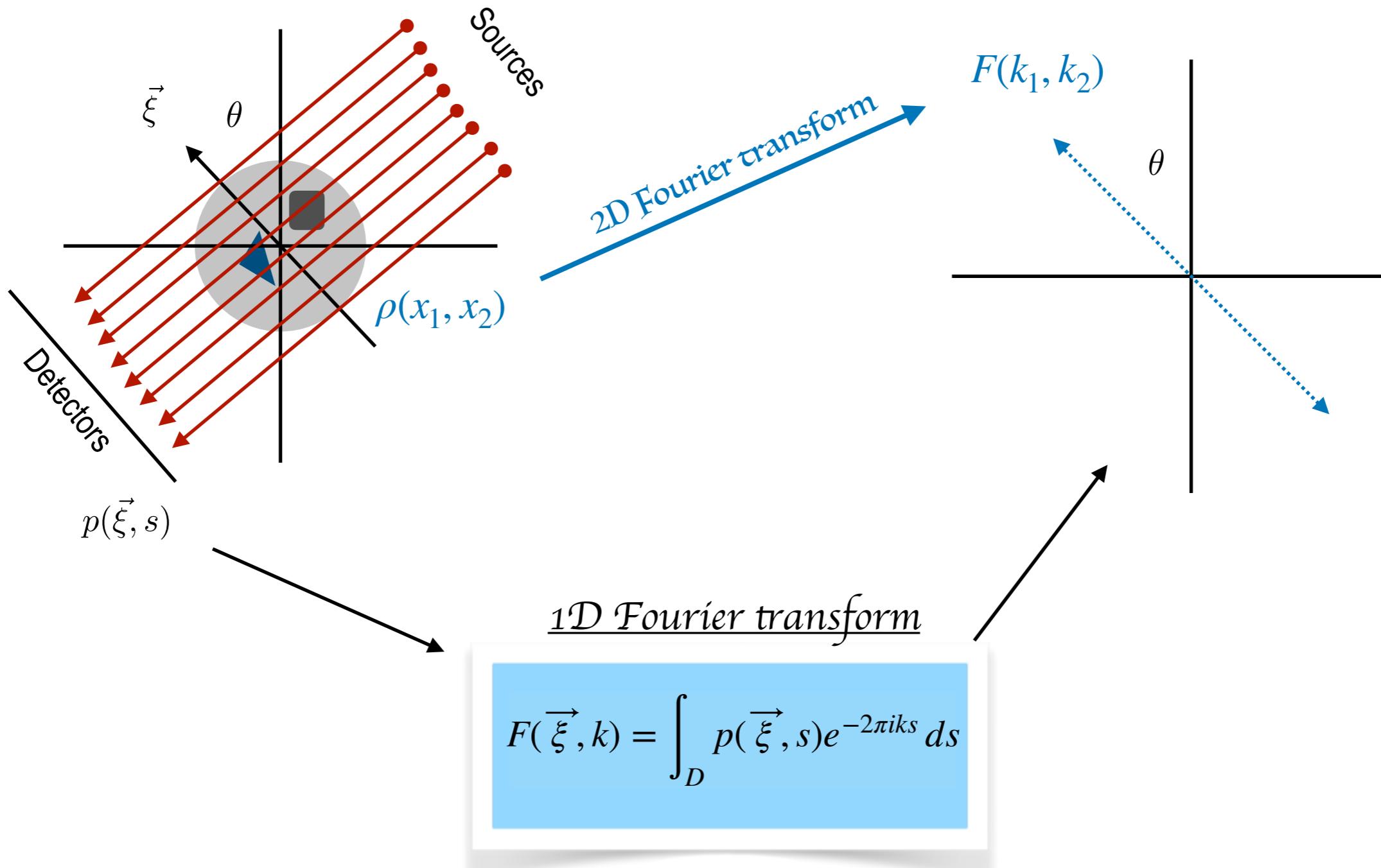
Oliveira et al., International Nuclear Atlantic Conference - INAC 2011

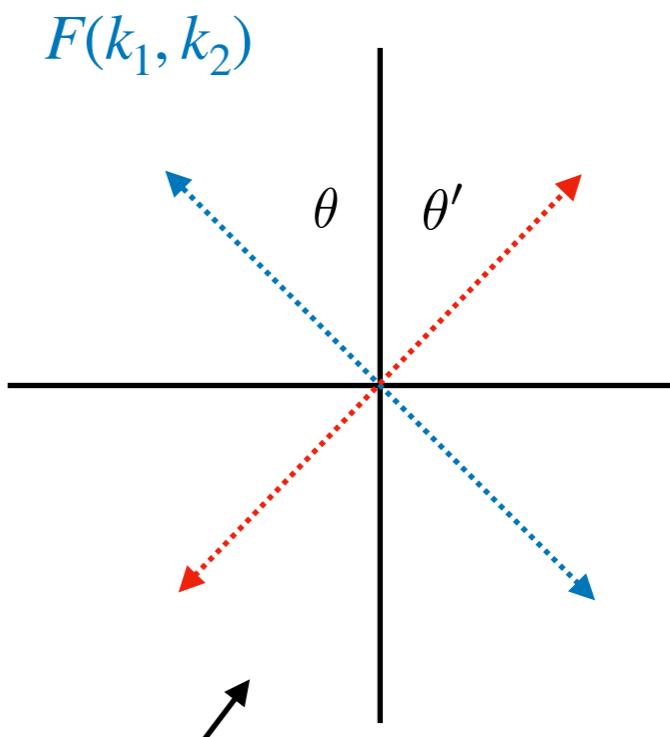
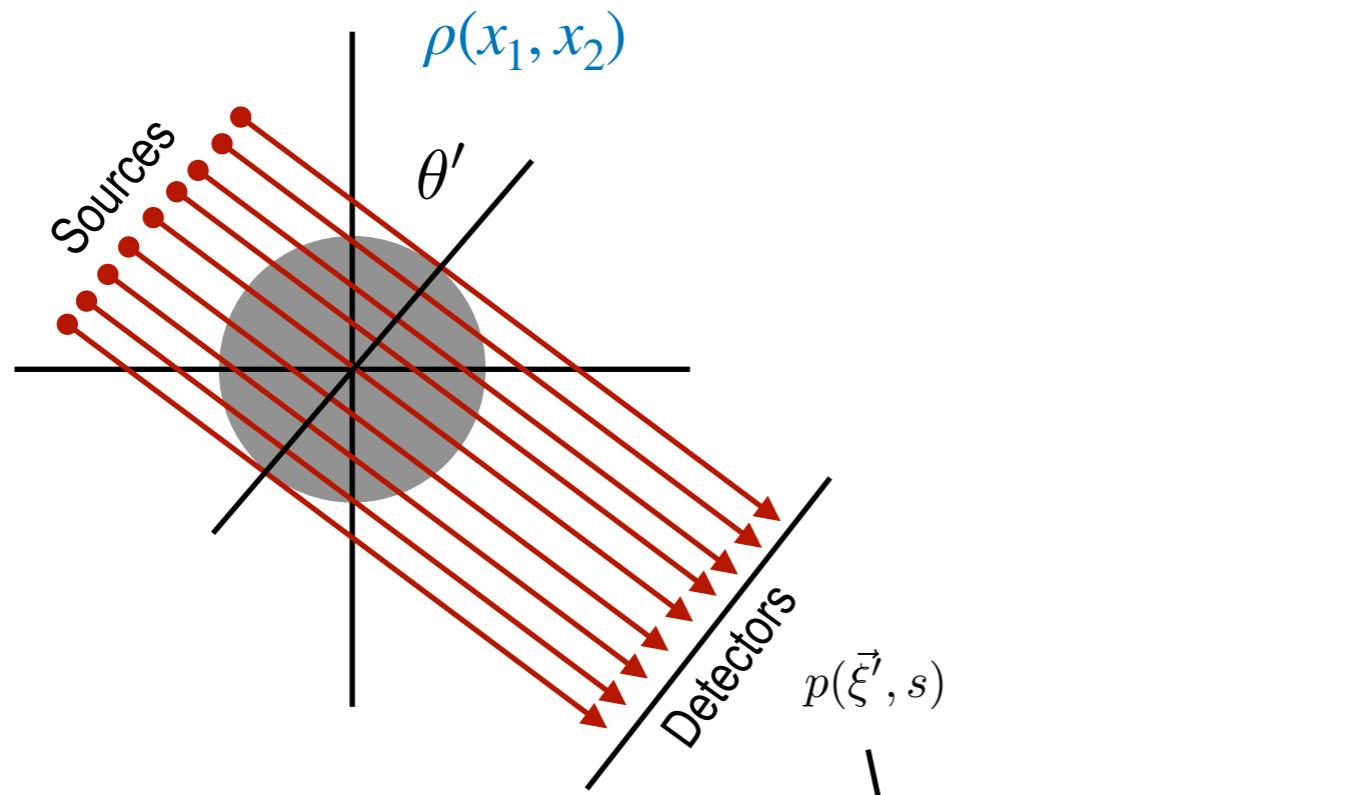
$$\Leftrightarrow \sum_{n=1}^N \mu_n x_n = \ln \frac{I_0}{I}$$



$$P_i = \sum_{j=1}^N f_j w_{ij}, \quad i = 1, 2, \dots, M$$

**Figure 2: Discretization of the irradiated section**

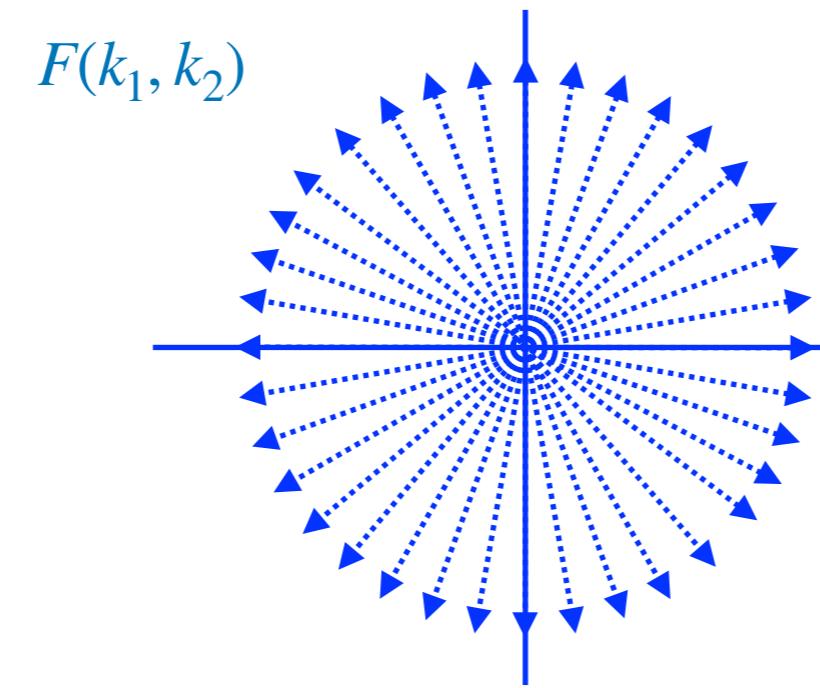




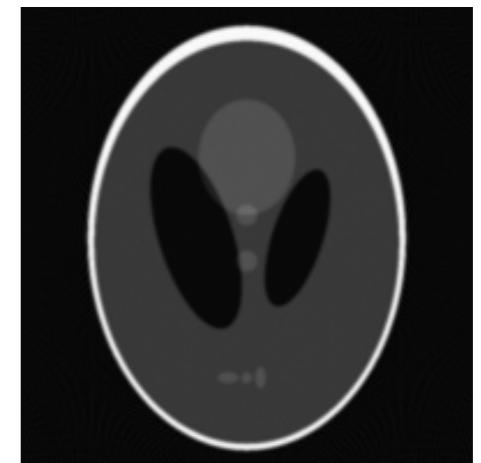
1D Fourier transform

$$F(\vec{\xi}, k) = \int_D p(\vec{\xi}, s) e^{-2\pi i ks} ds$$

Continue process to "fill in k-space"



Repeat for multiple angles until  
desired resolution is achieved



Shepp Logan phantom

2D Fourier transform



$$F(k_1, k_2) = \iint \rho(x_1, x_2) e^{-2\pi i(k_1 x_1 + k_2 x_2)} dx_1 dx_2$$
$$\rho(x_1, x_2) = \iint F(k_1, k_2) e^{2\pi i(k_1 x_1 + k_2 x_2)} dk_1 dk_2$$

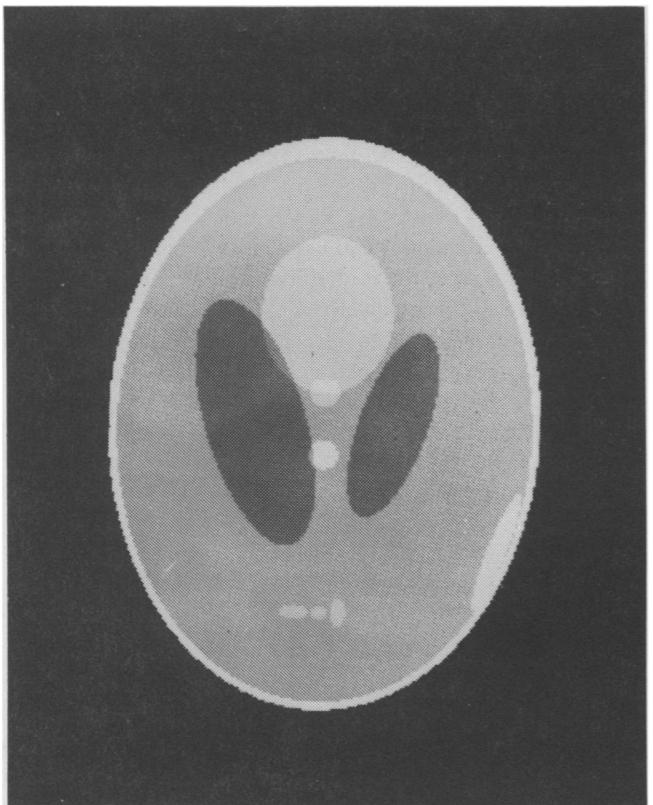


FIG. 1. Simulation of human head using 11 ellipses. The density of the skull is 2.0 and of the ventricles, tumors, etc. is 1.0-1.05 (see [20] for more details).

