

Introduction
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Brownian sphere
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Brownian disks
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Brownian surfaces
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Encoding maps
ooooooo

Construction
oooooooooooo

Brownian surfaces

Jérémie BETTINELLI

June 5, 2023



Introduction
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Brownian sphere
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Brownian disks
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Brownian surfaces
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What is a map?

What is a map?



What is a map?



What is a map?



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Brownian sphere
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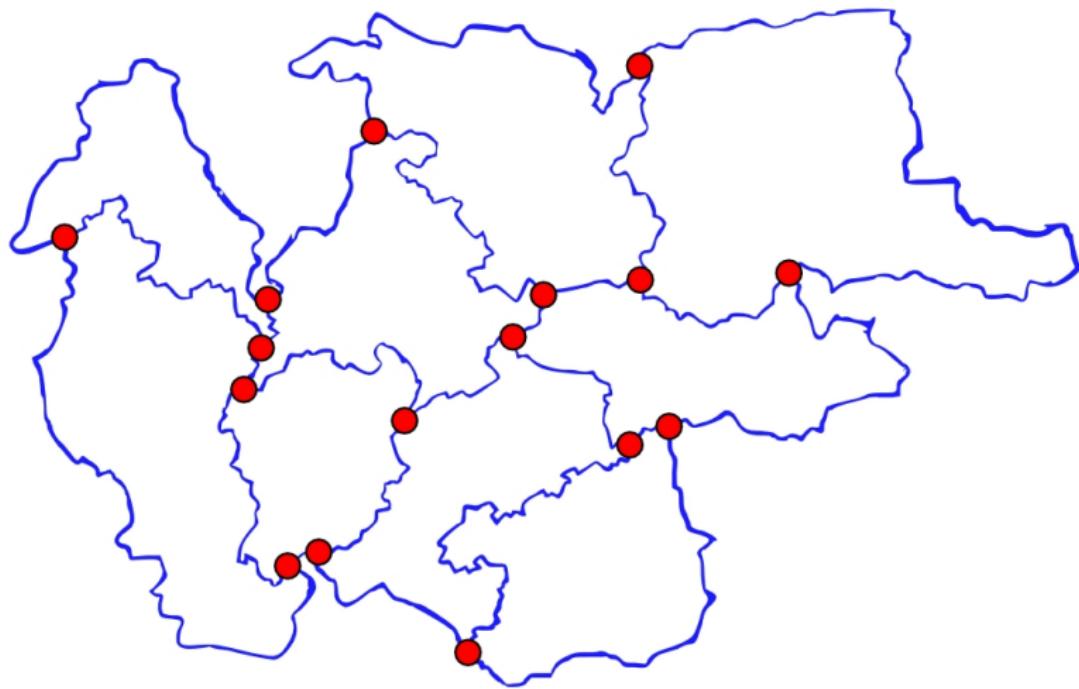
Brownian disks
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Brownian surfaces
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What is a map?



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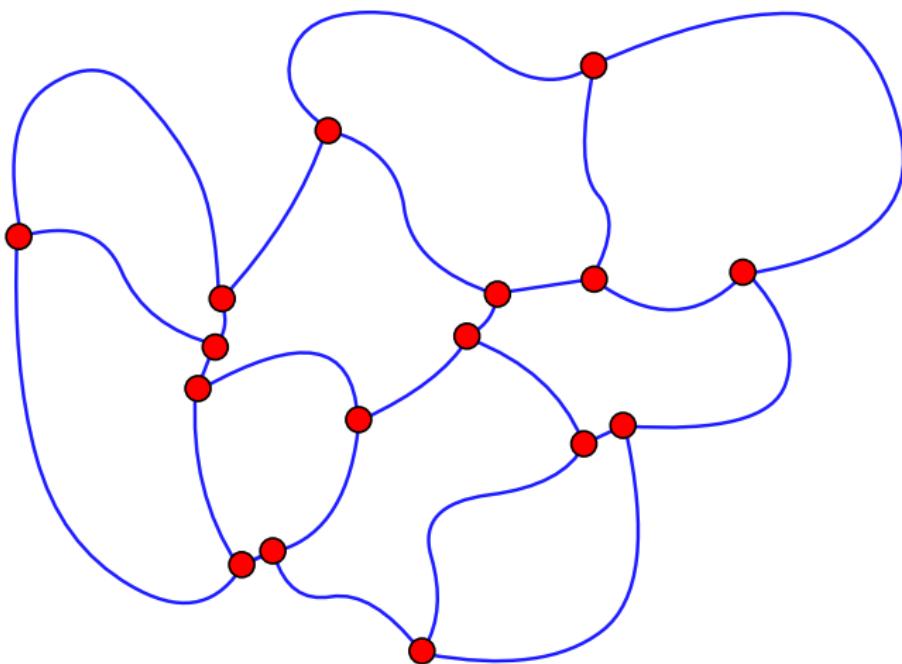
Brownian disks
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Brownian surfaces
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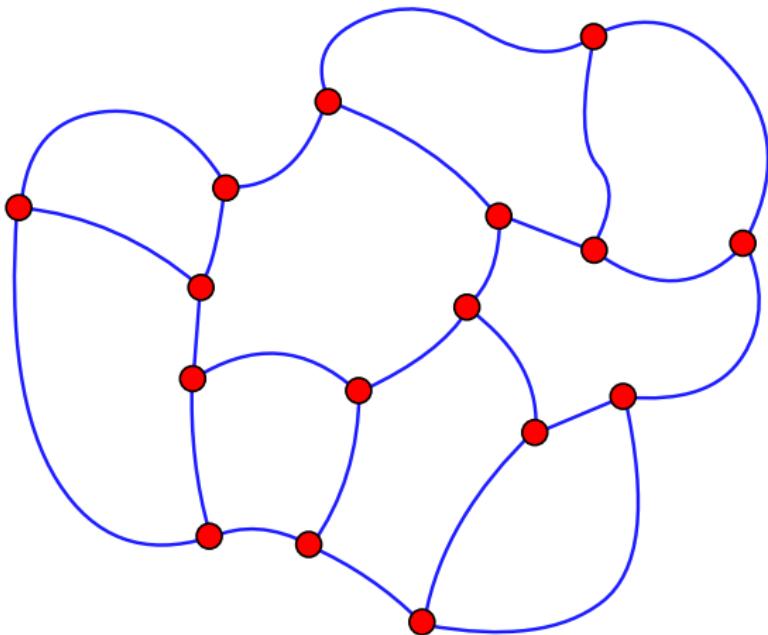
Encoding maps
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What is a map?

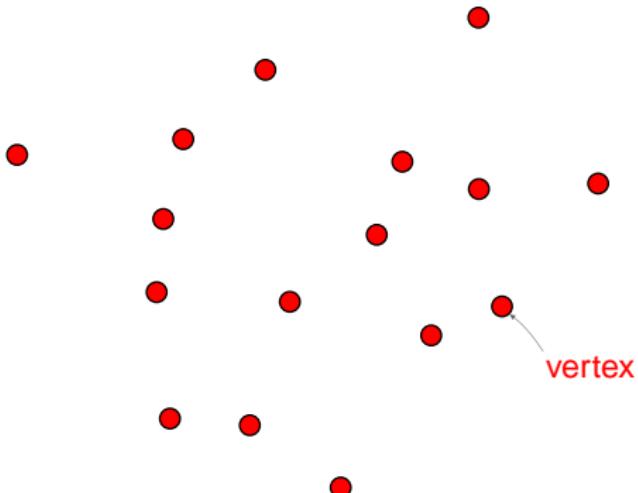


What is a map?



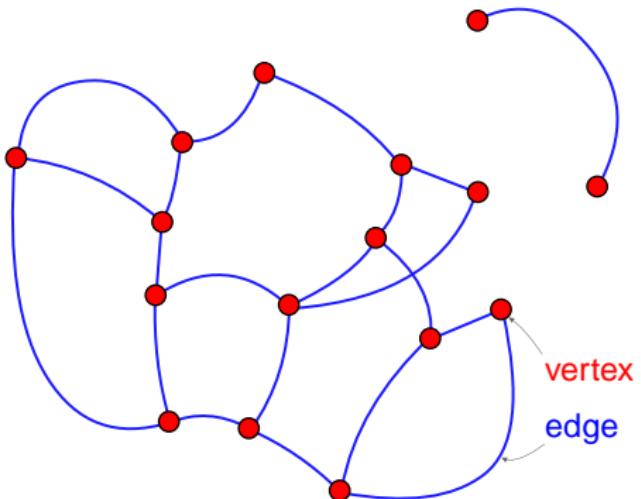
Plane map, formally

- We have **vertices**

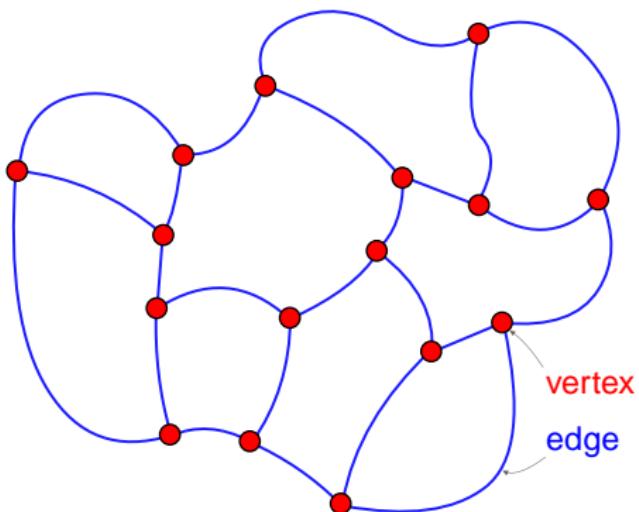


Plane map, formally

- We have **vertices**
- linked by **edges**

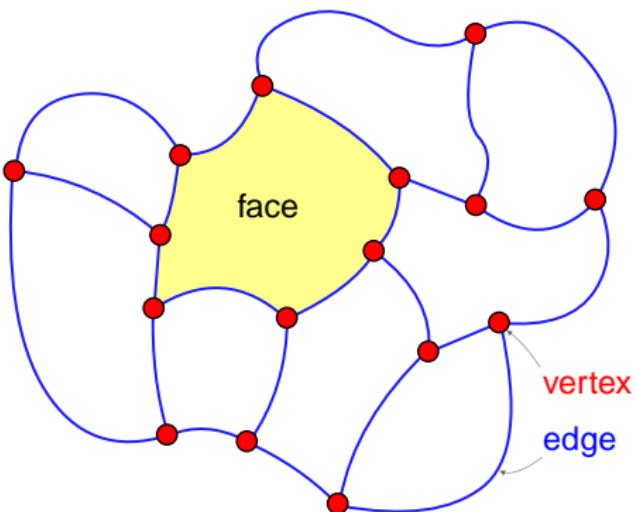


Plane map, formally



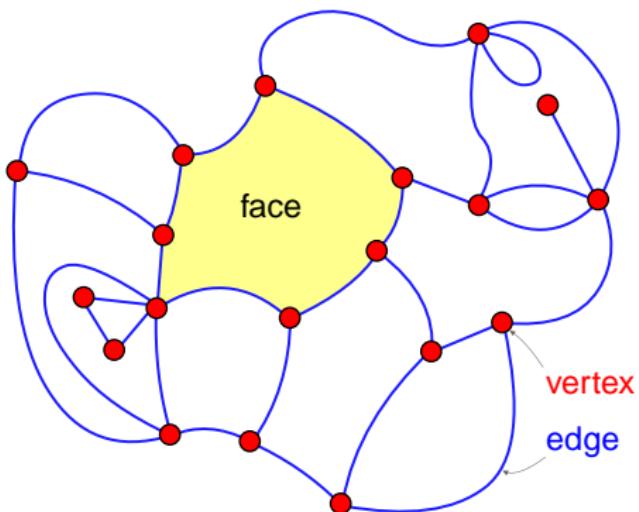
- We have **vertices**
- linked by **edges**
 - without crossings;
 - in a connected way.

Plane map, formally



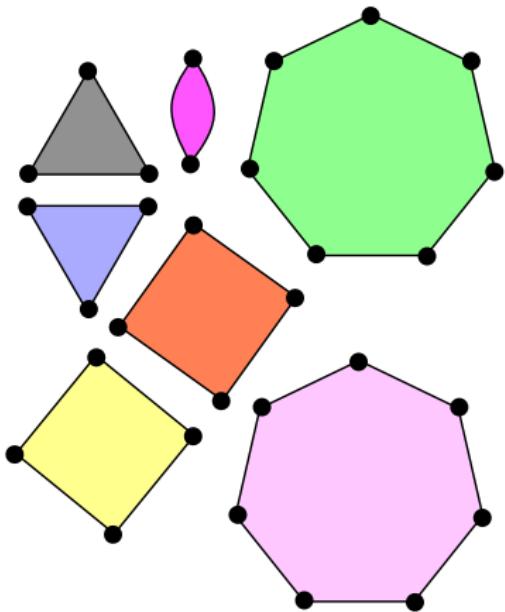
- We have **vertices**
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- Delimited areas are **faces**.

Plane map, formally

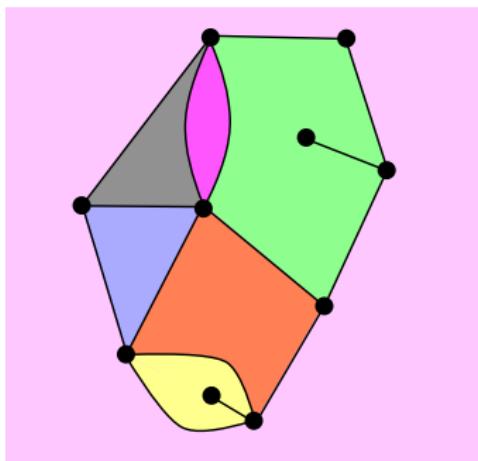
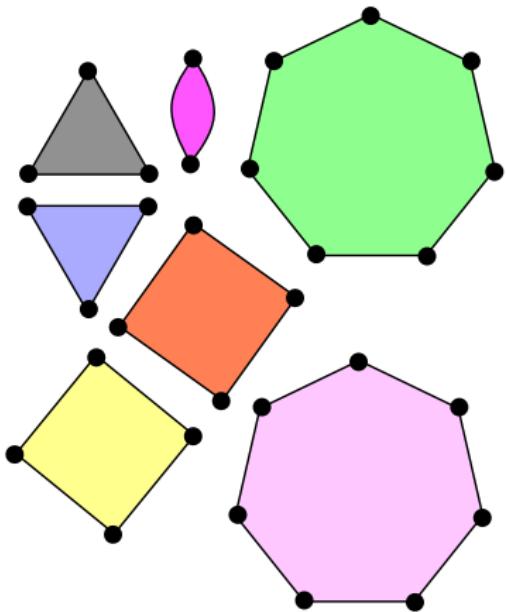


- We have **vertices**
- linked by **edges**
 - without crossings;
 - in a connected way.
- Delimited areas are **faces**.
- Multiple edges and loops are allowed.

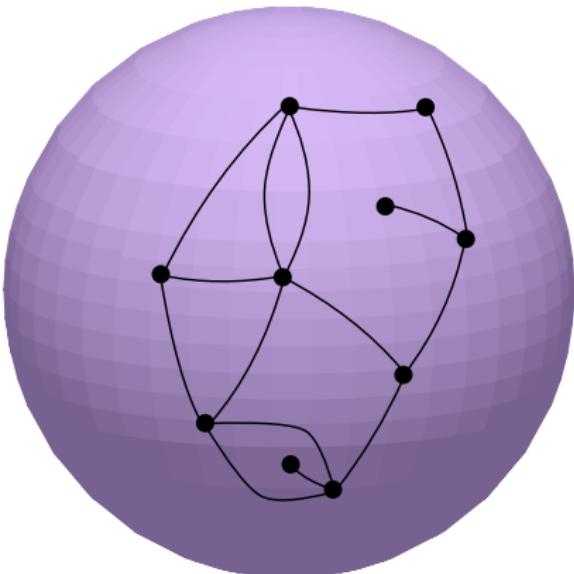
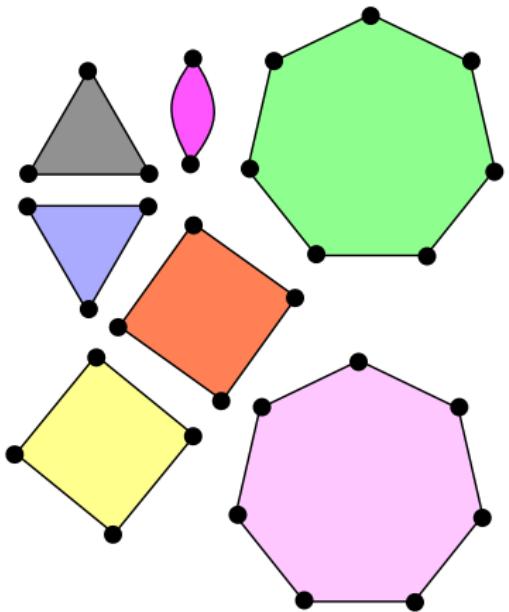
Other point of view: gluing of polygons



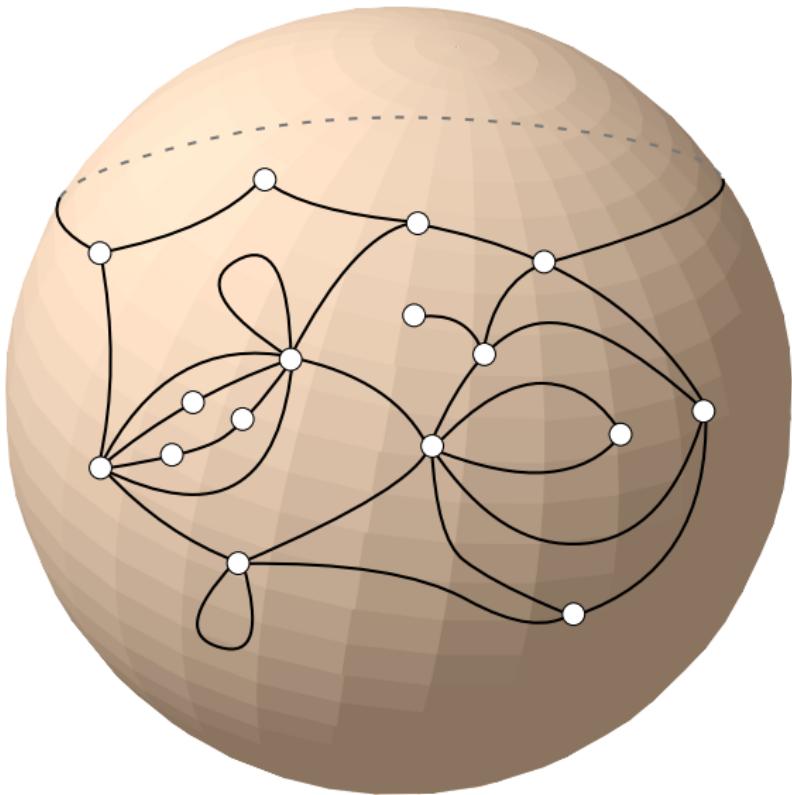
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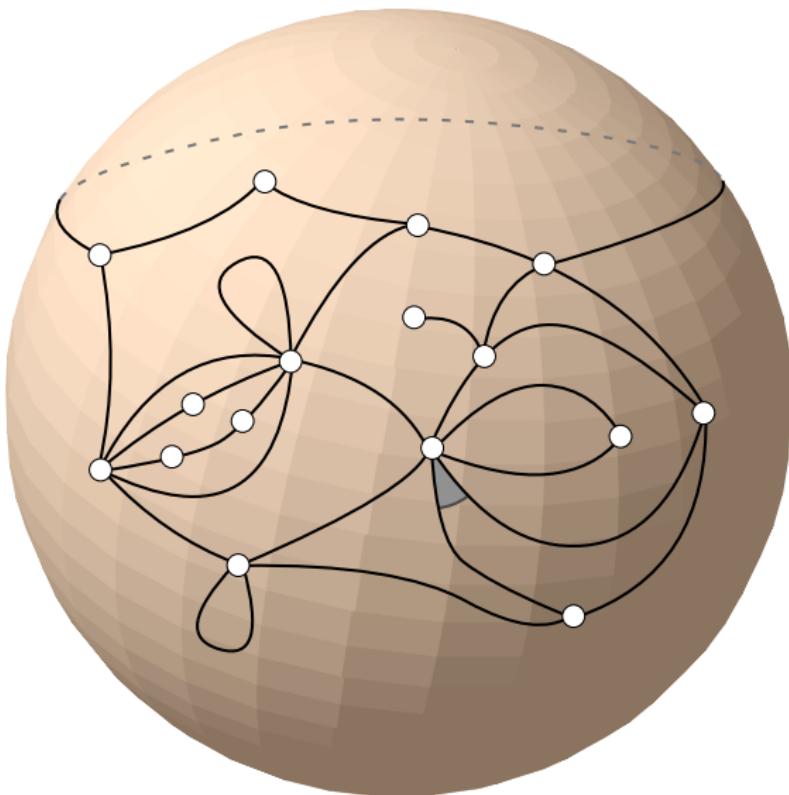
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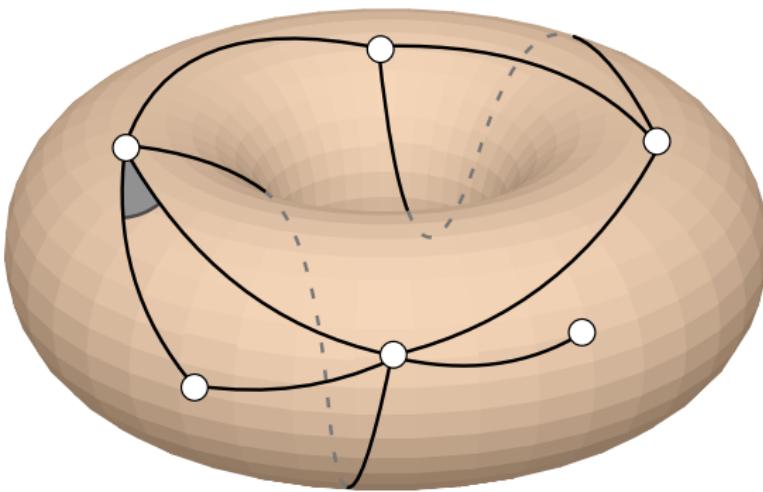
Root = distinguished corner



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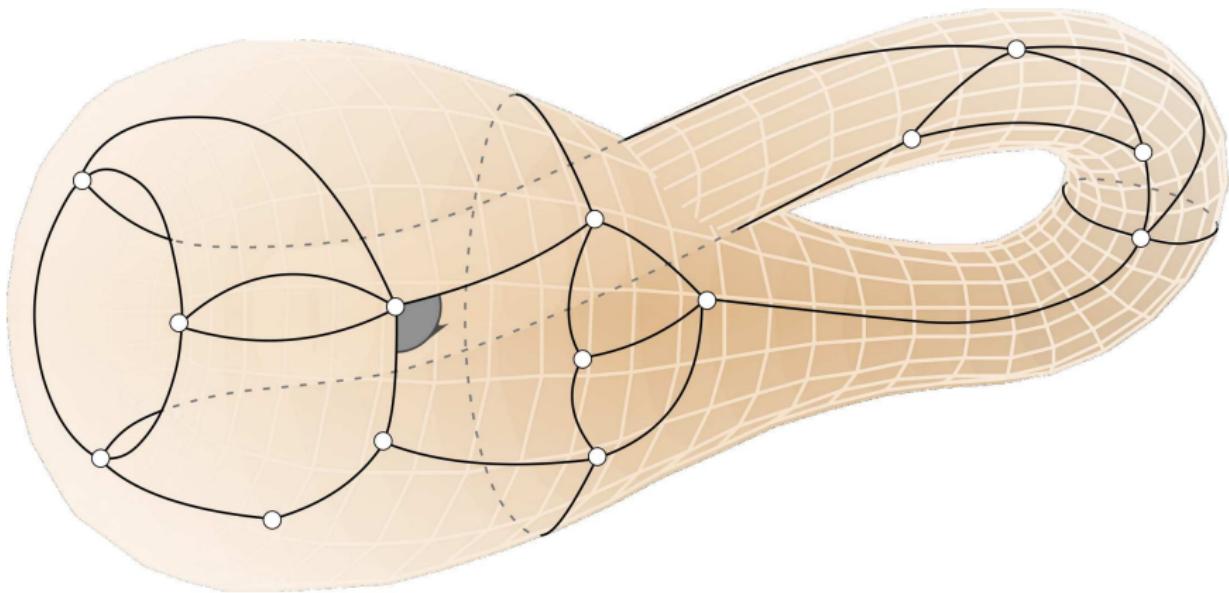
Genus g maps



genus g map: graph embedded in the surface of genus g , in such a way that the faces are homeomorphic to disks

maps are defined up to direct homeomorphism of the underlying surface

Nonorientable maps



root: distinguished corner given with a local orientation

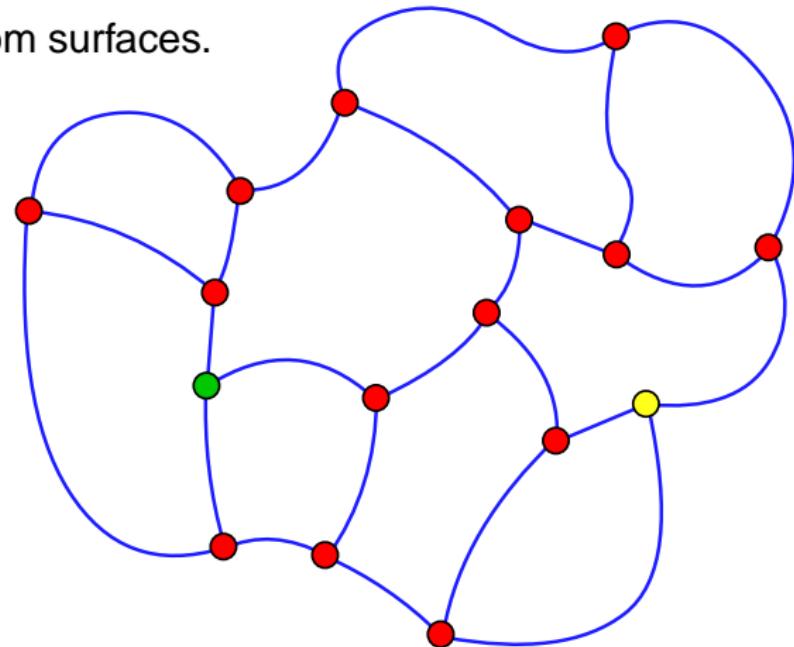
maps are defined up to homeomorphism of the underlying surface

Why study maps?

- Very rich combinatorics.

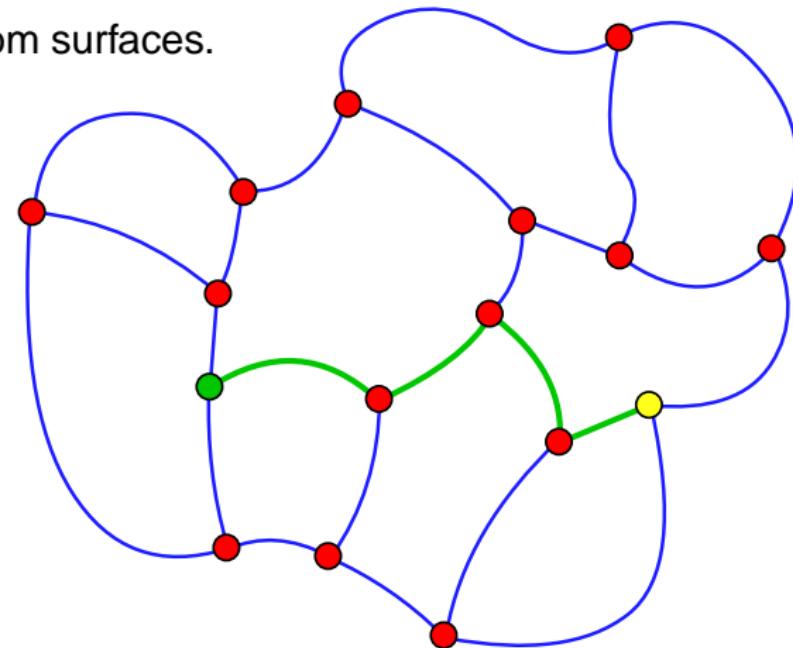
Why study maps?

- Very rich combinatorics.
- Natural random surfaces.



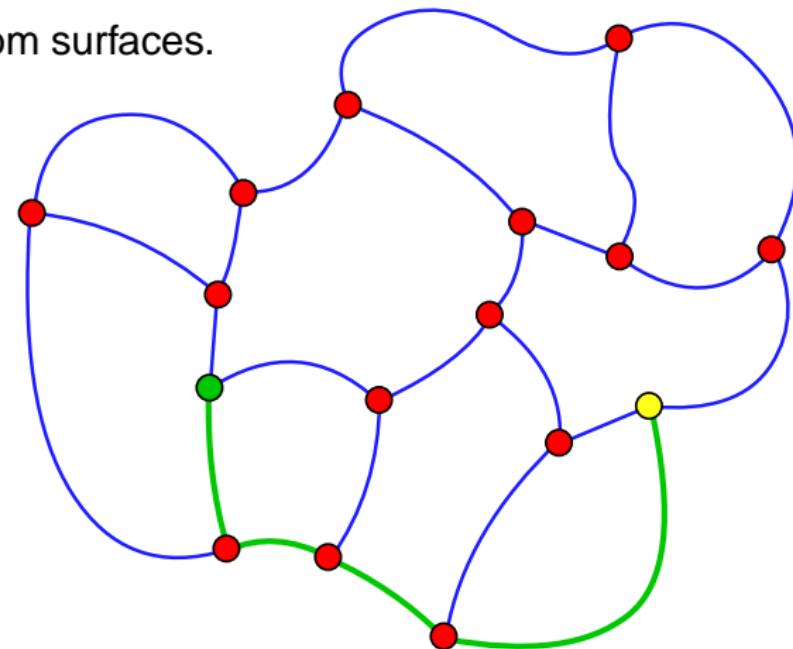
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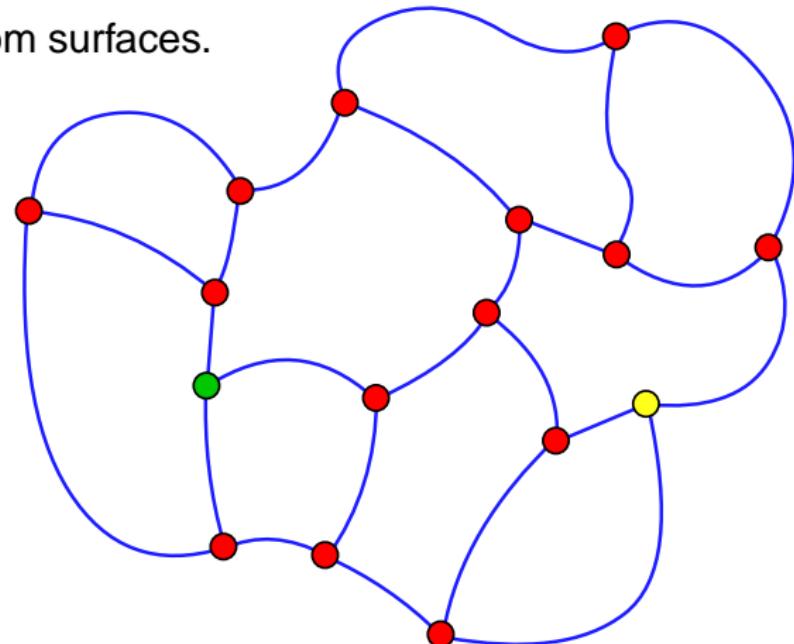
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Why study maps?

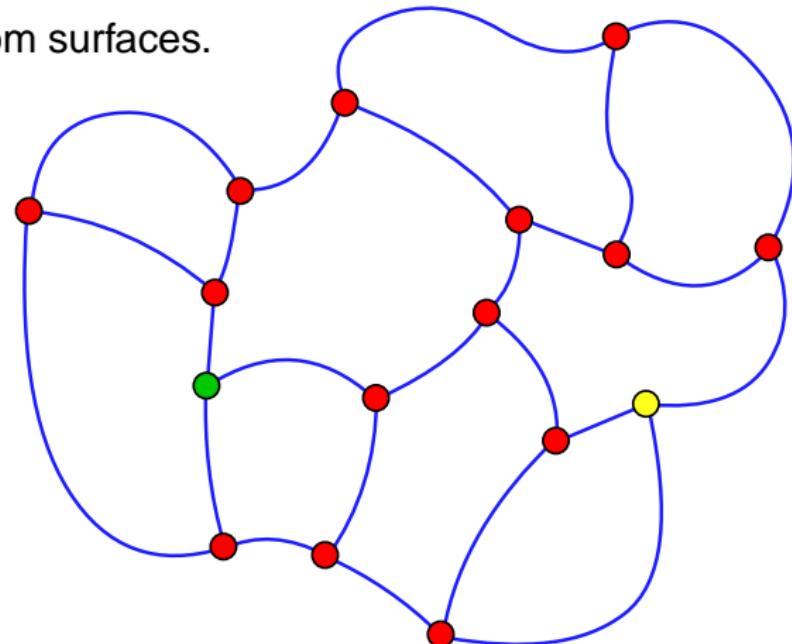
- Very rich combinatorics.
- Natural random surfaces.



- They are beautiful!

Why study maps?

- Very rich combinatorics.
- Natural random surfaces.



- They are beautiful!

- They share deep links with trees.

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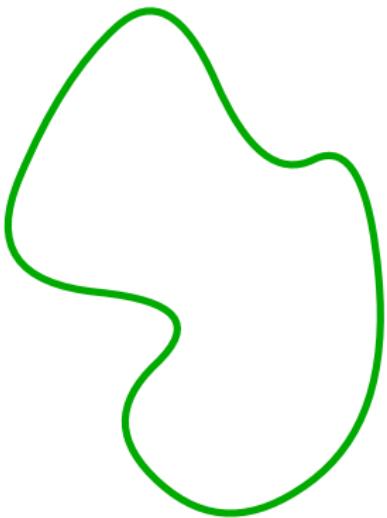
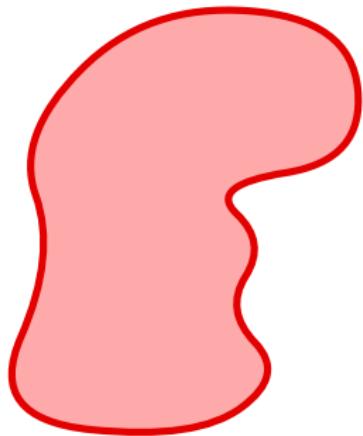
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Gromov–Hausdorff topology



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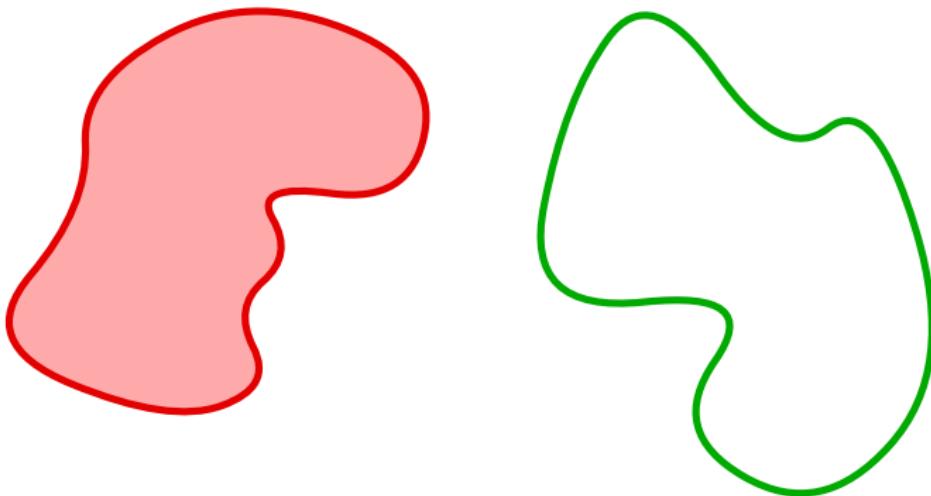
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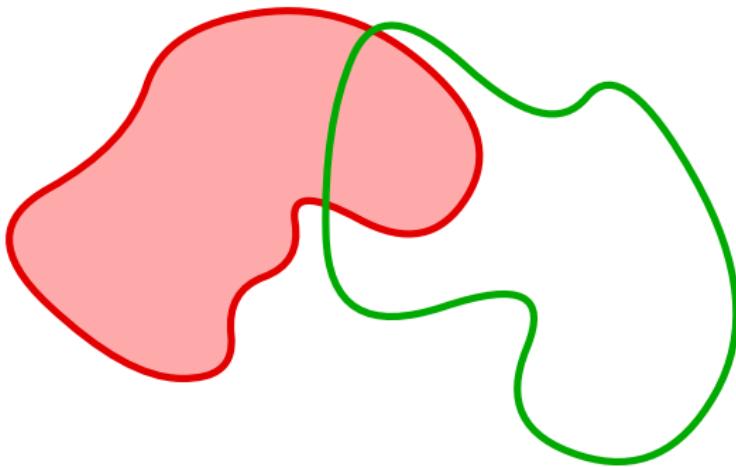
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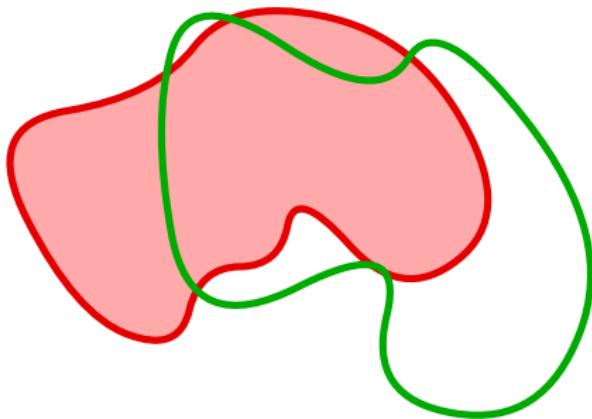
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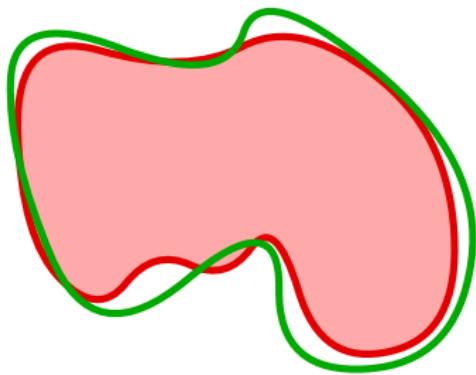
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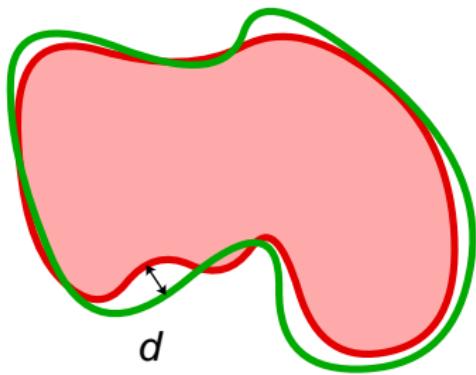
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Gromov–Hausdorff topology



The Brownian sphere

- $a\mathbf{m}$: finite metric space obtained by endowing the vertex-set of \mathbf{m} with a times the graph metric (each edge has length a).

Theorem (Le Gall '11, Miermont '11)

Let \mathbf{q}_n be a uniform plane quadrangulation with n faces. The sequence $((8n/9)^{-1/4} \mathbf{q}_n)_{n \geq 1}$ converges weakly in the sense of the Gromov–Hausdorff topology toward a random compact metric space called the *Brownian sphere*.

The Brownian sphere

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Definition (Convergence for the Gromov–Hausdorff topology)

A sequence (\mathcal{X}_n) of compact metric spaces **converges in the sense of the Gromov–Hausdorff topology** toward a metric space \mathcal{X} if there exist isometric embeddings $\varphi_n : \mathcal{X}_n \rightarrow \mathcal{Z}$ and $\varphi : \mathcal{X} \rightarrow \mathcal{Z}$ into a common metric space \mathcal{Z} such that $\varphi_n(\mathcal{X}_n)$ converges toward $\varphi(\mathcal{X})$ in the sense of the Hausdorff topology.

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Brownian sphere
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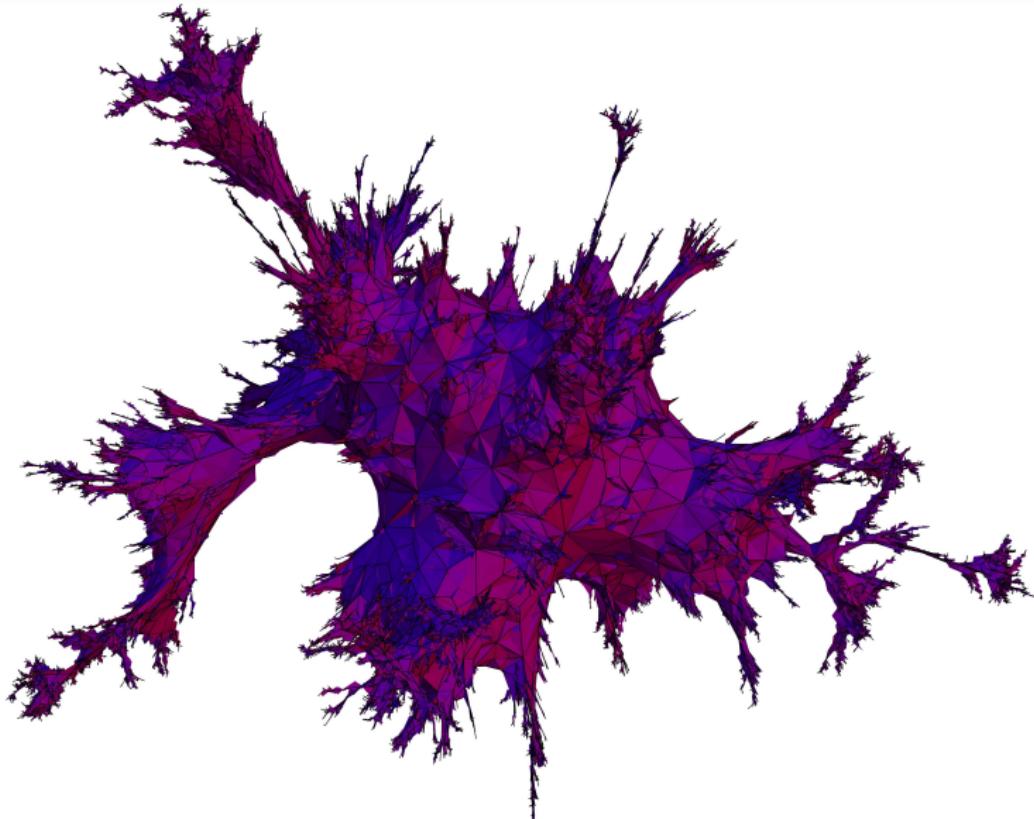
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Uniform plane quadrangulation with 50 000 faces



Earlier results

- [Chassaing–Schaeffer '04]
 - the scaling factor is $n^{1/4}$
 - scaling limit of functionals of random uniform quadrangulations (radius, profile)
- [Marckert–Mokkadem '06]
 - introduction of the Brownian sphere (called **Brownian map**)
- [Le Gall '07]
 - the sequence of rescaled quadrangulations is relatively compact
 - any subsequential limit has the topology of the Brownian sphere
 - any subsequential limit has Hausdorff dimension 4
- [Le Gall–Paulin '08], [Miermont '08]
 - the topology of any subsequential limit is that of the two-sphere
- [Bouttier–Guittier '08]
 - limiting joint distribution between three uniformly chosen vertices

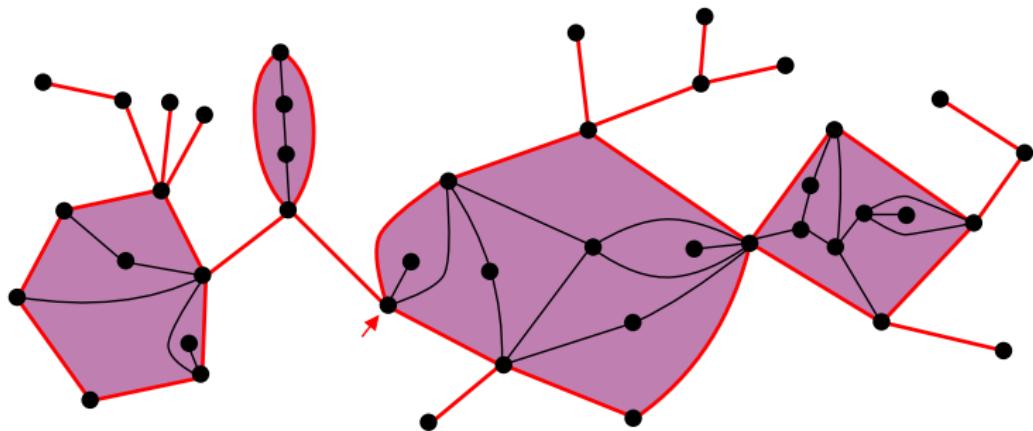
Universality of the Brownian sphere

Many other natural models of plane maps converge to the Brownian sphere (up to a model-dependent scale constant):

$$\textcolor{red}{c} n^{-1/4} \mathbf{m}_n \xrightarrow[n \rightarrow \infty]{} \text{Brownian sphere.}$$

- [Le Gall '11] uniform p -angulations for $p \in \{3, 4, 6, 8, 10, \dots\}$ and Boltzmann bipartite maps with fixed number of vertices
- [Beltran and Le Gall '12] quadrangulations with no pendant edges
- [Addario-Berry–Albenque '13] simple triangulations and simple quadrangulations
- [B.–Jacob–Miermont '14] maps with fixed number of edges
- [Abraham '14] bipartite maps with fixed number of edges
- [Marzouk '17] bipartite maps with prescribed degree sequence
- [Curien–Le Gall '19] random length plane triangulations
- [Addario-Berry–Albenque '20] p -angulations for odd $p \geq 5$
- [Marzouk '20] planes bipartites maps with prescribed degrees

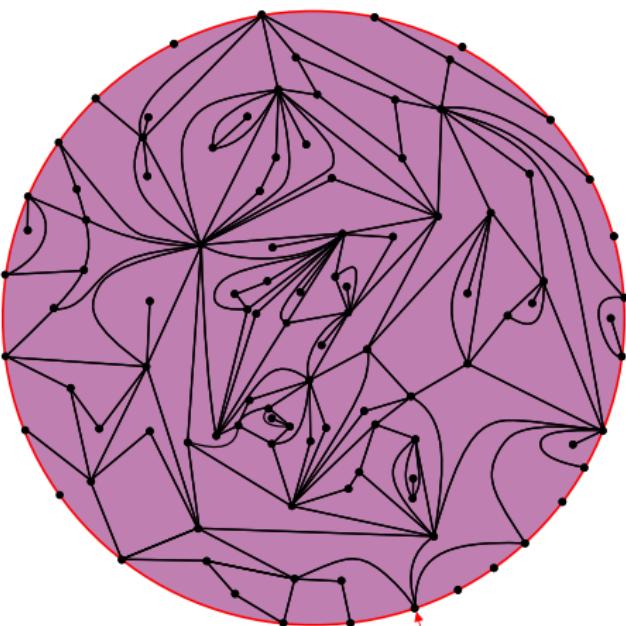
Plane quadrangulation with a boundary



plane map whose faces have degree 4, except possibly the root face

*the boundary is **not** necessarily a simple curve*

Plane quadrangulation with a simple boundary



plane map whose faces have degree 4, except possibly the root face

the boundary is necessarily a simple curve

Brownian disks

- $\mathbf{q}_{n,p}$ uniform among quadrangulations with a boundary having area n and perimeter p
- $\ell_n/\sqrt{2n} \rightarrow L \in (0, \infty)$

Theorem (B.–Miermont '15)

The sequence $((8n/9)^{-1/4} \mathbf{q}_{n,2\ell_n})_{n \geq 1}$ converges weakly in the sense of the Gromov–Hausdorff topology toward a random compact metric space \mathbf{BD}_L called the *Brownian disk of perimeter L* .

Theorem (B. '11)

Let $L > 0$ be fixed. Almost surely, the space \mathbf{BD}_L is homeomorphic to the closed unit disk of \mathbb{R}^2 . Moreover, almost surely, the Hausdorff dimension of \mathbf{BD}_L is 4, while that of its boundary $\partial\mathbf{BD}_L$ is 2.

