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# **ECE 421**

# **Introduction to Signal Processing**

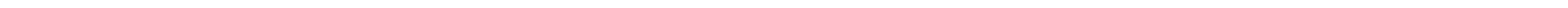
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# Fast Fourier Transform

[Reading material: Chapter 8



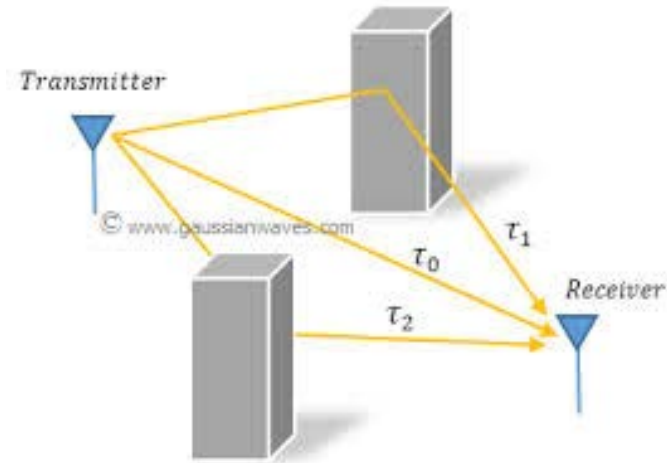
# Motivation

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- We've discussed that convolution is very useful (filtering)

- Recall multipath example

- 100M samples/sec
- 1000 taps
- 100B multiplications/sec
- 100B additions/sec



- Filtering can be performed as  $y = \text{IDFT}(\text{DFT}(x)\text{DFT}(h))$ 
  - DFT(h) can be pre-computed (once)
  - Computing IDFT & DFT analogous (minus signs in exponents)
- *How fast can we compute DFT?*

# Naïve approach

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- Recall  $X(k) = \sum_{n=0}^{N-1} x(n)e^{-j2\pi kn/N}$
- Matlab:

```
N=2000; % signal length
x=randn(N,1); % random input
xf=zeros(N,1); % initialize DFT coeffs
tic % start clock
for k=0:N-1 % loop over k
    xf(k+1)=exp(-j*2*pi*k*(0:N-1)/N)*x; % computes everything one line
end;
toc
```
- Complicated line: inner product between row  $\exp(\dots)$  column  $x$

# Why is it slow?

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- Main line runs  $N$  times
  - $N$  complex multiplications
  - $N-1$  complex additions
  - $N$  complex exponentials
  - More real-valued arithmetic (set up exponents)
  
- *Quadratic* computation

# What's wrong with quadratic runtime?

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- Let's compare  $N^2$  (DFT runtime) with  $N \times \log_2(N)$  for FFT

| N      | $N^2$                       | $N \log_2(N)$           |
|--------|-----------------------------|-------------------------|
| $10^3$ | $10^6$ (feasible 1960s)     | $\sim 10^4$             |
| $10^6$ | $10^{12}$ (feasible 2000s)  | $\sim 2 \times 10^7$    |
| $10^9$ | $10^{18}$ <b>infeasible</b> | $\sim 3 \times 10^{10}$ |

- Reminder about computer speeds:
  - 1960s: dozens to thousands operations/second
  - 1980s: millions
  - 2000s: billions
  - Modern general purpose graphics processing units: 100x

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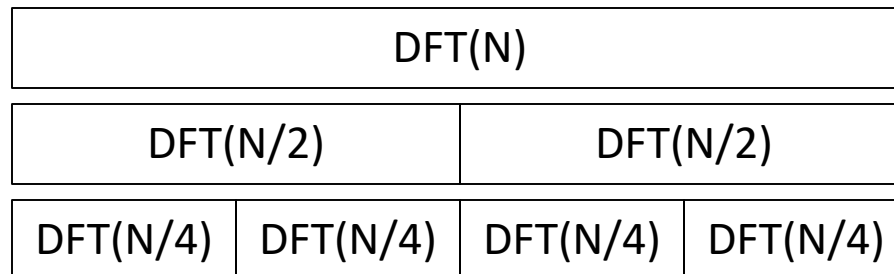
# Divide and Conquer

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# How can we improve DFT speed?

