

TODAY: Fast Fourier Transform (FFT)

- polynomial operations vs. representations
- divide & conquer algorithm
- collapsing samples / roots of unity
- FFT, IFFT, & polynomial multiplication

Polynomial:  $A(x) = a_0 + a_1 x + a_2 x^2 + \dots + a_{n-1} x^{n-1}$

degree(A) ←  $n-1$

$$= \sum_{k=0}^{n-1} a_k x^k$$

$$= \langle a_0, a_1, a_2, \dots, a_{n-1} \rangle \text{ (coefficient vector)}$$

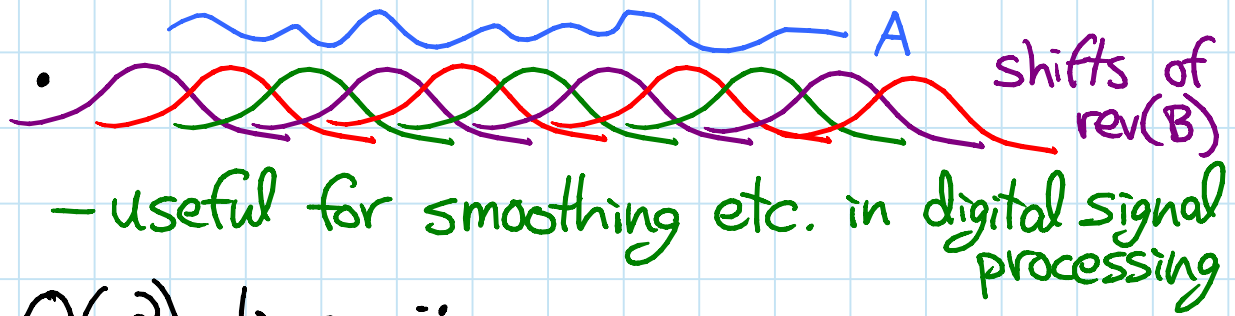
Operations on polynomials:

① evaluation: poly.  $A(x)$  & number  $x_0 \rightarrow A(x_0)$   
 - Horner's Rule  $\Rightarrow O(n)$  time  $\rightarrow$  #arithmetic ops.  
 $A(x) = a_0 + x(a_1 + x(a_2 + \dots x(a_{n-1}) \dots))$

② addition: polys.  $A(x)$  &  $B(x) \rightarrow C(x) = A(x) + B(x) \forall x$   
 -  $O(n)$  time: i.e.  $c_k = a_k + b_k$

③ multiplication: polys.  $A(x)$  &  $B(x) \rightarrow C(x) = A(x) \cdot B(x) \forall x$   
 - i.e.  $c_k = \sum_{j=0}^k a_j b_{k-j}$  for  $0 \leq k \leq 2(n-1)$   
 (degree doubles)

= convolution of vectors A & reverse(B)  
↳ inner product of all relative shifts



- $O(n^2)$  time  $\therefore$
- $O(n^{\lg 3})$  or even  $O(n^{1+\epsilon}) \forall \epsilon > 0$   
via Strassen-like divide & conquer tricks
- TODAY:  $O(n \lg n)$  time!

Representations of polynomials:

Ⓐ coefficient vector ("monomial basis")

Ⓑ roots + scale: (Fundamental Theorem of Algebra)

$$A(x) = (x - r_0) \cdot (x - r_1) \cdot \dots \cdot (x - r_{n-1}) \cdot c$$

- but impossible to find exact roots with  $+$ ,  $-$ ,  $*$ ,  $/$ ,  $\sqrt{\quad}$
- $\Rightarrow$  addition hard/impossible
- multiplication: concatenate roots
- evaluate in  $O(n)$

Ⓒ samples:  $(x_0, y_0), (x_1, y_1), \dots, (x_{n-1}, y_{n-1})$   
with  $A(x_i) = y_i \forall i$  &  $x_i$ 's distinct  
uniquely determine degree- $(n-1)$  polynomial A  
[Lagrange & Fundamental Theorem of Algebra]

- add/multiply each  $y_i$  (assuming  $x_i$ 's match)
- evaluate requires interpolation...