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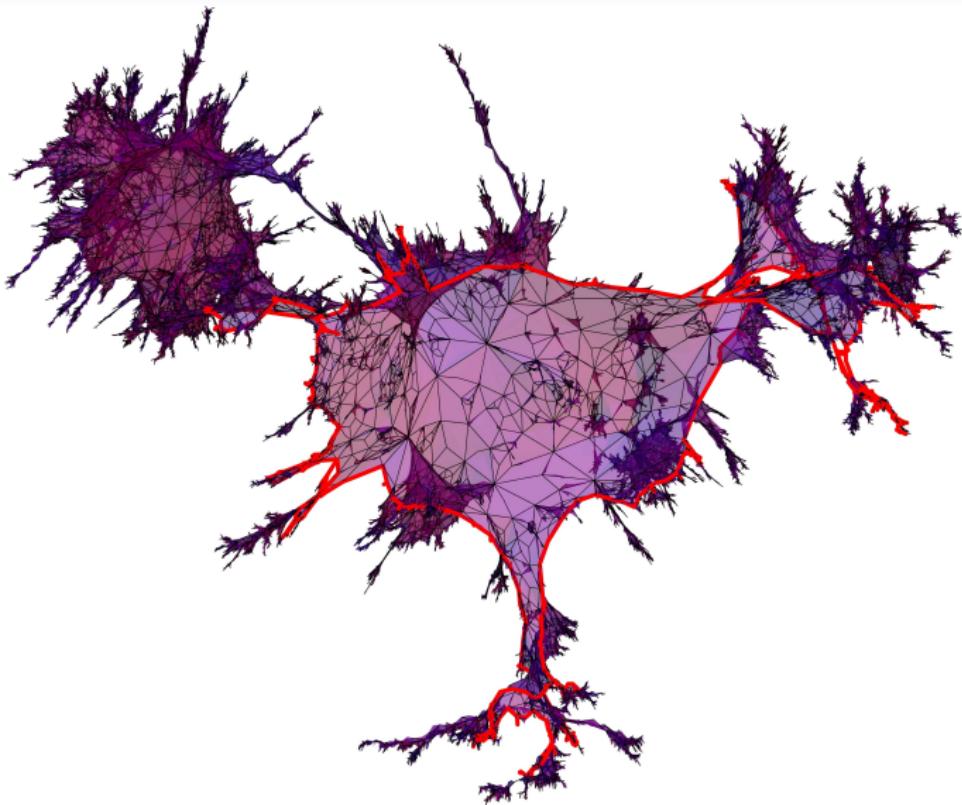
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Brownian surfaces
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Construction
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40 000 faces and boundary length 1 000



Universality

- $\tilde{\mathbf{q}}_{n,p}$ uniform among quadrangulations with a **simple** boundary having area n and perimeter p
- $\ell_n/\sqrt{2n} \rightarrow L \in (0, \infty)$

Theorem (B.–Curien–Fredes–Sepúlveda '21)

The sequence $((8n/9)^{-1/4} \tilde{\mathbf{q}}_{n,2\ell_n})_{n \geq 1}$ converges weakly in the sense of the Gromov–Hausdorff topology toward \mathbf{BD}_{3L} , the Brownian disk of perimeter $3L$.

Universality

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- [B.–Miermont '15] $2p$ -ang., uniform bip. maps, bip. Boltzmann maps
- [Gwynne–Miller '19] Boltzmann quad. with a simple boundary
- [Albenque–Holden–Sun '20] Boltzmann tri. with a simple boundary

Degenerate regimes

- $\mathbf{q}_{n,p}$ uniform among quadrangulations with a boundary having area n and perimeter p

Theorem (B. '11)

$$\ell_n/\sqrt{2n} \rightarrow 0$$

The sequence $((8n/9)^{-1/4} \mathbf{q}_{n,2\ell_n})_{n \geq 1}$ converges weakly in the sense of the Gromov–Hausdorff topology toward the Brownian sphere.

Degenerate regimes

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The sequence $((8n/9)^{-1/4} \mathbf{q}_{n,2\ell_n})_{n \geq 1}$ converges weakly in the sense of the Gromov–Hausdorff topology toward the Brownian sphere.

Theorem (B. '11)

$$\ell_n/\sqrt{2n} \rightarrow \infty$$

The sequence $((2\ell_n)^{-1/2} \mathbf{q}_{n,2\ell_n})_{n \geq 1}$ converges weakly in the sense of the Gromov–Hausdorff topology toward the **Brownian Continuum Random Tree** (universal scaling limit of models of random trees).

Degenerate regimes

- $\mathbf{q}_{n,p}$ uniform among quadrangulations with a boundary having area n and perimeter p

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- [Bouttier–Guittier '09] computation of the two-point function
- [Marzouk '20] bipartite maps with prescribed degrees

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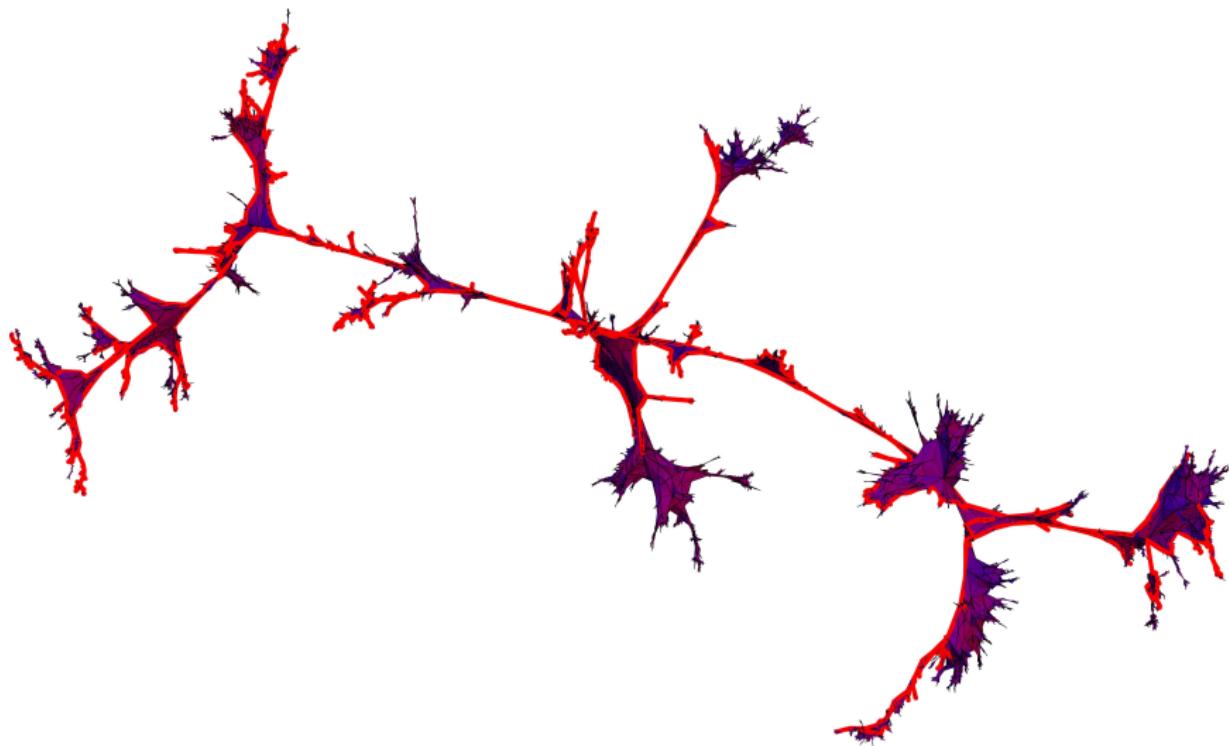
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10 000 faces and boundary length 2 000



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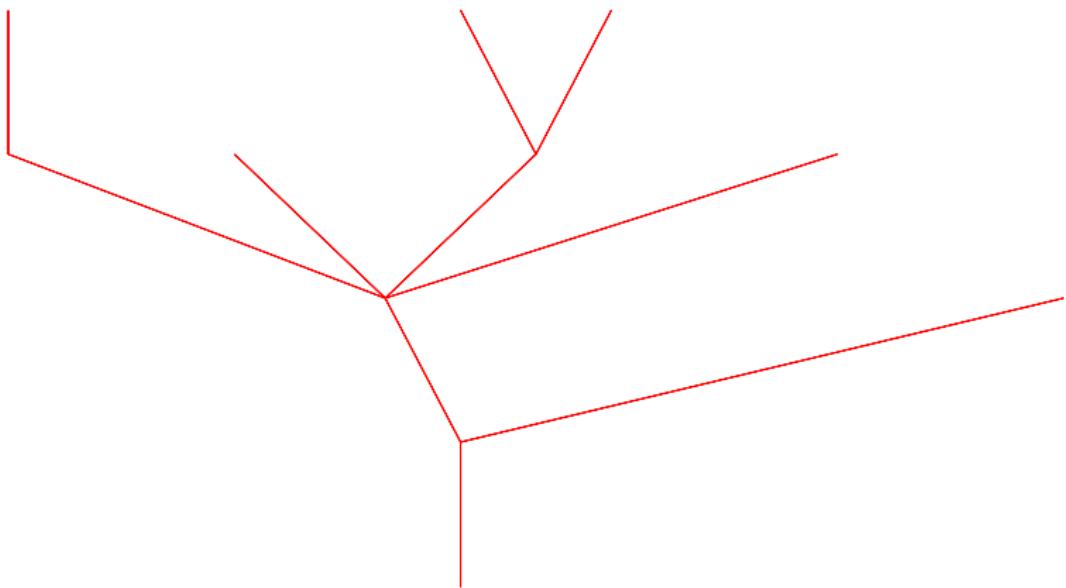
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The Continuum Random Tree



tree

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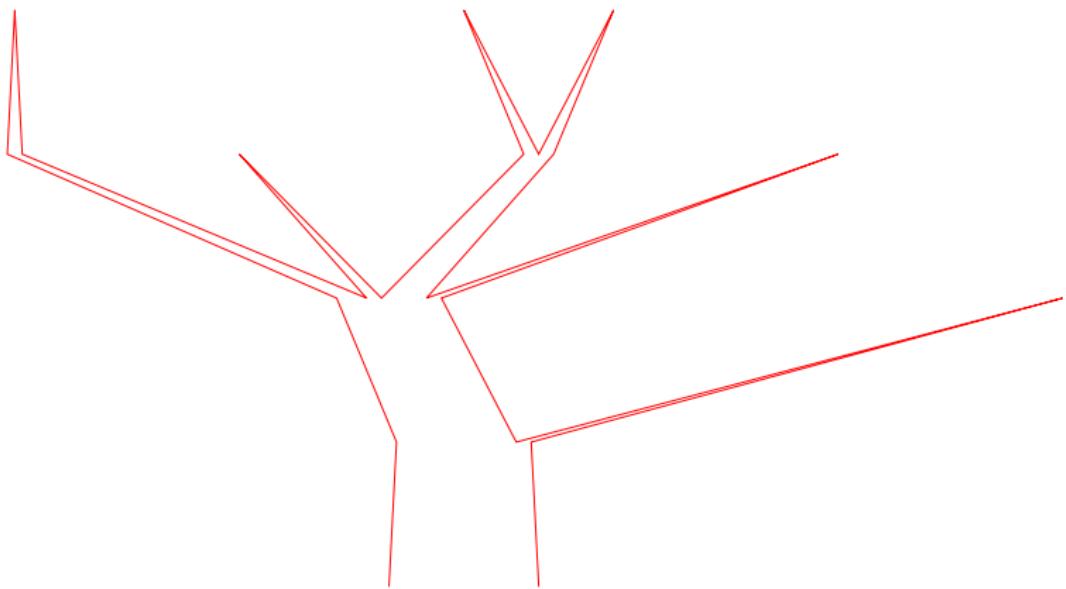
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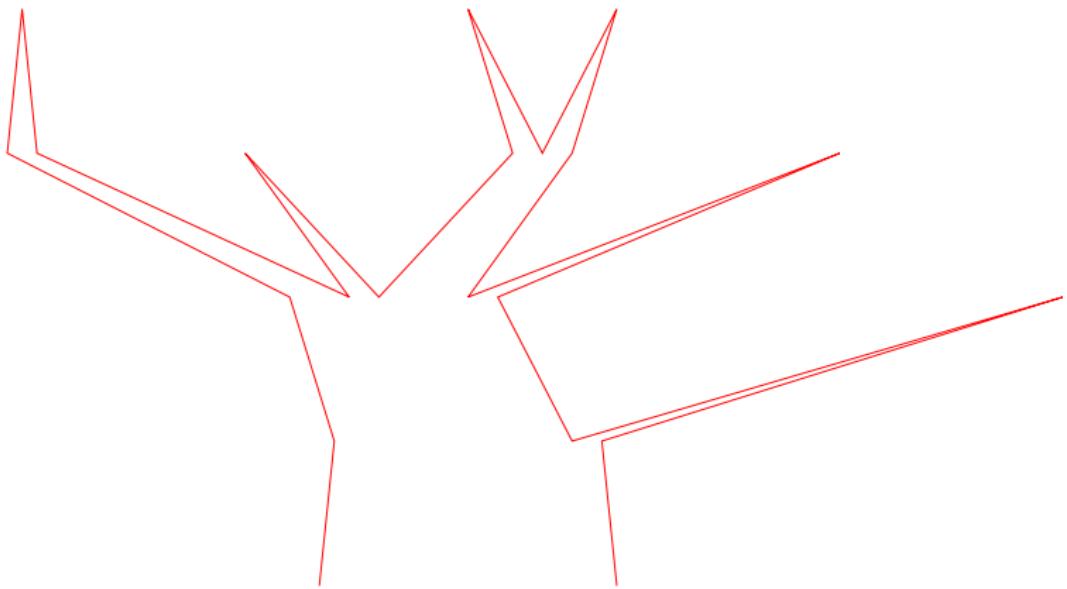
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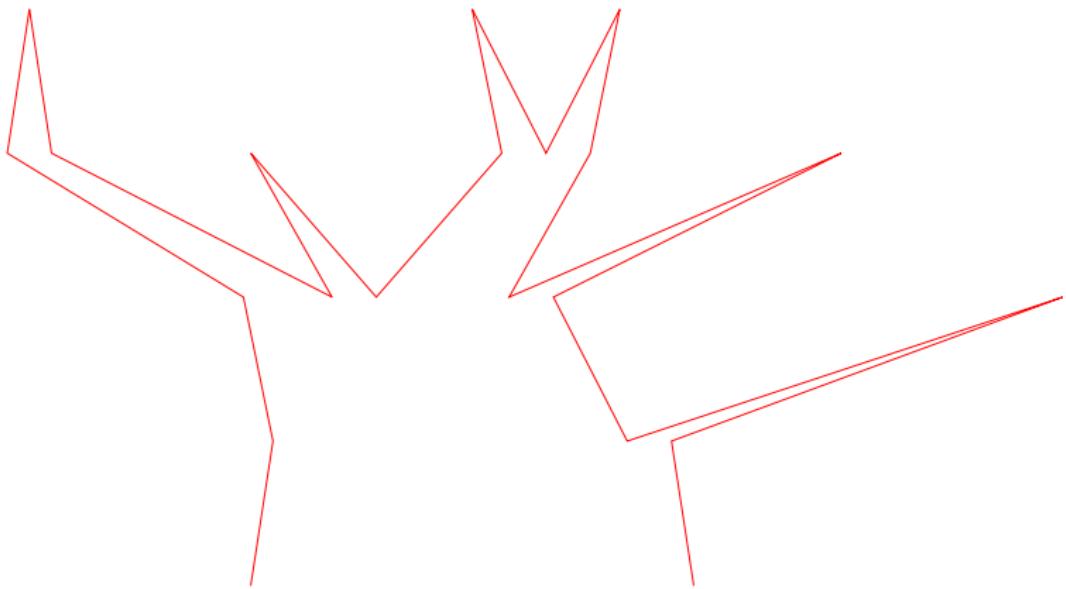
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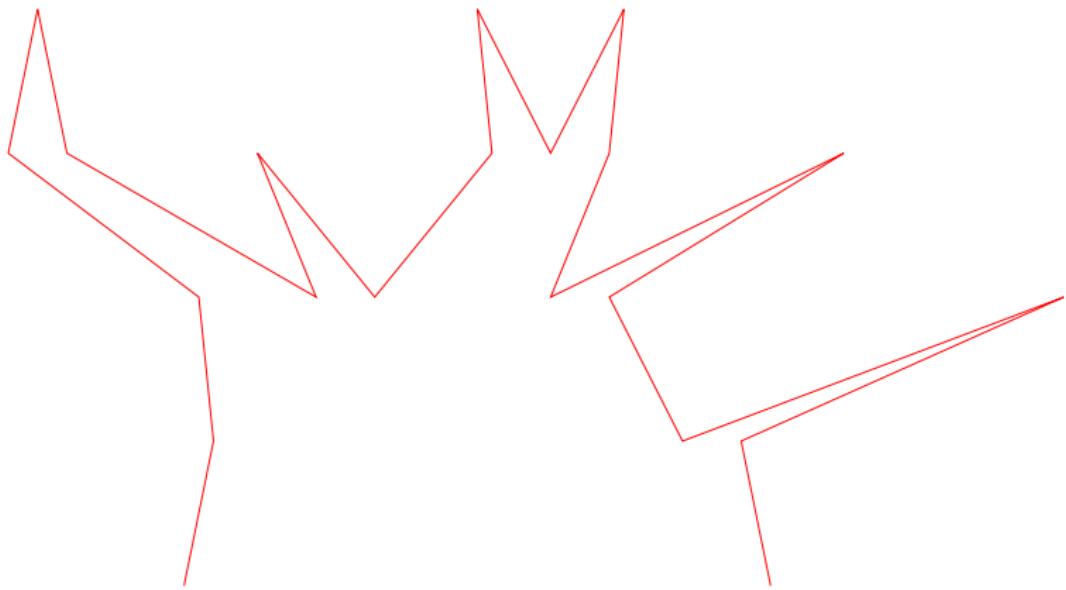
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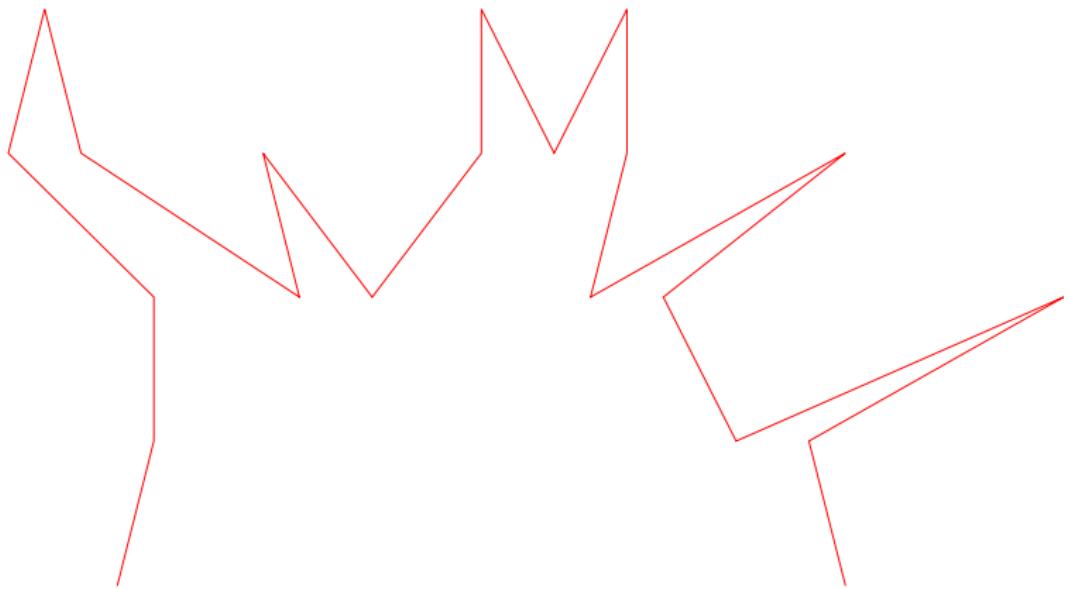
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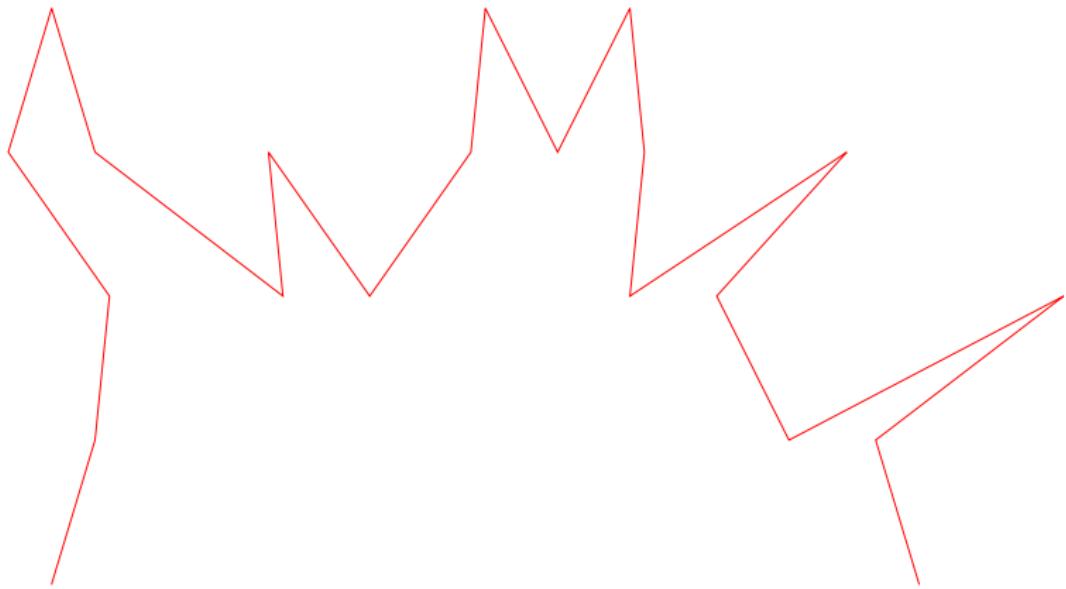
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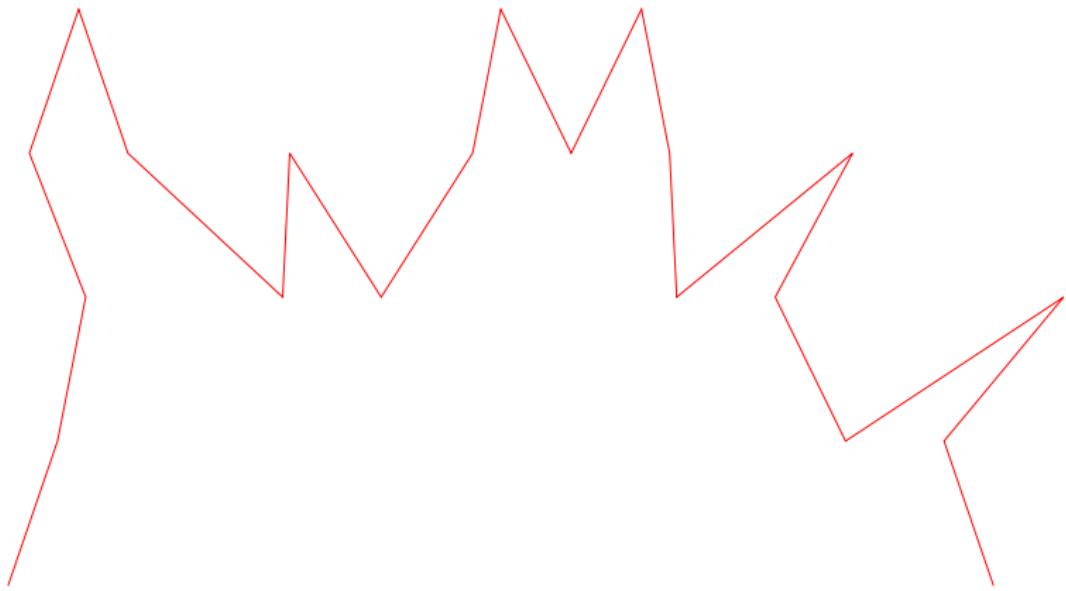
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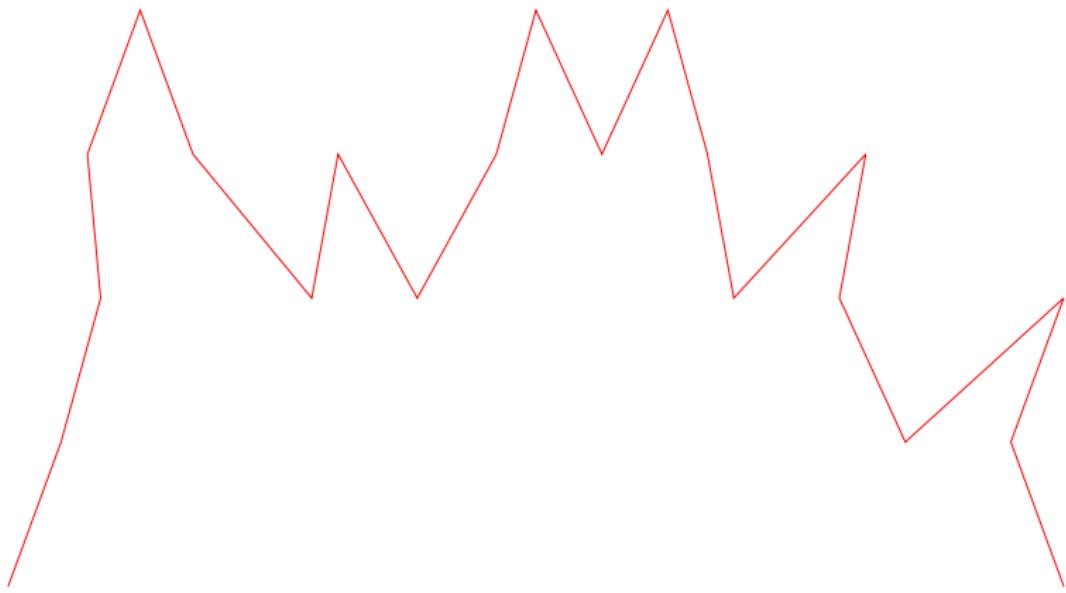
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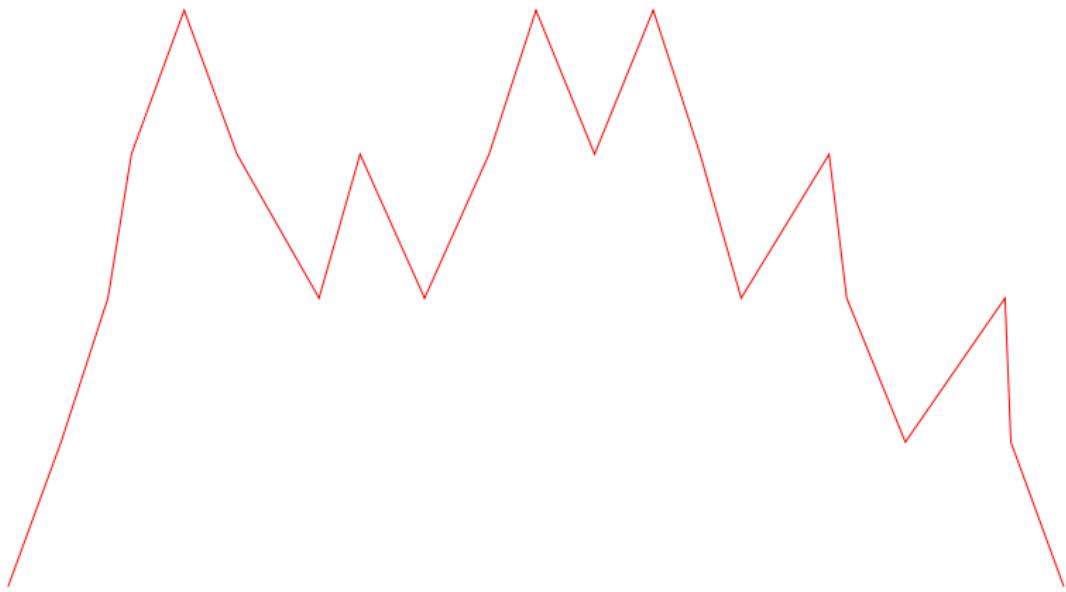
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Brownian sphere
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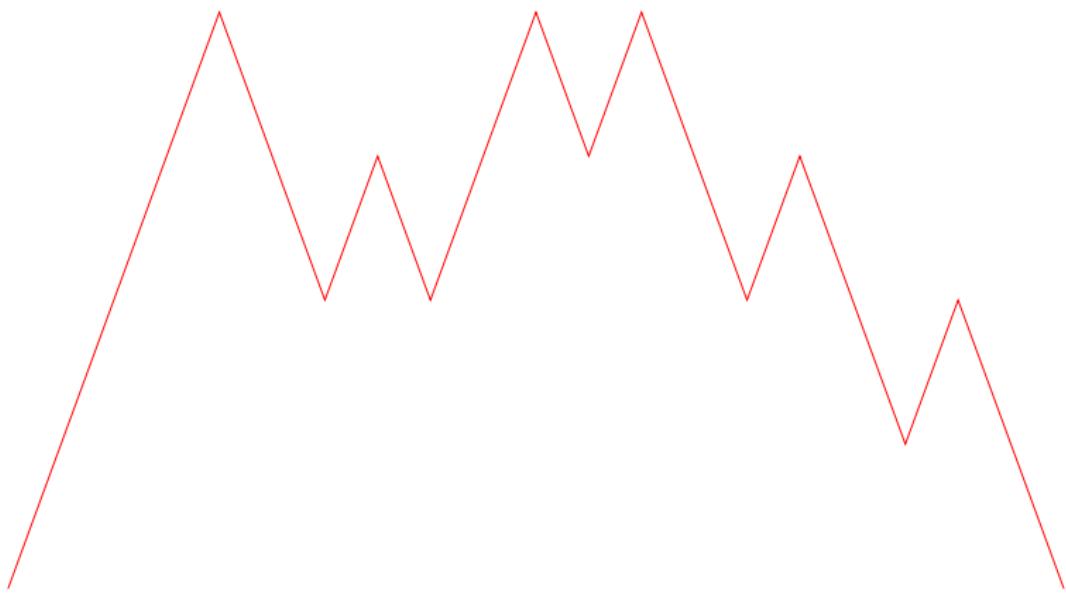
Brownian disks
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Brownian surfaces
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Dyck path

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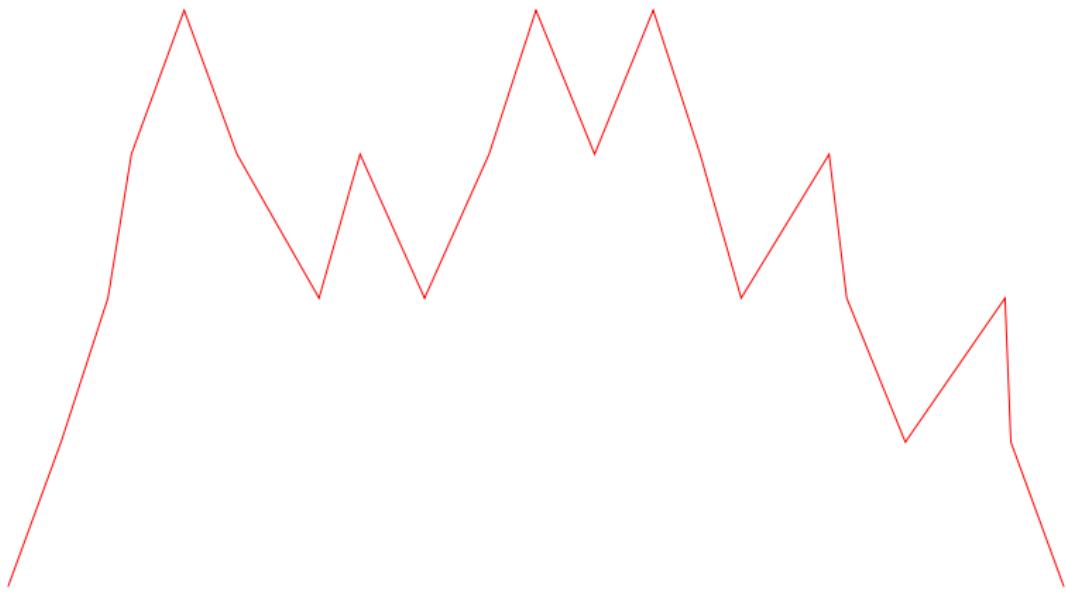
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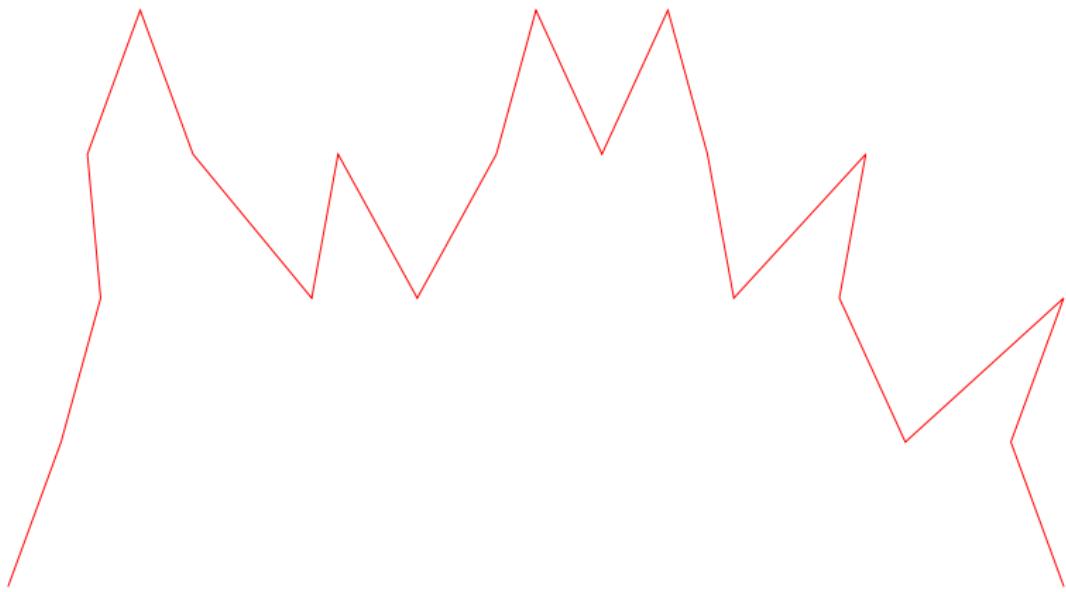
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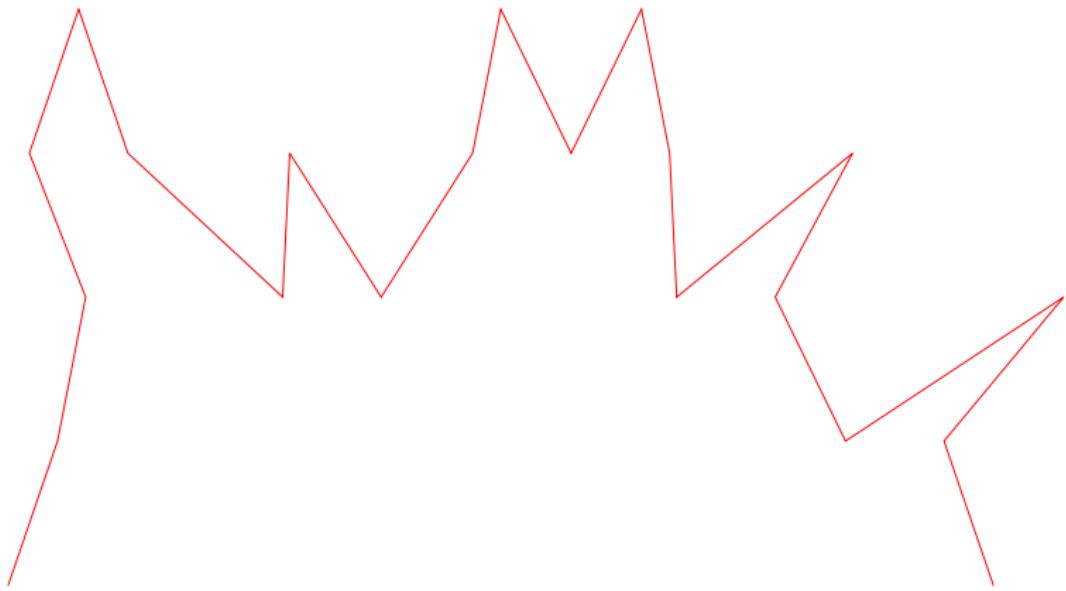
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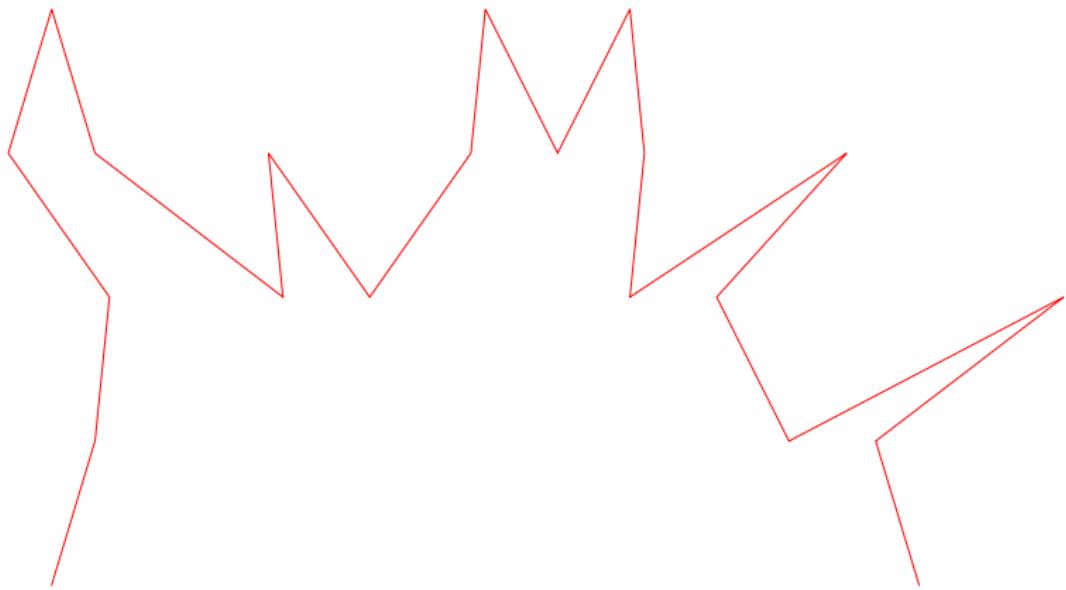
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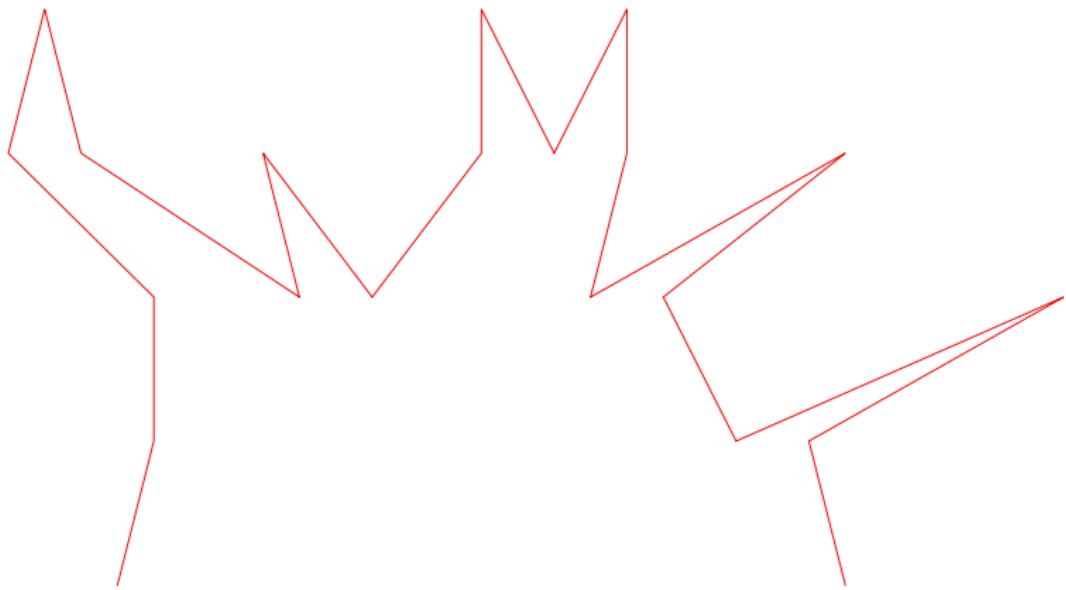
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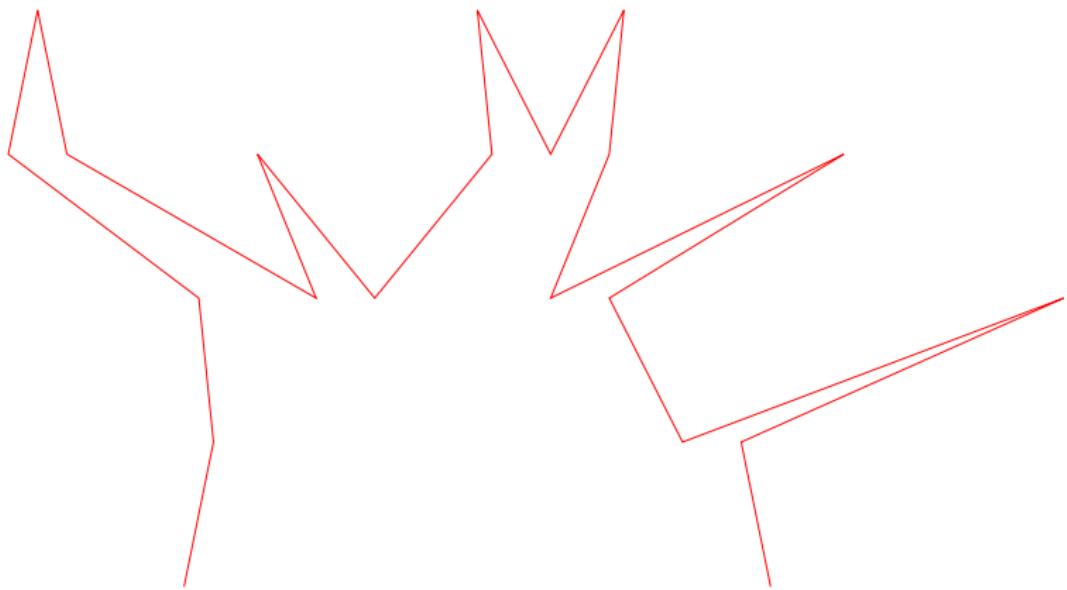
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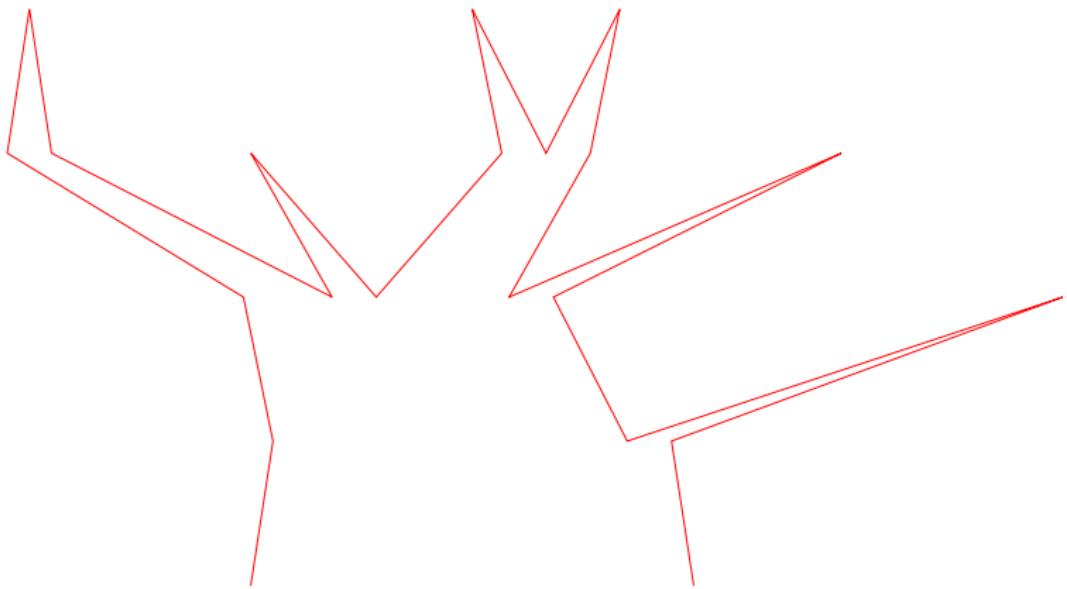
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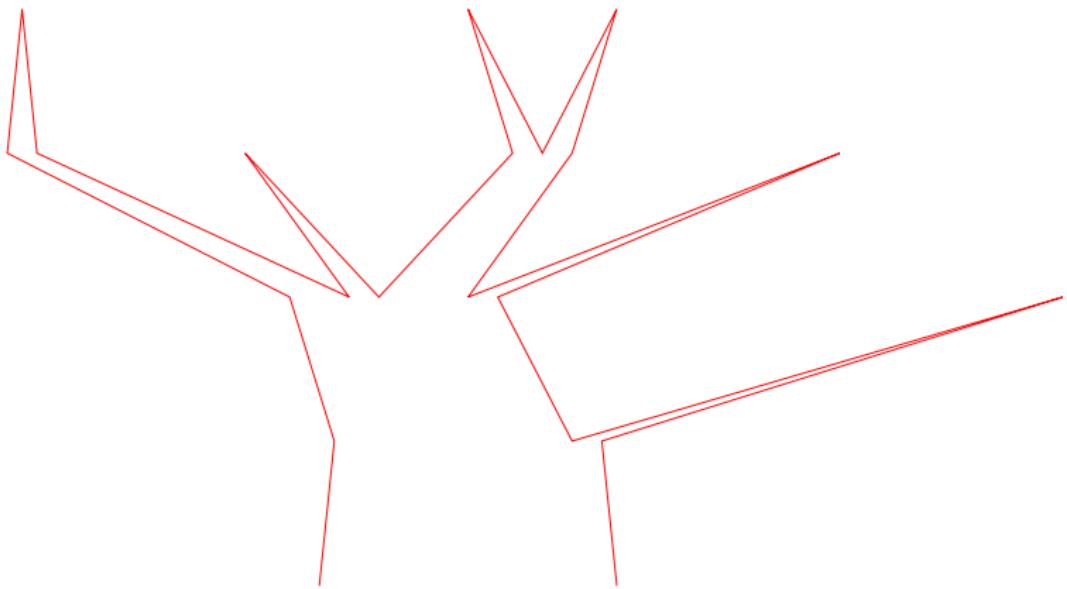
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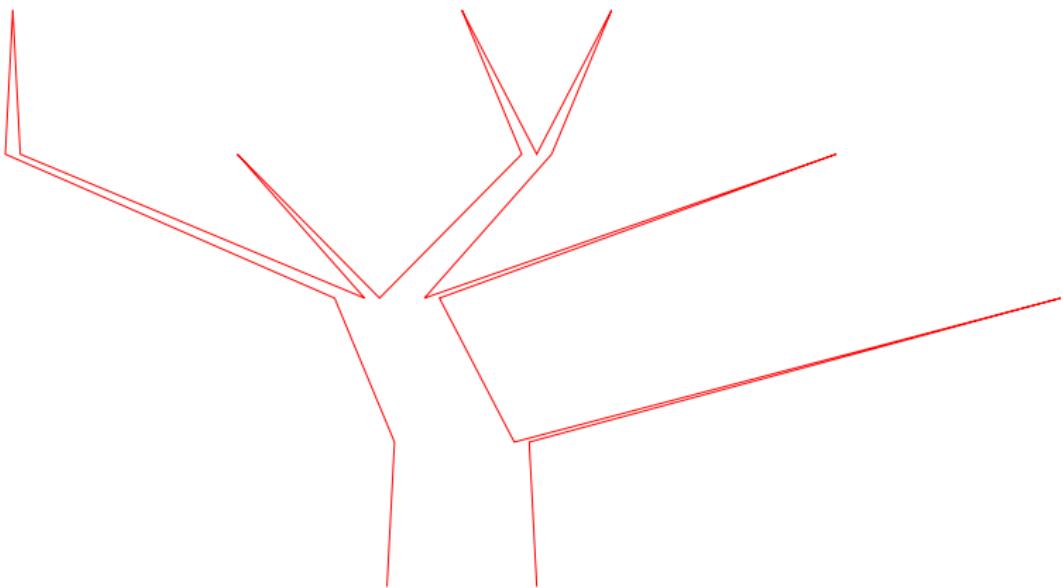
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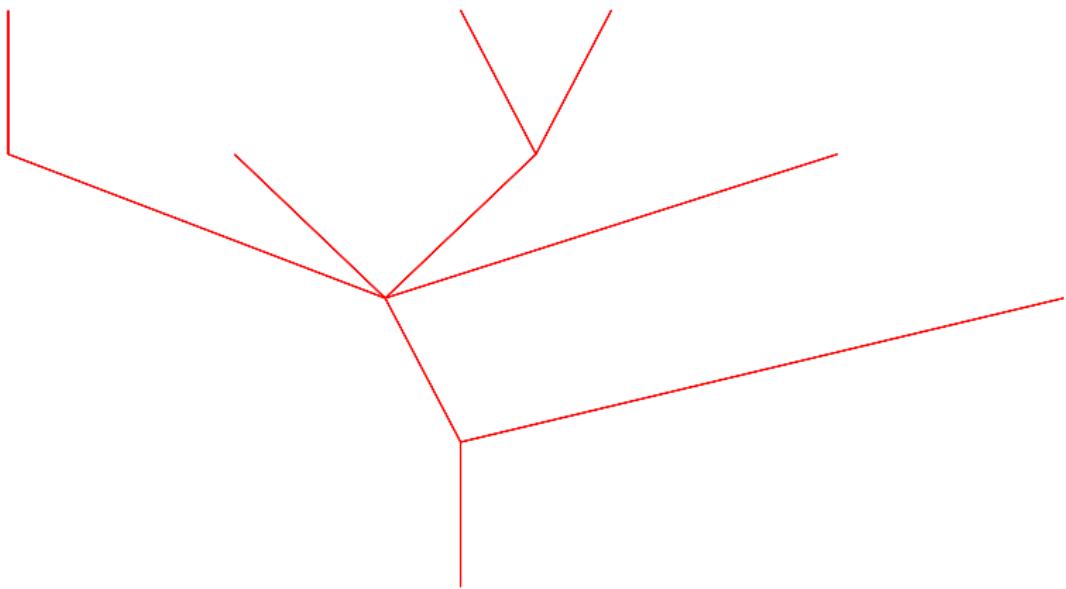
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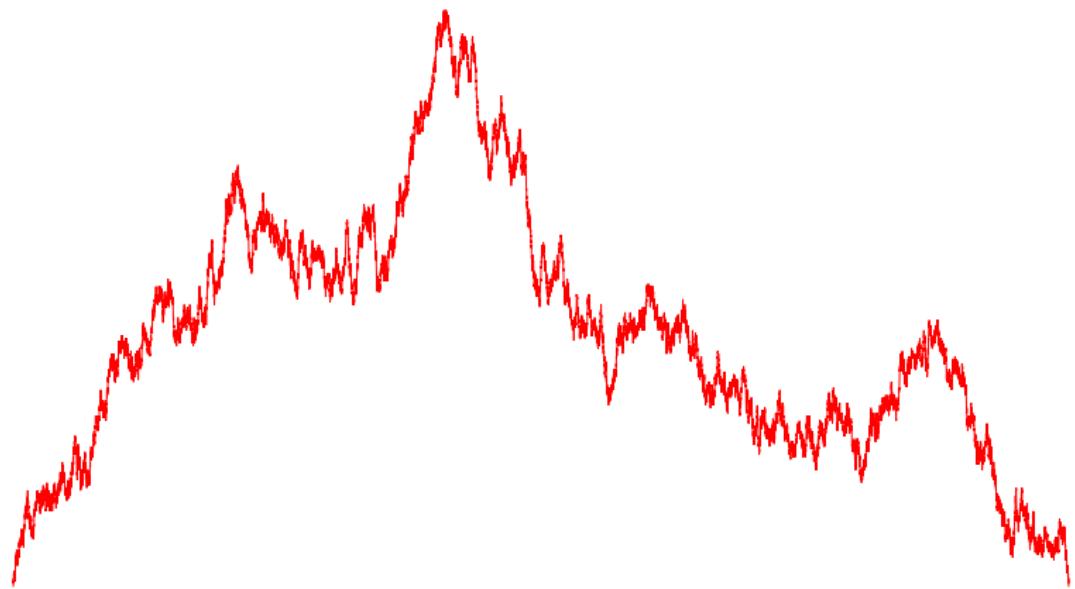
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Brownian excursion: Brownian motion on $[0, 1]$ conditioned to stay positive on $(0, 1)$ and be back at 0 at time 1

