



**Signals and Systems**  
**FFT Algorithm and Its Applications**

**Student:** Ali Abbasi (ID: 9531503)

**Course Instructors:** Dr. M Mehrjoo, Dr. M Shahraki

**Course Number:** 20 14 255

Faculty of Electrical and Computer Engineering,  
University of Sistan and Baluchestan, Zahedan, Iran



# Discrete Fourier Transform Computational Complexity

$$\left\{ \begin{array}{l} F[n] = \sum_{k=\langle N \rangle} f[k] e^{-j\frac{2\pi}{N}nk}, (n = 0 : N - 1) \\ W = e^{-j\frac{2\pi}{N}} \end{array} \right. \rightarrow F[n] = \sum_{k=\langle N \rangle} f[k] W^{nk}$$

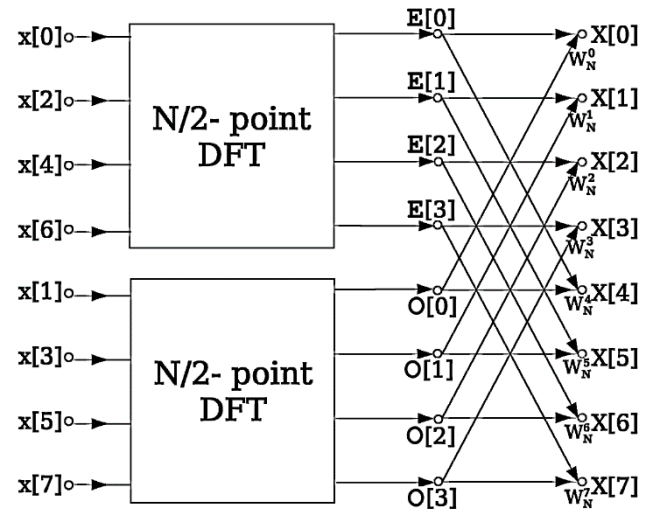
$$\begin{bmatrix} f[0] \\ f[1] \\ f[2] \\ f[3] \\ \vdots \\ f[N-1] \end{bmatrix} \times \begin{bmatrix} 1 & 1 & 1 & 1 & \dots & 1 \\ 1 & W & W^2 & W^3 & \dots & W^{N-1} \\ 1 & W^2 & W^4 & W^6 & \dots & W^{N-2} \\ 1 & W^3 & W^6 & W^9 & \dots & W^{N-3} \\ \vdots & \vdots & \vdots & \vdots & \ddots & \vdots \\ 1 & W^{N-1} & W^{N-2} & W^{N-3} & \dots & W \end{bmatrix} = \begin{bmatrix} F[0] \\ F[1] \\ F[2] \\ F[3] \\ \vdots \\ F[N-1] \end{bmatrix}$$

$O(n^2)$

# Fast Fourier Transform (FFT) Algorithm

$$\begin{aligned}
 F[n] &= \sum_{k=\langle N \rangle} f[k] W_N^{nk} \\
 &= \sum_{m=0}^{\frac{N}{2}-1} f[2m] W_N^{2mn} + \sum_{m=0}^{\frac{N}{2}-1} f[2m+1] W_N^{(2m+1)n} \\
 &= \sum_{m=0}^{\frac{N}{2}-1} f[2m] W_{\frac{N}{2}}^{mn} + W_N^m \sum_{m=0}^{\frac{N}{2}-1} f[2m+1] W_{\frac{N}{2}}^{mn} \\
 &= G[n] + W_N^m H[n]
 \end{aligned}$$

→ Sum of  $2 \frac{N}{2}$  point DFTs (divide and conquer)



