

Distance in random planar maps

Jérémie Bouttier

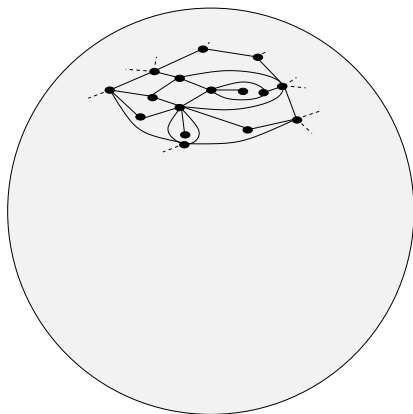
based on joint work with E. Guitter, earlier with P. Di Francesco

Institut de Physique Théorique, CEA Saclay

Rencontre IPhT-IHÉS, 18 mars 2010

Introduction

Planar map: connected (multi)graph embedded in the sphere and considered up to continuous deformation.

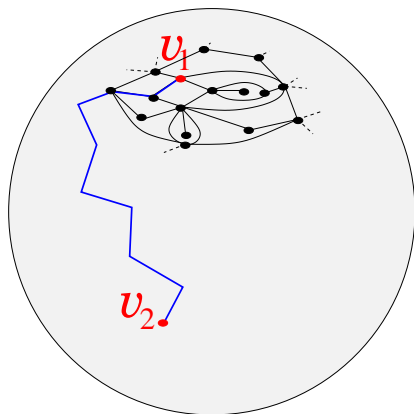


(aka planar diagrams, fatgraphs, dessins d'enfants...)

Quadrangulation: every face has degree 4

Introduction

Geodesic (or graph) distance: minimal number of consecutive edges connecting two given vertices.



Random map: any “reasonable” probability distribution over {maps of given “size”}, e.g uniform distribution over {quadrangulations with n faces}.

Introduction

What can be said about the metric properties of random maps, especially in the large size limit ?

Introduction

What can be said about the metric properties of random maps, especially in the large size limit ?

Universality: in all “reasonable” cases, the typical (and maximal) distance is of order $(\text{size})^{1/4}$. Upon renormalizing the distances by this factor, we expect to find a same random compact continuous metric space in the limit.

Introduction

What can be said about the metric properties of random maps, especially in the large size limit ?

Universality: in all “reasonable” cases, the typical (and maximal) distance is of order $(\text{size})^{1/4}$. Upon renormalizing the distances by this factor, we expect to find a same random compact continuous metric space in the limit.

This is an interesting object, similar to the Brownian motion which is the limit of discrete random walks. It models a discrete random surface.

Introduction

What can be said about the metric properties of random maps, especially in the large size limit ?

Universality: in all “reasonable” cases, the typical (and maximal) distance is of order $(\text{size})^{1/4}$. Upon renormalizing the distances by this factor, we expect to find a same random compact continuous metric space in the limit.

This is an interesting object, similar to the Brownian motion which is the limit of discrete random walks. It models a discrete random surface.

Interested people in the region: combinatorists around LIX (G. Schaeffer, Cori), probabilists around Orsay (Le Gall, Miermont)... and some theoretical physicists in Saclay.

Introduction

What can be said about the metric properties of random maps, especially in the large size limit ?

Universality: in all “reasonable” cases, the typical (and maximal) distance is of order $(\text{size})^{1/4}$. Upon renormalizing the distances by this factor, we expect to find a same random compact continuous metric space in the limit.

This is an interesting object, similar to the Brownian motion which is the limit of discrete random walks. It models a discrete random surface.

Interested people in the region: combinatorists around LIX (G. Schaeffer, Cori), probabilists around Orsay (Le Gall, Miermont)... and some theoretical physicists in Saclay.

Previous results in the physics literature (Ambjørn-Watabiki). Also Liouville field theory but do we speak about the same distance ?

Introduction

What can be said about the metric properties of random maps, especially in the large size limit ?

Universality: in all “reasonable” cases, the typical (and maximal) distance is of order $(\text{size})^{1/4}$. Upon renormalizing the distances by this factor, we expect to find a same random compact continuous metric space in the limit.

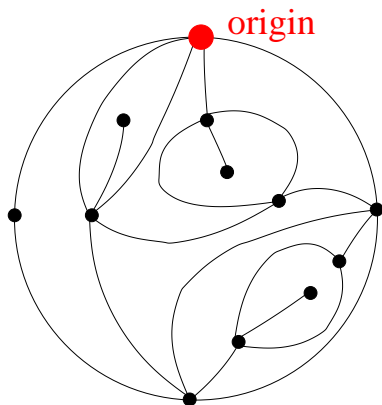
This is an interesting object, similar to the Brownian motion which is the limit of discrete random walks. It models a discrete random surface.

