

**NAME**

FFT2ST – Return in-place the direct or inverse fast Fourier transform of a matrix.

**SYNOPSIS**

**CALL FFT2ST(LX,LY,NX,NY,INVDIR,SCALE,SHIFT, DATA,BX,BY, RC)**

LX ≥ NX+1	is the INTEGER*4 first dimensioned size of DATA
LY ≥ NY+1	is the INTEGER*4 second dimensioned size of DATA
NX	is the INTEGER*4 number of DATA rows used, from up left corner, a + power of 2
NY	is the INTEGER*4 number of DATA cols used, from up left corner, a + power of 2
INVDIR	is INTEGER*4; +1 => transform the data, -1 => invert the transform
SCALE	is LOGICAL*4; T => scale output or assume input is scaled
SHIFT	is LOGICAL*4; T => frequency-shift result or assume input was frequency-shifted
DATA(LX,LY)	is the COMPLEX*16 matrix to be transformed or inverted
BX	is the REAL*8 upper limit of integration in the X direction
BY	is the REAL*8 upper limit of integration in the Y direction
RC	is the INTEGER*4 return code; see below

**DESCRIPTION**

First the routine sanity-checks its input parameters, sets RC accordingly, and returns without doing anything if RC is not 0. Next, for each dimension, it arranges the input sequence by ascending bit-reversed index and uses the butterfly algorithm to evaluate the signal flow graph. Then it finds the sampling intervals and new upper limits of integration. Finally it scales the output values if that has been requested, and if frequency-shifting is specified either shifts the forward transform or fixes up the inverse transform of the shifted input. Frequency shifting adds a row and column to F.

**SEE ALSO**

FFT2TR, which computes the 2-dimensional fast Fourier transform or inverse  
 DFT2, which computes the 2-dimensional discrete Fourier transform or inverse  
 FFT, which computes the 1-dimensional fast Fourier transform or inverse  
 DFT, which computes the 1-dimensional discrete Fourier transform or inverse

**DIAGNOSTICS**

On output RC=0 if all went well, or certain bits are set to 1 if the following error conditions occur:

1 bit	1 => NX or NY is not a positive power of 2
2 bit	1 => INVDIR is not +1 or -1
4 bit	1 => BX or BY is not positive
8 bit	1 => LX or LY is not big enough to fit DATA(NX,NY)

**LINKAGE**

gfortran source.f -L\${HOME}/lib -lmisc

**AUTHOR**

Michael Kupferschmid

**REFERENCE**

[1] "Computing Fourier Transforms" by Michael Kupferschmid

**EXAMPLE**

```

      INTEGER*4  LX/5/,LY/5/,NX/4/,NY/4/
      LOGICAL*4  SCALE/.FALSE./,SHIFT/.FALSE./
      COMPLEX*16 F(5,5)/25*(0.0D0,0.0D0)/
      REAL*8     BX/3.5D0/,BY/3.5D0/
      INTEGER*4  RC

C
C      transform the pulse of [1, Section 7]
      F(2,2)=(2.5D0,0.D0)
      INVDIR=+1
      CALL FFT2ST(LX,LY,NX,NY,INVDIR,SCALE,SHIFT, F,BX,BY, RC)
      WRITE(6,900) RC
900  FORMAT('RC=',I2)
      DO 1 I=1,NX
          WRITE(6,901) (F(I,J),J=1,NY)
901  FORMAT(4('(',F5.2,',',F5.2,')'))
      1 CONTINUE
      INVDIR=-1
      CALL FFT2ST(LX,LY,NX,NY,INVDIR,SCALE,SHIFT, F,BX,BY, RC)
      WRITE(6,900) RC
      DO 2 I=1,NX
          WRITE(6,901) (F(I,J),J=1,NY)
      2 CONTINUE
      STOP
      END

```

This example produced the output below. The inverse recovers the input data exactly.

```

unix[1] a.out
RC= 0
( 2.50, 0.00) ( 0.00, 2.50) (-2.50, 0.00) (-0.00,-2.50)
( 0.00, 2.50) (-2.50, 0.00) (-0.00,-2.50) ( 2.50,-0.00)
(-2.50, 0.00) (-0.00,-2.50) ( 2.50,-0.00) ( 0.00, 2.50)
(-0.00,-2.50) ( 2.50,-0.00) ( 0.00, 2.50) (-2.50, 0.00)
RC= 0
(-0.00,-0.00) (-0.00, 0.00) (-0.00, 0.00) (-0.00, 0.00)
(-0.00, 0.00) ( 2.50, 0.00) (-0.00,-0.00) ( 0.00,-0.00)
(-0.00, 0.00) (-0.00,-0.00) ( 0.00,-0.00) ( 0.00,-0.00)
( 0.00, 0.00) ( 0.00,-0.00) (-0.00, 0.00) (-0.00, 0.00)
unix[2]

```