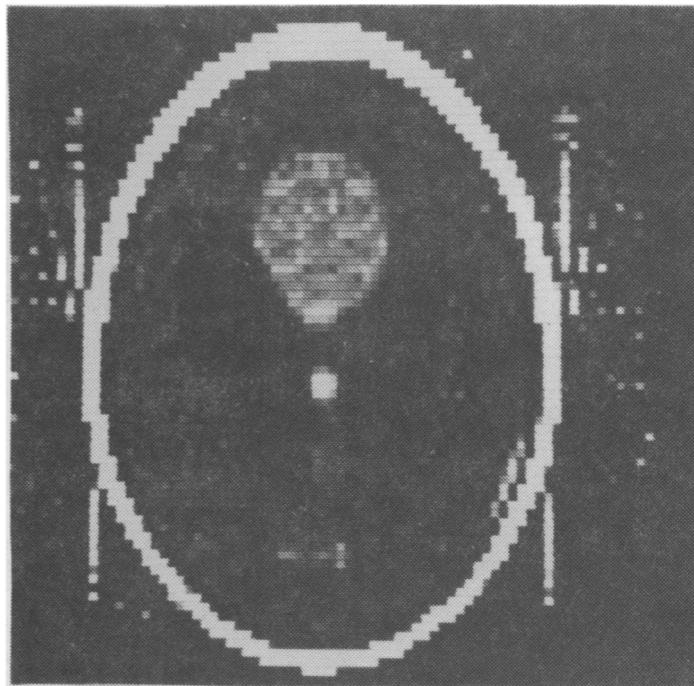


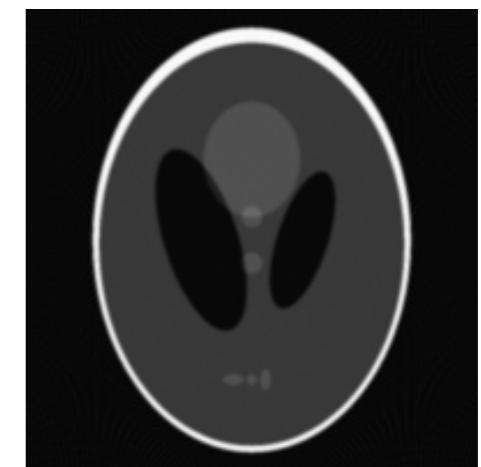
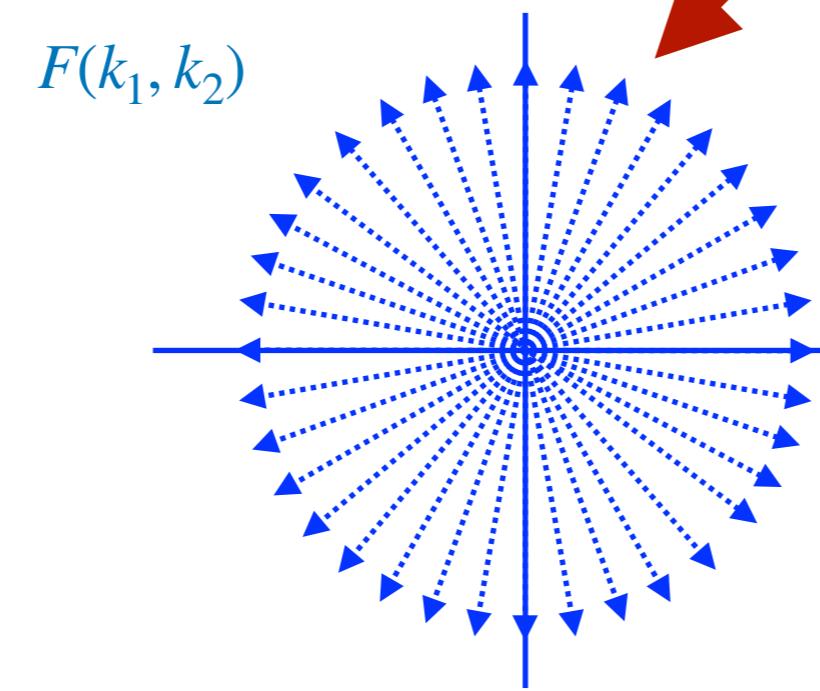
FIG. 2. Reconstruction using the algorithm embodied in the first commercial machine (EMI Ltd.) from 180×160 strip projection data obtained by exact calculation from Fig. 1.

L. Shepp and J. B. Kruskal,  
*Computerized Tomography: The New  
Medical X-Ray Technology,*  
*The American Math. Monthly, 1978*



FIG. 3. Reconstruction from the same data using the Fourier based algorithm of Shepp [20] (see [20] for more details).

Points are sampled on radial grid  
and the FFT does not apply



Shepp Logan phantom

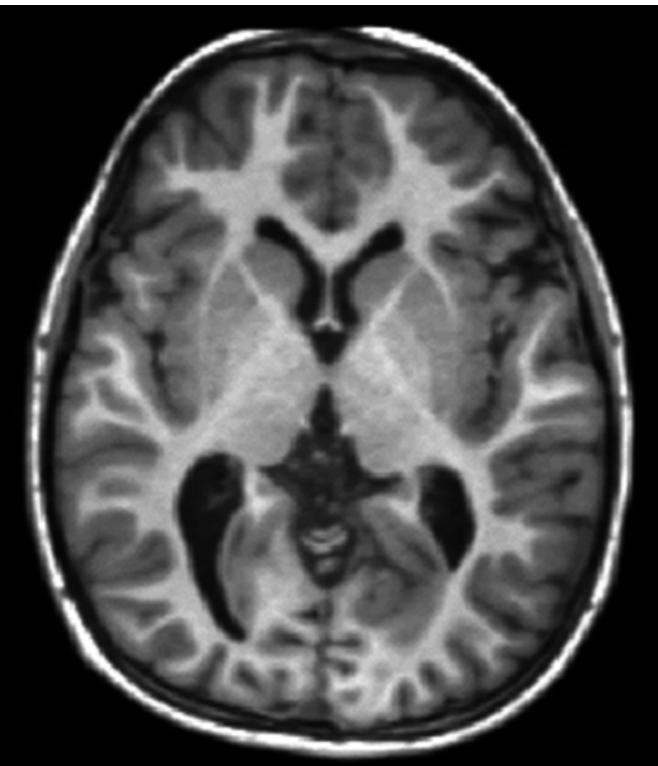
2D Fourier transform

$$F(k_1, k_2) = \iint \rho(x_1, x_2) e^{-2\pi i(k_1 x_1 + k_2 x_2)} dx_1 dx_2$$

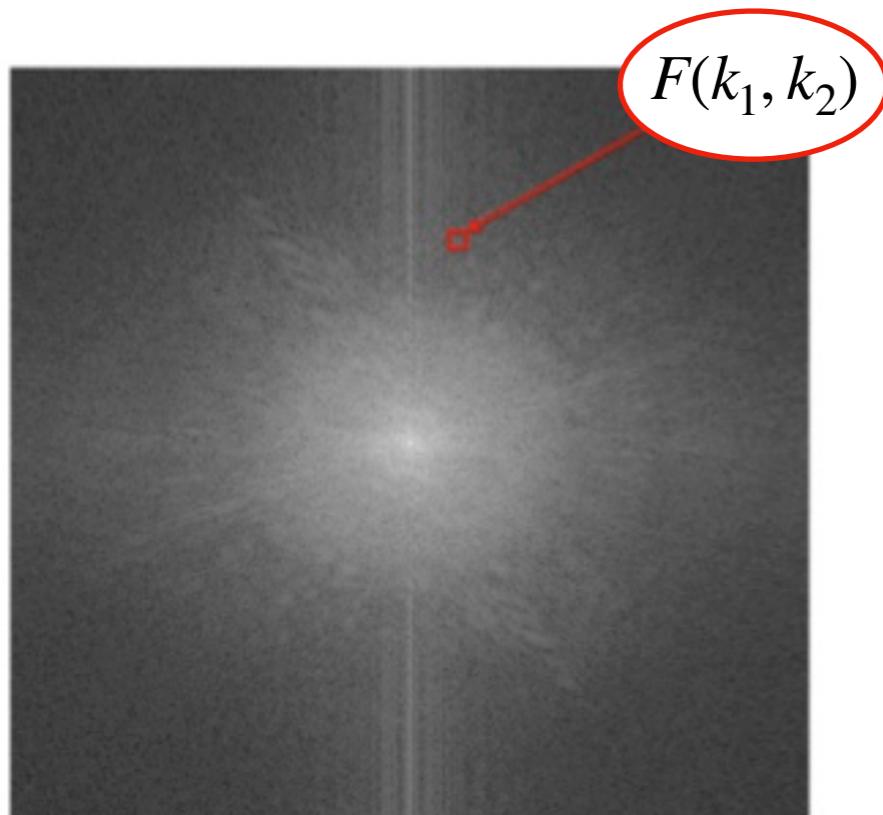


$$\rho(x_1, x_2) = \iint F(k_1, k_2) e^{2\pi i(k_1 x_1 + k_2 x_2)} dk_1 dk_2$$

# Magnetic Resonance Imaging



$\mathcal{F}$   
→

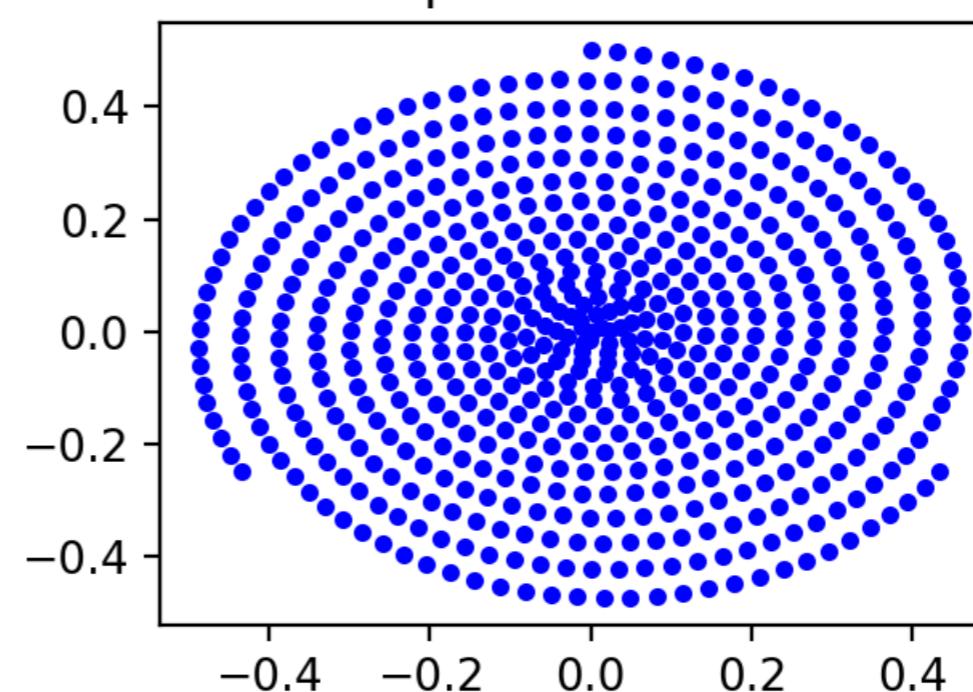
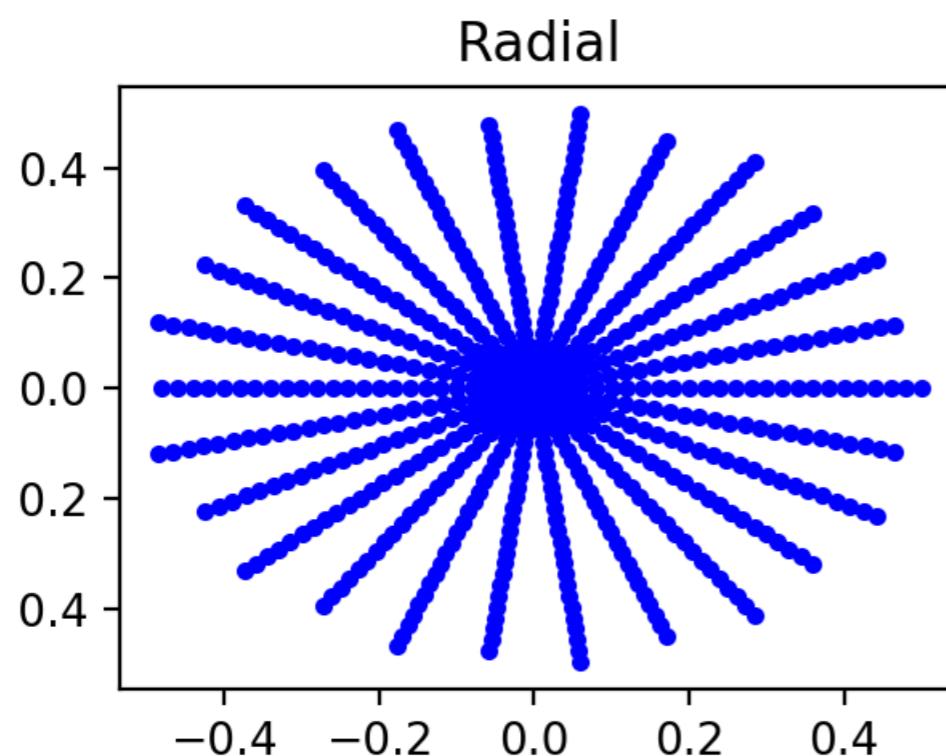
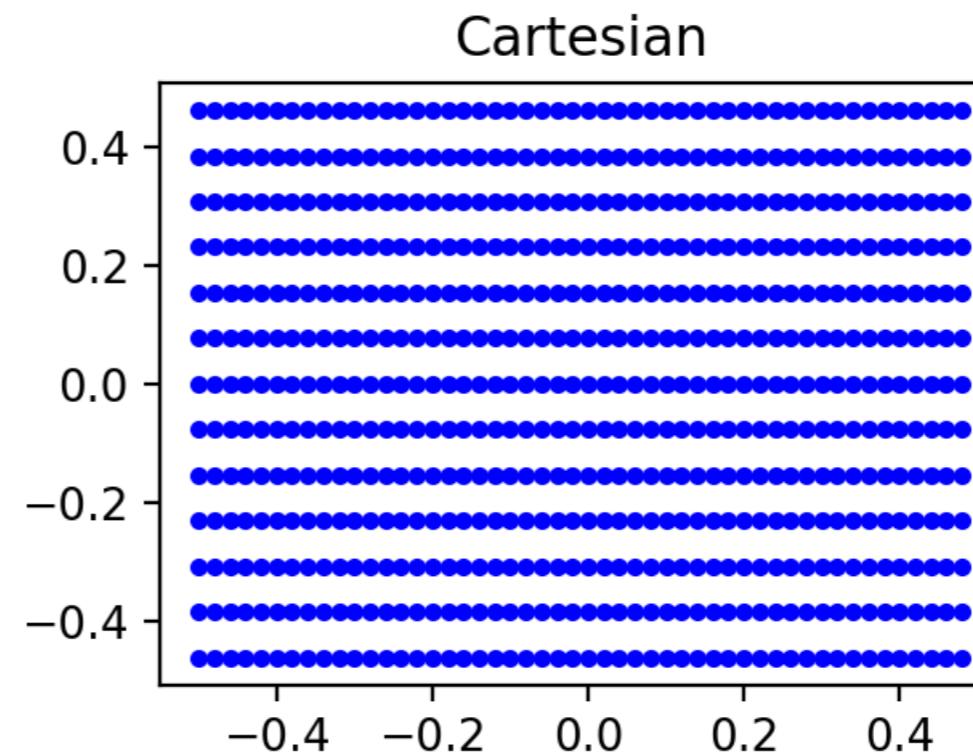
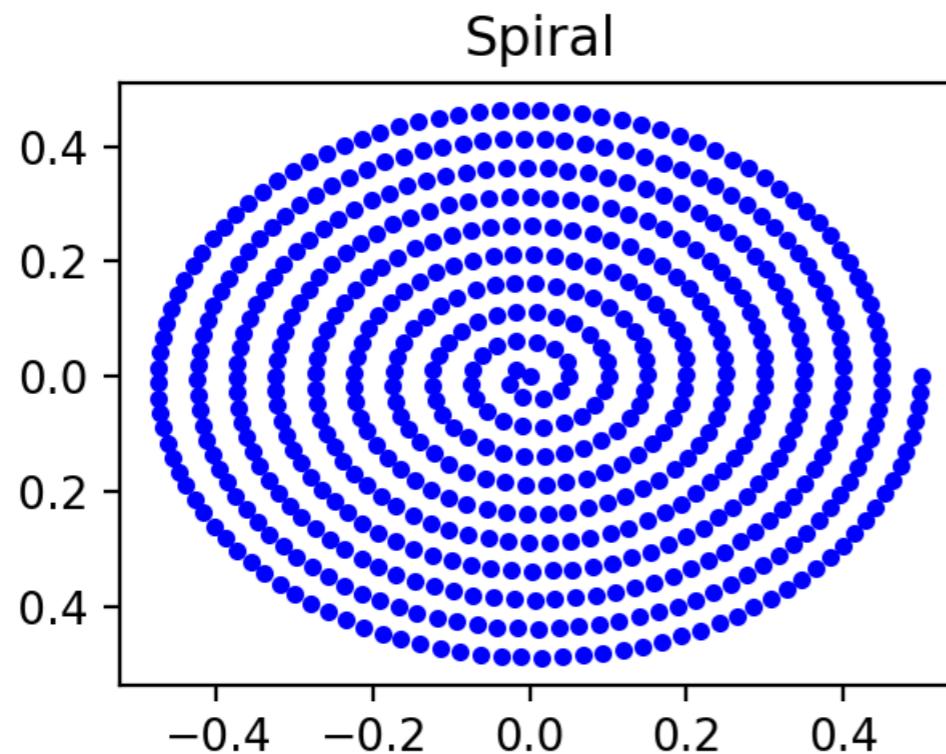