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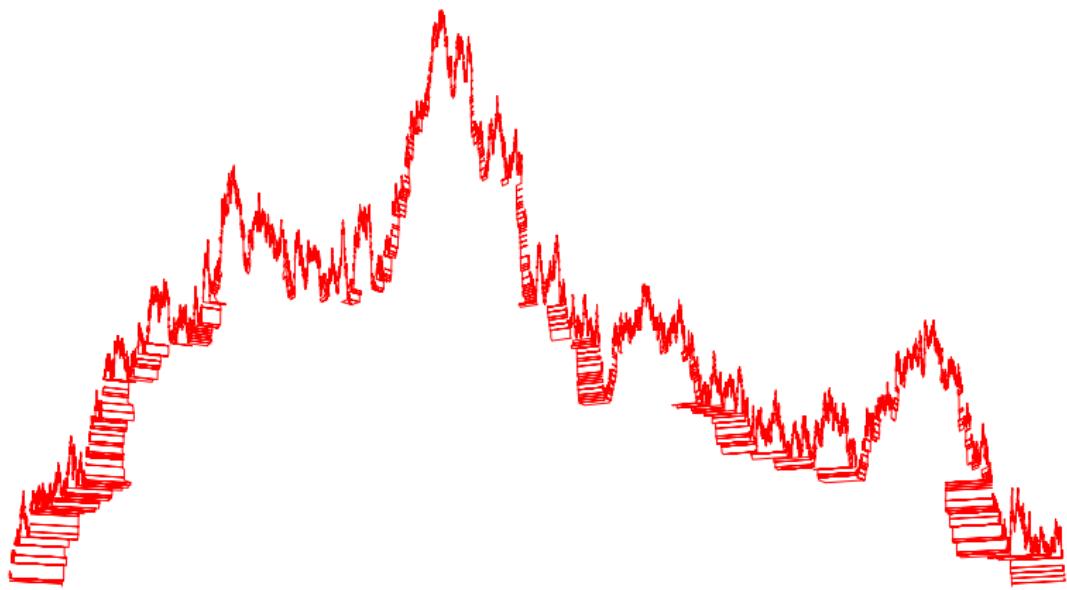
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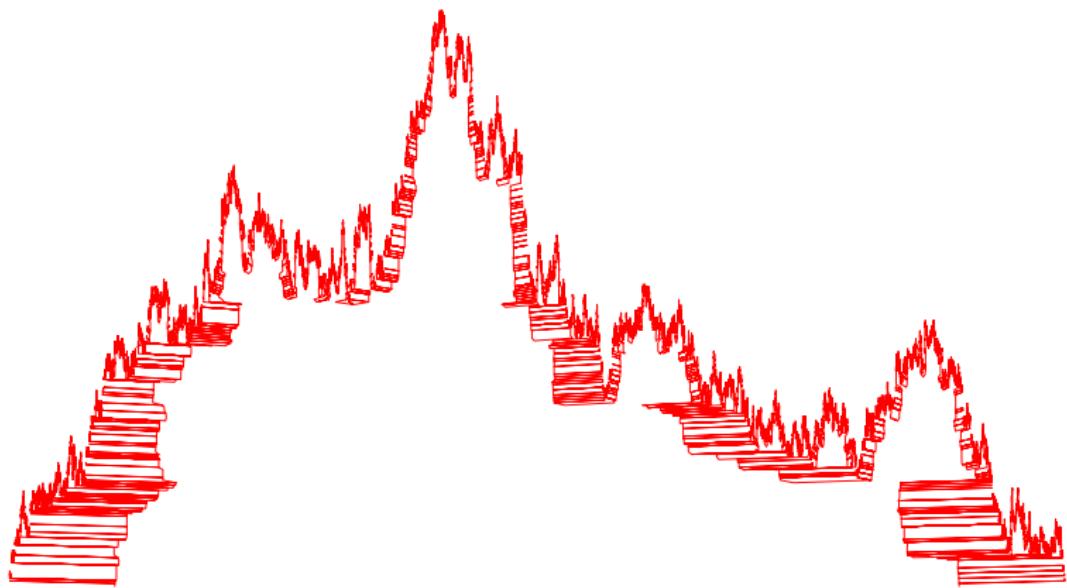
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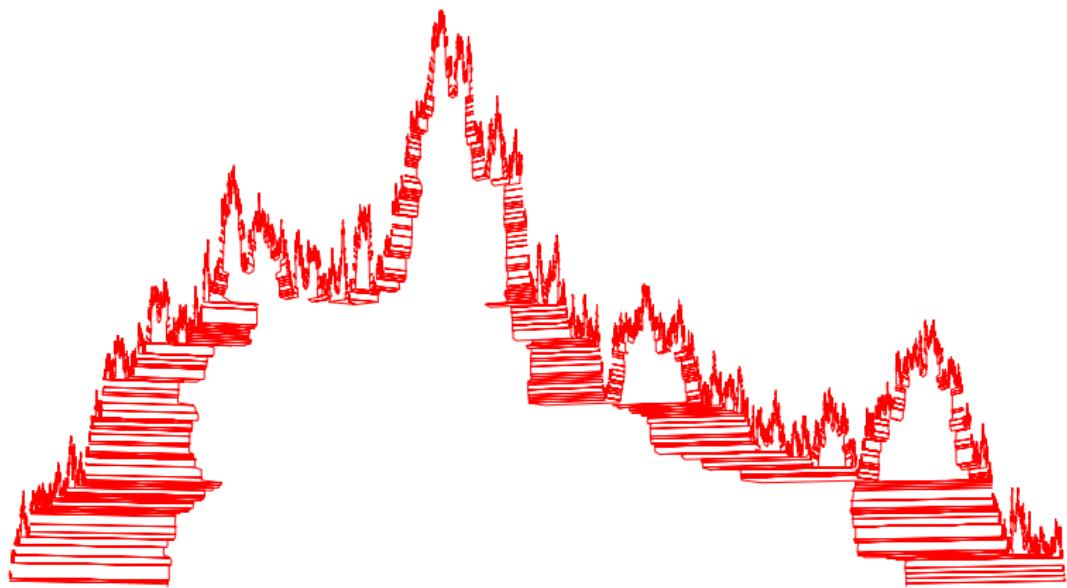
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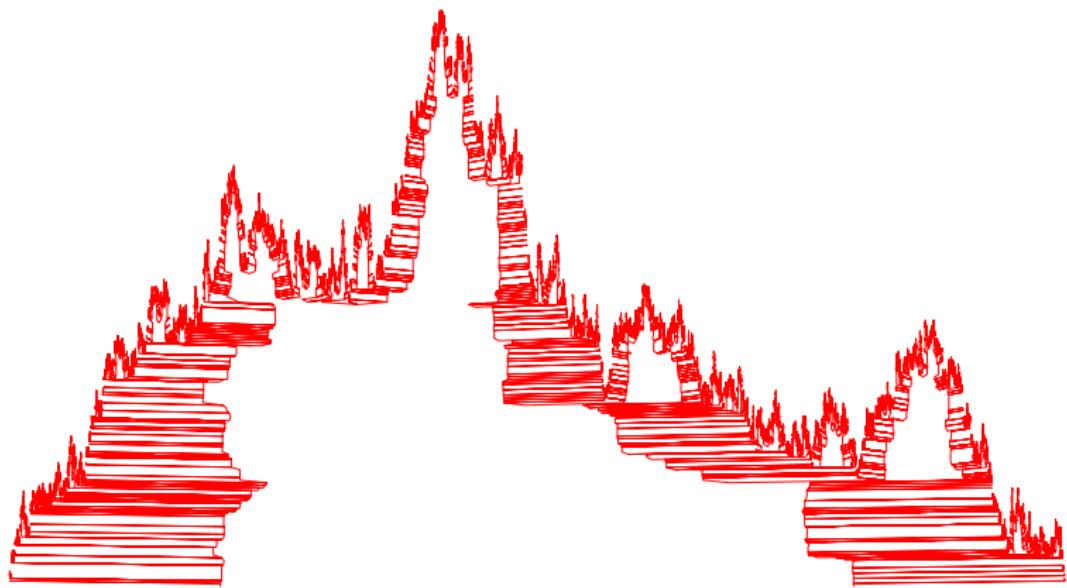
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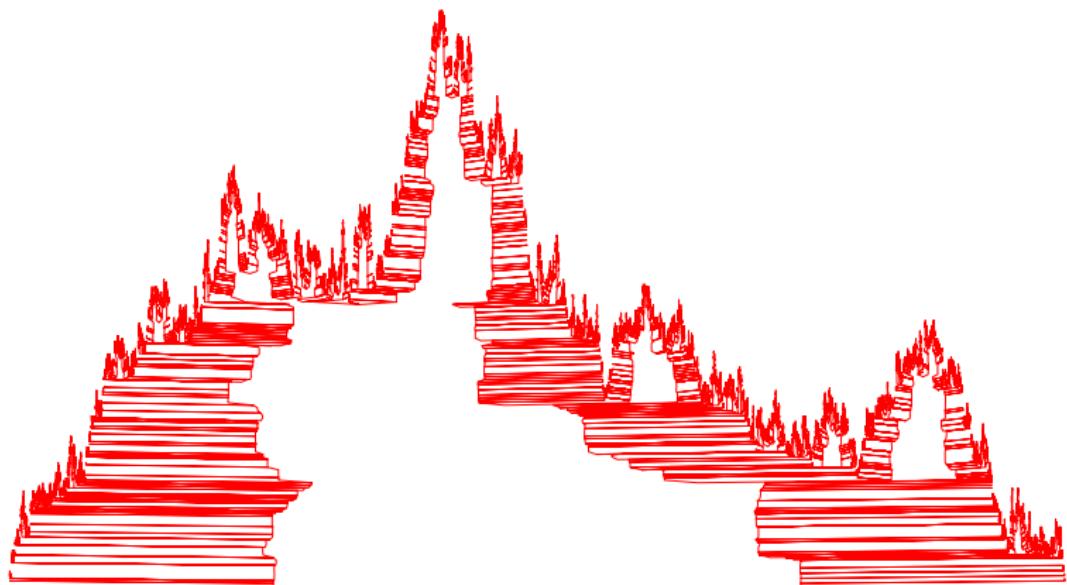
Brownian disks
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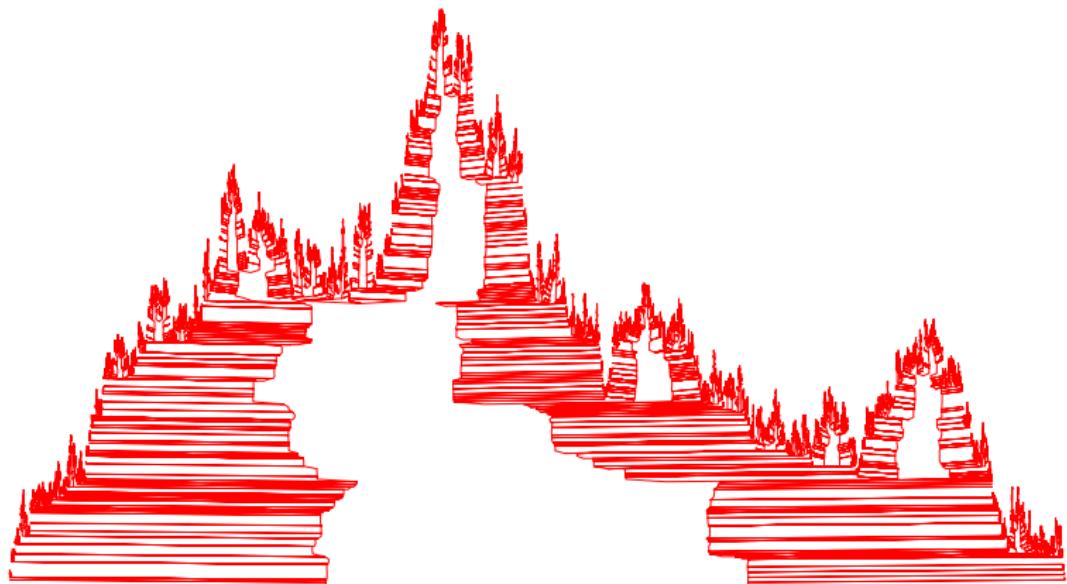
Brownian disks
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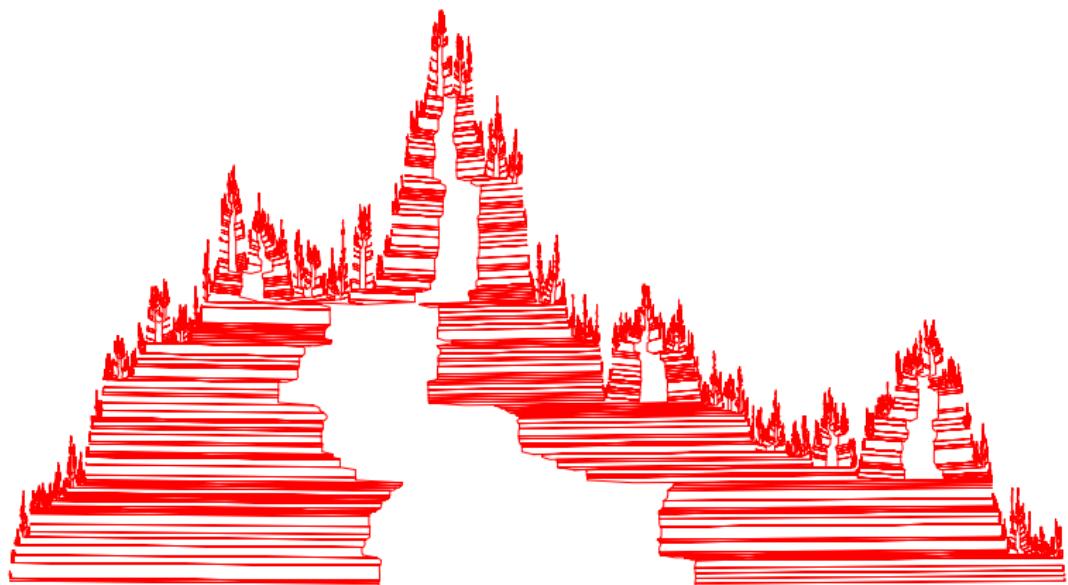
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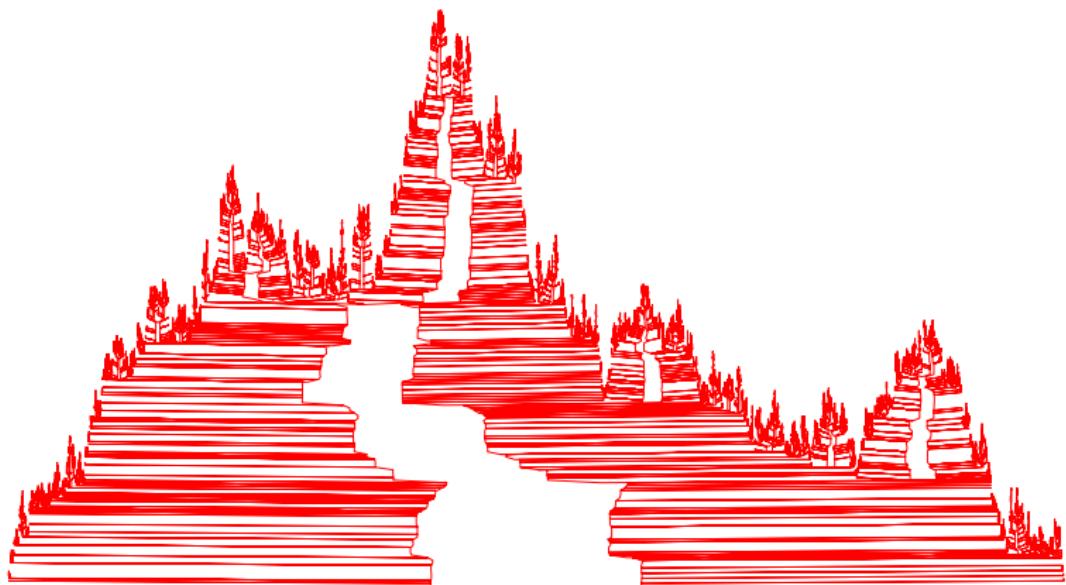
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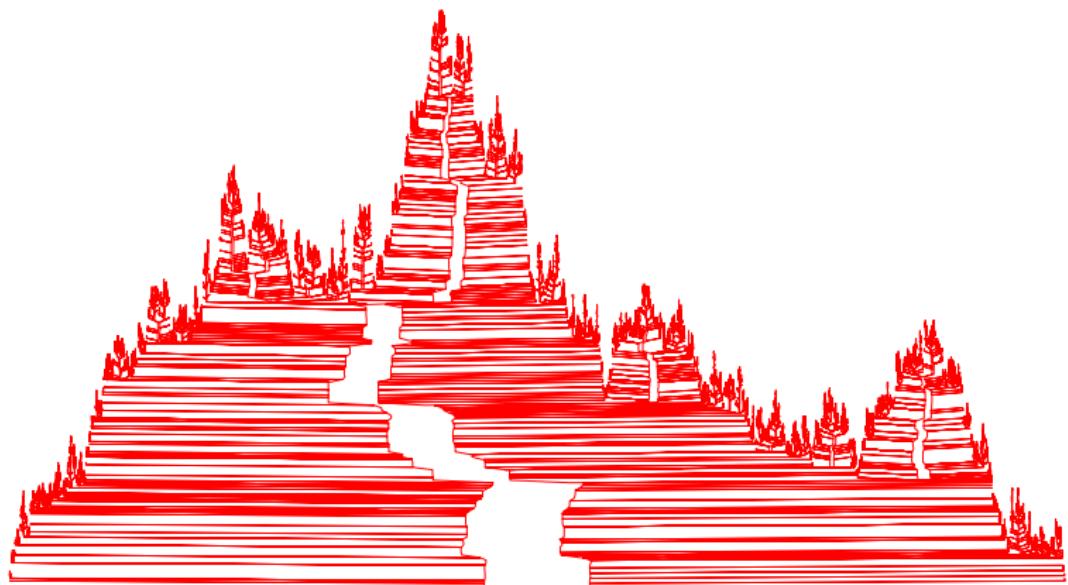
Brownian disks
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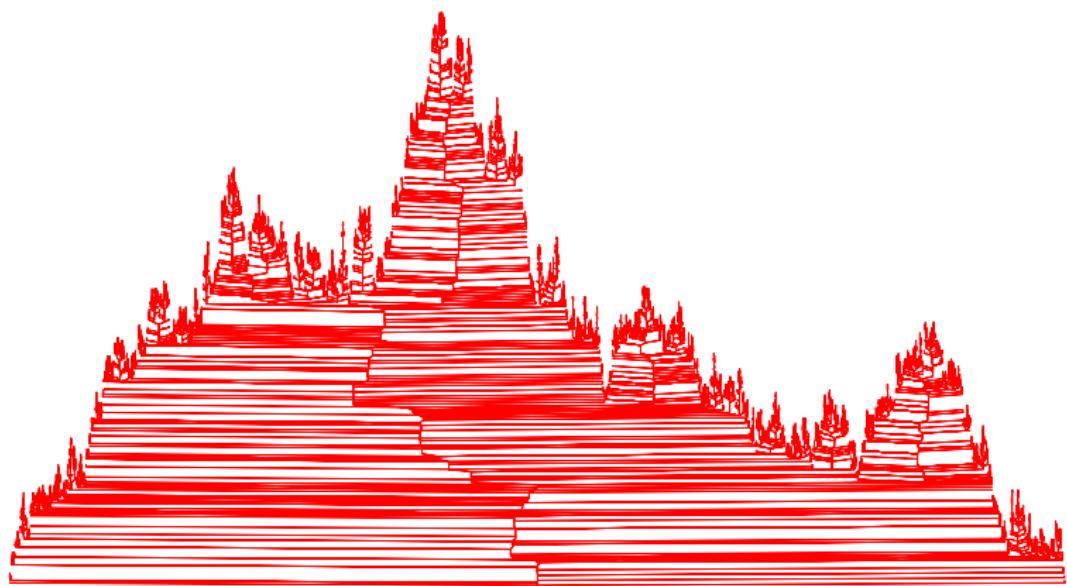
Brownian disks
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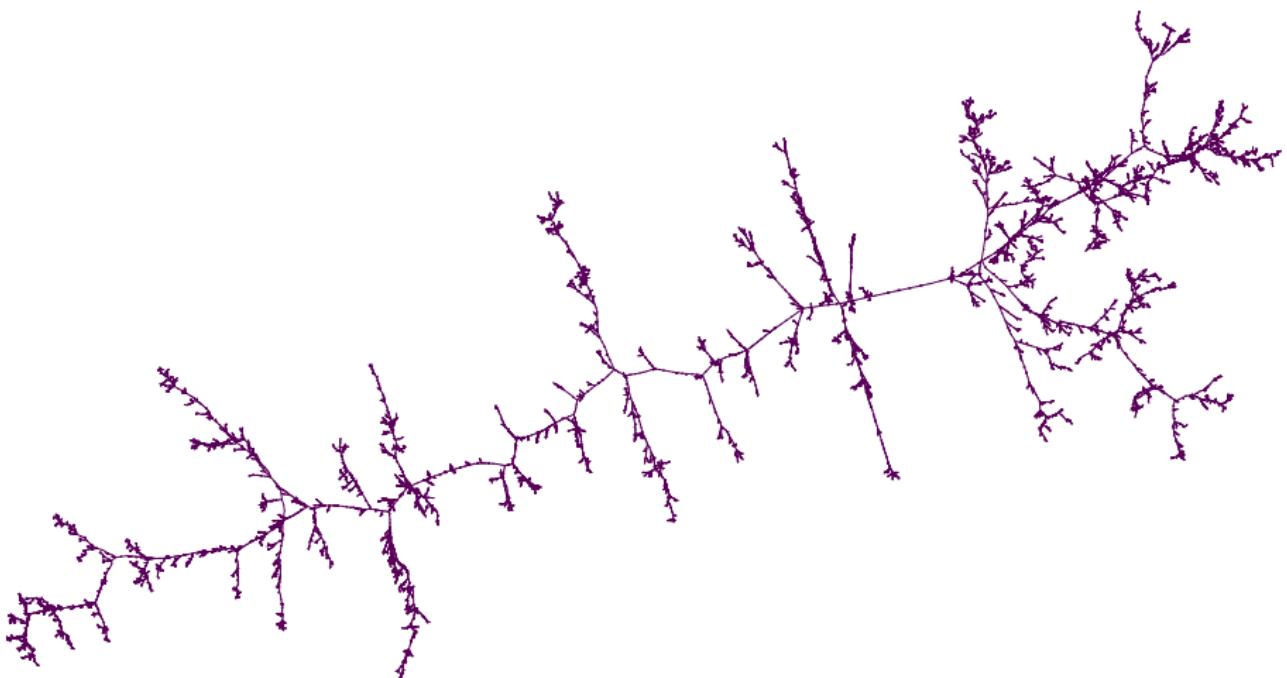
Brownian disks
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Brownian surfaces
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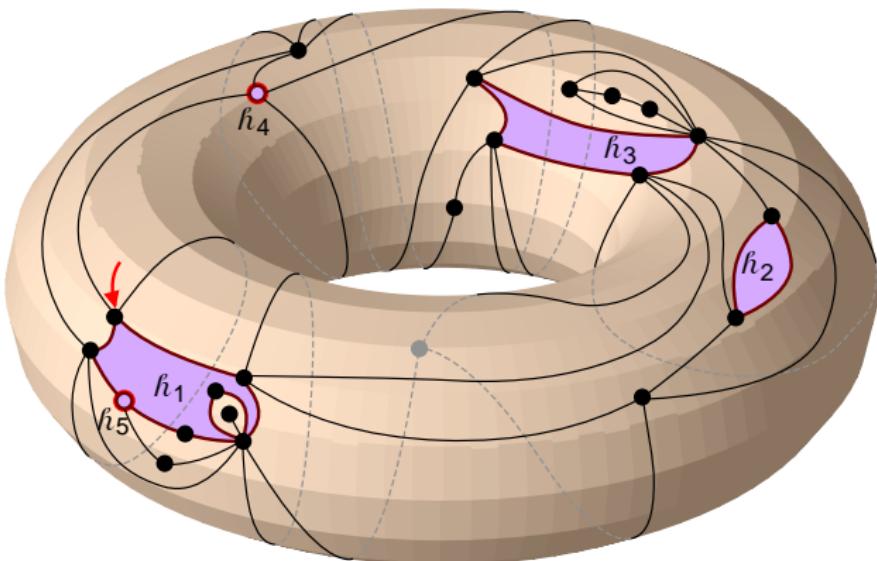
30 000 edges



Quadrangulation with holes

Definition

A quad. with holes is a rooted bipartite map with distinguished **vertices** or **faces** h_1, \dots, h_p and whose nondistinguished faces are of degree 4.



Hole perimeter:

- 0 if vertex
- degree if face

Brownian surfaces

- $g \geq 0, p \geq 0$ fixed integers, $(g, p) \neq (0, 0)$
- $\ell_n^i / \sqrt{2n} \rightarrow L^i \in [0, \infty)$ for $1 \leq i \leq p$
- \mathbf{q}_n uniform among $\mathbf{Q}_{n, (\ell_n^1, \dots, \ell_n^p)}^{[g]}$

Brownian surfaces

- $g \geq 0, p \geq 0$ fixed integers, $(g, p) \neq (0, 0)$
- $\ell_n^i / \sqrt{2n} \rightarrow L^i \in [0, \infty)$ for $1 \leq i \leq p$
- \mathbf{q}_n uniform among $\mathbf{Q}_{n, (\ell_n^1, \dots, \ell_n^p)}^{[g]}$
 - genus
 - half-perimeters of the p holes
 - number of quadrangles

Brownian surfaces

- $g \geq 0, p \geq 0$ fixed integers, $(g, p) \neq (0, 0)$
- $\ell_n^i / \sqrt{2n} \rightarrow L^i \in [0, \infty)$ for $1 \leq i \leq p$
- \mathbf{q}_n uniform among $\mathbf{Q}_{n, (\ell_n^1, \dots, \ell_n^p)}^{[g]}$
 - genus
 - half-perimeters of the p holes
 - number of quadrangles

Theorem (B.–Miermont '22)

The sequence $((8n/9)^{-1/4} \mathbf{q}_n)_{n \geq 1}$ converges weakly in the sense of the Gromov–Hausdorff topology toward a random compact metric space called the *Brownian surface of genus g with boundary perimeter vector (L^1, \dots, L^p) (and unit area)*.

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Brownian sphere
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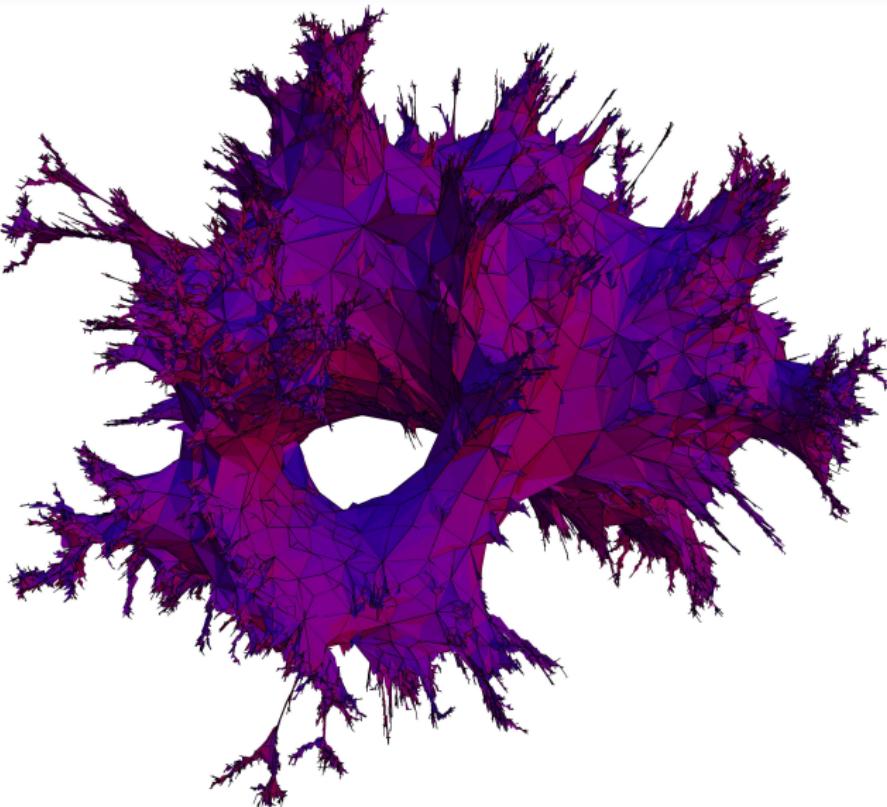
Brownian disks
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Brownian surfaces
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Encoding maps
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Construction
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50 000 faces, genus 1



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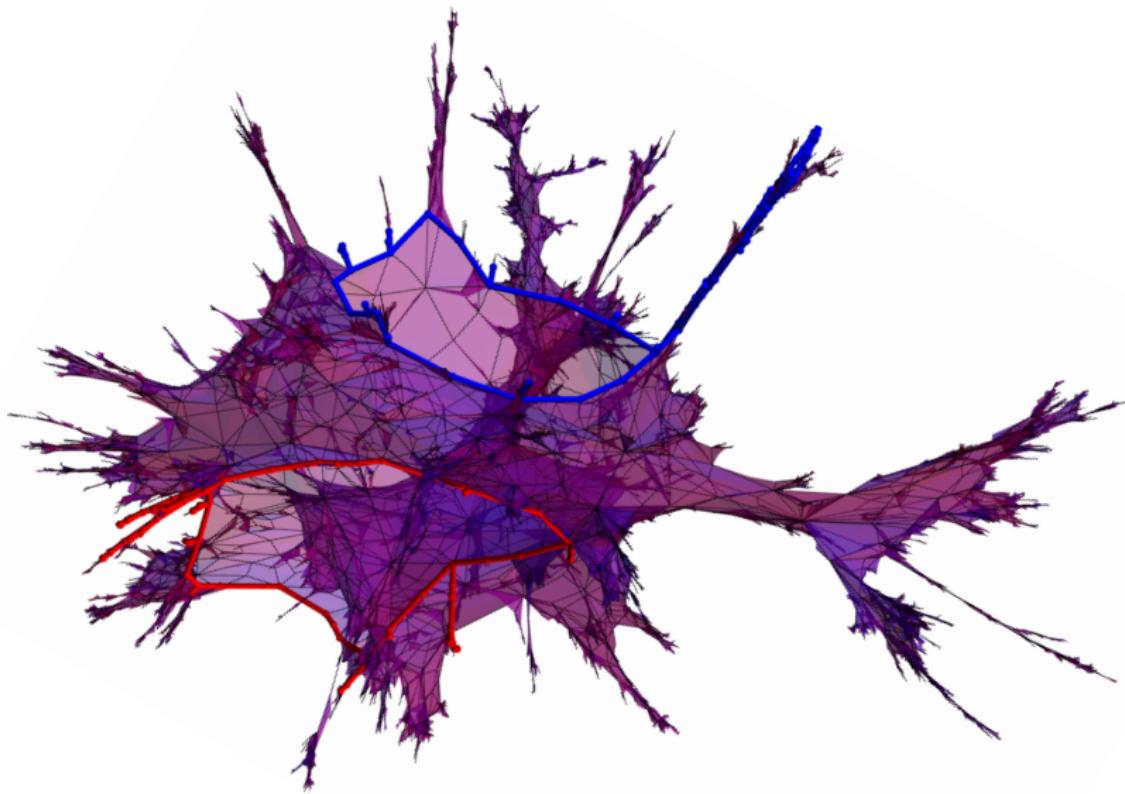
Brownian disks
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Brownian surfaces
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oooooooooooo

10 000 faces, genus 1, boundary lengths 60 and 80



Marks and measures

- In metric space $(\mathcal{Z}, d_{\mathcal{Z}})$, set $A^{\varepsilon} = \{z \in \mathcal{Z} : \inf_{a \in A} d_{\mathcal{Z}}(z, a) < \varepsilon\}$.
- **Hausdorff metric:** $d_{\mathcal{Z}}^H(A, B) = \inf \{\varepsilon > 0 : A \subseteq B^{\varepsilon} \text{ and } B \subseteq A^{\varepsilon}\}$.
- **Prokhorov metric:** $d_{\mathcal{Z}}^P(\mu, \nu) = \inf \{\varepsilon > 0 : \text{for all closed } A \subseteq \mathcal{Z}, \mu(A) \leq \nu(A^{\varepsilon}) + \varepsilon \text{ and } \nu(A) \leq \mu(A^{\varepsilon}) + \varepsilon\}$.
- Consider
 - $(\mathcal{X}, d_{\mathcal{X}})$: nonempty compact metric space,
 - **A**: k -tuple of nonempty compact subsets of \mathcal{X} (called **marks**),
 - **μ** : ℓ -tuple of finite Borel measures on \mathcal{X} .
- (k -marked, ℓ -measured) Gromov–Hausdorff–Prokhorov metric:

$$d_{\text{GHP}}^{(k,\ell)}((\mathcal{X}, d_{\mathcal{X}}, \mathbf{A}, \boldsymbol{\mu}), (\mathcal{Y}, d_{\mathcal{Y}}, \mathbf{B}, \boldsymbol{\nu})) = \inf_{\begin{array}{l} \phi: \mathcal{X} \rightarrow \mathcal{Z} \\ \psi: \mathcal{Y} \rightarrow \mathcal{Z} \end{array}} \left\{ d_{\mathcal{Z}}^H(\phi(\mathcal{X}), \psi(\mathcal{Y})) \right. \\ \left. \vee \max_{1 \leq i \leq k} d_{\mathcal{Z}}^H(\phi(A_i), \psi(B_i)) \vee \max_{1 \leq j \leq \ell} d_{\mathcal{Z}}^P(\phi_* \mu_j, \psi_* \nu_j) \right\}$$

with inf. over isometric embeddings in common metric space \mathcal{Z} .

Marked measured GHP convergence

- \mathbf{q} : quadrangulation with holes h_1, \dots, h_p .
 - Metric space: $(V(\mathbf{q}), d_{\mathbf{q}})$.
 - Marks: $\partial\mathbf{q} = (\mathcal{V}(h_1), \dots, \mathcal{V}(h_p))$ where $\mathcal{V}(h_i) = \{h_i\}$ if h_i is a vertex, or the set of vertices incident to h_i if it is a face.
 - Measures: $\mu_{\mathbf{q}} = \sum_{v \in V(\mathbf{q})} \delta_v$, and $\nu_{\partial\mathbf{q}}$ where $\nu_{\partial\mathbf{q}, i} = \sum_{v \in V(h_i)} \delta_v$.
- \mathbf{q}_n uniform among $\mathbf{Q}_{n, (\ell_n^1, \dots, \ell_n^p)}^{[g]}$, where $\ell_n^i / \sqrt{2n} \rightarrow L^i \in [0, \infty)$.

Theorem (B.–Miermont '22)

The sequence

$$\left(\mathcal{V}(\mathbf{q}_n), \left(\frac{9}{8n} \right)^{1/4} d_{\mathbf{q}_n}, \partial\mathbf{q}_n, \frac{1}{n} \mu_{\mathbf{q}_n}, \frac{1}{\sqrt{8n}} \nu_{\partial\mathbf{q}_n} \right)$$

converges weakly in the sense of the p -marked $p+1$ -measured Gromov–Hausdorff–Prokhorov topology.

Topology and Hausdorff dimension

Theorem (B. '16)

Almost surely, the Brownian surface of genus g with boundary perimeter vector (L^1, \dots, L^p) is homeomorphic to the surface of genus g with p' holes, where

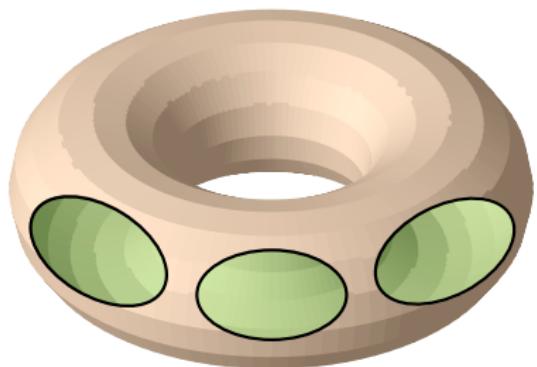
$$p' = |\{i : L^i > 0\}|.$$

Theorem (B. '16)

Almost surely, its Hausdorff dimension is 4 and that of each of its boundary components is 2.

Remark

The marks corresponding to indices i with $L^i = 0$ are singletons.



genus 1 with 3 holes

Toward Brownian nonorientable surfaces

- \mathbf{q}_n uniform among quadrangulations with n faces of a fixed nonorientable surface

Theorem (Chapuy & Dołęga '17)

Up to extraction, the sequence $((8n/9)^{-1/4} \mathbf{q}_n)_{n \geq 1}$ converges weakly in the sense of the Gromov–Hausdorff topology toward a random compact metric space.

A history of bijections

Encoding of pointed maps

	sphere	orientable	nonorientable
bip. quad.	CVS	CMS	CD
general maps	BDG	BDG + CMS	B

CVS: [Cori–Vauquelin '81] and [Schaeffer '98]

BDG: [Bouttier–Di Francesco–Guittier '04]

CMS: [Chapuy–Marcus–Schaeffer '09]

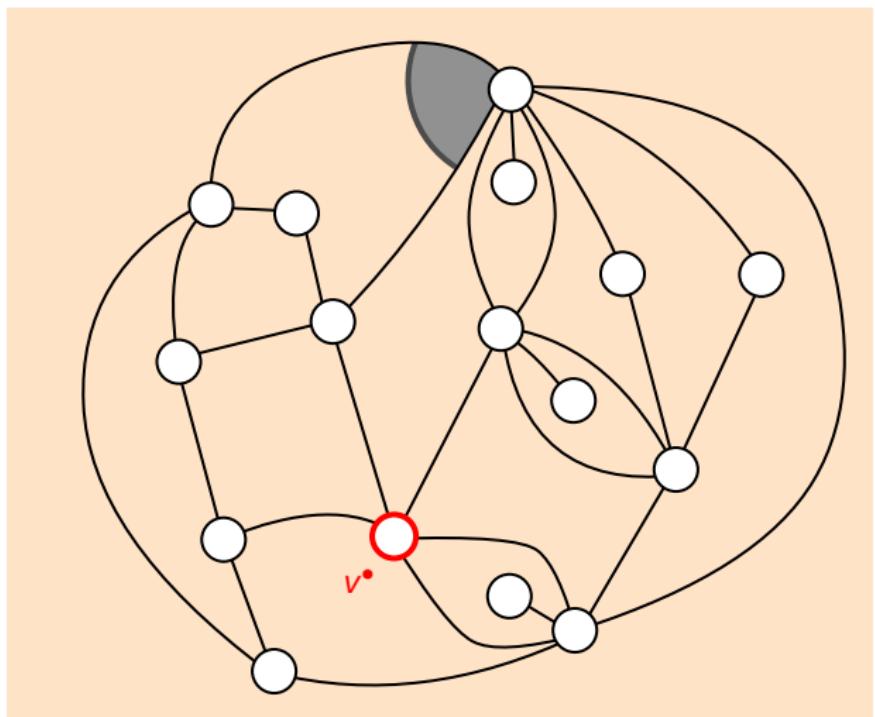
CD: [Chapuy–Dołęga '17]

B: [B. '22]

Similar bijections

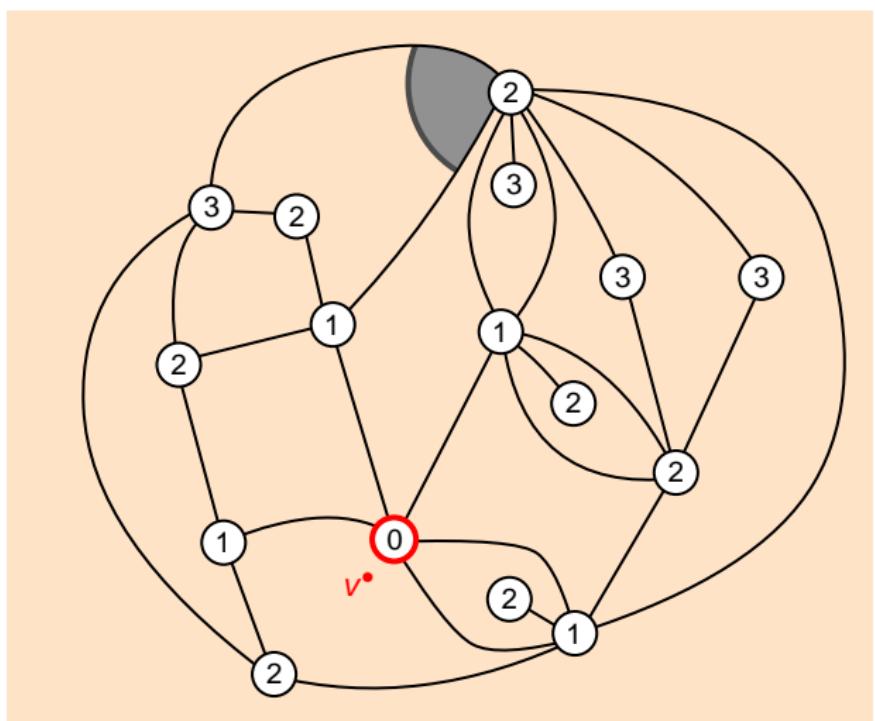
- [Miermont '09] multi-pointed quadrangulations
- [Ambjørn–Budd '13] CVS with rules inverted

Cori–Vauquelin–Schaeffer / Chapuy–Marcus–Schaeffer



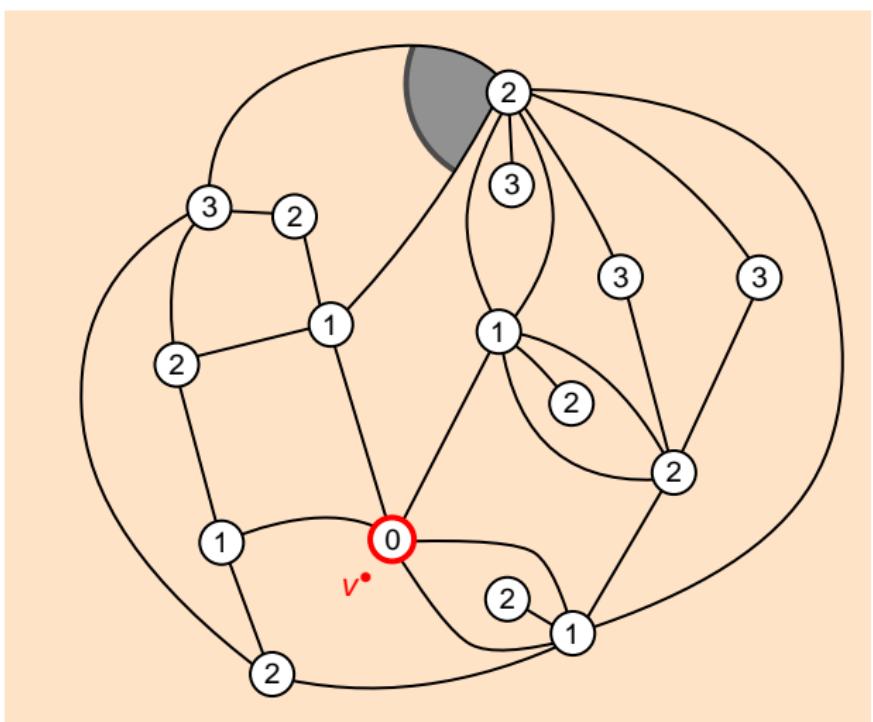
- Start with a pointed bipartite quadrangulation.

Cori–Vauquelin–Schaeffer / Chapuy–Marcus–Schaeffer

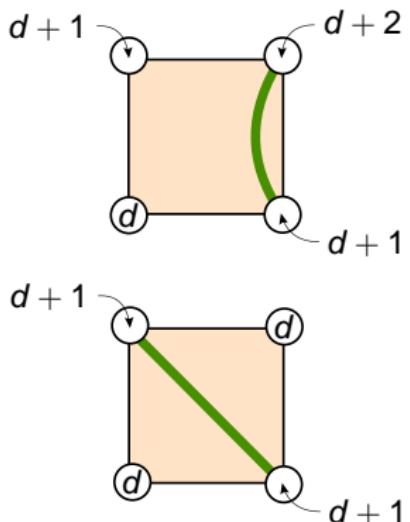


- Start with a pointed bipartite quadrangulation.
- Label the vertices with their distance to v^* .