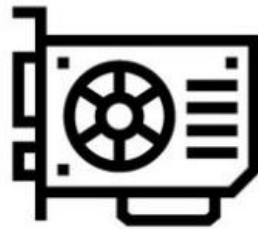
$O(n \log_2 n)$



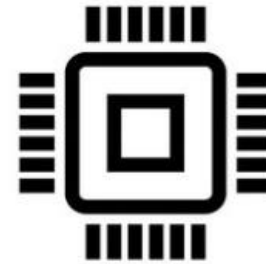
# FPGA and ASICs



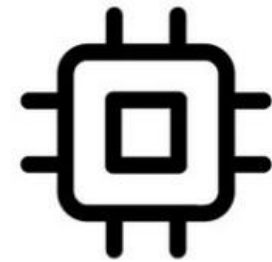
CPU



GPU



FPGA



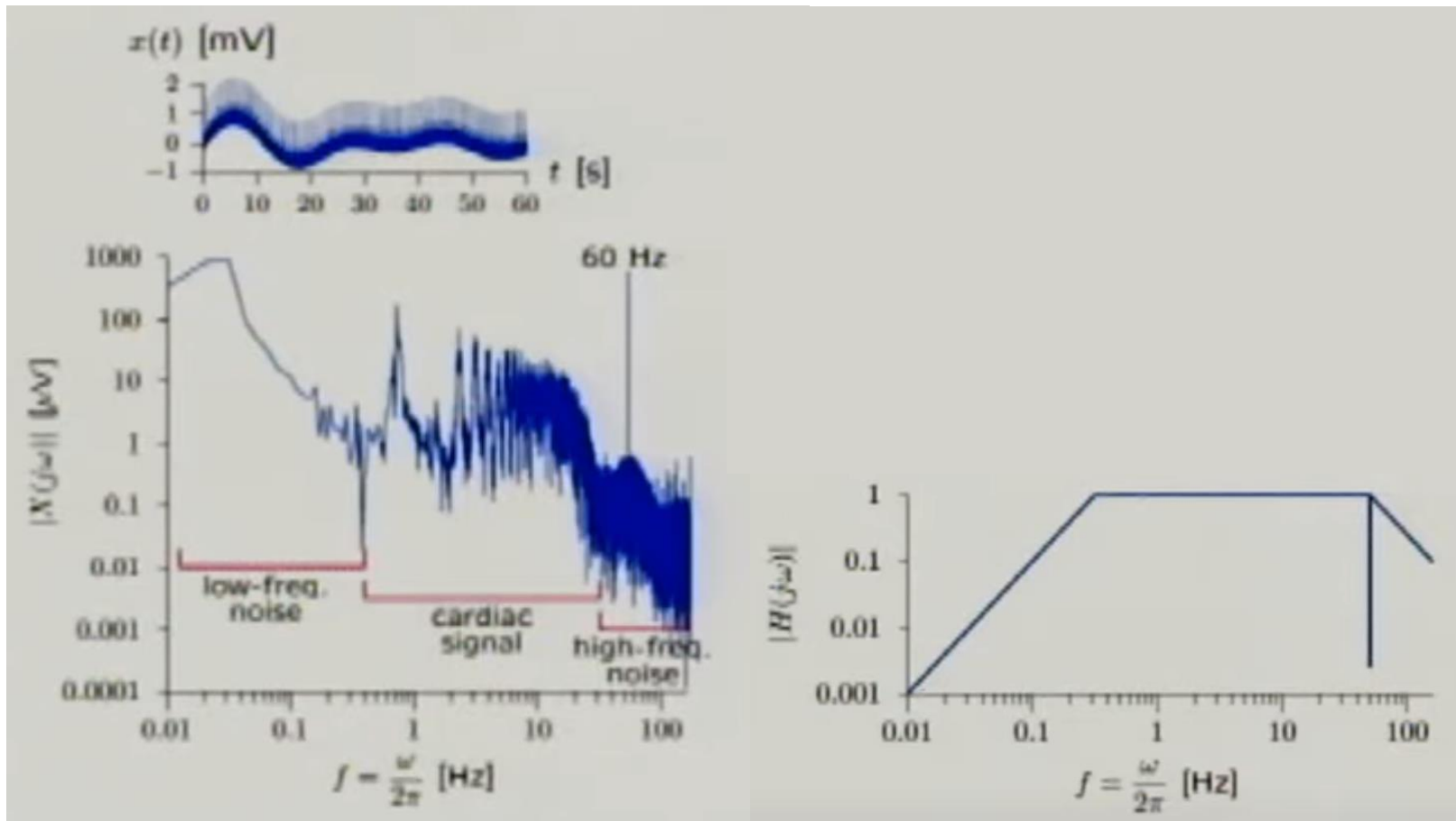
ASIC



