Random planar maps : An overview

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The Brownian paradigm



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Goal : Play the same game with other discrete structures, namely random planar graphs.





- 1. Planar maps
- 2. Scaling and local limits
- 3. A beautiful bijection
- 4. Large-scale properties



# 1. Planar maps





Definition

A planar map is a finite connected planar graph embedded in the two-dimensional sphere seen up to deformations that preserve the orientation.





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Figure: The same one



# A few definitions

Classes of maps :

- All maps with n edges (finite set),
- Triangulations with n faces,
- Quadrangulations with n faces,
- ... (Universality)



Figure: A rooted and pointed quadrangulation ( $\rightarrow$ ) with 7 faces



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Planar maps versus planar graphs

- Maps are more rigid because the embedding is "fixed"
- $\blacktriangleright$   $\rightarrow$  rigidity, surgery,...
- $\blacktriangleright$   $\rightarrow$  easier to enumerate [Tutte, 't Hooft, Schaeffer].



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Enumeration of (decorated) maps is still a very active subject.

Goal : Understand the "geometry" of large random planar maps. (In the scaling limit we believe that uniform planar graphs  $\approx$  uniform planar maps)

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## Motivations

Statistical Mechanics Models Gromov-Hausdorff SRW Analytic combinatorics Enumeration **Conformal Invariants** Stable Processes Surgery 2D Quantum Gravity Tricks **Combinatorics** Brownian Snake  $\mathbf{K}$ Gaussian Free Field **Beautiful Bijections** Fractal Geometry SLE Processes Measured Equivalence Relations RANDOM TREES Ζ Probability Ergodic Theory Circle Packings Higher genus topology Unsolved open problems



2. Limits



Large scale structure

Let  $Q_n$  be the set of all (rooted) quadrangulations with *n* faces and denote by  $Q_n$  a uniform random element of  $Q_n$ .



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Two ways to proceed :

- Scaling limit (Bird's-eye view). Rescale the whole map (i.e. multiply the length of all edges by some factor) so that the diameter of the quadrangulation remains bounded (in probability).
- 2. Local limit (Worm's-eye view). Do not rescale and understand the random infinite network obtained as  $n \to \infty$ .

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After rescaling







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caling limit

Theorem (Le Gall  $\coprod$  Miermont (11)) We have the following convergence

$$(Q_n, n^{-1/4} \mathrm{d}_{\mathrm{gr}}) \xrightarrow[n \to \infty]{(d)} Cst.(\mathbf{m}_{\infty}, D^*),$$

in distribution for the Gromov-Hausdor topology. The object  $(m_{\infty}, D^*)$  is a random compact metric space called

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a.s. of Hausdorff dimension 4 [Le Gall] a.s. homeomorphic to S<sub>2</sub> [Le Gall & Paulin 06] and [Miermont 08] Notice the "strange" 1/4 to be explained later on.



## Local limit

Theorem (Krikun (05), after Angel & Schramm (03)) For every  $r \ge 0$ , we have the following convergence in distribution

$$\operatorname{Ball}(Q_n, r) \xrightarrow[n \to \infty]{(d)} \operatorname{Ball}(Q_\infty, r).$$

The object  $Q_{\infty}$  is a random (rooted) infinite quadrangulation called "the Uniform Infinite Planar Quadrangulation (UIPQ)".

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This result is much easier than the convergence towards the Brownian map and follows from enumerative formulæ.



## We have come full circle

## Theorem (C. & Le Gall (12)) The following diagram commutes



The Brownian Plane  $(\mathcal{P}, D_{\infty})$  is a random (locally compact) metric space that is homeomorphic to the plan  $\mathbb{R}^2$  and of Hausdor dimension 4. Furthermore its distribution is invariant under dilation.

We have come full circle

Theorem (C. & Le Gall (12)) We also have

> Uniform Quadrangulations



Brownian Plane



# 3. A beautiful bijection



Theorem (Cori-Vauquelin (81), Schaeffer (98))

There exists a bijection (with wonderful properties) between the set of all rooted and pointed quadrangulations with n faces and labeled planar trees with n edges plus a coin flip.

Recall :

- rooted = distinguished oriented edge, pointed = distinguished vertex
- planar trees = genealogical trees,
  labeling : 1-Lipschitz map ℓ : Tree → Z with ℓ(root) = 0.

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This proves

$$\#\{\rightarrow, \bullet \text{ quadrangulations with } n \text{ faces}\} = \underbrace{3^n}_{labels} \cdot \underbrace{2}_{coin} \cdot \underbrace{\frac{1}{n+1} \binom{2n}{n}}_{trees}.$$





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 $\overline{-\text{Add}}$  a vertex  $\partial$  outside the tree.





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- Do the contour of the tree and link each corner of label i to the next corner of label i - 1,

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- Root the first edge drawn according to the coin flip.



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- Easy generation of large quadrangulations.
- Extension to the infinite setting to generate the UIPQ [Chassaing, Durhuus (06)] [C., Ménard, Miermont (12)].

- Explanation of the  $n^{1/4}$  [Chassaing, Schaeffer (04)].
- Construction of the Brownian Map [Le Gall (07)].

4. More on the UITPP



Geometric properties

Definition :





Geometric properties

Definition :



[Angel] [Chassaing-Durhuus] [Krikun]

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Ixoperimetry



[Krikun] There exists a cycle at height  $\approx r$  which separates the origin from  $\infty$  whose length is  $\approx r$ . It is optimal [C., Le Gall]



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Statistical models on the UITA

#### Theorem (Angel & C. (12+))

The critical parameter for bond percolation on the UIPQ is almost surely  $p_c^{\text{bond}} = \frac{2}{3}$ .



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The critical parameter for bond percolation on the UIPQ is almost surely  $p_c^{\text{bond}} = \frac{2}{3}$ . Critical exponents (work in progress).

### Theorem (Benjamini & C. (12))

Conditionally on the UIPQ, let  $(X_n)_{n\geq 0}$  be a simple random walk started from the origin. Then we have

$$\mathrm{d}_{\mathrm{gr}}(X_0,X_n) \preceq n^{1/3}.$$

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Perspectives



Pictures taken from Xianfeng David Gu.







Perspectives



Pictures taken from Xianfeng David Gu.

Replace the Triceratops by a random planar map and study the measure induced on  $\mathbb{S}_2$  (KPZ).









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