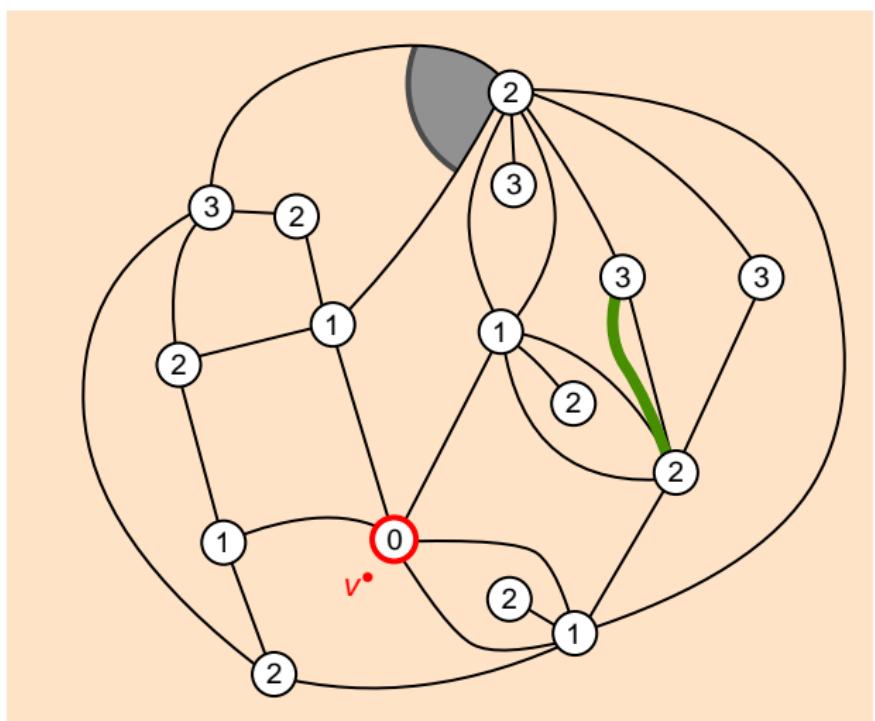
Cori–Vauquelin–Schaeffer / Chapuy–Marcus–Schaeffer



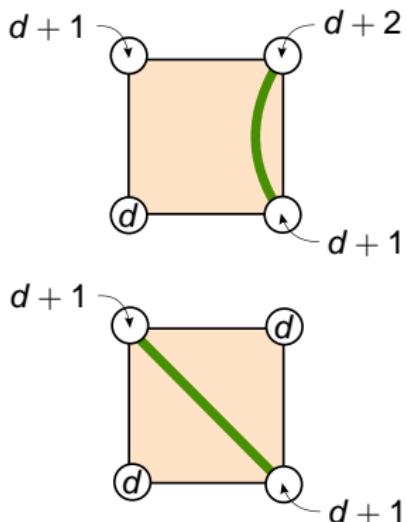
- Apply the rule:



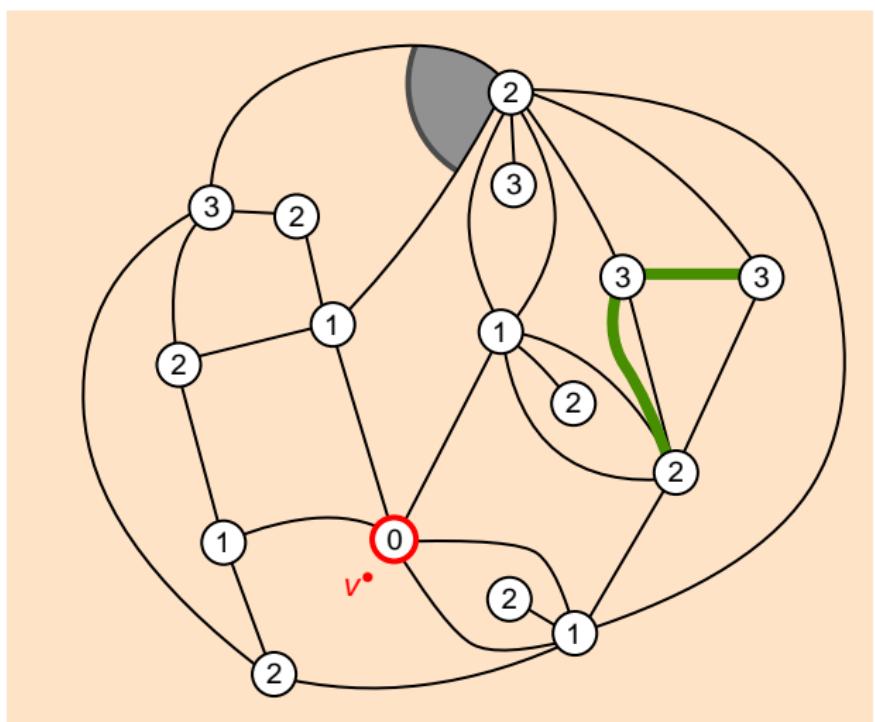
Cori–Vauquelin–Schaeffer / Chapuy–Marcus–Schaeffer



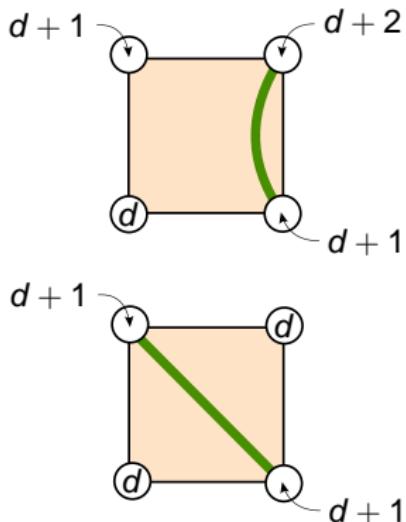
- Apply the rule:



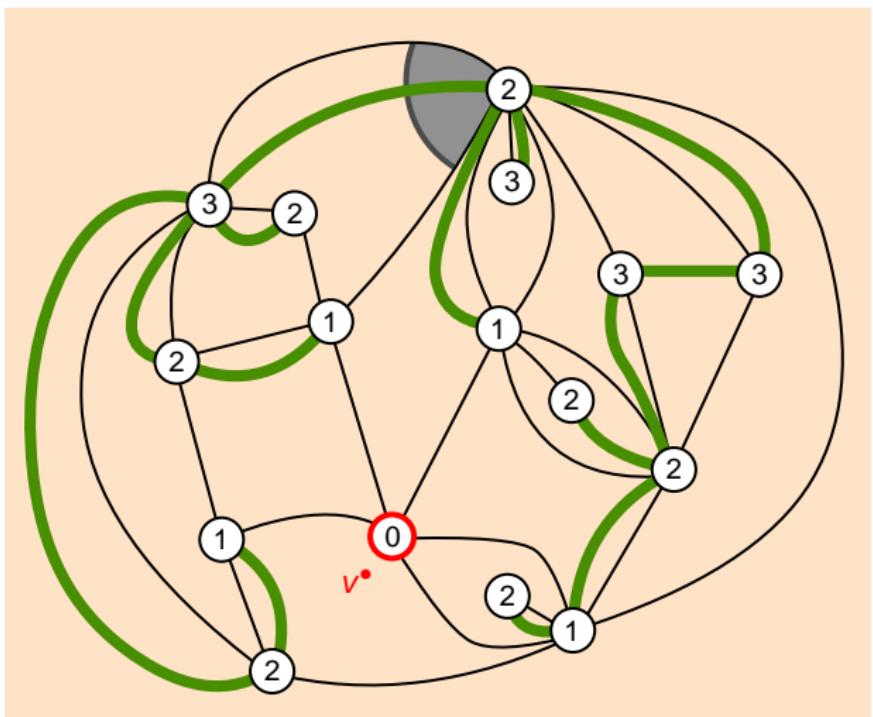
Cori–Vauquelin–Schaeffer / Chapuy–Marcus–Schaeffer



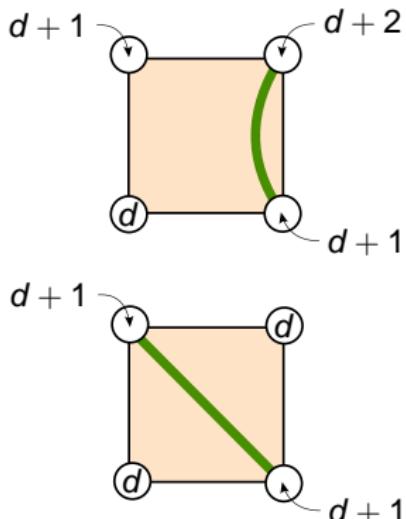
- Apply the rule:



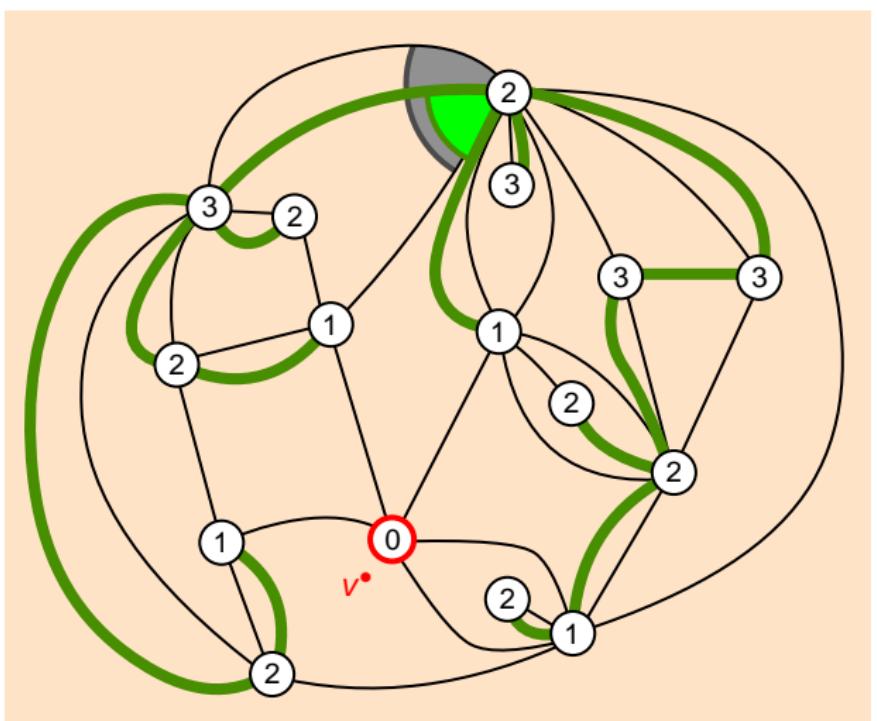
Cori–Vauquelin–Schaeffer / Chapuy–Marcus–Schaeffer



- Apply the rule:

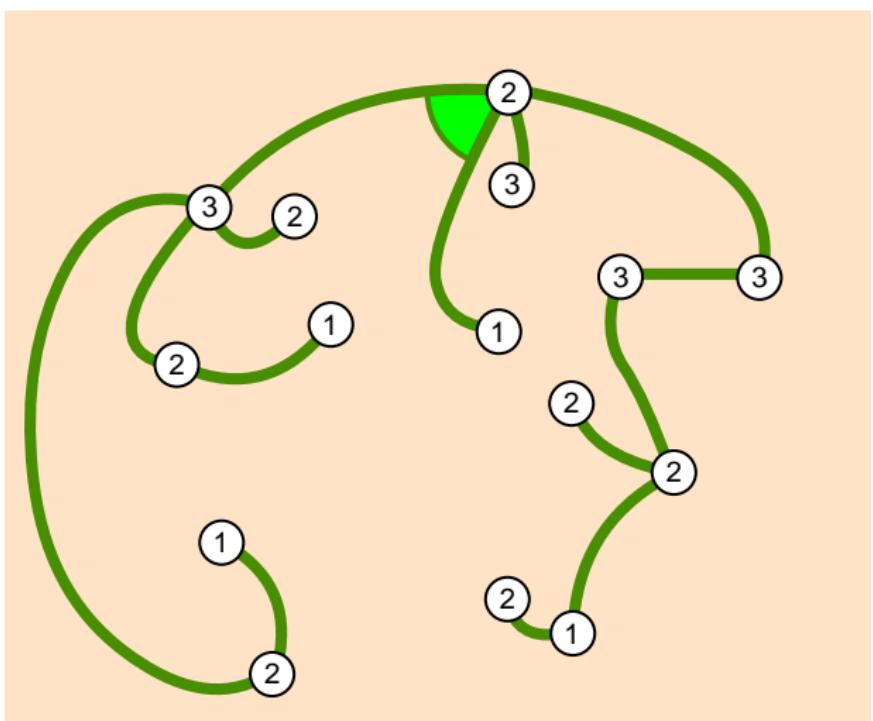


Cori–Vauquelin–Schaeffer / Chapuy–Marcus–Schaeffer



- Start with a pointed bipartite quadrangulation.
- Label the vertices with their distance to v^* .
- Apply the rule.
- Root.

Cori–Vauquelin–Schaeffer / Chapuy–Marcus–Schaeffer



- Start with a pointed bipartite quadrangulation.
- Label the vertices with their distance to v^* .
- Apply the rule.
- Root.
- Remove the initial edges and v^* .

Introduction
○○○○○○○

Brownian sphere
○○○○○

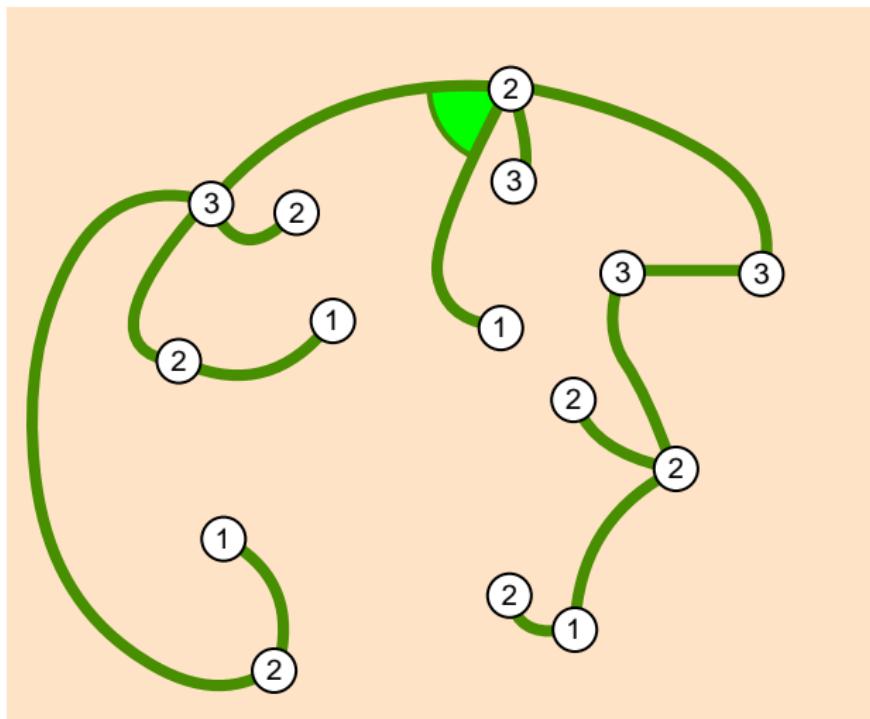
Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○

Encoding maps
○○●○○○○

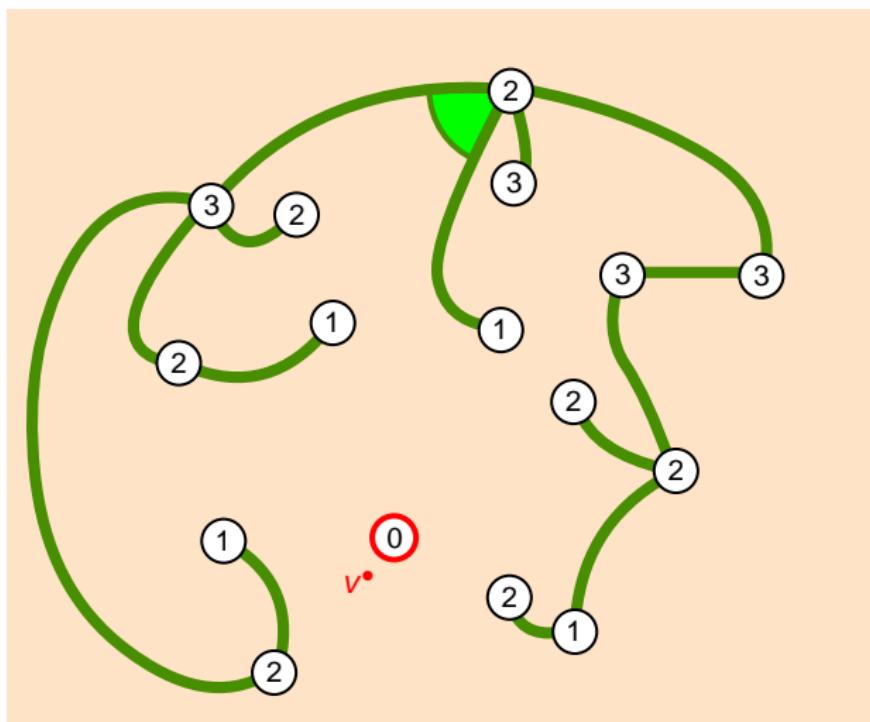
Construction
○○○○○○○○○○○○

Inverse construction



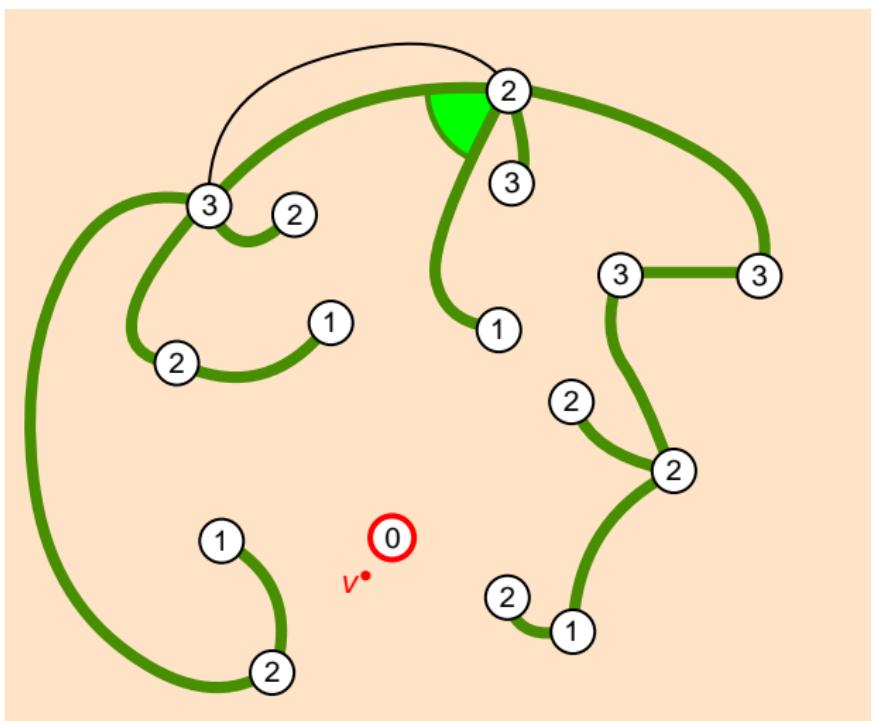
- Take a well-labeled unicellular map.

Inverse construction



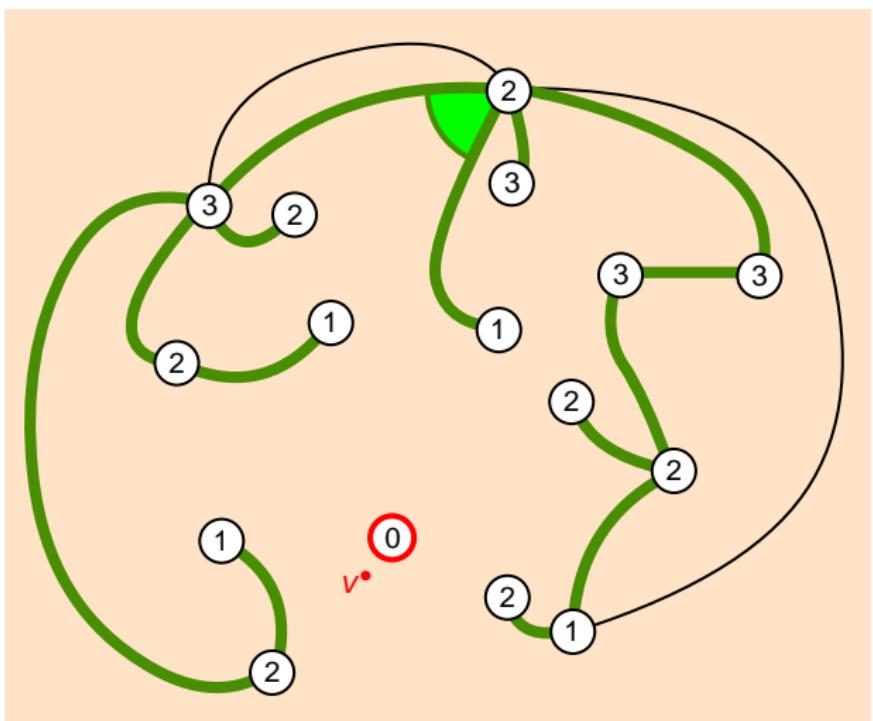
- Take a well-labeled unicellular map.
- Add a vertex v^\bullet inside the unique face.

Inverse construction



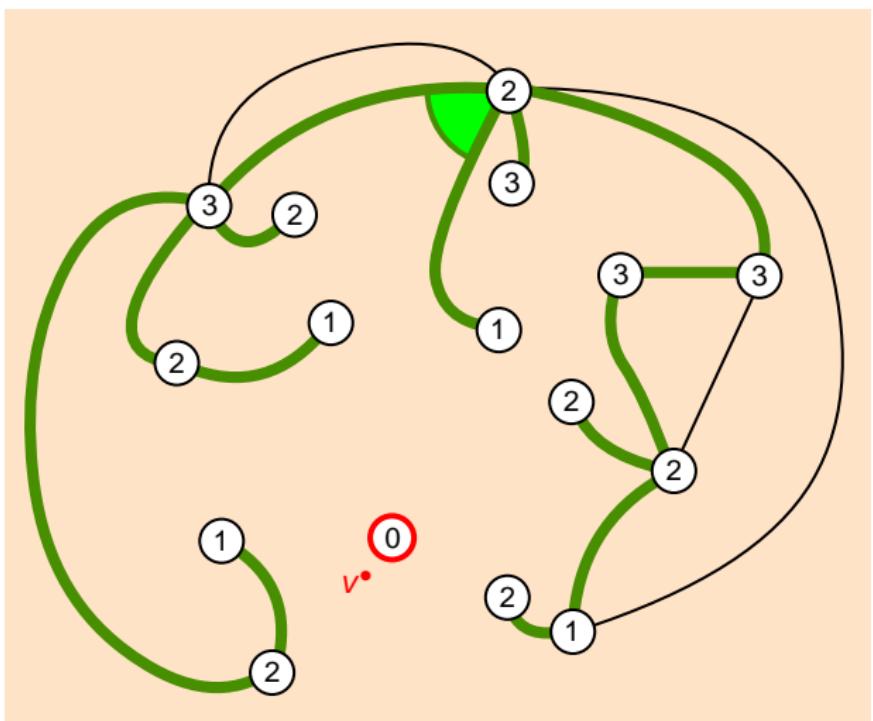
- Take a well-labeled unicellular map.
- Add a vertex v^\bullet inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



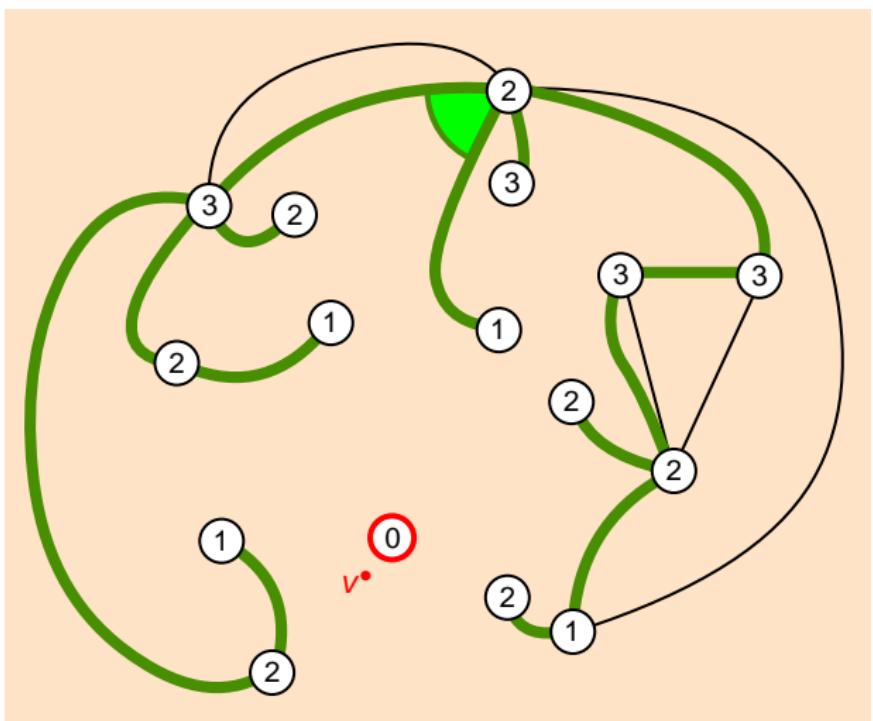
- Take a well-labeled unicellular map.
- Add a vertex v^\bullet inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



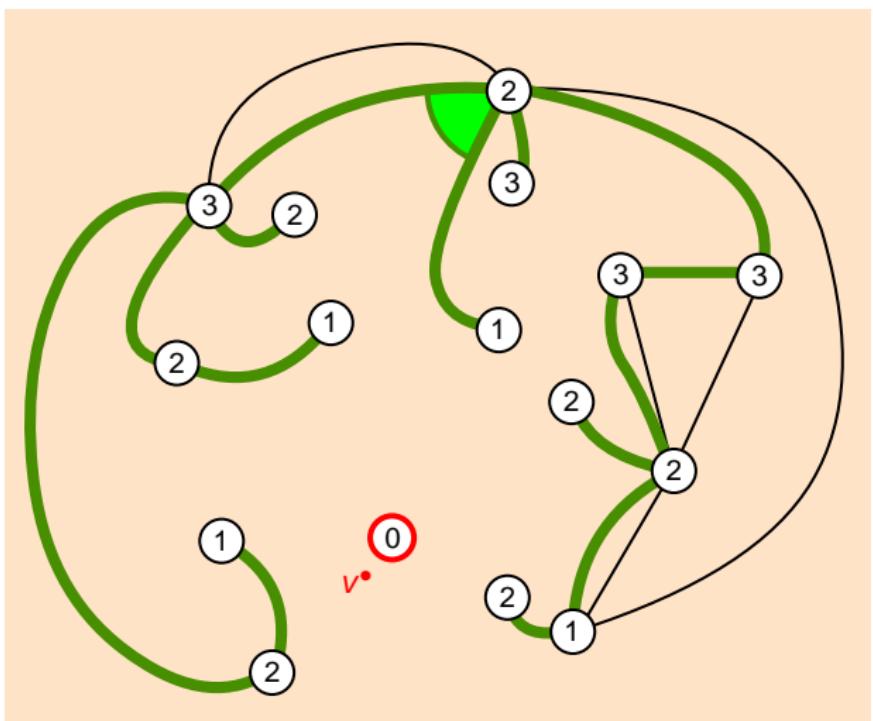
- Take a well-labeled unicellular map.
- Add a vertex $v\bullet$ inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



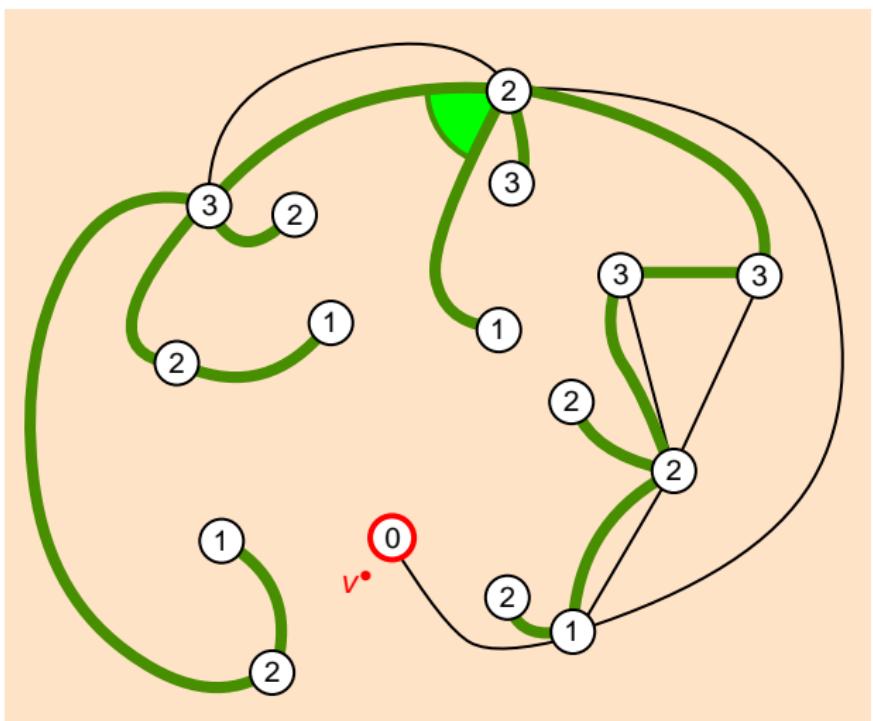
- Take a well-labeled unicellular map.
- Add a vertex v^* inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



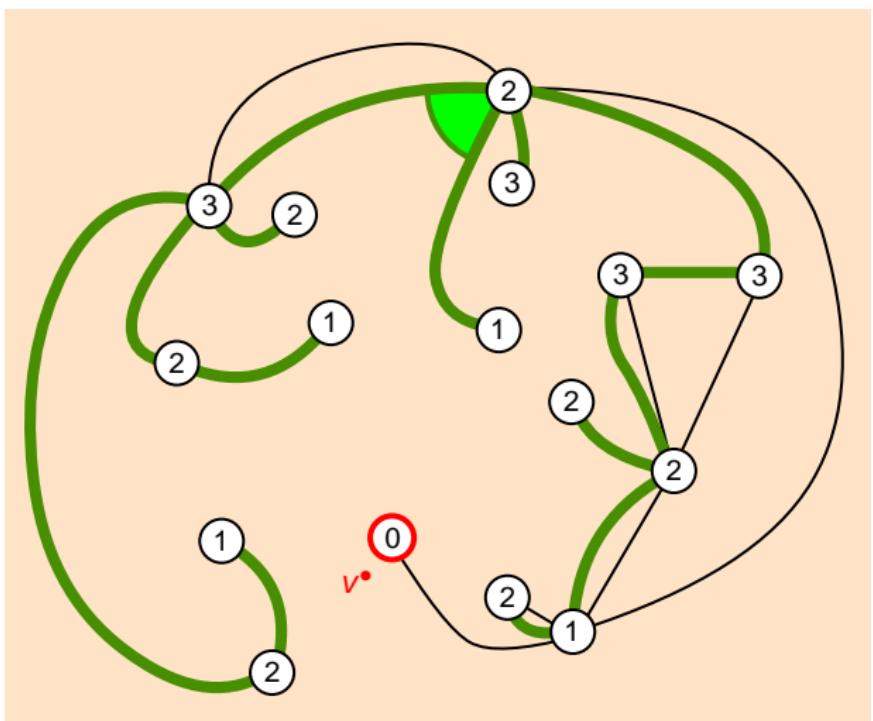
- Take a well-labeled unicellular map.
- Add a vertex v^* inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



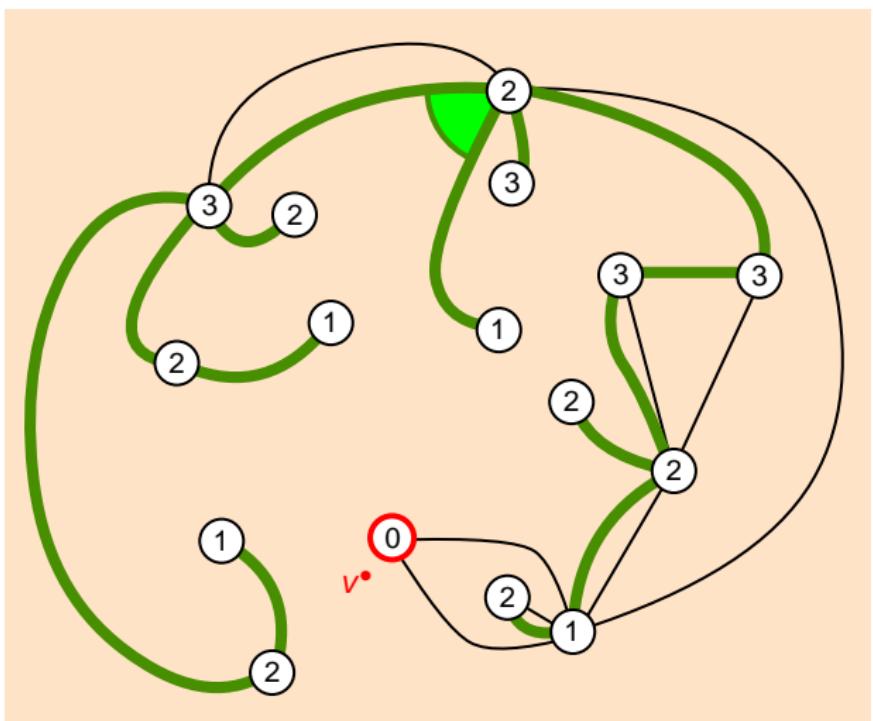
- Take a well-labeled unicellular map.
- Add a vertex v^\bullet inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



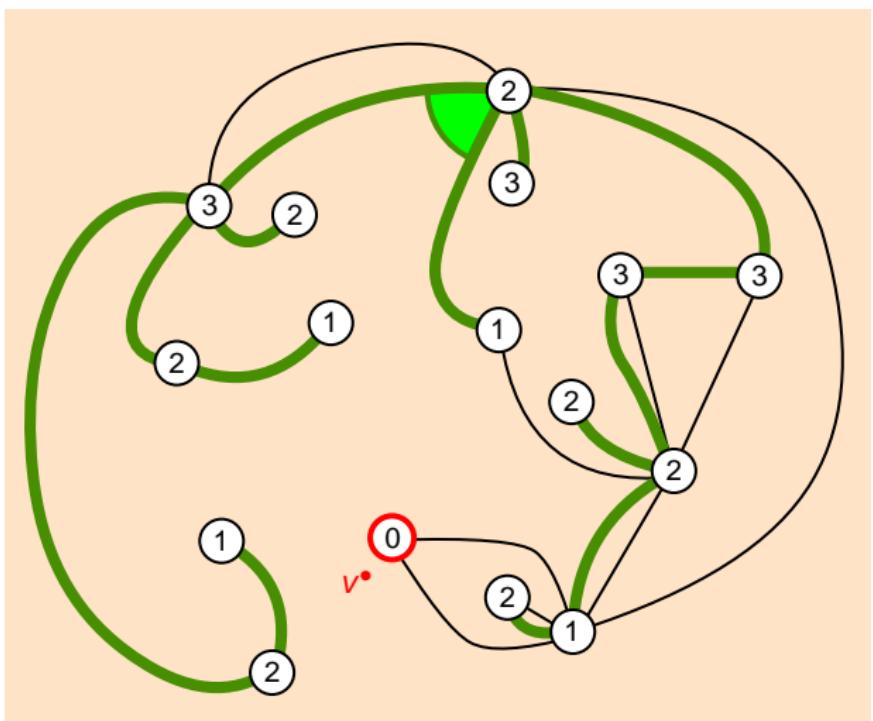
- Take a well-labeled unicellular map.
- Add a vertex v^\bullet inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



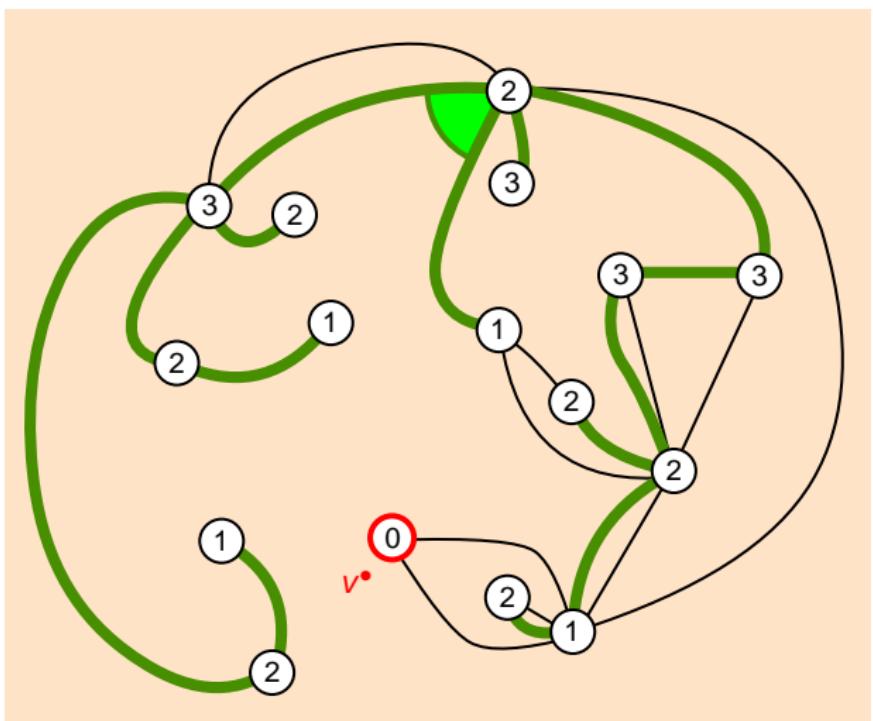
- Take a well-labeled unicellular map.
- Add a vertex $v\bullet$ inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



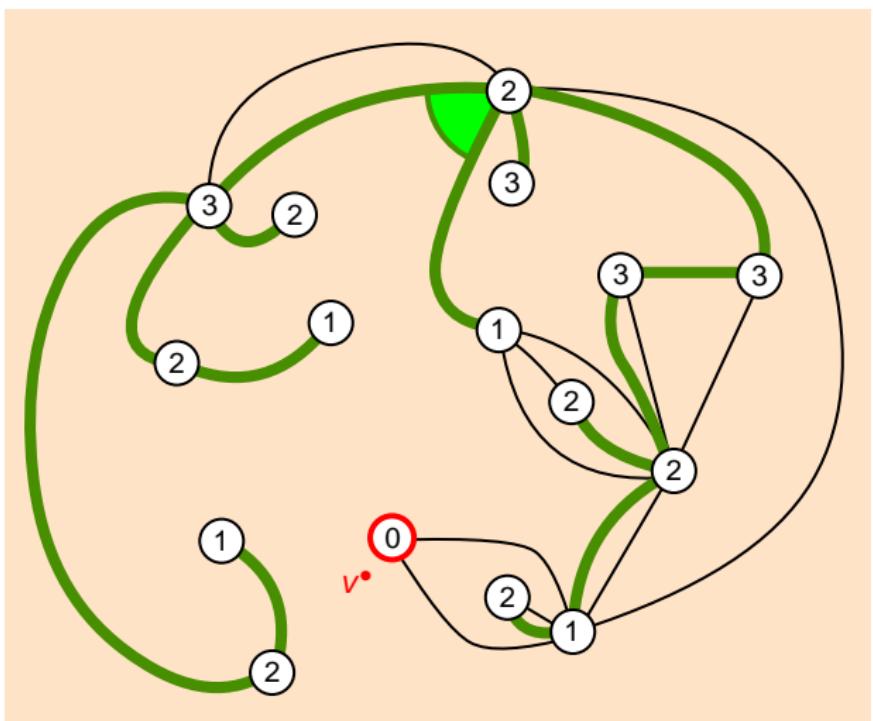
- Take a well-labeled unicellular map.
- Add a vertex v^\bullet inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



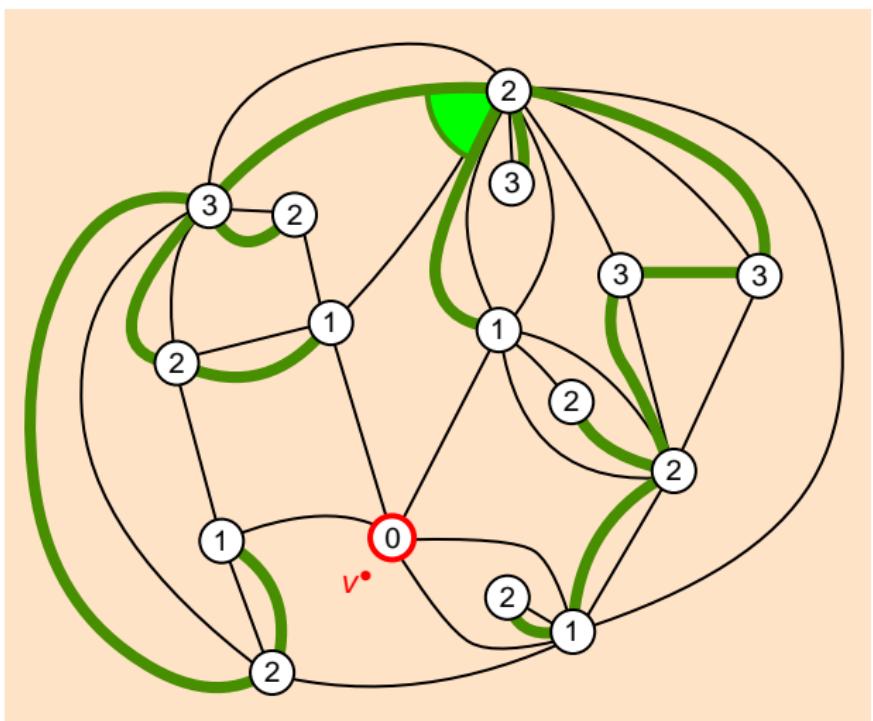
- Take a well-labeled unicellular map.
- Add a vertex $v\bullet$ inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



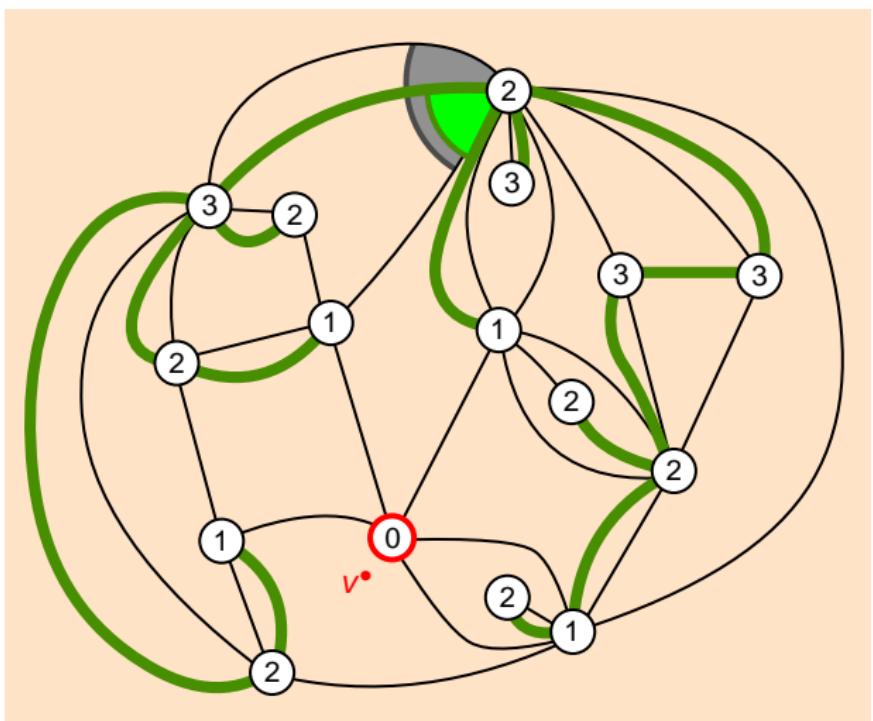
- Take a well-labeled unicellular map.
- Add a vertex $v\bullet$ inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



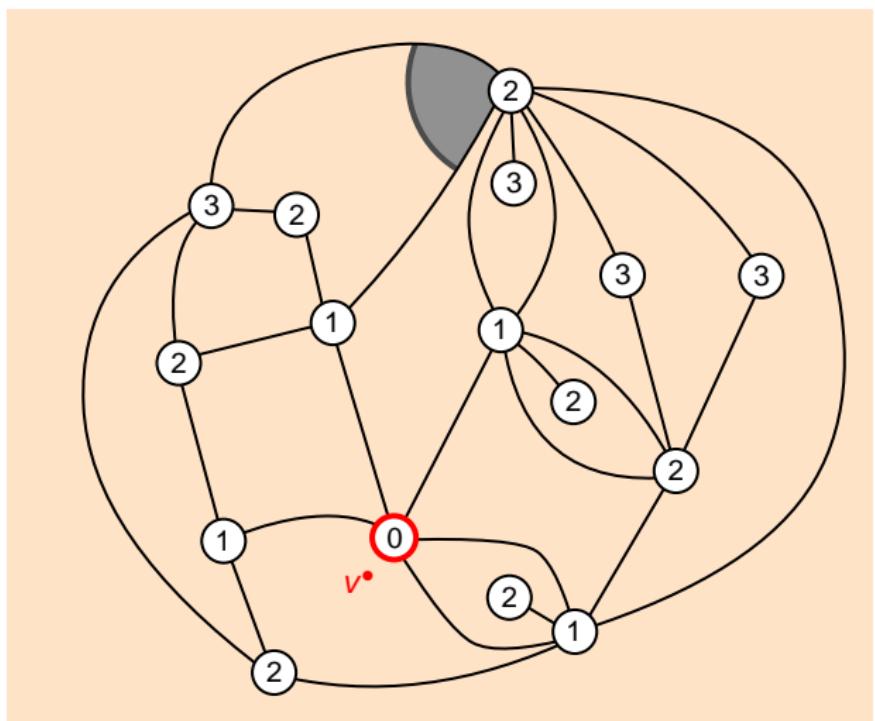
- Take a well-labeled unicellular map.
- Add a vertex $v\bullet$ inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



- Take a well-labeled unicellular map.
- Add a vertex v^\bullet inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.
- Root and remove the initial edges.

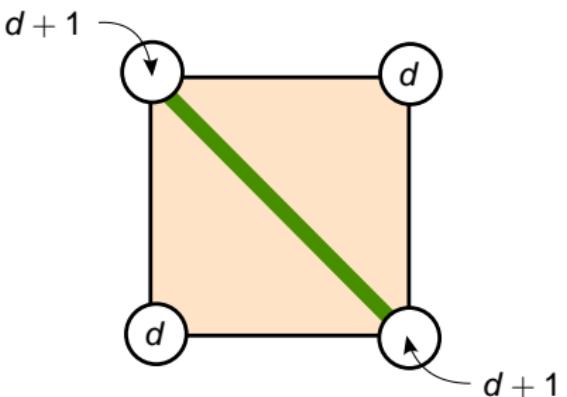
Inverse construction



- Take a well-labeled unicellular map.
- Add a vertex v^* inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.
- Root and remove the initial edges.

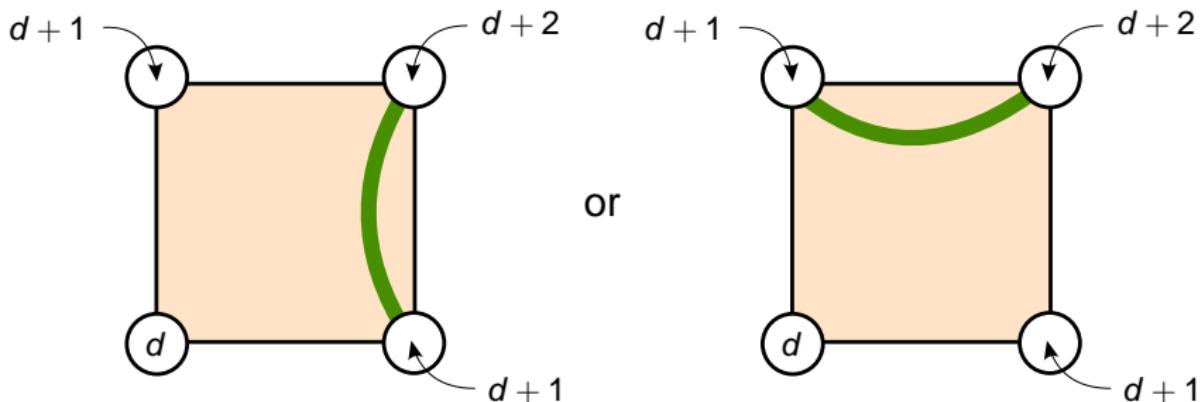
What could go wrong with nonorientable maps?

From quadrangulations to unicellular maps



What could go wrong with nonorientable maps?