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- *Divide* into blocks
- Compute DFT of each block (*conquer*)
- Merge - “book keeping” to patch together DFT’s of blocks
  - Merging step needs to be fast (linear in N)
  
- Trick: use divide & conquer hierarchically within blocks





# Example: Sorting

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- Let's see another (simpler)  $N \times \log_2(N)$  algorithm
- Want to *sort* set of numbers,  $x = \{1, 9, -2, 3, 6, -1, 7, 4\}$ 
  - Step1: partition into  $x_1 = \{1, 9, -2, 3\}$  and  $x_2 = \{6, -1, 7, 4\}$
  - Step2: sort each component
    - $\text{Sort}(x_1) = \{-2, 1, 3, 9\}$
    - $\text{Sort}(x_2) = \{-1, 4, 6, 7\}$
  - Merging step:
    - $-2 < -1 \rightarrow \text{Sort}(x) \leftarrow \{-2\}, \quad \text{Sort}(x_1) \leftarrow \{1, 3, 9\}$
    - $-1 < 1 \rightarrow \text{Sort}(x) \leftarrow \{-2, -1\}, \quad \text{Sort}(x_2) \leftarrow \{4, 6, 7\}$
    - $1 < 4 \rightarrow \text{Sort}(x) \leftarrow \{-2, -1, 1\}, \quad \text{Sort}(x_1) \leftarrow \{3, 9\}$
    - ...
- Can see that merging requires runtime linear in  $N$
- “Mergesort” requires  $N \times \log_2(N)$  runtime

# How fast is divide & conquer?

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- Denote runtime of size- $n$  problem by  $t(n)$
- Suppose merge( $N$ ) takes  $C_1N$  time
- Result:  $t(N) \leq C_2N \cdot \log_2(N)$
- Proof: (induction on  $N$ )
  - Basis case: take  $N=2$  or  $4$ ...
  - Inductive step: we assume  $t(N) \leq C_2N \cdot \log_2(N)$
  - Want to show  $t(2N) \leq C_22N \cdot \log_2(2N)$
  - $t(2N) \leq 2t(N) + C_1N \leq 2C_2N \log_2(N) + C_1N = C_2N[2 \log_2(N) + \frac{C_1}{C_2}]$
  - Suppose  $C_2 \geq C_1$  (else increase  $C_2$ )
  - $t(2N) \leq C_2N[2 \log_2(N) + 1] < C_2N[2 \log_2(N) + 2]$   
 $= 2C_2N[\log_2(N) + 1] = 2C_2N \log_2(2N)$

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# DFT Using Divide and Conquer

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# How to apply divide & conquer

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- Partition  $N$  into  $L \cdot M$
- Compute DFT for  $L$  blocks, each of length  $M$ 
  - Can compute hierarchically by partitioning  $M$  further
- Merge  $L$  blocks
  
- Runtime will be proportional to  $N \cdot \log_2(N)$
  
- If  $N$  doesn't factor nicely into prime numbers, can zero-pad
  
- Example Matlab implementations on course webpage

# How to “merge” DFT’s in linear time?

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- *Let’s relate length-N DFT to L length-M DFTs (linear time)*
- Take  $N=L \cdot M$ ,  $n=l+mL$ ,  $k=Mp+q$

$$\begin{aligned}
 X(p, q) &= X(k = Mp + q) = \sum_{n=0}^{N-1} x(n) w_N^{kn} = \\
 &= \sum_{m=0}^{M-1} \sum_{l=0}^{L-1} x(n = l + mL) w_N^{(Mp+q)(l+mL)} = \\
 &= \sum_{m=0}^{M-1} \sum_{l=0}^{L-1} x(l, m) w_N^{(Mp+q)(l+mL)}
 \end{aligned}$$

- Let’s rewrite w term:

$$\begin{aligned}
 w_N^{(Mp+q)(l+mL)} &= w_N^{Mpl+ql+MpmL+qmL} \\
 &= w_N^{Mpl} w_N^{ql} w_N^{MpmL} w_N^{qmL} \\
 &= w_L^{pl} w_N^{ql} w_M^{qm}
 \end{aligned}$$

- Note that  $w_N^M = w_L$ ,  $w_N^L = w_M$ ,  $w_N^{ML} = 1$

# How to “merge” DFT’s continued

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- We now have:

$$\begin{aligned} X(p, q) &= \sum_{m=0}^{M-1} \sum_{l=0}^{L-1} x(l, m) w_N^{(Mp+q)(l+mL)} \\ &= \sum_{m=0}^{M-1} \sum_{l=0}^{L-1} x(l, m) w_L^{pl} w_N^{ql} w_M^{qm} \\ &= \sum_{l=0}^{L-1} w_L^{pl} \left\{ w_N^{ql} \sum_{m=0}^{M-1} x(l, m) w_M^{qm} \right\} \\ &= \sum_{l=0}^{L-1} w_L^{pl} \left\{ w_N^{ql} DFT_M(x(l, \cdot)) \right\} \end{aligned}$$

- Conclusion:

- 1) Compute L DFT’s, each of M points
- 2) Modulate by  $w_N^{ql}$  (this is new – required for merge)
- 3) Compute M DFT’s, each of L points (made fast w/small L)