

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 'arm_rfft_fast_f64' block, which is white with a black border. A blue arrow points from this block to the 'arm_cfft_f64' block, also white with a black border. A second blue arrow points from 'arm_cfft_f64' to the final 'arm_bitreversal_64' block, which is shaded gray with a black border.

arm_cfft_f64

arm_bitreversal_64