From quadrangulations to unicellular maps



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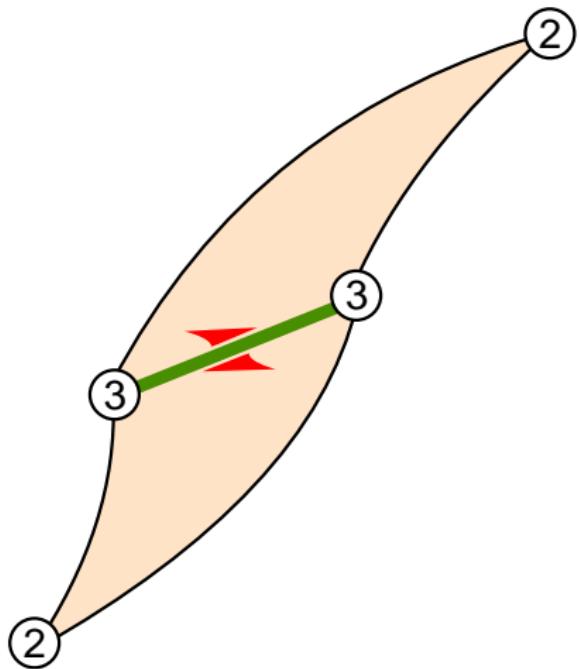
What could go wrong with nonorientable maps?

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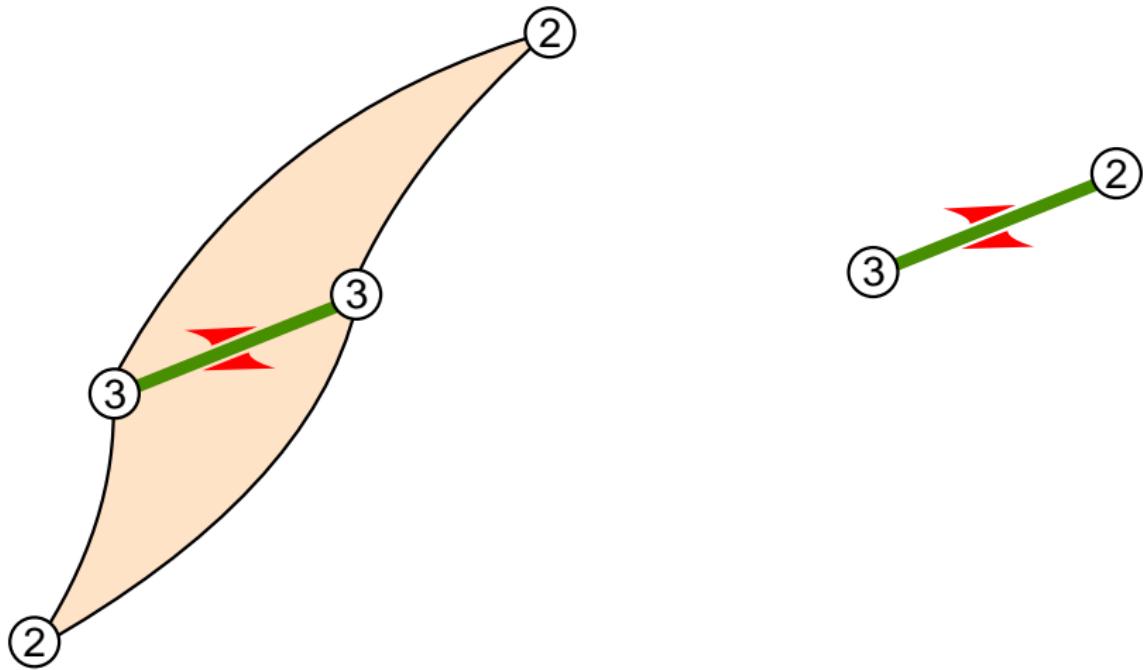
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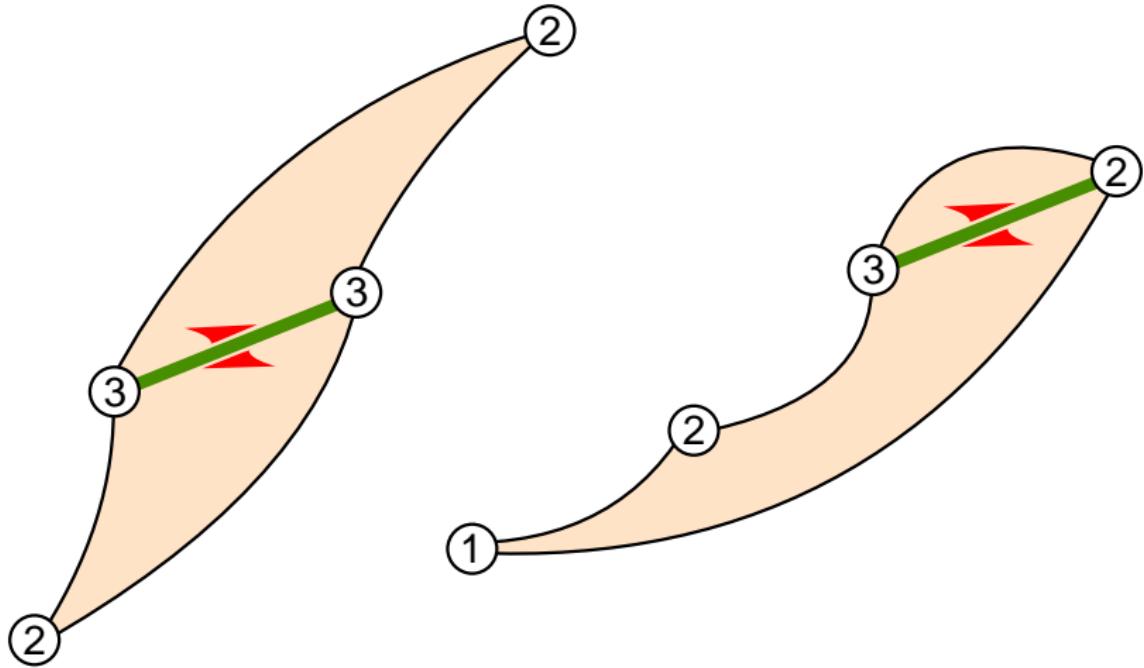
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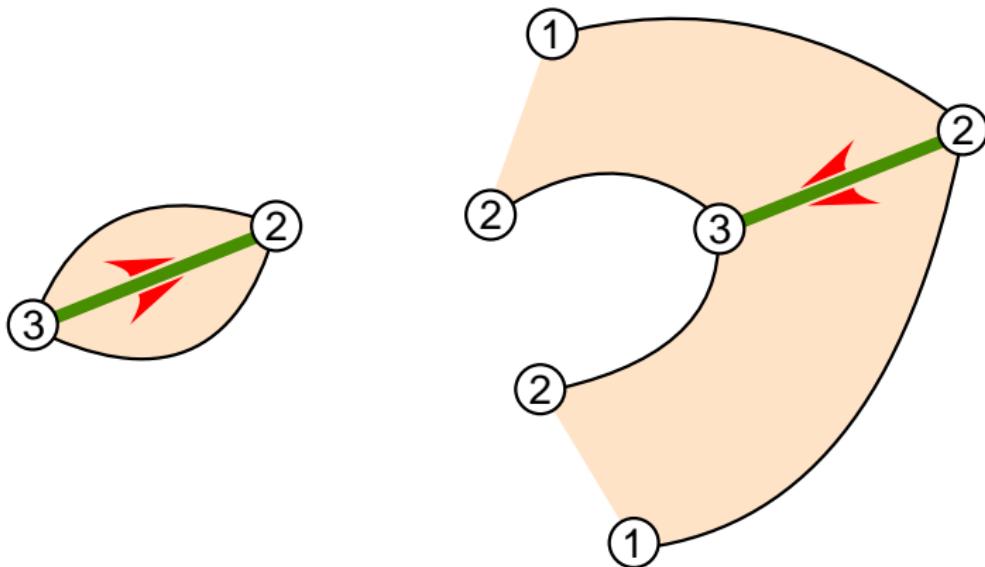
What could go wrong with nonorientable maps?

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What could go wrong with nonorientable maps?

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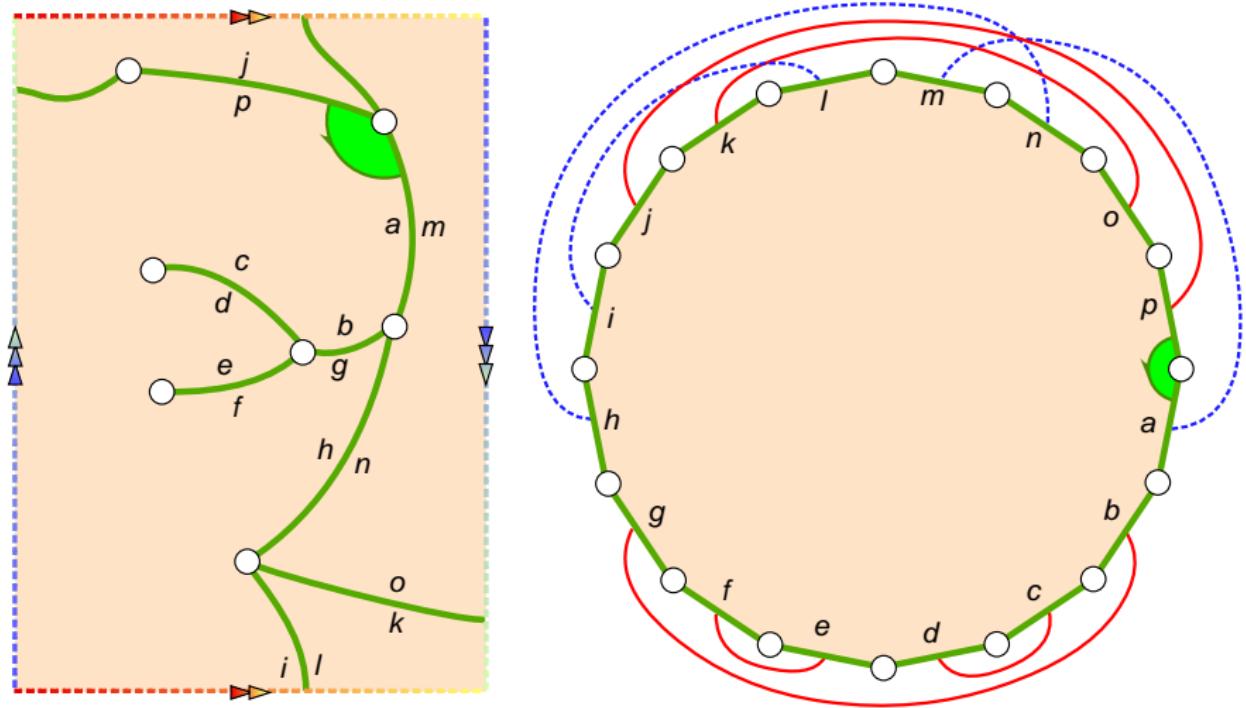
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Unicellular maps seen as polygons with paired sides