$$F(k_1, k_2) = \iint \rho(x_1, x_2) e^{-2\pi i(k_1 x_1 + k_2 x_2)} dx_1 dx_2$$

$$s(t) = \iint \rho(x, y) e^{-2\pi i(k_1(t)x_1 + k_2(t)x_2)} dx_1 dx_2 \quad \text{Signal Equation}$$

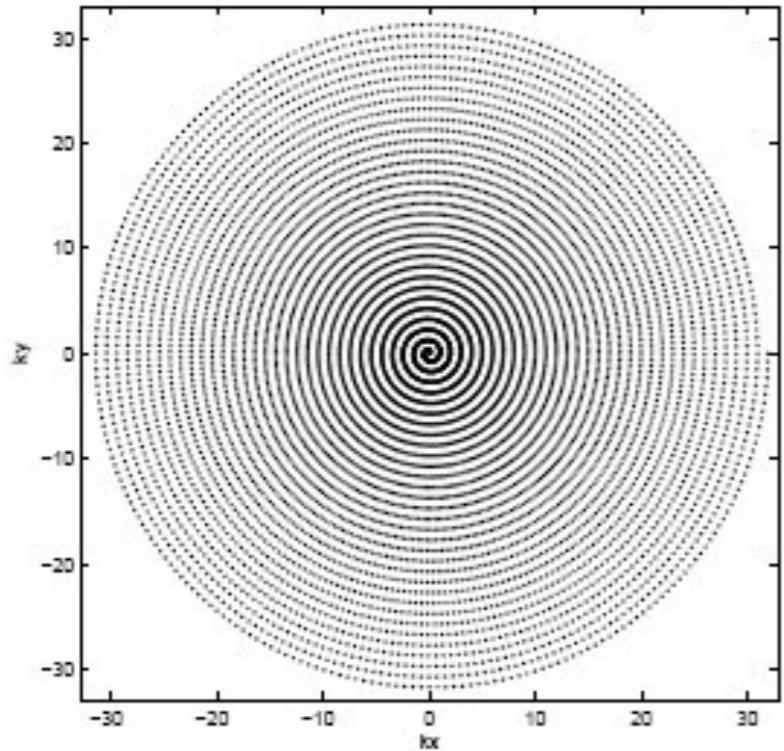
$$s(t) = \iint \rho(x, y) e^{-2\pi i(k_1(t)x_1 + k_2(t)x_2)} e^{-i\phi(x_1, x_2)t} dx_1 dx_2 \quad \text{Field Inhomogeneity}$$

# Many Possible Trajectories



*From MRiReco.jl, Julia MRI package*

# Image reconstruction



(a)  $k$ -space trajectory

$$s(t) = \int \int \rho(x, y) e^{-2\pi i(k_1(t)x_1 + k_2(t)x_2)} dx_1 dx_2$$

$$\Rightarrow s(t) = F(k_1(t), k_2(t))$$

$\Rightarrow \rho(x_1, x_2)$  can be recovered from

$$\rho(x_1, x_2) = \int \int F(k_1, k_2) e^{2\pi i(k_1 x_1 + k_2 x_2)} dk_1 dk_2$$

1) Collect  $N$  samples :  $F(k_1^q, k_2^q) = s(t_q)$

2) Compute  $\rho(x_1, x_2)$

$$\rho(x_1, x_2) \approx \sum_q F(k_1^q, k_2^q) e^{2\pi i(k_1^q x_1 + k_2^q x_2)} w_q$$

# Fourier Transform/Reconstruction

$$\rho(\mathbf{x}) = \iint F(\mathbf{k}) e^{2\pi i \mathbf{k} \cdot \mathbf{x}} d\mathbf{k}$$

**There are three distinct issues involved**

- **Acquisition of data  $F(\mathbf{k})$  at  $N$  points  $\mathbf{k}_j$**
- **Selection of quadrature weights  $w_j$**
- **A fast algorithm for computing the discrete approximation at a collection of  $N$  points  $\mathbf{x}_l$ .**

$$\rho(\mathbf{x}_l) \approx \sum_{j=1}^N F(\mathbf{k}_j) e^{2\pi i \mathbf{x}_l \cdot \mathbf{k}_j} w_j$$

# The Nonuniform FFT

allows such sums to be computed in  $O(N \log N)$  time *with complete control of precision.* Dutt and Rokhlin (1993) provided the first complete analysis and introduced what are now called transforms of types 1,2 and 3.

$$F_n = \sum_{j=1}^N \rho_j e^{-inx_j} \quad n = -N/2, \dots, N/2 \quad (\text{Type 1})$$

$$\rho_j = \sum_{n=-N/2}^{N/2-1} F_n e^{inx_j}, \quad j = 1, \dots, N \quad (\text{Type 2})$$

$$F_n = \sum_{j=1}^N \rho_j e^{-ik_n x_j}, \quad n = 1, \dots, N \quad (\text{Type 3})$$

# Brief & Incomplete History

*Fast Fourier Transforms for Nonequispaced data.* A. Dutt and V. Rokhlin.  
SIAM J. Sci. Comput. 14, 1368 (1993). (Dutt, Yale Tech. Rpt 841, 1991).

*On the Fast Fourier Transform of Functions with Singularities,* G. Beylkin,  
Applied and Comput. Harmonic Analysis 2 (4) (1995) 363–381. → USFFT

*Fast Fourier transforms for nonequispaced data: A tutorial,* D. Potts, G. Steidl, and M. Tasche,, in *Modern Sampling Theory*, Birkhauser, Boston 2001, ch. 12, pp. 249–274. → NFFT (C, Matlab, Julia)

*Nonuniform fast Fourier transforms using min- max interpolation,* J. A. Fessler and B. P. Sutton, IEEE Trans. Signal Process., 51 (2003), pp. 560–574. → NUFFT (Matlab, Julia)

*Non-equispaced fast Fourier transforms with applications to tomography.* K. Fourmont. J. Fourier Anal. Appl. 9(5) 431-450 (2003).

*Accelerating the nonuniform fast Fourier transform,* L. Greengard, J.-Y. Lee,, SIAM Rev. 46 (2004) 443–454. → NUFFT (Fortran, Matlab)

*A parallel non-uniform fast Fourier transform library based on an “exponential of semicircle” kernel.* A. H. Barnett, J. F. Magland, and L. af Klinteberg. SIAM J. Sci. Comput. 41(5), C479-C504 (2019). → fiNUFFT (C++, C, Fortran, MATLAB, Octave, Python, Julia)

## **Earlier/Concurrent work**

*Interpolation and Fourier transformation of fringe visibilities*, A. R. Thompson and R. N. Bracewell,, Astronom. J., 79 (1974), pp. 11–24. (1)

*A fast sinc function gridding algorithm for Fourier inversion in computer tomography*, J. D. O’Sullivan,, IEEE Trans. Med. Imag., MI-4 (1985), 200–207. (1)

*Fast algorithm for spectral analysis of unevenly sampled data*. W. H. Press and G. B. Rybicki, Astrophys. J. 338 (1989), 227-280. (1)

*Selection of a convolution function for Fourier inversion using gridding*, J. I. Jackson, C. H. Meyer, D. G. Nishimura, and A. Macovski,, IEEE Trans. Med. Imag., 10 (1991), 473–478. (1)

*Multilevel computations of integral transforms and particle interactions with oscillatory kernels*, A. Brandt, Comput. Phys. Commun. 65 (1991), 24–38. (3)

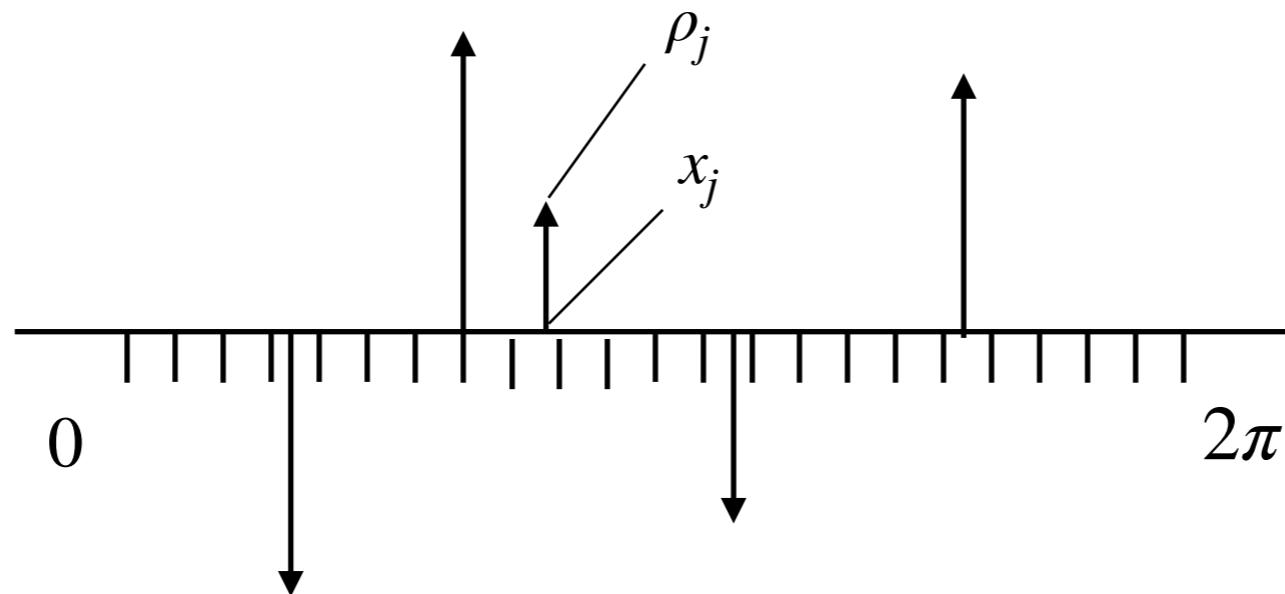
*A Fast Algorithm for Chebyshev, Fourier, and Sine Interpolation onto an Irregular Grid*, J. P. Boyd, J. Comput. Phys 103 (1992), 243-257. (2)

# The type 1 transform

$$F_n = \sum_{j=1}^N \rho_j e^{-inx_j} \quad n = -N/2, \dots, N/2, \quad x_j \in [0, 2\pi].$$

**Exact Fourier transform of the function**

$$\rho(x) = \sum_{j=1}^N \rho_j \delta(x - x_j)$$



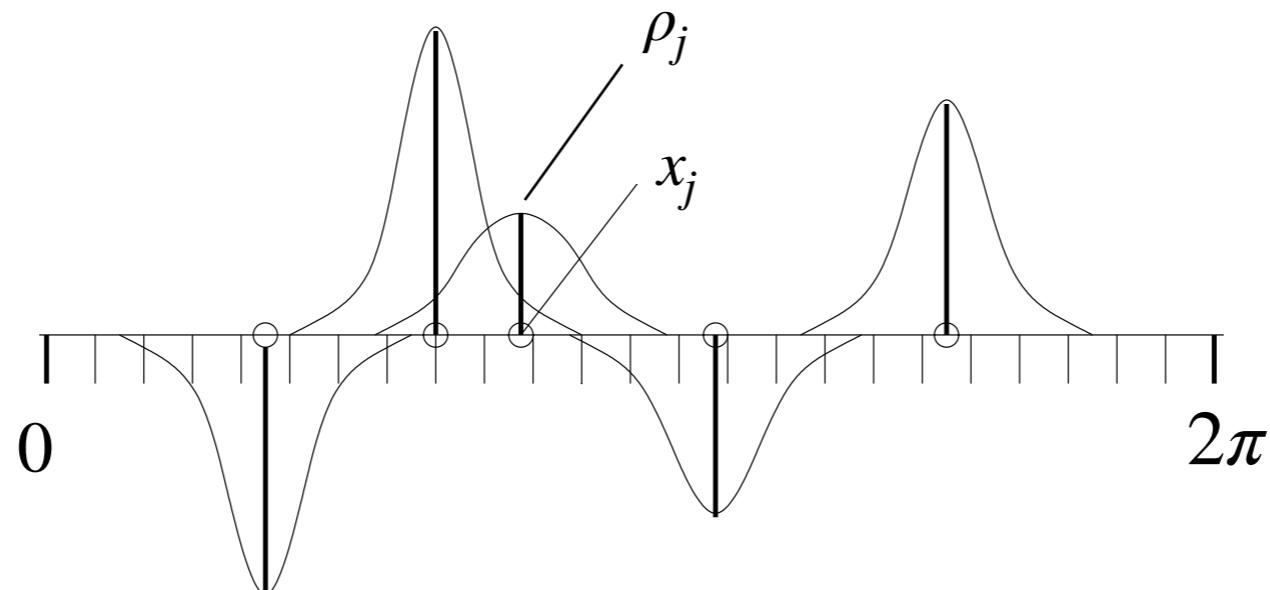
## Step 1:

