

Discrete Fourier Transform

• Discrete Fourier transform (DFT) pairs

$$X[k] = \sum_{n=0}^{N-1} x[n] W_N^{kn}, \quad k = 0, 1, \dots, N-1$$

N complex multiplications
N-1 complex additions
$$x[n] = \frac{1}{N} \sum_{k=0}^{N-1} X[k] W_N^{-kn}, \quad n = 0, 1, \dots, N-1,$$

where $W_N^{-kn} = e^{-j\frac{2\pi}{N}kn}$

DFT/IDFT can be implemented by using the same hardware
It requires N² complex multiplications and N(N-1) complex additions







 $N+2(N/2)^2$ complex multiplications vs. N^2 complex multiplication





Using a briefer system of notation:



$X_N[k] = G_{N/2}[k] + W_N^k H_{N/2}[k] ,$

where $G_{N/2}[k]$ and $H_{N/2}[k]$ are the N/2-point DFTs involving x[n] with even and odd n, respectively.













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Corollary:

Any *N*-point DFT with even *N* can be computed via two N/2-point DFTs. In turn, if N/2 is even then each of these N/2-point DFTs can be computed via two N/4-point DFTs and so on. In the case of $N = 2^r$, all N, N/2, N/4 ... are even and such a process of "splitting" ends up with all 2-point DFTs!















- It requires v=log₂N stages
- Each stage has N complex multiplications and N complex additions
- The number of complex multiplications (as well as additions) is equal to N log₂N
- By symmetry property, we have (butterfly operation)











In-Place Computation

The same register array can be used in each stage





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8-point FFT







Normal-Order Sorting v.s. **Bit-Reversed Sorting**





DFT v.s. Radix-2 FFT

- DFT: N² complex multiplications and N(N-1) complex additions
- Recall that each butterfly operation requires one complex multiplication and two complex additions
- FFT: (N/2) log₂N multiplications and N log₂N complex additions
- In-place computations: the input and the output nodes for each butterfly operation are horizontally adjacent → only one storage arrays will be required









Two complex storage arrays are necessary !!



Alternative Form

Parallel processing: 4 BF units



The same register array can be used

Sequential processing: 1 BF unit



Two register arrays are required





Alternative Form 2





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Decimation in Frequency (DIF)

• Recall that the DFT is
$$X[k] = \sum_{n=0}^{N-1} x[n] W_N^{nk}$$
, $0 \le k \le N-1$

- DIT FFT algorithm is based on the decomposition of the DFT computations by forming small subsequences in time domain index "n": n=20 or n=20+1
- One can consider dividing the output sequence X[k], in frequency domain, into smaller subsequences: k=2r or k=2r+1:















 $v = log_2 N$ stages, each stage has N/2 butterfly operation. $(N/2)\log_2 N$ complex multiplications, N complex additions







Remarks



 The basic butterfly operations for DIT FFT and DIF FFT respectively are transposed-form pair.



DIT BF unit



DIF BF unit

- The I/O values of DIT FFT and DIF FFT are the same
- Applying the transpose transform to each DIT FFT algorithm, one obtains DIF FFT algorithm





Implementation Issues

- Radix-2, Radix-4, Radix-8, Split-Radix, Radix-2², ...,
- I/O Indexing
- In-place computation
 - Bit-reversed sorting is necessary
 - Efficient use of memory
 - Random access (not sequential) of memory. An address generator unit is required.
 - Good for cascade form: FFT followed by IFFT (or vice versa)
 - E.g. fast convolution algorithm
- Twiddle factors
 - Look up table
 - CORDIC rotator











Fast Convolution with the FFT

- Given two sequences x_1 and x_2 of length N_1 and N_2 respectively
 - Direct implementation requires N_1N_2 complex multiplications
- Consider using FFT to convolve two sequences:
 - Pick N, a power of 2, such that $N \ge N_1 + N_2 1$
 - Zero-pad x_1 and x_2 to length N
 - Compute N-point FFTs of zero-padded x_1 and x_2 , one obtains X_1 and X_2
 - Multiply X_1 and X_2
 - Apply the IFFT to obtain the convolution sum of x_1 and x_2
 - Computation complexity: $2(N/2) \log_2 N + N + (N/2) \log_2 N$







Other Fast Algorithm for DFT

- Goertzel Algorithm
 - By reformulating DFT as a convolution
 - it is not restricted to computation of the DFT but any desired set of samples of the Fourier transform of a sequence
- Winograd Algorithm
 - An efficient algorithm for computing short convolutions
 - The number of multiplication complexity is of order O(N), however the number of addition complexity is significantly increased.
- Chirp Transform Algorithm

