FFT Solvers

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Differentiation in time is scaling in frequency!

	t-domain	$\omega ext{-domain}$
Definition	f(t)	$\hat{f}(\omega) = \int_{\mathbb{R}} f e^{-i\omega}$
Differentiation	$\frac{df}{dt}$	$i\omega \hat{f}$

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nth derivative	$\frac{d^n f}{dt^n}$	$(i\omega)^n \hat{f}$

You probably already memorized this as an undergraduate!

THE SIMPLE IDEA

1. Estimate \hat{f} with a FFT

fft(f)

THE SIMPLE IDEA

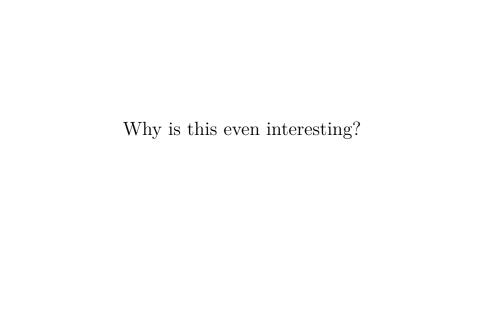
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- 2. Differentiate by scaling with $(i\omega)^n$

 $(i\omega)^n$ fft (f)

THE SIMPLE IDEA

- 1. Estimate \hat{f} with a FFT
- 2. Differentiate by scaling with $(i\omega)^n$
- 3. Compute the inverse FFT to obtain $\partial^n f/\partial t^n$

$$rac{d^n f}{dt^n} pprox ext{ifft} \left((i\omega)^n ext{fft} \left(f
ight)
ight)$$



Assume an $N = n \times n$ grid.

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Most exact stencil methods involve solving an $N \times N$ linear system.

$$O(N^3)$$

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On the other hand, an $n \times n$ FFT can be calculated in $O(N \log N)$ operations.

Solvers are generally tailor made to a problem.

Exactly how the FFT is used may vary!

Solvers are generally tailor made to a problem.

I will show some examples of PDEs and how the FFT can be used.

"DIRECT INTEGRATION"

$$\nabla^2 u = f$$

Poisson's equation - boundary value problem

$$\mathscr{F}\left\{ \nabla^{2}u\right\} =\mathscr{F}\left\{ f\right\}$$

 $\mathscr{F}\left\{\frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2}\right\} = \hat{f}$

(Write out the laplacian)

$$\mathscr{F}\left\{\frac{\partial^2 u}{\partial x^2}\right\} + \mathscr{F}\left\{\frac{\partial^2 u}{\partial y^2}\right\} = \hat{f}$$

(Linearity)

$$-\omega^2 \hat{u} - \nu^2 \hat{u} = \hat{f}$$

 $-\omega u - \nu u - j$ (Derivative in frequency domain)

 $\hat{u}(\omega,\nu) = -\frac{1}{\omega^2 + \nu^2}\hat{f}$

(Solve for \hat{u})

Algorithm

$$F \quad \leftarrow \mathtt{fft2}(f)$$

Compute a 2D FFT of the RHS.

Algorithm

$$F \leftarrow \texttt{fft2}(f)$$

$$U_{ij} \leftarrow -\frac{1}{\delta^2_{ij}} F_{ij}$$

"Integrate" by dividing by the frequencies. $\left(\delta^2 \right.$ obtained using fftshift on our frequencies)

Algorithm

$$\begin{split} F & \leftarrow \mathtt{fft2}(f) \\ U_{ij} & \leftarrow -\frac{1}{\delta^2_{ij}} F_{ij} \\ u & \leftarrow \mathtt{ifft2}(U) \end{split}$$

Recover the spatial signal.

If we are simulating a localized function, we can just pick a "big enough" box.

Some problems are genuinely periodic!

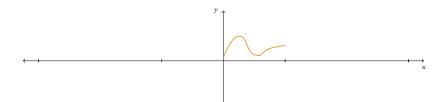
When using a full DFT, we implicitly have

periodic boundary conditions.

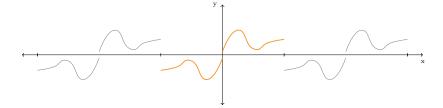
But sometimes, periodic BCs are undesirable.

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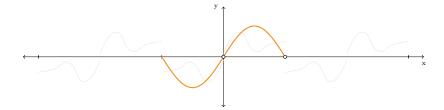
For problems with only even order derivatives, we can do a "trick" to impose certain boundary conditions.



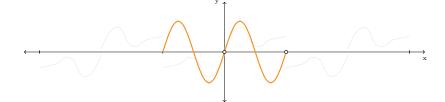
Assume some signal defined on [0, L]



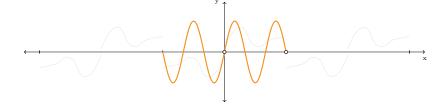
Take the odd extension to [-L, L] – all $\cos x$ terms vanish from the Fourier series!



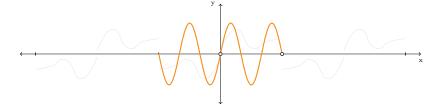
Our solution will consist of sines, which are zero on the boundary of [0,L]!



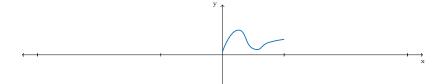
For any period!



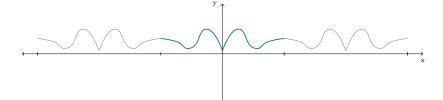
For any period!



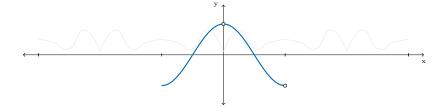
This gives us the homogenous Dirichlet boundary condition u=0 on the boundary.



