


arm\_rfft\_fast\_f64



```
graph LR; A[arm_rfft_fast_f64] --> B[arm_cfft_f64]; B --> C[arm_bitreversal_64];
```

The diagram illustrates a three-step process for floating-point FFT computation. It begins with the function 'arm\_rfft\_fast\_f64', which is represented in a white box with a black border. A blue arrow points from this box to the next function, 'arm\_cfft\_f64', also in a white box with a black border. A second blue arrow points from 'arm\_cfft\_f64' to the final function, 'arm\_bitreversal\_64', which is highlighted with a gray background and a black border. All three boxes are aligned horizontally and connected by straight blue arrows pointing to the right.

arm\_cfft\_f64

arm\_bitreversal\_64