

Tutorial on Sparse Fourier Transforms

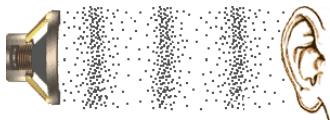
Eric Price

UT Austin

The Fourier Transform

Conversion between time and frequency domains

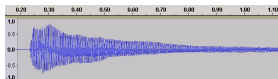
Time Domain



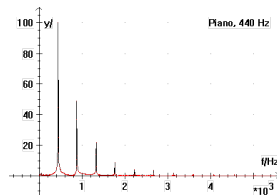
Frequency Domain



Fourier Transform



Displacement of Air



Concert A

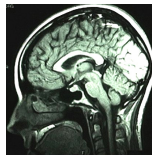
The Fourier Transform is Ubiquitous



Audio



Video



Medical Imaging



Radar



GPS



Oil Exploration

Computing the Discrete Fourier Transform

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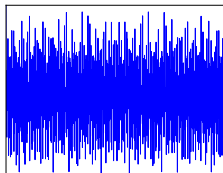
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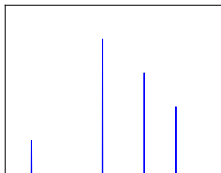
When can we compute the Fourier Transform in *sublinear* time?

Idea: Leverage *Sparsity*

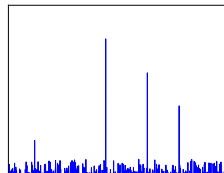
Often the Fourier transform is dominated by a small number of peaks:



Time Signal



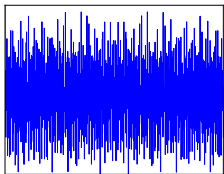
Frequency
(Exactly sparse)



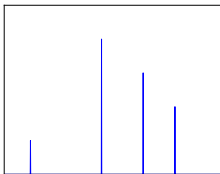
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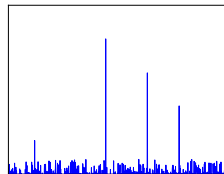
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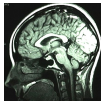
Sparsity is common:



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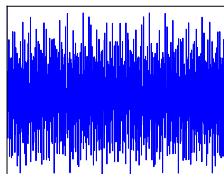
GPS



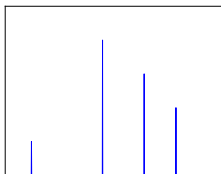
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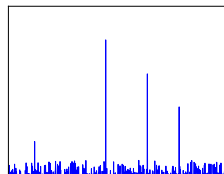
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Goal of this workshop: *sparse* Fourier transforms
Faster Fourier Transform on sparse data.

Classes of sparse Fourier transform algorithms

For recovering a k -sparse signal in n dimensions.

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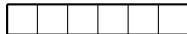
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Kinds of Fourier transform



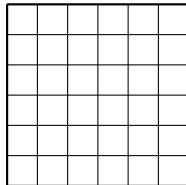
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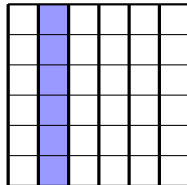
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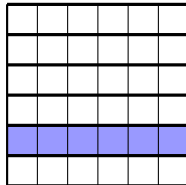
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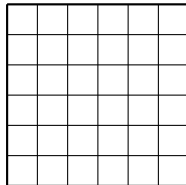
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- Hadamard transform: $x \in \mathbb{C}^{2 \times 2 \times \dots \times 2}$:

$$\hat{x}_i = \sum_j^n (-1)^{\langle i, j \rangle} x_j$$

Generic Algorithm Outline

- Goal: given access to x , compute $\bar{x} \approx \hat{x}$
 - ▶ Exact case: \hat{x} is k -sparse, $\bar{x} = \hat{x}$ (maybe to $\log n$ bits of precision)

