

# 1 Introduction

**Definition 1** (Two-dimensional string). We define a **string**  $S$  as an ordered pair  $(S^{\mathbf{d}}, S^{\mathbf{f}})$  where  $S^{\mathbf{d}} \subseteq \mathbb{Z}^2$  is a finite set of two-dimensional integer vectors and  $S^{\mathbf{f}} : S^{\mathbf{d}} \rightarrow \Sigma$  is a function mapping the vectors to characters. For simplicity we will sometimes write  $S(u)$  to denote  $S^{\mathbf{f}}(u)$  for  $u \in S^{\mathbf{d}}$ . We will also sometimes write  $u \in S$  to denote that  $u \in S^{\mathbf{d}}$ . We define a **substring** of  $S$  as a string  $R$  such that  $R^{\mathbf{d}} \subseteq S^{\mathbf{d}}$  and  $R(u) = S(u)$  for all  $u \in R$ . We say that a string  $S$  is **partitioned** into its substrings  $R_1, \dots, R_\ell$  when the sets  $R_1^{\mathbf{d}}, \dots, R_\ell^{\mathbf{d}}$  partition  $S^{\mathbf{d}}$ . We call a string  $S$  **monochromatic** if  $S^{\mathbf{f}}[S^{\mathbf{d}}] = \{\alpha\}$  for some  $\alpha \in \Sigma$ .

**Definition 2** (Shifting). For a set of vectors  $V$  and a vector  $u$ , we denote  $V + u$  as  $\{v + u : v \in V\}$ . For a string  $S$  and a vector  $u$ , we denote  $S + u$  as a string  $R$  such that  $R^{\mathbf{d}} = S^{\mathbf{d}} + u$  and  $R^{\mathbf{f}}(v) = S^{\mathbf{f}}(v - u)$  for  $v \in R^{\mathbf{d}}$ . Intuitively, we shift the set of vectors while maintaining their character values.

**Definition 3** (Hamming distance). Consider two strings  $S, R$ . We define

$$\text{Ham}(S, R) = |\{u : u \in S, u \in R, S(u) \neq R(u)\}|.$$

**Algorithm 1** (Main result). Consider a text string  $T$  and a pattern string  $P$  where

$$\begin{aligned} T^{\mathbf{d}} &= \{0, \dots, \frac{3}{2}n - 1\}^2 \\ P^{\mathbf{d}} &= \{0, \dots, n - 1\}^2 \end{aligned}$$

for some integer  $n$  such that  $4|n$ . There exists an algorithm which for a given integer  $k$  calculates  $\text{Ham}(P + q, T)$  for such  $q \in \{0, \dots, \frac{1}{2}n\}^2$  for which the result is at most  $k$  and returns  $\infty$  for the rest. The time complexity of the algorithm is  $\tilde{O}(n^2 + nk^{5/4})$ .

## 2 Description of Algorithm 1.

Firstly, we run a two-dimensional variant of Karloff's  $(1 + \varepsilon)$ -algorithm with  $\varepsilon = 1$  matching the pattern with the text. We find the set  $Q$  of vectors  $q$  for which the estimated value of  $\text{Ham}(P + q, T)$  is at most  $2k$ . We return  $\infty$  for  $q \notin Q$  and to calculate the exact result for  $q \in Q$  we distinguish two cases depending on the size of  $Q$ .

### 2.1 Solution for few queries

Assume that  $|Q| \leq 2n + n^2/k$ . For every  $q \in Q$  we explicitly detect all mismatches using the "kangaroo jumps" technique in  $\mathcal{O}(k)$  operations. In total, the algorithm takes  $\tilde{O}(n^2 + nk)$  time.

### 2.2 Solution for many queries

Assume that  $|Q| > 2n + n^2/k$ . We take advantage of the fact that some occurrences of the pattern in the text must have a large overlap, and thus the pattern must be periodic. Consequently, it can be decomposed into some regularly structured monochromatic substrings. We employ a similar decomposition approach for the text and then calculate the result by summing the contributions of every pair of pattern and text substrings.

