

Introduction
oooooooo

Brownian sphere
ooooo

Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

Brownian surfaces

Jérémie BETTINELLI

June 5, 2023



Introduction
●○○○○○○

Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○○○

Construction
○○○○○○○○○○○○

What is a map?

What is a map?



What is a map?



What is a map?



Introduction
●○○○○○○

Brownian sphere
○○○○○

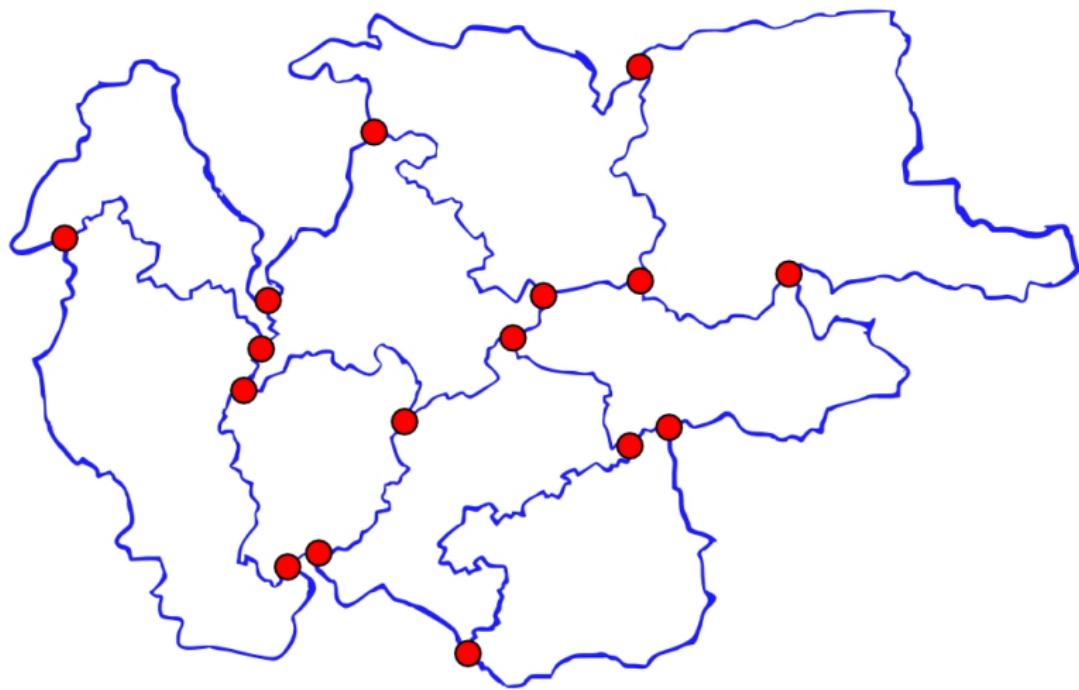
Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

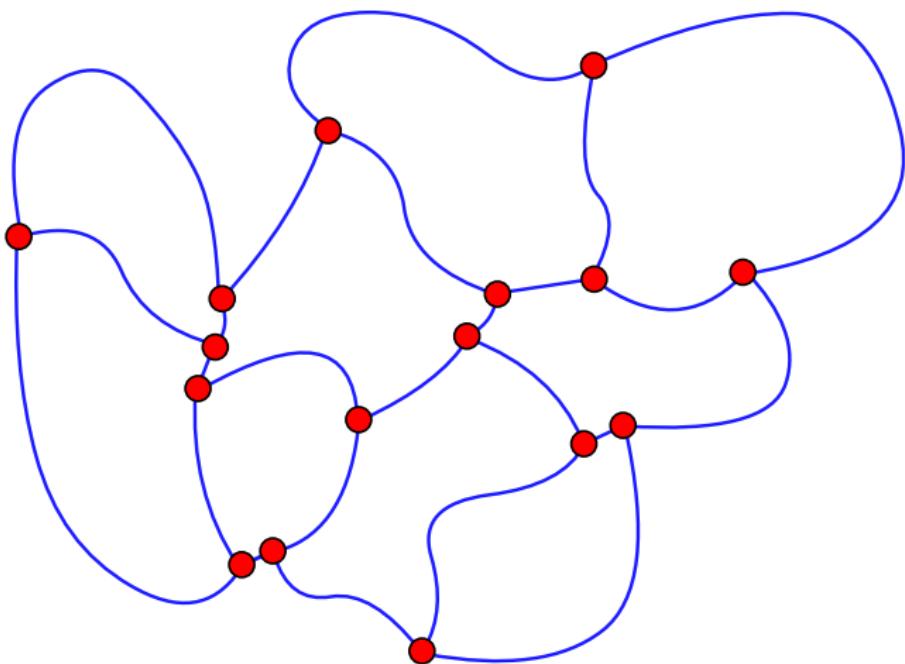
Encoding maps
○○○○○○○○

Construction
○○○○○○○○○○○○

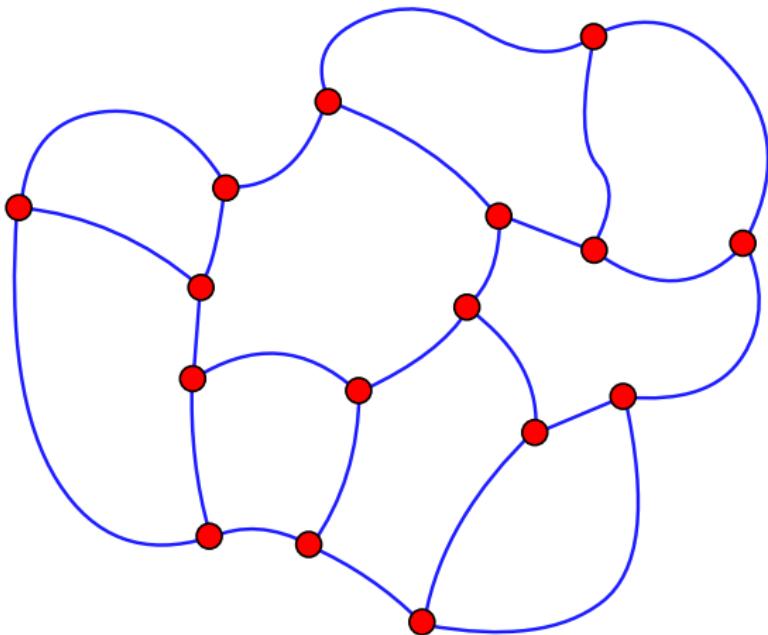
What is a map?



What is a map?

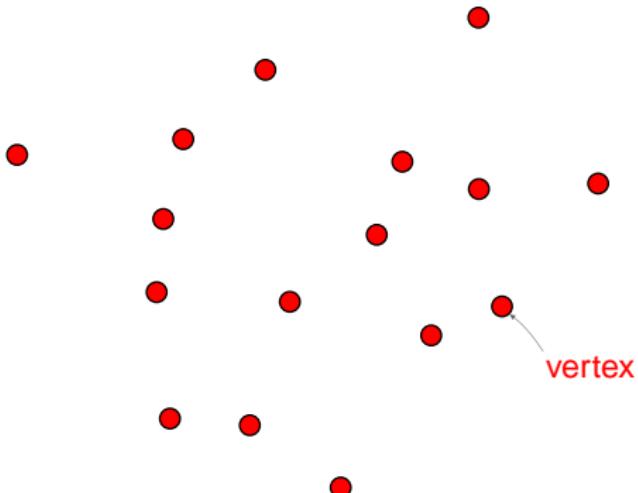


What is a map?



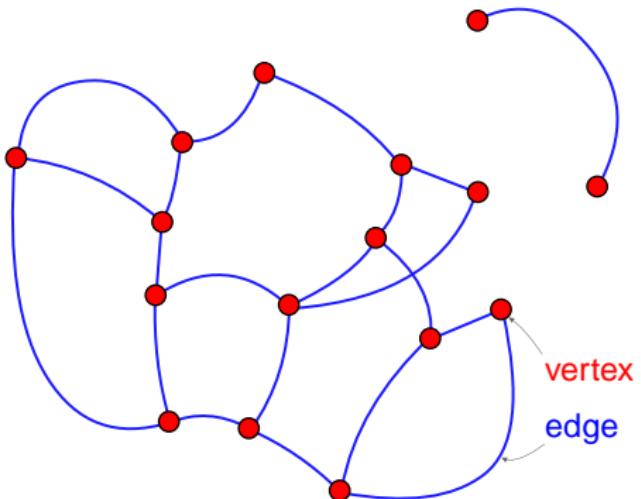
Plane map, formally

- We have **vertices**

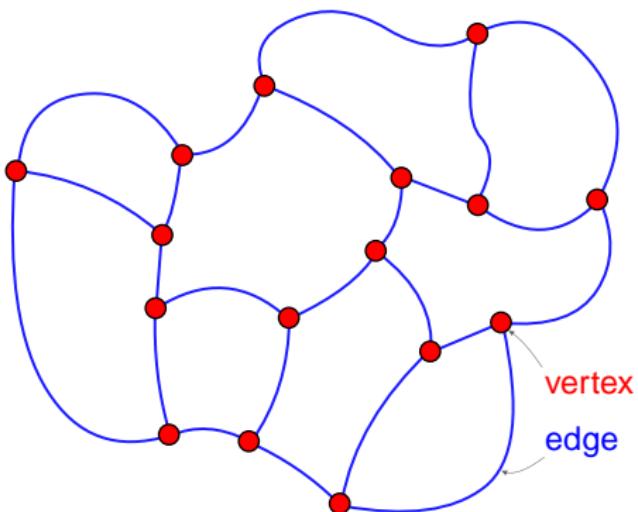


Plane map, formally

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

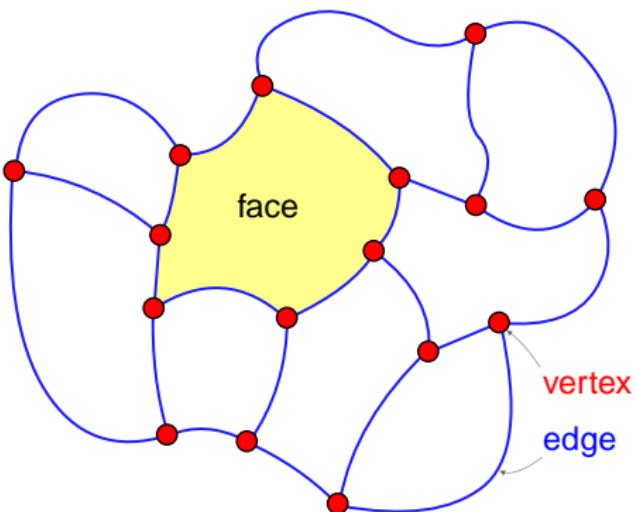


Plane map, formally



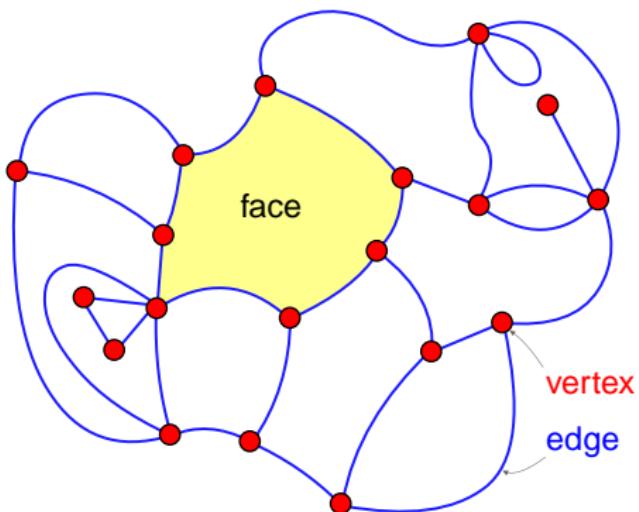
- We have **vertices**
- linked by **edges**
 - without crossings;
 - in a connected way.

Plane map, formally



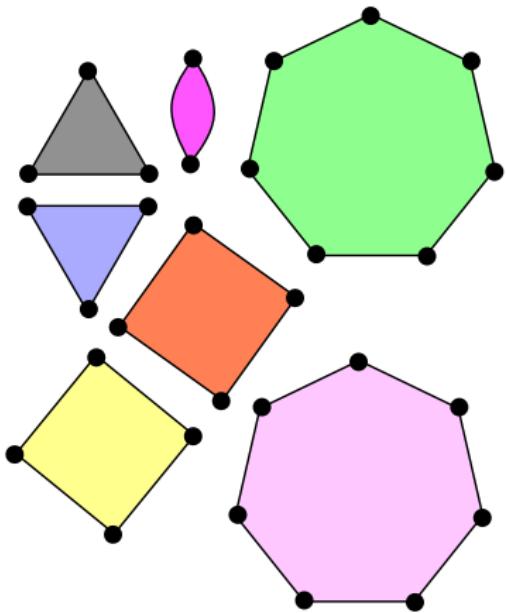
- We have **vertices**
- linked by **edges**
 - without crossings;
 - in a connected way.
- Delimited areas are **faces**.

Plane map, formally

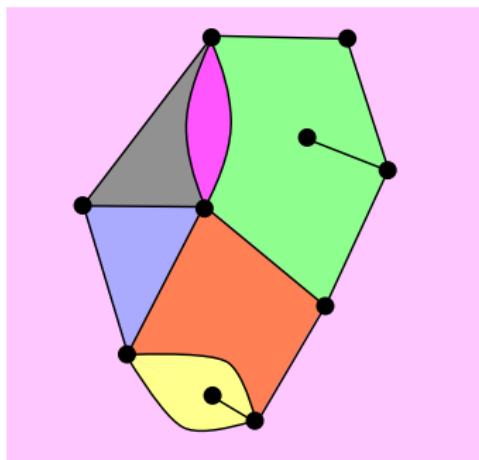
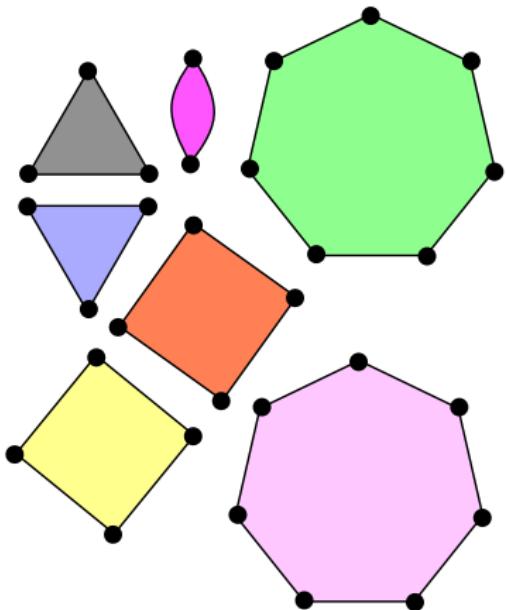


- We have **vertices**
- linked by **edges**
 - without crossings;
 - in a connected way.
- Delimited areas are **faces**.
- Multiple edges and loops are allowed.

