

Lecture 22: Fast Fourier Transform I

Convolutions

Def: Let $\{a_j\}_{j=0}^n$ and $\{b_k\}_{k=0}^n$ be two sequences of real numbers.

We define their convolution $a * b$ as the new sequence $\{c_l\}_{l=0}^{n+m}$ given by:

$$c_l = (a * b)_l = \sum_{j=0}^l a_j b_{l-j}$$

Convolutions appear naturally, such as in dice rolls or sums of PDFs.

We can also consider convolutions in a matrix view, where we sum the diagonals.

Lemma: Let $p(x) = \sum_{j=0}^n a_j x^j$ and $q(x) = \sum_{k=0}^m b_k x^k$ be two polynomials. Then the product $r(x) = p(x) \cdot q(x)$ has coefficients

$$r(x) = \sum_{l=0}^{m+n} c_l x^l$$

where $c_l = (a * b)_l$.

Proof: Expand the product.

Convolutions are also used in image processing for blurring, compressing, and feature extraction, among other uses.

Brute Force Algorithm: Use the direct formula, using
running time $O(nm)$

HOWEVER! Fast Fourier Transform gives
 $O((n+m) \log(n+m))$ algorithm.

String Matching with Convolutions

Application: Fix $s = (s_0, \dots, s_n) \in \{0, 1\}^{n+1}$, and let $p = (p_0, \dots, p_m) \in \{0, 1\}^{m+1}$ be a pattern. WLOG $m \leq n$. Compute set of hits:

$$\mathcal{H} := \{l : s_{l+i} = p_i, \forall i = 0, \dots, m\}$$

Brute Force Alg: $O(m(n-m+1))$.

Idea: Use convolution to get $O((m+n) \log(m+n))$ -time algorithm.

We should convolve $\text{reversed}(p)$ with s to match the pattern. To check if the pattern matches, switch out 0 with 1 to simulate agreement of bits (xor).

Lemma: Define

$$a_j = \begin{cases} +1 & \text{if } s_j = 1 \\ -1 & \text{if } s_j = 0 \end{cases} \quad \text{and} \quad b_k = \begin{cases} +1 & \text{if } p_{m-k} = 1 \\ -1 & \text{if } p_{m-k} = 0 \end{cases}$$

Then $(a * b)_l = m + 1$ iff $l - m \in \mathcal{H}$, and there is an $O(n \log n)$ time algorithm for \mathcal{H} .

Ex: Suppose $s = 011011$, and $p = 011$. Here, $n = 5$, $m = 2$. Then $\mathcal{H} = \{0, 3\}$.

Claim: $\forall m \leq l \leq n - m + 1$,

$$(a * b)_l = m + 1 - 2 \cdot \# \{ \text{disagreements between } s_{l-m} \cdots s_l \text{ \& } p_1 \cdots p_m \}$$

Proof: $(a * b)_l = \sum_{j=l-m}^l a_j b_{l-j}$

$$= \sum_{j=l-m}^l (1 - 2 \mathbb{1}[a_j \neq b_{l-j}])$$

$$= (m+1) - 2 \sum_{k=0}^m \mathbb{1}[s_{l-m+k} \neq p_k]$$

$$= (m+1) - \# \text{ of disagreements.}$$

Convolutions in Geometry

Def: For two sets $A, B \subseteq \mathbb{R}^d$, define their Minkowski sum as the set

$$A+B := \{x+y: x \in A, y \in B\}$$

Lemma: For $A \subseteq \{0, \dots, n\}$, $B \subseteq \{0, \dots, m\}$, let $a \in \{0, 1\}^n$ and $b \in \{0, 1\}^m$ be indicator vectors. Then,

$$A+B = \{l: (a * b)_l > 0\}$$

Fast Fourier Transform

We use the polynomial version of convolutions. Note we can evaluate $r(x) = p(x) \cdot q(x)$ at any point in $O(n+m)$ -time.

Fact: Any degree- n polynomial p is uniquely determined by its evaluations on any set of $n+1$ distinct points.