## Convolve

$$\rho(x) = \sum_{j=1}^N \rho_j \delta(x - x_j)$$

with a localized spreading function:

$$\rho_{sm}(x) = \rho(x) * g_{sm}(x)$$



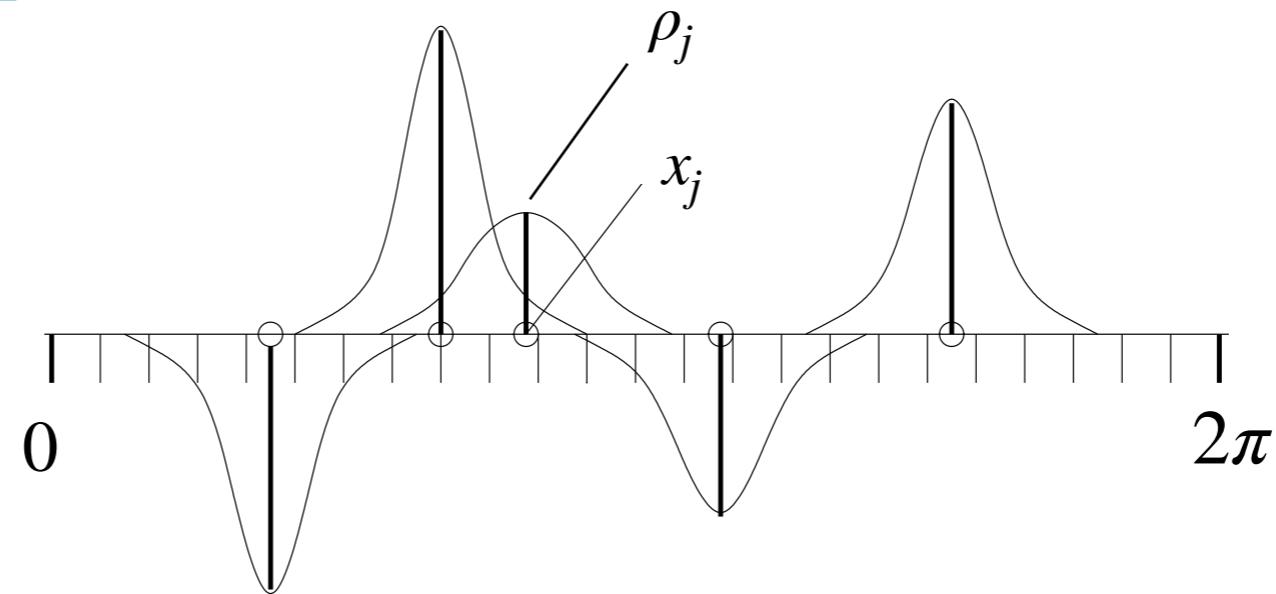
Sample on a grid with **2N** points (2x oversampling)

## Step 2:

Compute FFT of size  $2N$  for function

$$\rho_{sm}(x) = [\rho * g_{sm}](x)$$

sampled on  $[0, 2\pi]$



to obtain  $F_{sm}(n) = \int \rho_{sm}(x) e^{-2\pi i n x} dx$

Theorem:  $F_{sm}(n)$  is computed with spectral  
accuracy for  $n = -N/2, \dots, N/2$

### Step 3:

Correct for the spreading step by  
deconvolution:

$$F_n = F_{sm}(n)/G_{sm}(n)$$

where  $G_{sm}(n) = \int g_{sm}(x) e^{-2\pi i n x} dx$

This follows immediately from the convolution theorem

Using a Gaussian kernel for spreading, the variance can be chosen so that spreading to 24 points yields 12 digits of accuracy for arbitrarily located points  $x_j$ . (12 point spreading yields 6 digits.) (D&R, 1993)

Using KB or ES (fiNUFFT) kernel (Barnett et al.): 13 points -> 12 digits

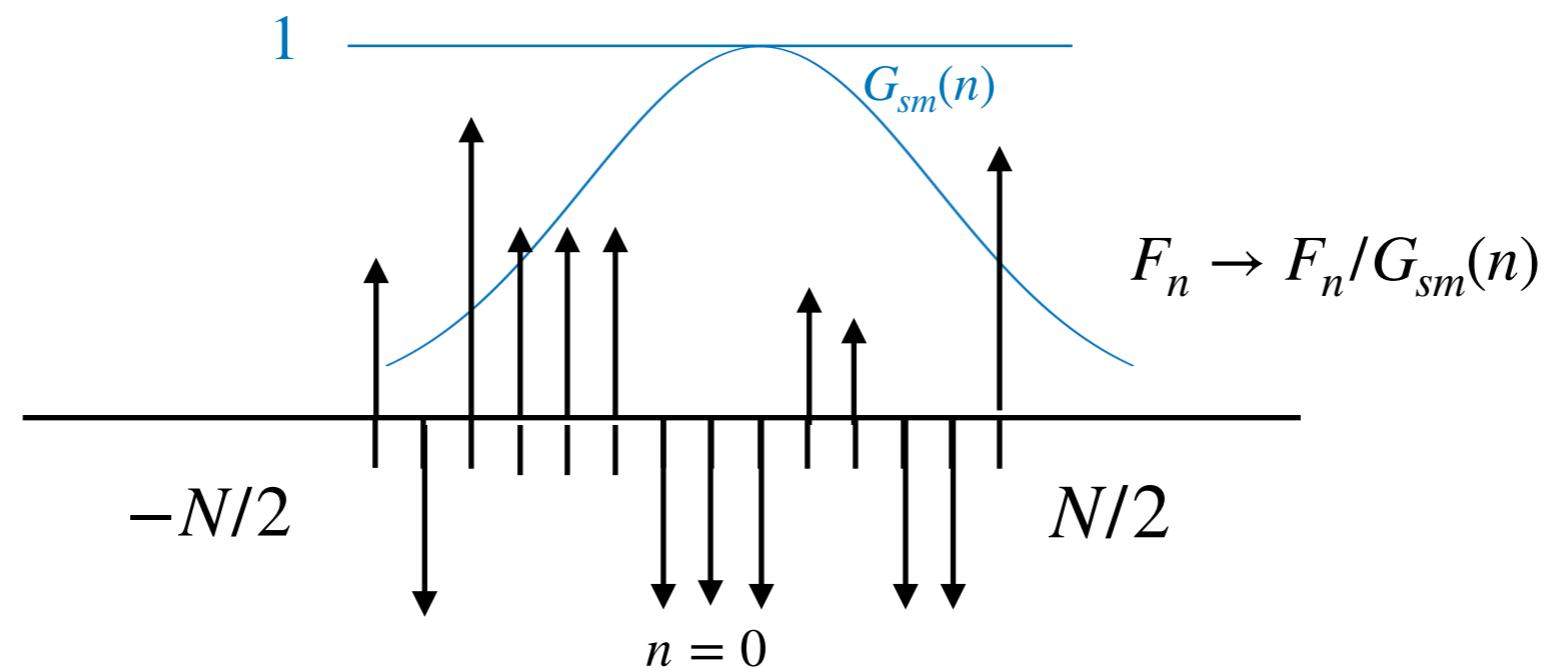
# The type 2 transform

$$\rho_j = \sum_{n=-N/2}^{N/2-1} F_n e^{inx_j}, \quad j = 1, \dots, N$$

cf. Boyd,...

Evaluation of Fourier series at arbitrary points

Same algorithm, but in reverse!



**Step 1:****Amplify the Fourier coefficients**

$$F_{amp} = F_n / G_{sm}(n)$$

**where**  $G_{sm}(n) = \int g_{sm}(x) e^{-2\pi i n x} dx$  **(again)**

**Step 2:****Zero-pad  $F_{amp}$  to size 2N and Compute FFT**

**to yield**  $\rho_{amp}$

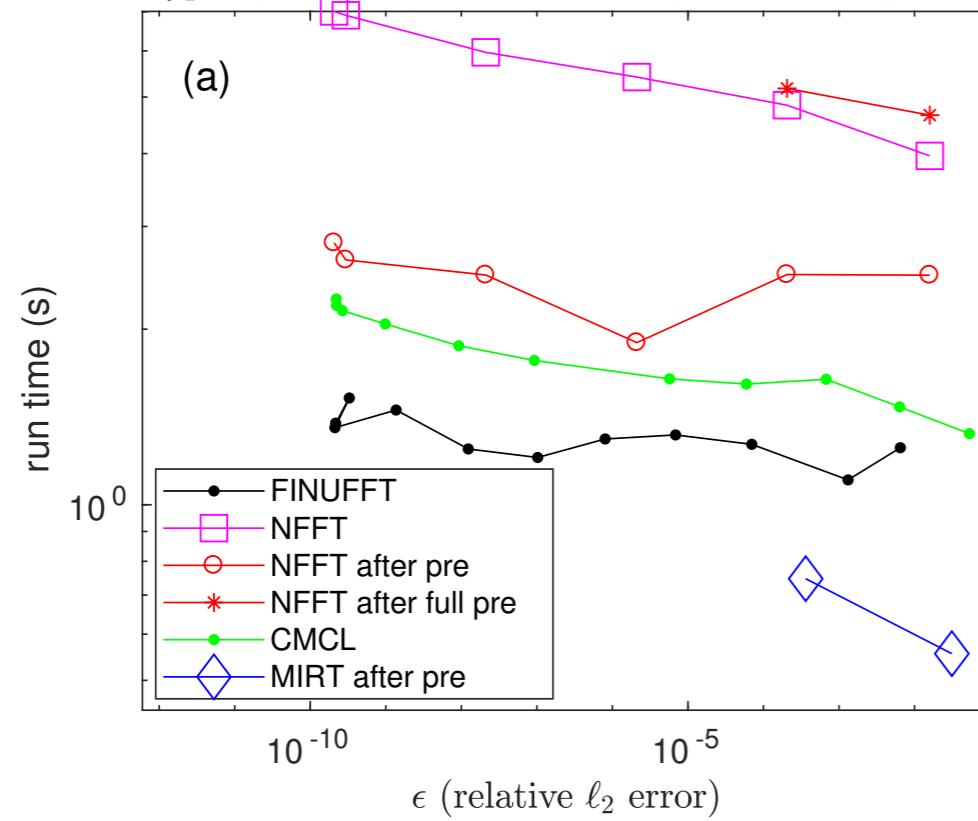
**Step 3:****Compute  $\rho(x_j)$  at target points by**

**convolving**  $\rho_{amp}$  **with**  $g_{sm}$ :  $\rho(x_j) = [\rho_{amp} * g_{sm}](x_j)$

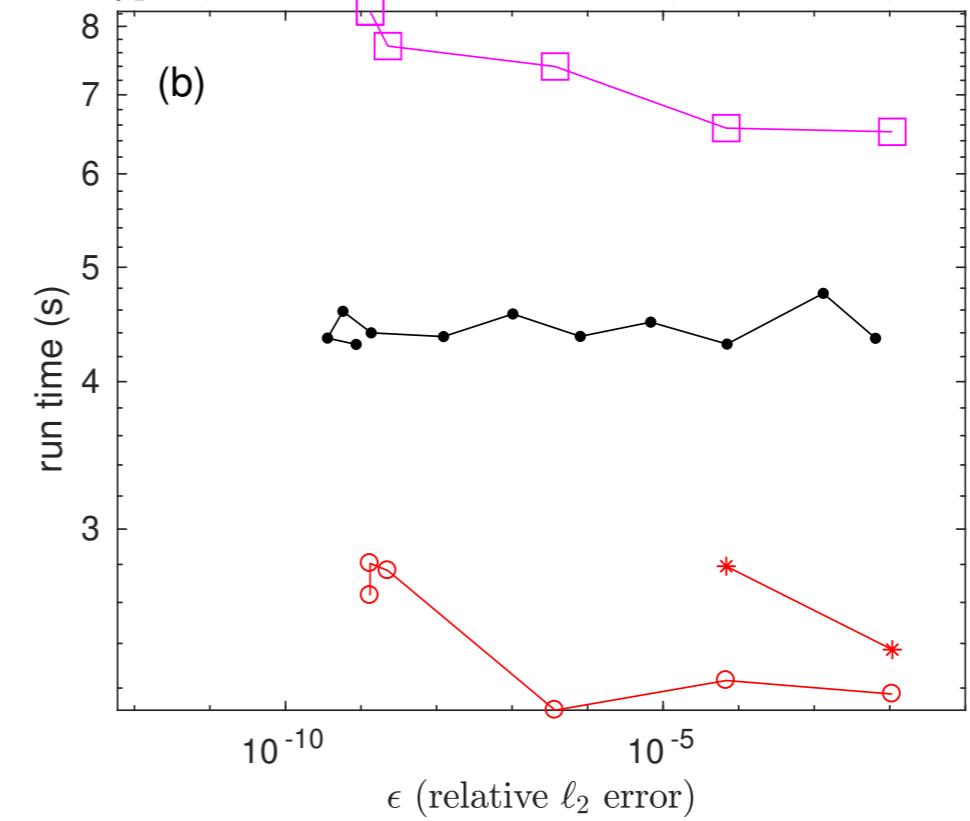
*Cost: using contributions from nearest 24 points yields 12 digits of accuracy. (D&R, 1993)*