We start by defining two-dimensional periodicity and finding suitable periods of the pattern.

**Definition 4** (Periodicity). Consider any vector  $\delta \in \mathbb{Z}^2$ . We say that a string  $S$  has an  $\ell$ -period  $\delta$  if

$$\text{Ham}(S + \delta, S) \leq \ell.$$

**Lemma 4.1.** For every  $u, v \in Q$ , a vector  $u - v$  is an  $8k$ -period of  $P$ .

**Definition 5** (Vector operators). For a vector  $u \in \mathbb{Z}^2$  we refer to its coordinates as  $x(u), y(u)$ . For  $u, v \in \mathbb{Z}^2$  we denote  $u \cdot v = x(u) \cdot x(v) + y(u) \cdot y(v)$  and  $u \times v = x(u) \cdot y(v) - y(u) \cdot x(v)$ . Note that alternatively  $u \cdot v = |u||v| \cos \alpha$  and  $u \times v = |u||v| \sin \alpha$  where  $\alpha$  is the angle between  $u$  and  $v$ .

**Definition 6** (Quadrants). We define the four **quadrants** as

$$\mathcal{Q}_1 = (0, +\infty) \times [0, +\infty), \quad \mathcal{Q}_2 = (-\infty, 0] \times (0, +\infty), \quad \mathcal{Q}_3 = (-\infty, 0] \times (-\infty, 0], \quad \mathcal{Q}_4 = [0, +\infty) \times (-\infty, 0).$$

**Algorithm 2.** For an integer  $\ell > 0$  and a set of vectors  $U \subseteq \{0, \dots, \ell\}^2$  such that  $|U| > 4\ell$  there exist  $s, t, s', t' \in U$  such that  $w = t - s$  and  $w' = t' - s'$  hold the following conditions:

- $w, w' \neq \vec{0}$ ,

- $|w||w'| \leq 22 \frac{\ell^2}{|U|}$ ,
- $|\sin \alpha| \geq \frac{1}{2}$  where  $\alpha$  is the angle between  $w$  and  $w'$ ,
- $w, w', -w, -w'$  are all contained in different quadrants.

There exists an algorithm which finds such  $w, w'$  in  $\tilde{O}(|U|)$  operations.

By running Algorithm 2. on the set  $Q$  we obtain vectors  $\varphi \in \mathcal{Q}_4$  and  $\psi \in \mathcal{Q}_1$  which by Lemma 4.1. are  $\mathcal{O}(k)$ -periods of  $P$ . We use them as constants throughout the rest of the description along with  $m = \varphi \times \psi$ . Note that because  $|Q| > n + n^2/k$ , we have  $m \leq |\varphi||\psi| = \mathcal{O}(\min\{n, k\})$ .

We will abuse the notation and for  $u \in \mathbb{Z}^2$  write  $\varphi(u), \psi(u)$  to denote values  $\varphi \times u$  and  $\psi \times u$ .

**Definition 7** (Lattice function). We call  $\mathcal{F} : \mathbb{Z}^2 \rightarrow \{1, \dots, m\}$  a lattice function if

$$\mathcal{F}(u) = \mathcal{F}(v) \iff \exists_{s,t \in \mathbb{Z}} u = v + s\varphi + t\psi.$$

**Lemma 7.1.** There exists a lattice function (note that the values are from 1 to  $m$ ).

We choose any lattice function  $\mathcal{L}$  and use it consistently throughout the description, as a way to help with the notation. We will now show how to decompose the pattern and the text and how to calculate the result with the help of some auxiliary algorithms.