# Algorithms vs.

# Representations

① evaluation

② addition

③ multiplication

Ⓐ coefficients

$O(n)$

$O(n)$

$O(n^2)$



Ⓑ roots

$O(n)$

$\infty$

$O(n)$

Ⓒ samples

$O(n^2)$

$O(n)$

$O(n)$



TODAY: almost best of all worlds by converting coefficients  $\leftrightarrow$  samples in  $O(n \lg n)$  time

Matrix view:

[18.06]

$$\begin{pmatrix} 1 & x_0 & x_0^2 & \dots & x_0^{n-1} \\ 1 & x_1 & x_1^2 & \dots & x_1^{n-1} \\ 1 & x_2 & x_2^2 & \dots & x_2^{n-1} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 1 & x_{n-1} & x_{n-1}^2 & \dots & x_{n-1}^{n-1} \end{pmatrix} \cdot \begin{pmatrix} a_0 \\ a_1 \\ a_2 \\ \vdots \\ a_{n-1} \end{pmatrix} = \begin{pmatrix} y_0 \\ y_1 \\ y_2 \\ \vdots \\ y_{n-1} \end{pmatrix}$$

Vandermonde matrix  $V$ :  $v_{jk} = x_j^k$

- coeff.  $\rightarrow$  samples = matrix-vector product  $V \cdot A$   
-  $O(n^2)$  ← EVALUATION

- samples  $\rightarrow$  coeff. = matrix-vector solve  $V \setminus Y$   
-  $O(n^3)$  via Gaussian elimination  
-  $O(n^2)$  via matrix-vector product  $V^{-1} \cdot Y = A$   
Matlab

precompute ↙ ↘

- to do better than  $O(n^2)$ , we will choose special values for  $x_0, x_1, \dots, x_{n-1}$   
(so far we've only assumed they're distinct)

# Divide & conquer algorithm: $A(x)$ for $x \in X$

① divide into even & odd coefficients:

$$A_{\text{even}}(x) = \sum_{k=0}^{\lfloor n/2-1 \rfloor} a_{2k} x^k = \langle a_0, a_2, a_4, \dots \rangle$$

$$\& A_{\text{odd}}(x) = \sum_{k=0}^{\lfloor n/2-1 \rfloor} a_{2k+1} x^k = \langle a_1, a_3, a_5, \dots \rangle$$

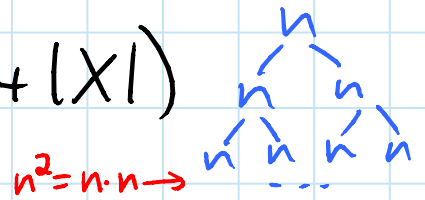
② recursively conquer  $A_{\text{even}}(y)$  for  $y \in X^2$   
&  $A_{\text{odd}}(y)$  for  $y \in X^2$

③ combine:

$$A(x) = A_{\text{even}}(x^2) + x \cdot A_{\text{odd}}(x^2) \text{ for } x \in X$$

$$T(n, |X|) = 2 \cdot T(n/2, |X|) + O(n + |X|)$$

$\hookrightarrow |A| = O(n^2)$  ☹️

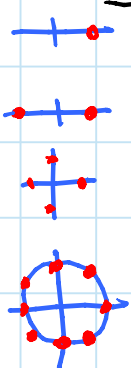


Collapsing set  $X$  if (courtesy of Jeff Erickson's lecture notes)  
 $|X^2| = |X|/2$  &  $X^2$  is collapsing  
 or  $|X| = 1$  (base case) (recursively)  $\Rightarrow |X| = 2^l$

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

😊

## Constructing collapsing sets via $\sqrt{\cdot}$ 's:



- ①  $\{1\}$  (any nonzero starting number)
- ②  $\{1, -1\}$
- ③  $\{1, -1, i, -i\}$  (complex numbers!)
- ④  $\{1, -1, \pm \frac{\sqrt{2}}{2}(1+i), \pm \frac{\sqrt{2}}{2}(-1+i)\}$  (solve  $(p+qi)^2 = i$ )
- ⋮  $\hookrightarrow$  on a circle!

nth roots of unity:  $n$   $x$ 's such that  $x^n = 1$

- uniformly spaced around unit circle in complex plane (& including 1)