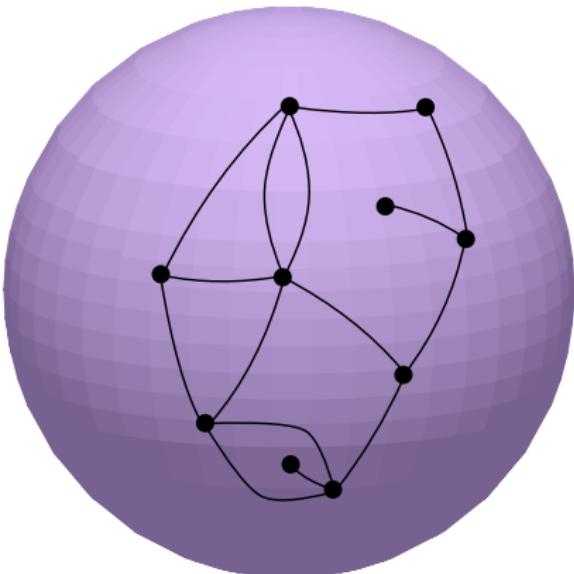
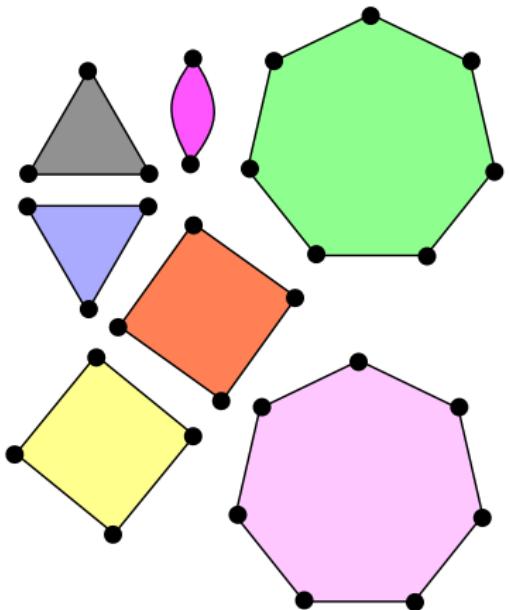
Other point of view: gluing of polygons



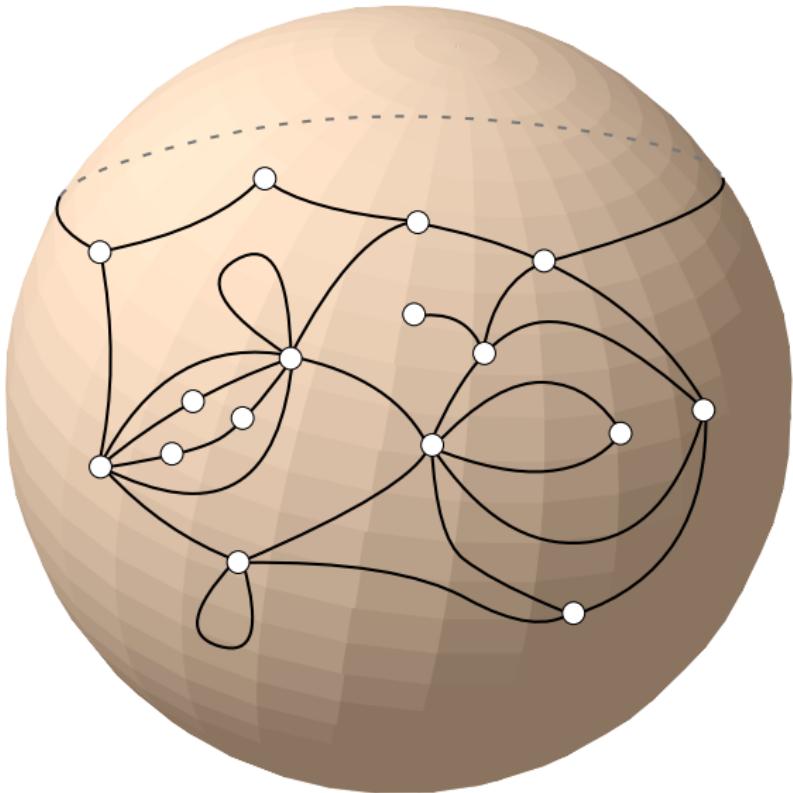
Other point of view: gluing of polygons



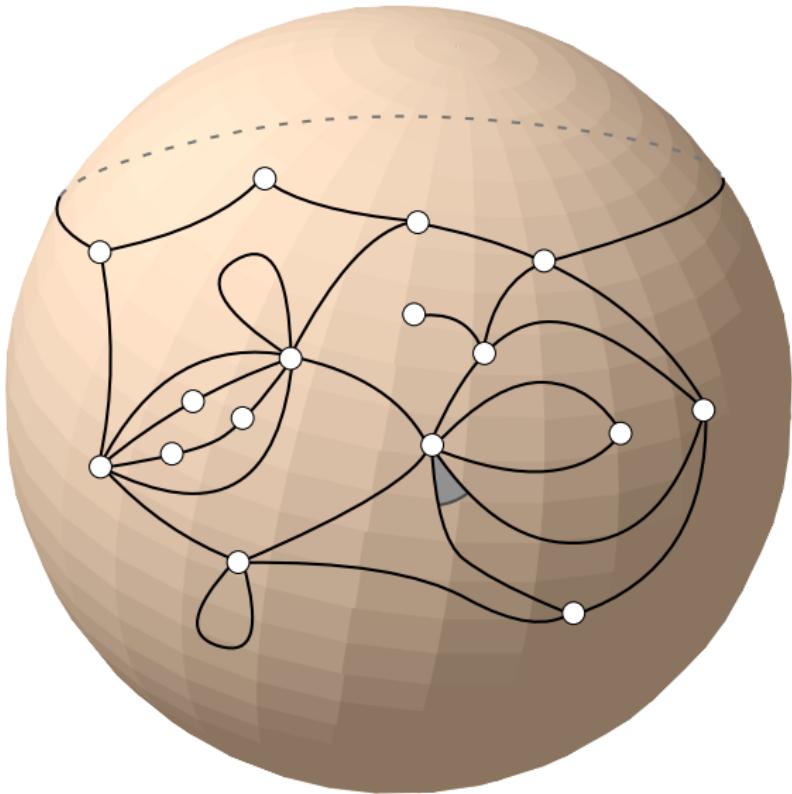
Other point of view: gluing of polygons



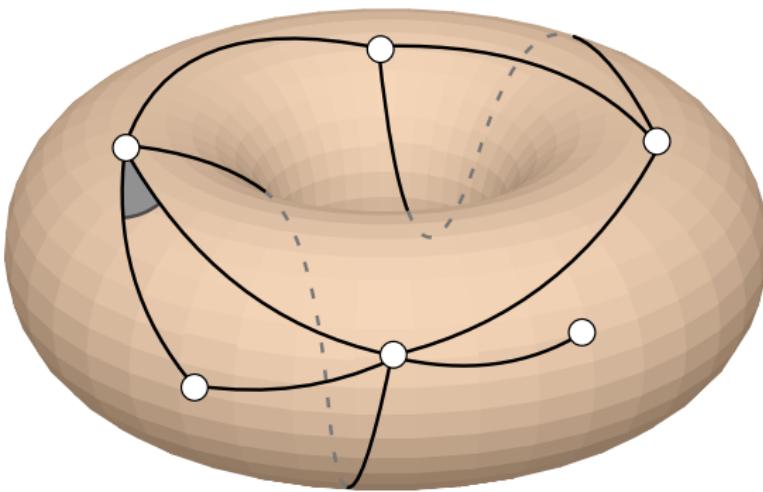
Root = distinguished corner



Root = distinguished corner



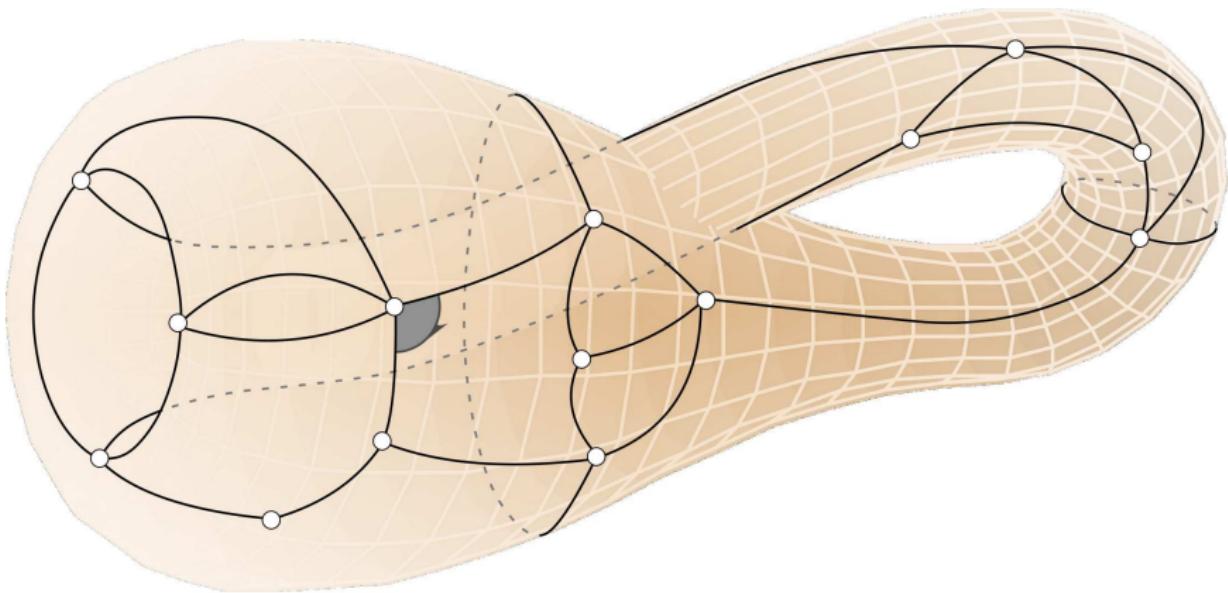
Genus g maps



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

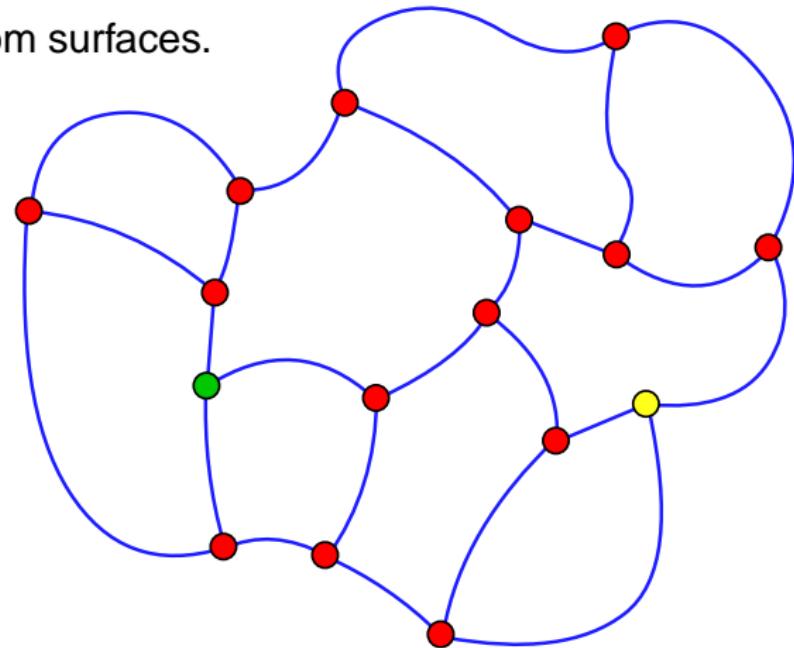
maps are defined up to homeomorphism of the underlying surface

Why study maps?

- Very rich combinatorics.

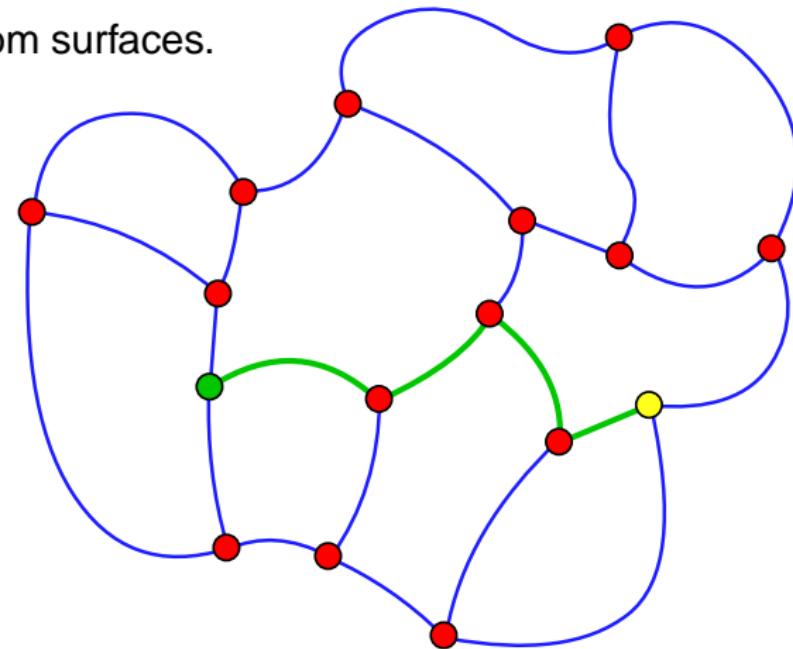
Why study maps?

- Very rich combinatorics.
- Natural random surfaces.



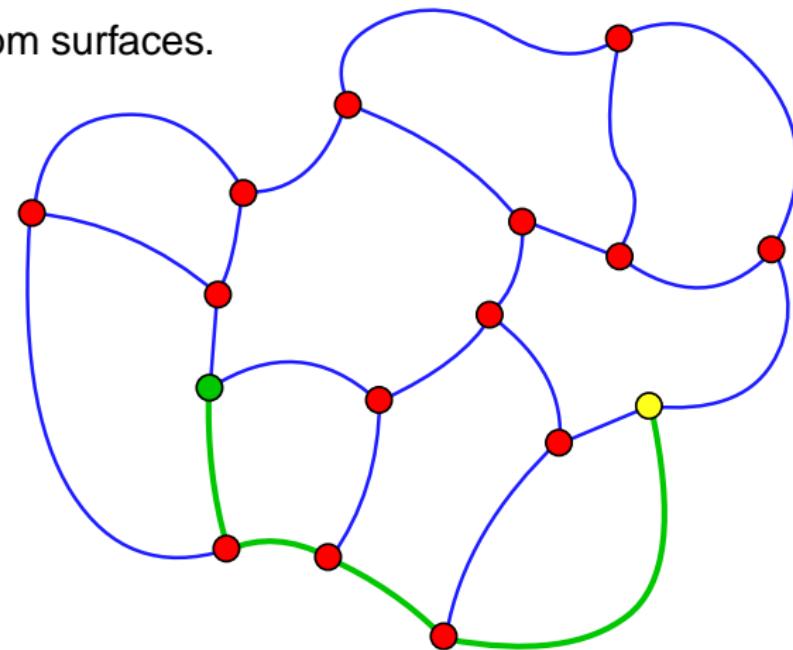
Why study maps?

- Very rich combinatorics.
- Natural random surfaces.



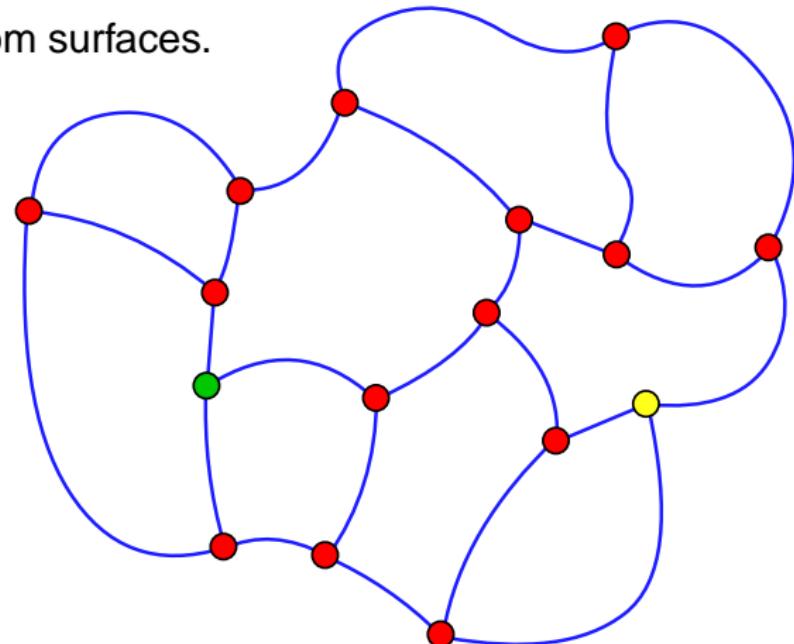
Why study maps?

- Very rich combinatorics.
- Natural random surfaces.



Why study maps?

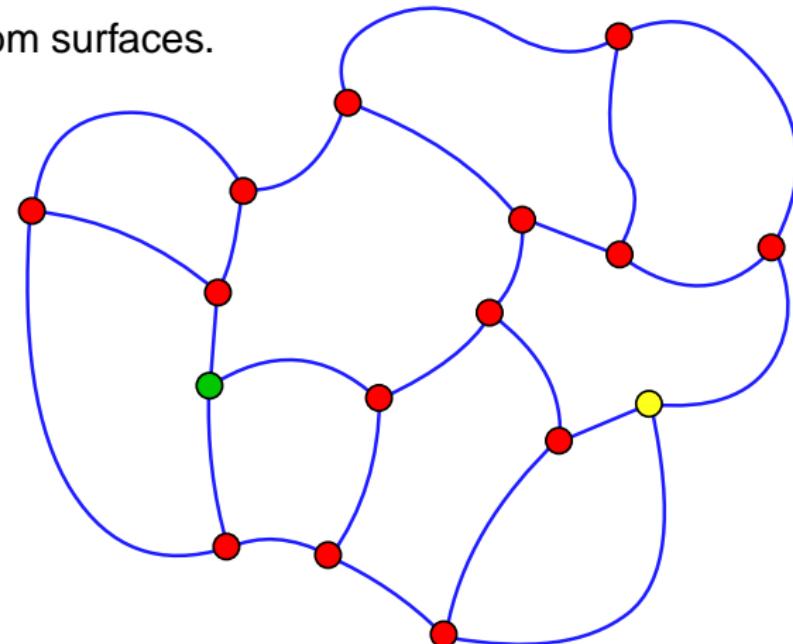
- Very rich combinatorics.
- Natural random surfaces.



- They are beautiful!

Why study maps?

- Very rich combinatorics.
- Natural random surfaces.