**Definition 8** (Parquet). Consider a set  $U \subseteq \mathbb{Z}^2$ . We call  $U$  a **parquet** if there exist some values (restrictions)  $x_0, x_1, y_0, y_1, \varphi_0, \varphi_1, \psi_0, \psi_1 \in \mathbb{Z}$  such that

$$U = \{u : u \in \mathbb{Z}^2, x_0 < x(u) \leq x_1, y_0 < y(u) \leq y_1, \varphi_0 < \varphi(u) \leq \varphi_1, \psi_0 < \psi(u) \leq \psi_1\}.$$

If some existing restrictions hold additional conditions, we classify  $U$  as a special case of parquet:

- if  $x_1 - x_0 \geq |x(\varphi)| + |x(\psi)|$  and  $y_1 - y_0 \geq |y(\varphi)| + |y(\psi)|$ , then we call  $U$  a **spacious** parquet,
- if  $x_0, y_0 = -\infty$  and  $x_1, y_1 = +\infty$ , then we call  $U$  a **simple** parquet,
- if  $x_0, y_0, \varphi_0, \psi_0 = -\infty$  and  $x_1, y_1 = +\infty$ , then we call  $U$  a **primitive** parquet.

Note that every primitive parquet is simple and every simple parquet is spacious.

**Definition 9** (Subparquet). Consider a set  $V \subseteq \mathbb{Z}^2$ . We call  $V$  a **subparquet** if there exist a parquet  $U$  and a value  $\gamma \in \{1, \dots, m\}$  such that

$$V = \{u : u \in U, \mathcal{L}(u) = \gamma\}.$$

We call  $V$  a *spacious/simple/primitive subparquet* when there exists  $U$  which is (correspondingly) a *spacious/simple/primitive* parquet. We will abuse the notation and for non-empty  $V$  write  $\mathcal{L}(V)$  to (unambiguously) denote the value  $\gamma$ .

**Definition 10** (Parquet string). For a string  $S$ , if  $S^{\mathbf{d}}$  is a *spacious/simple (sub-)parquet*, then we call  $S$  a *spacious/simple (sub-)parquet string*. Note that since primitive (sub-)parquets are infinite, we do not extend their notion to strings.

**Definition 11** (Active text). Consider a set  $U = \bigcup_{q \in Q} P^{\mathbf{d}} + q$ . We define substrings  $T_a = (U, T^{\mathbf{f}})$  and  $T_b = (T^{\mathbf{d}} \setminus U, T^{\mathbf{f}})$ . We will call  $T_a$  the **active text** and  $T_b$  the **inactive text**. For every  $u \in \mathbb{Z}^2$  we define its **border distance** as

$$\min\{\|u - v\|_{\infty} : v \in (\mathbb{Z}^2 \setminus U)\}.$$

**Lemma 11.1.** For every  $q \in Q$  we have

$$\text{Ham}(P + q, T) = \text{Ham}(P + q, T_a).$$

**Algorithm 3** (Periodic parquet decomposition). Consider a *spacious/simple* parquet string  $R$  with  $\mathcal{O}(k)$ -periods  $\varphi$  and  $\psi$ . It can be partitioned into  $\mathcal{O}(k)$  monochromatic *spacious/simple* subparquet substrings, correspondingly. There exists an algorithm which finds those partitionings in  $\tilde{O}(|R^{\mathbf{d}}|)$  operations.

**Algorithm 4** (Active text decomposition). There exists an algorithm which for any  $\ell = \mathcal{O}(n)$  partitions  $T_a$  into a set of monochromatic *simple* subparquet substrings  $\mathcal{U}$  and a substring  $F$ , such that  $|\mathcal{U}| = \mathcal{O}(\min\{n^2, \ell k\})$  and for every  $u \in F$  its border distance is  $\mathcal{O}(n/\ell)$ . It does so in  $\tilde{O}(n^2)$  operations.

