

Important property of these \vec{e}_n vectors (which are harmonics)
 \vec{e}_n is orthogonal (i.e. \perp) to \vec{e}_m if $n \neq m$

Remark: what does orthogonal mean in a N dimensional vector space ... that the dot product is zero.

what does dot product mean with complex numbers as coordinates ... use complex conjugates.

Note: An important property of dot products was $\vec{v} \cdot \vec{v} \geq 0$ and equals zero only if $\vec{v} = 0$. If we did not use

complex conjugate than $\vec{v} = (0, i, 0)$ $\vec{v} \cdot \vec{v} = (i^2 = -1)$

but with complex conjugate $(i) \cdot (i)^* = i \cdot (-i) = 1$

So dot product $\vec{w} \cdot \vec{v} = \sum w_k^* v_k$

Remark: The result of all of this (complex vector space with a dot product) is called by mathematicians a Hilbert Space.

Remark: Fairly sometimes mathematicians define

$\vec{w} \cdot \vec{v} = \sum w_k v_k^*$. It's no big deal but it makes mathematics books tricky to use to look up results.

Proof of orthogonality:

$$\vec{e}_n \cdot \vec{e}_m = \sum_{k=0}^{N-1} e_n(k)^* e_m(k) = \sum_{k=0}^{N-1} (e^{2\pi i n k / N})^* (e^{2\pi i m k / N})$$

$$= \sum_{k=0}^{N-1} e^{2\pi i \frac{(m-n)k}{N}} = \sum_{k=0}^{N-1} W^k = \frac{1 - W^N}{1 - W}$$

I'm going to call this W (sorry)

Know how to sum a geometric series?

$$\text{Now } W^N = e^{2\pi i \frac{(m-n)}{N} N} = e^{2\pi i (m-n)} = 1^{(m-n)} = 1$$

Remark: if $m=n$ then $W=1$ and the sum

formula has $\frac{0}{0}$ which is bad - but if $W=1$

$$\sum_{k=0}^{N-1} W^k = N!!$$

Kronecker delta \rightarrow by definition 0 unless $n=m$ in which case it is 1

Result: $\vec{e}_n \cdot \vec{e}_m = N \delta_{nm}$

Fourier's Trick to find H_n such that $\vec{h} = \sum H_n \vec{e}_n$
 Dot both sides with \vec{e}_m ; of all the terms in the sum only the term with $n=m$ is non-zero thus

$$\vec{e}_m \cdot \vec{h} = \sum_{n=0}^{N-1} H_n \vec{e}_m \cdot \vec{e}_n = H_m \vec{e}_m \cdot \vec{e}_m = H_m N$$

thus $H_m = \frac{1}{N} \vec{e}_m \cdot \vec{h}$ (eg $H_5 = \frac{1}{N} \vec{e}_5 \cdot \vec{h}$)

$$= \frac{1}{N} \sum_{k=0}^{N-1} e^{-2\pi i \frac{mk}{N}} h_k$$

Result: $h_k = \sum_{m=0}^{N-1} H_m \vec{e}_m(k) = \sum_{m=0}^{N-1} H_m e^{2\pi i \frac{mk}{N}}$

$$H_m = \frac{1}{N} \sum_{k=0}^{N-1} e^{-2\pi i \frac{mk}{N}} h_k$$

To compare to integral form recall $\frac{m}{N} = \frac{f}{f_0} = f \Delta$

so $\frac{m}{N} k = f(k\Delta) = f t$

the difference between freq $\Delta f = \frac{f_0}{N}$ $\rightarrow \frac{1}{\Delta N} = \frac{1}{\pi}$

$$\text{so } \int H(f) e^{2\pi i f t} df \rightarrow \sum H(f) e^{2\pi i f t} \frac{f_0}{N}$$

$$\int h(t) e^{-2\pi i f t} dt \rightarrow \underbrace{\sum h(t) e^{-2\pi i f t}}_{N \cdot H_m} \Delta$$

upshot: our discrete H_m is the integral $\frac{H(f)}{\pi}$

Remark: This is pretty clear just from units. Our DFT H has the same units as h whereas our continuous $H(f)$ has units of $[h][\text{time}]$

Remark: Just as you will find the 2π s in different places for the Fourier integral, you'll find the N in different places for the discrete Fourier sums
 FYI: Mathematica likes the form with $\frac{1}{\sqrt{N}}$ in both sums

Remark: if we take our expression for h_k and evaluate it for k outside the sampling time e.g. $k = N + j$ the result is

$$h_{N+j} = \sum_{m=0}^{N-1} H_m e^{\frac{2\pi i m (N+j)}{N}} \rightarrow \underbrace{2\pi m + 2\pi m j/N}_{e^{2\pi i m} = 1}$$

$$= \sum_{m=0}^{N-1} H_m e^{2\pi i m j/N} = h_j$$

That is by the mathematics (but perhaps not in reality) h is periodic.