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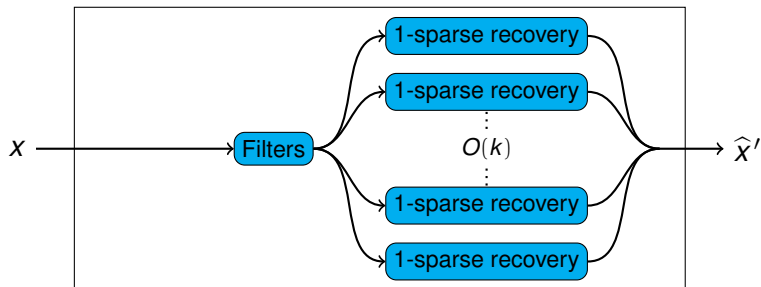
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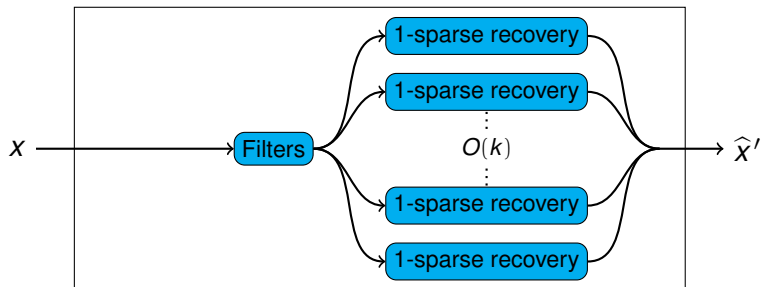
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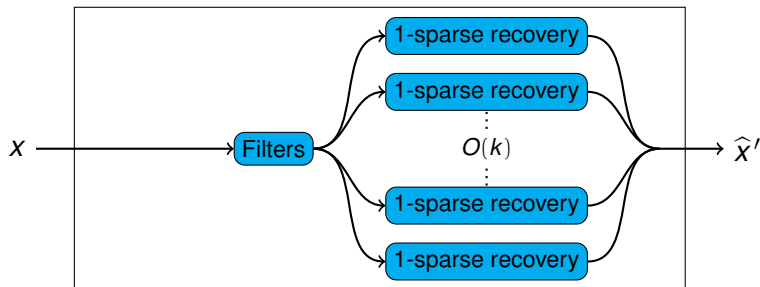
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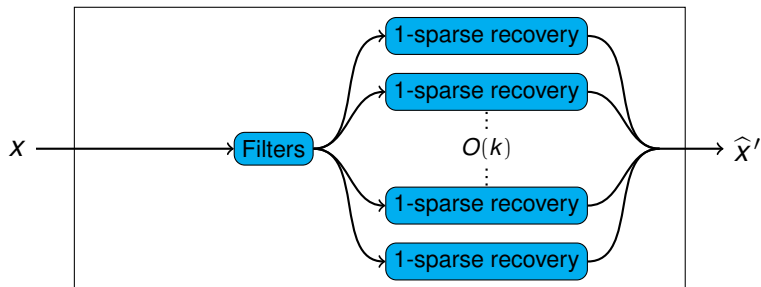
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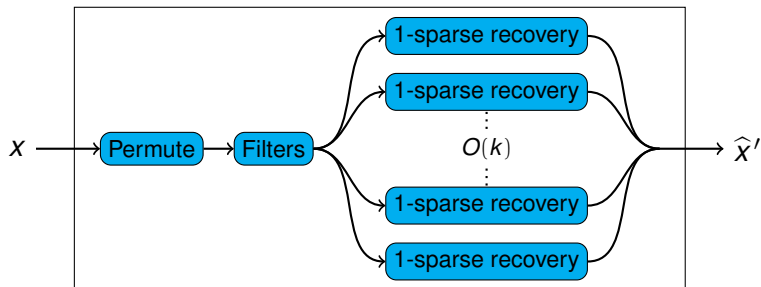
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- 3 Finds “most” of signal; repeat on residual

Talk Outline

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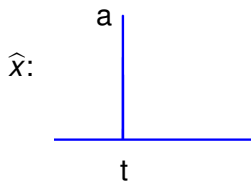
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Algorithm for $k = 1$: one dimension, exact case

Lemma

We can compute a 1-sparse \hat{x} in $O(1)$ time.

$$\hat{x}_i = \begin{cases} a & \text{if } i = t \\ 0 & \text{otherwise} \end{cases}$$

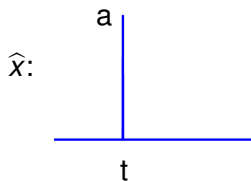


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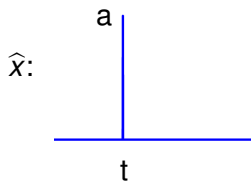
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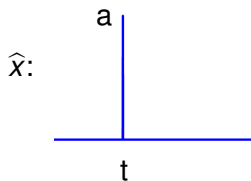
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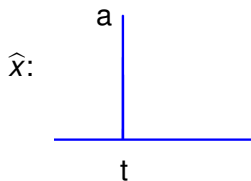
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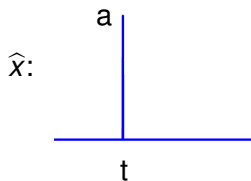
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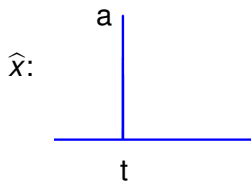


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- (Related to OFDM, Prony's method, matrix pencil.)

Algorithm for $k = 1$: one dimension, approximate case

Lemma

Suppose \hat{x} is approximately 1-sparse:

$$|\hat{x}_t| / \|\hat{x}\|_2 \geq 90\%.$$

Then we can recover it with $O(\log n)$ samples and $O(\log^2 n)$ time.

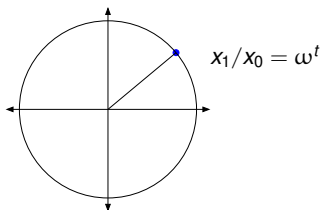
Algorithm for $k = 1$: one dimension, approximate case

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Suppose \hat{x} is approximately 1-sparse:

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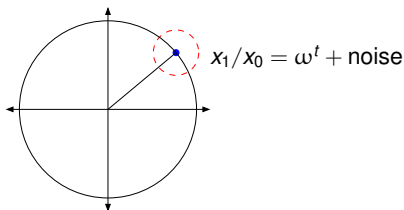
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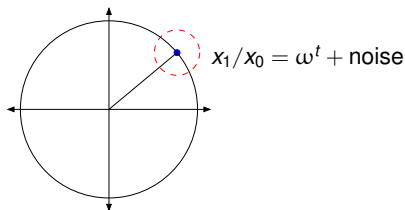
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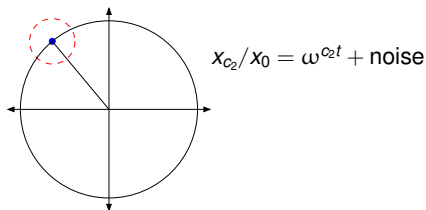
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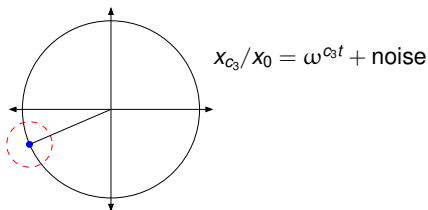
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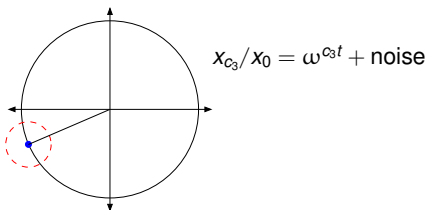
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- Error correcting code with efficient recovery \implies lemma. ■