-  $(\cos \theta, \sin \theta) = \cos \theta + i \sin \theta = e^{i\theta}$   
for  $\theta = 0, \frac{1}{n}\tau, \frac{2}{n}\tau, \dots, \frac{n-1}{n}\tau$

$\hookrightarrow 2\pi$  (full circle)

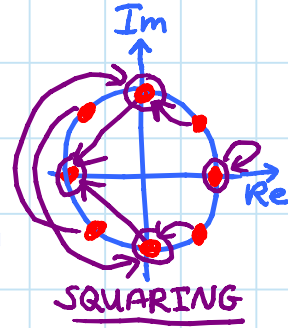
Euler's Formula

-  $n = 2^l \Rightarrow$  collapsing:

-  $(e^{i\theta})^2 = e^{i(2\theta)} = e^{i(2\theta \bmod \tau)}$

$\hookrightarrow (e^{i\tau} = 1)$

$\Rightarrow$  even  $n$ th roots of unity } repeated  
=  $(n/2)$ nd roots of unity } twice



Discrete Fourier Transform (DFT)

=  $A \rightarrow A^* = V \cdot A$  for  $x_k = e^{i\tau k/n}$  &  $n = 2^l$   
coeffs.  $\rightarrow$  samples

i.e.  $a_k^* = \sum_{j=0}^{n-1} \underbrace{e^{i\tau jk/n}}_{v_{kj} = v_{jk}} \cdot a_j$

[Clairaut 1754]

Fast Fourier Transform (FFT)

=  $O(n \lg n)$  divide & conquer alg. for DFT

[used by Gauss circa 1805, (periodic asteroid orbits)]

popularized by Cooley & Tukey in 1965

(detecting Soviet nuclear tests from offshore readings)

- practical implementation: FFTW

[Frigo & Johnson @ MIT]

- also often implemented directly in hardware  
(for fixed  $n$ )

(Discrete)  
Inverse Fourier Transform =  $A^* \rightarrow V^{-1} \cdot A^*$

- in fact  $V^{-1} = \bar{V}/n$  ( $\overline{p+qi} = p-qi$ )

i.e.  $P = V \cdot \bar{V} = n \cdot I$

- proof:  $p_{jk} = (\text{row } j \text{ of } V) \cdot (\text{col. } k \text{ of } \bar{V})$

$$\begin{aligned} &= \sum_{m=0}^{n-1} e^{i\tau jm/n} \cdot e^{-i\tau mk/n} \\ &= \sum_{m=0}^{n-1} e^{i\tau jm/n} \cdot e^{-i\tau mk/n} \quad \left. \begin{array}{l} \text{CW} \rightarrow \\ \text{CCW} \end{array} \right\} \\ &= \sum_{m=0}^{n-1} e^{i\tau m(j-k)/n} \end{aligned}$$

- if  $j=k$ :  $p_{jk} = \sum_{m=0}^{n-1} 1 = n$

- else: geometric series:

$$p_{jk} = \sum_{m=0}^{n-1} (e^{i\tau(j-k)/n})^m = \frac{(e^{i\tau(j-k)/n})^n - 1}{e^{i\tau(j-k)/n} - 1} = 0$$

- so IDFT =  $A \rightarrow V \cdot A$  for  $\pi_k = e^{-i\tau k/n}$

- IFFT algorithm analogous

Fast polynomial multiplication:  $C(x) = A(x) \cdot B(x)$

-  $A^* = \text{FFT}(A)$

-  $B^* = \text{FFT}(B)$

-  $c_k^* = a_k^* \cdot b_k^*$  for  $k=0, 1, \dots, n-1$

-  $C = \text{IFFT}(C^*)$

$O(n \lg n)$

## Application: Fourier (frequency) space

- $A^*$  is complex
- $|a_k^*|$  = amplitude of frequency  $-k$  signal
- $\arg(a_k^*) = \text{angle}(a_k^*) = \text{phase shift}$

## Example: sound [Adobe Audition, Audacity, etc]

- high-pass filter = zero out high frequencies
- low - - - - - low - - -
- pitch shift = shift frequency vector
- used in MP3 compression etc.

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