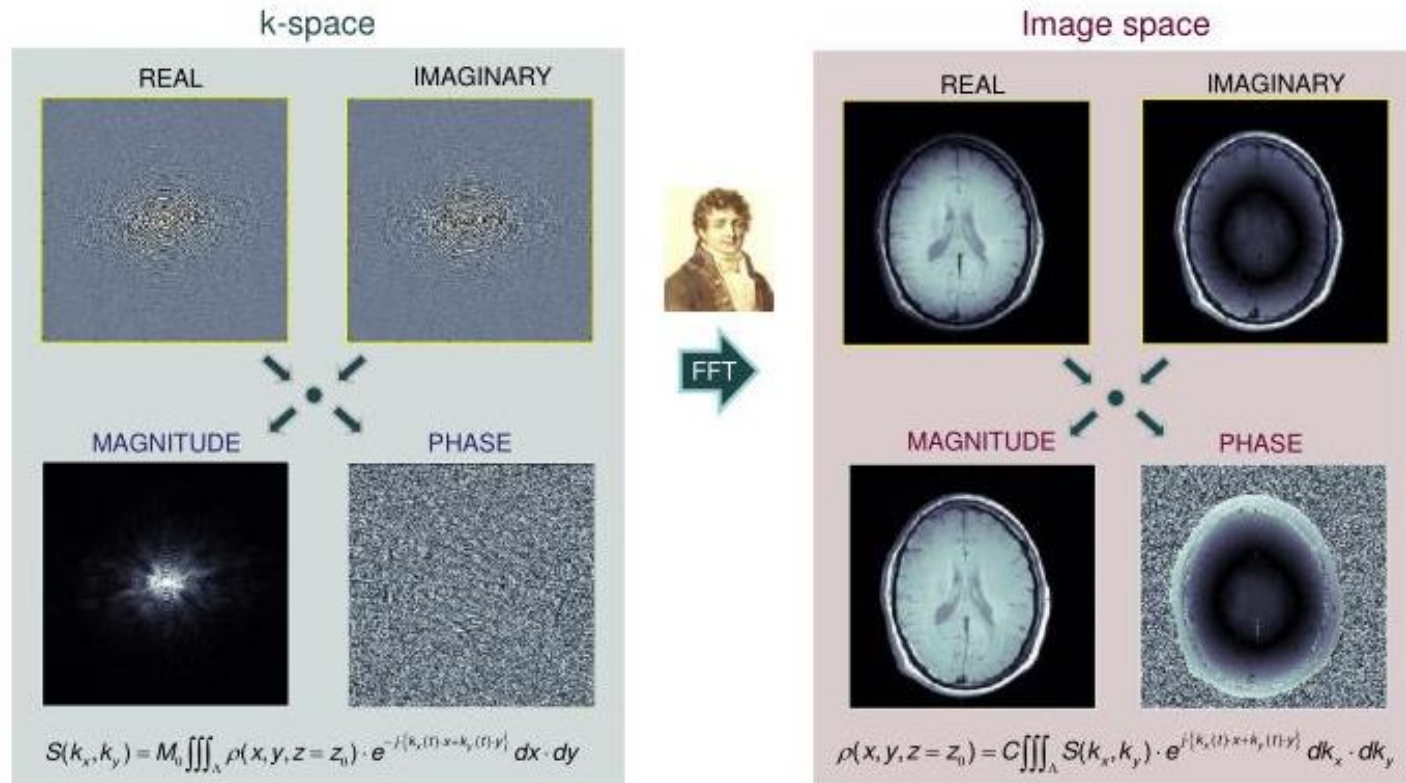
# FFT Applications

1. Electrocardiography (ECG)
2. Magnetic Resonance Imaging (MRI)
3. Edge detection in image processing
4. Orthogonal Frequency Division Multiplexing (OFDM)
5. JPEG and MPEG/MP3 encoding and decoding