Interested people in the region: combinatorists around LIX (G. Schaeffer, Cori), probabilists around Orsay (Le Gall, Miermont)... and some theoretical physicists in Saclay.

Previous results in the physics literature (Ambjørn-Watabiki). Also Liouville field theory but do we speak about the same distance ?

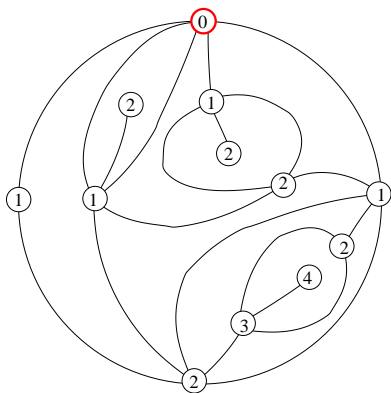
Our approach: study metric properties of large random maps using bijections with trees and integrability. Here is a flavor.

The Schaeffer bijection



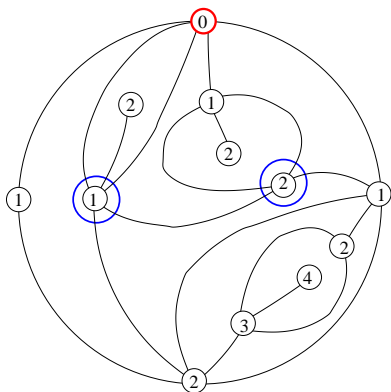
Start with a **pointed** planar quadrangulation (marked vertex: origin).

The Schaeffer bijection



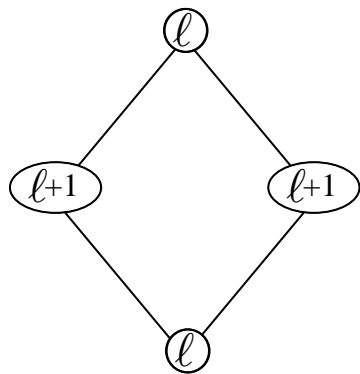
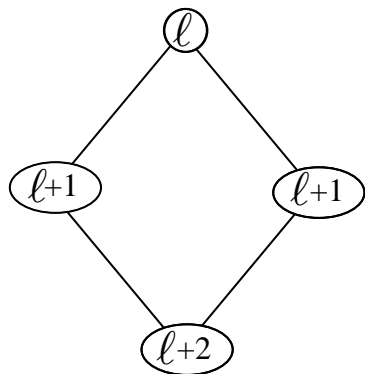
Each vertex v receives a label $\ell(v)$ equal to its graph distance from the origin.

The Schaeffer bijection



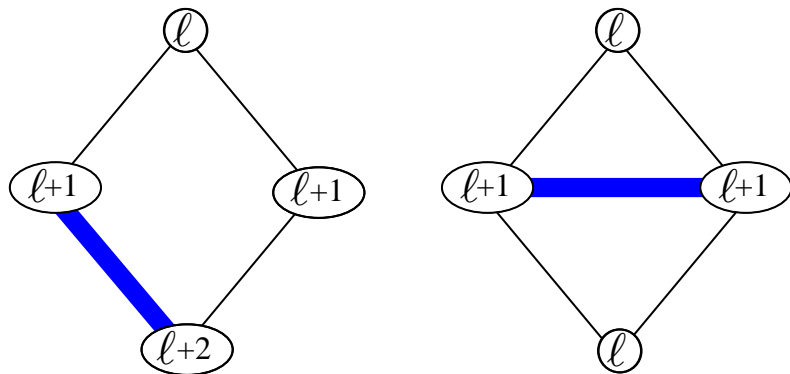
$|\ell(v) - \ell(v')| = 1$ if v and v' are neighbors on the quadrangulation.

The Schaeffer bijection



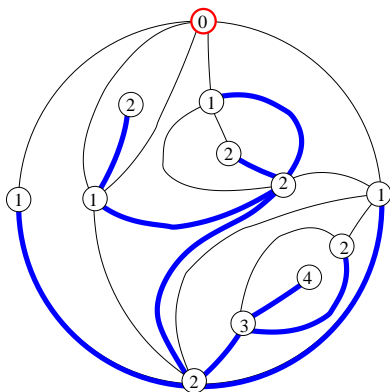
Two types of faces.

The Schaeffer bijection



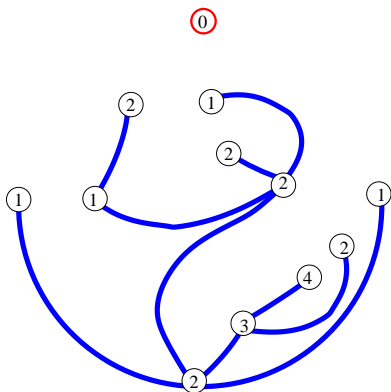
Create a new edge within each face depending on the type.

