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Linear transforms
compute
y=Tx
where x is the input vector, y the output vector and T the transform matrix.
Example: DFT
1. form (standard in signal processing): given xo,..., xn-1
compute y_k = \sum_{e=0}^{n-1} e^{-2\pi i k \ell/n} x_e, for k=0...n-1 i=\sqrt{-i}
                  = = wil we for k=0 = u-1, wu = e - u
                                               prinitive
uth root of 1
2. form (we will use): x= (x0, ..., x4,) Tis govern
    compute y = OFTyx, DFTn = [on Josy, exn
            [y= (yo,..., Yu,) is the output]
Examples:
     rples:

DFT_2 = [1-1], DFT_4 = [1-i-1 i]
                                                How many
                                                complex ops
                                                for OFT4?
Transform algorithms
an algorithm for y= Tx is given by a factorization
            T= T, T2 ... Tm
Namely, instead of y= Tx you can compute
                t_1 = T_m \times X
t_2 = T_{m-1} + 1
y = T_1 \cdot t_{m-1}
M = K_p S
This reduces the of count only if
    - the Ti are sparse
    - m is not too large
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Note: For generic T, y=Tx is O(u2)

Example: Cooky-Takey FFT for nat

$$\begin{bmatrix} 1 & 1 & 1 & 1 \\ 1 & -i & -1 & i \\ 1 & -i & -1 & -i \end{bmatrix} = \begin{bmatrix} 1 & 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 1 \\ 1 & 0 & -1 & 0 \\ 0 & 1 & 0 & -1 \end{bmatrix} \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Compare (complex) cost:

by definition: 12 adds, 4 mults by i using FFT: 8 adds, I mult by i

The spanse matrices are structured:

DFT4 = (DFT2 @ I2) dlay (1,1,1,i) (I2 @ DFT2) L2 (explained next)

-> Sack to slides Structured matrices

· A⊗ B = [a4,e-B]4, e where A = [qu,e] x,e most Important:

A ® In= (and ins n A's e.g., all bullets to jether constitute one A

· Lx: stride permetation matrix more later

data flow (right to ly

General radix, recursive Cooley- lukey FFT assume u= km DFTum = (DFTu @ Im) Tm (Iu @ DFTum) Lu radix diagonal matrix 3 key structures: In & Am, Ax @ In, Lx for i=0: K-1 $\binom{1}{G_{1}} = \binom{1}{G_{1}} = \binom{1}{G_{1}}$ y Cim: 1 - im+m-1] 1.) Y = (Ix @ An) x = A·XI " K A's at stride 1 for i=0:m-1 2) y = (Ax @ Im) x y [i: m: i+(k-1)m] = A·x = 4 J Permutes x to m A's at stride m obtain y 3.) y = L x X: Hifferend ways of vices; y it for i = 0:k-1 a.) view x as mxk natrix: for j = 0:m-1 // m = n/ky[i*m+j] = x[i+k*j]dransposition! "reads at stride! XT and writes at strode m stride 1 -> m is the same as Ozick im+j - jk+i o tjin e.) L'a performs permutation DFTum = (DFTu @ Im) Tim (Iu @ DFTm) Lu strick strick strick m ->m FFT again; stride 1 -> m

stride 1 -> m

is the same

1 -> 1 -> m

stride k -> 1 is the same as

this is the "declimation - in- time" vertion

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Declimation in frequency:
                                  drauspose!
Use: - OFT is symmetric
- (Lx) = Lm
      - (AOB)T = AT@BT
 Circs:
     OFTun = Lm (Ix@ OFTm) Tm (OFTx@ Im)
Cost analysis: (was in exam for radix 2), assume u=i
Measure: (complex adds, complex mults)
 Cost: independent of reeldx ( n logz(n), ½ n logz(n))
         conplex add = 2 real adds

n mild \( \) 4 real mults

2 real adds
    =) real cost & 2 n log2(n) + 3n log2(n) = 5n log2(n)
Herebye radix-2 FFT
   DFT2t = R2t TT (Izti & T2i-1) (Izti & DFT2 & Izi-1)

bit-reveral obsessmel at varying stricted

permutation matrix at varying stricted
  Most people consider this "the FFT"
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