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Levin '93, improving upon Goldreich-Levin '89

$$\hat{x}_i = \sum_j (-1)^{\langle i, j \rangle} x_j$$

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- Choose i to be the $O(\log n)$ rows of generator matrix for constant rate and distance binary code.

Talk Outline

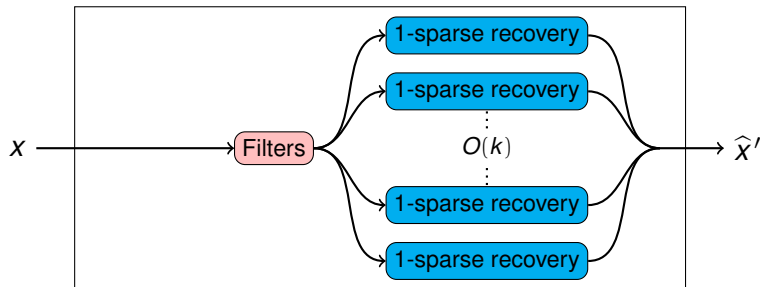
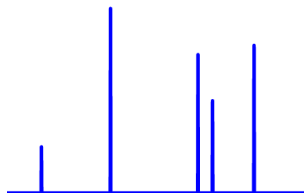
1 Algorithm for $k = 1$