The Schaeffer bijection



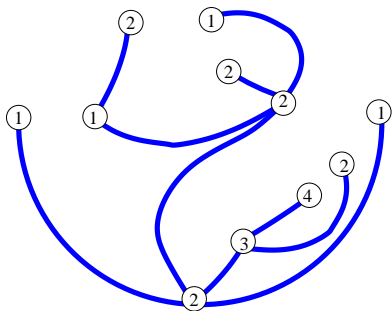
Apply the Schaeffer rules independently within each face.

The Schaeffer bijection



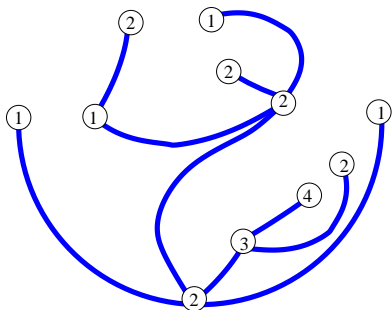
Remove the isolated origin.

The Schaeffer bijection



Obtain a *well-labeled tree* (with minimal label 1).

The Schaeffer bijection

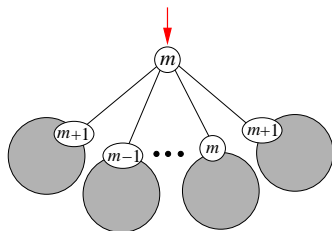


Extension to more general classes of maps: [BDG04-07]

Integrability

We consider generating functions for quadrangulations with a weight g per face (per edge for trees).

For well-labeled trees we easily find a recursive equation:



$$R_\ell = \sum_{k \geq 0} (g(R_{\ell-1} + R_\ell + R_{\ell+1}))^k = \frac{1}{1 - g(R_{\ell+1} + R_\ell + R_{\ell-1})}$$

This is valid for $\ell > 0$ with the boundary condition $R_0 = 0$.

Integrability

The solution is

$$R_\ell = R \frac{[\ell][\ell + 3]}{[\ell + 1][\ell + 2]}$$

where

$$[\ell] \equiv \frac{1 - x^\ell}{1 - x}$$

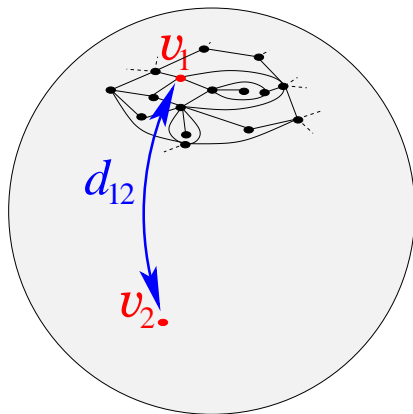
and

$$R(g) = \frac{1 - \sqrt{1 - 12g}}{6g} \quad x(g) + \frac{1}{x(g)} + 1 = \frac{1}{gR(g)^2}.$$

The property of “integrability” appears in a more general context [BDG03].

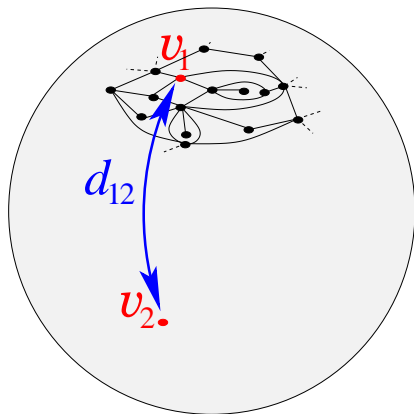
The two-point function

Find the law for the distance between two random vertices in a random quadrangulation.



The two-point function

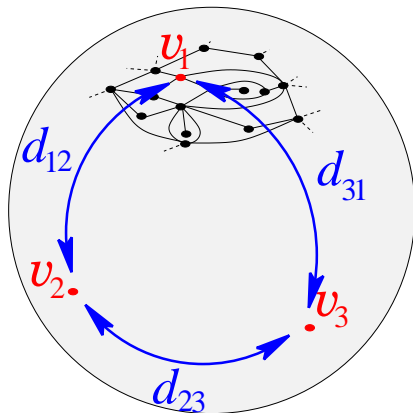
Find the law for the distance between two random vertices in a random quadrangulation.



Solved above ! [BDG 2003] The generating function for quadrangulations with two marked vertices at distance $\leq d$ is $\log R_d$.

The three-point function

Find the probability distribution for the pairwise distances between three random vertices in a random quadrangulation.