- They are beautiful!

- They share deep links with trees.

Introduction
oooooooo

Brownian sphere
●oooo

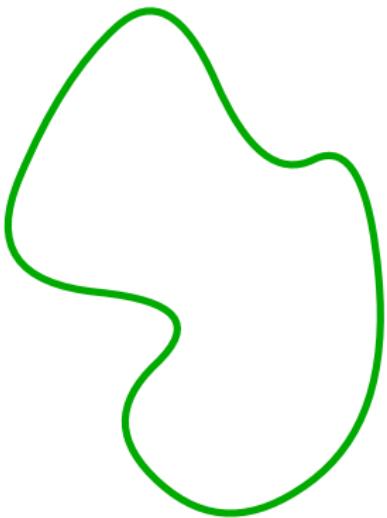
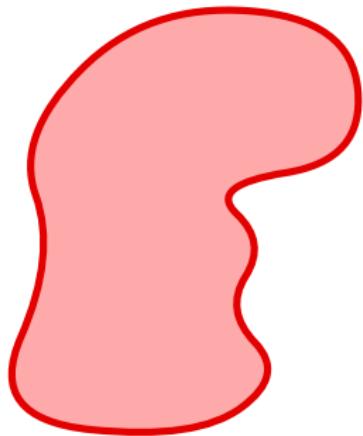
Brownian disks
ooooooo

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

Gromov–Hausdorff topology



Introduction
oooooooo

Brownian sphere
●oooo

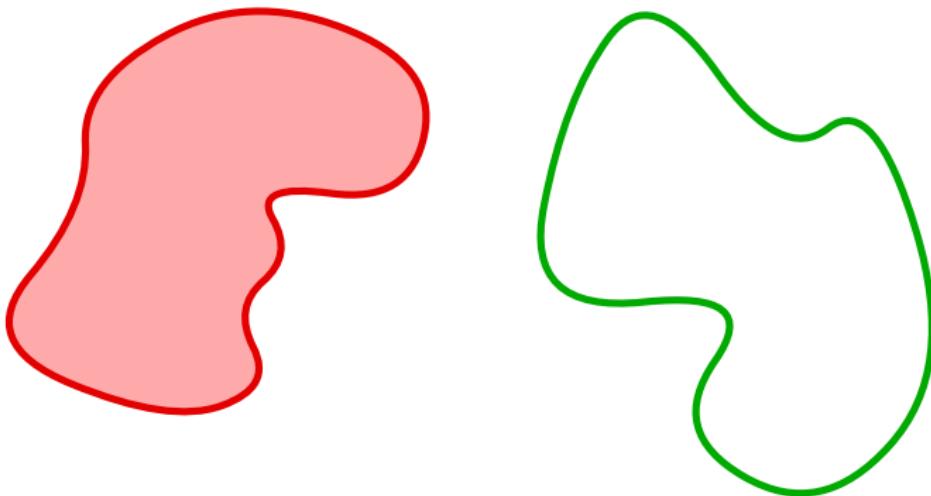
Brownian disks
ooooooo

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

Gromov–Hausdorff topology



Introduction
oooooooo

Brownian sphere
●oooo

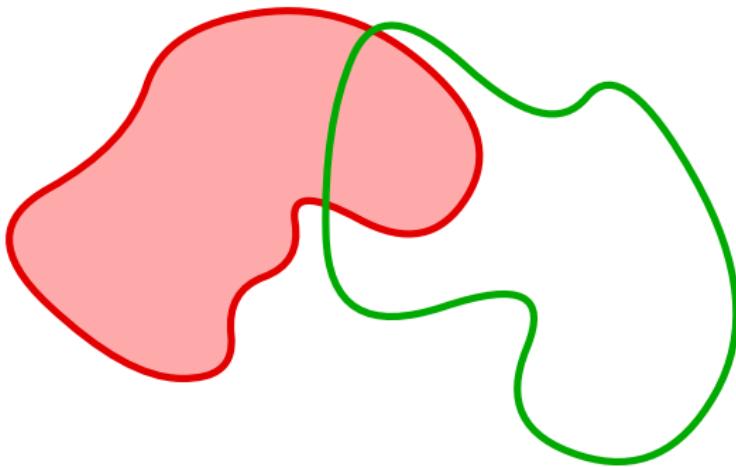
Brownian disks
ooooooo

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

Gromov–Hausdorff topology



Introduction
oooooooo

Brownian sphere
●oooo

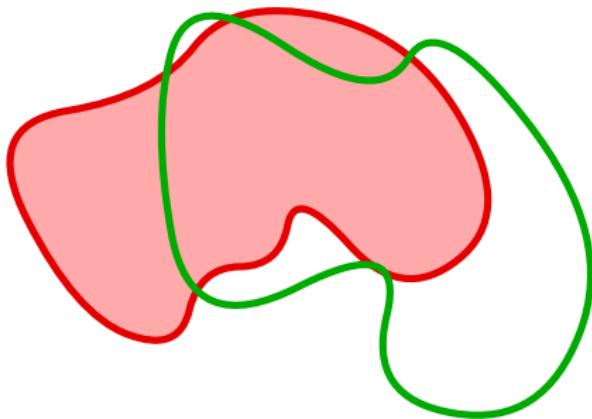
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
oooooooo

Construction
oooooooooooo

Gromov–Hausdorff topology



Introduction
oooooooo

Brownian sphere
●ooooo

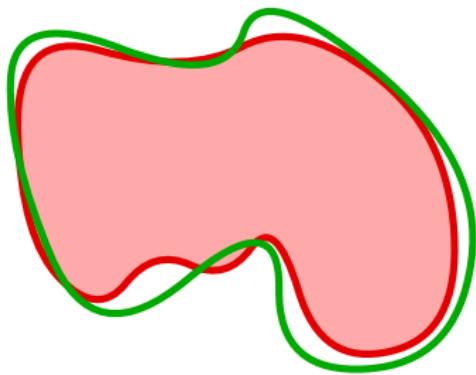
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
oooooooo

Construction
oooooooooooo

Gromov–Hausdorff topology



Introduction
oooooooo

Brownian sphere
●ooooo

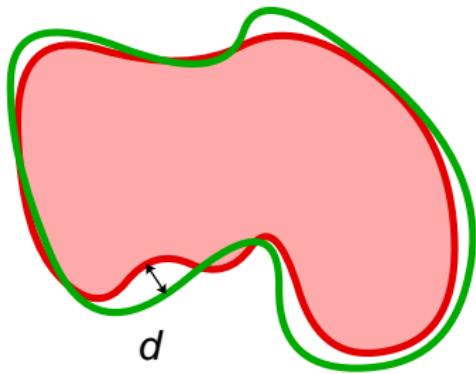
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
oooooooo

Construction
oooooooooooo

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

- **a 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*.

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.

Introduction
oooooooo

Brownian sphere
○○●○○

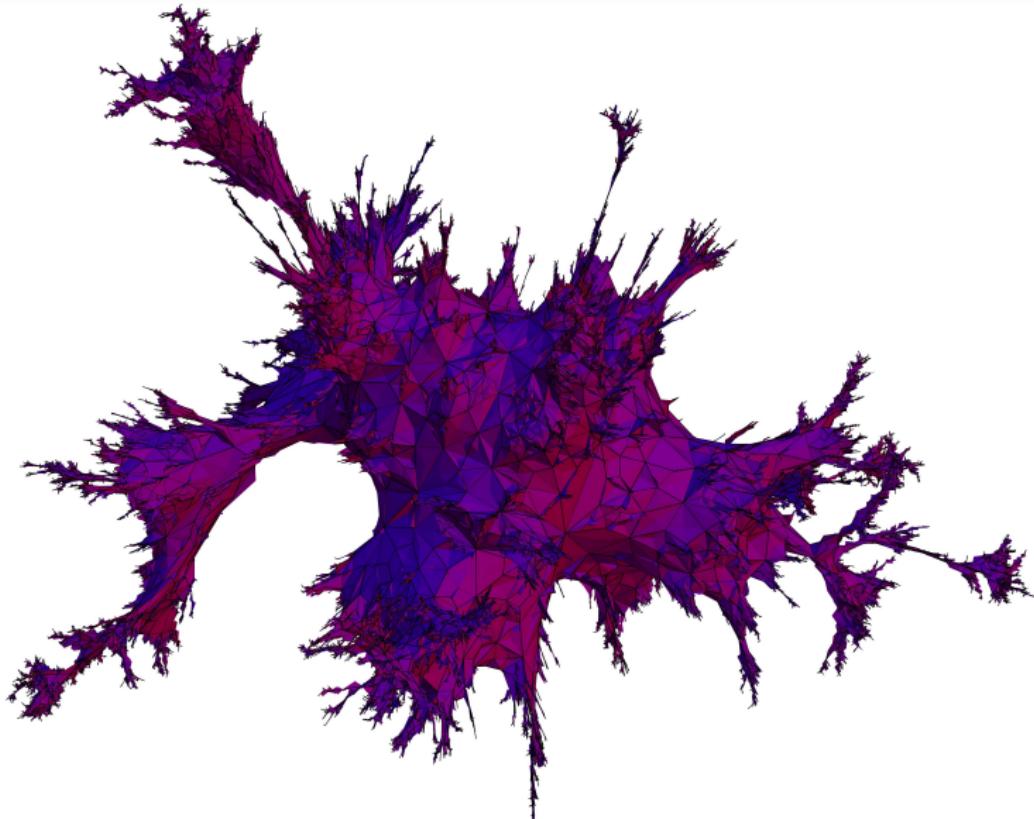
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
oooooooo

Construction
oooooooooooo

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

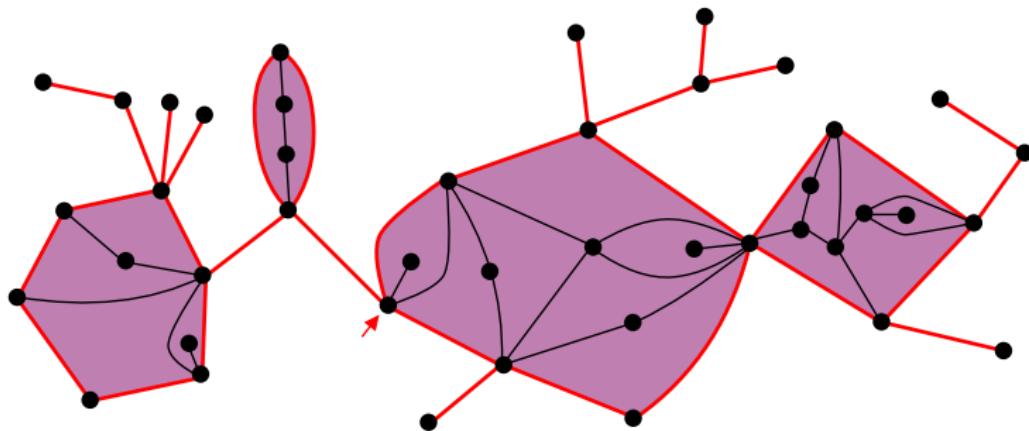
Universality of the Brownian sphere

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

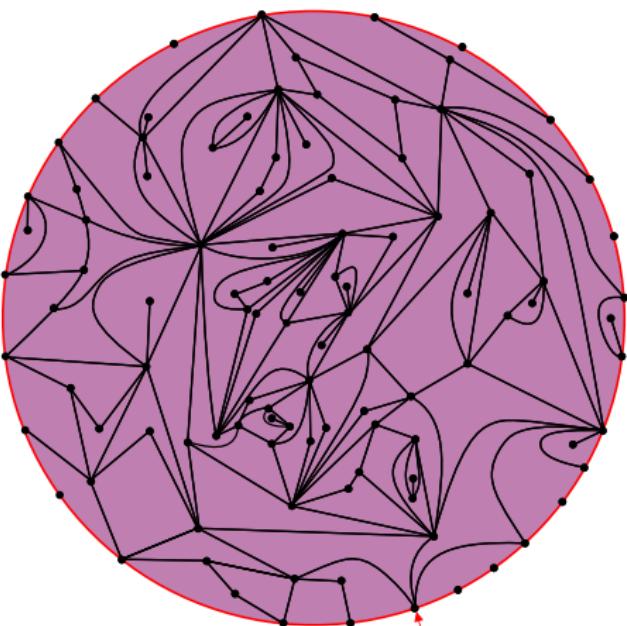
Plane quadrangulation with a boundary



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.

Introduction
oooooooo

Brownian sphere
ooooo

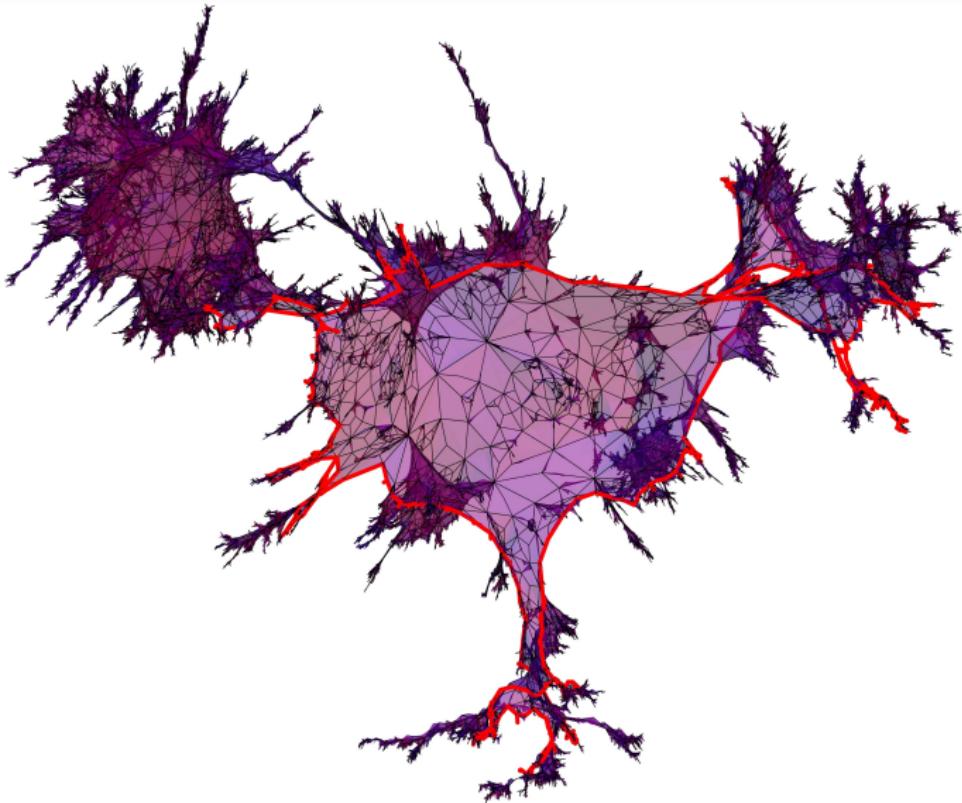
Brownian disks
oo●oooo

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

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

- $\tilde{\mathbf{q}}_{n,p}$ 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 $3L$.

- [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

- $\mathbf{q}_{n,p}$ 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.

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

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.

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).