*Using KB or ES (fiNUFFT) kernel (Barnett et al.): 13 points -> 12 digits*

type-1, 1 thread:  $N = 1000000^1$ ,  $M = 1e+07$ , rand

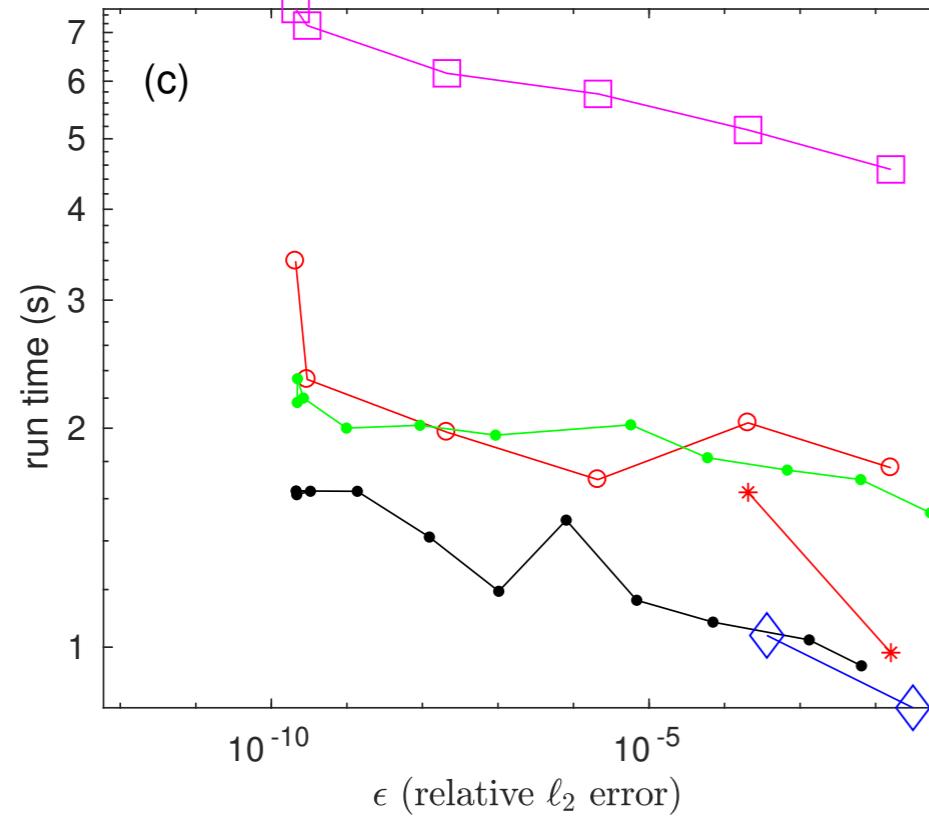


type-1, 24 threads:  $N = 10000000^1$ ,  $M = 1e+08$ , rand

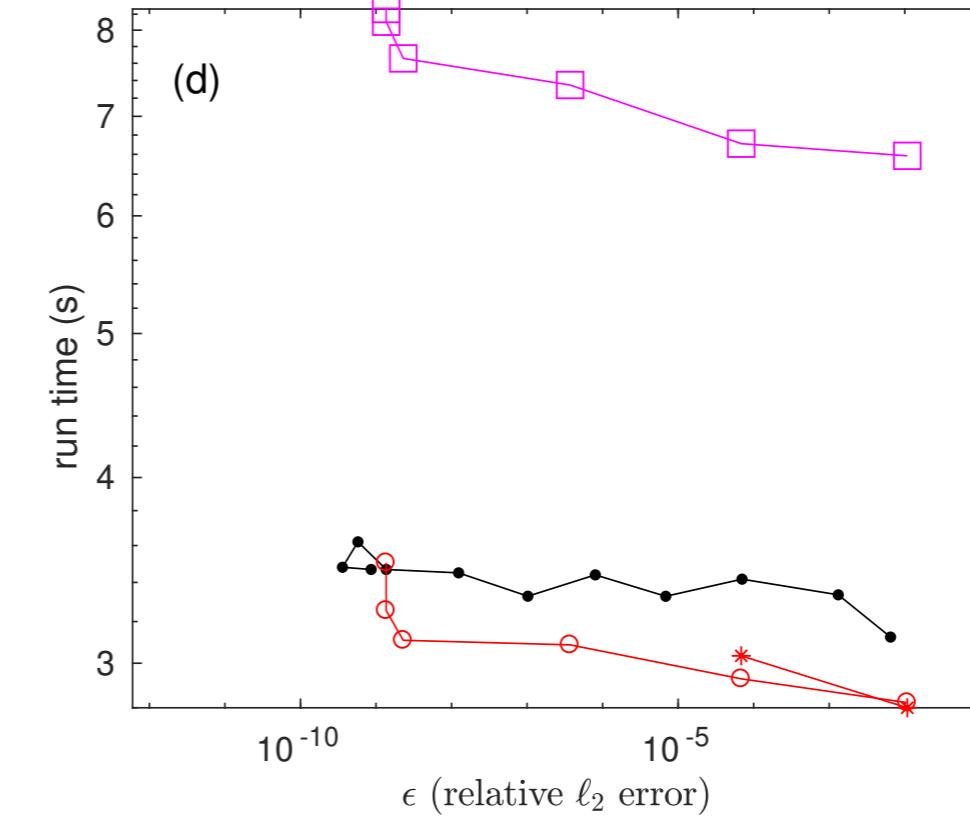


$M \rightarrow N$

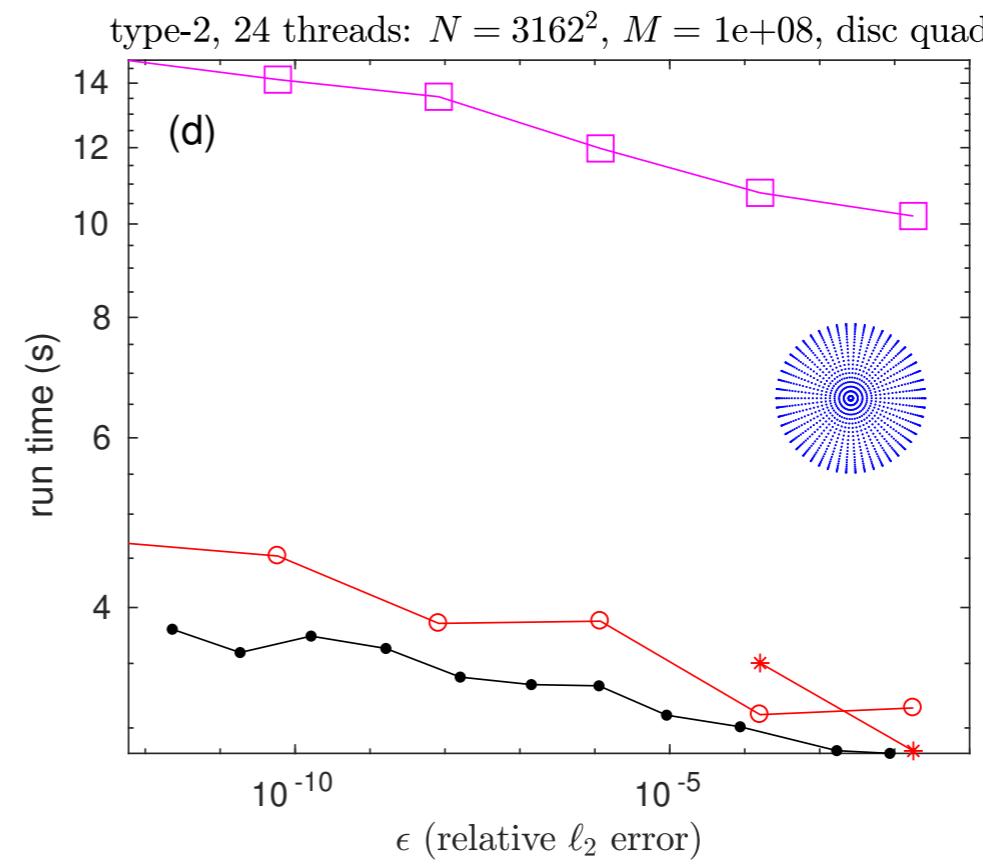
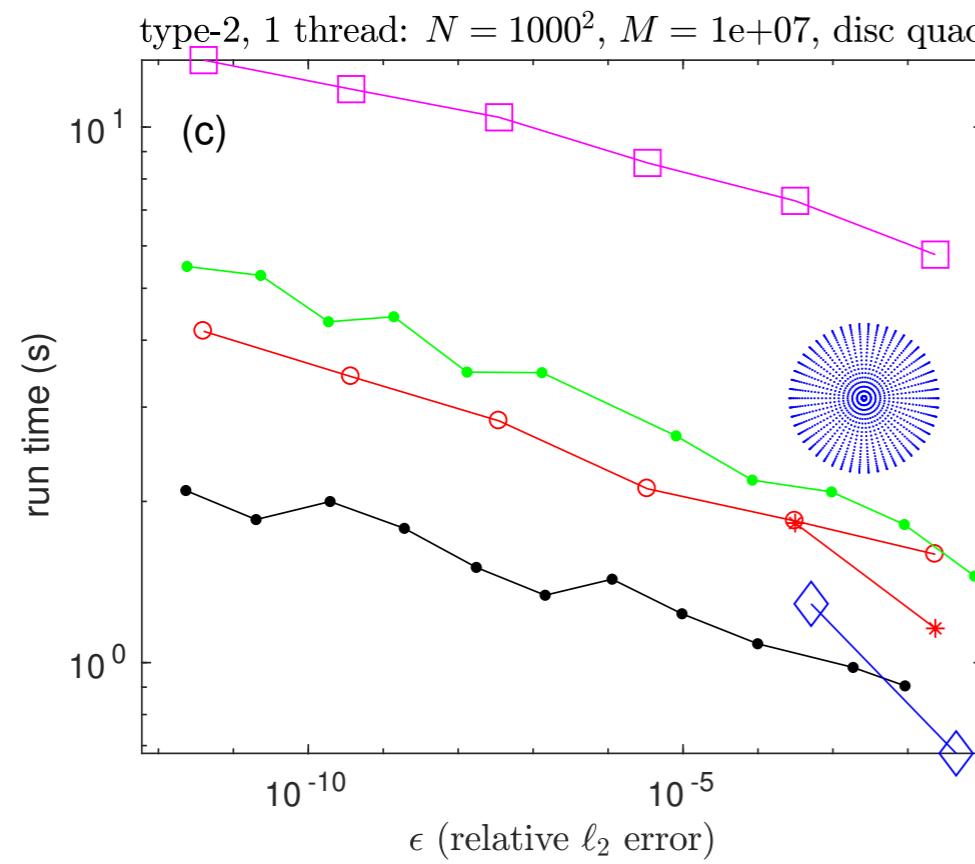
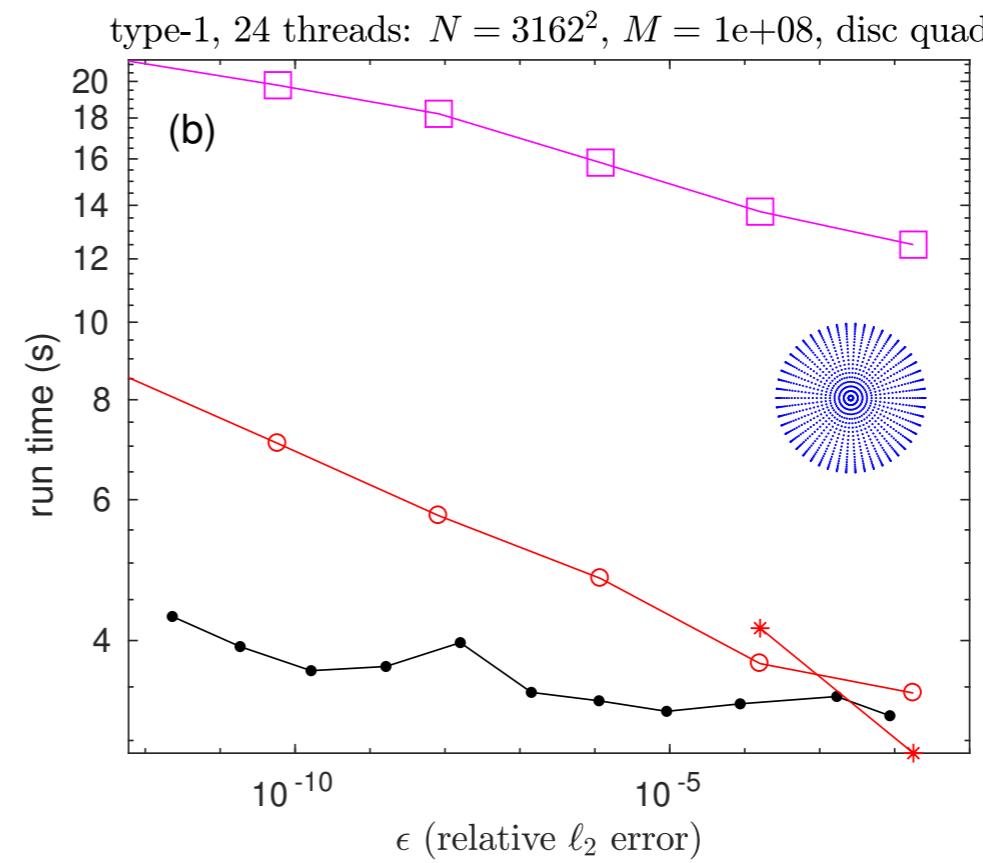
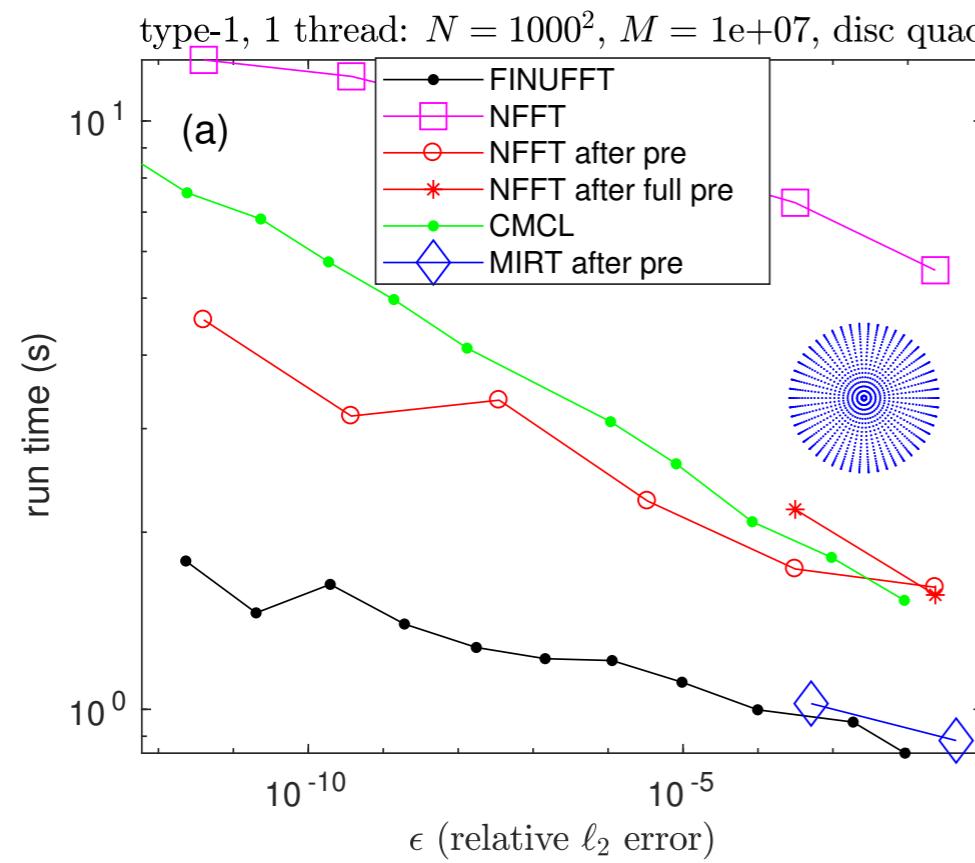
type-2, 1 thread:  $N = 1000000^1$ ,  $M = 1e+07$ , rand

