Random geometry and the enumerative combinatorics of maps Timothy Budd



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Many map enumeration methods:

- Recursive methods and generating functions [Tutte, '60s] [Brown, Bender, Canfield, Goulden, Jackson, Ambjørn, Bousquet-Mélou, ...]
- Matrix models ['t Hooft, Brézin, Itzykson, Parisi, Zuber, Kazakov, Kostov, Ginsparg, Zinn-Justin, ...]
- Probabilistic methods [Le Gall, Miermont, Curien, Bettinelli, Sheffield, Miller, Gwynne, Budzinski, ...]
- Bijective method [Cori, Vauqelin, Schaeffer, Bouttier, Di Francesco, Guitter, Fusy, Chapuy, Bernardi, Miermont, ...]





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Quadrangulations (of the 2-sphere)	
	[Tutte, '63]











Height-labeled guadrangulations (without alternating faces) $\overset{n \to \infty}{\sim} \pi^2 \frac{\mu_{\rm H}^n}{n^2 \log^2 n}$ $\mu_{\rm H} = 4\pi$ 0 [Kostov, Zinn-Justing, Guttman, ...] [Elvey Price, Bousquet-Mélou, '20] Rigid (flat) quadrangulations (of the disk) 4n - 4

[TB, Zonneveld, '24+











Rigid (flat) quadrangulations (of the disk)









Brownian sphere [Le Gall, '10] [Miermont, '10]

Liouville Quantum Gravity $\gamma = \sqrt{8/3}$

[Polyakov, '81] [Miller, Sheffield, '15] [Duplantier, Miller, Sheffield, Gwynne, Bernardi, Holden, Sun, Rhodes, Vargas, Kupplainen, ..., '10s-'20s]







Flat JT gravity at finite cutoff

$$\underbrace{\mathcal{D}g_{ab}(x)}_{g_{ab}(x)} \delta(R_g) e^{-\beta \operatorname{Length}[g]}$$

[Jackiw, Teitelboim] [Kitaev, Maldacena, Maxfield, Mertens, Polchinski, Saad, Shenker, Stanford, Turiaci, Ferrari, ...]













► There exists a relation [Cori, Vauquelin] [Schaeffer, '99]

rooted quadrangulations with *n* faces $\left\{ \begin{array}{c} \text{2-to-}(n+2) \\ \text{that vary by at most 1 along its } n \text{ edges} \end{array} \right\}$



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rooted quadrangulations with *n* faces and marked vertex $\left\{ \begin{array}{c} \text{rooted plane trees with labels in } \mathbb{N} \\ \text{that vary by at most 1 along its } n \text{ edges} \end{array} \right\}$

$$\times \{\pm 1\}$$



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• Hence,
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quadrangulation = $\frac{2}{n+2} 3^n \frac{1}{n+1} {\binom{2n}{n}}$



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 $\begin{cases} \text{rooted quadrangulations} \\ \text{with } n \text{ faces} \end{cases} \xrightarrow{2\text{-to-}(n+2)} \begin{cases} \text{rooted plane trees with labels in } \mathbb{N} \\ \text{that vary by at most 1 along its } n \text{ edges} \end{cases} \\ \text{Labelings} \qquad \begin{array}{c} \text{Catalan numbers} \\ \text{Catalan numbers} \\ \text{Hence, } \# \text{quadrangulation} = \frac{2}{n+2} 3^n \frac{1}{n+1} \binom{2n}{n} \qquad \begin{array}{c} n \to \infty \\ \sim & \sqrt{\pi} \\ n \end{array} \xrightarrow{n \to \infty} \frac{2}{\sqrt{\pi}} \frac{12^n}{n^{5/2}} \\ \text{Uniform quadrangulation} \qquad \Longleftrightarrow \qquad \text{uniform plane tree + uniform labeling.} \end{cases}$

























































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Note: horizontal side \leftrightarrow horizontal step with same relative *x*-coordinate.









For $n \ge 2$ and $p \ge 1$ there exists a bijection

 $\left.\begin{array}{c} \text{rigid quadrangulations with} \\ 2n \text{ corners and base } p \end{array}\right\} \longleftrightarrow \left\{\begin{array}{c} \text{height-labeled quadrangulations} \\ \text{with n vertices and perimeter } 2p \end{array}\right\}$



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$$\left.\begin{array}{c} \frac{\pi}{2}\text{-corner with} \underbrace{\text{turning number } \ell}_{\#\text{left}-\#\text{right}} & \longleftrightarrow & \text{vertex with label } \ell \end{array}\right.$$






















The generating function of rigid quadrangulations is $Q^{(1)}(x)$ with radius of convergence $\frac{1}{\mu_{\rm R}} = \sum_{k\geq 0} \frac{1}{k+1} {\binom{2k}{k}}^2 16^{-k-1} = \frac{1}{4\pi}.$



Rigid (flat) quadrangulations (of the disk)



Take home messages

- Mathematical construction of path integrals in QG via the lattice approach requires fine handle on combinatorics.
- ▶ The bijective method often brings more than enumeration:
 - a dictionary to read of statistics;
 - if the other side is suitably simple: a construction of the continuum object.
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Thanks!