**Algorithm 5** (Sparse Hamming). *There exists an algorithm which for a set of monochromatic simple subparquet strings  $\mathcal{U}$  and a set of monochromatic subparquet strings  $\mathcal{V}$  calculates*

$$\sum_{U \in \mathcal{U}} \sum_{V \in \mathcal{V}} \text{Ham}(U + q, V)$$

*for any  $q \in \mathbb{Z}^2$  in  $\tilde{\mathcal{O}}(1)$  operations after  $\tilde{\mathcal{O}}(\ell^2 + |\mathcal{U}||\mathcal{V}|)$  preprocessing time assuming that all strings are defined for vectors with coordinate values from  $\{0, \dots, \ell\}$ .*

**Algorithm 6** (Dense Hamming). *Consider a substring  $F$  of  $T_a$  such that for every  $u \in F$  its border distance is less than  $\ell$  for some integer  $\ell$ . There exists an algorithm which calculates  $\text{Ham}(P + q, F)$  for every  $q \in Q$  in total time  $\tilde{\mathcal{O}}(n^2 + n\ell k^{1/2})$ .*

As  $P$  is a spacious parquet string, we partition it using Algorithm 3. into a set of subparquet substrings  $\mathcal{V}$ . Subsequently we partition  $T_a$  using Algorithm 4. with  $\ell = nk^{-3/4}$  into a set of simple subparquet substrings  $\mathcal{U}$  and a substring  $F$ . For every  $q \in Q$  we then have

$$\text{Ham}(P + q, T) = \text{Ham}(P + q, T_a) = \text{Ham}(P + q, F) + \sum_{U \in \mathcal{U}} \sum_{V \in \mathcal{V}} \text{Ham}(U - q, V)$$

which we calculate by summing the results of Algorithm 6 and Algorithm 5

### 3 Description of Algorithm 2.

Firstly, we find any closest pair of vectors  $s, t \in U$  by running the standard  $\tilde{\mathcal{O}}(|U|)$  time algorithm and denote  $w = t - s$ . We define a partial order  $\leq_w$  where  $v \leq_w u$  for some  $u, v \in U$  when at least one condition holds:

- (a)  $u = v$ ,
- (b)  $u - v$  and  $w$  belong to the same quadrant,
- (c)  $\alpha \in (-\frac{\pi}{6}, \frac{\pi}{6})$  where  $\alpha$  is the angle between  $w$  and  $u - v$ .

We find the longest chain  $C$  and the longest antichain  $A$  using dynamic programming in  $\tilde{\mathcal{O}}(|U|)$  operations. We then find any closest pair of vectors  $s', t' \in A$  and denote  $w' = t' - s'$ . We have the following inequalities:

- (i)  $|U| \leq |C||A|$  (by Dilworth's theorem),
- (ii)  $(|C| - 1)|w| \leq (1 + \sqrt{3})\ell$  (roughly by the fact that vectors in  $C$  must be increasing in a certain direction),
- (iii)  $(|A| - 1)|w'| \leq 2\ell$  (by using a similar argument for vectors in  $A$ ).

By considering the assumption  $|U| > 4\ell$  it can be proven that  $|w||w'| \leq 22\frac{\ell^2}{|U|}$  and the other conditions also hold.

### 4 Description of Algorithm 3.

**Definition 12** (Lattice graph). *For a set  $U \subseteq \mathbb{Z}^2$  we define its **lattice graph**  $G_U = (U, E_U)$  where*

$$E_U = \{\{u, u + \delta\} : \delta \in \{\varphi, \psi\}, u \in U, u + \delta \in U\}$$

*so every vector is connected with its translations by  $\varphi, \psi, -\varphi, -\psi$ .*

**Lemma 12.1.** *If  $U$  is a spacious subparquet, then  $G_U$  is connected.*

Firstly, we partition  $R$  into a set of subparquet substrings  $\mathcal{S}$ . For every non-empty  $S \in \mathcal{S}$  we consider a lattice graph  $G_{S^a}$ . If  $S$  is not monochromatic, then since  $G_{S^a}$  is connected, there must exist a pair of neighbouring vectors  $v, w$  such that  $S(v) \neq S(w)$ . We select any such pair and partition  $S$  into spacious (or simple if  $S$  is simple) subparquet substrings  $S'$  and  $S''$  such that  $v \in S'$  and  $w \in S''$ . For example if  $v = w + \varphi$ , then  $S' = \{u : u \in S, \psi(u) \leq \psi(v)\}$  and  $S'' = \{u : u \in S, \psi(u) > \psi(v)\}$ . In the cases when  $v = w + \delta$  for  $\delta \in \{-\varphi, \psi, -\psi\}$  the construction is similar.

