

JYOTISHIMATHI INSTITUTE OF TECHNOLOGY & SCIENCE

SUB: DIGITAL SIGNAL PROCESSING



TOPIC: Introduction to Fast Fourier Transform
(FFT) Algorithms

RAMESH JITTY
ASST PROFESSOR
ECE
JITS KARIMNAGAR

Discrete Fourier Transform (DFT)

- The DFT provides uniformly spaced samples of the Discrete-Time Fourier Transform (DTFT)
- DFT definition:

$$X[k] = \sum_{n=0}^{N-1} x[n] e^{-j \frac{2\pi nk}{N}}$$

$$x[n] = \frac{1}{N} \sum_{k=0}^{N-1} X[k] e^{j \frac{2\pi nk}{N}}$$

- Requires N^2 complex multiplies and $N(N-1)$ complex additions

Faster DFT computation?

- Take advantage of the symmetry and periodicity of the complex exponential (let $W_N = e^{-j2\pi/N}$)
 - symmetry: $W_N^{k[N-n]} = W_N^{-kn} = (W_N^{kn})^*$
 - periodicity: $W_N^{kn} = W_N^{k[n+N]} = W_N^{[k+N]n}$
- Note that two length $N/2$ DFTs take less computation than one length N DFT: $2(N/2)^2 < N^2$
- Algorithms that exploit computational savings are collectively called *Fast Fourier Transforms*

Decimation-in-Time Algorithm

- Consider expressing DFT with even and odd input samples:

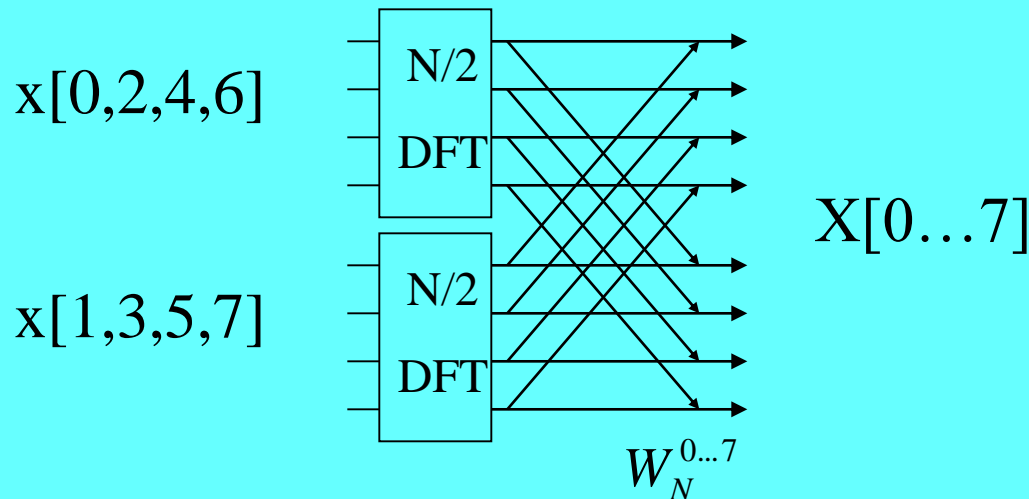
$$\begin{aligned} X[k] &= \sum_{n=0}^{N-1} x[n] W_N^{nk} \\ &= \sum_{n \text{ even}} x[n] W_N^{nk} + \sum_{n \text{ odd}} x[n] W_N^{nk} \\ &= \sum_{r=0}^{\frac{N}{2}-1} x[2r] (W_N^2)^{rk} + W_N^k \sum_{r=0}^{\frac{N}{2}-1} x[2r+1] (W_N^2)^{rk} \\ &= \sum_{r=0}^{\frac{N}{2}-1} x[2r] W_{N/2}^{rk} + W_N^k \sum_{r=0}^{\frac{N}{2}-1} x[2r+1] W_{N/2}^{rk} \end{aligned}$$

DIT Algorithm (cont.)

- Result is the sum of two $N/2$ length DFTs

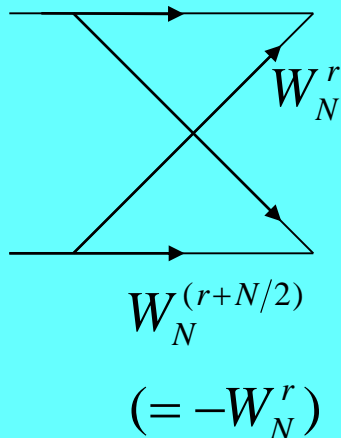
$$X[k] = \underbrace{G[k]}_{\substack{N/2 \text{ DFT} \\ \text{of even samples}}} + W_N^k \cdot \underbrace{H[k]}_{\substack{N/2 \text{ DFT} \\ \text{of odd samples}}}$$

- Then repeat decomposition of $N/2$ to $N/4$ DFTs, etc.