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

Introduction
oooooooo

Brownian sphere
ooooo

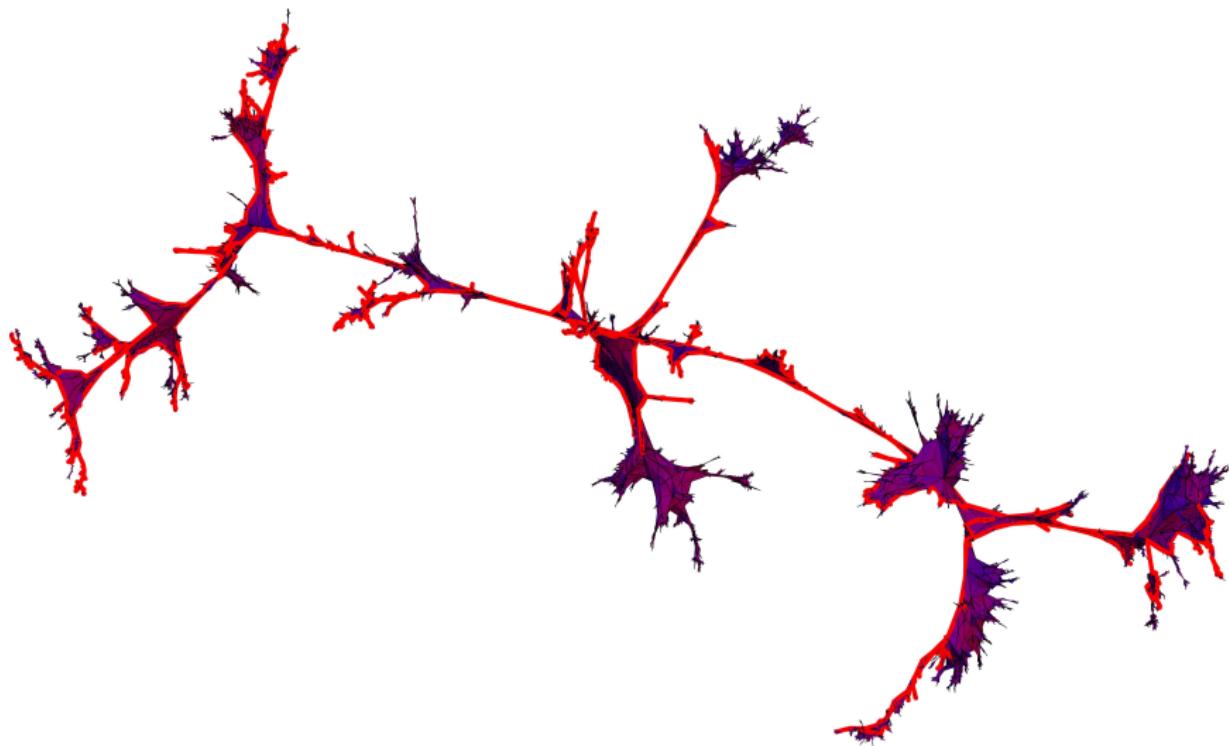
Brownian disks
ooooo●ooo

Brownian surfaces
oooooooo

Encoding maps
oooooooo

Construction
oooooooooooo

10 000 faces and boundary length 2 000



Introduction
oooooooo

Brownian sphere
ooooo

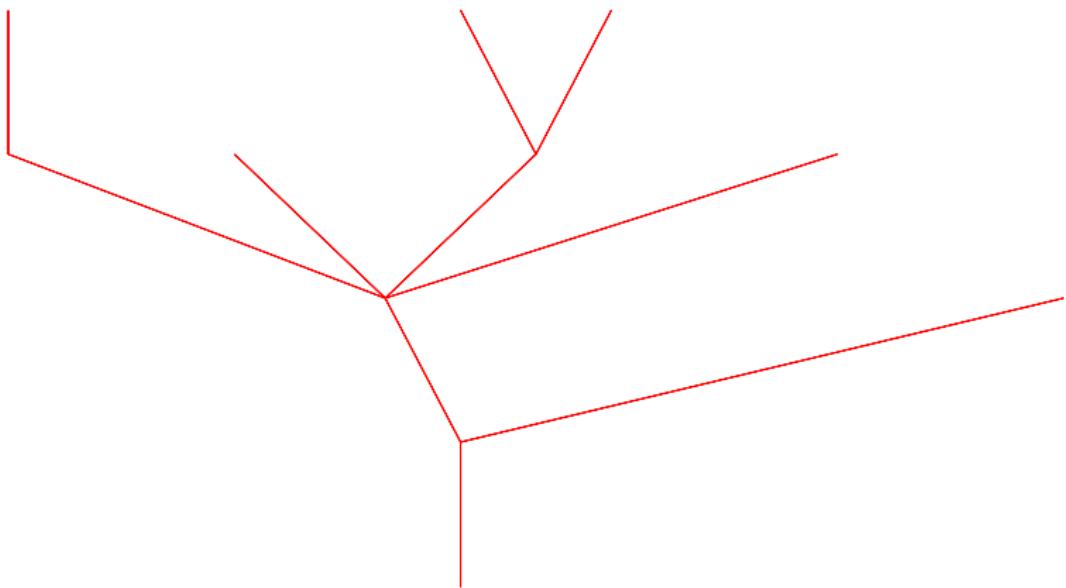
Brownian disks
oooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



tree

Introduction
oooooooo

Brownian sphere
ooooo

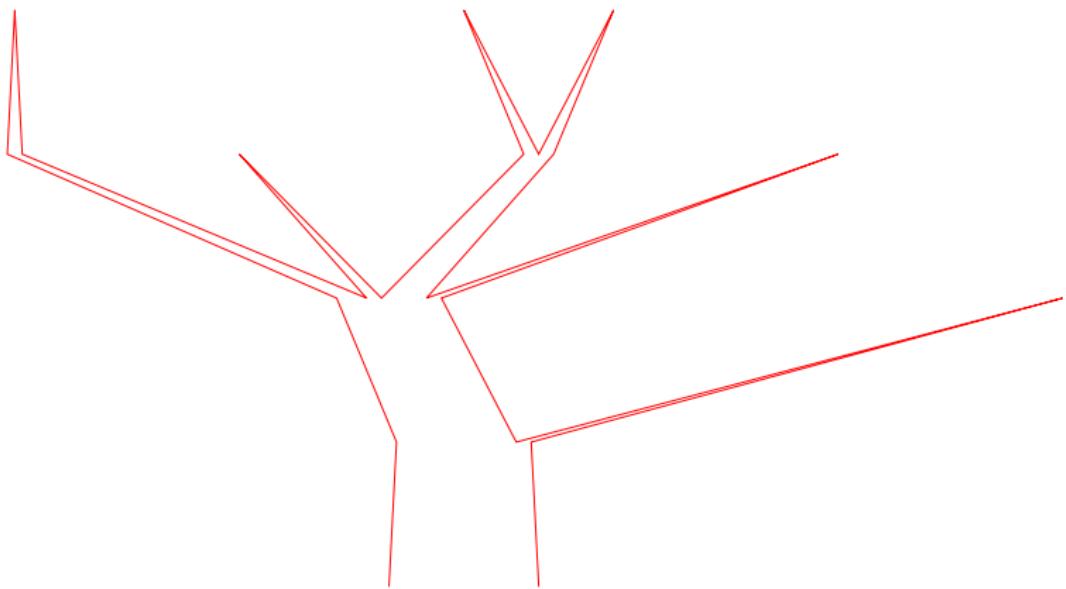
Brownian disks
oooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

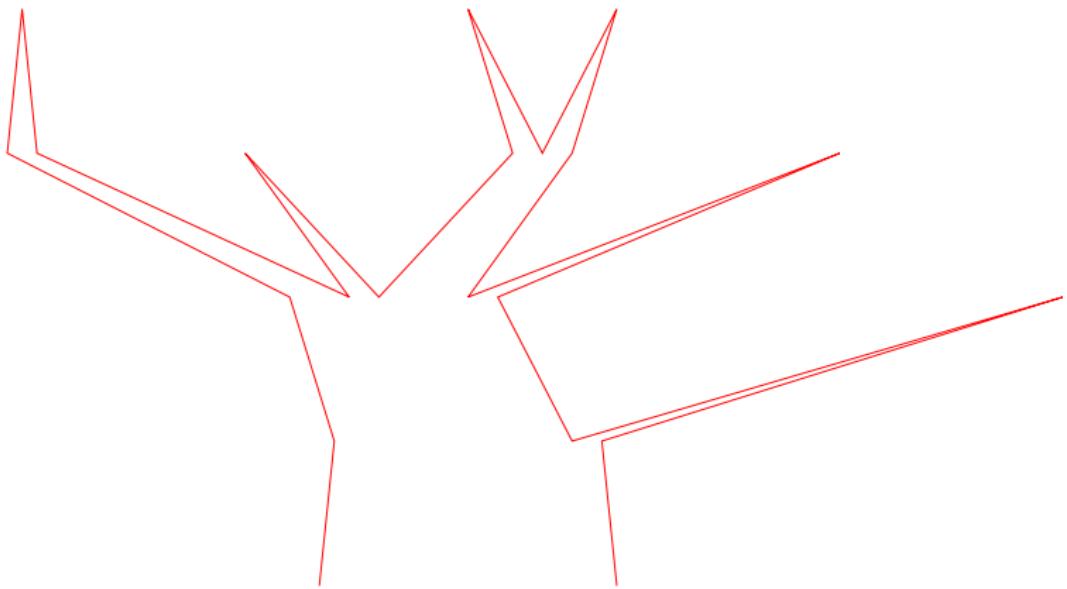
Brownian disks
oooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

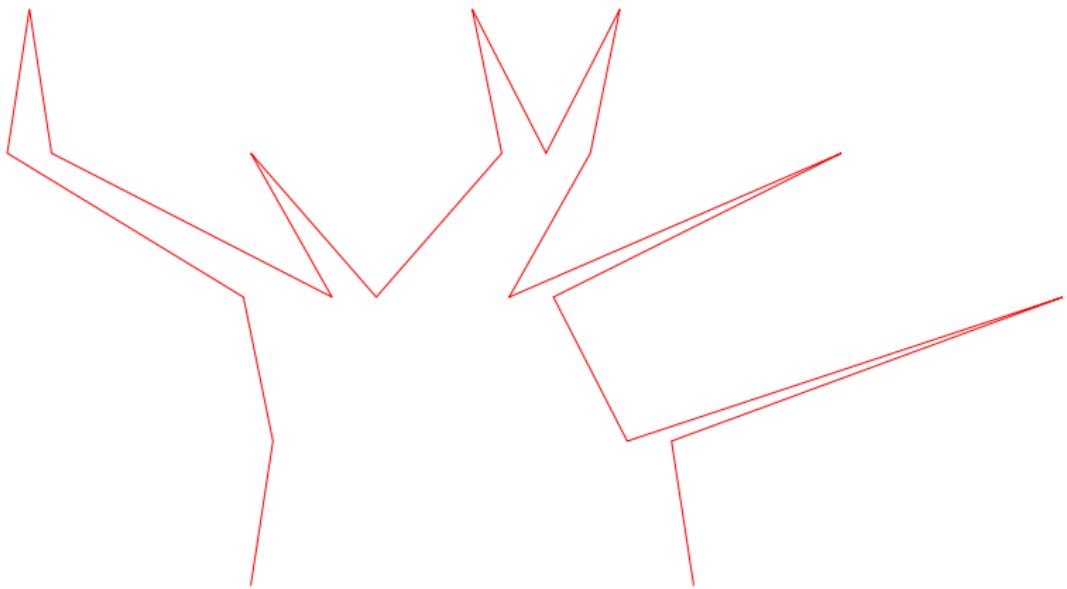
Brownian disks
ooooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

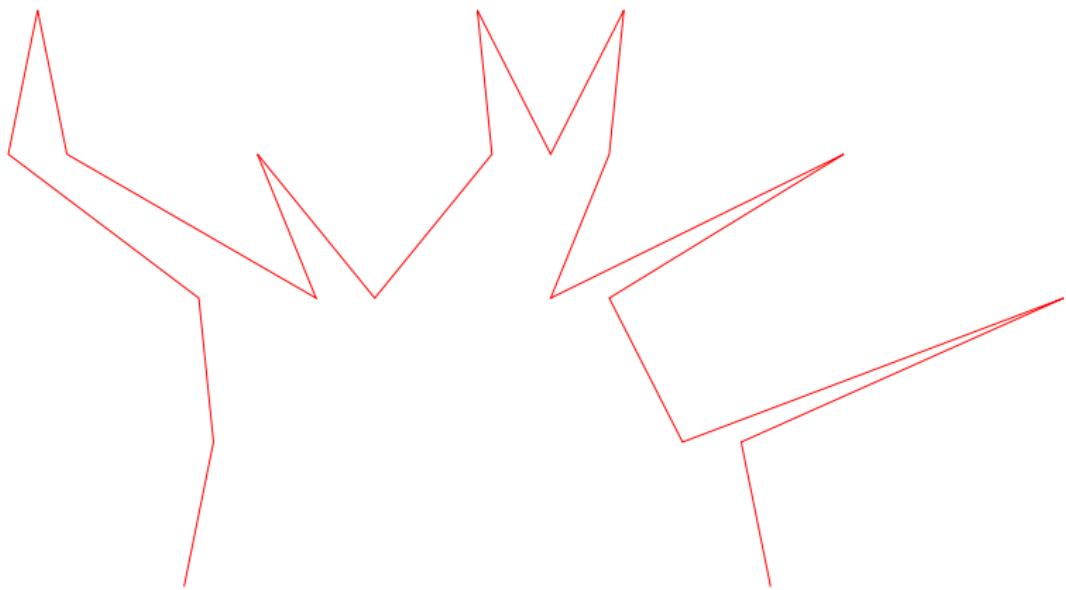
Brownian disks
oooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

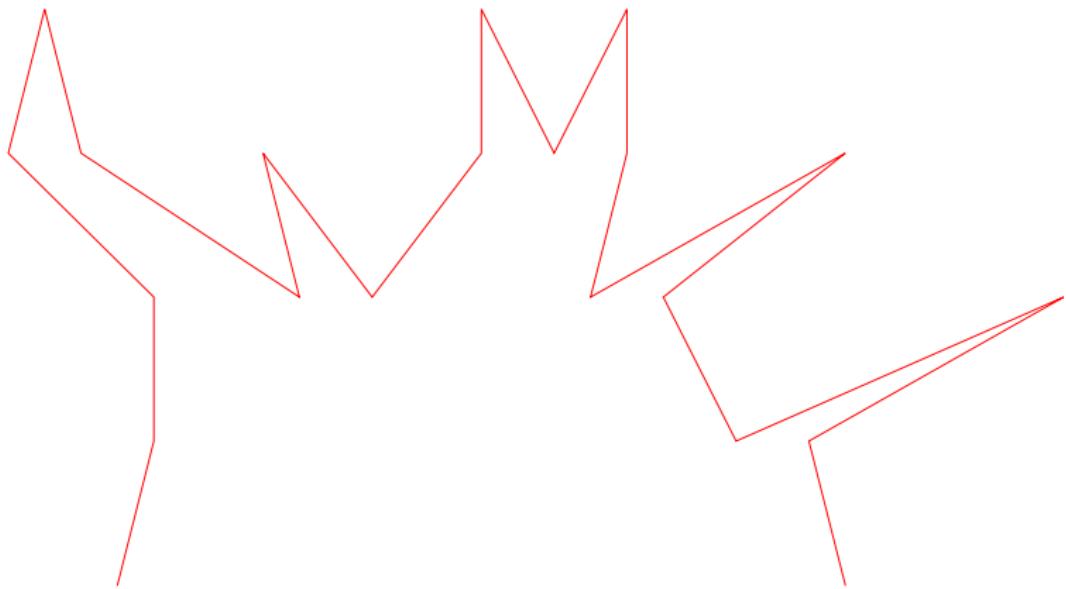
Brownian disks
ooooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

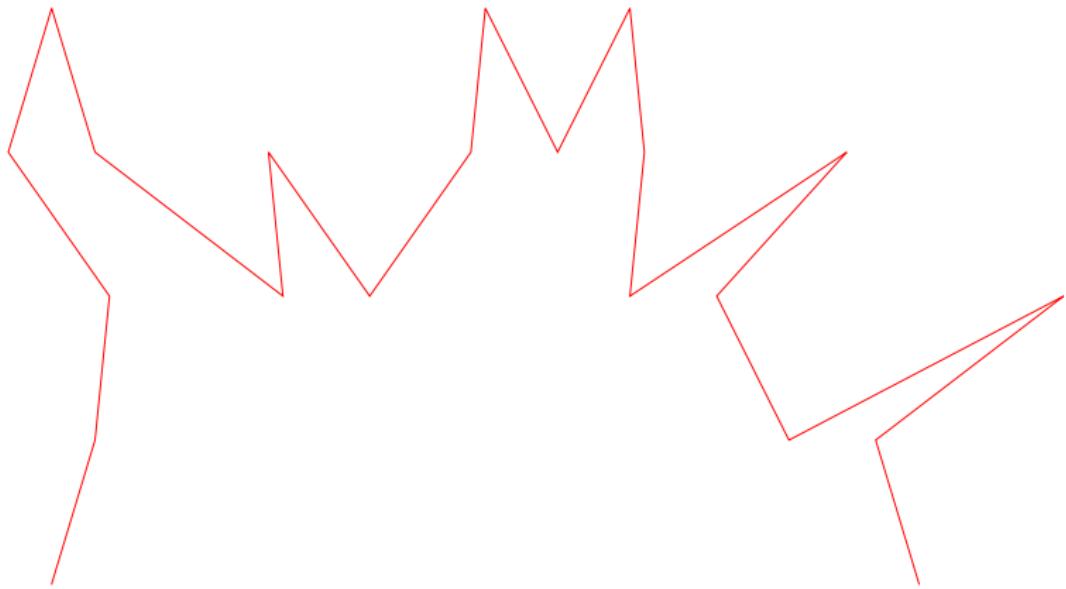
Brownian disks
ooooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