2 Reducing k to 1

3 Putting it together

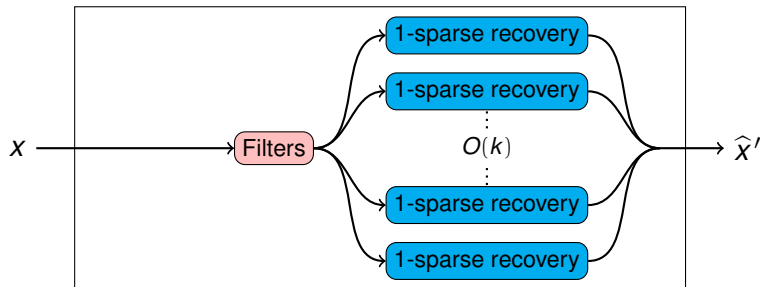
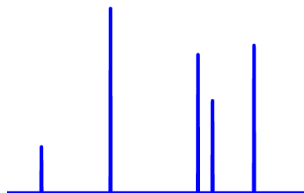
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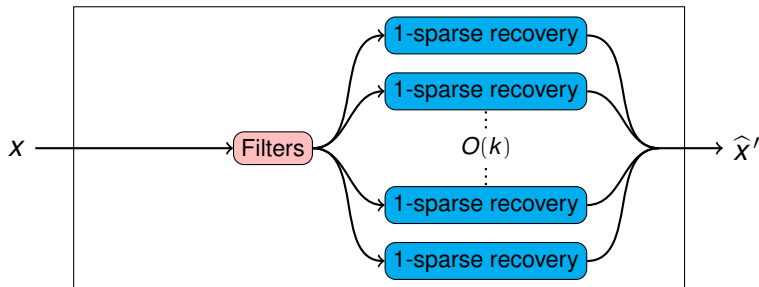
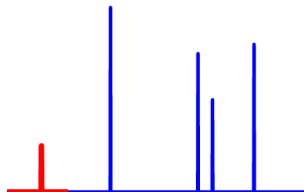
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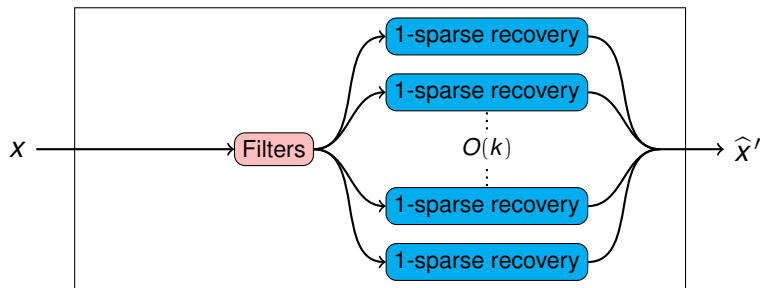
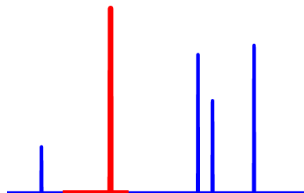
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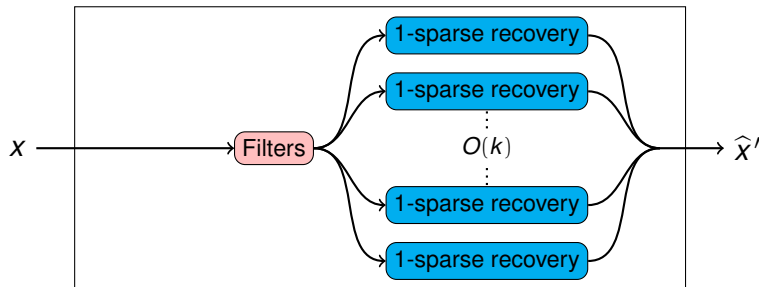
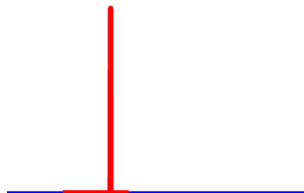
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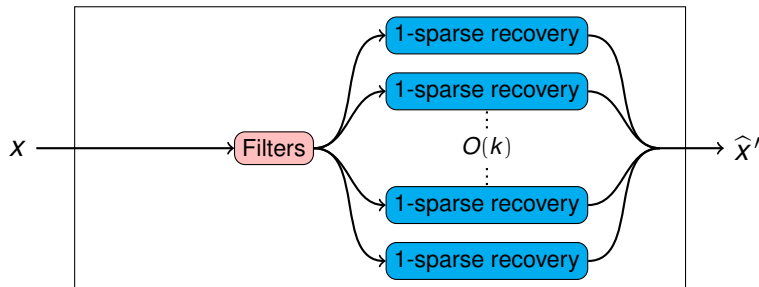
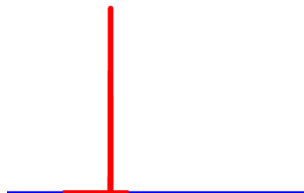
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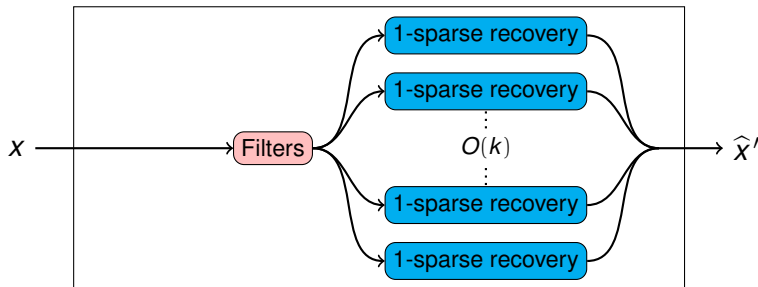
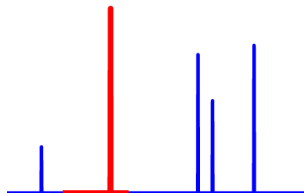
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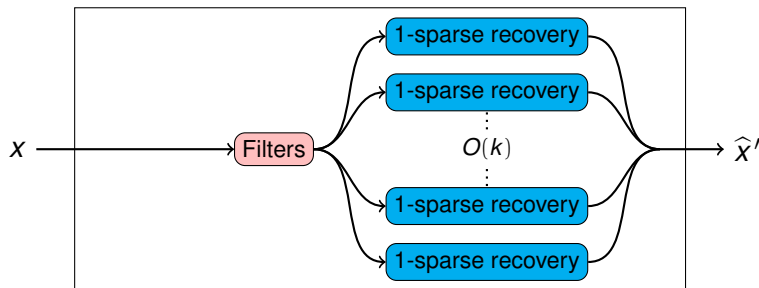
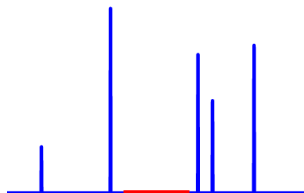
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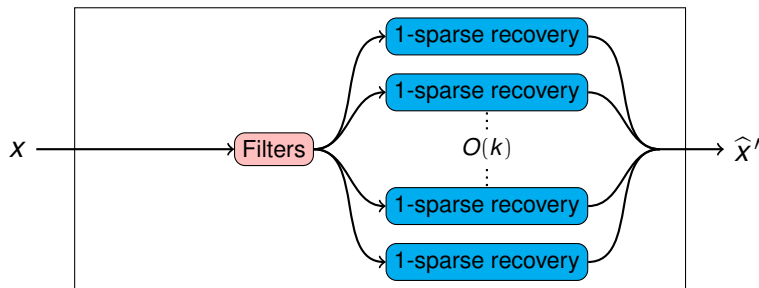
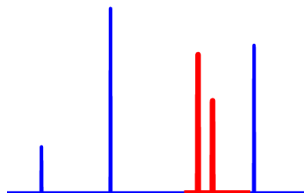
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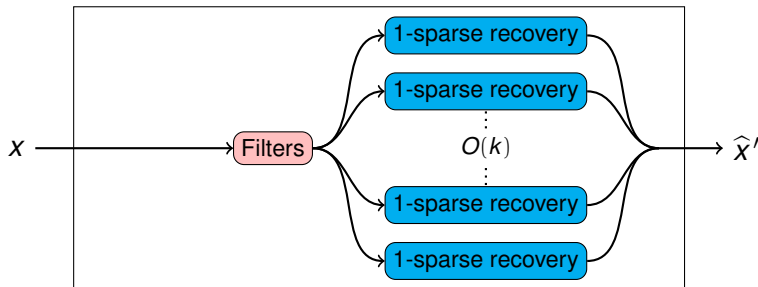
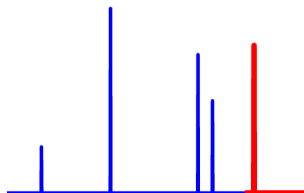
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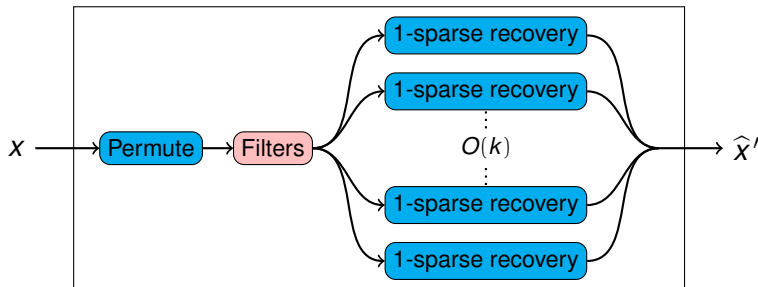
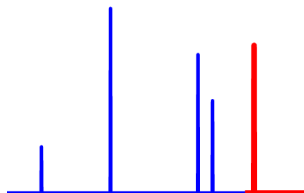
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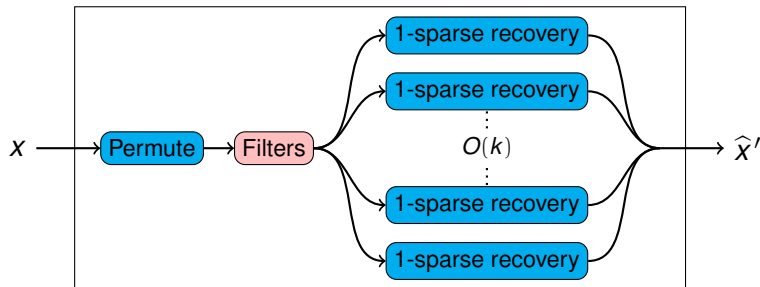
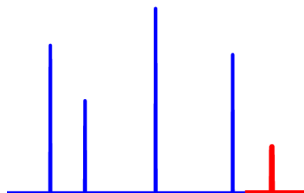
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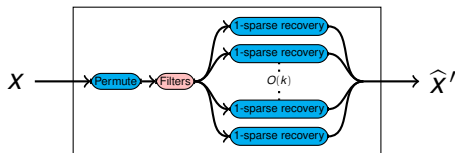
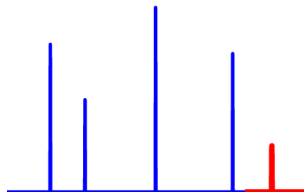
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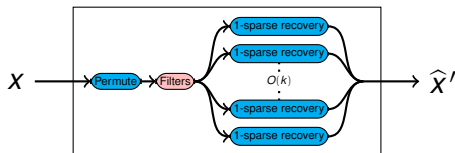
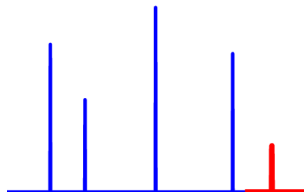
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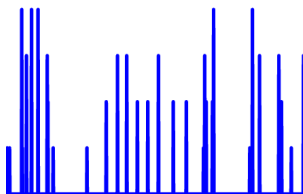
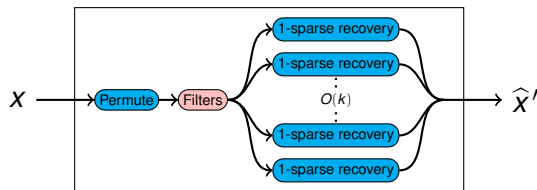
Recovers *most* of \hat{x} :

