FFT

- There are many ways to decompose an FFT [Rabiner and Gold]
- The simplest ones are radix-2
- Computation made up of radix-2 butterflies

\[
\begin{align*}
X &= A + BW \\
Y &= A - BW
\end{align*}
\]
• Dataflow diagram
  – $N = 64$
  – radix-2
  – 6 stages of computation

Memory Locations

Input

Output
Radix 2, 8-point FFT
Radix 2, 16-point FFT
Radix 2, 32-point FFT
Radix 2, 64-point FFT
Radix 2, 256-point FFT
Radix 4, 16-point FFT
Radix 4, 64-point FFT
Radix 4, 256-point FFT
Radix 2, Decimation-In-Time (DIT)

- Input order “decimated” — needs bit reversal
- Output in order
- Butterfly:

\[
X = A + BW \\
Y = A - BW
\]

Critical path:
Radix 2, Decimation In Frequency (DIF)

- Input in order
- Output “decimated” — needs bit reversal
- Butterfly:
  - Two CPAs
  - Wider multiplier

\[
\begin{align*}
X &= A + B \\
Y &= (A - B) W
\end{align*}
\]

Critical path:
Radix 4, DIT Butterfly

- Decimation in Time (DIT) or Decimation in Frequency (DIF)
Bit-Reversed Addressing

• Normally:
  – DIT: bit-reverse inputs before processing
  – DIF: bit-reverse outputs after processing

• Reverse addressing bits for read/write of data
  – 000 (0) \(\rightarrow\) 000 (0) # Word 0 does not move location
  – 001 (1) \(\rightarrow\) 100 (4) # Original word 1 goes to location 4
  – 010 (2) \(\rightarrow\) 010 (2) # Word 2 does not move location
  – 011 (3) \(\rightarrow\) 110 (6) # Original word 3 goes to location 6
  – 100 (4) \(\rightarrow\) 001 (1) # Original word 4 goes to location 1
  – 101 (5) \(\rightarrow\) 101 (5) # Word 5 does not move location
  – 110 (6) \(\rightarrow\) 011 (3) # Original word 6 goes to location 3
  – 111 (7) \(\rightarrow\) 111 (7) # Word 7 does not move location
Addressing In Matlab
(Especially helpful for FFTs)

• Matlab
  – Matlab can not index arrays with index zero!

• In matlab, do address calculations normally
  – \( AddrA = 0, 2, 4, \ldots \)
  – \( AddrB = 1, 3, 5, \ldots \)

• then use pointers with an offset of one whenever indexing arrays
  – \( AddrA = \ldots \);
  – \( AddrB = \ldots \);
  – \( A = \text{data}(AddrA+1); \)
  – \( B = \text{data}(AddrB+1); \)
  – \( \ldots \)
  – \( \text{data}(AddrA+1) = X; \)
  – \( \text{data}(AddrB+1) = Y; \)
Higher Radices

- Radix 2 and radix 4 are certainly the most popular.
- Radix 4 is on the order of 20% more efficient than radix 2 for large transforms.
- Radix 8 is sometimes used, but longer radix butterflies are not common because additional efficiencies are small and added complexity is non-trivial (especially for hardware implementations).
I. Common-Factor FFTs

• Key characteristics
  – Most common class of FFTs
  – Also called Cooley-Tukey FFTs
  – Factors of $N$ used in decomposition have common factor(s)

• A) Radix-$r$
  – $N = r^k$, where $k$ is a positive integer
  – Butterflies used in each stage are the same
  – Radix-$r$ butterflies are used
  – $N/r$ butterflies per stage
  – $k = \log_r N$ stages
I. Common-Factor FFTs

• B) Mixed-radix
  – Radices of component butterflies are not all equal
  – More complex than radix-\( r \)
  – Is necessary if \( N \neq r^k \)
  – Example
    • \( N = 32 \)
    • Could calculate with two radix-4 stages and one radix-2 stage
II. Prime-Factor FFTs

- The length of transforms must be the product of relatively prime numbers.
- This can be limiting, though it is often possible to find lengths near popular power-of-2 lengths (e.g., $7 \times 11 \times 13 = 1003$).
- Their great advantage is that they have no $W_N$ twiddle factor multiplications.
- Irregular sorting of input and output data.
- Irregular addressing for butterflies.
III. Other FFTs

• Split-radix FFT
  – When $N = p^k$, where $p$ is a small prime number and $k$ is a positive integer, this method can be more efficient than standard radix-$p$ FFTs
III. Other FFTs

- **Winograd Fourier Transform Algorithm (WFTA)**
  - Type of prime factor algorithm based on DFT building blocks using a highly efficient convolution algorithm
  - Requires many additions but only order $N$ multiplications
  - Has one of the most complex and irregular structures

- **FFTW (www.fftw.org)**
  - C subroutine libraries highly tuned for specific architectures

- **Goertzel DFT**
  - Not a “normal” FFT in that its computational complexity is still order $N^2$
  - It allows a subset of the DFT’s $N$ output terms to be efficiently calculated
Signal Growth

• Note in DFT equation signal can grow by $N$ times
• This is also seen in the FFT in its growth by $r$ times in a radix-$r$ butterfly, and $\log_r N$ stages in the entire transform: $r^{\log_r N} = N$
• Thus, the FFT processor requires careful scaling
  – Floating point number representation
    • Easiest conceptually, but expensive hardware. Typically not used in efficient DSP systems.
  – Fixed-point with scaling by $1/r$ every stage
    • First stage is a special case. Scaling must be done on the inputs before processing to avoid overflow with large magnitude complex inputs with certain phases.
  – Block floating point
Efficient Computation of the IFFT

- \texttt{out = IFFT(in)}
- 0) Design a separate processor for IFFTs
- Re-use a forward FFT engine if available
  - 1) Swapping real and imaginary parts:
    \begin{verbatim}
    a = fft(imag(in) + i*real(in));
    out = (imag(a) + i*real(a));
    \end{verbatim}
  - 2) Using conjugates:
    \begin{verbatim}
    a = fft(conj(in));
    out = conj(a);
    \end{verbatim}
  - 3) A simple indexing change:
    \begin{verbatim}
    a = fft(in);
    out = [a(0) a(N-1:-1:1)];  % with normal indices
    out = [a(1) a(N :-1:2)];  % with weird matlab indices
    \end{verbatim}