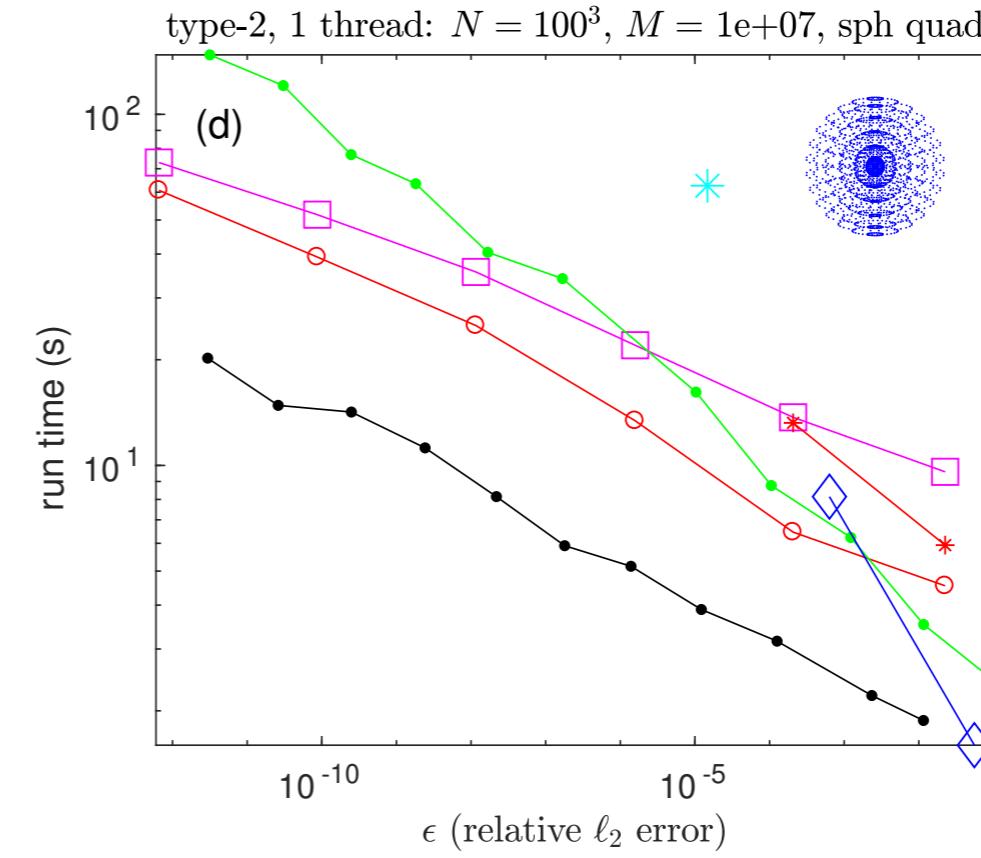
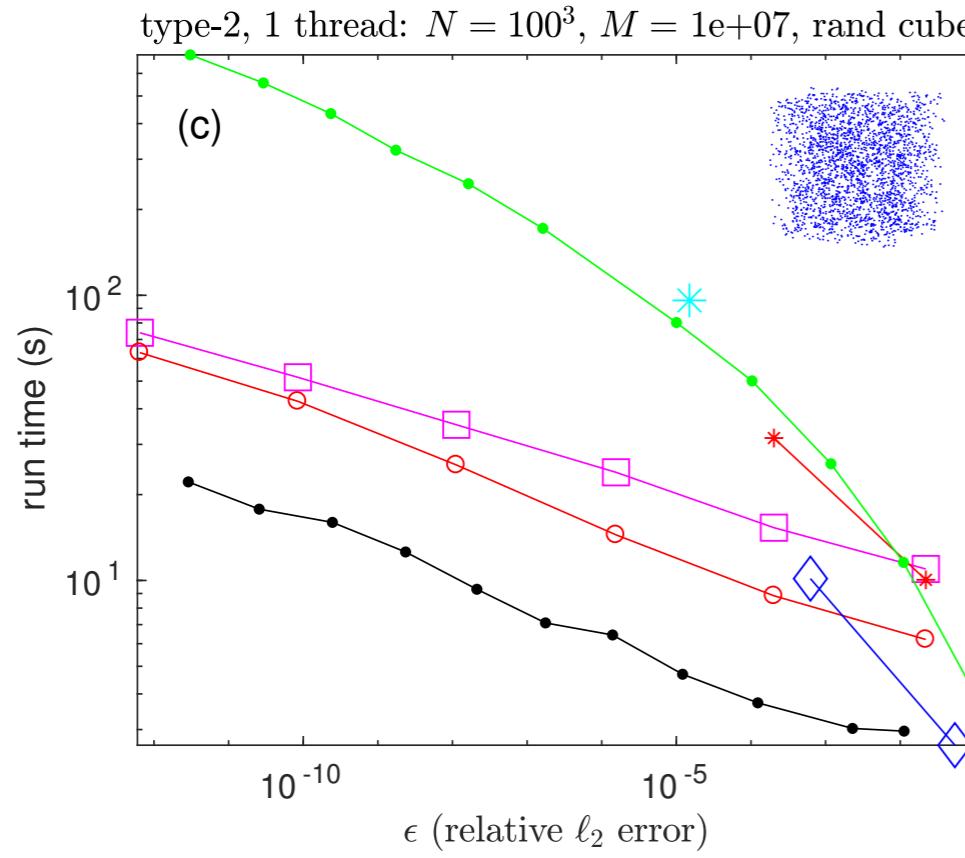
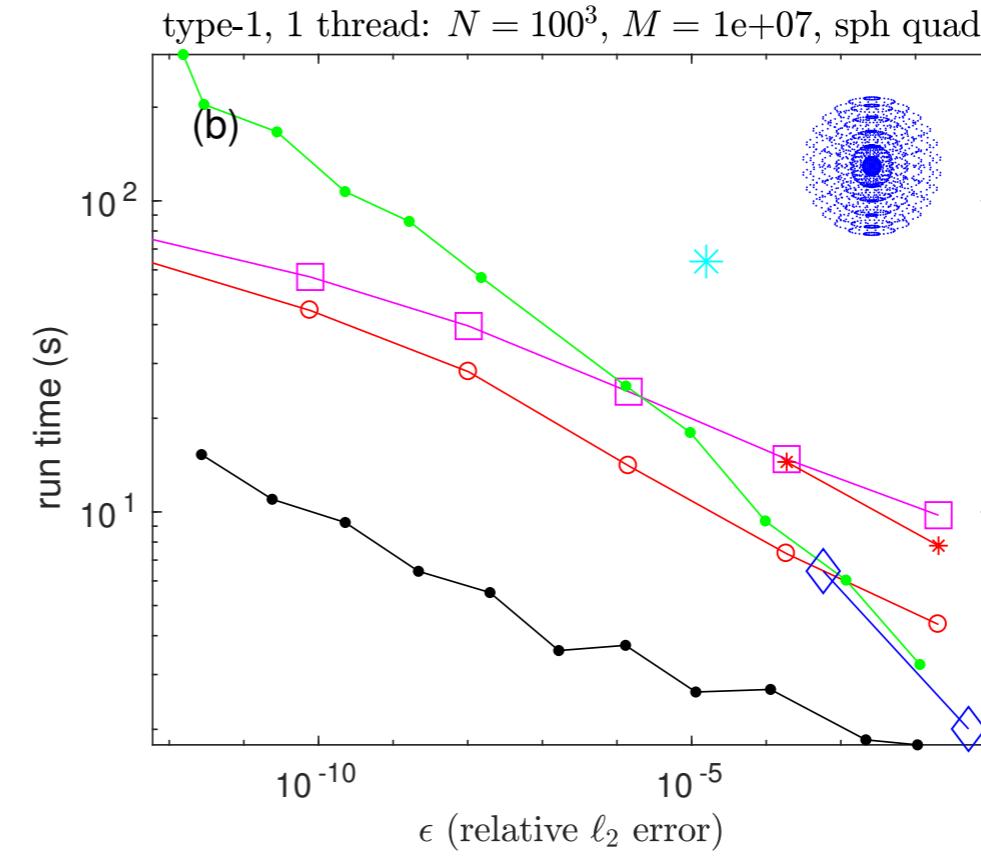
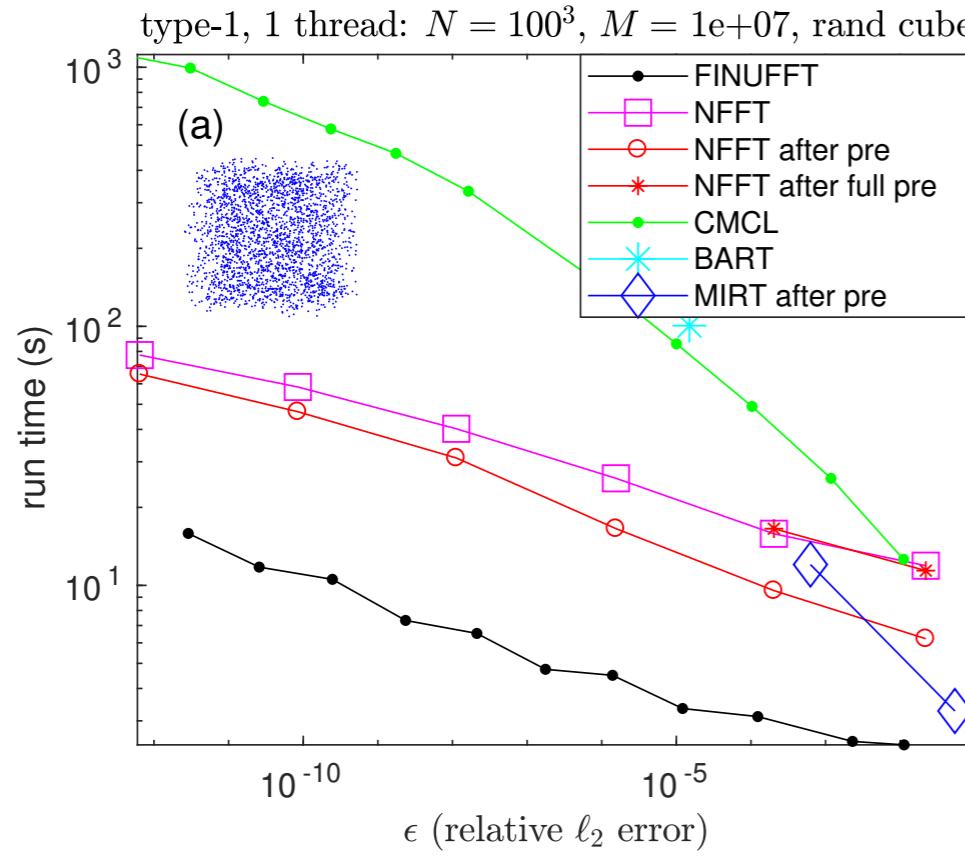


type-2, 24 threads:  $N = 10000000^1$ ,  $M = 1e+08$ , rand



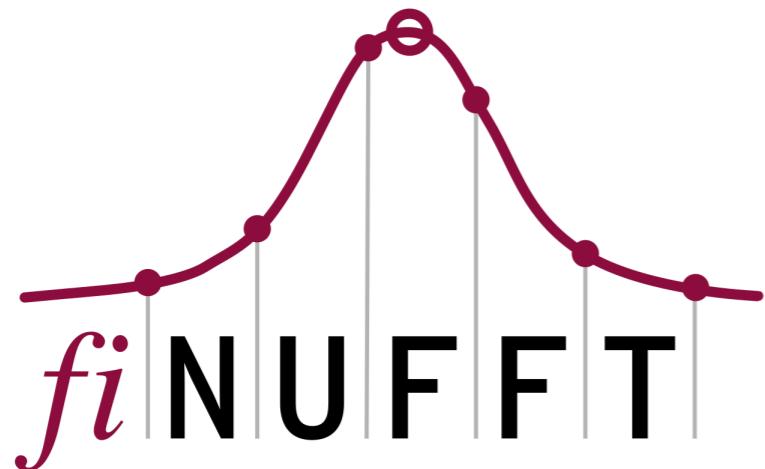
$N \rightarrow M$





$M \rightarrow N$

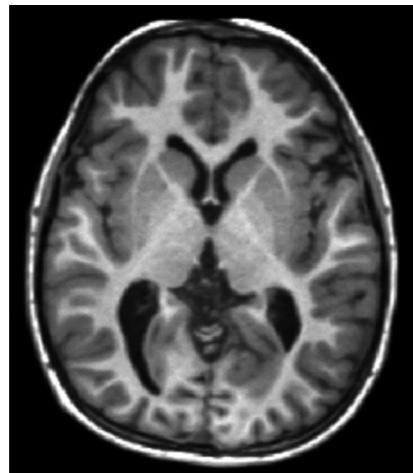
$N \rightarrow M$



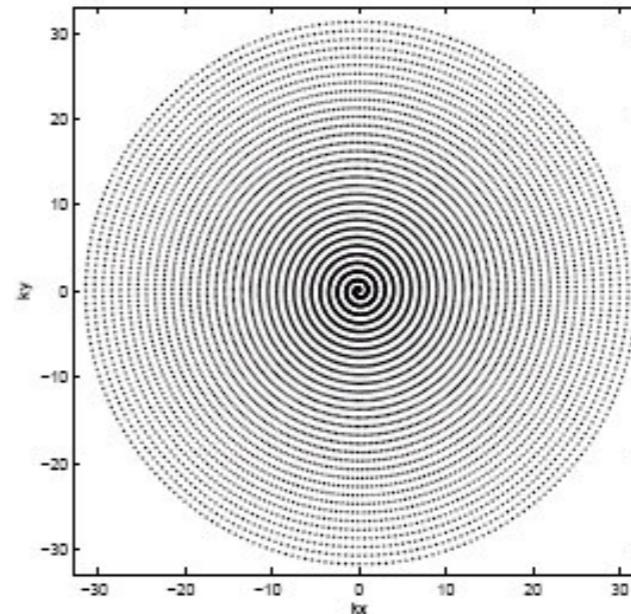
<https://github.com/flatironinstitute/finufft>

- multi-threaded, for multi-core shared-memory machines
- one, two, or three dimensional transforms
- typically achieves  $10^6 - 10^8$  points/second/core
- written in C++, simple interfaces to (C, Fortran, MATLAB, octave, python, and Julia)
- OpenMP, uses [FFTW](#)
- released under Apache v. 2.