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In $O(k \log n)$ expected time, we can compute an estimate \hat{x}' such that $\hat{x} - \hat{x}'$ is $k/2$ -sparse.

Going from finding most coordinates to finding all \hat{x}

Partial k -sparse recovery

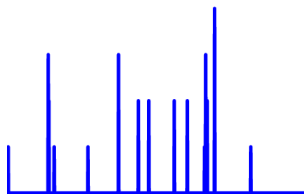
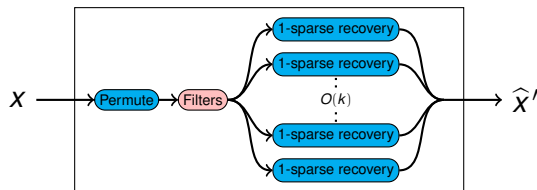


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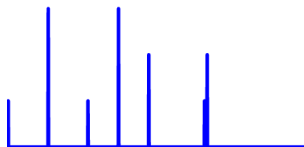
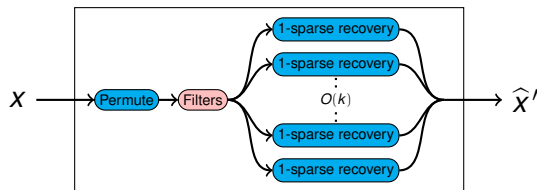