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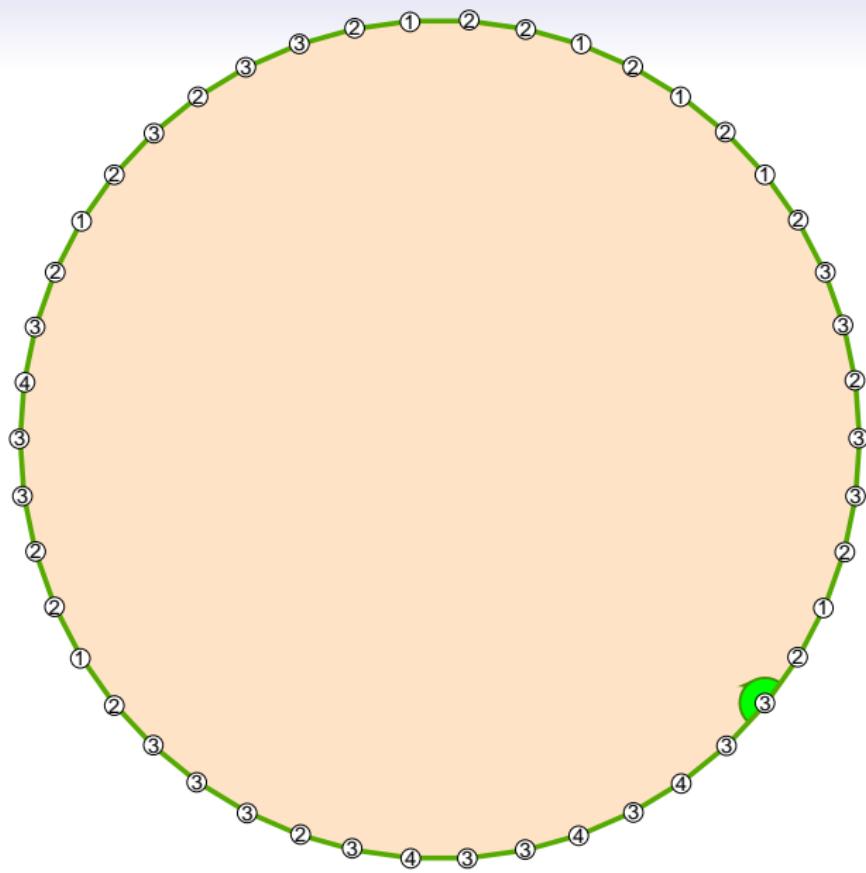
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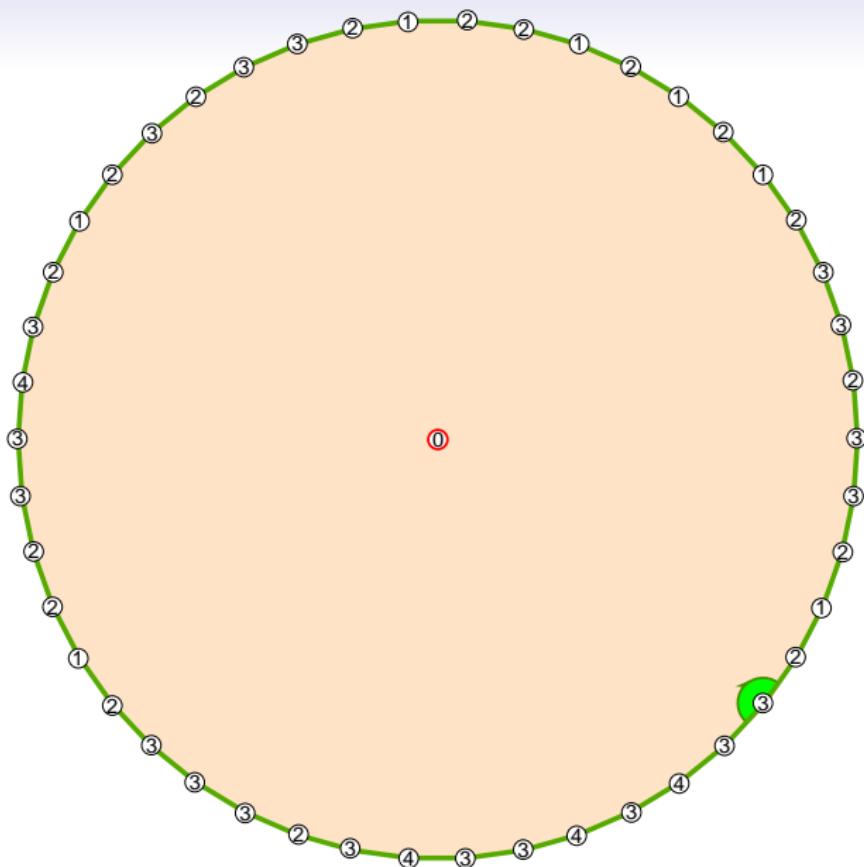
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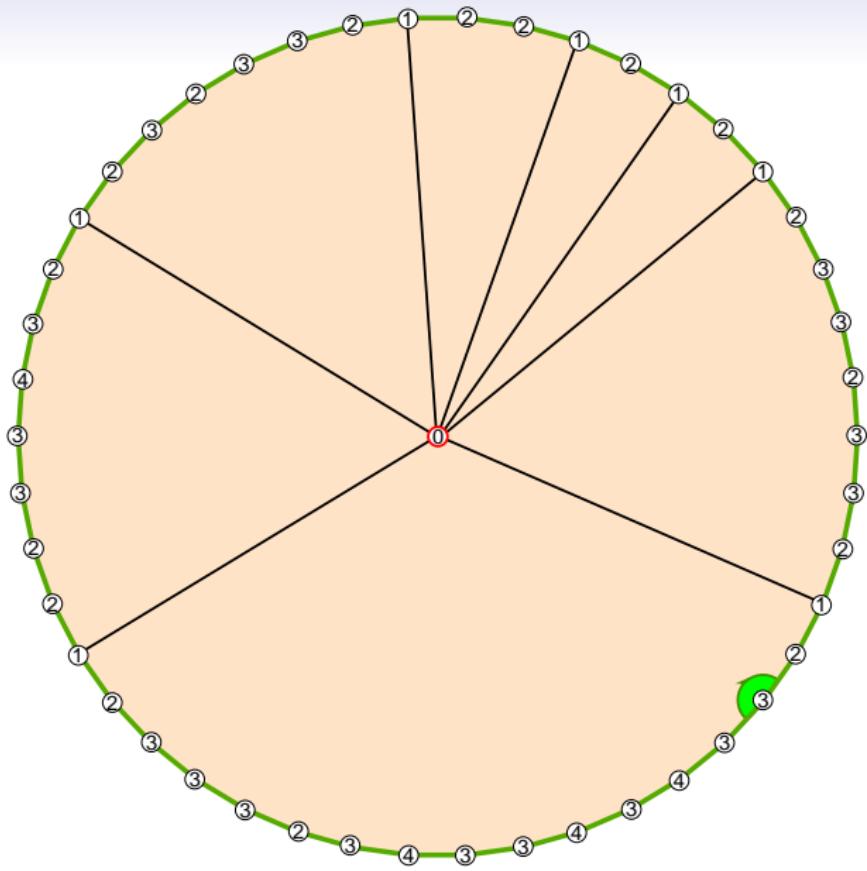
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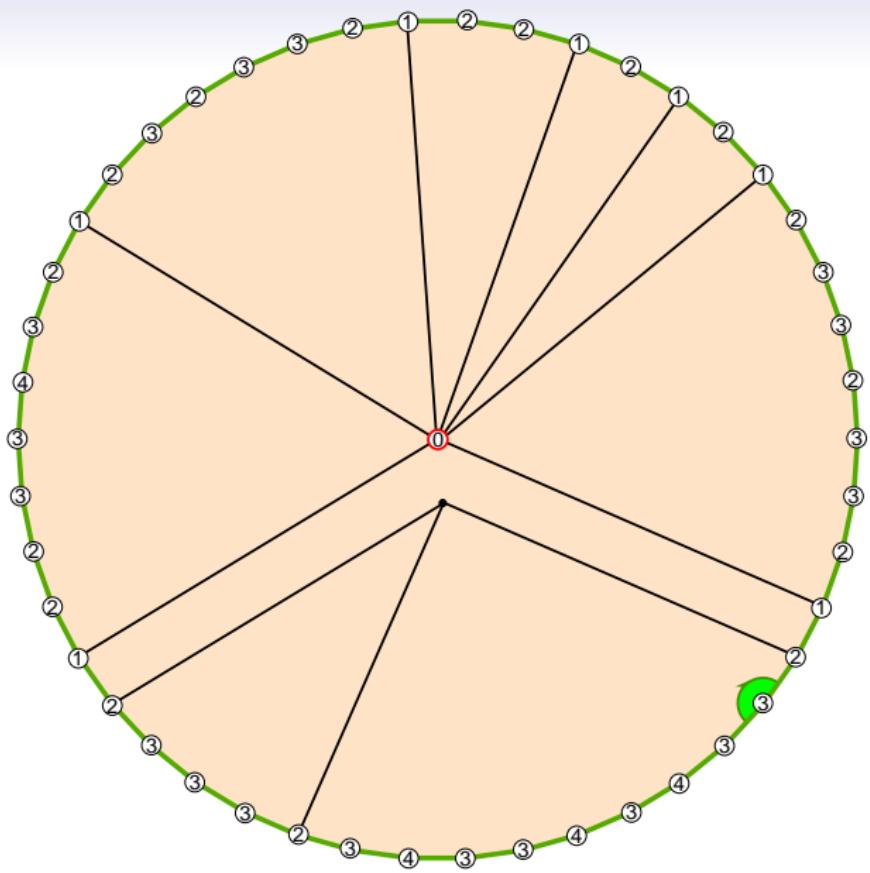
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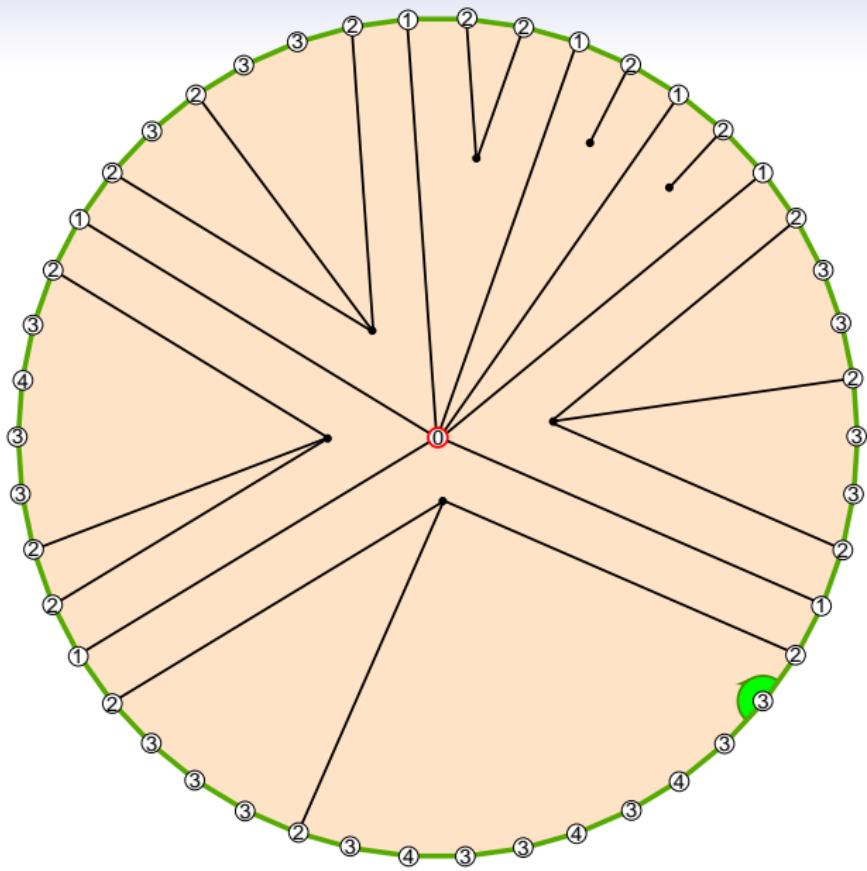
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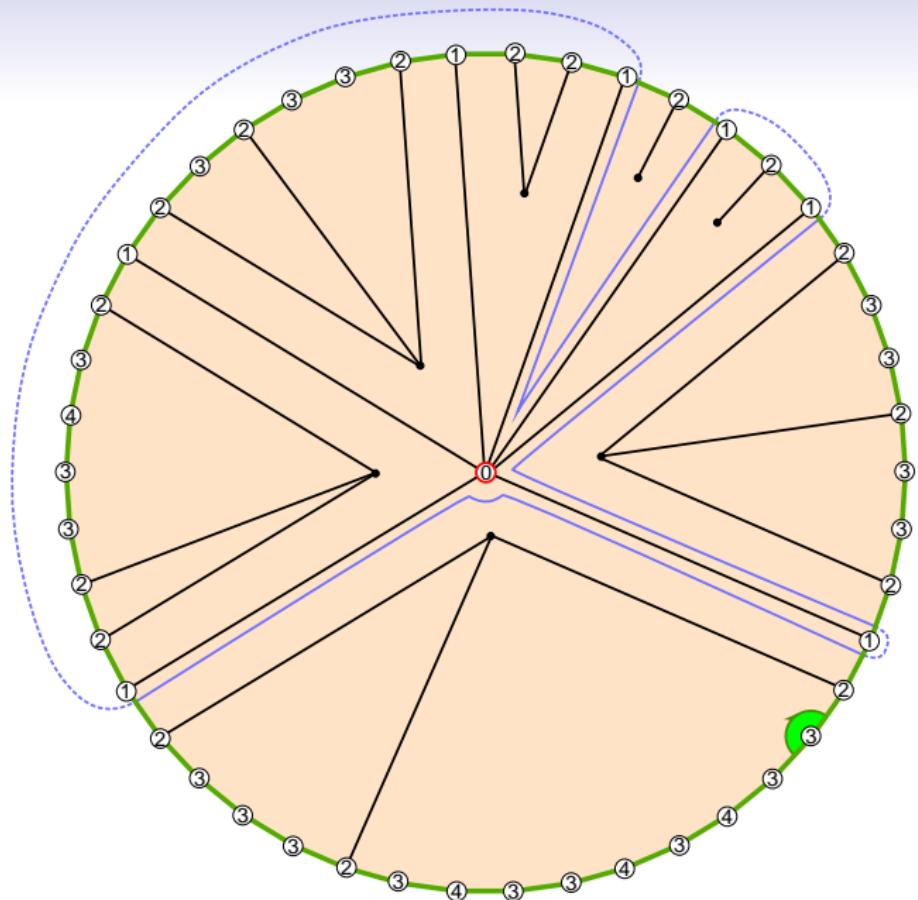
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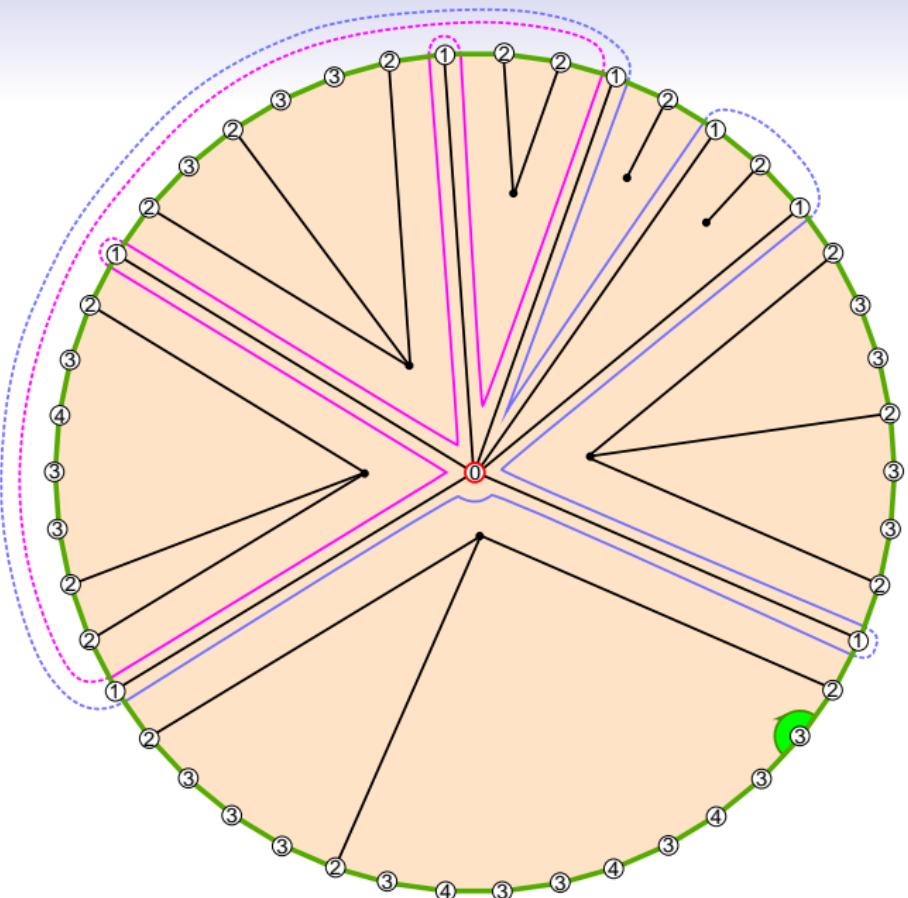
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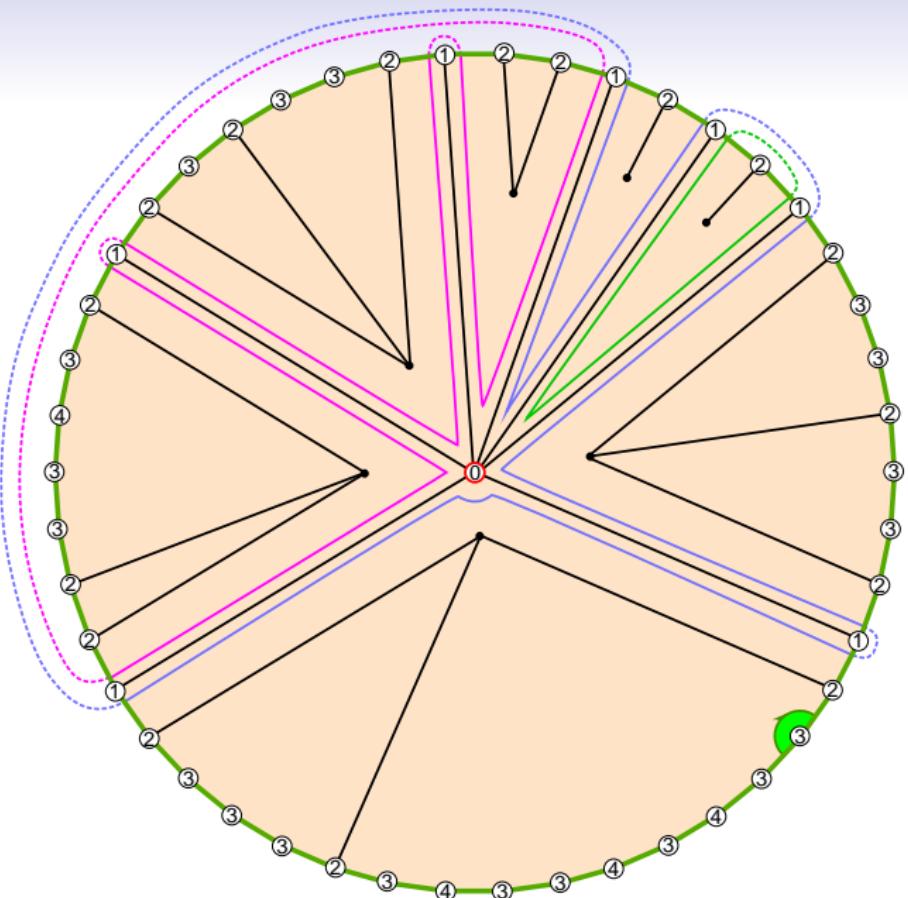
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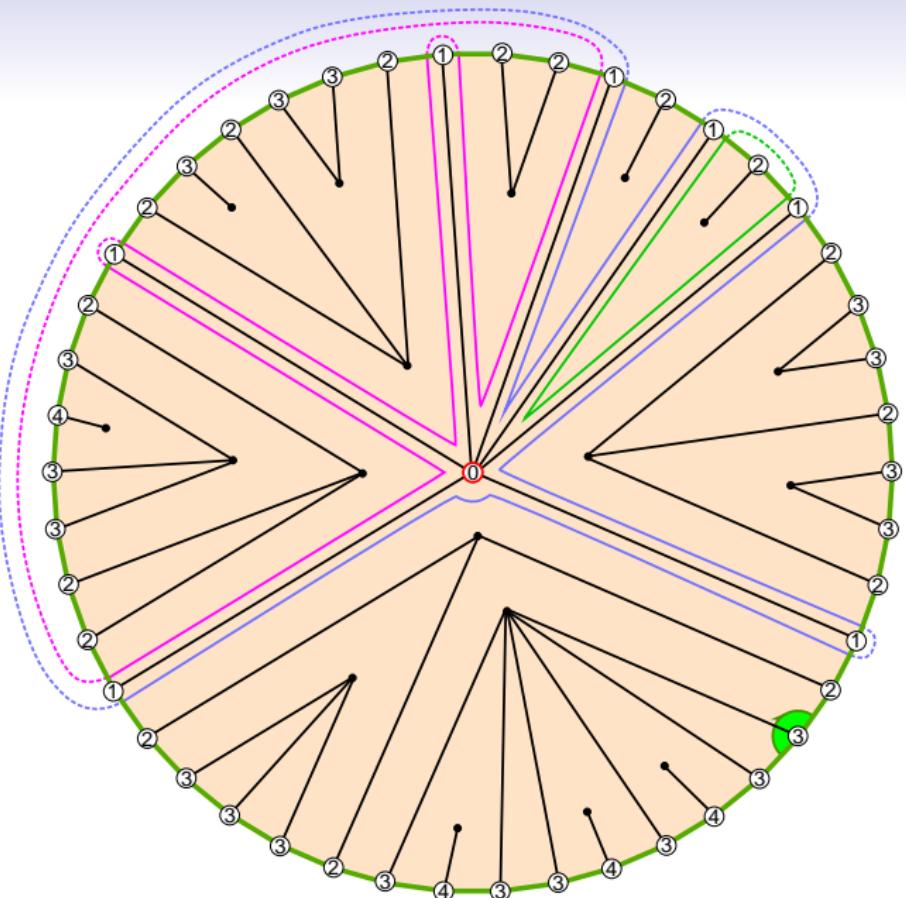
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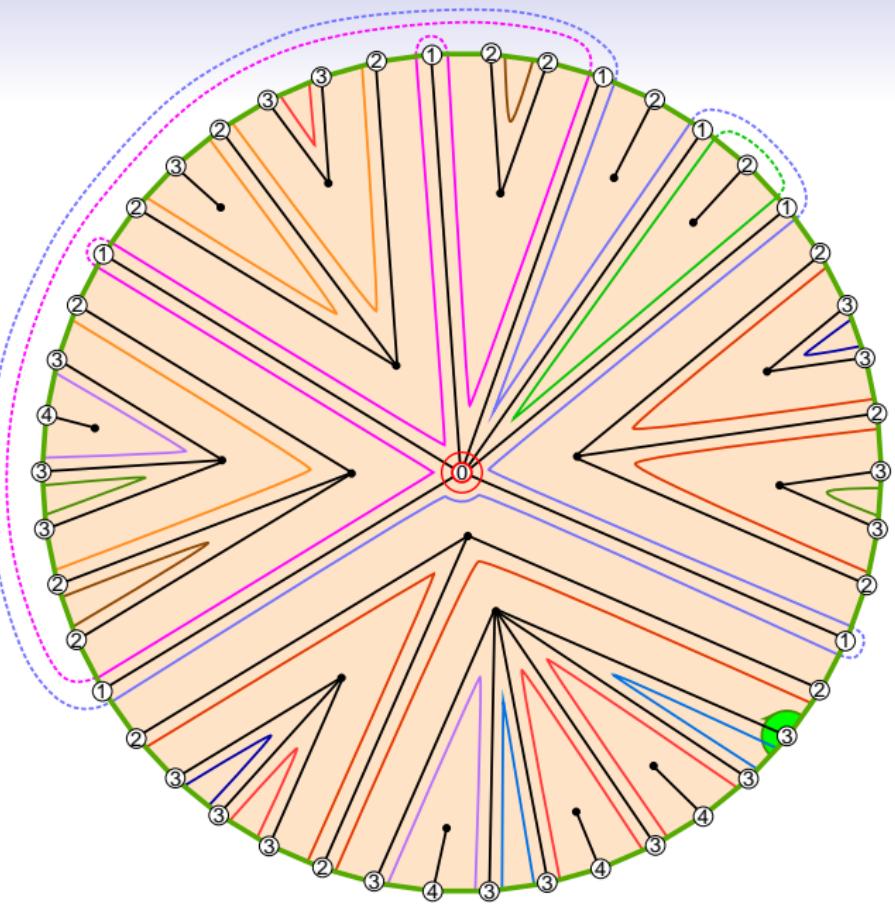
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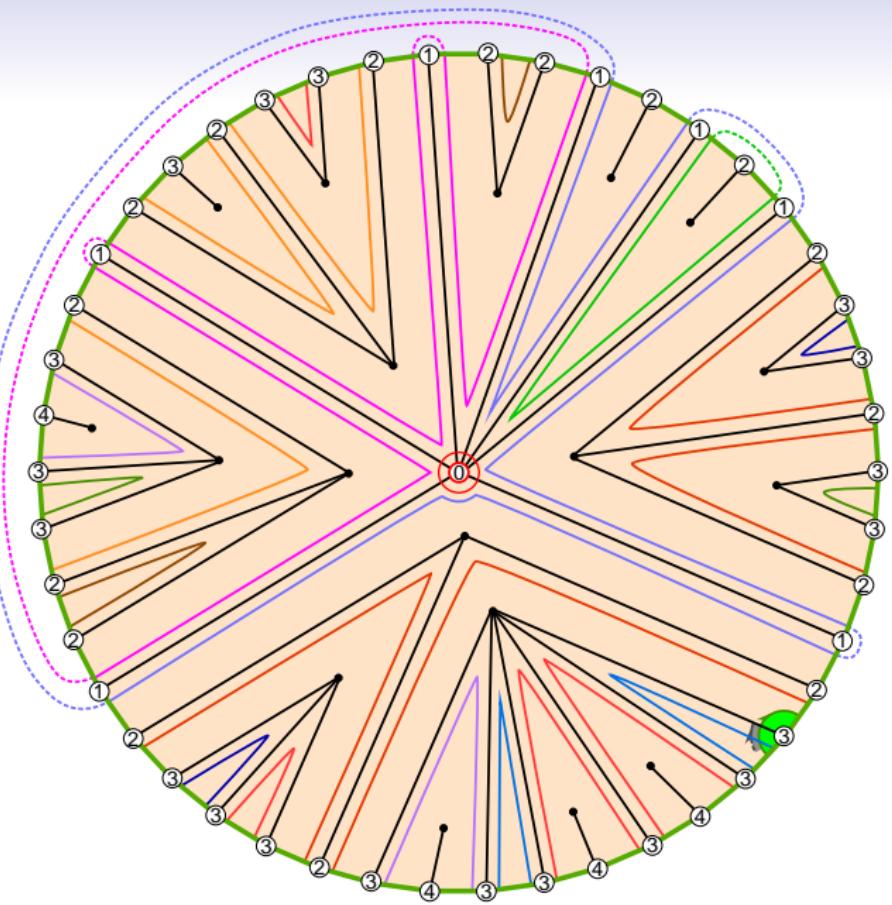
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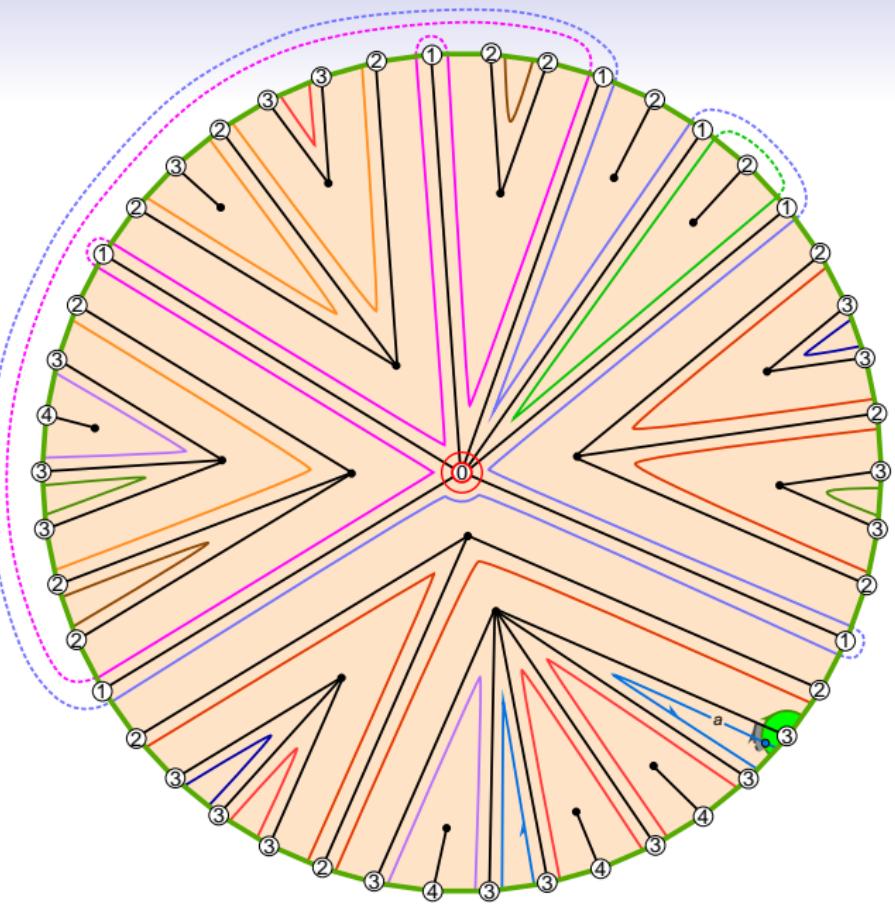
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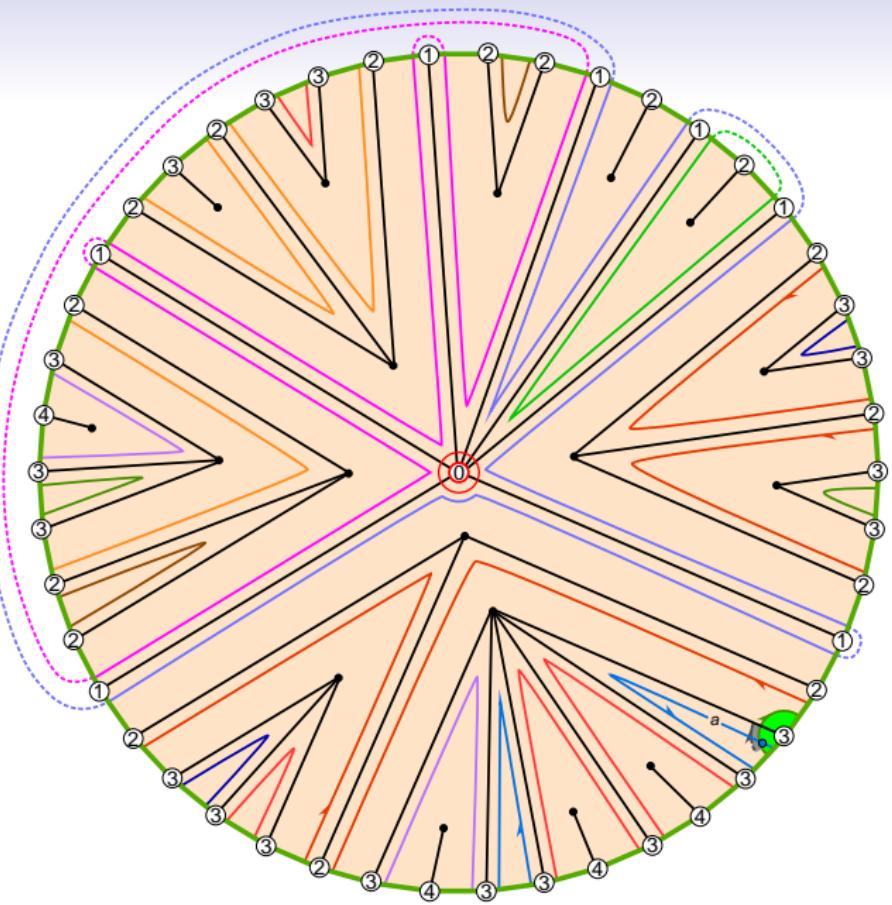
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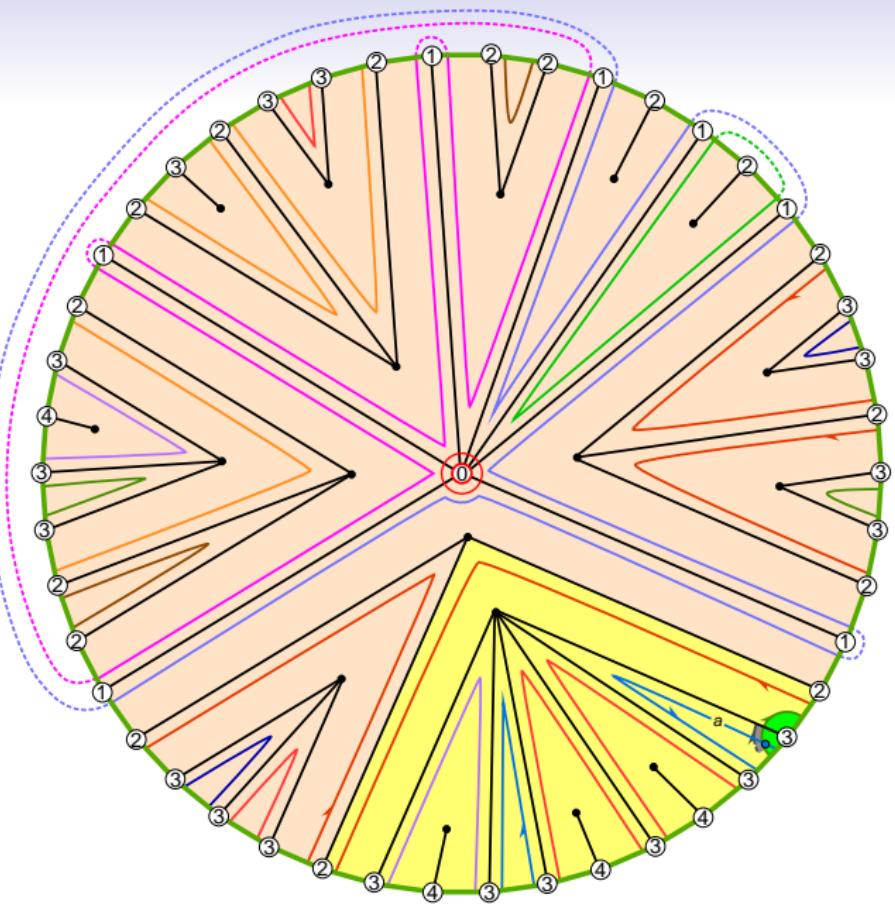
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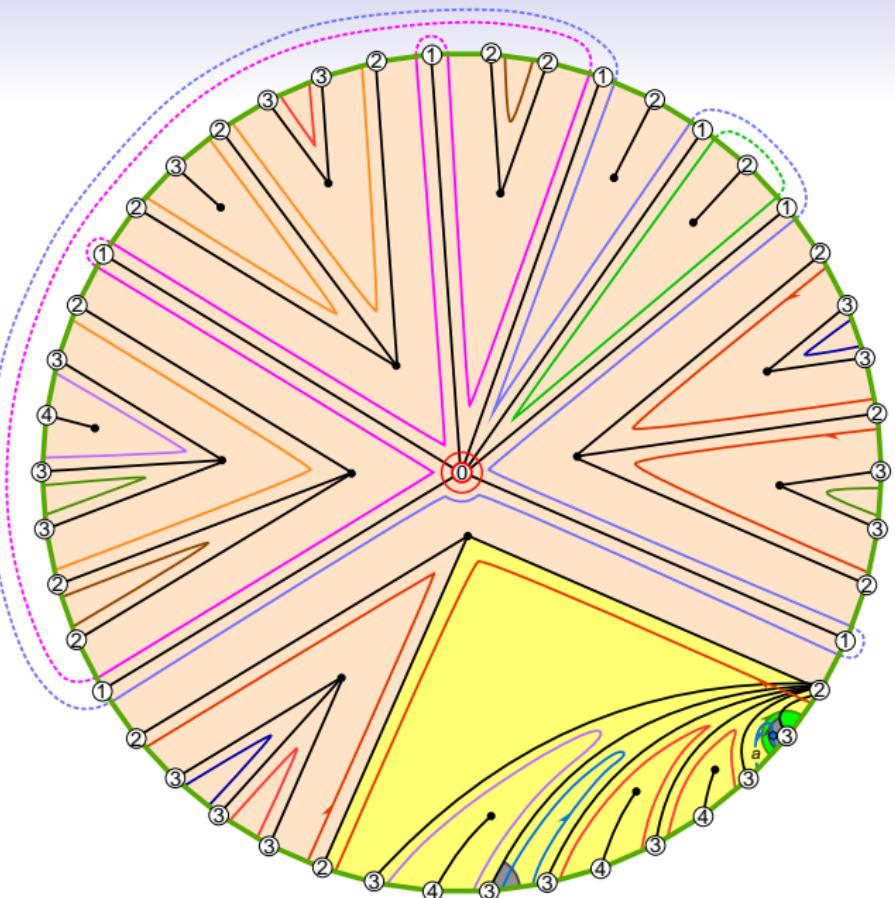
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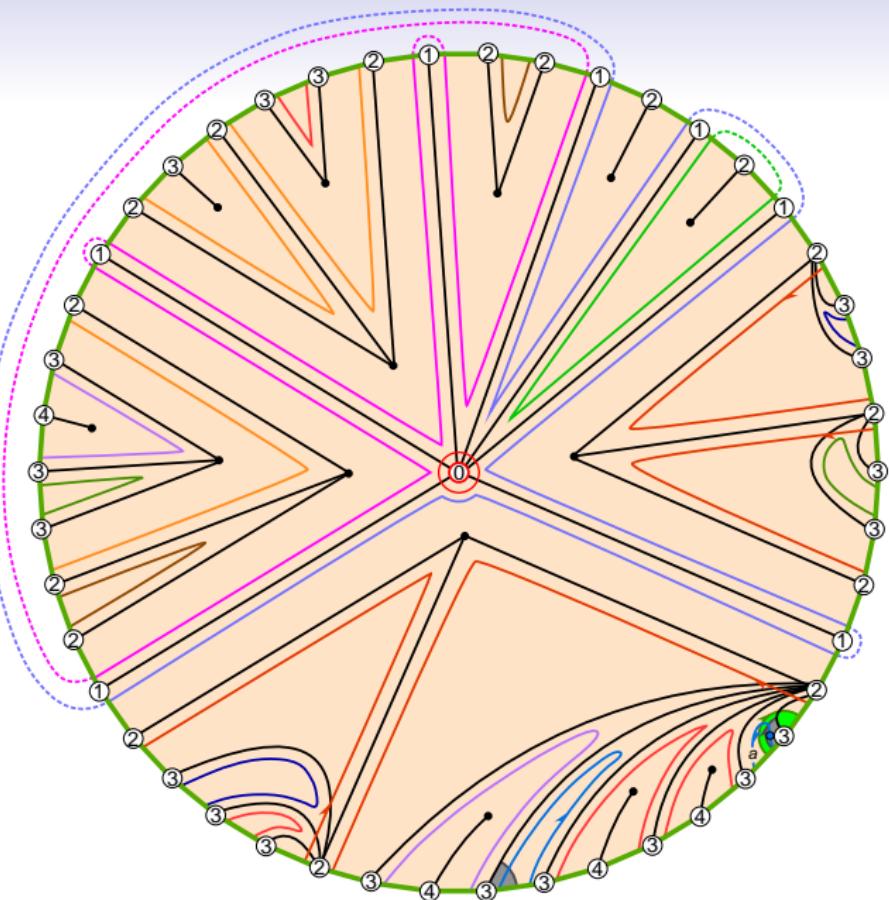
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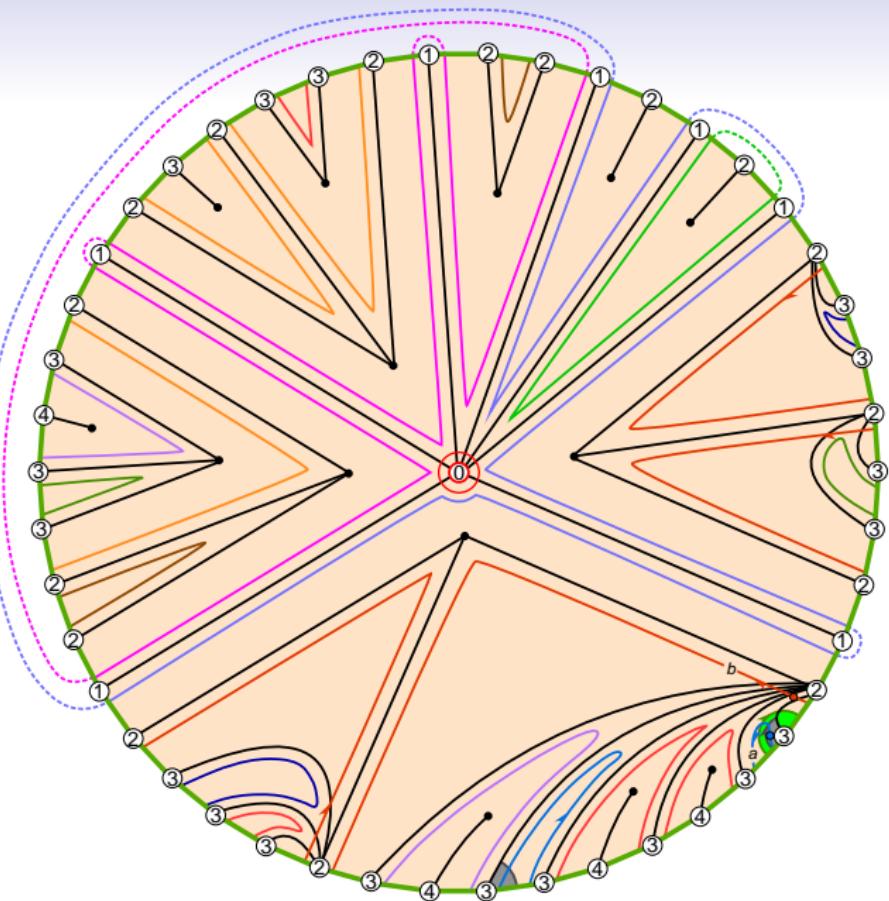
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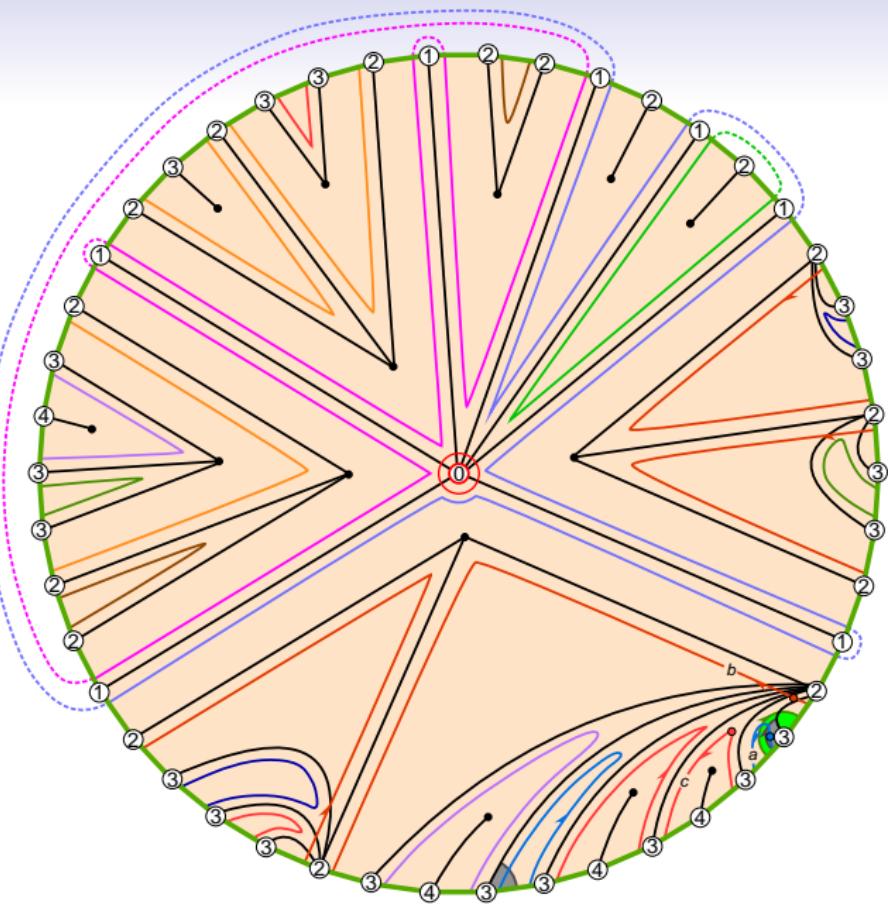
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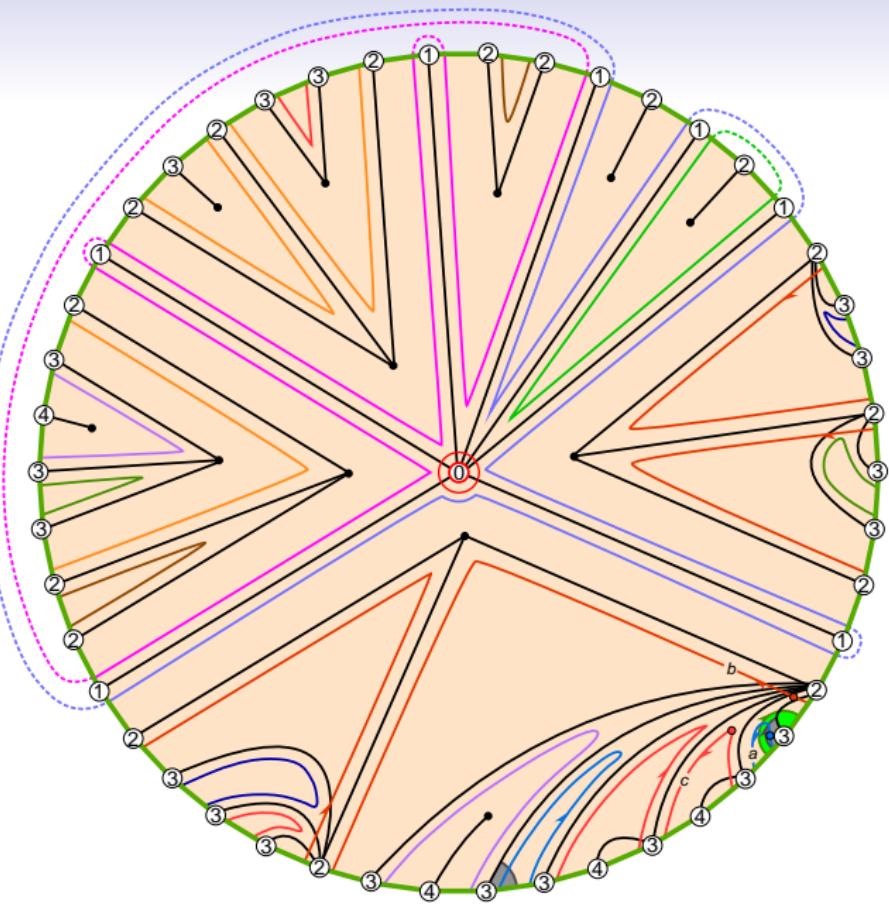
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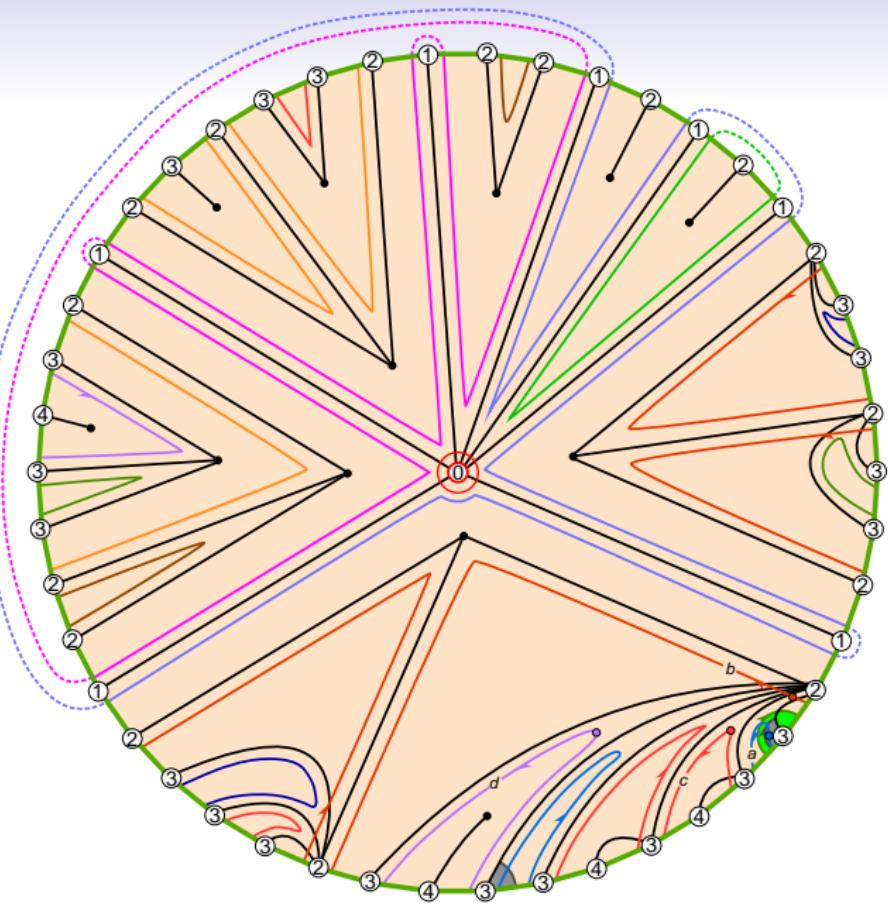
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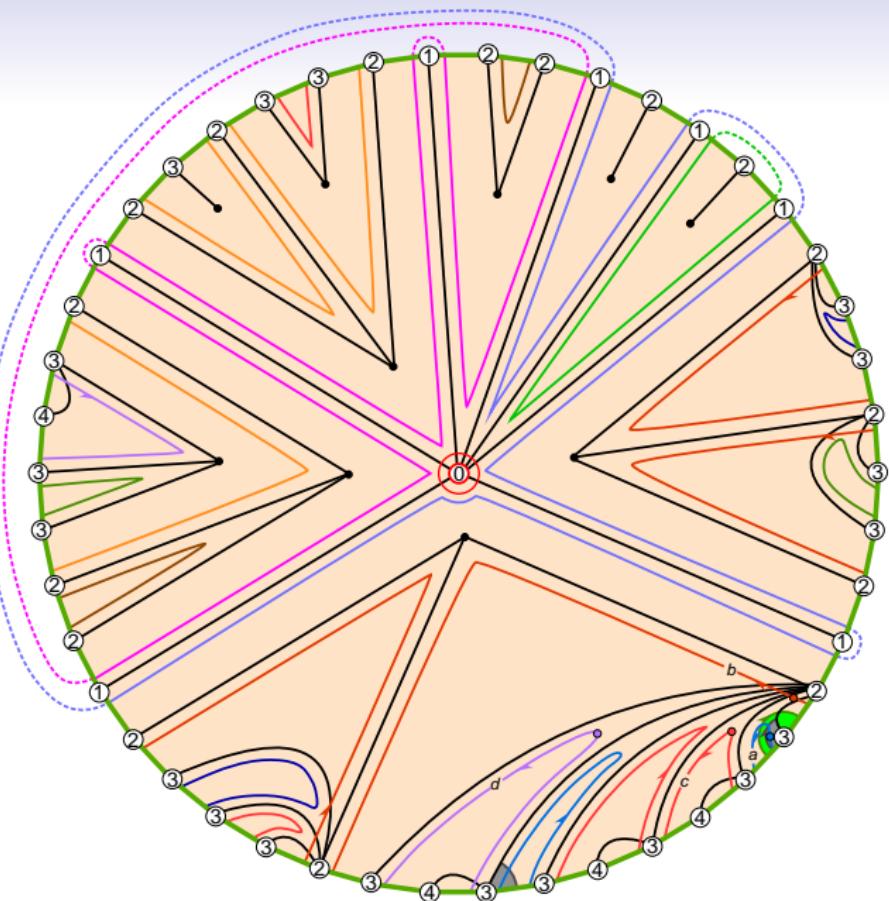
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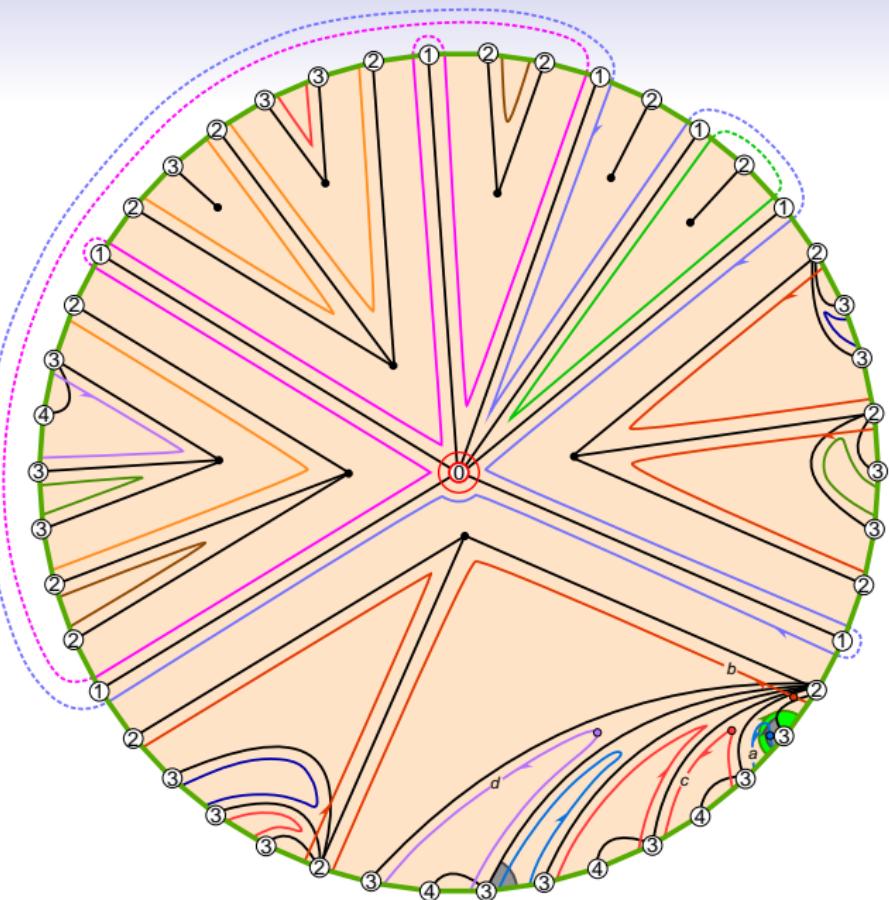
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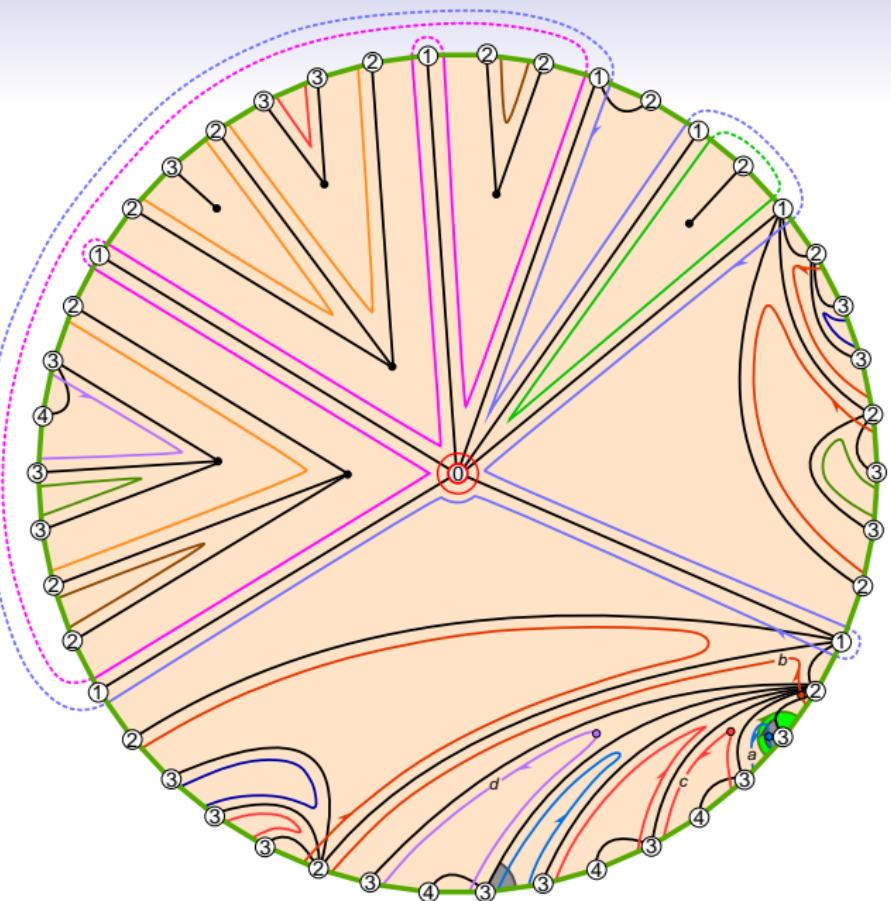
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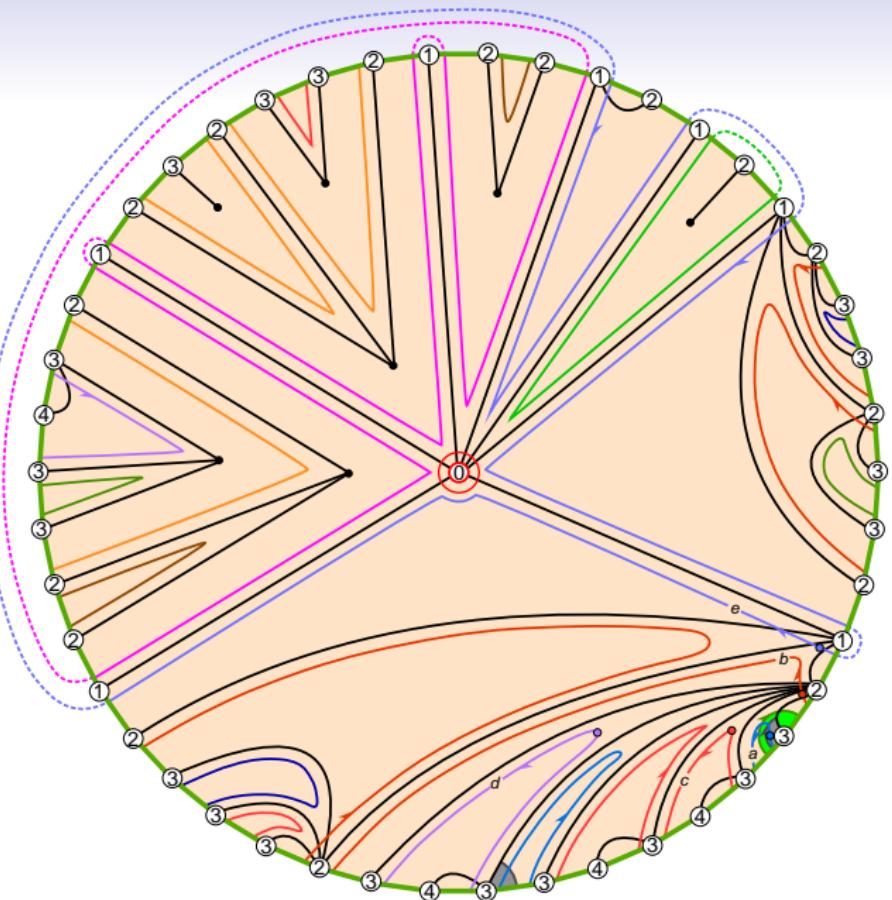
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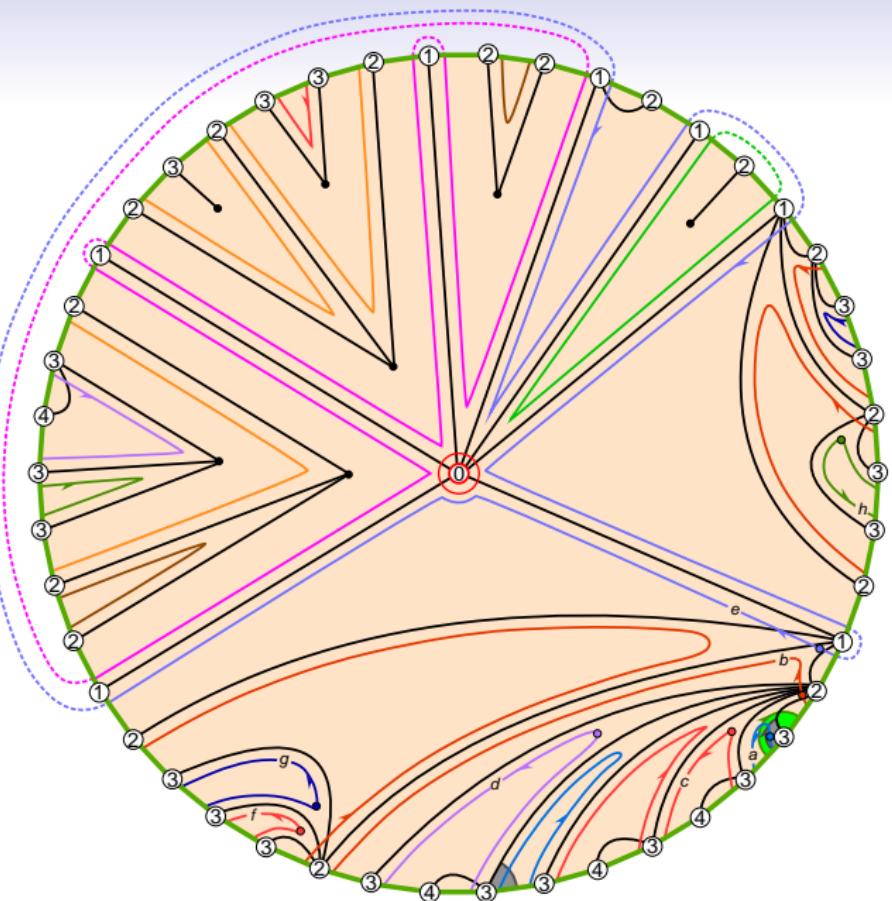
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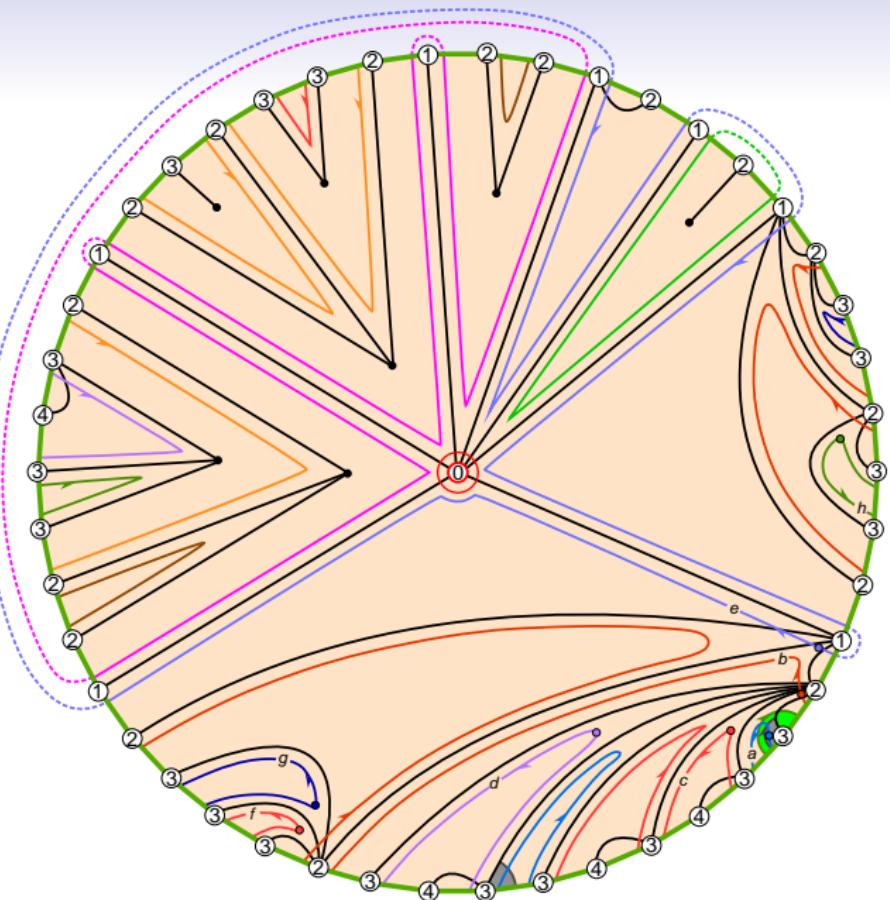
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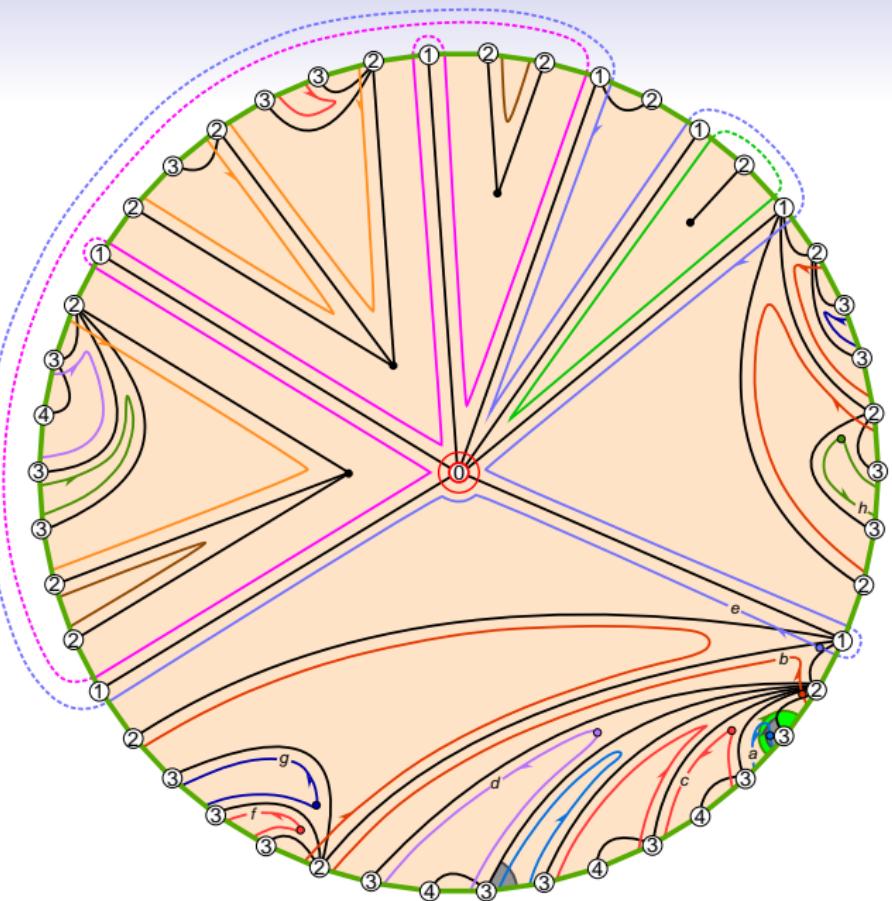
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Brownian disks
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Brownian surfaces
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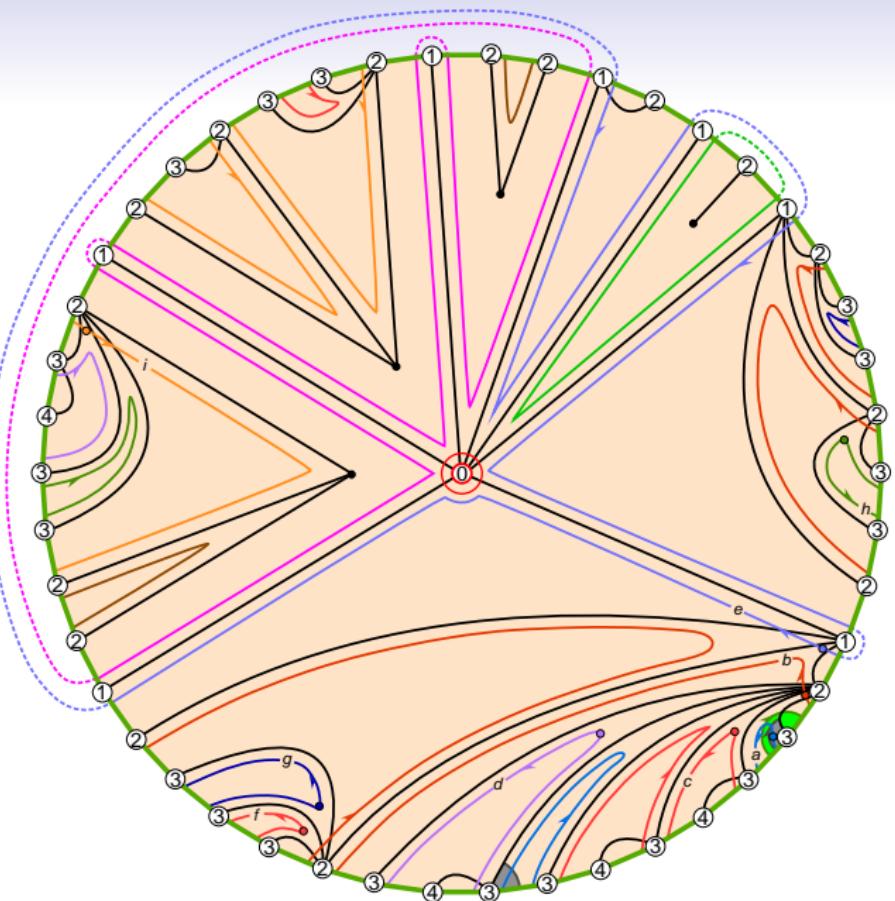
Brownian sphere
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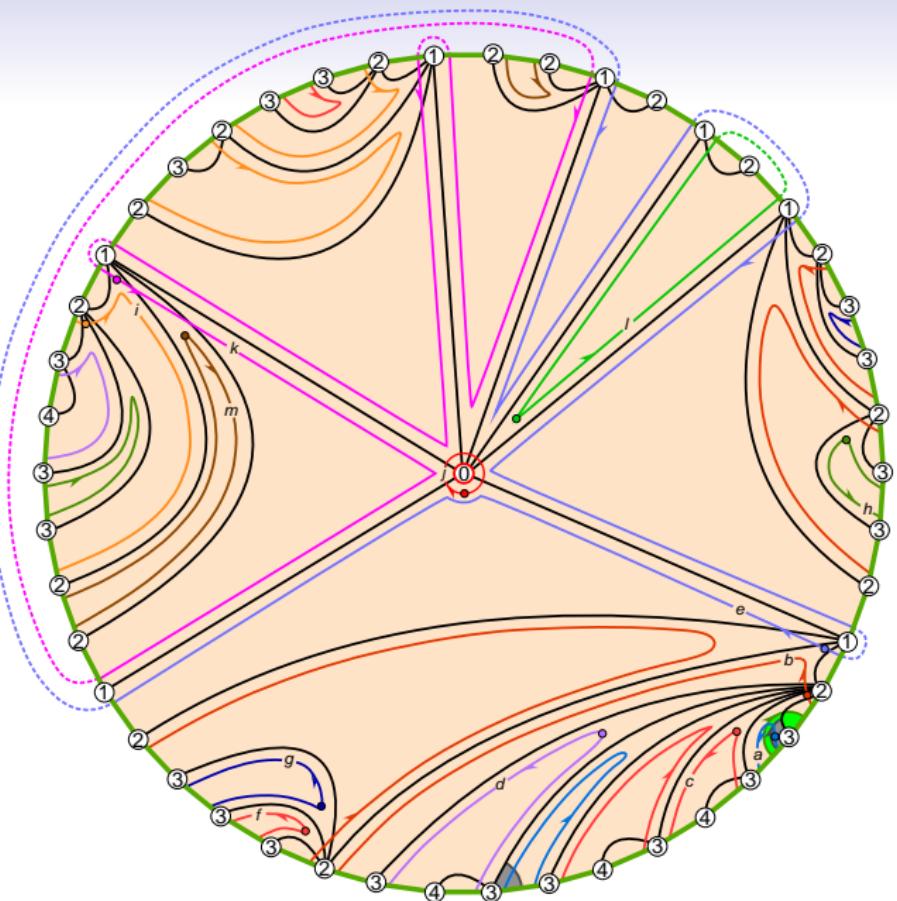
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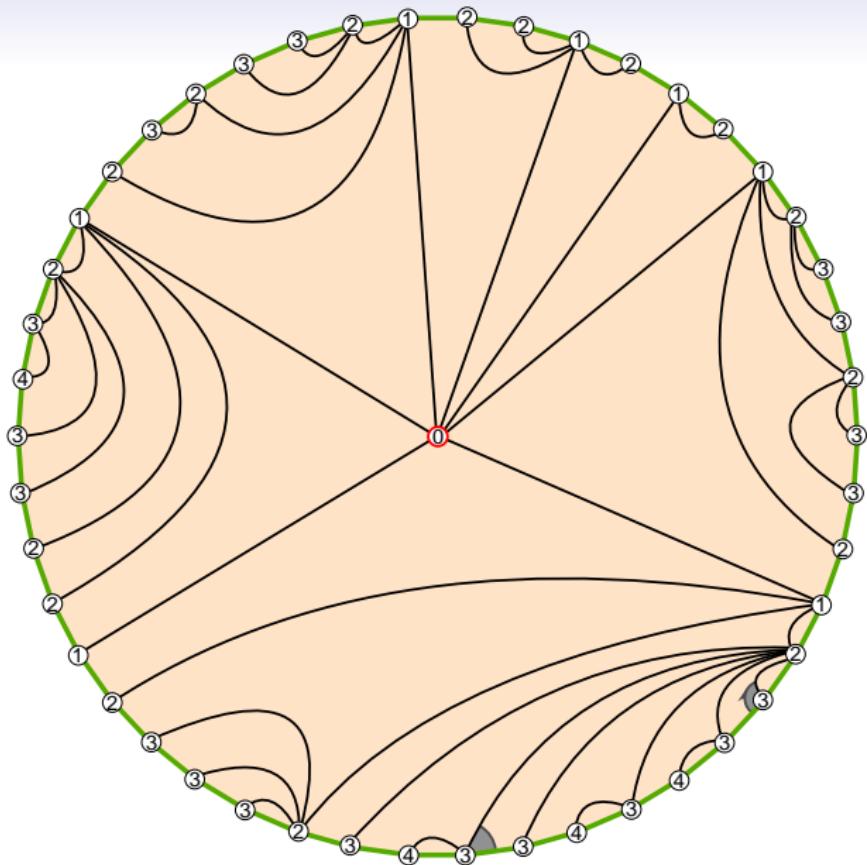
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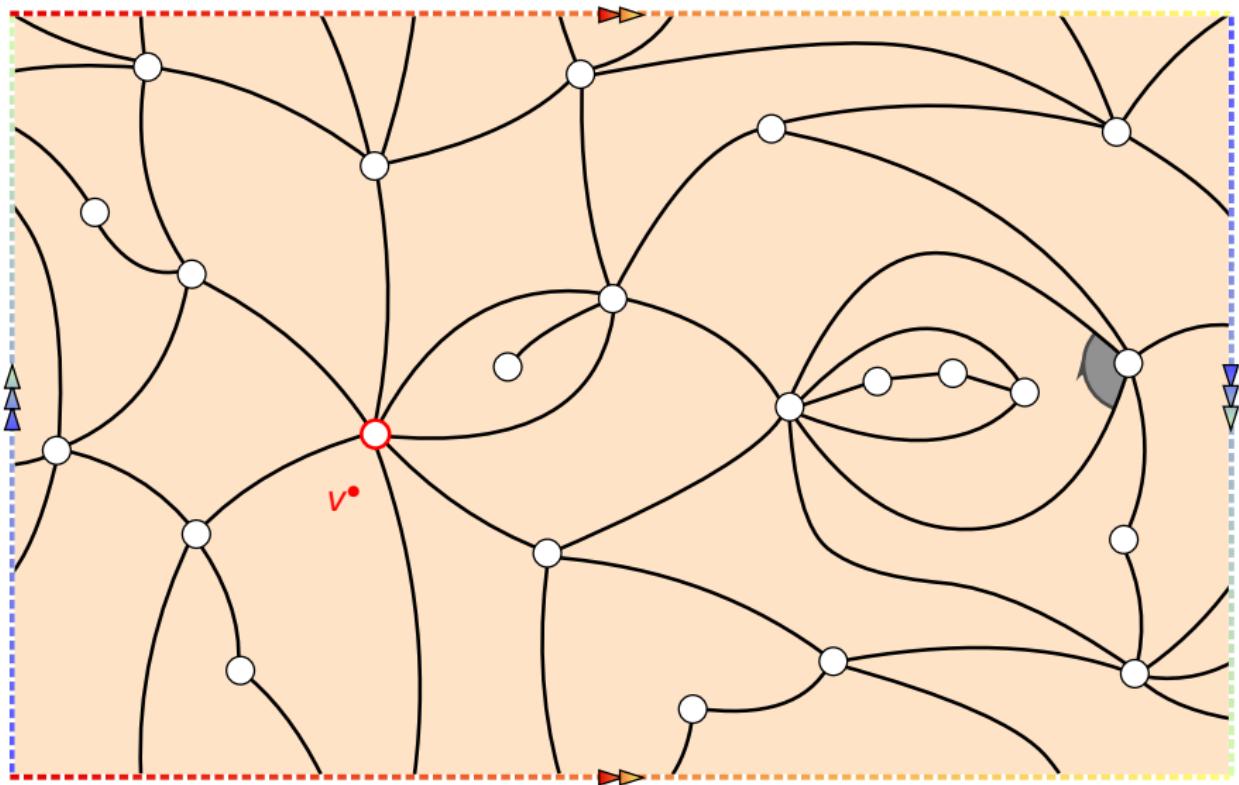
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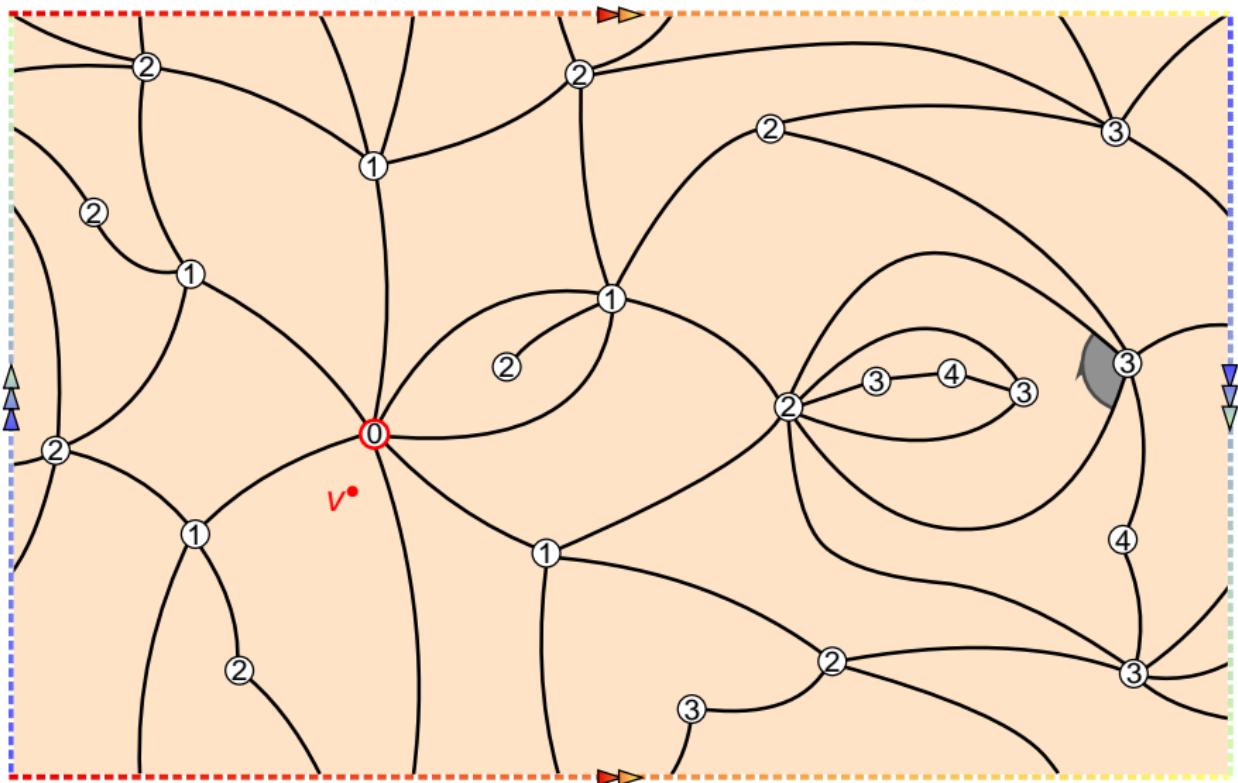
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Chapuy–Dolega (revisited)



Chapuy–Dolega (revisited)