We can recursively partition  $S'$  and  $S''$  further until we obtain monochromatic substrings. Because  $R$  has  $\mathcal{O}(k)$ -periods  $\varphi$  and  $\psi$ , the total number of neighbor pairs  $v, w$  such that  $S(v) \neq S(w)$  is  $\mathcal{O}(k)$  throughout all  $S \in \mathcal{S}$ . Thus the total number of recursive calls is  $\mathcal{O}(k)$  and because  $|\mathcal{S}| = \mathcal{O}(k)$ , the total number of constructed substrings is  $\mathcal{O}(k)$ . The algorithm can be implemented to work in time  $\tilde{\mathcal{O}}(|R^d|)$ .

## 5 Description of Algorithm 4.

We assume  $\ell$  to be an even number smaller than  $\frac{n}{4}$ . We start by partitioning  $T^{\mathbf{d}}$  into **tiles**. We define  $\varphi_{\min} = \min\{\varphi(u) : u \in T^{\mathbf{d}}\}$ , analogously  $\varphi_{\max}, \psi_{\min}, \psi_{\max}$  and denote  $\delta_{\varphi} = \frac{\varphi_{\max} - \varphi_{\min}}{\ell}$ ,  $\delta_{\psi} = \frac{\psi_{\max} - \psi_{\min}}{\ell}$ . We define a tile with integer coordinates  $(s, t)$  as a set of vectors  $u \in \mathbb{Z}^2$  such that

$$\begin{aligned}\varphi_{\min} + s\delta_{\varphi} &< \varphi(u) \leq \varphi_{\min} + (s+1)\delta_{\varphi}, \\ \psi_{\min} + t\delta_{\psi} &< \psi(u) \leq \psi_{\min} + (t+1)\delta_{\psi}.\end{aligned}$$

For a fixed tile  $U$ , let's consider  $x_{\min} = \min\{x(u) : u \in U\}$ , analogously  $x_{\max}, y_{\min}, y_{\max}$  and a set

$$R = \{u : u \in \mathbb{Z}^2, x_{\min} \leq x(u) \leq x_{\max}, y_{\min} \leq y(u) \leq y_{\max}\}.$$

We classify  $U$  into one of three types:

- a) if  $U \cap T_a = \emptyset$  then  $U$  is an inactive tile,
- b) if  $U \cap T_a \neq \emptyset$ ,  $R \not\subseteq T_a$  then  $U$  a border tile,
- c) if  $U \cap T_a \neq \emptyset$ ,  $R \subseteq T_a$  then  $U$  is an active tile.

We define  $B$  as a set of all  $u \in T_a$  contained in a border tile and construct  $F = (B, T^{\mathbf{f}})$ . Let us denote  $z = \frac{3n-2}{4}$ . Consider a family of sets  $\mathcal{R} = \{R_i^1\} \cup \{R_i^2\} \cup \{R_i^3\} \cup \{R_i^4\}$ , where for every active tile  $U$  with coordinates  $(s, t)$  its members are placed into exactly one subset:

- 1)  $R_t^1$  if  $y_{\min} > z$ ,  $x_{\max} \geq z$ ,
- 2)  $R_s^2$  if  $x_{\max} < z$ ,  $y_{\max} \geq z$ ,
- 3)  $R_t^3$  if  $y_{\max} < z$ ,  $x_{\min} \leq z$ ,
- 4)  $R_s^4$  if  $x_{\min} > z$ ,  $y_{\min} \leq z$ .

The number of non-empty sets  $R \in \mathcal{R}$  is  $\mathcal{O}(\ell)$ . For each of them we consider  $S = (R, T^{\mathbf{f}})$  which is a simple parquet string with  $\mathcal{O}(k)$ -periods  $\varphi$  and  $\psi$ , and we further partition it using Algorithm 3., thus constructing the set  $\mathcal{U}$ .