# FFT and ECG



# FFT and MRI

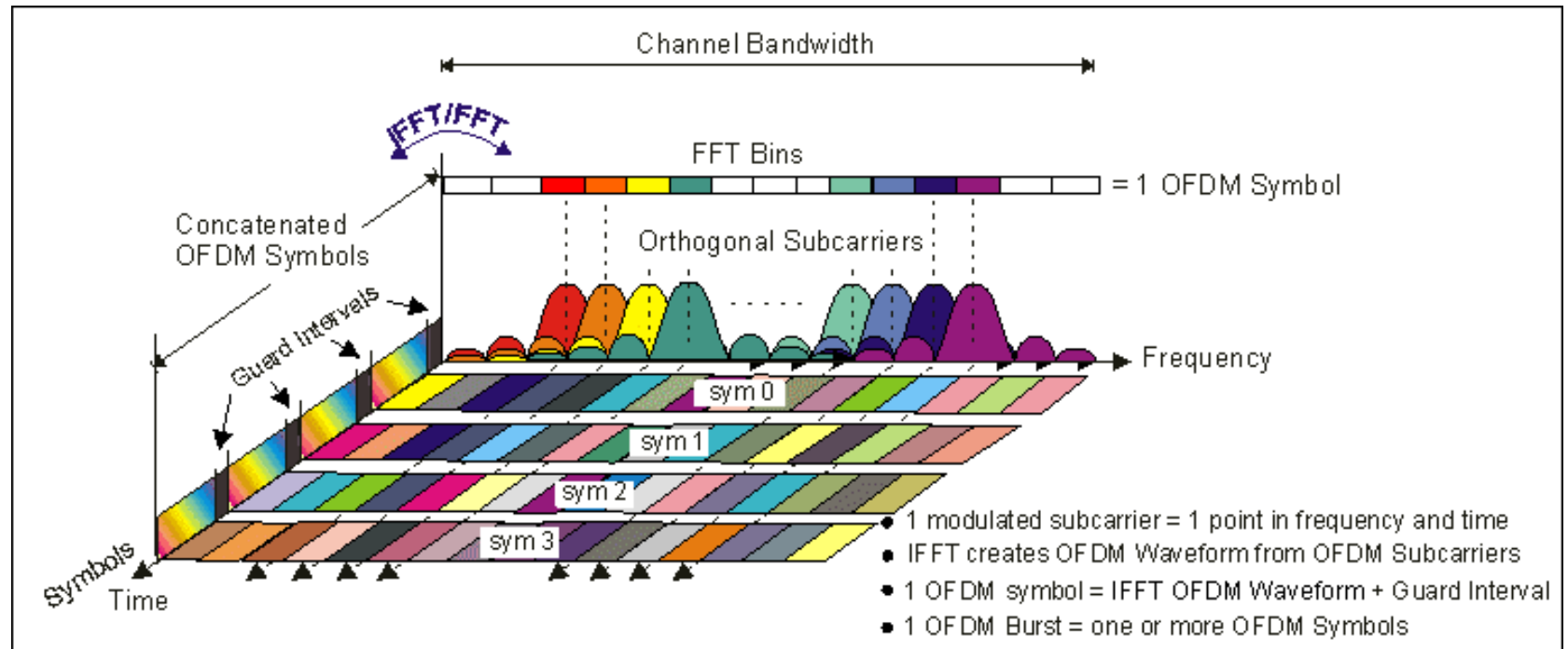




# FFT and Edge Detection

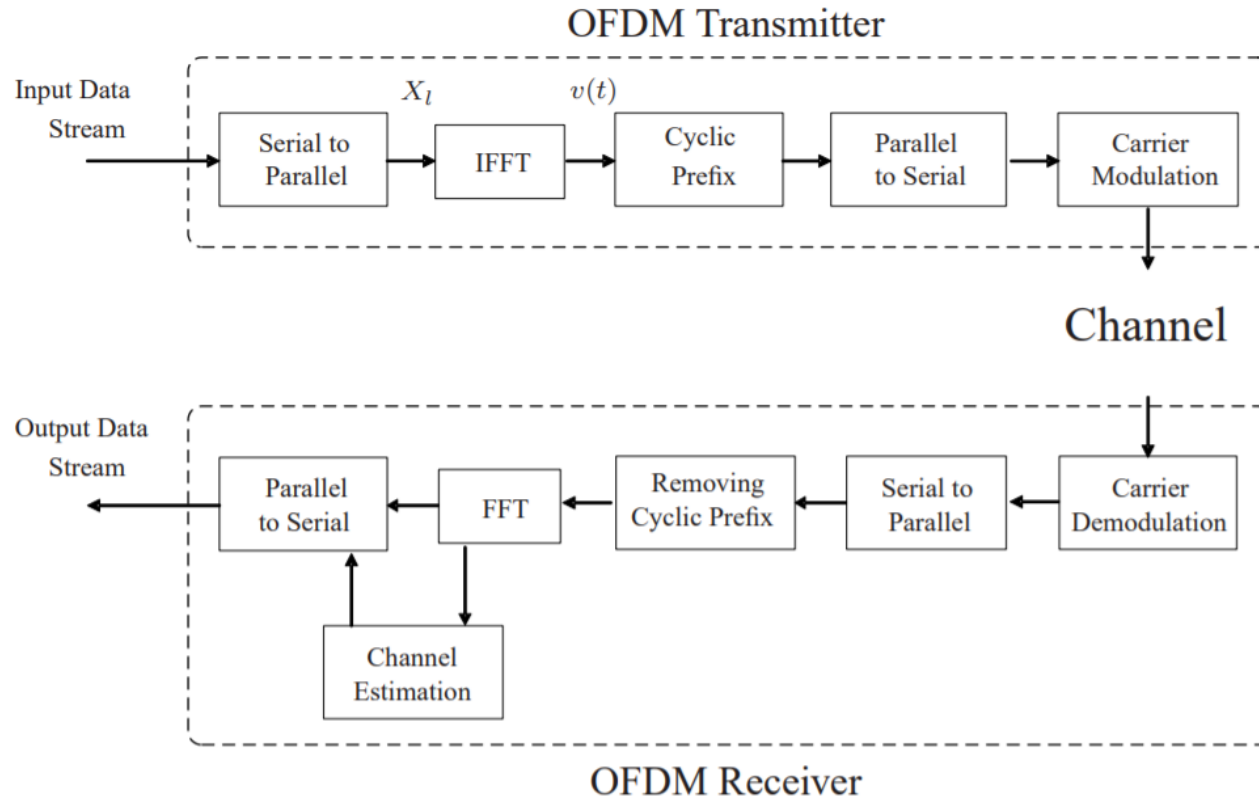


# FFT and OFDM

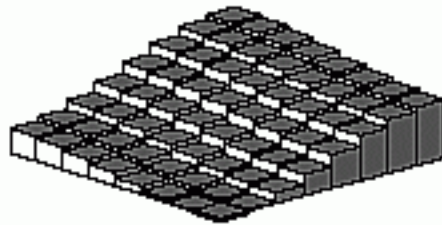


Frequency-Time Representative of an OFDM signal

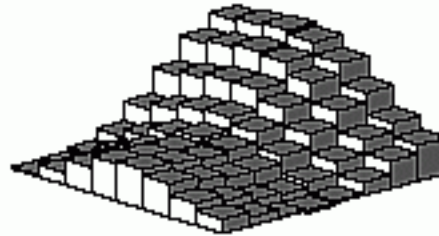
# FFT and OFDM (cont.)



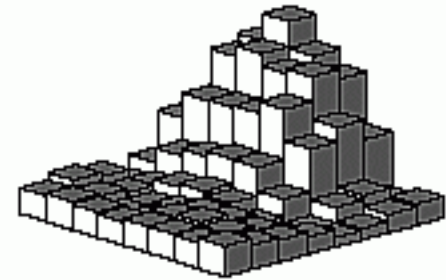
# FFT and JPEG



a. 3 coefficients

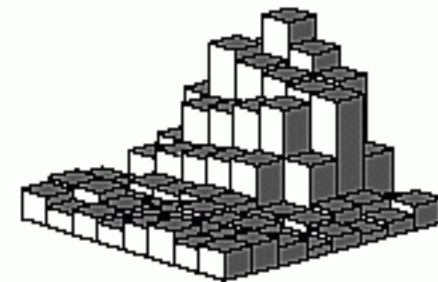


b. 6 coefficients



c. 15 coefficients

Example of JPEG reconstruction. The  $8 \times 8$  pixel group used in this example is the *eye* in Fig. 27-9. As shown, less than 1/4 of the 64 values are needed to achieve a good approximation to the correct image.



d. 64 coefficients  
(correct image)



*The END!*