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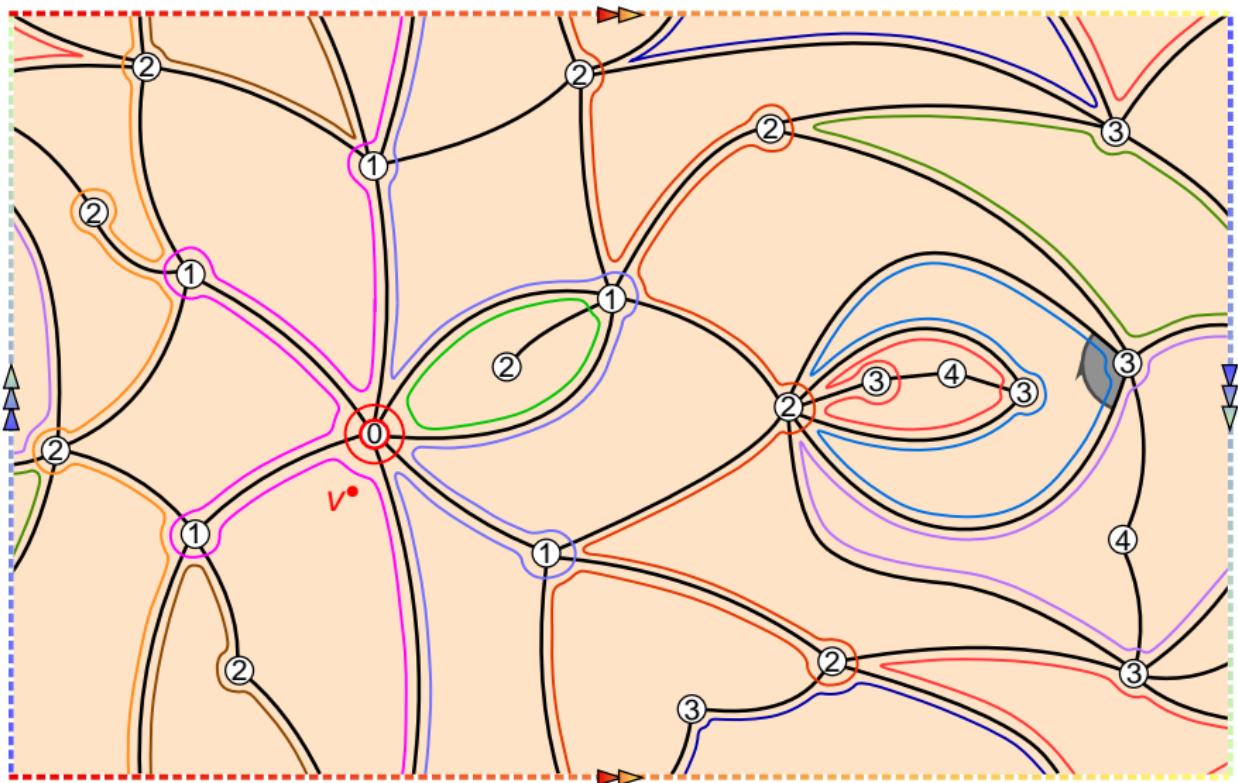
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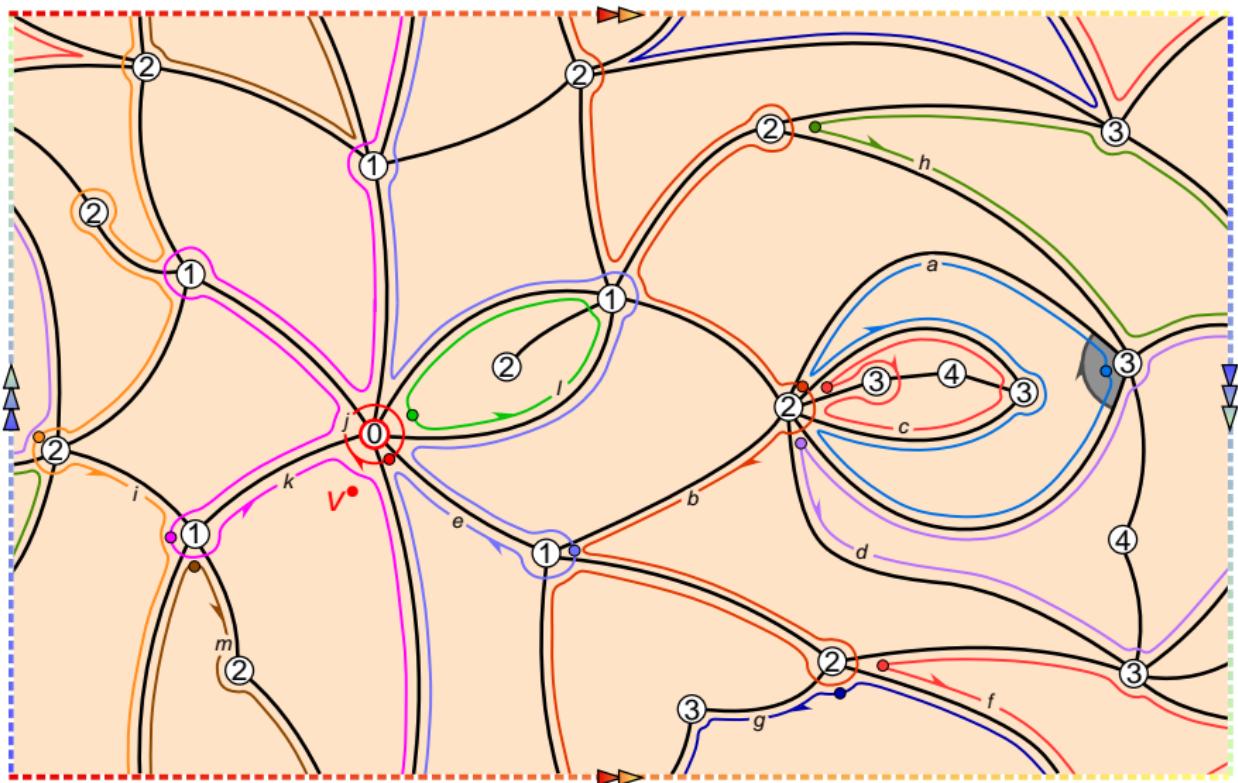
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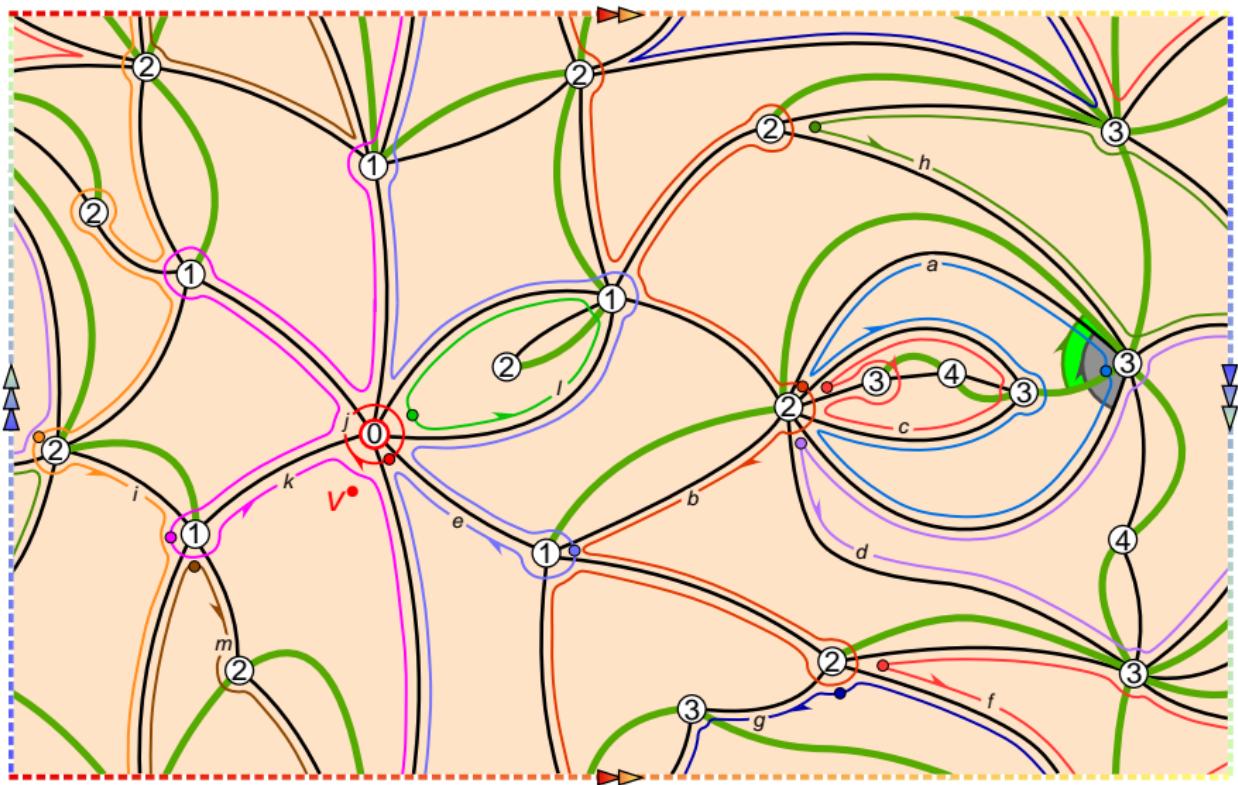
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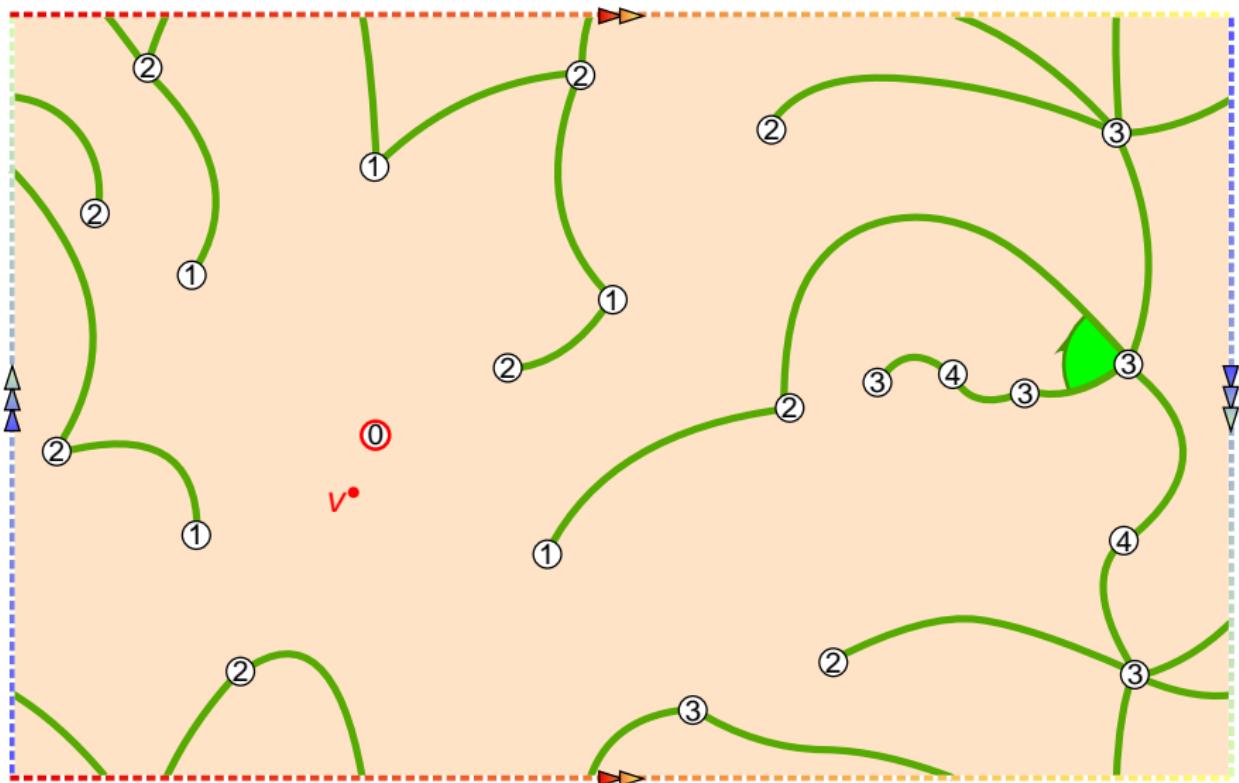
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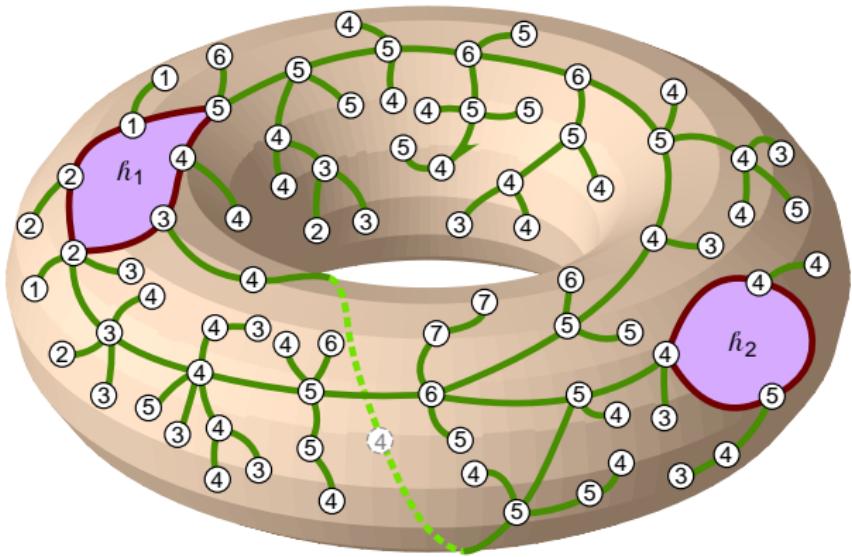
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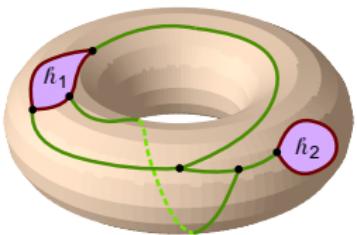
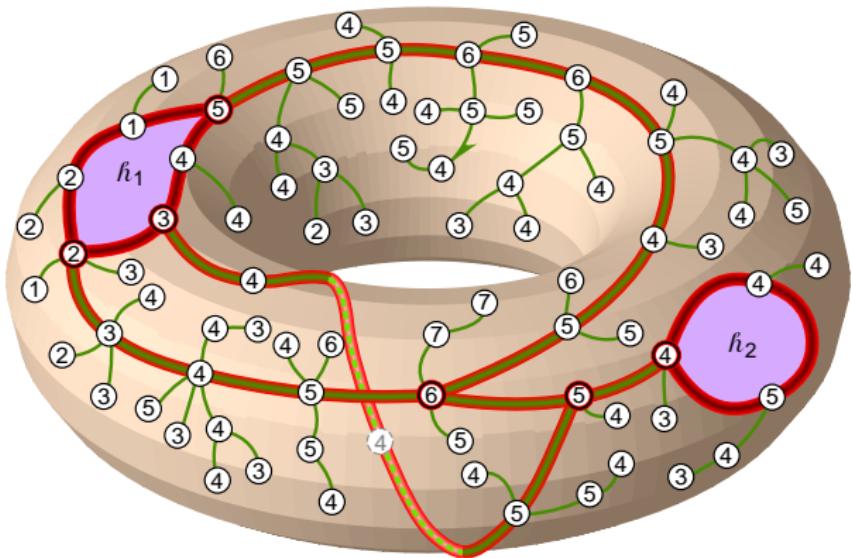
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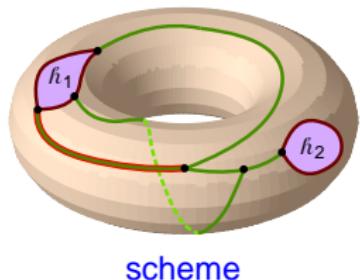
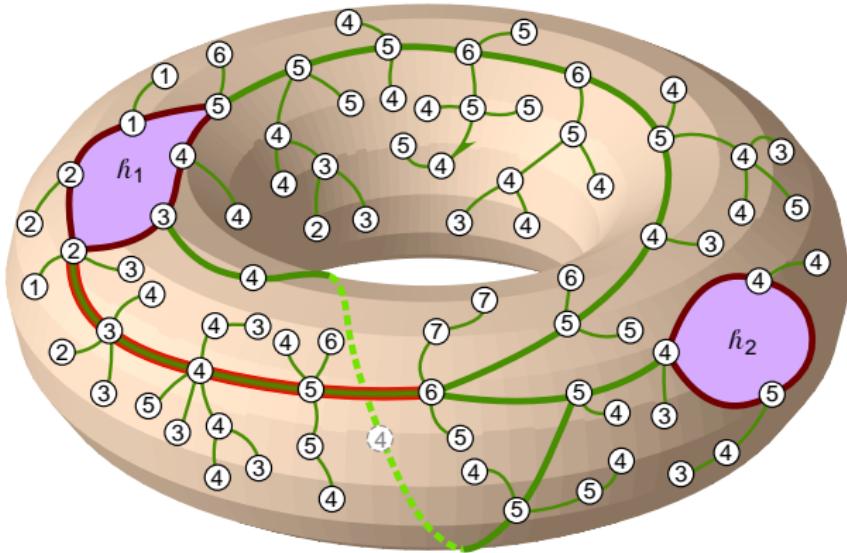
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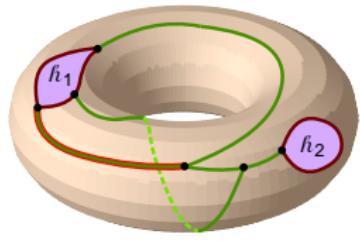
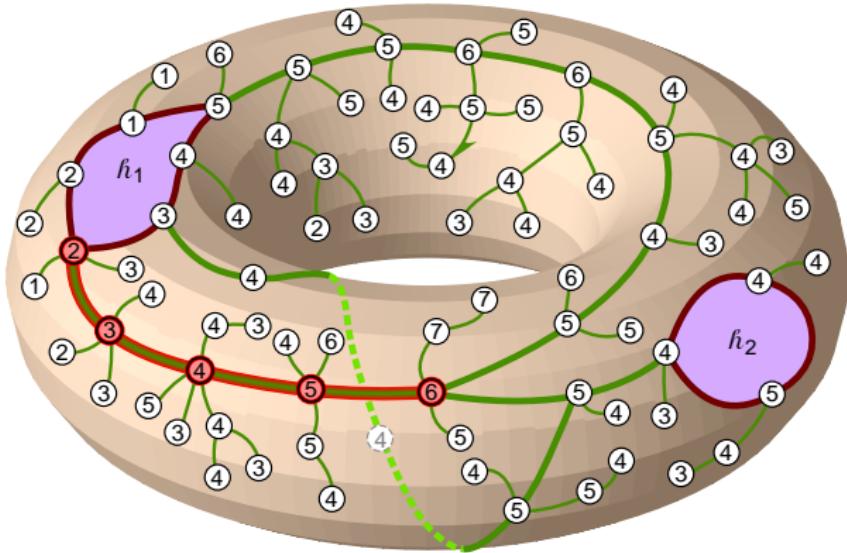
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Scheme



With each edge of the scheme, we associate:

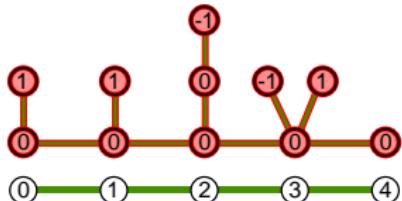
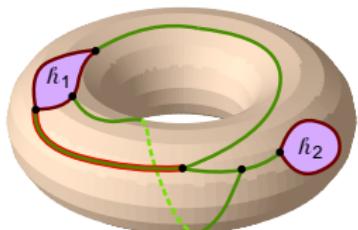
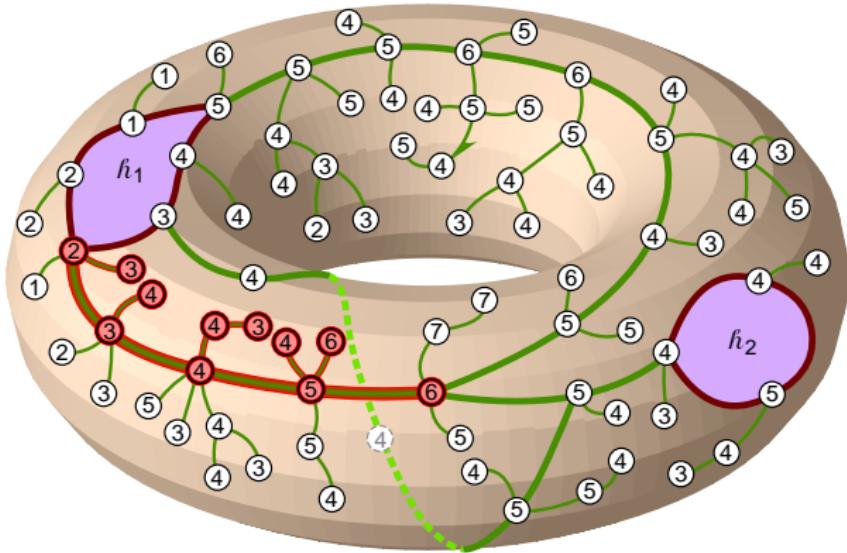
Scheme



With each edge of the scheme, we associate:

- a Motzkin bridge

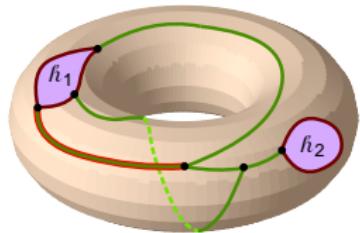
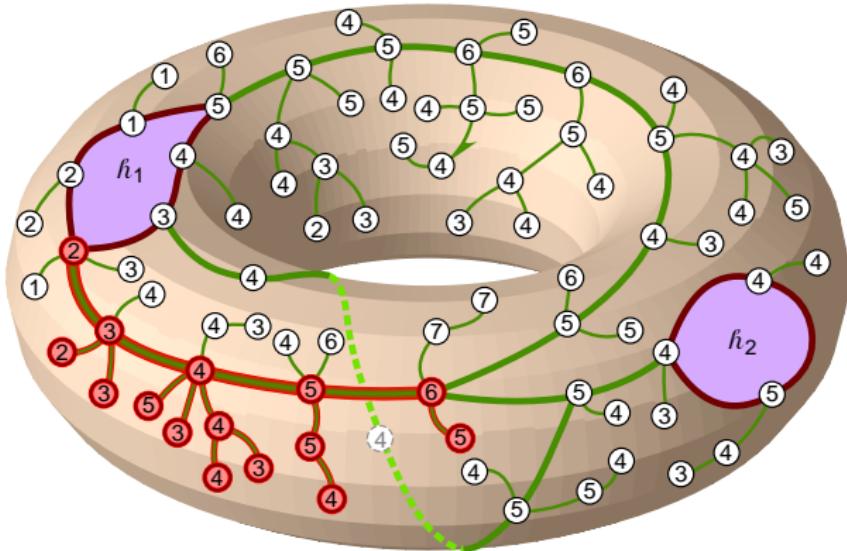
Scheme



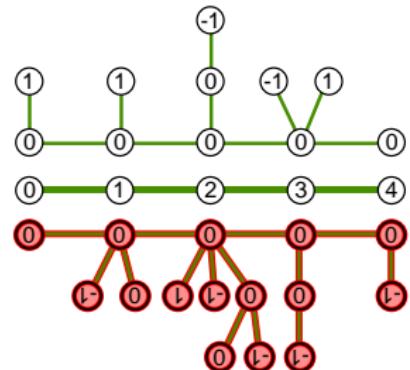
With each edge of the scheme, we associate:

- a Motzkin bridge
- one or two well-labeled forests

Scheme



scheme

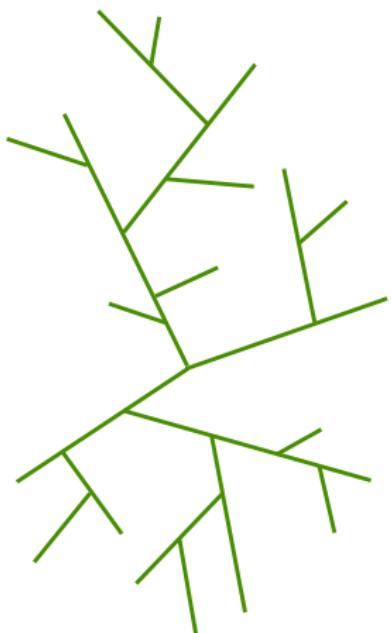


With each edge of the scheme, we associate:

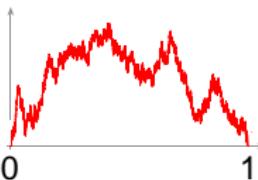
- a Motzkin bridge
- one or two well-labeled forests

Construction of the Brownian sphere ($(g, p) = (0, 0)$)

Recall how the Brownian sphere is constructed.

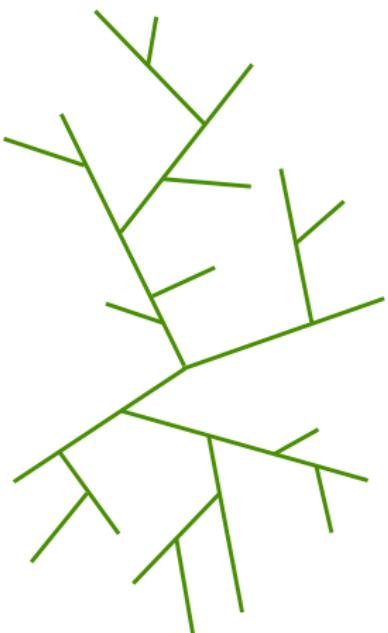


- Consider the CRT, that is, the random real tree encoded by the normalized Brownian excursion.

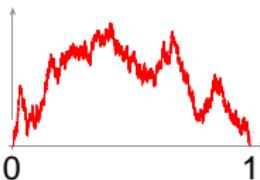


Construction of the Brownian sphere ($(g, p) = (0, 0)$)

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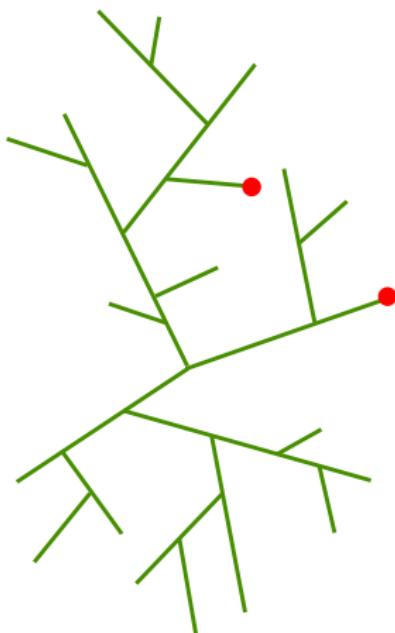
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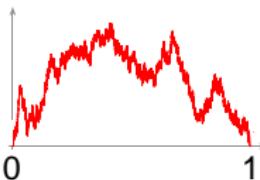
- Put Brownian labels Z on it.

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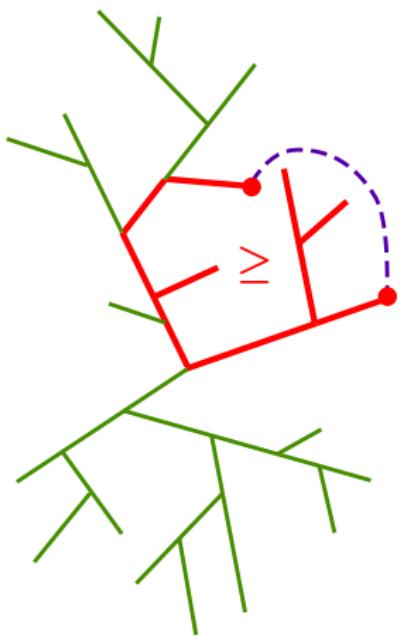
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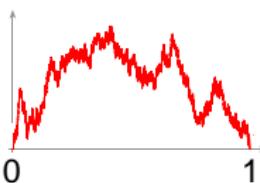
- Put Brownian labels Z on it.
- Identify the points a and b whenever $Z_a = Z_b = \min_{[a,b]} Z$.

Construction of the Brownian sphere ($(g, p) = (0, 0)$)

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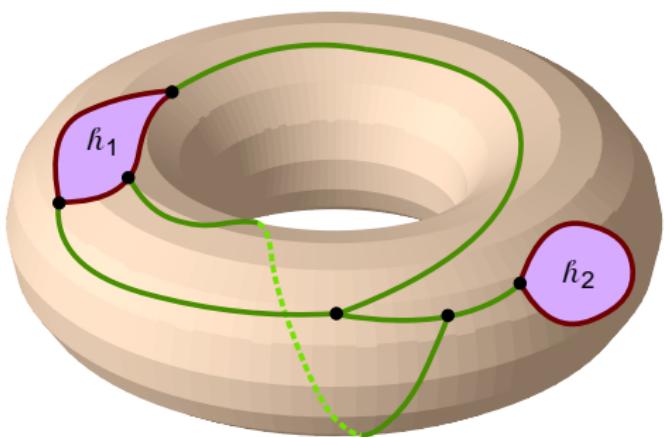
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Construction in general ($(g, p) \neq (0, 0)$)

Any Brownian surface may be constructed as follows.



- Start with the proper analog to the CRT: it is a dominant scheme with **Brownian forests** grafted on every edge (except inside the holes).

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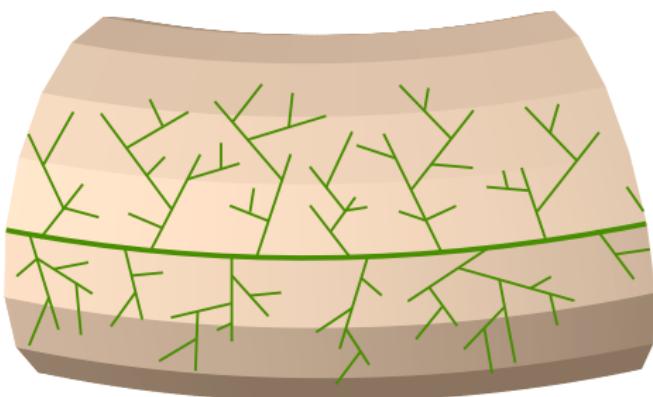
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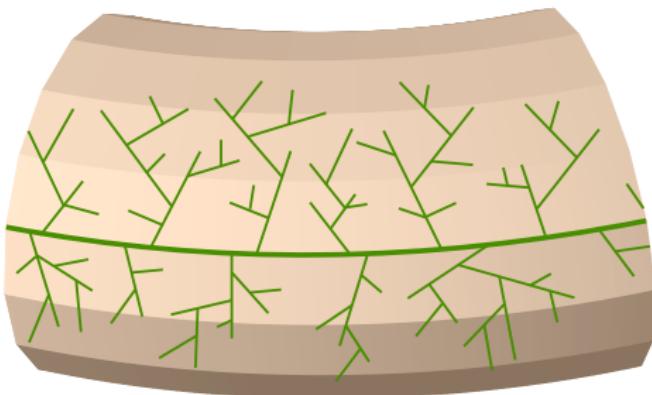
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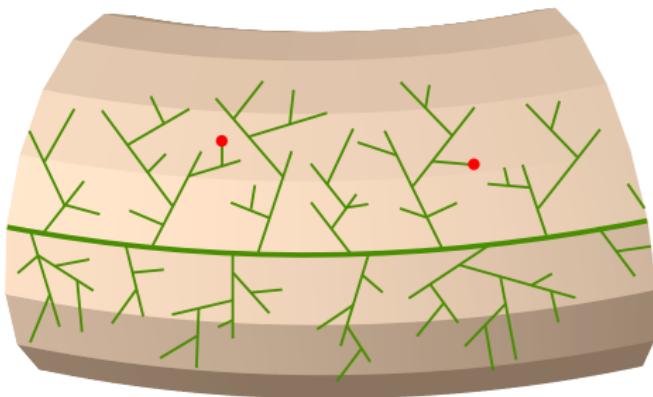
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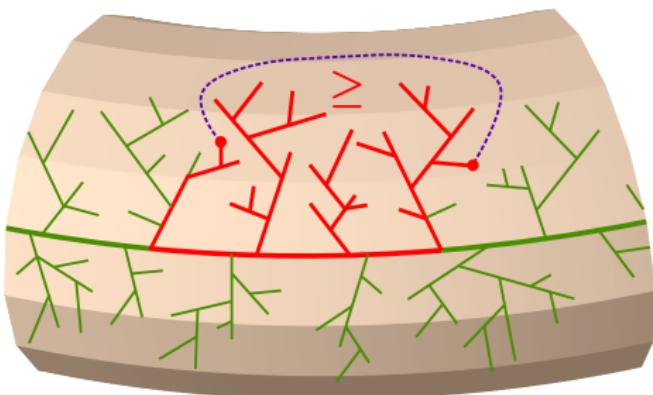
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Geodesic space

Definition

In a compact metric space (\mathcal{X}, δ) , a **geodesic** from $x \in \mathcal{X}$ to $y \in \mathcal{X}$ is a continuous path $\varphi : [0, \delta(x, y)] \rightarrow \mathcal{X}$ such that $\varphi(0) = x$, $\varphi(\delta(x, y)) = y$ and

$$\delta(\varphi(s), \varphi(t)) = |t - s| \quad \text{for all} \quad s, t \in [0, \delta(x, y)].$$

Definition

A **geodesic space** is a compact metric space in which every pair of points is connected by (at least) one geodesic.

Proposition

Every Brownian surface is a.s. a geodesic space.

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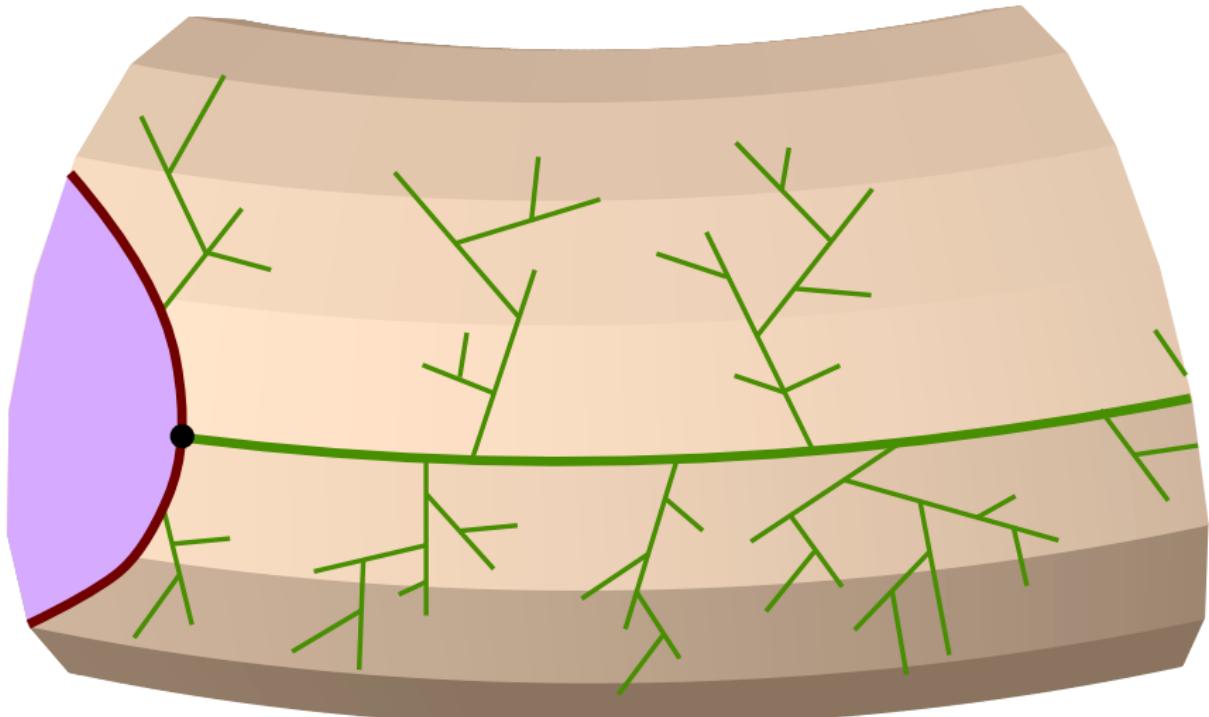
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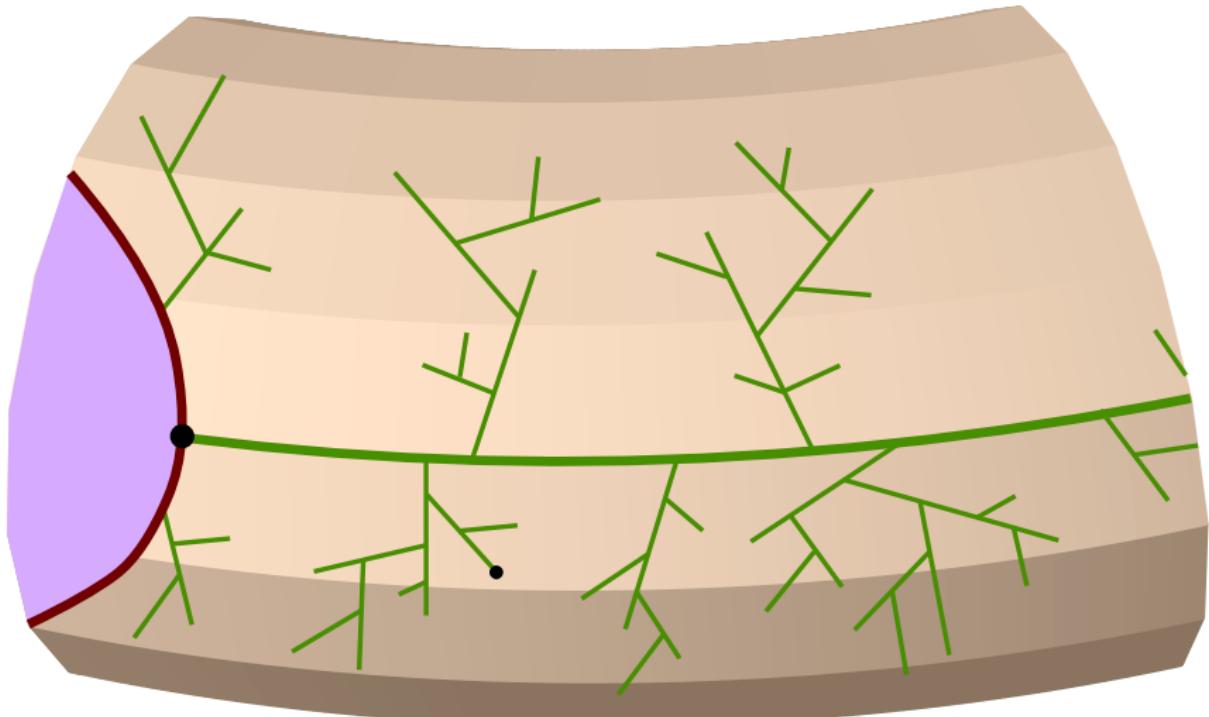
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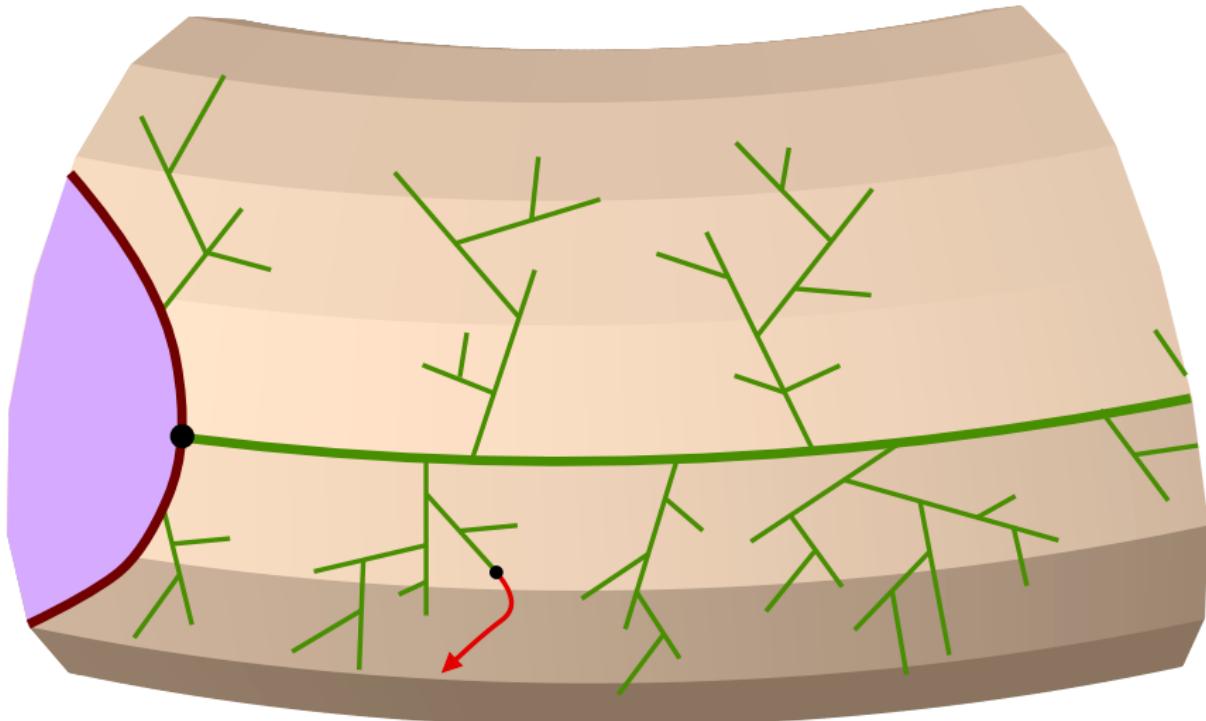
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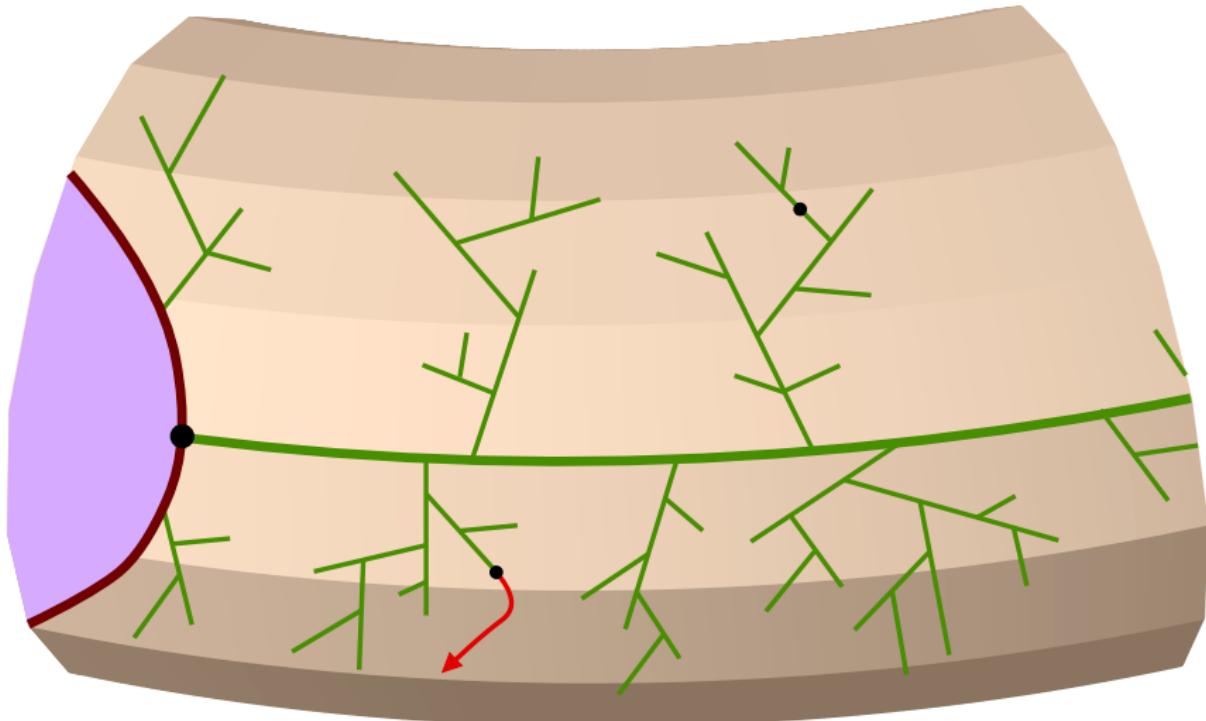
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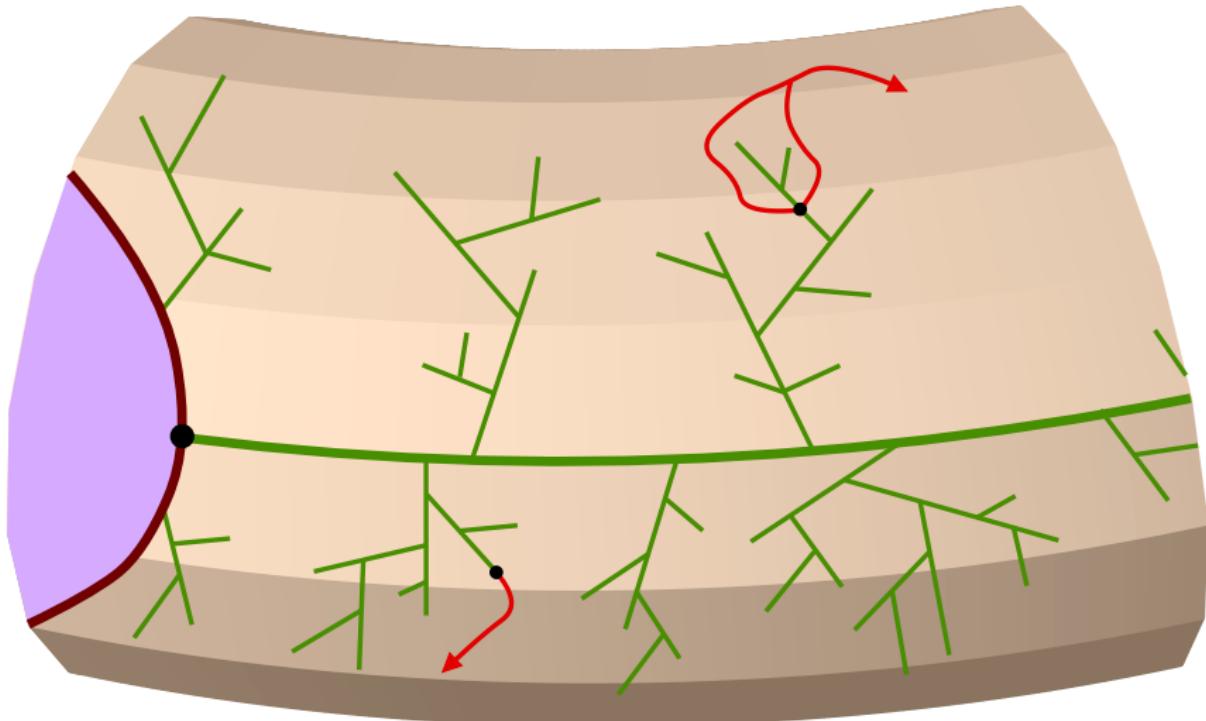
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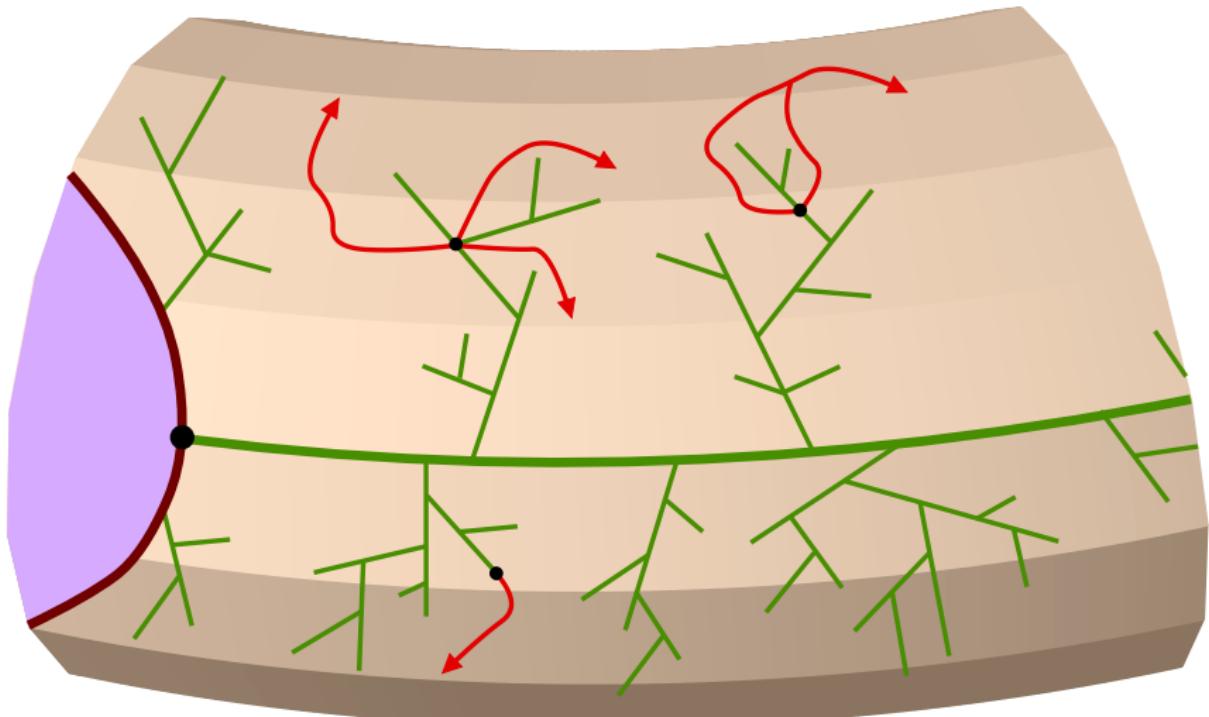
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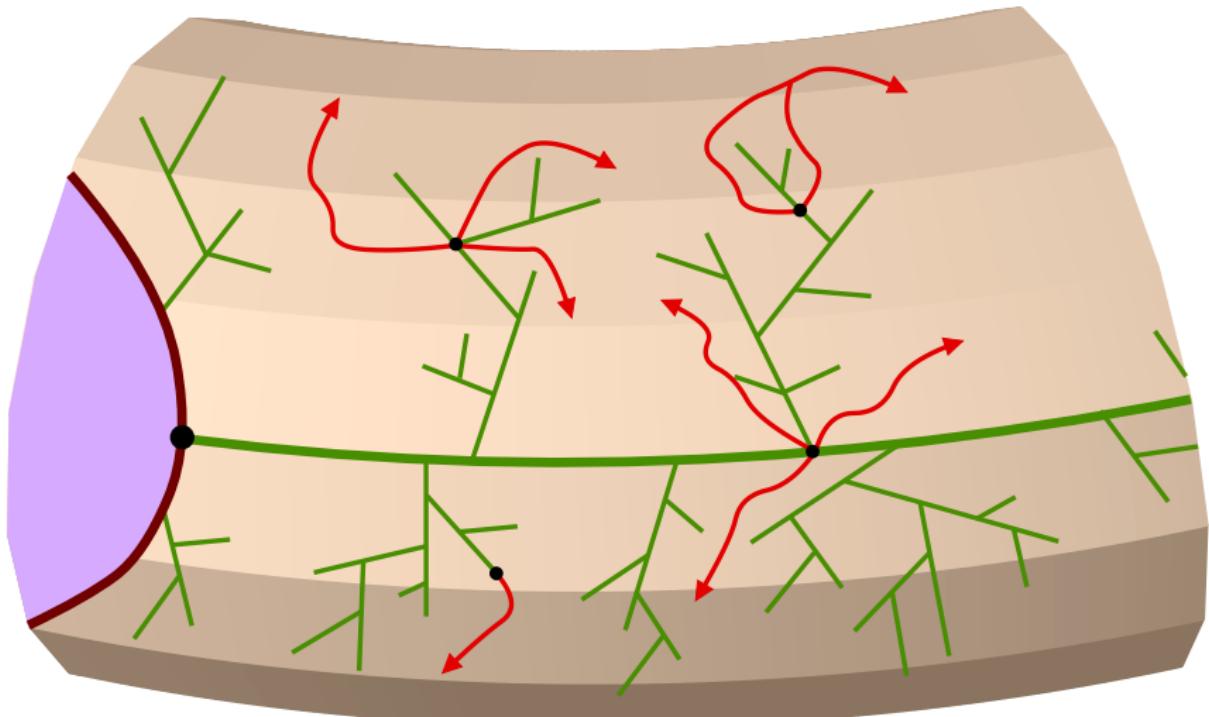
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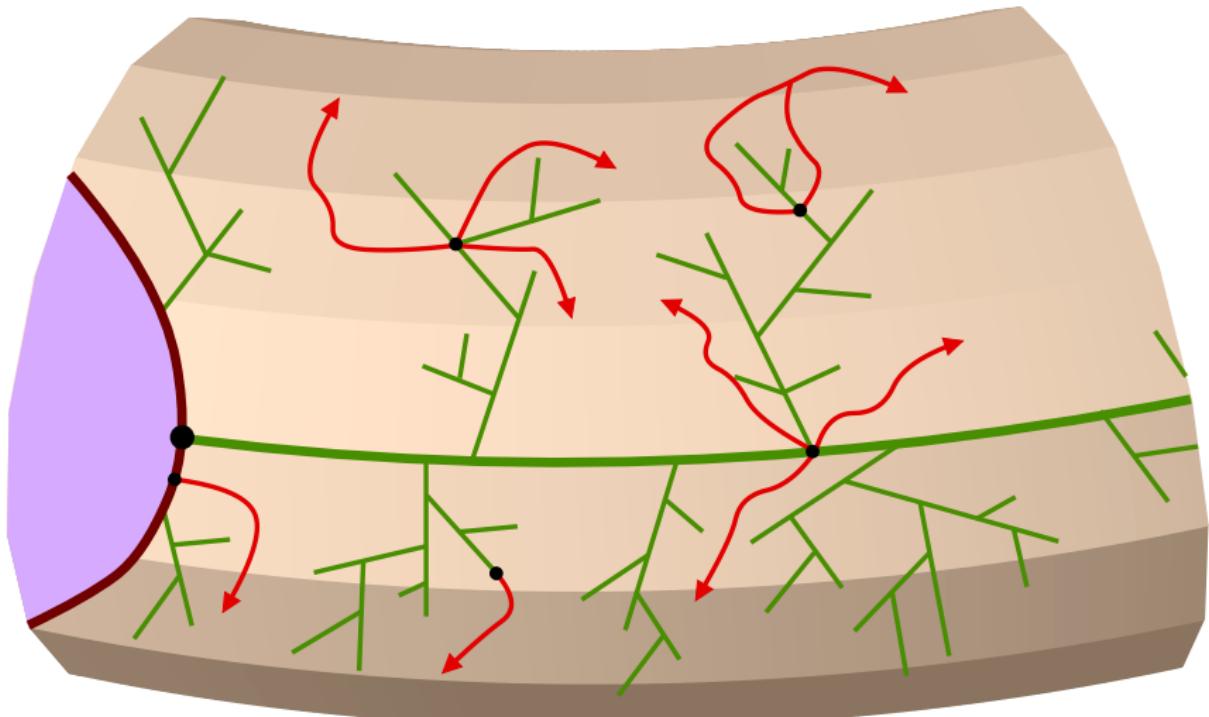
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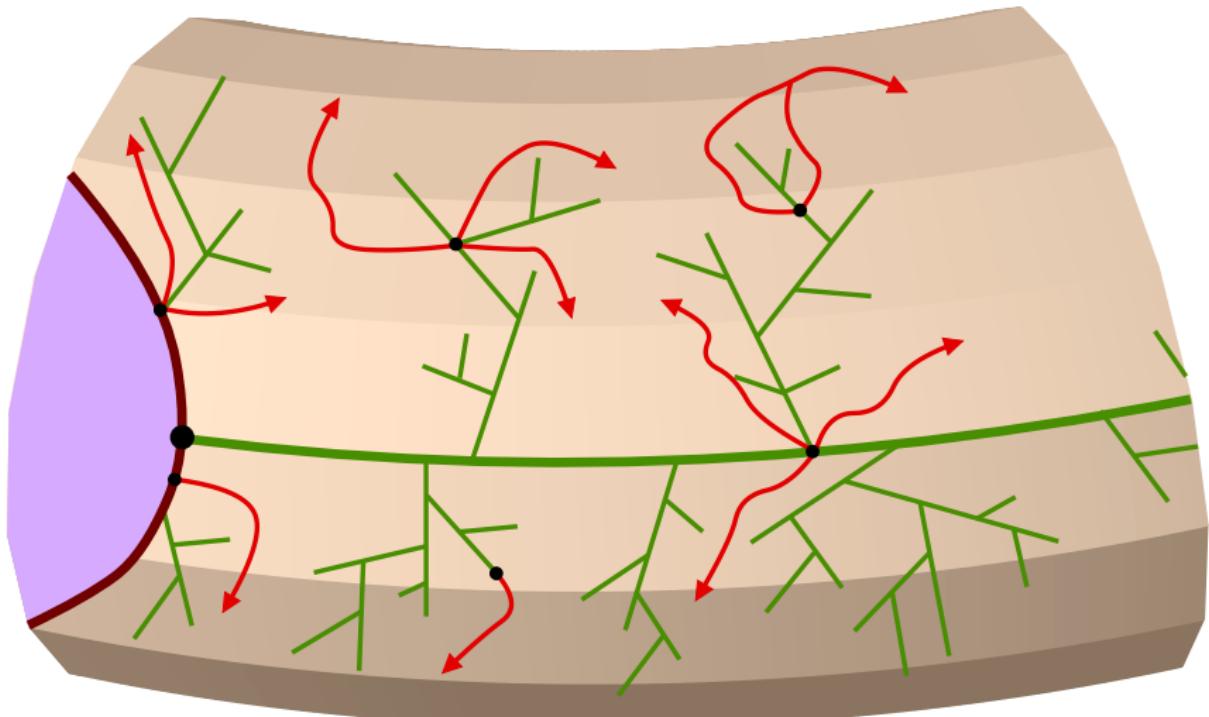
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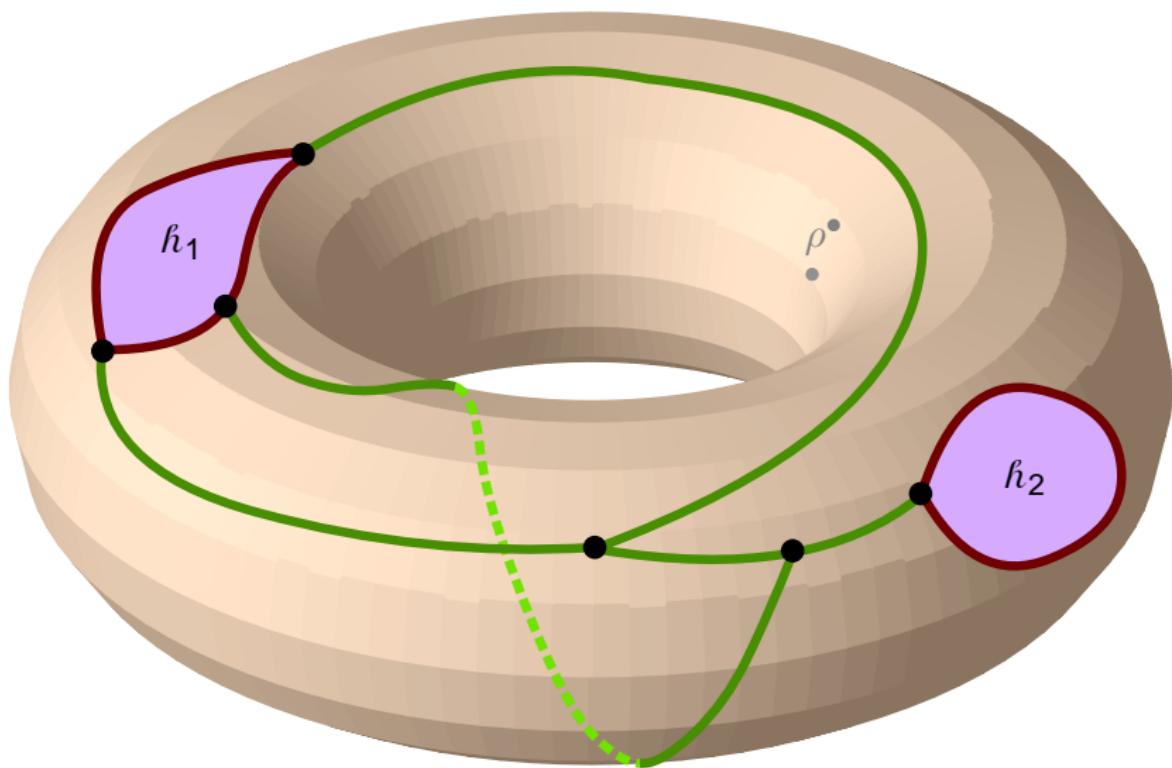
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Geodesics concatenations homotopic to 0?