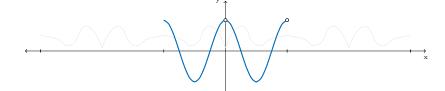
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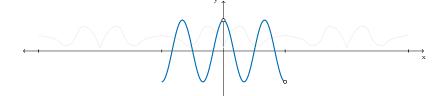
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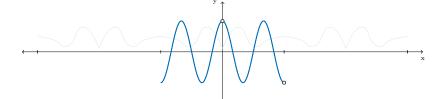
Our solution will consist of cosines, with zero derivative on the boundary of [0,L]!



For any period!



For any period!



This gives us the homogenous von Neumann boundary condition du/dx=0 on the boundary.

SIMULATION IN FREQUENCY

$$\frac{\partial u}{\partial t} = \frac{\partial^2 u}{\partial x^2}$$

Heat & diffusion equation - initial value problem

$$\frac{\partial \hat{u}}{\partial t} = -\omega^2 \hat{u}(\omega, t)$$

(FT in the spatial dimension x)

$$\frac{\partial \hat{u}}{\partial t} = -\omega^2 \hat{u}$$

(PDE in time and space converted into ODE in time and frequency)

$$\frac{\partial \hat{u}}{\partial t} = -\omega^2 \hat{u}$$

(Analytic solution well-known in this case, but that is generally not the case)

ALGORITHM

$$U_0 \leftarrow \mathtt{fft}(u_0)$$

(Compute initial frequency distribution)

Algorithm

$$U_0 \leftarrow \mathtt{fft}(u_0)$$

 $U \leftarrow \mathbf{Integrate} \ U_0 \ \mathrm{with} \ \mathsf{ode45}$

(You can use other suitable ODE integrators)

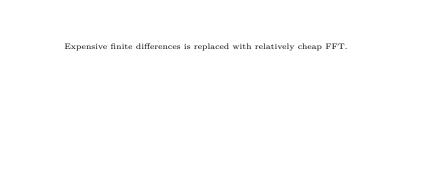
Algorithm

$$U_0 \leftarrow \mathtt{fft}(u_0)$$

$$U \leftarrow \mathbf{Integrate} \ U_0 \ \mathrm{with} \ \mathsf{ode45}$$

$$u \leftarrow \mathtt{ifft}(U)$$

(Recover the desired spatial signal)



Expensive finite differences is replaced with relatively cheap FFT.

So... It's a free lunch?

Obviously these problems are cherry picked from those that are "nice" in the frequency domain.	L

NONLINEAR PDES

$$\frac{\partial u}{\partial t} + u \frac{\partial u}{\partial x} = \frac{\partial^2 u}{\partial x^2}$$

Burgers' equation

NONLINEAR PDES

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NONLINEAR PDES

$$\frac{\partial u}{\partial t} + u \frac{\partial u}{\partial x} = \frac{\partial^2 u}{\partial x^2}$$

Products in time/space are convolutions in frequency. $O(N^2)$

FFTs can still be an economical way to compute derivatives!

t-domain ω -domain

Integration step \rightleftharpoons Differentiate

But we have to move back and forth every integration step...

t-domain

ω -domain

Integration step \rightleftharpoons Differentiate

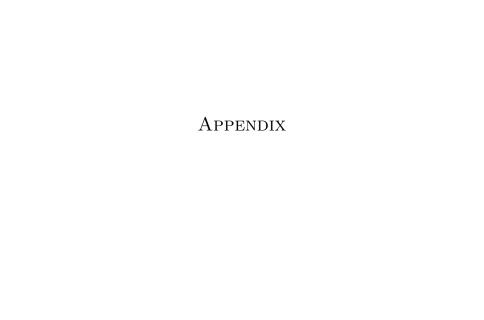
But we have to move back and forth every integration step...

FFTs are so fast that this might actually be sensible!

REFERENCES

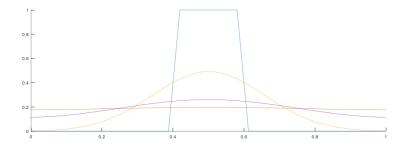
 ${\bf Anne~Elster} : \ Parallelization~issues~and~particle-in-cell~codes$

 ${\bf Chris\ Bretherton} :\ FFT\text{-}based\ 2D\ Poisson\ solvers$

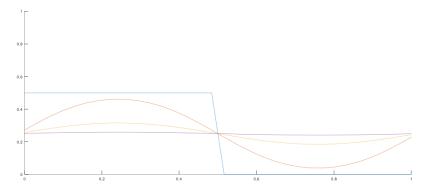


EXAMPLE DIFFUSION SOLVER

```
L = 1; % Length of interval
N = 64; % Gridpoints
x = linspace(0, L, N);
% Fourier "frequencies":
k = (2*pi/L)*fftshift(-N/2 : N/2-1)';
%% Initial condition:
u0 = abs(x-L/2) \le 0.1;
U0 = fft(u0);
%% Solve with ODE-solver in the frequency domain
function dUdt = step(t, U, k)
    dUdt = -(k.^2) .* U:
end
[t, U] = ode45(@(t, U) step(t, U, k), 0:0.01:10, U0);
%% Recover the spatial signal from the ODE solution
for i = 1:length(t)
    u(i,:) = ifft(U(i,:));
end
```



A few snapshots of the diffusion. Note how because of the periodic BCs, all the "particles" is contained in the interval. A particle that goes out to the right, comes in from the left side, so the macroscopic distribution will flatten out to a certain constant level, and never reach zero as with the same equation solved over all of \mathbb{R} .



A few snapshots of the diffusion with the initial value $u0 = 0.5 * (x \le L/2)$. Here it is even more obvious that some particles are flowing out the left side and in the right side.