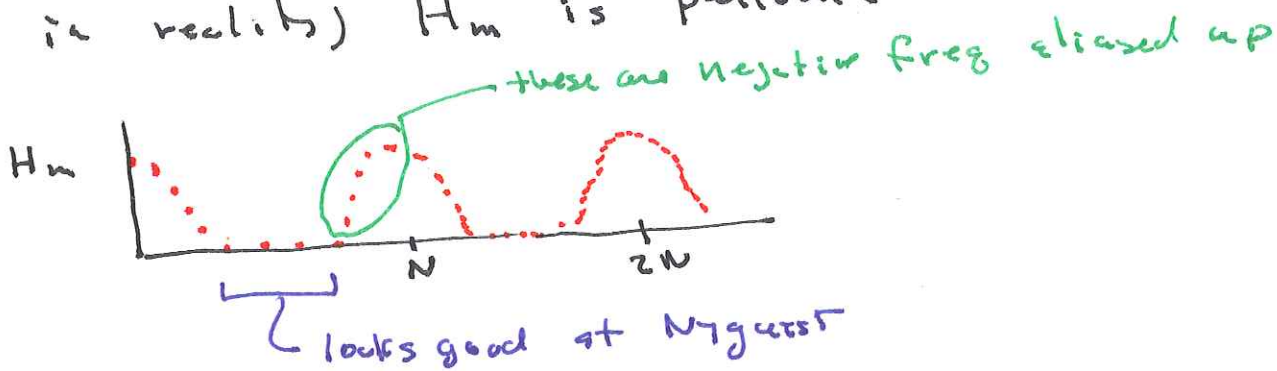
Remark: if we take our expression for H_m and evaluate it for frequencies above f_0 e.g.

$f = \frac{(N+j)}{N} f_0$ (or $m = N+j$) the result is

$$H_{N+j} = \frac{1}{N} \sum_{k=0}^{N-1} A_k e^{-2\pi i (N+j)k/N} = \frac{1}{N} \sum A_k e^{-2\pi i j k/N}$$

$$= H_j$$

That is by the mathematics (but certainly not in reality) H_m is periodic



Remark: The dot product of 2 vectors should be invariant to basis choice...

$$\vec{g} \cdot \vec{h} = \sum_l G_l^* \vec{e}_l \cdot \sum_k H_k \vec{e}_k = \sum_k G_k^* H_k N$$

all except one of these dot products are zero

if $l=k$ result is

Strange (but not uncommon) idea - what happens if you want to mix \vec{g} & \vec{h} together at slightly different times (this is called convolution) eg

$$\vec{g} = (a, b, c, d, e, \dots)$$

$$\vec{h} = (\alpha, \beta, \gamma, \delta, \epsilon, \dots)$$

\vec{g} is advanced by 2 compared to normal

$$= a^* \gamma + b^* \delta + c^* \epsilon + \dots$$

[Eg coherence lengths of laser]

Notation: $\vec{g} \otimes \vec{h}(j) = \sum_k g_{k-j}^* h_k \leftarrow \vec{g}$ is advanced by j

$$\vec{e}_n \otimes \vec{e}_m(j) = \sum_k \left(e^{2\pi i n \frac{(k-j)}{N}} \right)^* e^{2\pi i m \frac{k}{N}}$$

$$= e^{2\pi i n \frac{j}{N}} \sum_k e^{-2\pi i n \frac{k}{N}} e^{2\pi i m \frac{k}{N}} = N \delta_{nm}$$

$$\vec{g} \otimes \vec{h}(j) = \sum_{n,m} G_n^* H_m \vec{e}_n \otimes \vec{e}_m(j)$$

$$= \sum_n G_n^* H_n e^{2\pi i n \frac{j}{N}}$$

this is exactly of Fourier Transform form with amplitude $G_n^* H_n$

ie $\overline{\vec{g} \otimes \vec{h}} = \sum_n G_n^* H_n \vec{e}_n$