# Back to MRI



(Discrete)  
Signal Equation



Sample points  $\mathbf{k}_j = (k_j^1, k_j^2)$

$$F(\mathbf{k}_j) = \iint \rho(x, y) e^{-2\pi i(k_j^1 x_1 + k_j^2 x_2)} dx_1 dx_2$$

$$= \mathcal{H} \rho \quad (\text{Continuous to discrete map})$$

$$\rho \approx \mathcal{H}^+ F = \mathcal{H}^\dagger (\mathcal{H} \mathcal{H}^\dagger)^+ F \quad \text{Pseudoinverse}$$

$$\rho \approx \mathcal{H}^+ F = \mathcal{H}^\dagger (\mathcal{H} \mathcal{H}^\dagger)^+ F$$

Pseudoinverse (minimum  
 $L^2$  norm solution)

---

It is well-known that  $(\mathcal{H} \mathcal{H}^\dagger)_{m,n} = \text{sinc}(\mathbf{k}_m - \mathbf{k}_n)$  so,

letting  $\mathbf{a} = (a_1, \dots, a_N) = (\mathcal{H} \mathcal{H}^\dagger)^+ F$ : (Solve time?)

$$\rho(\mathbf{x}_l) \approx \sum_{j=1}^N e^{2\pi i \mathbf{x}_l \cdot \mathbf{k}_j} a_j \quad \text{(Type 1 or Type 3) NUFFT}$$

$$\rho \approx \mathcal{H}^+ F = \mathcal{H}^\dagger (\mathcal{H} \mathcal{H}^\dagger)^+ F$$

Pseudoinverse (minimum  
 $L^2$  norm solution)

---

**It is well-known that**  $(\mathcal{H} \mathcal{H}^\dagger)_{m,n} = \text{sinc}(\mathbf{k}_m - \mathbf{k}_n)$  so,

**letting**  $\mathbf{a} = (a_1, \dots, a_N) = \underbrace{(\mathcal{H} \mathcal{H}^\dagger)^+ F}$ :

$$\rho(\mathbf{x}_l) \approx \sum_{j=1}^N e^{2\pi i \mathbf{x}_l \cdot \mathbf{k}_j} a_j$$

(Type 1 or Type 3) NUFFT

$$\rho(\mathbf{x}_l) \approx \mathcal{H}^\dagger D F = \sum_{j=1}^N e^{2\pi i \mathbf{x}_l \cdot \mathbf{k}_j} w_j F(\mathbf{k}_j)$$

*Computing the inverse Fourier transform by quadrature can be viewed as a diagonal approximation of the pseudoinverse.*

$$\rho \approx \mathcal{H}^+ F = \mathcal{H}^\dagger (\mathcal{H} \mathcal{H}^\dagger)^+ F$$

Pseudoinverse (minimum  
 $L^2$  norm solution)

---

It is well-known that  $(\mathcal{H} \mathcal{H}^\dagger)_{m,n} = \text{sinc}(\mathbf{k}_m - \mathbf{k}_n)$  so,

letting  $\mathbf{a} = (a_1, \dots, a_N) = (\mathcal{H} \mathcal{H}^\dagger)^+ F$ :

$$\rho(\mathbf{x}_l) \approx \sum_{j=1}^N e^{2\pi i \mathbf{x}_l \cdot \mathbf{k}_j} a_j$$

(Type 1 or Type 3) NUFFT

$$\rho(\mathbf{x}_l) \approx \mathcal{H}^\dagger D F = \sum_{j=1}^N e^{2\pi i \mathbf{x}_l \cdot \mathbf{k}_j} w_j F(\mathbf{k}_j)$$

Computing the inverse Fourier transform by quadrature can be viewed as a diagonal approximation of the pseudoinverse.

$$\rho \approx \mathcal{H}^+ F = \mathcal{H}^\dagger (\mathcal{H} \mathcal{H}^\dagger)^+ F$$

Pseudoinverse (minimum  
 $L^2$  norm solution)

---

**It is well-known that**  $(\mathcal{H} \mathcal{H}^\dagger)_{m,n} = \text{sinc}(\mathbf{k}_m - \mathbf{k}_n)$  so,

**letting**  $\mathbf{a} = (a_1, \dots, a_N) = (\mathcal{H} \mathcal{H}^\dagger)^+ F$ :

$$\rho(\mathbf{x}_l) \approx \sum_{j=1}^N e^{2\pi i \mathbf{x}_l \cdot \mathbf{k}_j} a_j$$

(Type 1 or Type 3) NUFFT

$$\rho(\mathbf{x}_l) \approx \mathcal{H}^\dagger D F = \sum_{j=1}^N e^{2\pi i \mathbf{x}_l \cdot \mathbf{k}_j} w_j F(\mathbf{k}_j)$$

“Optimal” weights can be determined by finding best diagonal approximation of pseudo-inverse  $(\mathcal{H} \mathcal{H}^\dagger)^+$  in Frobenius norm:  
 $\min_W \|I - \mathcal{H} \mathcal{H}^\dagger W\|_F$

Theorem: G-, Lee, Inati  
(2005), Choi, Munson (1998)

$$w_m = \frac{1}{\sum_n \text{sinc}^2(\mathbf{k}_m - \mathbf{k}_n)}$$

# Fast Sinc Transform

$$G_l = \sum_{n=1}^N q_n \text{sinc}(\mathbf{k}_n - \mathbf{k}_l)$$

**Naive summation  
requires  $O(N^2)$  work**

$$H_l = \sum_{n=1}^N q_n \text{sinc}^2(\mathbf{k}_n - \mathbf{k}_l)$$

**Note that the weight formula**  $w_m = \frac{1}{\sum_n \text{sinc}^2(\mathbf{k}_m - \mathbf{k}_n)} = \frac{1}{H_l}$   
**assuming all**  $q_n = 1$

## Fast Sinc Transform (G, Lee, Inati, 2005)

$$G_l = \sum_{n=1}^N q_n \text{sinc}(\mathbf{k}_n - \mathbf{k}_l) = G(\mathbf{k}_l), \text{ where}$$

$$G(\mathbf{v}) = \int_{\mathbb{R}^2} \text{sinc}(\mathbf{v} - \mathbf{k}) P(\mathbf{k}) d\mathbf{k}, \quad P(\mathbf{k}) = \sum_{n=1}^N q_n \delta(\mathbf{k} - \mathbf{k}_n)$$

From convolution theorem,

$$G(\mathbf{v}) = \int_{\mathbb{R}^2} \hat{G}(\mathbf{x}) e^{-2\pi i \mathbf{x} \cdot \mathbf{v}} d\mathbf{x}, \text{ where}$$

$$\hat{G}(\mathbf{x}) = \mathcal{H}^{-1} \text{sinc}(\mathbf{k}) \cdot \mathcal{H}^{-1} P(\mathbf{k})$$

# Fast Sinc Transform (G, Lee, Inati, 2005)

$$G_l = \sum_{n=1}^N q_n \text{sinc}(\mathbf{k}_n - \mathbf{k}_l) = G(\mathbf{k}_l), \text{ where}$$

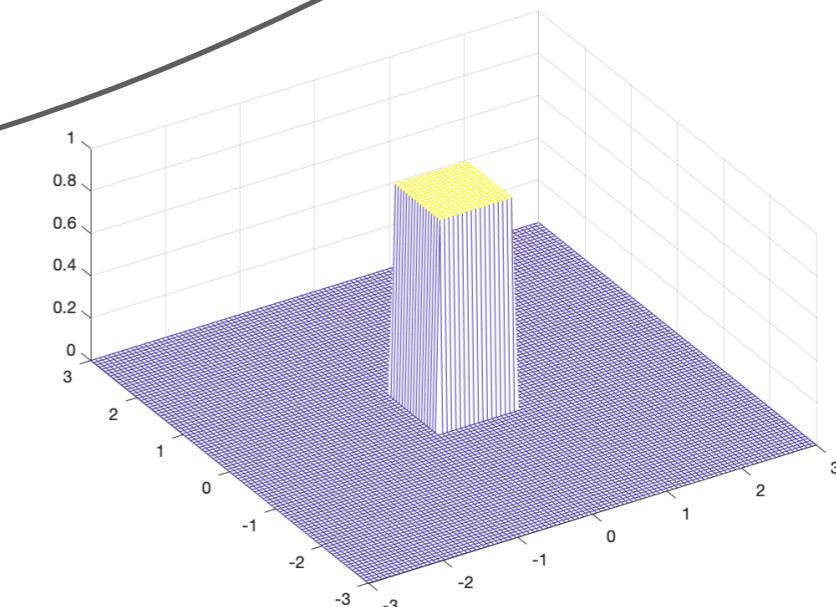
$$G(\mathbf{v}) = \int_{\mathbb{R}^2} \text{sinc}(\mathbf{v} - \mathbf{k}) P(\mathbf{k}) d\mathbf{k}, \quad P(\mathbf{k}) = \sum_{n=1}^N q_n \delta(\mathbf{k} - \mathbf{k}_n)$$

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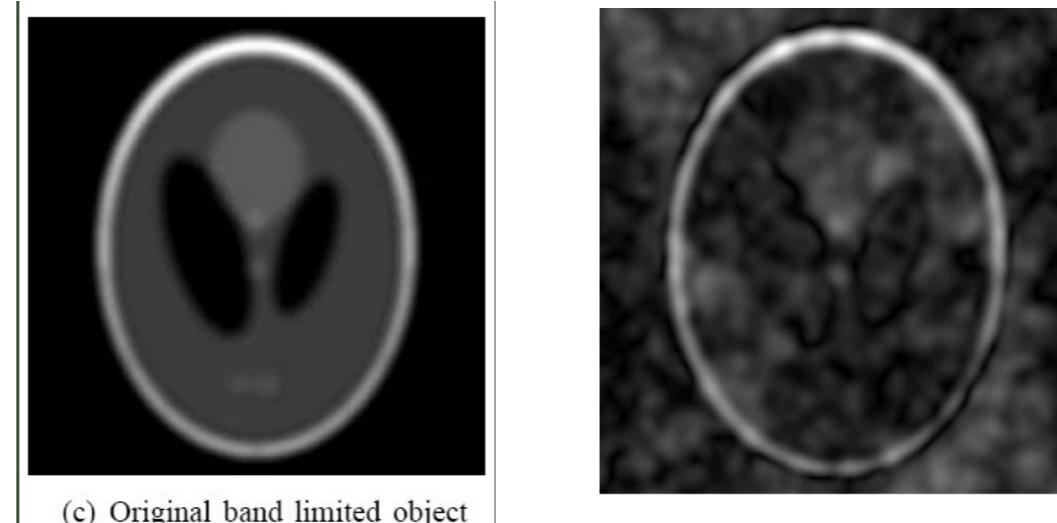
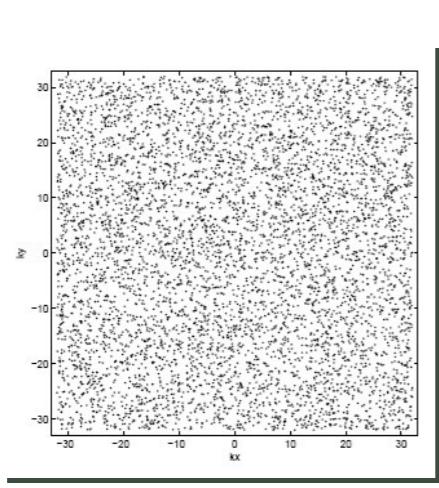
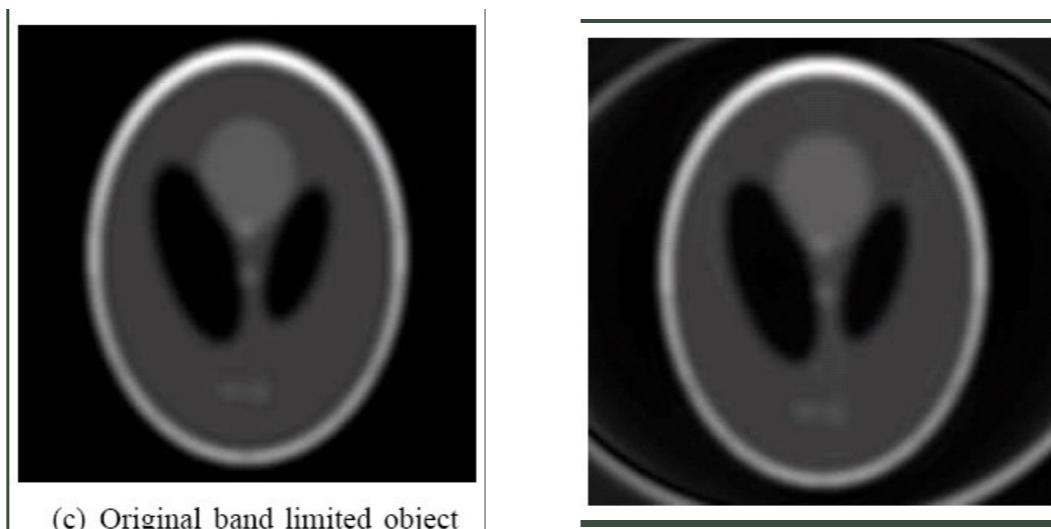
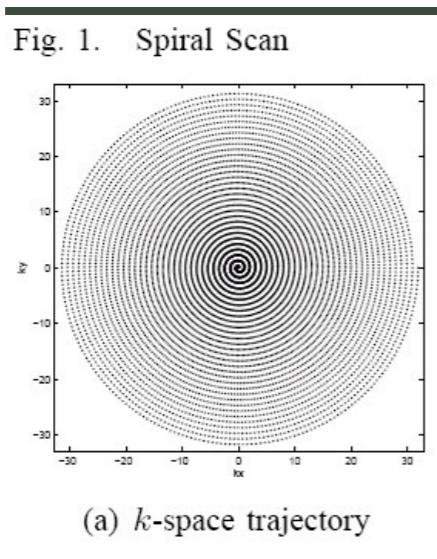
$$\hat{P}(\mathbf{x}) = \mathcal{H}^{-1} P(\mathbf{k}) = \sum_{n=1}^N q_n e^{2\pi i \mathbf{x} \cdot \mathbf{k}_n}$$

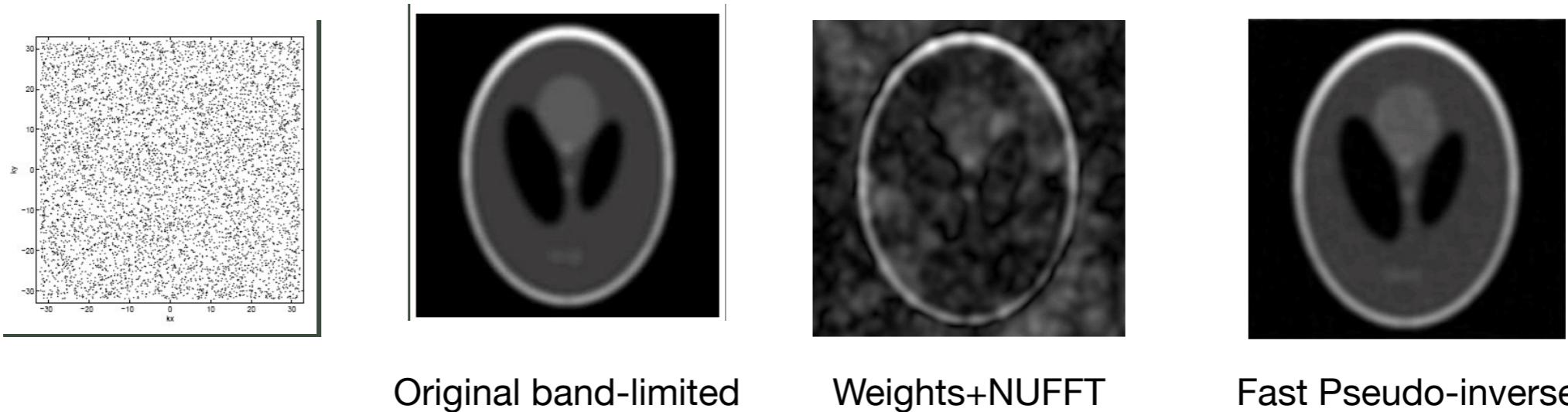
$$\hat{G}(\mathbf{x}) = \underbrace{\mathcal{H}^{-1} \text{sinc}(\mathbf{k})}_{\text{Convolution}} \cdot \underbrace{\mathcal{H}^{-1} P(\mathbf{k})}_{\text{Convolution}}$$



$$G(\mathbf{k}_n) = \int_{-1/2}^{1/2} \int_{-1/2}^{1/2} \hat{P}(\mathbf{x}) e^{-2\pi i \mathbf{x} \cdot \mathbf{k}_n} d\mathbf{x}$$