The three-point function

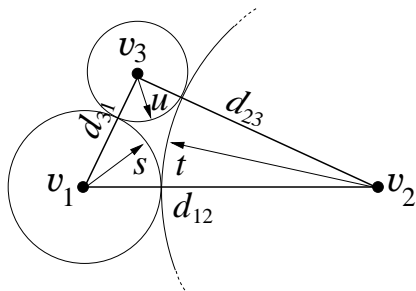
For the three-point function we need a generalization of the Schaeffer bijection found by Miermont. It involves multiply-pointed (*sources*) quadrangulations and results into *well-labeled maps*.

The three-point function

For the three-point function we need a generalization of the Schaeffer bijection found by Miermont. It involves multiply-pointed (*sources*) quadrangulations and results into *well-labeled maps*. Here we will need three sources and we obtain well-labeled maps with three faces (delayed Voronoi cells).

The three-point function

For the three-point function we need a generalization of the Schaeffer bijection found by Miermont. It involves multiply-pointed (*sources*) quadrangulations and results into *well-labeled maps*. Here we will need three sources and we obtain well-labeled maps with three faces (delayed Voronoi cells).

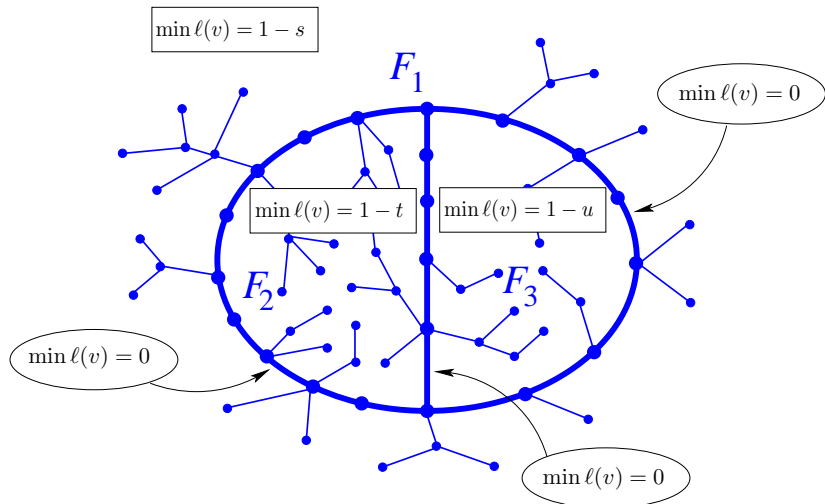


We introduce the useful parametrization:

$$d_{12} = s + t \quad d_{23} = t + u \quad d_{31} = u + s$$

The three-point function

Planar quadrangulations with three marked points at prescribed pairwise distances d_{12}, d_{23}, d_{31} are in one-to-one correspondence with well-labeled maps of this generic type [BG08]:

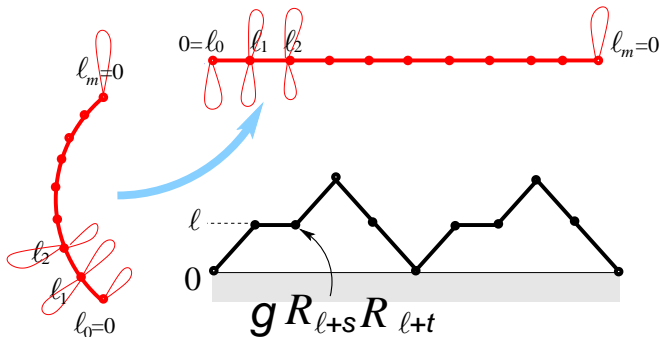


The three-point function

Such an object can be decomposed into pieces that are special well-labeled trees, which we are able to enumerate.

The three-point function

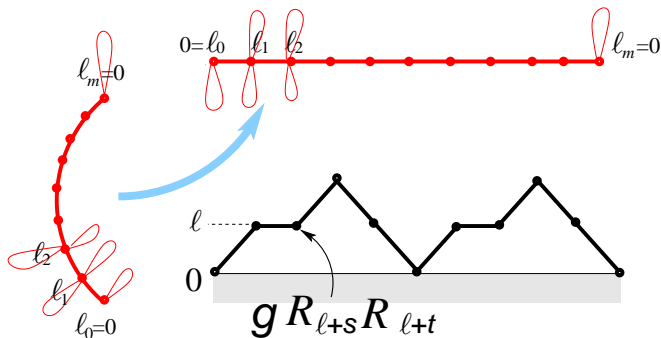
Such an object can be decomposed into pieces that are special well-labeled trees, which we are able to enumerate. For instance:



$$X_{s,t} = 1 + gR_s R_t X_{s,t} (1 + gR_{s+1} R_{t+1} X_{s+1,t+1})$$

The three-point function

Such an object can be decomposed into pieces that are special well-labeled trees, which we are able to enumerate. For instance:



$$X_{s,t} = 1 + gR_s R_t X_{s,t} (1 + gR_{s+1} R_{t+1} X_{s+1,t+1})$$

$$X_{s,t} = \frac{[3][s+1][t+1][s+t+3]}{[1][s+3][t+3][s+t+1]}$$

The three-point function

In the end, the generating function for triply-pointed quadrangulations is

$$G(d_{12}, d_{23}, d_{31}) = \Delta_s \Delta_t \Delta_u F(s, t, u)$$

where

$$F(s, t, u) = \frac{[3]([s+1][t+1][u+1][s+t+u+3])^2}{[1]^3[s+t+1][s+t+3][t+u+1][t+u+3][u+s+1][u+s+3]}$$

and

$$\Delta_s f(s) \equiv f(s) - f(s-1)$$

The three-point function

In the end, the generating function for triply-pointed quadrangulations is

$$G(d_{12}, d_{23}, d_{31}) = \Delta_s \Delta_t \Delta_u F(s, t, u)$$

where

$$F(s, t, u) = \frac{[3]([s+1][t+1][u+1][s+t+u+3])^2}{[1]^3[s+t+1][s+t+3][t+u+1][t+u+3][u+s+1][u+s+3]}$$

and

$$\Delta_s f(s) \equiv f(s) - f(s-1)$$

We can now deduce from our expression the probability distribution for distances in random planar quadrangulations of large size n . This is obtained through a contour integral and a saddle point expansion around the critical point $g_c = 1/12$:

$$g = \frac{1}{12}(1 - \Lambda\epsilon) \quad d = D\epsilon^{-1/4} \quad \epsilon \ll 1$$

The two-point function yields

$$G(d; g) \equiv \log R_d/R_{d-1} \sim \epsilon^{3/4} \mathcal{G}(D; \alpha)$$

with

$$\mathcal{G}(D; \alpha) \equiv 4\alpha^3 \frac{\cosh(\alpha D)}{\sinh^3(\alpha D)} \quad \alpha \equiv \sqrt{\frac{3}{2}} \Lambda^{1/4}$$

in agreement with [Ambjørn-Watabiki 1996].

The two-point function yields

$$G(d; g) \equiv \log R_d / R_{d-1} \sim \epsilon^{3/4} \mathcal{G}(D; \alpha)$$

with

$$\mathcal{G}(D; \alpha) \equiv 4\alpha^3 \frac{\cosh(\alpha D)}{\sinh^3(\alpha D)} \quad \alpha \equiv \sqrt{\frac{3}{2}} \Lambda^{1/4}$$

in agreement with [Ambjørn-Watabiki 1996].

Going back to the canonical ensemble (fixed size) we find the probability density for D :

$$\rho(D) = \frac{2}{i\sqrt{\pi}} \int_{-\infty}^{\infty} d\xi \xi e^{-\xi^2} \mathcal{G}(D; \sqrt{-3i\xi/2})$$

The two-point function yields

$$G(d; g) \equiv \log R_d/R_{d-1} \sim \epsilon^{3/4} \mathcal{G}(D; \alpha)$$

with

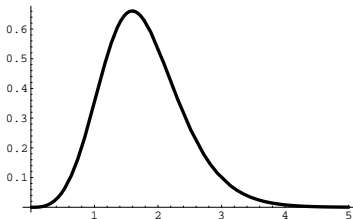
$$\mathcal{G}(D; \alpha) \equiv 4\alpha^3 \frac{\cosh(\alpha D)}{\sinh^3(\alpha D)} \quad \alpha \equiv \sqrt{\frac{3}{2}} \Lambda^{1/4}$$

in agreement with [Ambjørn-Watabiki 1996].

Going back to the canonical ensemble (fixed size) we find the probability density for D :

$$\rho(D) = \frac{2}{i\sqrt{\pi}} \int_{-\infty}^{\infty} d\xi \xi e^{-\xi^2} \mathcal{G}(D; \sqrt{-3i\xi/2})$$

$\rho(D)$



Applying the same method to the three-point function we compute $\rho(D_{12}, D_{23}, D_{31})$. Plots are easier with the conditional density:

$$\rho(D_{23}, D_{31}|D_{12}) \equiv \frac{\rho(D_{12}, D_{23}, D_{31})}{\rho(D_{12})}$$

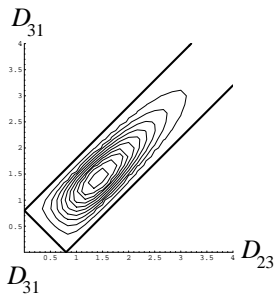
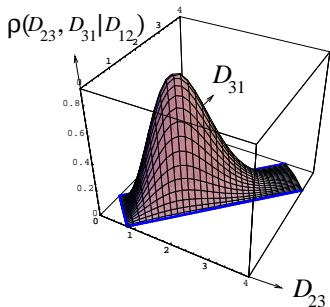
for D_{23}, D_{31} when D_{12} is fixed.