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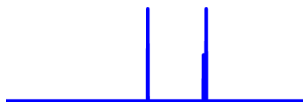
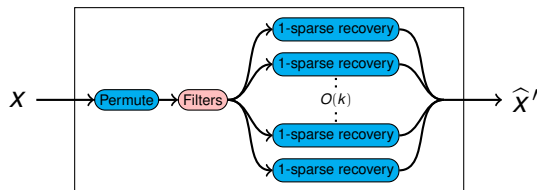
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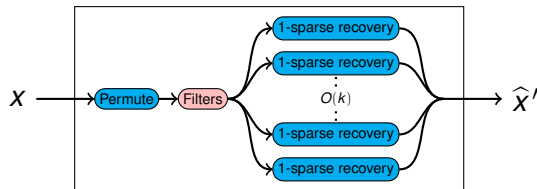
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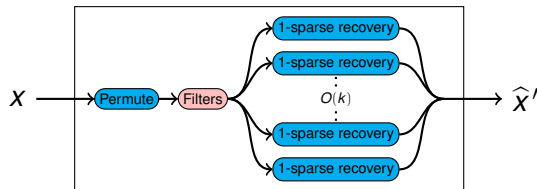
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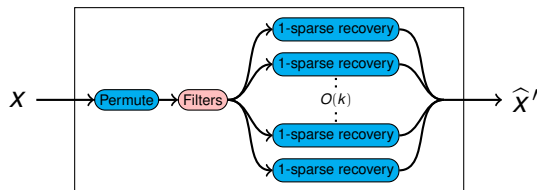
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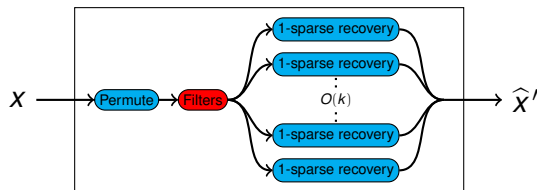
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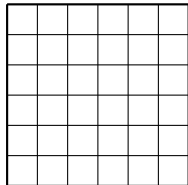
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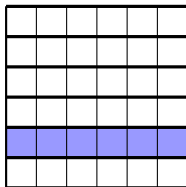
We can compute \hat{x} in $O(k \log n)$ expected time.

How do filters work?

- Consider the $\sqrt{n} \times \sqrt{n}$ $2d$ setting.

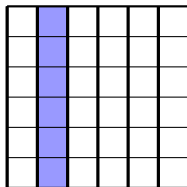


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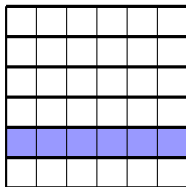
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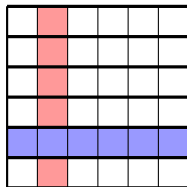
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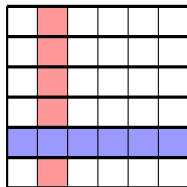
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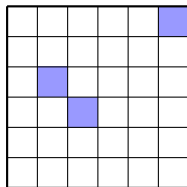


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- With $O(\sqrt{n} \log n)$ time, get samples from time domains of all \sqrt{n} columns.

How do filters work?

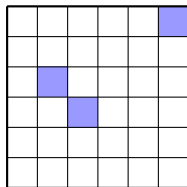
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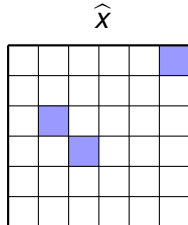
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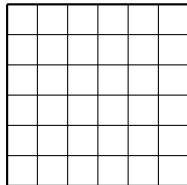
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- If $k = \sqrt{n}$ random nonzeros, expect to recover most of them.

Filters more generally

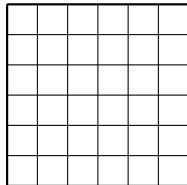
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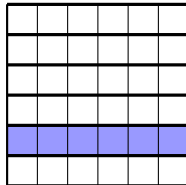
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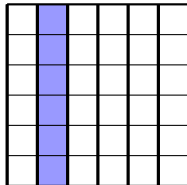
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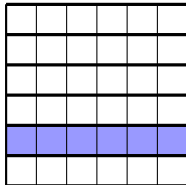
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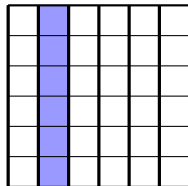
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- For various r , compute k -dimensional Fourier transform of $y_i = x_{i+r} F_i$.
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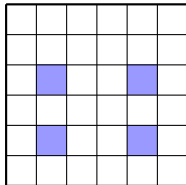
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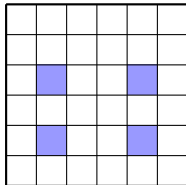
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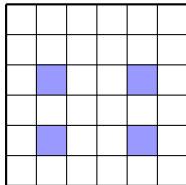
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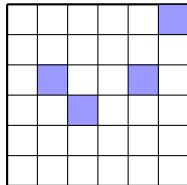
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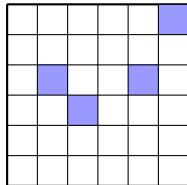
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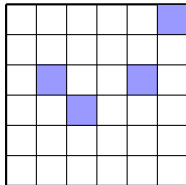
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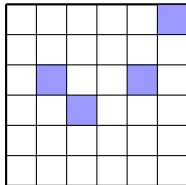
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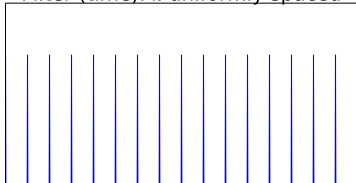


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- For worst-case inputs, need other filters

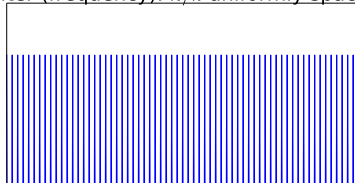
A different style of filter

GMS05, HIKP12, IKP14, IK14

Filter (time): k uniformly spaced



Filter (frequency): n/k uniformly spaced

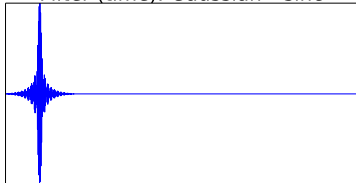


- Previous slides used *comb filter*

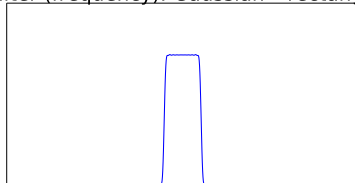
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Filter (time): Gaussian \cdot sinc