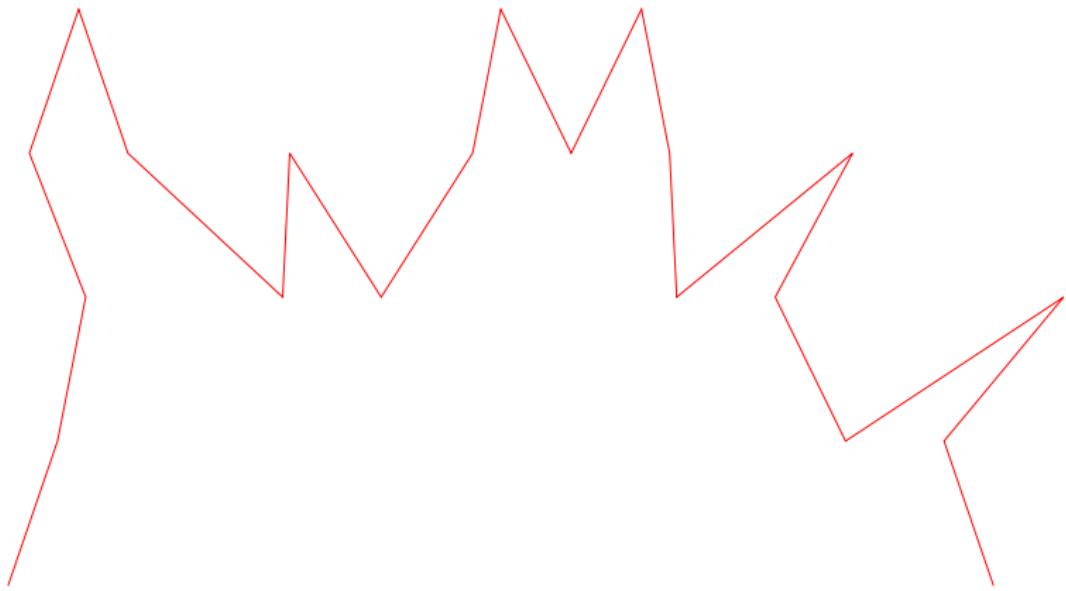
Brownian disks
ooooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

Brownian disks
oooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

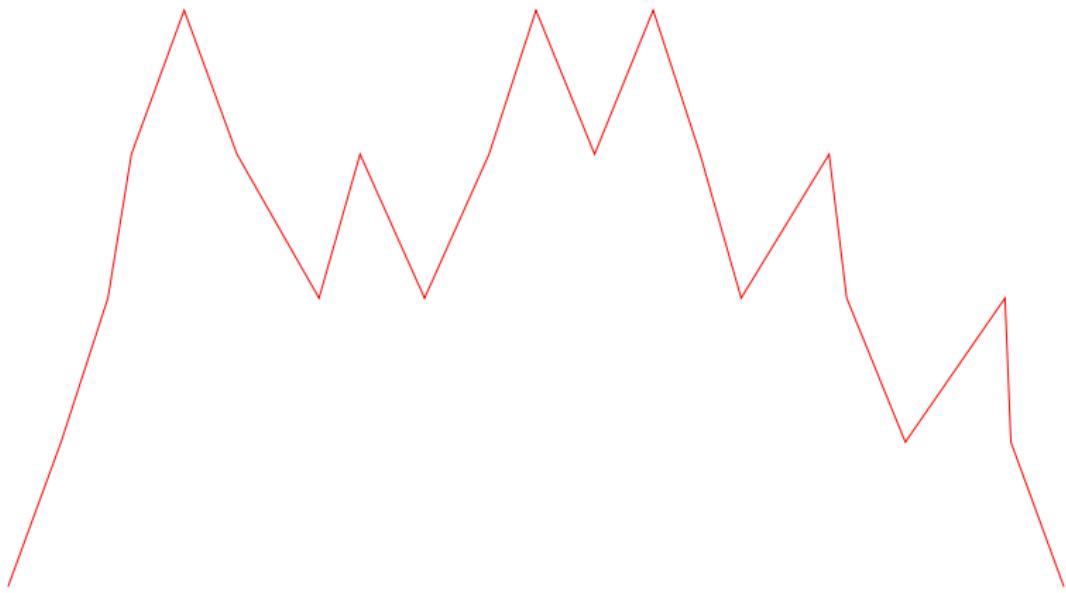
Brownian disks
ooooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

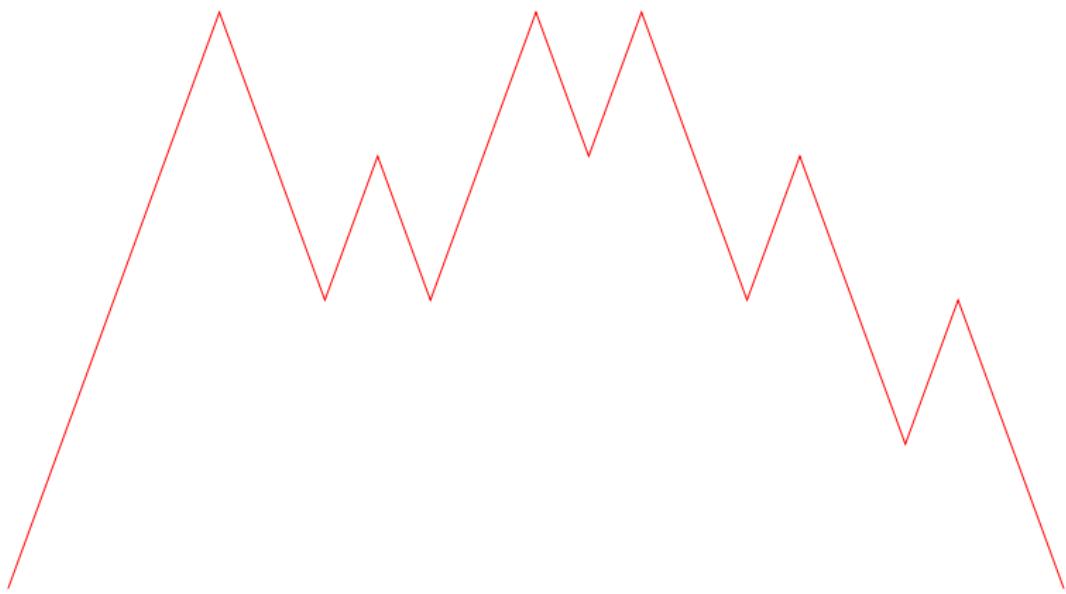
Brownian disks
ooooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Dyck path

Introduction
oooooooo

Brownian sphere
ooooo

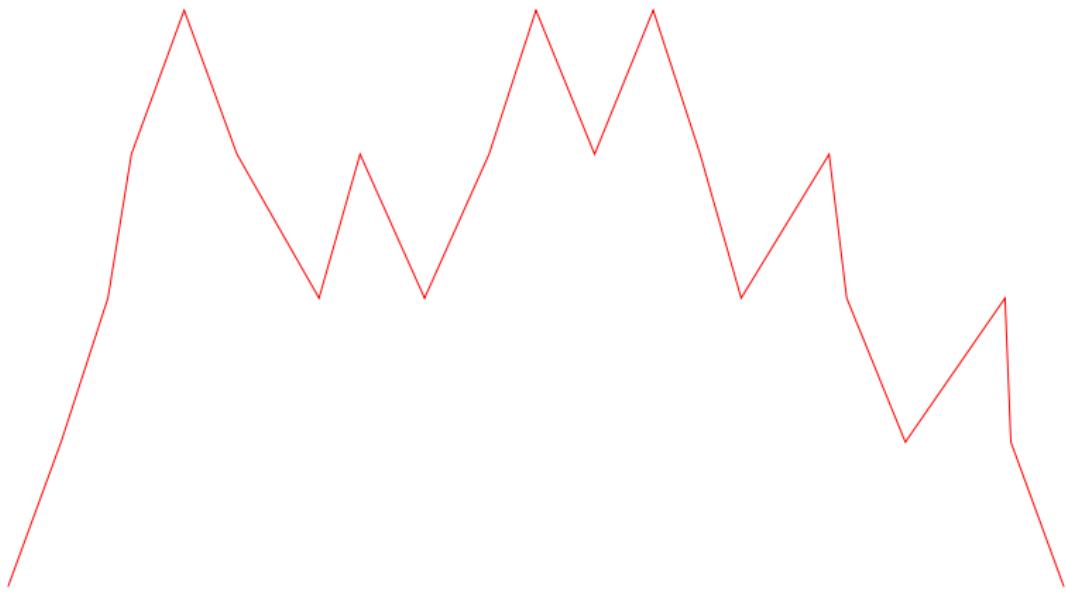
Brownian disks
oooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

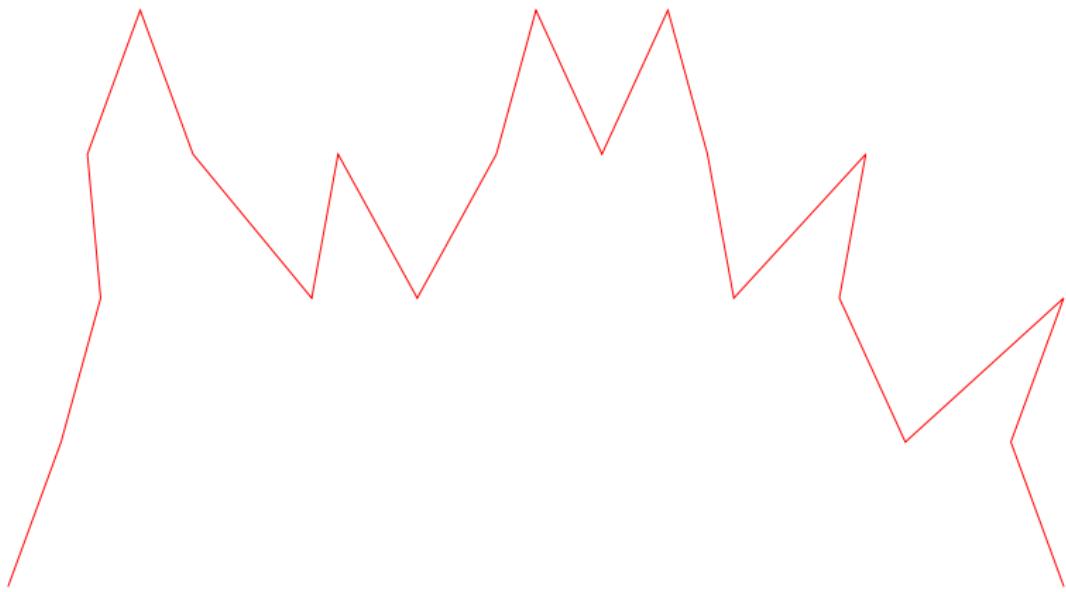
Brownian disks
oooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

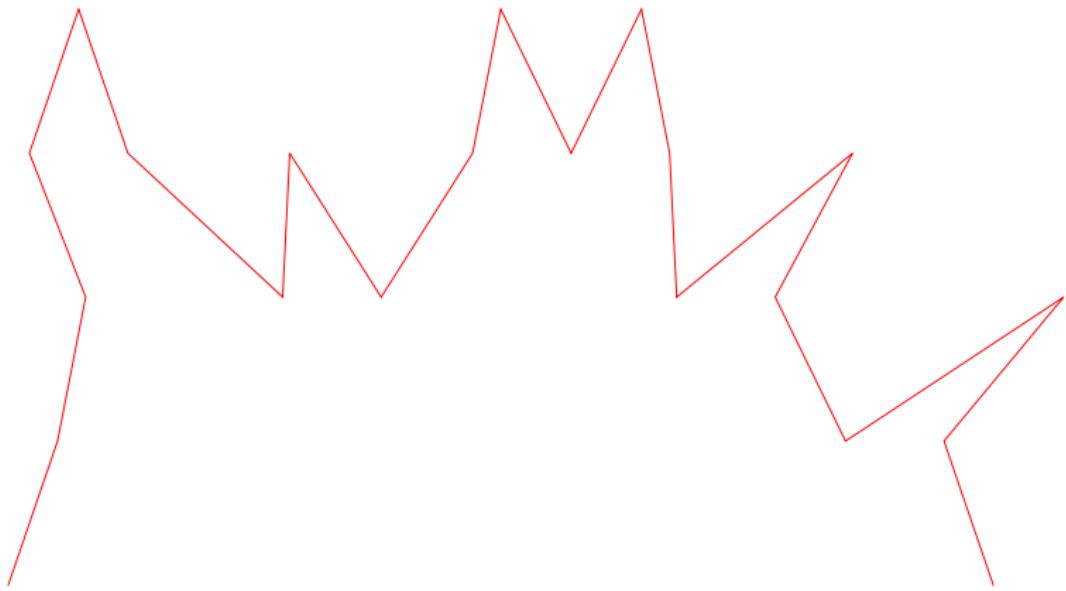
Brownian disks
oooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

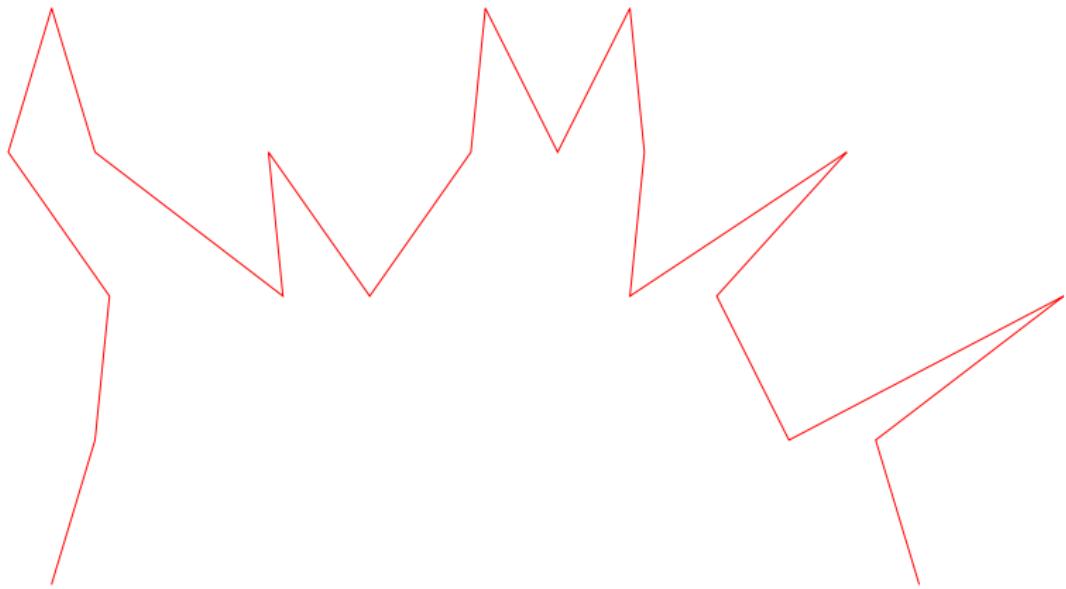
Brownian disks
ooooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

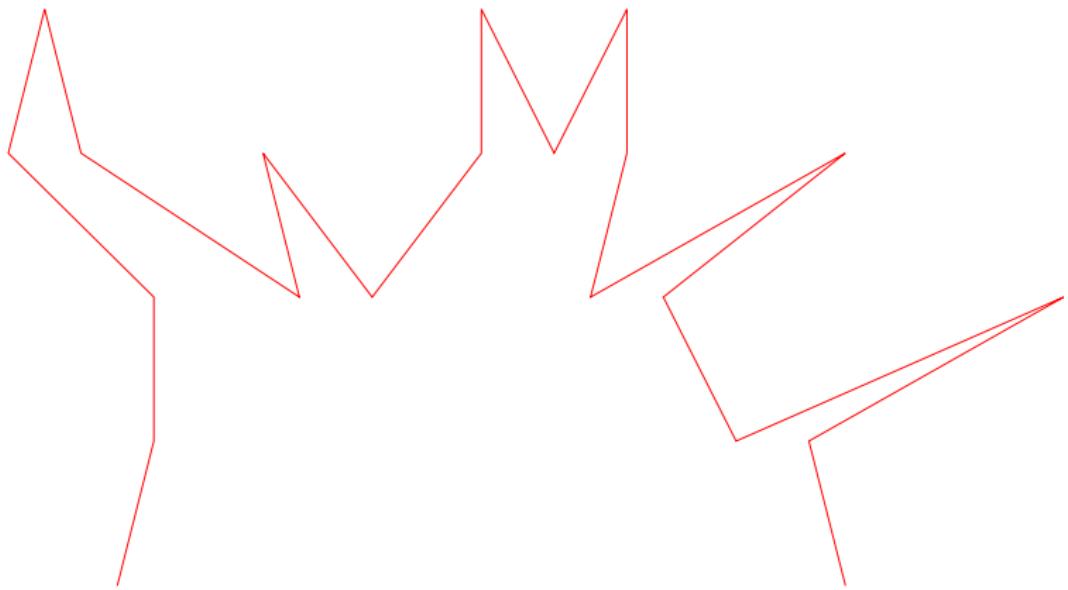
Brownian disks
ooooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