Applying the same method to the three-point function we compute $\rho(D_{12}, D_{23}, D_{31})$. Plots are easier with the conditional density:

$$\rho(D_{23}, D_{31}|D_{12}) \equiv \frac{\rho(D_{12}, D_{23}, D_{31})}{\rho(D_{12})}$$

for D_{23}, D_{31} when D_{12} is fixed.

$$D_{12} = 0.8$$

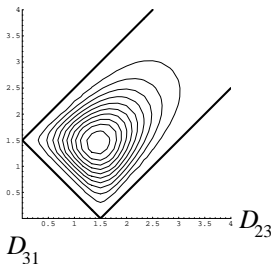
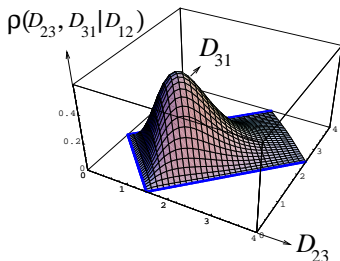


Applying the same method to the three-point function we compute $\rho(D_{12}, D_{23}, D_{31})$. Plots are easier with the conditional density:

$$\rho(D_{23}, D_{31}|D_{12}) \equiv \frac{\rho(D_{12}, D_{23}, D_{31})}{\rho(D_{12})}$$

for D_{23}, D_{31} when D_{12} is fixed.

$$D_{12} = 1.5$$

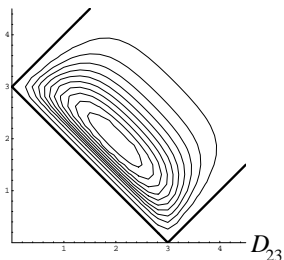
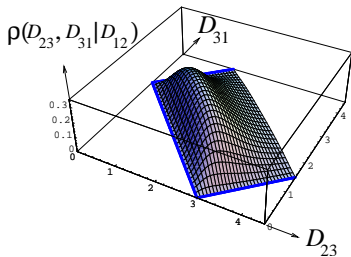


Applying the same method to the three-point function we compute $\rho(D_{12}, D_{23}, D_{31})$. Plots are easier with the conditional density:

$$\rho(D_{23}, D_{31}|D_{12}) \equiv \frac{\rho(D_{12}, D_{23}, D_{31})}{\rho(D_{12})}$$

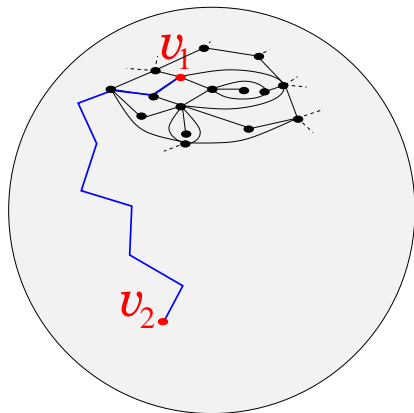
for D_{23}, D_{31} when D_{12} is fixed.

$$D_{12} = 3.0$$



Properties of geodesics

In another work [BG07-08] we have studied the properties of geodesic paths themselves.



Properties of geodesics

A summary of our findings:

- ▶ We compute exactly a generating function for planar quadrangulations with a marked geodesic.

Properties of geodesics

A summary of our findings:

- ▶ We compute exactly a generating function for planar quadrangulations with a marked geodesic.
- ▶ The mean number of geodesics between two given vertices at distance $d \propto n^{1/4}$ is 3×2^d .