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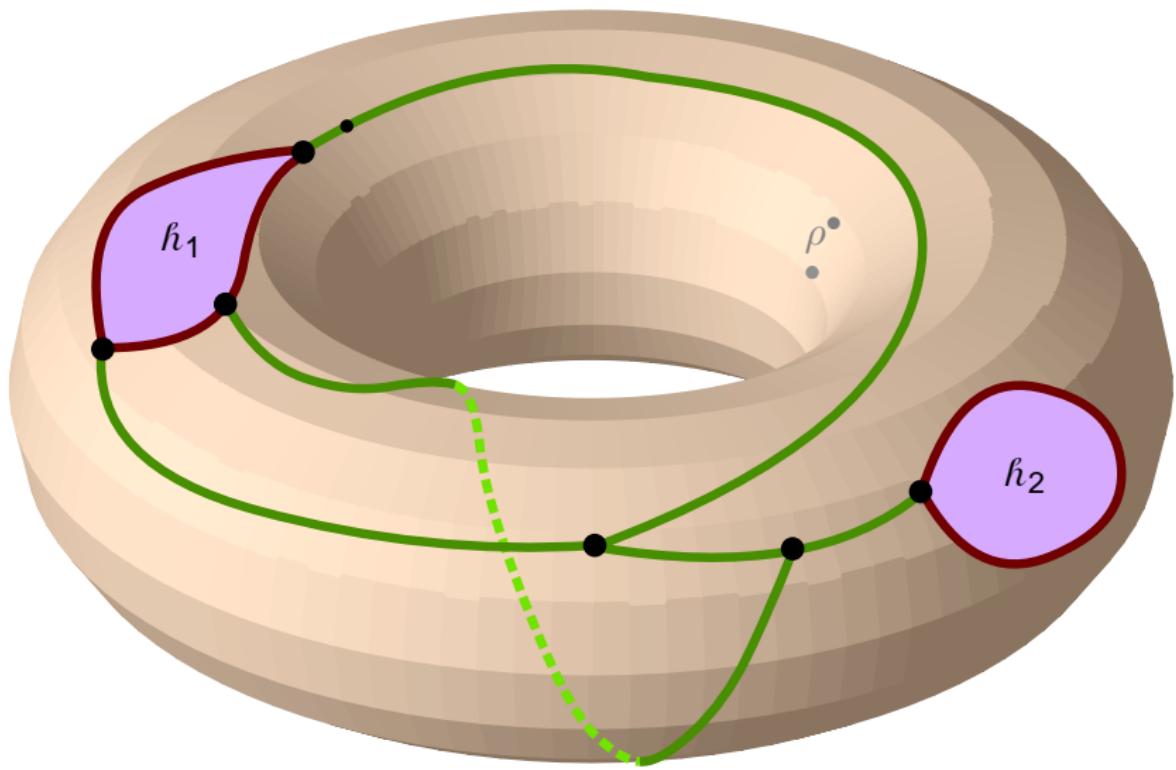
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Geodesics concatenations homotopic to 0?



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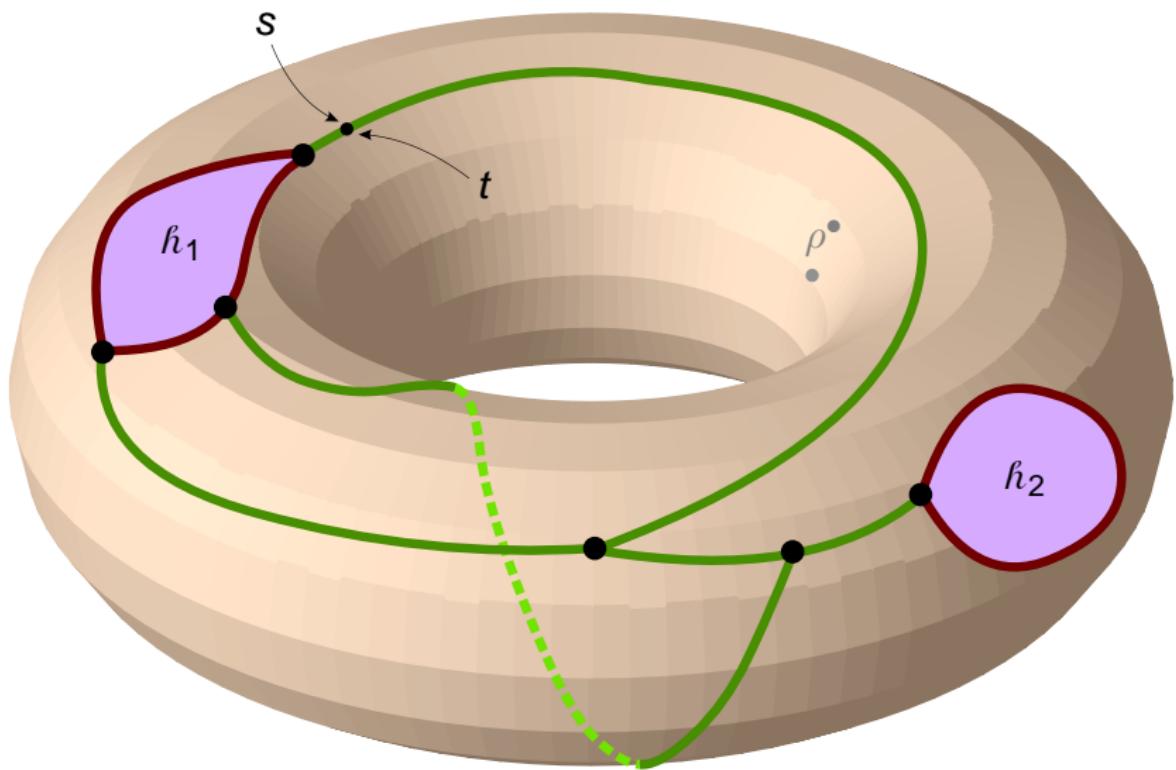
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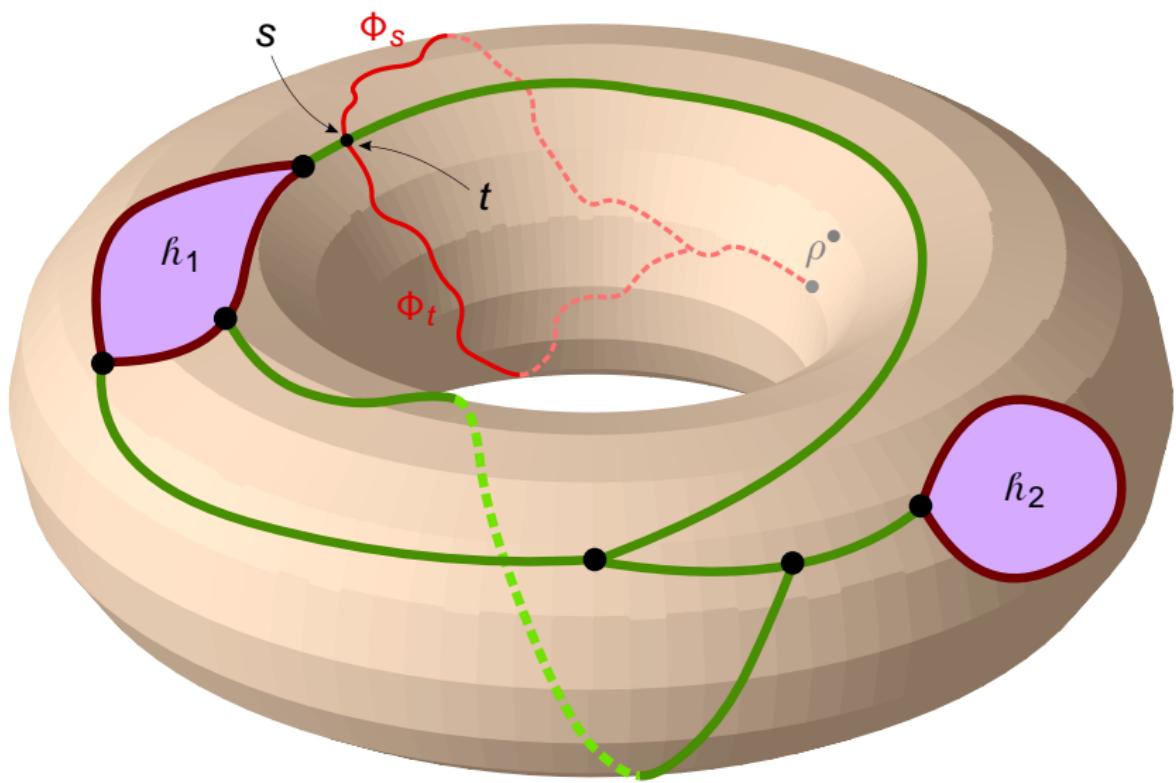
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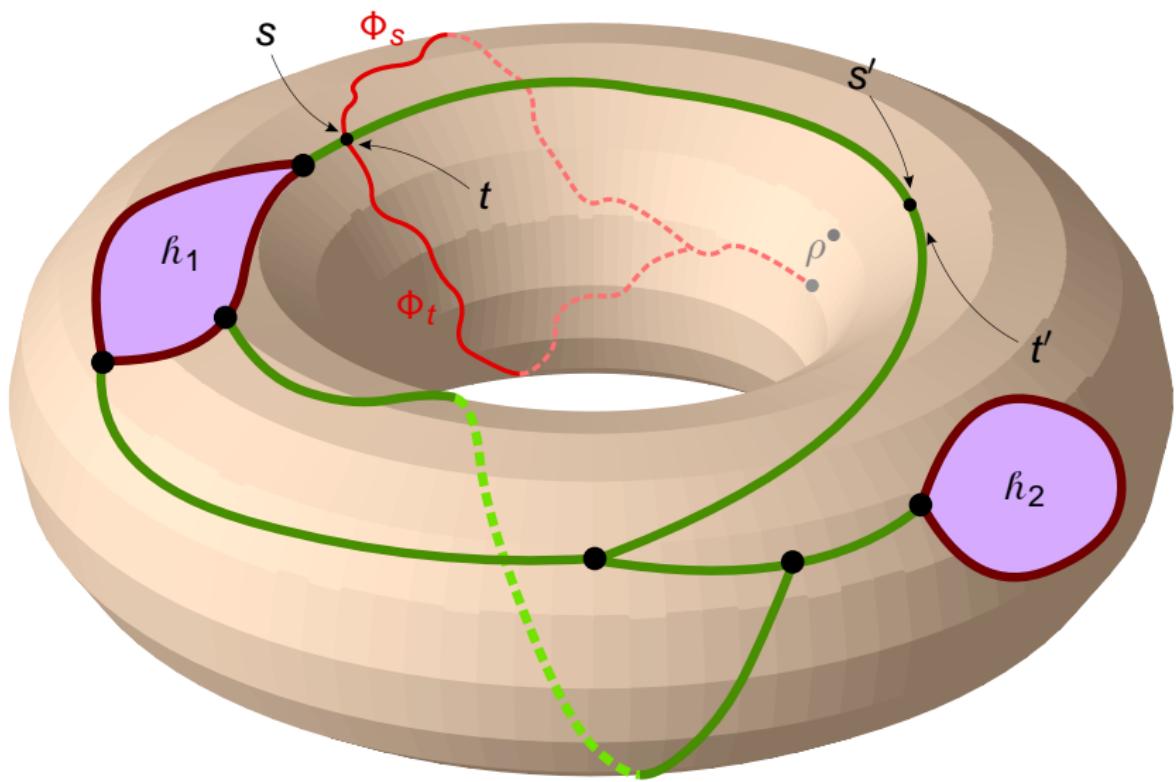
Geodesics concatenations homotopic to 0?



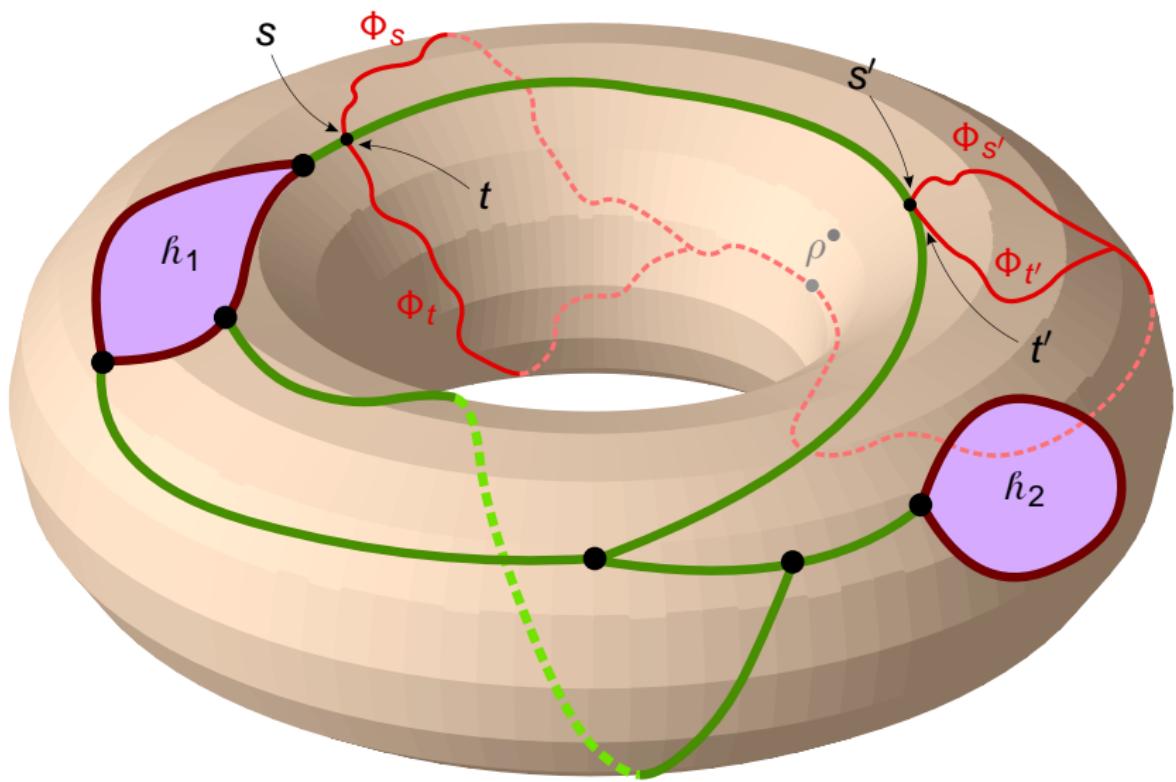
Geodesics concatenations homotopic to 0?



Geodesics concatenations homotopic to 0?



Geodesics concatenations homotopic to 0?



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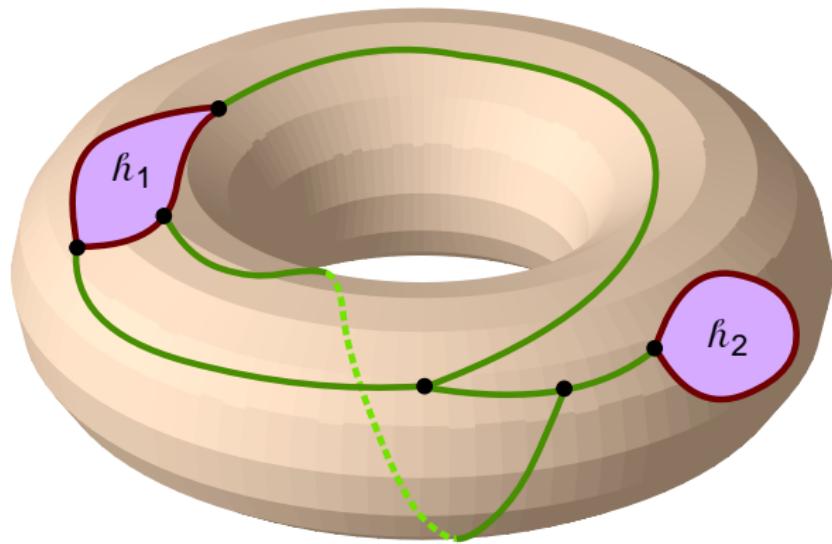
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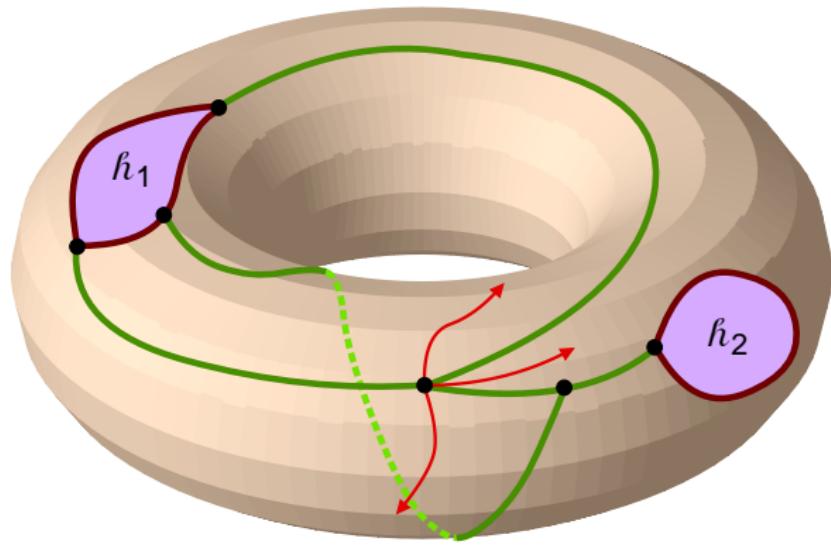
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Very peculiar points



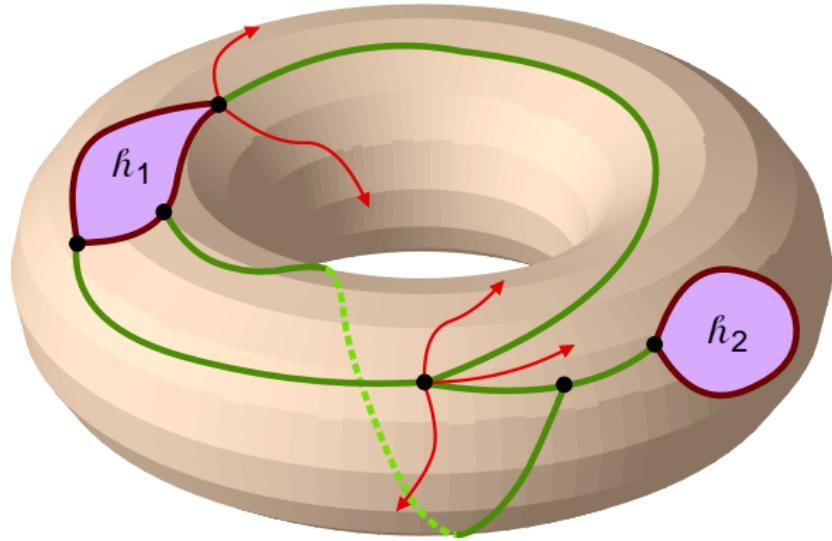
Very peculiar points

- There is a finite number of points reachable by 3 geodesics and for which every pair of geodesics make a loop not homotopic to 0.



Very peculiar points

- There is a finite number of points reachable by 3 geodesics and for which every pair of geodesics make a loop not homotopic to 0.
- There is a finite number of boundary points reachable by 2 geodesics making a loop not homotopic to 0.



Confluence of geodesics

- The confluence property shown by Le Gall for the Brownian sphere easily translates for any Brownian surface.
- **Basepoint:** point with minimal label.

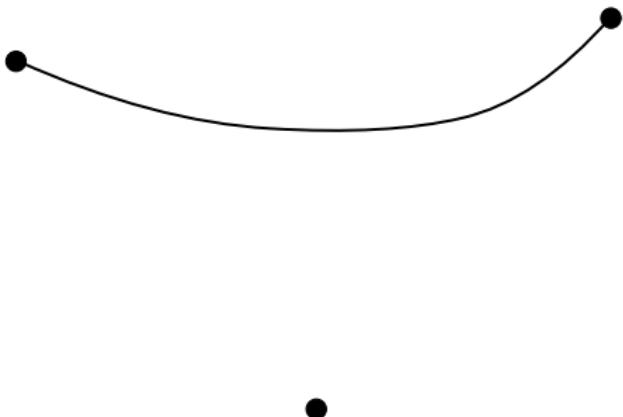


Proposition (~ Le Gall '10)

A.s., for every $\varepsilon > 0$, there exists $\eta \in (0, \varepsilon)$ such that all the geodesics from the basepoint to points outside of the ball of radius ε centered at the basepoint share a common initial part of length η .

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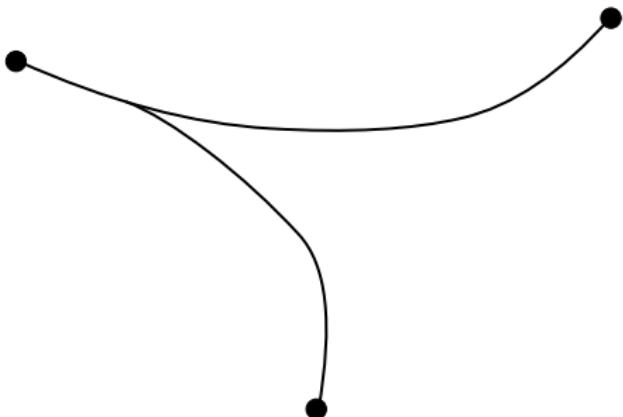


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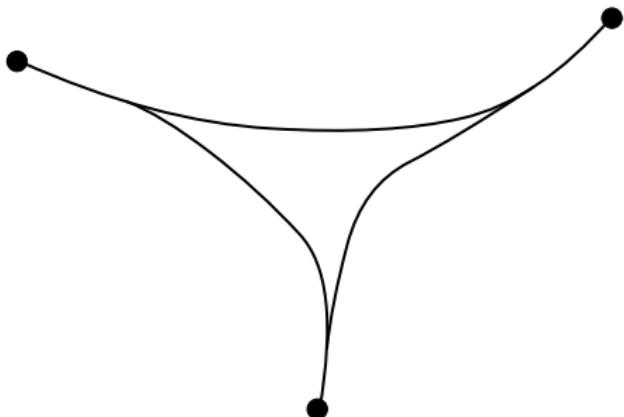


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Brownian sphere
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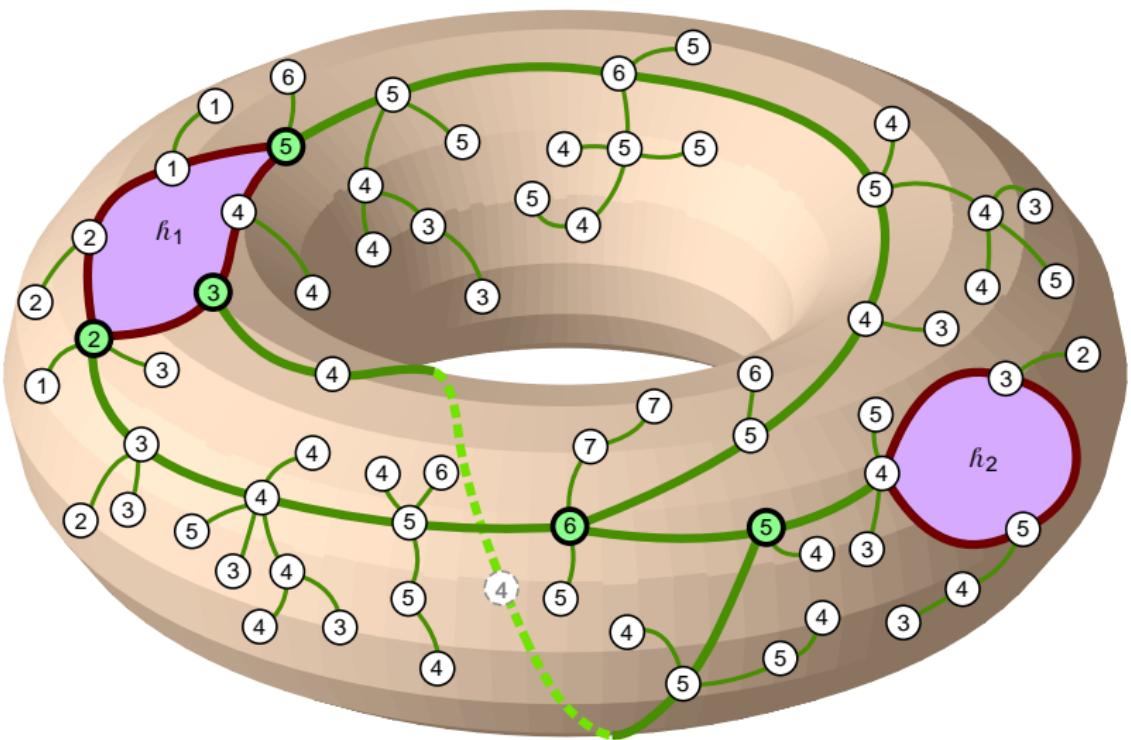
Brownian disks
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Brownian surfaces
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Encoding maps
oooooooo

Construction
oooooooooooo●

Tore and piece



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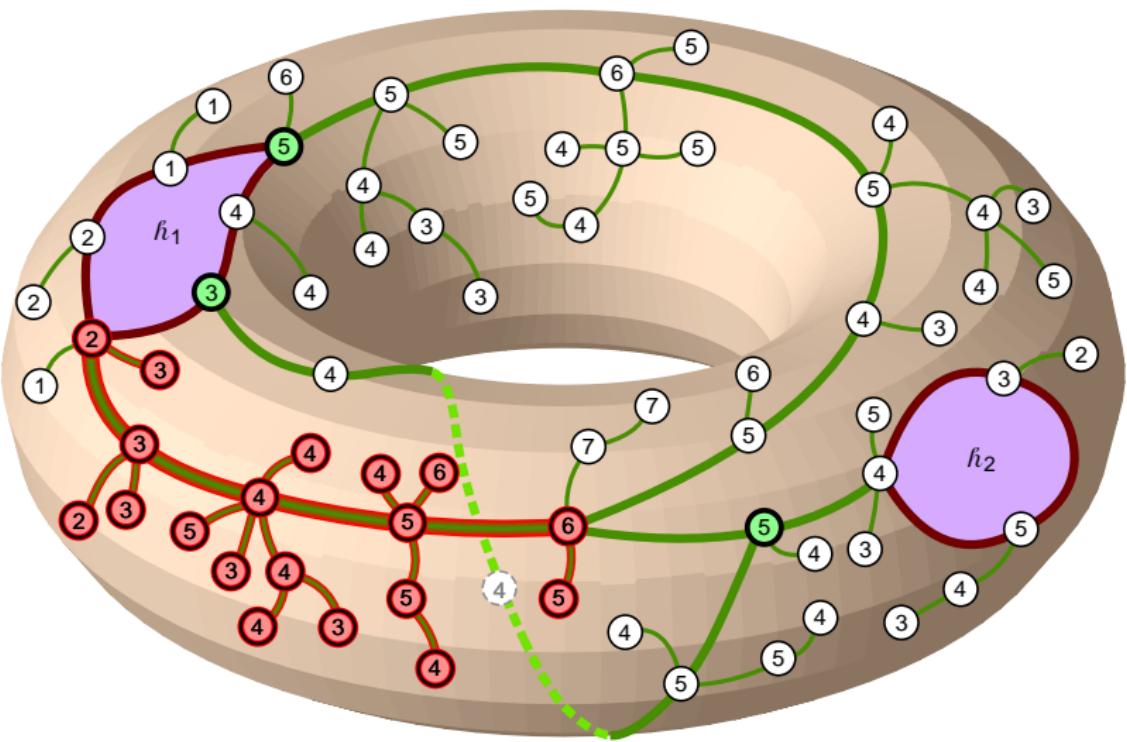
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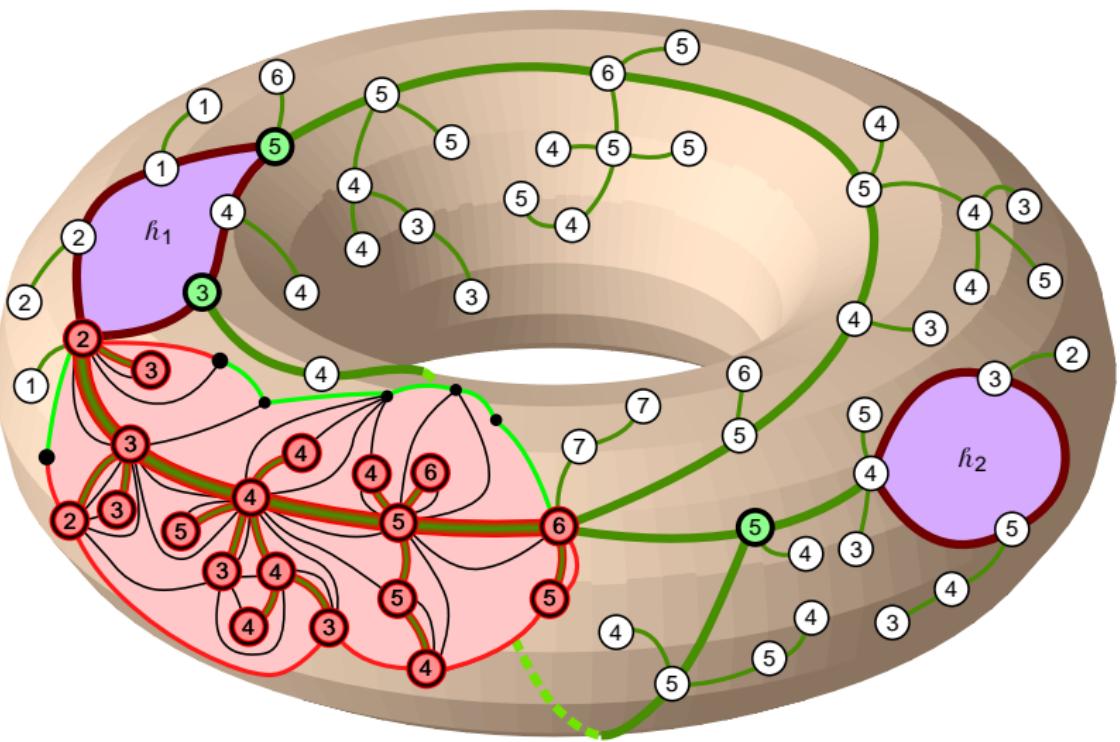
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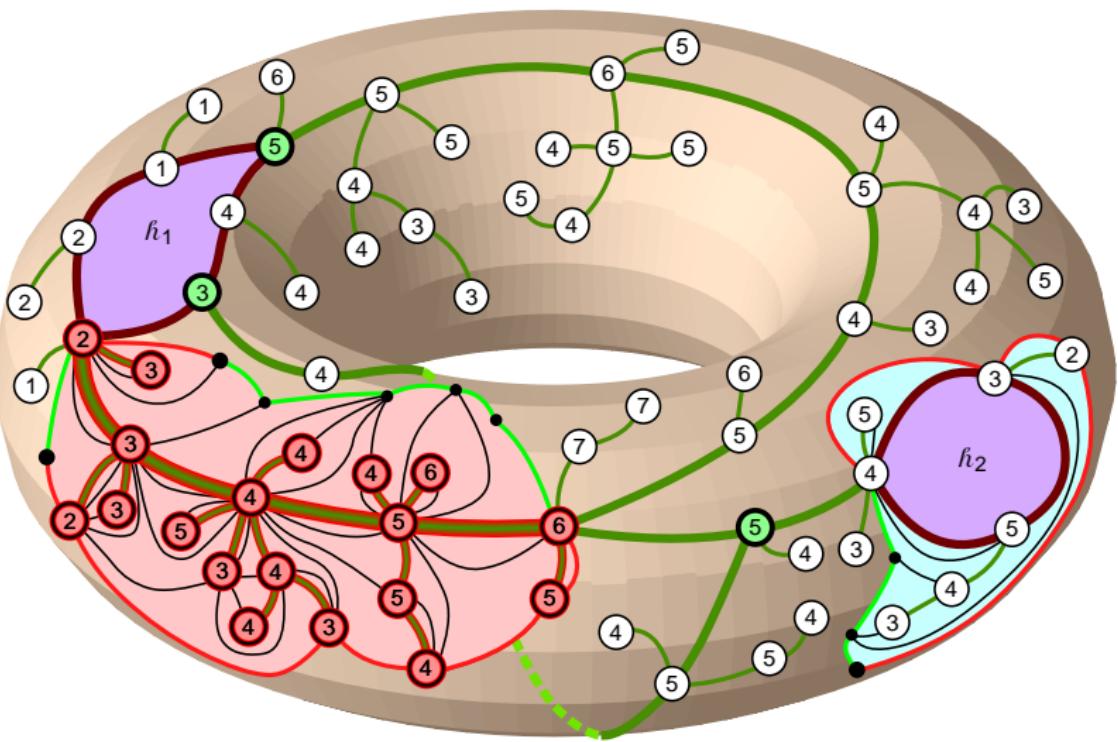
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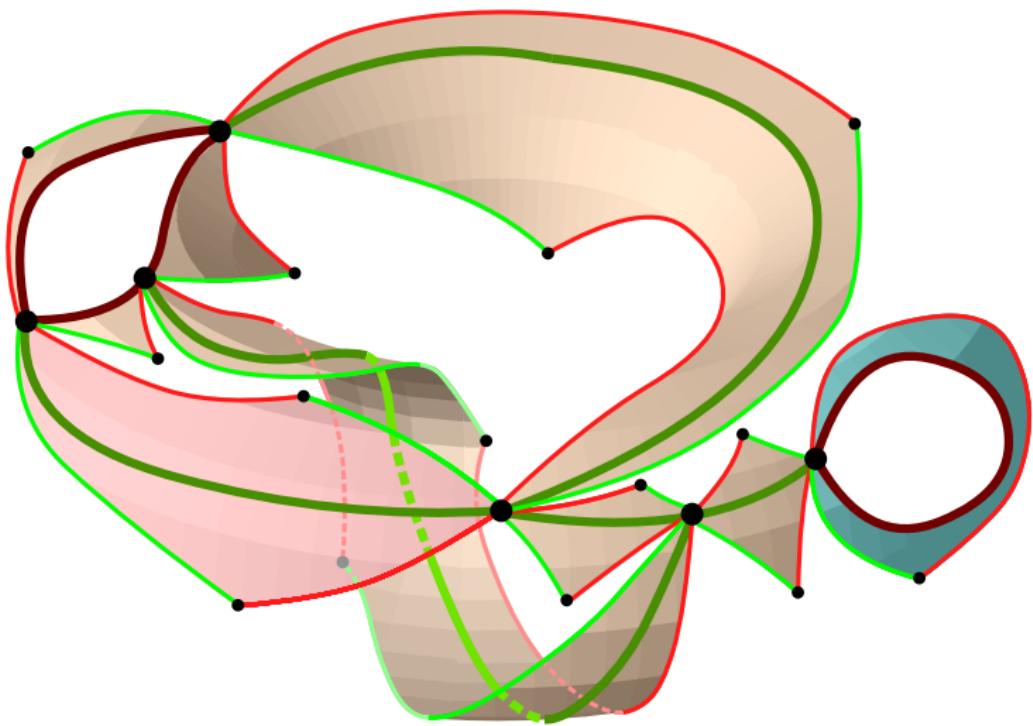
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Plane and simple

- Take a random quadrangulation.

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Plane and simple

- Take a random quadrangulation.
- Cut it into pieces of planar topology.

Plane and simple

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- Show convergence of these pieces:
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Plane and simple

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 - up to a conditioning, find them into a Brownian surface for which the convergence is known: the sphere or the disk (or rather their noncompact analogs: the plane or half-plane);
 - get rid of the conditioning.
- Glue back everything together.
 - Obtain the uniqueness of the limit.
 - Obtain for free the topology and Hausdorff dimensions.

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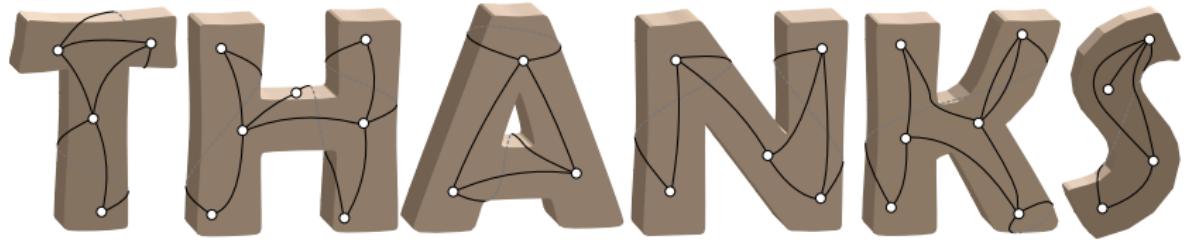
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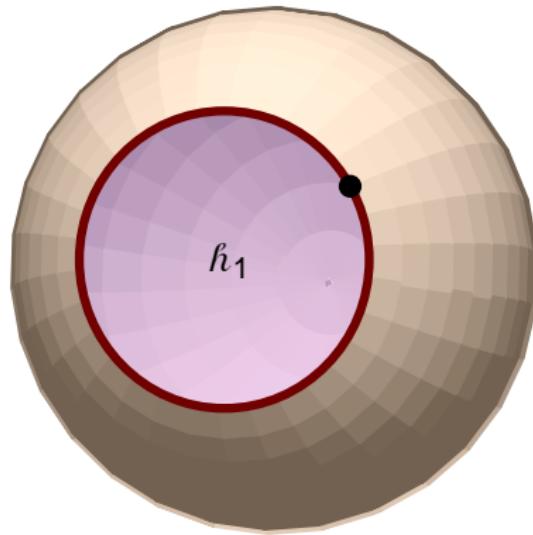
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Schemes

- Roughly, p holes, one face, all vertices of degree ≥ 3 .
- For a given topology, finitely many schemes.

Schemes

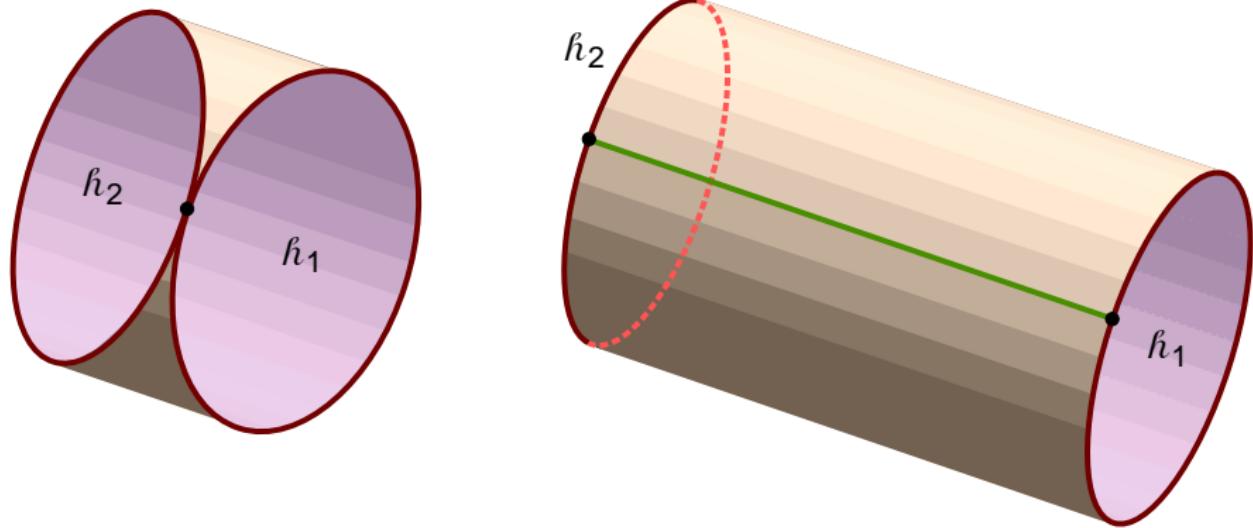
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The only scheme for the disk

Schemes

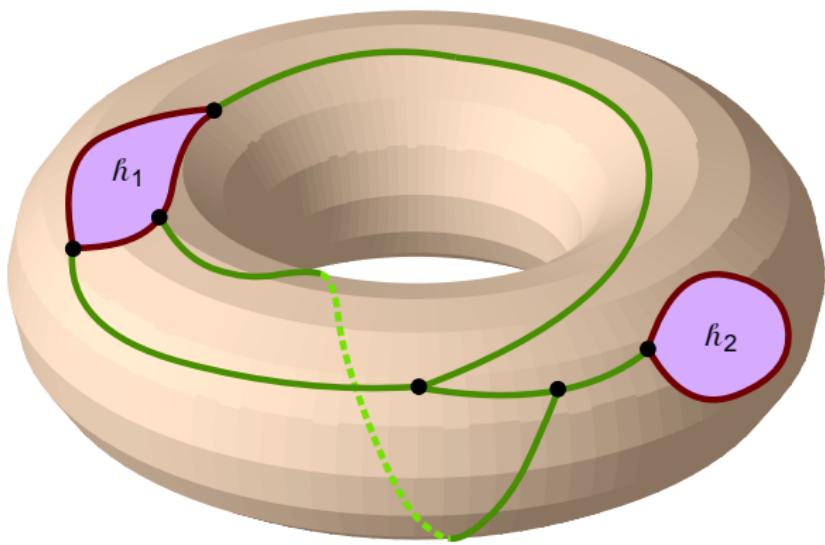
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The two cylindrical schemes. Only the one on the right is dominant.

Schemes

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- For a given topology, finitely many schemes.



One possible (dominant) scheme for the torus with 2 holes.