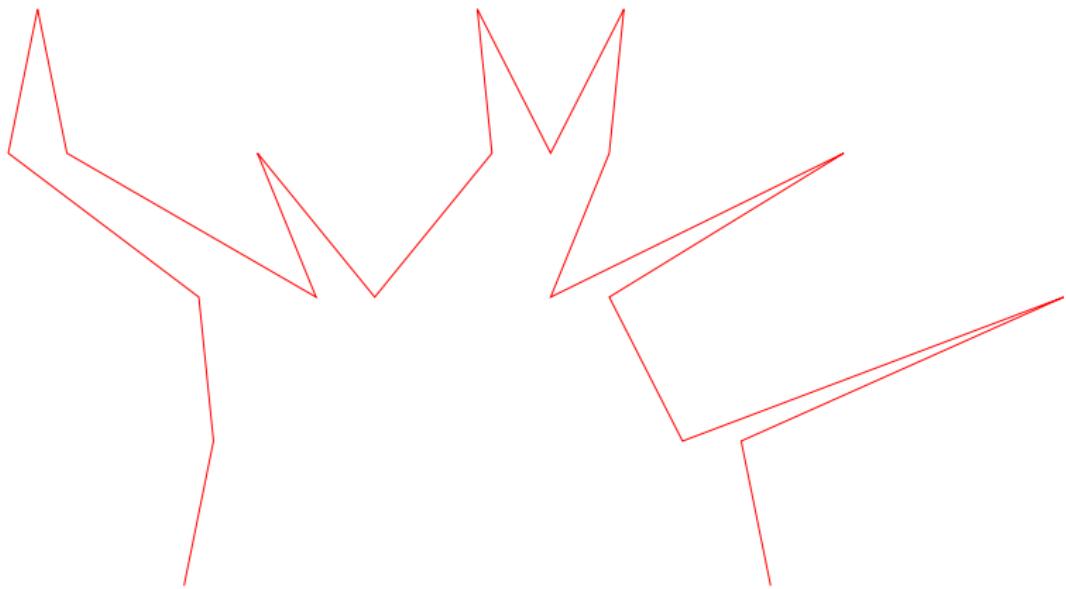
Brownian disks
oooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

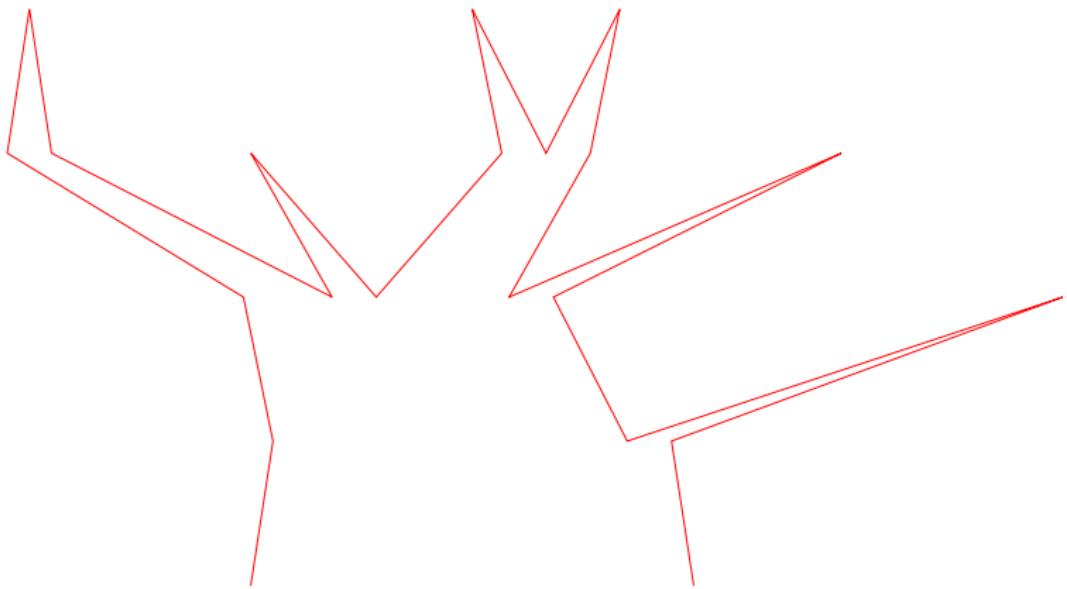
Brownian disks
oooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

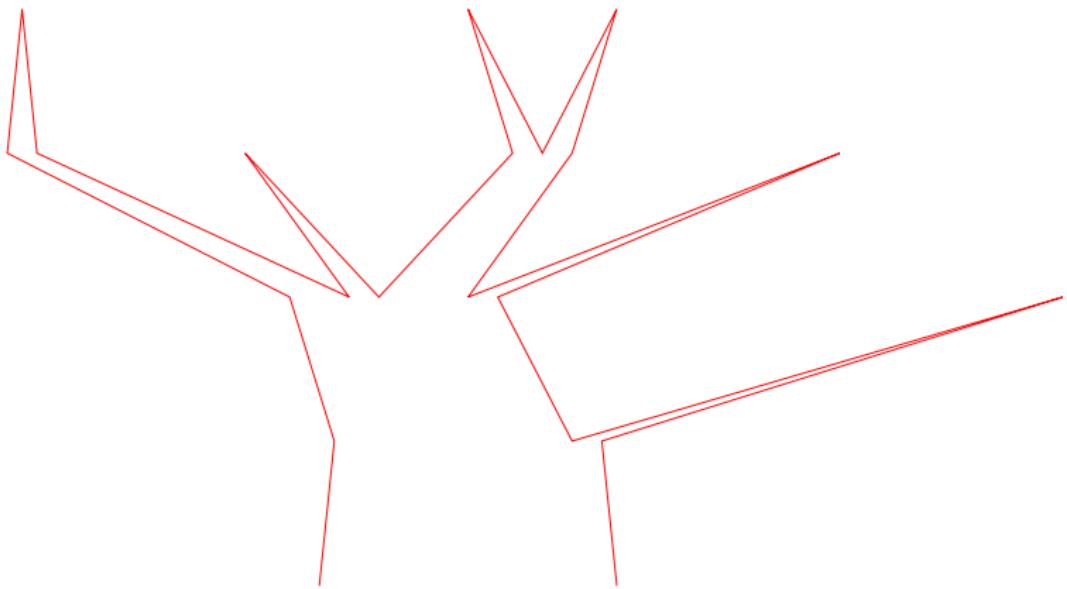
Brownian disks
oooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

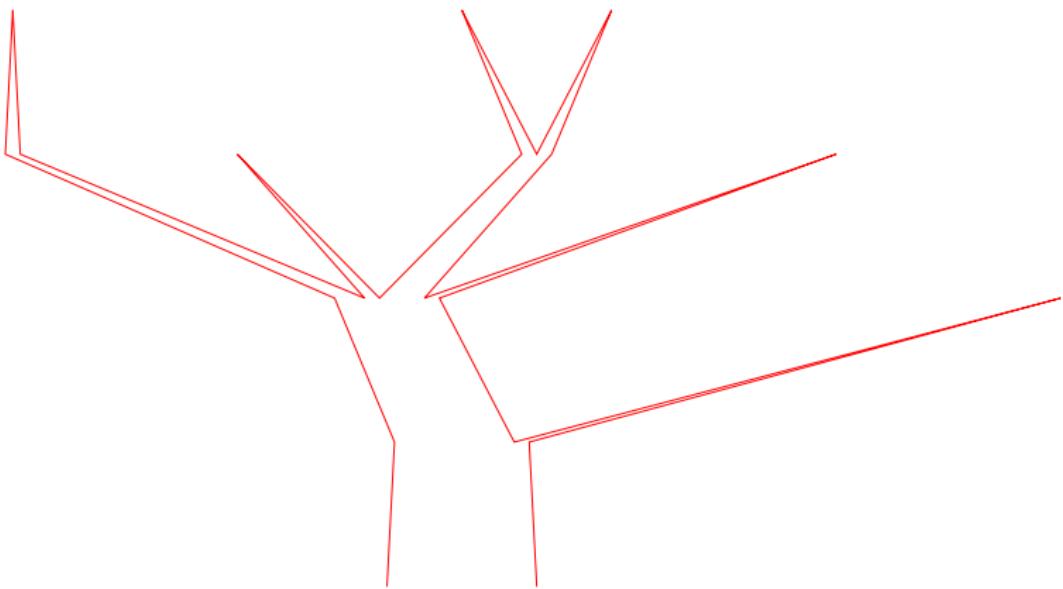
Brownian disks
oooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

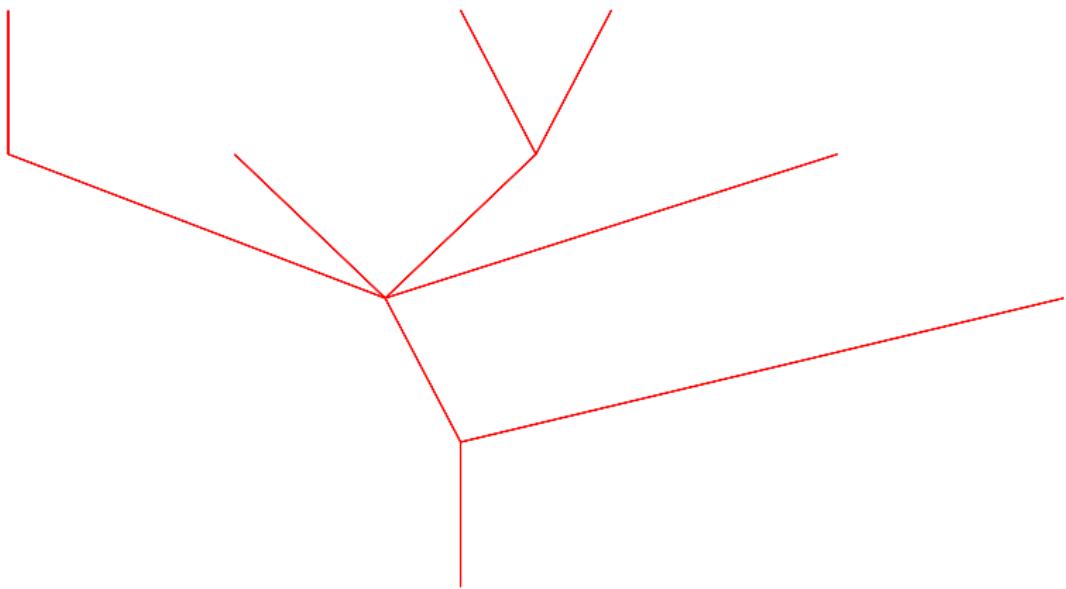
Brownian disks
oooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



tree

Introduction
oooooooo

Brownian sphere
ooooo

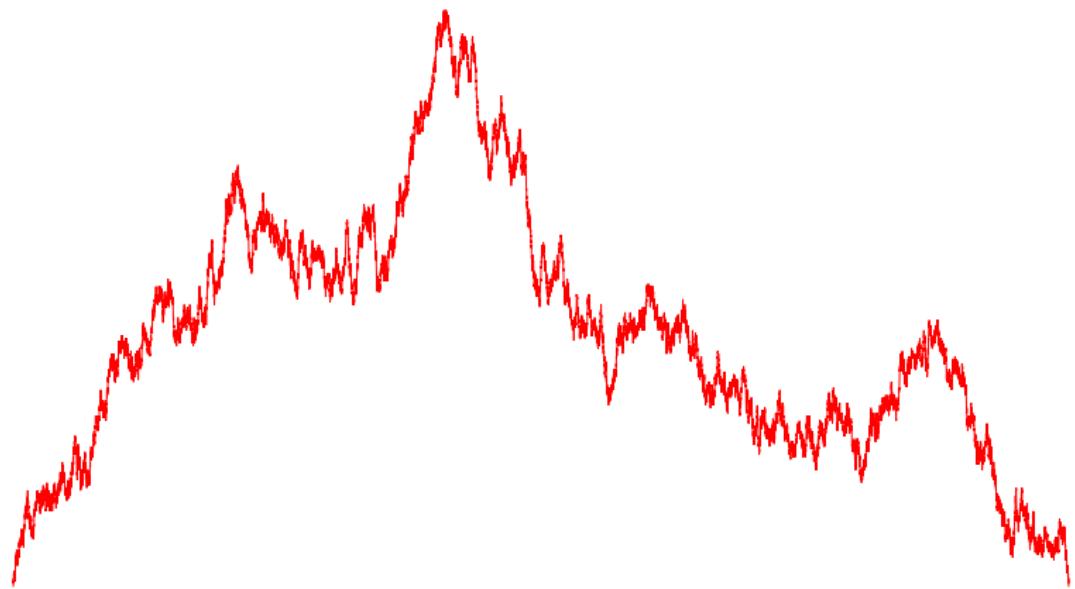
Brownian disks
oooooo•o

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



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

Introduction
oooooooo

Brownian sphere
ooooo

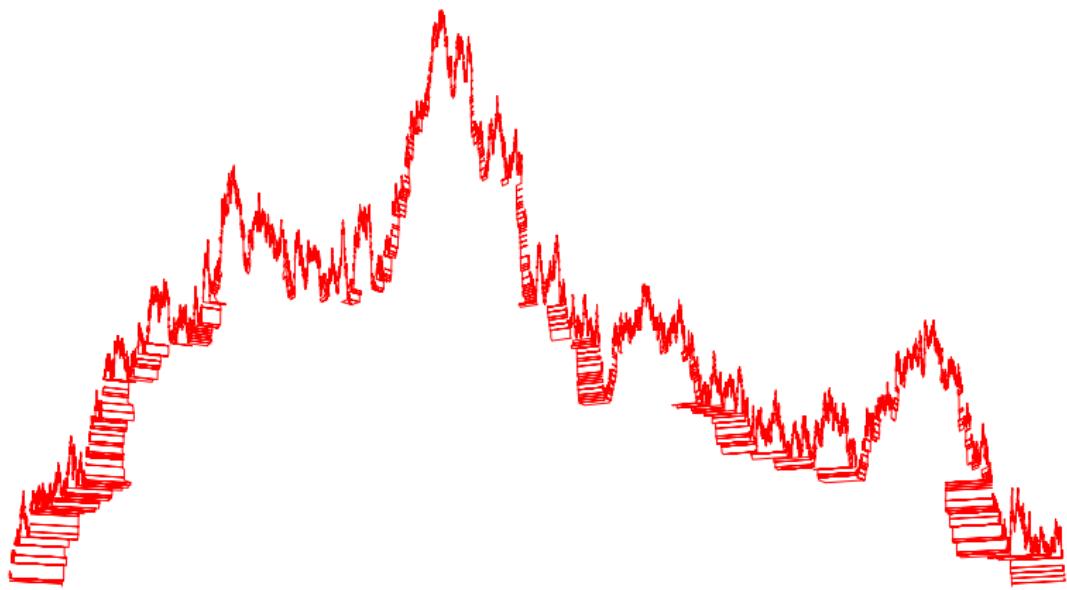
Brownian disks
oooooo•o

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

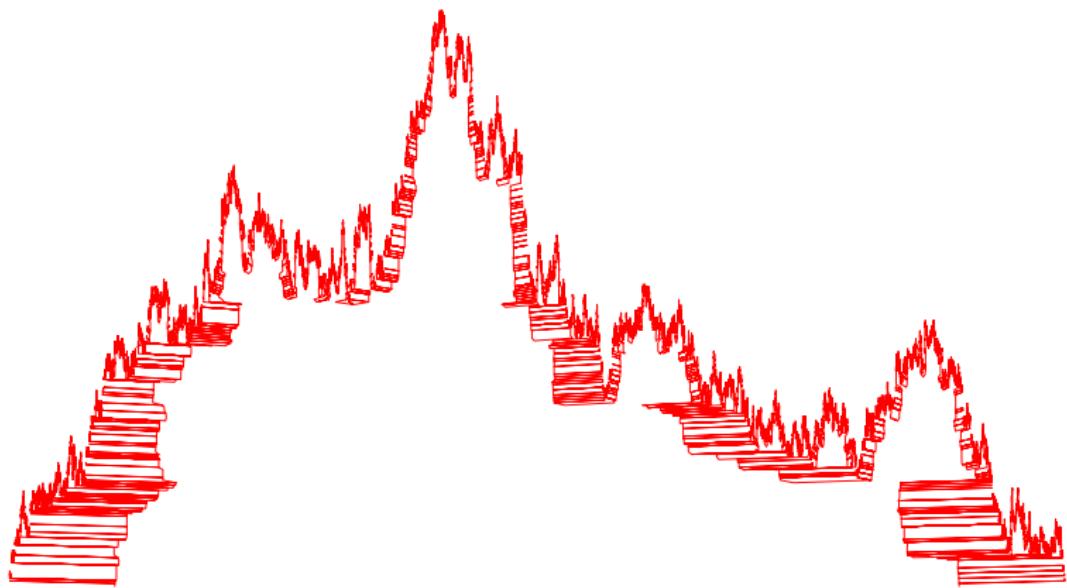
Brownian disks
ooooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