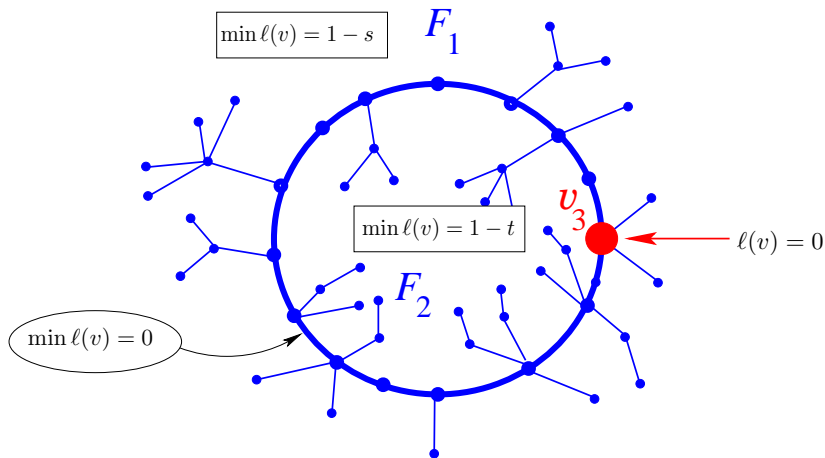
Properties of geodesics

A summary of our findings:

- ▶ We compute exactly a generating function for planar quadrangulations with a marked geodesic.
- ▶ The mean number of geodesics between two given vertices at distance $d \propto n^{1/4}$ is 3×2^d .
- ▶ However for two generic vertices, any two geodesics connecting them are indistinguishable on a macroscopic ($\propto n^{1/4}$) scale.

Properties of geodesics

This can be seen by studying a specific case of the previous construction: $u = 0$, $d_{12} = s + t$, $d_{23} = t$, $d_{31} = s$.



[Miermont 2007]

Properties of geodesics

A summary of our findings:

- ▶ We compute exactly a generating function for planar quadrangulations with a marked geodesic.
- ▶ The mean number of geodesics between two given vertices at distance $d \propto n^{1/4}$ is 3×2^d .
- ▶ However for two generic vertices, any two geodesics connecting them are indistinguishable on a macroscopic ($\propto n^{1/4}$) scale. In the continuous object, there is a unique geodesic connecting two generic points.

Properties of geodesics

A summary of our findings:

- ▶ We compute exactly a generating function for planar quadrangulations with a marked geodesic.
- ▶ The mean number of geodesics between two given vertices at distance $d \propto n^{1/4}$ is 3×2^d .
- ▶ However for two generic vertices, any two geodesics connecting them are indistinguishable on a macroscopic ($\propto n^{1/4}$) scale. In the continuous object, there is a unique geodesic connecting two generic points.
- ▶ There are some pairs of exceptional vertices connected by several macroscopically disjoint geodesics. We find that for k geodesics the number of such pairs is of order $n^{(11-3k)/4}$.

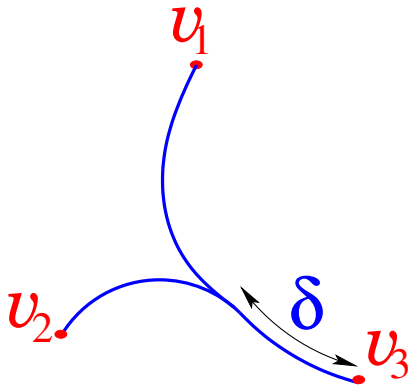
Properties of geodesics

A summary of our findings:

- ▶ We compute exactly a generating function for planar quadrangulations with a marked geodesic.
- ▶ The mean number of geodesics between two given vertices at distance $d \propto n^{1/4}$ is 3×2^d .
- ▶ However for two generic vertices, any two geodesics connecting them are indistinguishable on a macroscopic ($\propto n^{1/4}$) scale. In the continuous object, there is a unique geodesic connecting two generic points.
- ▶ There are some pairs of exceptional vertices connected by several macroscopically disjoint geodesics. We find that for k geodesics the number of such pairs is of order $n^{(11-3k)/4}$. See also [Le Gall 2008].

Confluence of geodesics

Le Gall has shown the surprising phenomenon of *confluence* of geodesics.

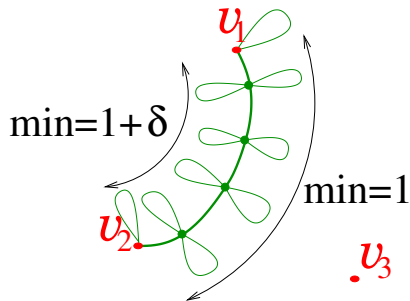


Confluence of geodesics

Consider the tree obtained by Schaeffer's bijection with v_3 as origin:

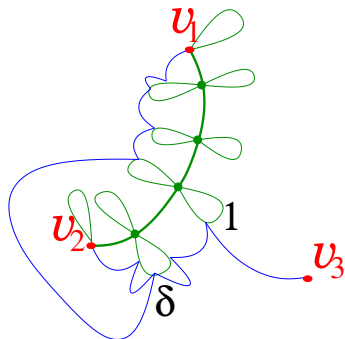
Confluence of geodesics

Consider the tree obtained by Schaeffer's bijection with v_3 as origin:



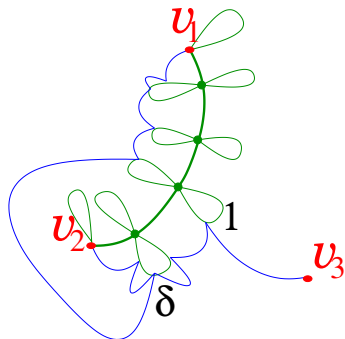
Confluence of geodesics

Consider the tree obtained by Schaeffer's bijection with v_3 as origin:



Confluence of geodesics

Consider the tree obtained by Schaeffer's bijection with v_3 as origin:

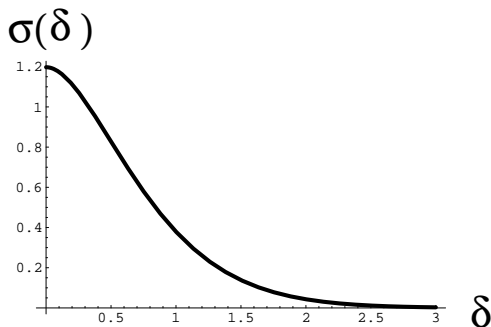


In the discrete setting these correspond to particular geodesics, nevertheless in the scaling limit this makes no difference. We have $\delta \propto n^{1/4}$.

Confluence of geodesics

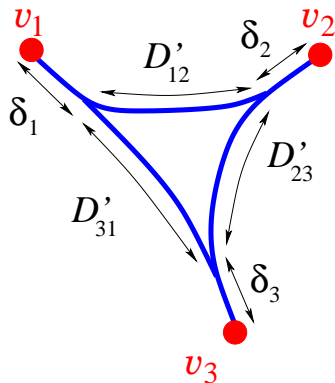
We were able to compute the continuous law for δ ($\delta \rightarrow \delta \cdot n^{-1/4}$):

$$\begin{aligned}\sigma(\delta) &= \frac{3}{i\sqrt{\pi}} \int_{-\infty}^{\infty} d\xi e^{-\xi^2} \sqrt{-3i\xi/2} e^{-2\delta\sqrt{-3i\xi/2}} \\ &= \sqrt{\frac{3}{\pi}} \left\{ \Gamma\left(\frac{3}{4}\right) {}_0F_2\left(\left\{\frac{1}{4}, \frac{1}{2}\right\}, -\frac{9\delta^4}{64}\right) - 3\delta^2 \Gamma\left(\frac{5}{4}\right) {}_0F_2\left(\left\{\frac{3}{4}, \frac{3}{2}\right\}, -\frac{9\delta^4}{64}\right) \right. \\ &\quad \left. + \sqrt{3\pi}\delta^3 {}_0F_2\left(\left\{\frac{5}{4}, \frac{7}{4}\right\}, -\frac{9\delta^4}{64}\right) \right\}\end{aligned}$$



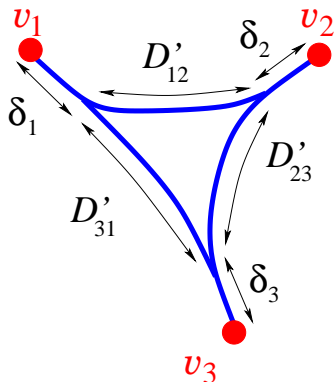
Confluence of geodesics

The shape of a triangle will actually look like:



Confluence of geodesics

The shape of a triangle will actually look like:



Our computation of the three-point function can be refined in order to obtain the joint law for all six parameters:

D'_{12} , D'_{23} , D'_{31} , δ_1 , δ_2 , δ_3 . All these quantities have the same mean value.

Conclusion

- ▶ Technically, we have developed a diagrammatic approach to compute metric properties of random quadrangulations (and more).

Conclusion

- ▶ Technically, we have developed a diagrammatic approach to compute metric properties of random quadrangulations (and more).
- ▶ We find that the Brownian map has a structure inbetween the sphere and a tree.

Conclusion

- ▶ Technically, we have developed a diagrammatic approach to compute metric properties of random quadrangulations (and more).
- ▶ We find that the Brownian map has a structure inbetween the sphere and a tree.
- ▶ Do we consider the “right” metric? What if we consider an “unreasonable” class of maps (coupled to a critical statphys model, with scale-free degree distributions...)?

Conclusion

- ▶ Technically, we have developed a diagrammatic approach to compute metric properties of random quadrangulations (and more).
- ▶ We find that the Brownian map has a structure inbetween the sphere and a tree.
- ▶ Do we consider the “right” metric? What if we consider an “unreasonable” class of maps (coupled to a critical statphys model, with scale-free degree distributions...)?
- ▶ Current work: a better understanding of the “integrability” property through a connection with continued fractions.