The Strategy

Input: Coefficient vectors

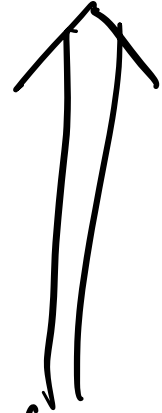


Compute evaluations
 $x_j \mapsto p(x_j), x_j \mapsto q(x_j)$
for $j=0 \dots n+m$

Find good choice
of $x_0 \dots x_{n+m} \in \mathbb{C}$
using DAC to get
 $O((n+m) \log(n+m))$ time

$O(n+m)$ time
• # evaluations

Output: Coefficient vec
a & b of $r(x) = p(x) \cdot q(x)$



Interpolate
back

evaluations

Idea: Let $x \in \mathbb{R}$ nonzero. Evaluate $p(x)$ & $p(-x)$ for the price of computing one of them (maybe up to add. ops).

$$p(x) = a_0 + a_1 x + a_2 x^2 + a_3 x^3 + \dots$$

$$p(-x) = a_0 - a_1 x + a_2 x^2 - a_3 x^3 + \dots$$

Define:

$$P_{\text{even}}(x) = a_0 + a_2 x^2 + a_4 x^4 + \dots = \sum_{k=0}^{\frac{n}{2}-1} a_{2k} \cdot x^{2k} \quad \left. \vphantom{\sum_{k=0}^{\frac{n}{2}-1}} \right\} \text{degree}$$

$$P_{\text{odd}}(x) = a_1 + a_3 x^2 + a_5 x^4 + \dots = \sum_{k=0}^{\frac{n}{2}-1} a_{2k+1} x^{2k} \quad \left. \vphantom{\sum_{k=0}^{\frac{n}{2}-1}} \right\} \frac{n}{2} - 1$$

Claim: $p(x) = P_{\text{even}}(x^2) + x \cdot P_{\text{odd}}(x^2)$

$$p(-x) = P_{\text{even}}(x^2) - x \cdot P_{\text{odd}}(x^2)$$

Define $T(n) :=$ time it takes to evaluate degree $(n-1)$ poly
on n inputs

$$T(n) = 2T(n/2) + O(n) \Rightarrow T(n) = O(n \lg n) \quad \smile$$

Obs: If we evaluate p at x_0, \dots, x_{n-1} , then we need to evaluate
 P_{even} & P_{odd} at x_0^2, \dots, x_{n-1}^2 . Want x_0, \dots, x_{n-1} to come
in \pm pairs.

Let $S_k = \{\text{points on which we evaluate a polynomial of}$
 $\text{degree } (2^k - 1)\}, |S_k| = 2^k$

Recurrence: $= \{ \sqrt{x_j} - \sqrt{x} : x \in S_k \}$ Base Case: $S_0 = \{1\}$
 $= \{y \in \mathbb{C} : y^2 \in S_k\}$

$$S_0 = \{1\}$$

$$S_1 = \{x : x^2 = 1\} = \{-1, +1\}$$

$$S_2 = \{x : x^4 = 1\} = \{\pm 1, \pm i\}$$

⋮

$$S_k = \{x \in \mathbb{C} \mid x^{2^k} - 1 = 0\} = \left\{ x = e^{\frac{i 2\pi}{2^k}} \mid \forall i = 0 \dots 2^k - 1 \right\}$$

Discrete Fourier Transform: Given $\{a_j\}_{j=0}^{n-1}$ specifying a poly $p(x) = \sum_{j=0}^{n-1} a_j x^j$, compute all the evaluations

$$\omega_n^k \mapsto p(\omega_n^k) \quad \forall \quad k=0, \dots, n-1$$

where ω_n is the primitive n^{th} root of unity.

FFT for computing DFT:

Input: a_0, \dots, a_{n-1} ; Assume n is power of 2

If $n=1$:

Return $[a_0]$

Build $a_{\text{even}} := (a_0, a_2, \dots, a_{n-2})$, $a_{\text{odd}} := (a_1, a_3, \dots, a_{n-1})$ } $O(n)$

Recurse $F_{\text{even}} = \text{FFT}(a_{\text{even}})$, $F_{\text{odd}} = \text{FFT}(a_{\text{odd}})$ } $2T(n/2)$

For $k \in \{0, 1, \dots, n/2 - 1\}$:

Set $F[k] := F_{\text{even}}[k] + \omega_n^k \cdot F_{\text{odd}}[k]$

Set $F[k + n/2] = F_{\text{even}}[k] + \omega_n^{k+n/2} \cdot F_{\text{odd}}[k]$ } $O(n)$

Return F

$T(n) = O(n \log n)!!$