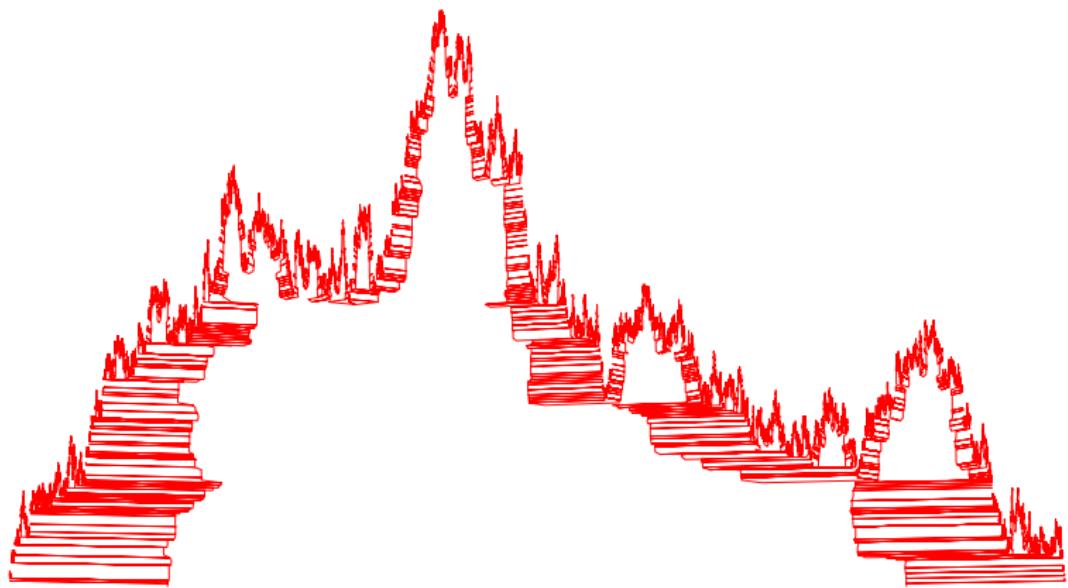
Brownian disks
ooooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

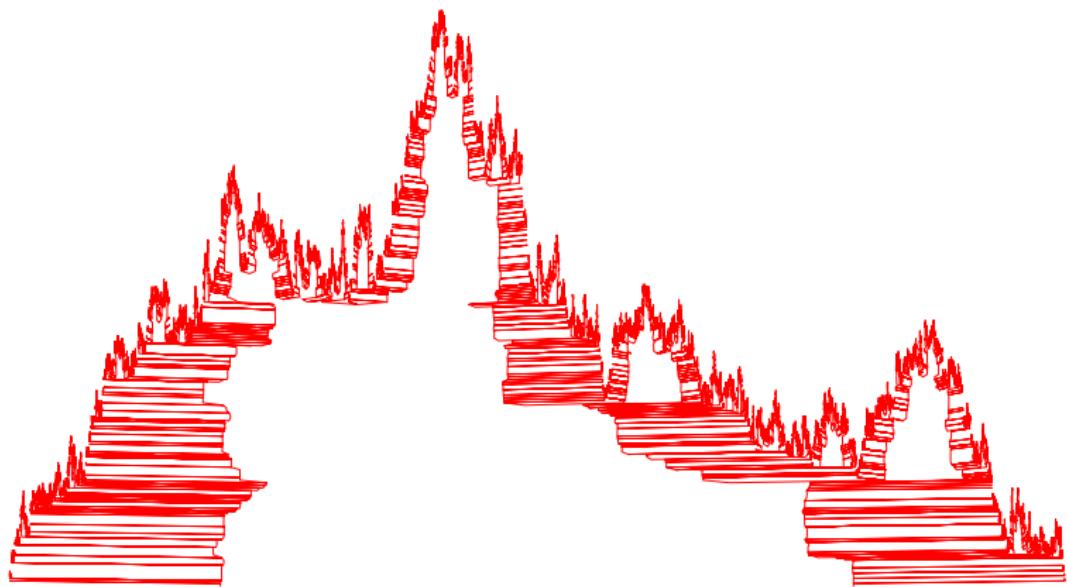
Brownian disks
oooooo•o

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

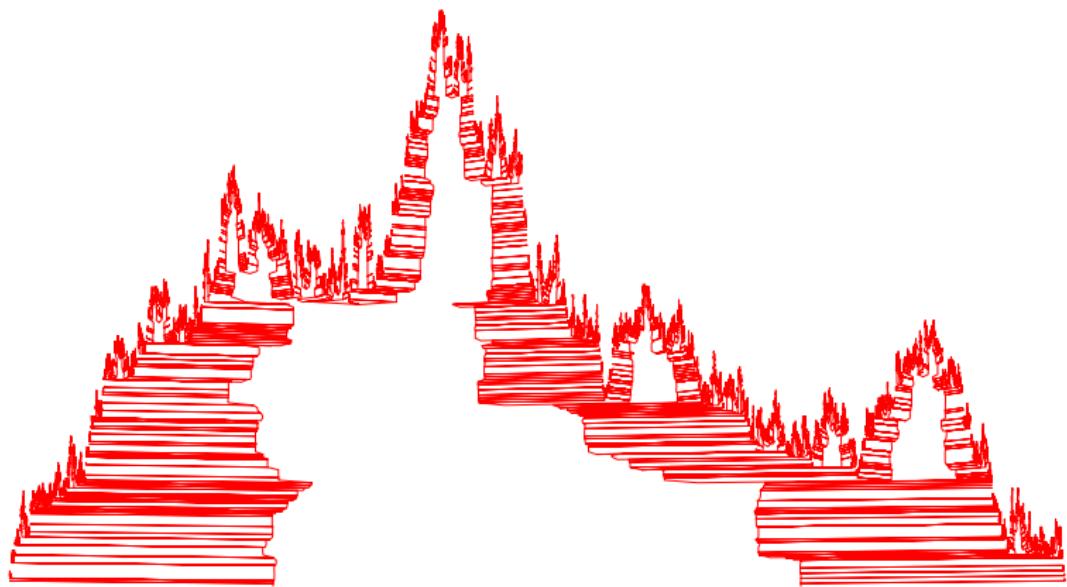
Brownian disks
ooooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

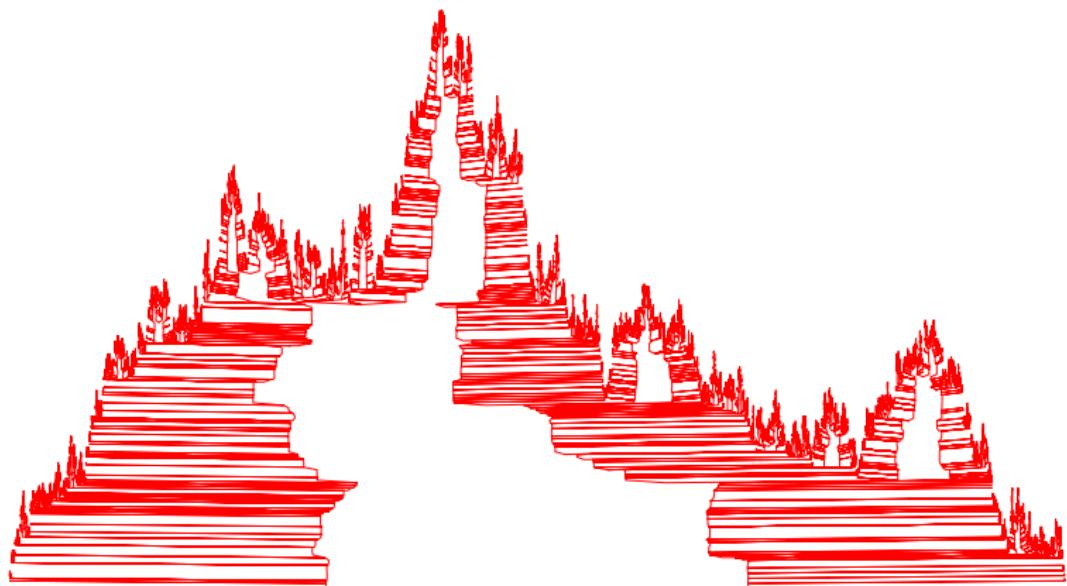
Brownian disks
ooooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

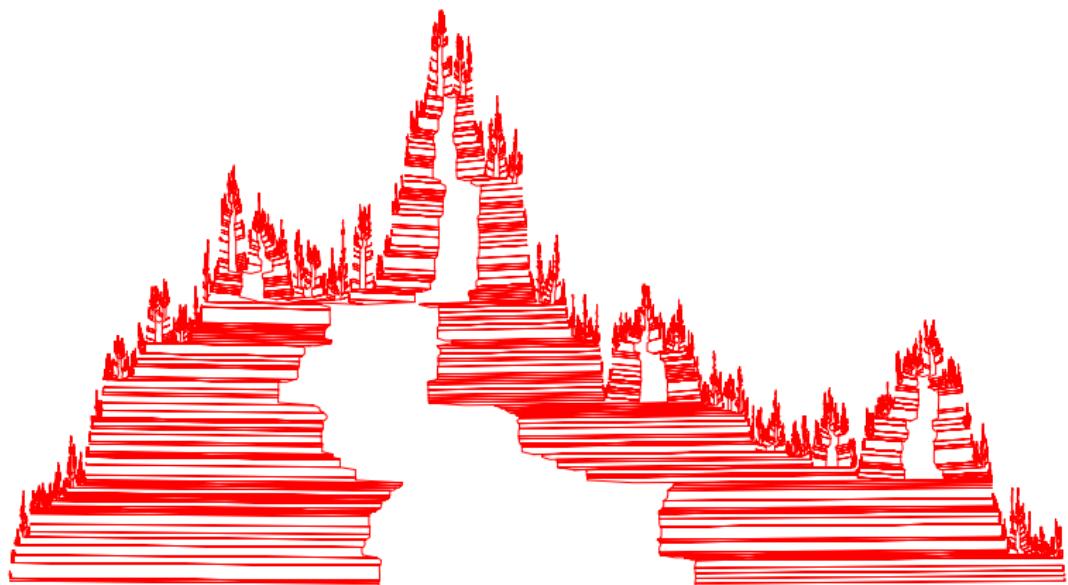
Brownian disks
ooooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

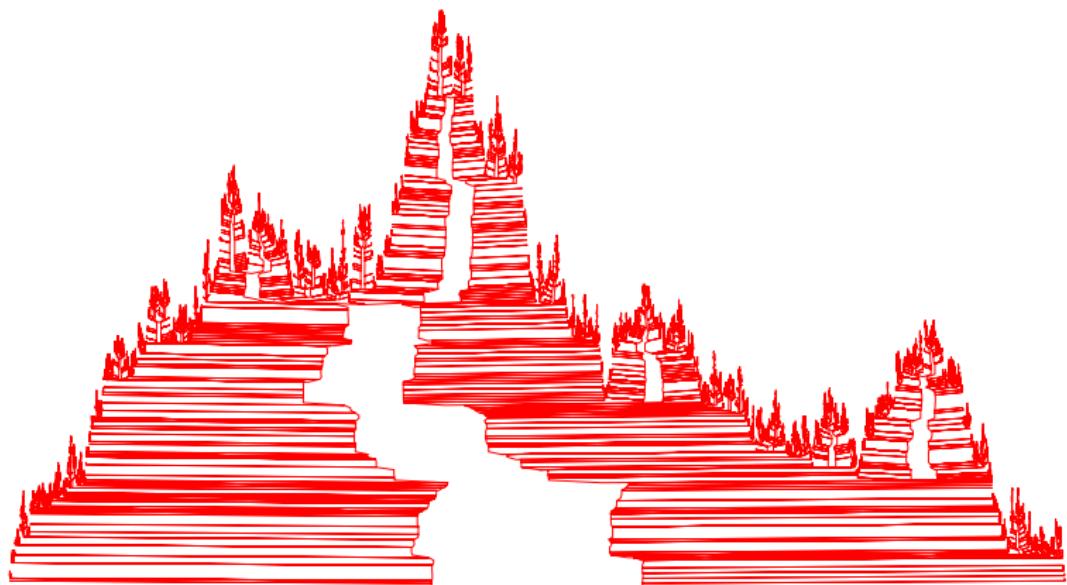
Brownian disks
ooooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