## 6 Description of Algorithm 5.

For  $U \in \mathcal{U}$ ,  $V \in \mathcal{V}$ , the value  $\text{Ham}(U + q, V)$  either equals  $|(U^{\mathbf{d}} + q) \cap V^{\mathbf{d}}|$  if  $U[U^{\mathbf{d}}] \neq V[V^{\mathbf{d}}]$  or 0 otherwise. We have

$$\sum_{U \in \mathcal{U}} \sum_{V \in \mathcal{V}} \text{Ham}(U + q, V) = \sum_{(A, B) \in \mathcal{F}} |(A + q) \cap B|$$

where  $\mathcal{F} = \{(U^{\mathbf{d}}, V^{\mathbf{d}}) : U \in \mathcal{U}, V \in \mathcal{V}, U[U^{\mathbf{d}}] \neq V[V^{\mathbf{d}}]\}$ . For every  $(A, B) \in \mathcal{F}$  we can find primitive subparquets  $A_1, \dots, A_4$  such that for every  $q$  we have

$$|(A + q) \cap B| = |(A_1 + q) \cap B| - |(A_2 + q) \cap B| - |(A_3 + q) \cap B| + |(A_4 + q) \cap B|$$

thus we will consider four instances of a problem of calculating  $\sum_{(A, B) \in \mathcal{F}'} |(A + q) \cap B|$  where  $A$  is a primitive subparquet and  $B$  is a subparquet for all  $(A, B) \in \mathcal{F}'$ .

We will write  $u \leq_{\varphi\psi} v$  to denote that  $\varphi(u) \leq \varphi(v) \wedge \psi(u) \leq \psi(v)$  for some  $u, v \in \mathbb{Z}^2$ .

**Algorithm 7.** *There exists a data structure which for a given set of vectors  $U$  and a set of parquets  $\mathcal{S}$  calculates*

$$\sum_{v \in V} |\{S : v \in S, S \in \mathcal{S}\}|$$

*for a given query vector  $q$  where  $V = \{v : v \in U, v \leq_{\varphi\psi} q\}$ . It requires  $\tilde{\mathcal{O}}(|U| + |\mathcal{S}|)$  preprocessing time and  $\tilde{\mathcal{O}}(1)$  query time.*

We consider an array of data structures  $J_1, \dots, J_m$  described in Algorithm 7. We construct  $J_{\gamma}$  for a set of points  $U_{\gamma} = \{u : u \in \mathbb{Z}^2, |x(u)| \leq \ell, |y(u)| \leq \ell, \mathcal{L}(u) = \gamma\}$  and set of parquets  $\mathcal{S}_{\gamma}$ . To construct  $\mathcal{S}_{\gamma}$  we consider every pair  $(A, B) \in \mathcal{F}'$  and find a vector  $w$  and a parquet  $V$  such that

$$\begin{aligned}A &= \{u : u \leq_{\varphi\psi} w, \mathcal{L}(u) = \mathcal{L}(w)\}, \\ B &= \{u : u \in (V + w), \mathcal{L}(u) = \mathcal{L}(B)\}.\end{aligned}$$

The set  $\mathcal{S}_{\gamma}$  contains the parquets  $V$  obtained for pairs  $(A, B)$  such that  $\mathcal{L}(B - w) = \gamma$ . We can obtain the result of  $\sum_{(A, B) \in \mathcal{F}'} |(A + q) \cap B|$  by making a query to  $J_{\mathcal{L}(q)}$  with vector  $q$ .

For explanation, if  $\mathcal{L}(A + q) \neq \mathcal{L}(B)$ , then  $(A + q) \cap B = \emptyset$ . Otherwise  $\mathcal{L}(q) = \mathcal{L}(B - w) = \gamma$  and we have

$$(A + q) \cap B = \{u : u \leq_{\varphi\psi} w + q, u \in (V + w), \mathcal{L}(u) = \mathcal{L}(B)\} = \{v : v \leq_{\varphi\psi} q, v \in V, \mathcal{L}(v) = \gamma\}$$

## 7 Description of Algorithm 6.

To be done.