Filter (frequency): Gaussian \ast rectangle

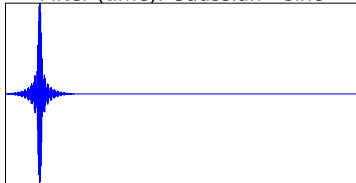


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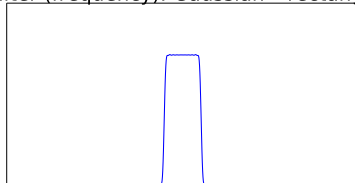
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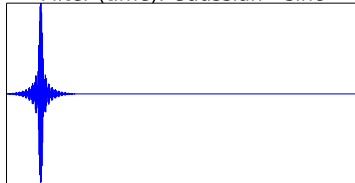
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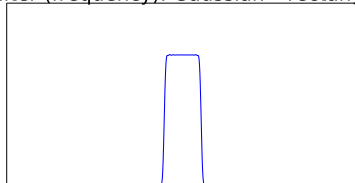
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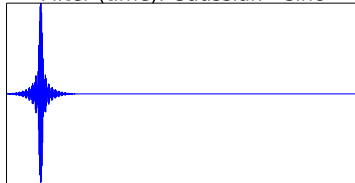
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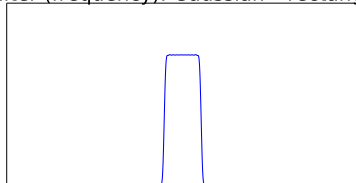
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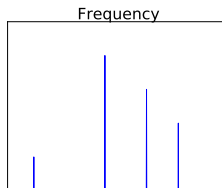
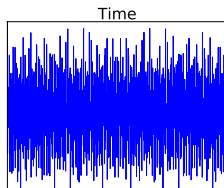
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- Allows us to convert worst case to random case.

Talk Outline

- 1 Algorithm for $k = 1$
- 2 Reducing k to 1
- 3 Putting it together

How can you hope for sublinear time?

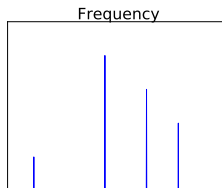
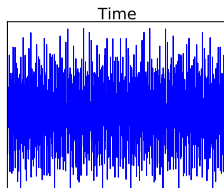


n -dimensional DFT:

$O(n \log n)$

$x \rightarrow \hat{x}$

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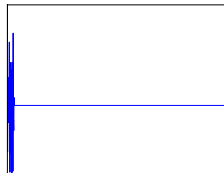
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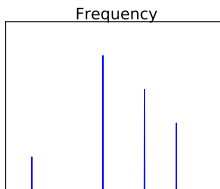
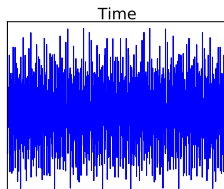
\times



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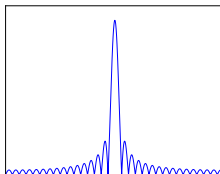
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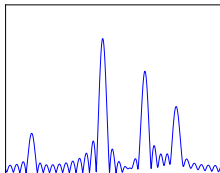
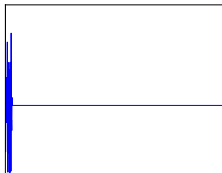


n -dimensional DFT of first k terms: $O(n \log n)$

$x \cdot \text{rect} \rightarrow \hat{x} * \text{sinc}$.

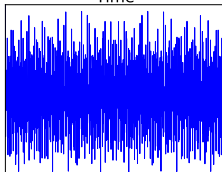
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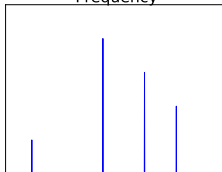


How can you hope for sublinear time?

Time



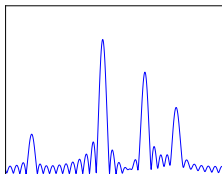
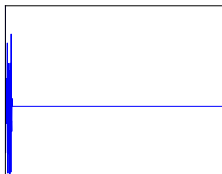
Frequency



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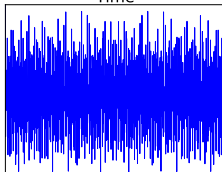


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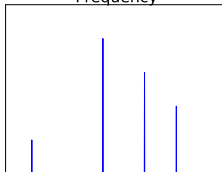
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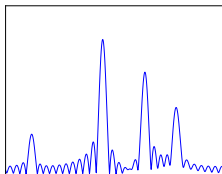
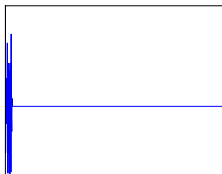
Frequency



n -dimensional DFT:

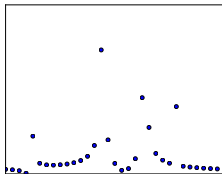
$O(n \log n)$

$x \rightarrow \hat{x}$



n -dimensional DFT of first k terms: $O(n \log n)$

$x \cdot \text{rect} \rightarrow \hat{x} * \text{sinc}$.

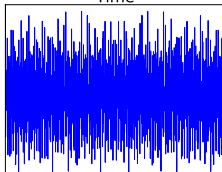


k -dimensional DFT of first k terms: $O(B \log B)$

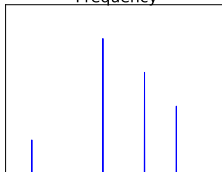
$\text{alias}(x \cdot \text{rect}) \rightarrow$
 $\text{subsample}(\hat{x} * \text{sinc})$.