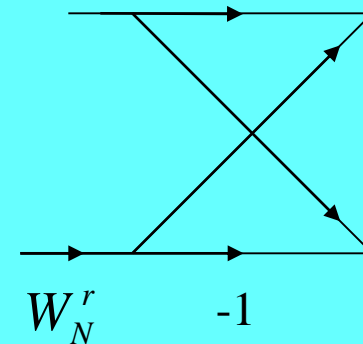


Detail of “Butterfly”

- Cross feed of $G[k]$ and $H[k]$ in flow diagram is called a “butterfly”, due to shape



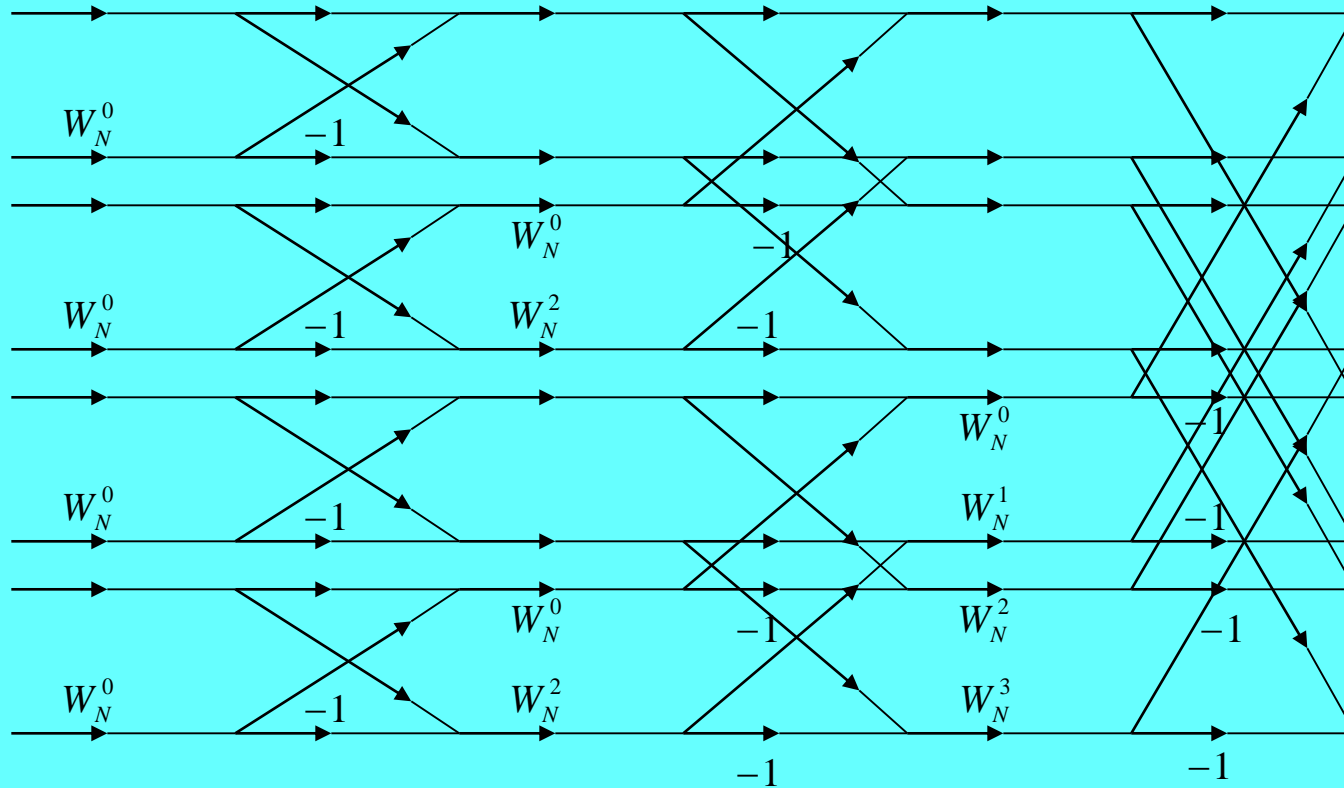
or simplify:



8-point DFT Diagram

$x[0,4,2,6,$
 $1,5,3,7]$

$X[0\dots7]$



Computation on DSP

- Input and Output data
 - Real data in X memory
 - Imaginary data in Y memory
- Coefficients (“twiddle” factors)
 - cos (real) values in X memory
 - sin (imag) values in Y memory
- Inverse computed with exponent sign change and $1/N$ scaling