## Discrete Fourier Transform (slow) in R

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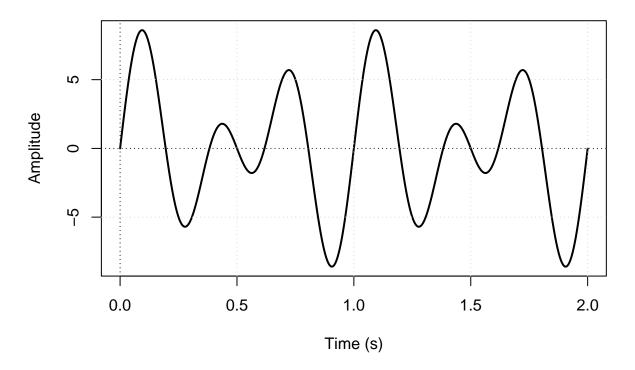
Below is some code to simulate a signal. I also display the signal.

```
f1 <- 2
f2 <- 3
a1 <- 4
a2 <- 5
```

Note:

$$a_1 = 4$$
,  $a_2 = 5$ ,  $f_1 = 2$ ,  $f_2 = 3$ 

## **Simulated Signal**



Here is a for loop to compute the (slow) discrete fourier transform.

```
i <- 0+1i # define i, imaginary number

# initialize two vectors to use in loop
ftime <- seq(0, (n-1)/n, length.out = n)
fcoef <- rep(0, length(signal))

### start loop
for (fi in 1:n) {
    ## complex sine wave
    csw <- exp(-i * 2 * pi * (fi - 1) * ftime)
    # dot product between sine wave and signal
    fcoef[fi] <- sum(signal * csw) / n
} ## end fourier for loop

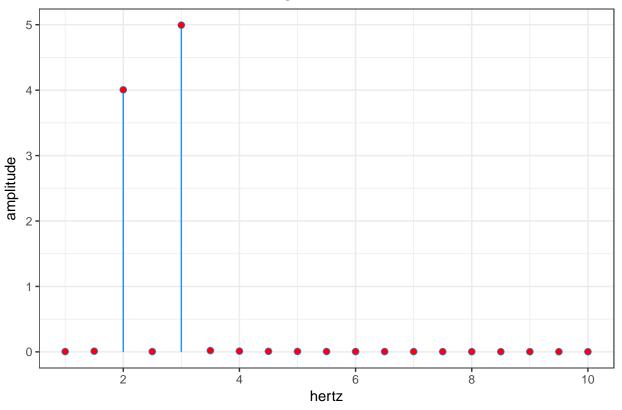
# compute amplitudes
ampl <- 2 * abs(fcoef)

# compute frequencies
hz <- seq(0, srate/2, length.out = n/2)</pre>
```

Use ggplot2 package to plot the solution to my (slot) DFT and compare to R's fft funciton.

```
# get data ready frist
df <- data.frame(amplitude = ampl[1:length(hz)], hertz = hz)</pre>
## R FFT function for comparison
Rfft <- data.frame(FFT = 2 * abs(fft(signal) / n)[1:length(hz)])</pre>
# now use ggplot
library(ggplot2)
library(scales)
gg <- ggplot(data = df, aes(x = hertz, y = amplitude))</pre>
gg <- gg + geom_segment(aes(xend = hertz, yend = amplitude - amplitude),</pre>
                  color = "dodgerblue") +
  geom_point(size = 2, color = "dodgerblue") +
  xlim(0, 10) + ylab("amplitude") + theme_bw() +
  ggtitle("Discrete Fourier Transform of Signal")
print(gg + geom_point(data = Rfft,
                mapping = aes(x = df$hertz, y = FFT),
                color = "red") +
        scale_x_continuous(limits = c(1, 10) , breaks = pretty_breaks()))
```

## Discrete Fourier Transform of Signal



As can be seen, where blue is my calculation of the signal and red is the fft function in R, we are in complete agreement and we have recovered the original amplitudes and frequencies.

Again, the above code is the SLOW DFT. What about the FFT? How do I implement this in R?