**Computed using the type 3 NUFFT after quadrature**





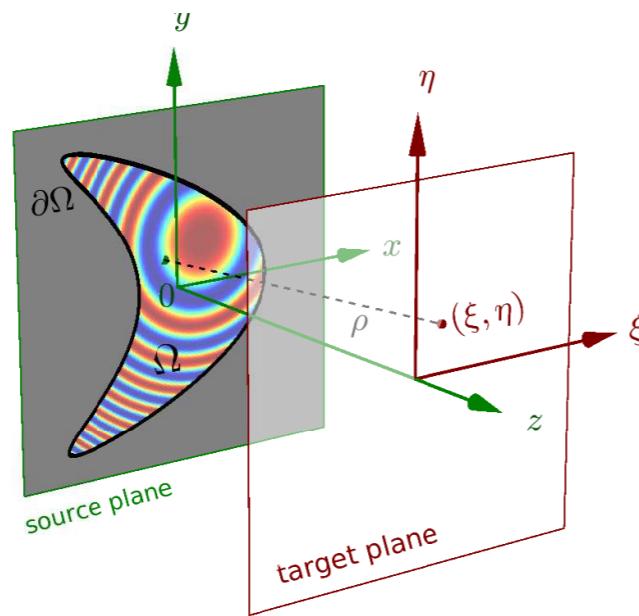
$$\rho \approx \mathcal{H}^+ F = \mathcal{H}^\dagger (\mathcal{H} \mathcal{H}^\dagger)^+ F$$

$$(\mathcal{H} \mathcal{H}^\dagger)_{m,n} = \text{sinc}(\mathbf{k}_m - \mathbf{k}_n)$$

**Fast Pseudo-inverse construction:**  
 (Inati, Lee, Fleysher, Fleysher, G—, 2006)

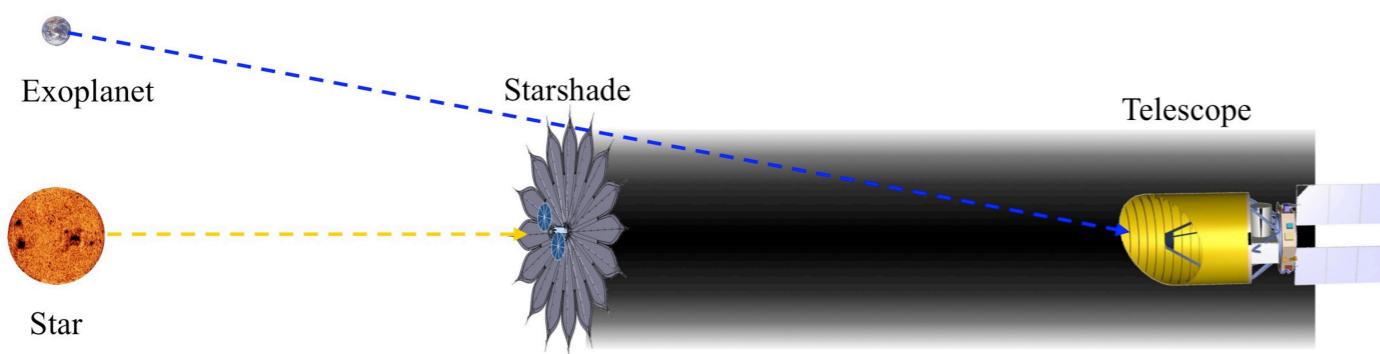
- 1) Solve  $(\mathcal{H} \mathcal{H}^\dagger)^+ F$  iteratively, using Fast Sinc Transform, with optimal weights as preconditioner**
- 2)  $O(N \log N)$  work and without need for further regularization**

# Fresnel Diffraction/Starshades (Barnett, 2020)



$$u^{ap}(\xi, \eta) = \frac{1}{i\lambda z} \int \int_{\Omega} e^{\frac{i\pi}{\lambda z}} [(\xi - x)^2 + (\eta - y)^2] dx dy$$

*Kirchhoff diffraction approximation to Maxwell equations*



$$u^{oc}(\xi, \eta) = 1 - u^{ap}(\xi, \eta)$$

**Design problem:** Create *starshade* to block direct light from a star, allowing much dimmer exoplanets to be imaged.

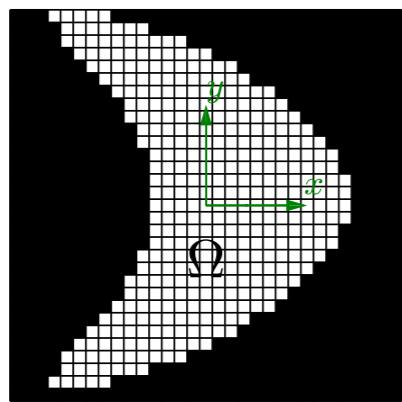
From: The Search For Habitable Worlds: 1. The Viability of a Starshade Mission

M. C. Turnbull , T. Glassman , A. Roberge , W. Cash , C. Noecker , A. Lo , B. Mason , P. Oakley , & J. Bally  
(arXiv:1204.6063, 2012)

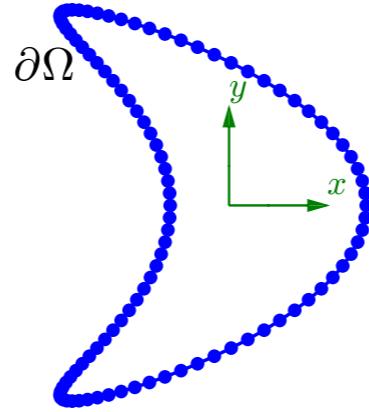
*Efficient high-order accurate Fresnel diffraction via areal quadrature and the nonuniform FFT* (Barnett, arXiv:2010.05978, 2020)

$$u^{ap}(\xi, \eta) = \frac{1}{i\lambda z} \iint_{\Omega} e^{\frac{i\pi}{\lambda z}} [(\xi - x)^2 + (\eta - y)^2] dx dy$$

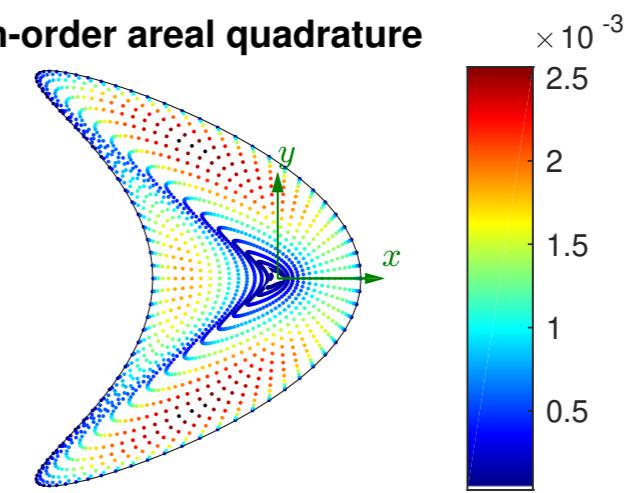
(a) uniform 2D grid sampling



(b) line integral quadrature



(c) high-order areal quadrature



$$u^{ap}(\xi, \eta) \approx \frac{1}{i\lambda z} \sum_{j=1}^N e^{\frac{i\pi}{\lambda z}} [(\xi - x_j)^2 + (\eta - y_j)^2] w_j$$

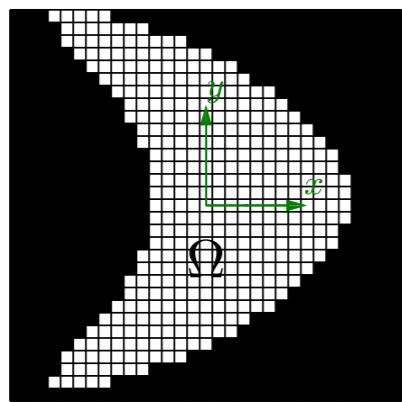
$$\approx \frac{e^{\frac{i\pi}{\lambda z}(\xi^2+\eta^2)}}{i\lambda z} \sum_{j=1}^N e^{\frac{-2\pi i}{\lambda z}(\xi x_j + \eta y_j)} e^{\frac{i\pi}{\lambda z}(x_j^2+y_j^2)} w_j$$



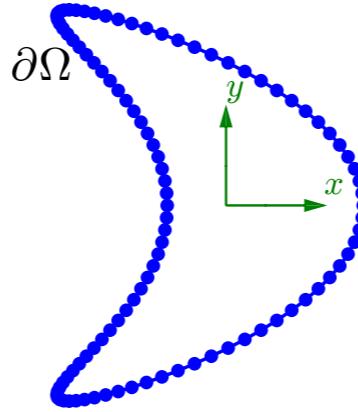
*Efficient high-order accurate Fresnel diffraction via areal quadrature and the nonuniform FFT* (Barnett, arXiv:2010.05978, 2020)

$$u^{ap}(\xi, \eta) = \frac{1}{i\lambda z} \iint_{\Omega} e^{\frac{i\pi}{\lambda z}} [(\xi - x)^2 + (\eta - y)^2] dx dy$$

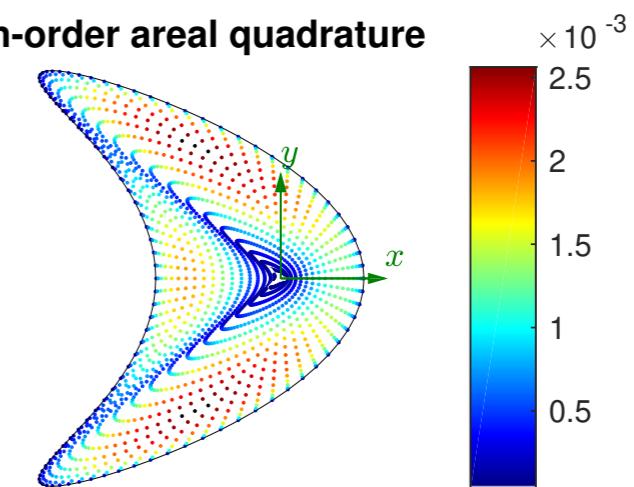
(a) uniform 2D grid sampling



(b) line integral quadrature

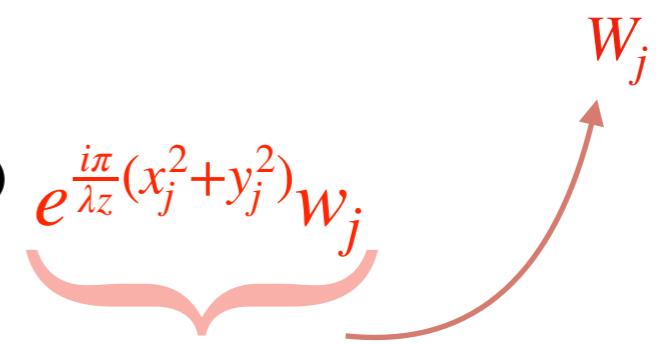


(c) high-order areal quadrature



$$u^{ap}(\xi, \eta) \approx \frac{1}{i\lambda z} \sum_{j=1}^N e^{\frac{i\pi}{\lambda z}} [(\xi - x_j)^2 + (\eta - y_j)^2] w_j$$

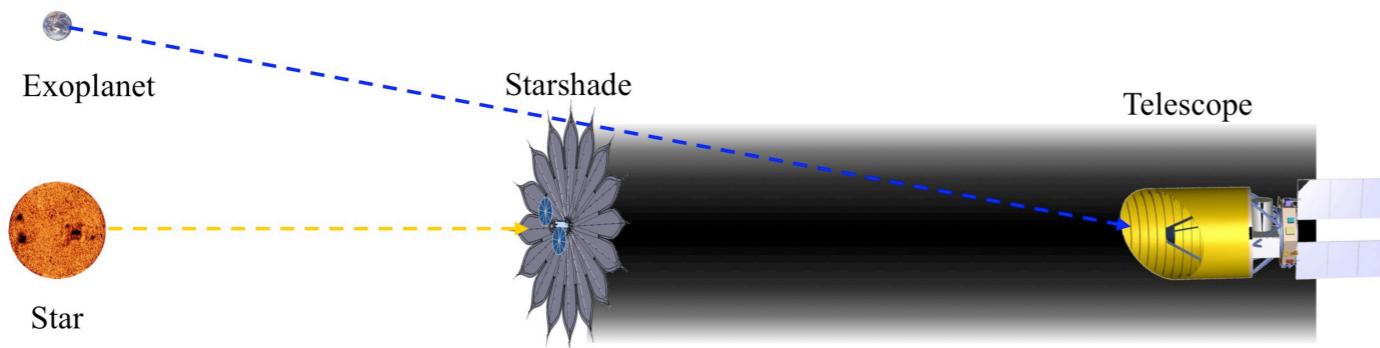
$$\approx \frac{e^{\frac{i\pi}{\lambda z}(\xi^2 + \eta^2)}}{i\lambda z} \sum_{j=1}^N e^{\frac{-2\pi i}{\lambda z}(\xi x_j + \eta y_j)} e^{\frac{i\pi}{\lambda z}(x_j^2 + y_j^2)} w_j$$



design	$\lambda$ (m)	$z$ (m)	$f$	$m$ (petal)	total nodes	$M$ (targets)	method	CPU time
NI2	5e-7	3.72e7	9.1	6000	$n=192000$	$10^6$ , grid	BDWF	5361 s
				400	$N=499200$		NUFFT t1 ( $\varepsilon=10^{-8}$ )	0.076 s
HG	5e-7	8e7	24	60	$n=2048$	$10^6$ , grid	BDWF	80.5 s
				60	$N=37440$		NUFFT t1 ( $\varepsilon=10^{-8}$ )	0.042 s

**Table 2** Parameters and CPU times for the proposed NUFFT t1 and the BDWF edge-integral to complete the same diffraction tasks, for two starshades. See Fig. 5 for comparisons of their answers. The Fresnel number  $f$  uses the maximum radius  $R$  in (2).  $N$  is the number of areal quadrature nodes, while  $n$  the number of boundary nodes.

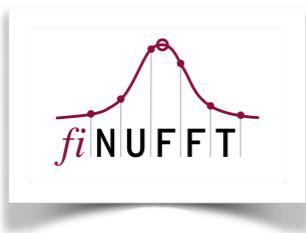
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# Summary

- *The NUFFT is a powerful extension of the FFT.* It provides much greater flexibility in a variety of applications of Fourier analysis where uniform discretization in either the space/time or frequency domain is needed.
- There are several existing libraries which provide high performance implementations (fiNUFFT, NFFT, etc.)
- *Inverse problems* where the forward model involves the Fourier transform can be solved either via the inverse transform with suitable quadrature weights, or by inverting the (often ill-conditioned) forward problem.
- Caveat: Fourier methods (as a general rule) cannot cope with spatial adaptivity which introduces high frequency content (*Heisenberg*).
- There is some confusion in the literature where the issues of sampling, selection of a quadrature rule, and discrete fast algorithms are conflated.
- Out of date but accessible intro: *Accelerating the nonuniform fast Fourier transform*, L. Greengard, J.-Y. Lee,, SIAM Rev. 46 (2004) 443–454.



<https://github.com/flatironinstitute/finufft>