How can you hope for sublinear time?

Time



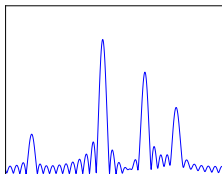
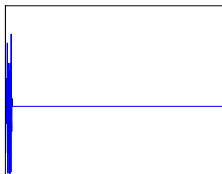
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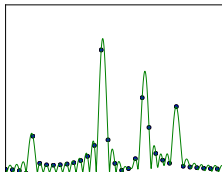
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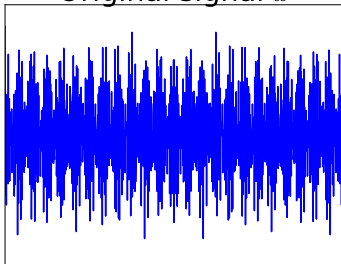


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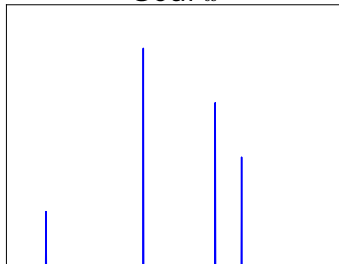
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Algorithm for *exactly sparse* signals

Original signal x

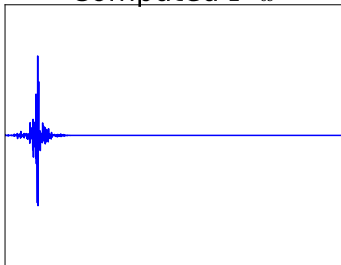


Goal \hat{x}

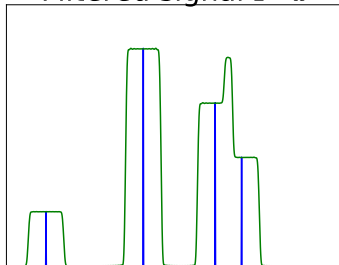


Algorithm for *exactly sparse* signals

Computed $F \cdot x$



Filtered signal $\widehat{F} * \widehat{x}$

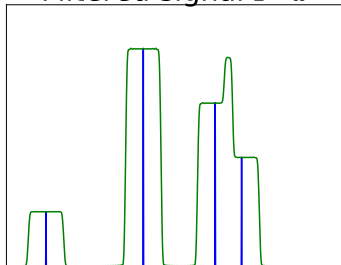


Algorithm for *exactly sparse* signals

$F \cdot x$ aliased to k terms



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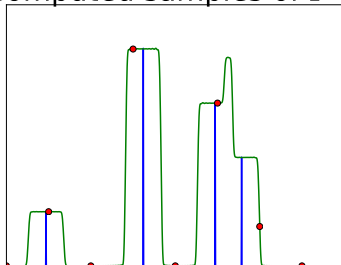


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Computed samples of $\widehat{F} * \widehat{x}$

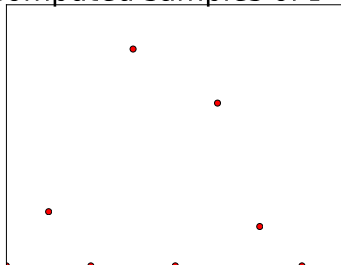


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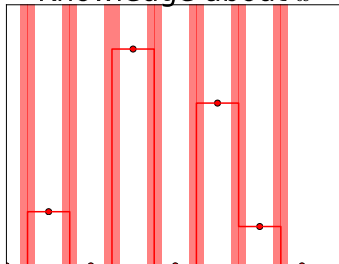


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Knowledge about \hat{x}

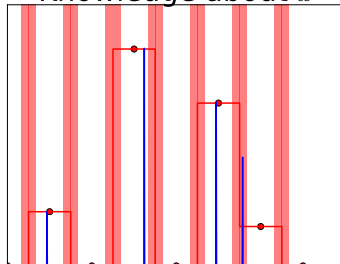


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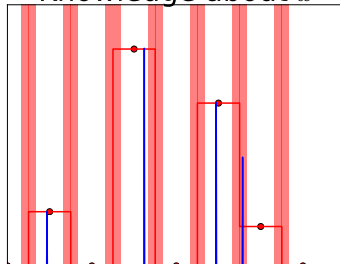


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Knowledge about \hat{x}



Lemma

If t is isolated in its bucket and in the “super-pass” region, the value b we compute for its bucket satisfies

$$b = \hat{x}_t.$$

Computing the b for all $O(k)$ buckets takes $O(k \log n)$ time.

Algorithm

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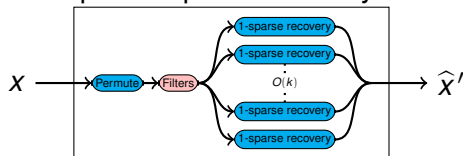
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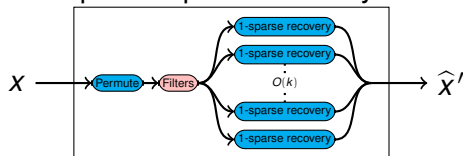
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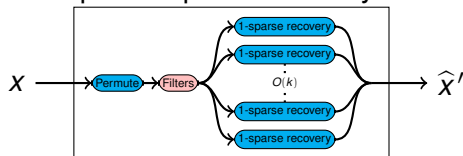
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- Repeat $k \rightarrow k/2 \rightarrow k/4 \rightarrow \dots$
- $O(k \log n)$ time sparse Fourier transform.



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Thank You