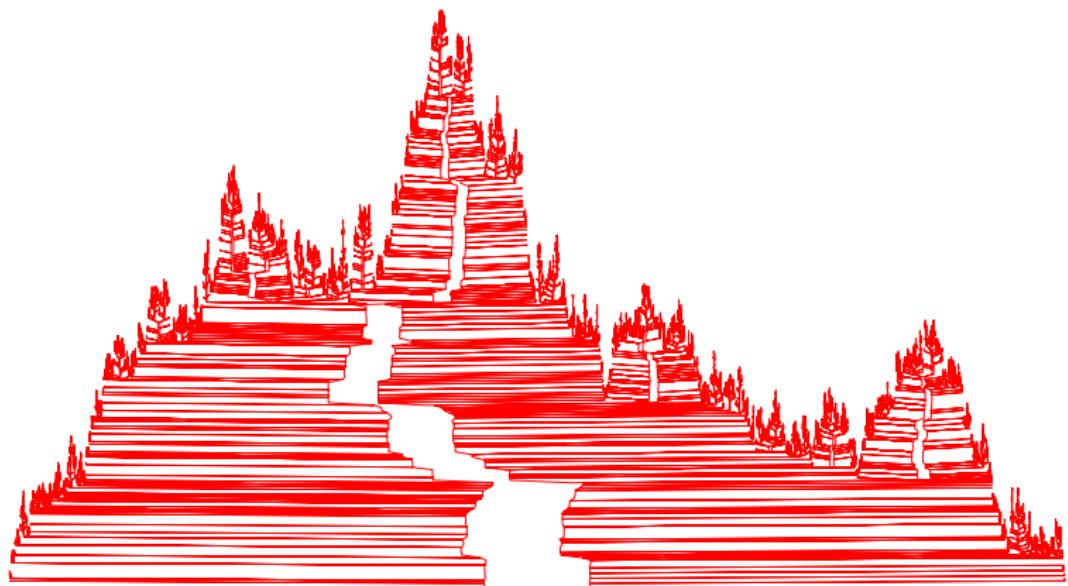
Brownian disks
oooooo•o

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



Introduction
oooooooo

Brownian sphere
ooooo

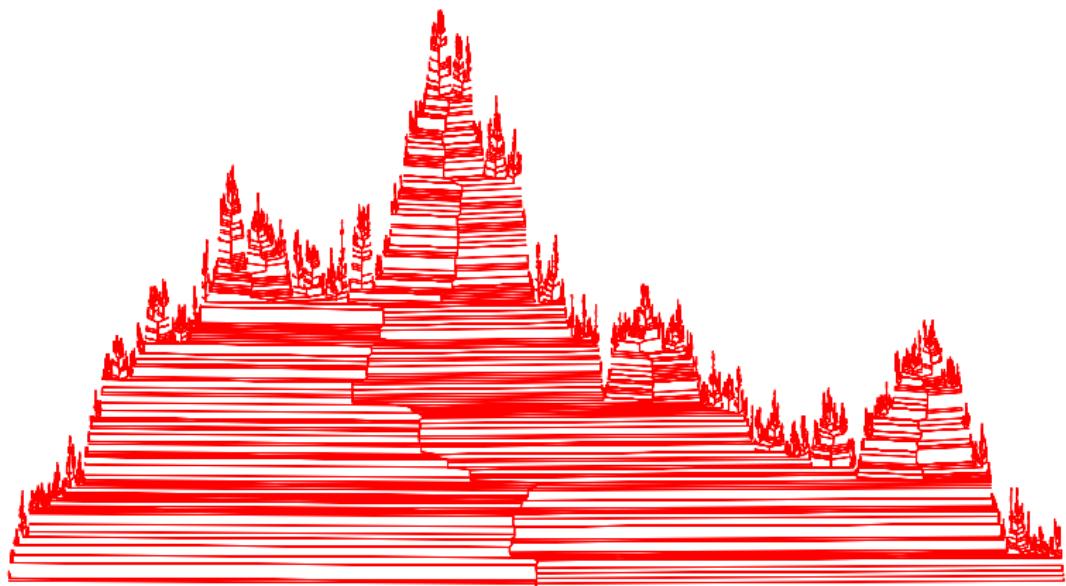
Brownian disks
ooooooo●○

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooooooo

The Continuum Random Tree



CRT

Introduction
oooooooo

Brownian sphere
ooooo

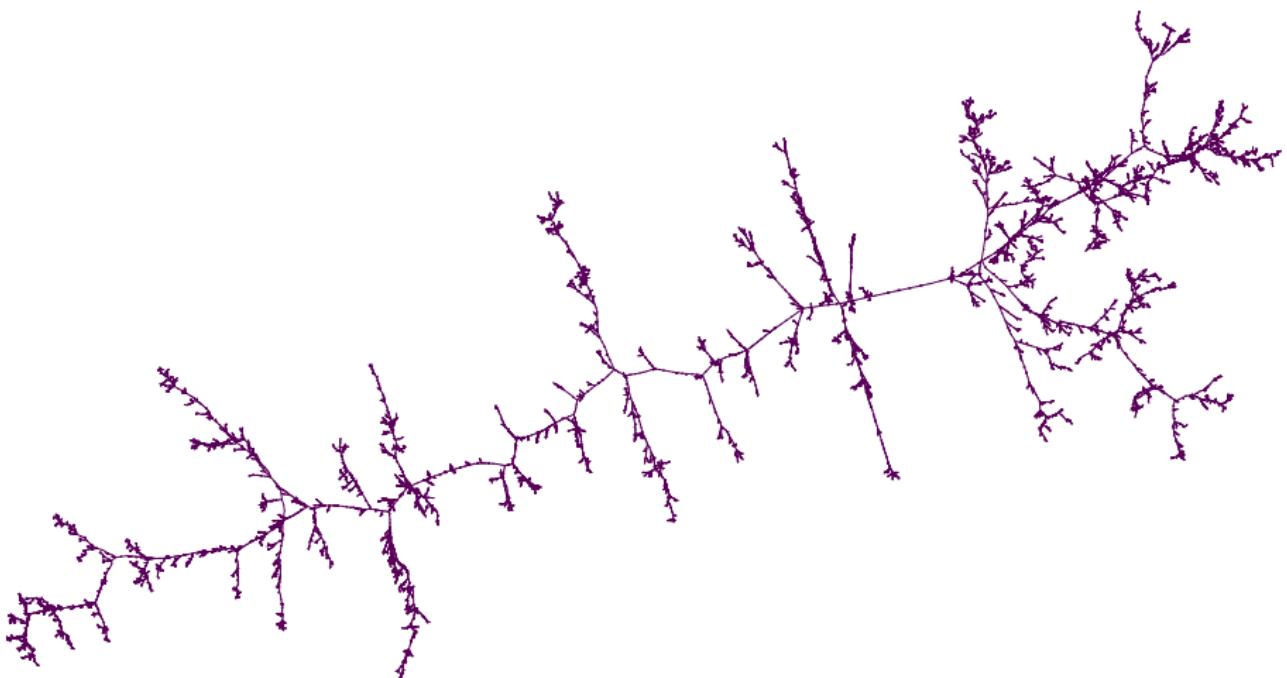
Brownian disks
oooooooo●

Brownian surfaces
oooooooo

Encoding maps
oooooooo

Construction
oooooooooooo

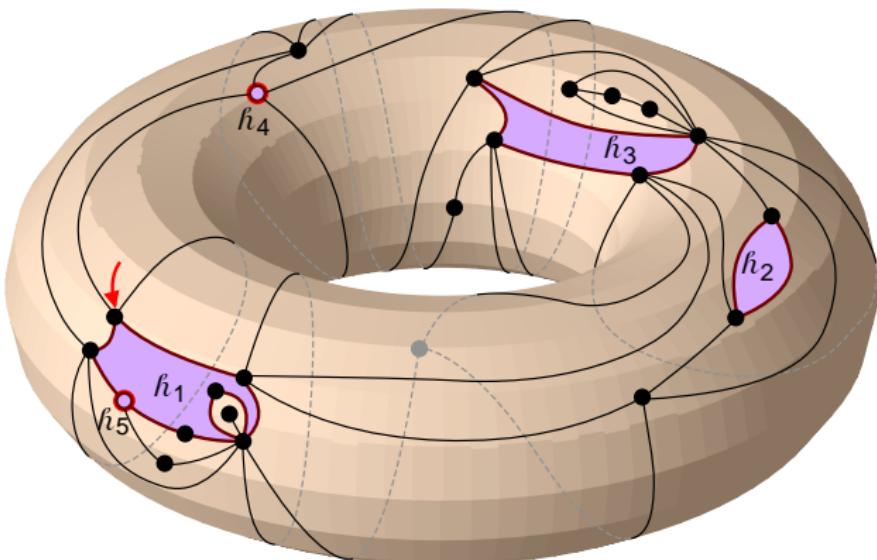
30 000 edges



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)*.

Introduction
oooooooo

Brownian sphere
ooooo

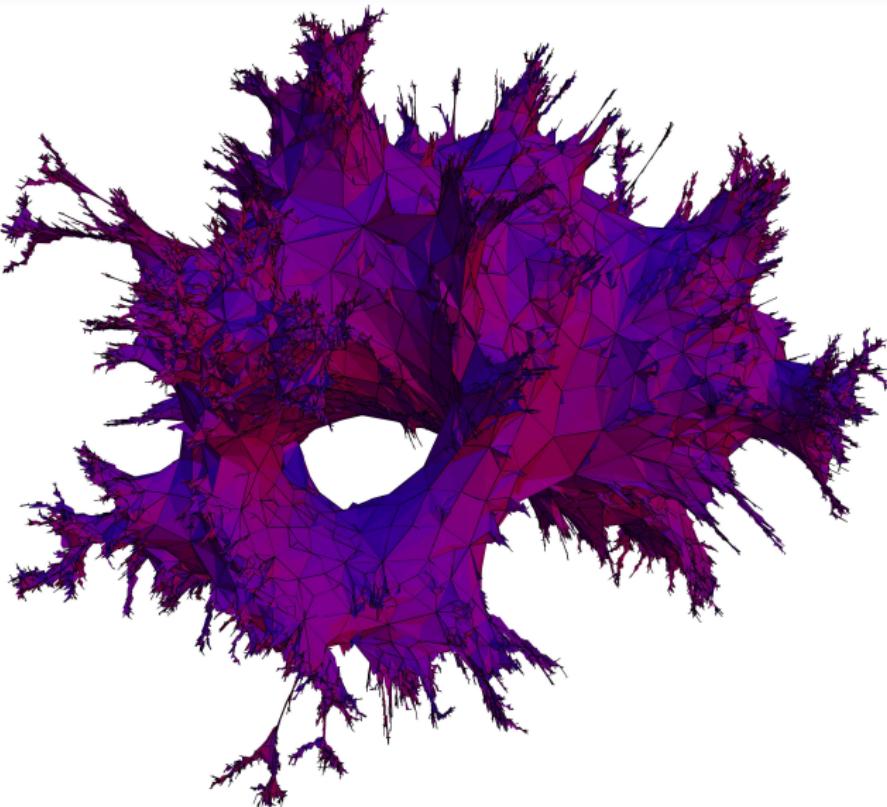
Brownian disks
oooooooo

Brownian surfaces
oo●oooo

Encoding maps
ooooooo

Construction
oooooooooooo

50 000 faces, genus 1



Introduction
oooooooo

Brownian sphere
ooooo

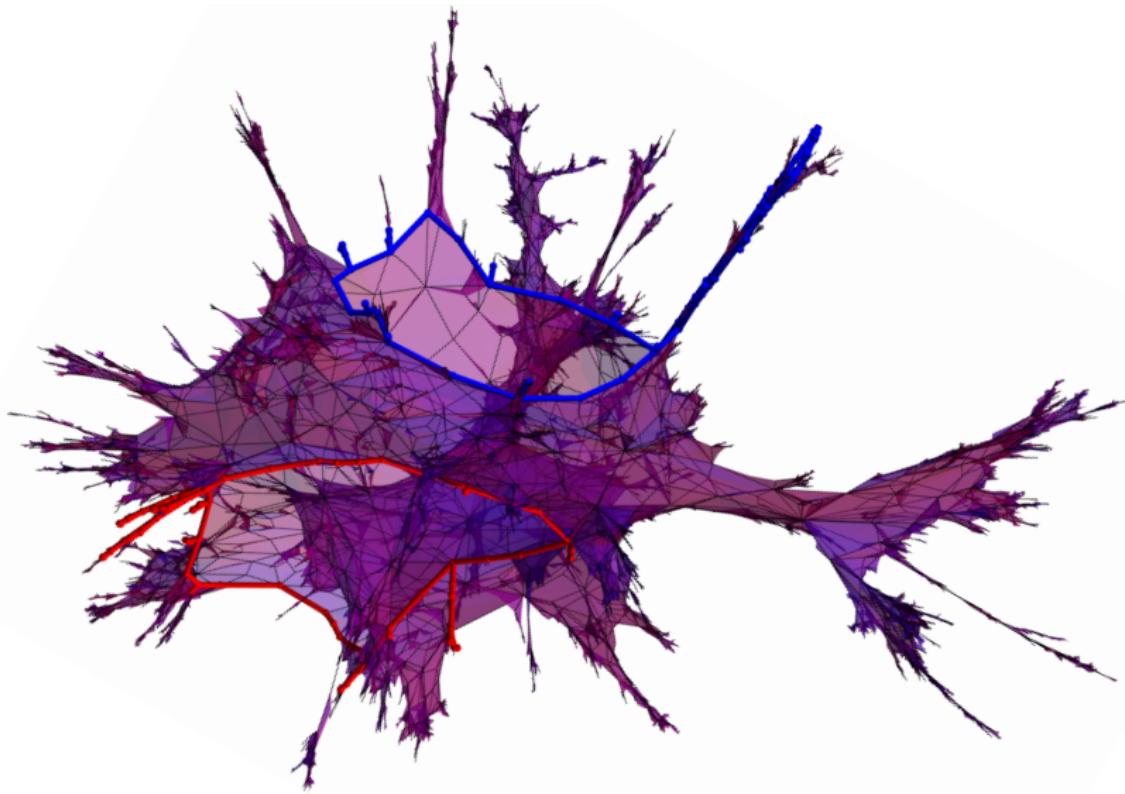
Brownian disks
oooooooo

Brownian surfaces
ooo●oooo

Encoding maps
ooooooo

Construction
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,
 - \mathbf{A} : k -tuple of nonempty compact subsets of \mathcal{X} (called **marks**),
 - $\boldsymbol{\mu}$: 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

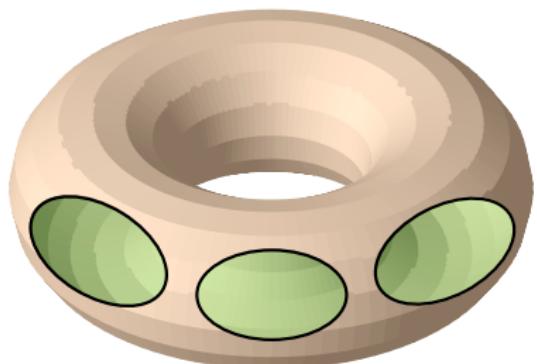
$$p' = |\{i : L^i > 0\}|.$$

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–Guittet '04]

CMS: [Chapuy–Marcus–Schaeffer '09]

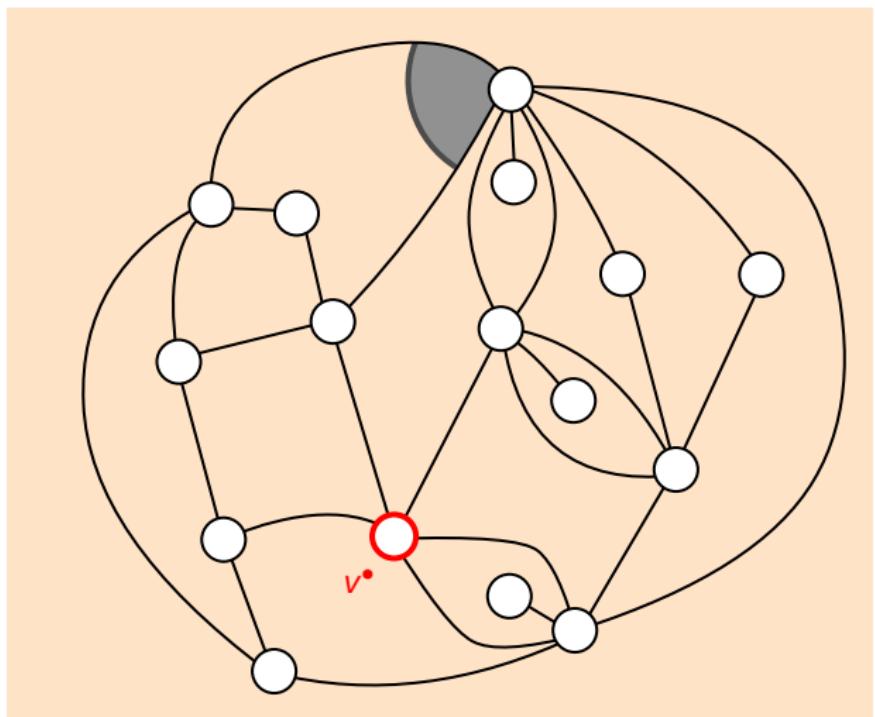
CD: [Chapuy–Dołęga '17]

B: [B. '22]

Similar bijections

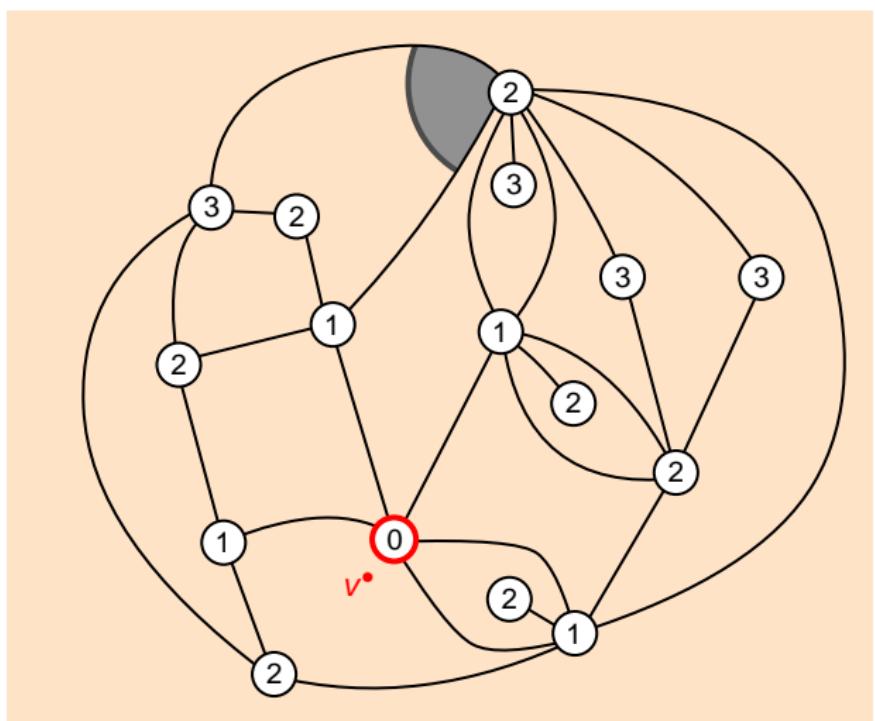
- [Miermont '09] multi-pointed quadrangulations
- [Ambjørn–Budd '13] CVS with rules inverted

Cori–Vauquelin–Schaeffer / Chapuy–Marcus–Schaeffer



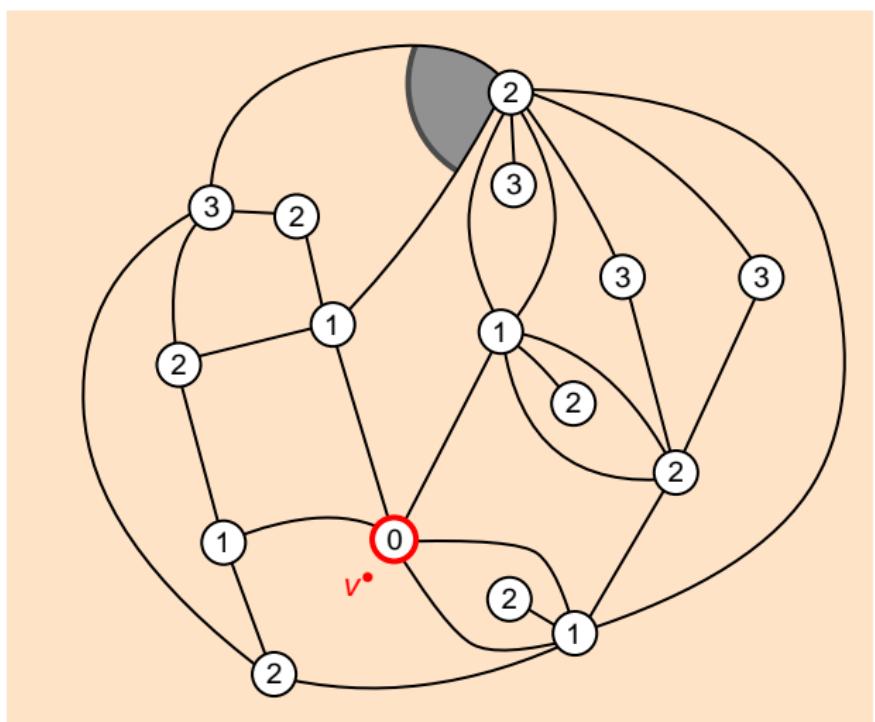
- Start with a pointed bipartite quadrangulation.

Cori–Vauquelin–Schaeffer / Chapuy–Marcus–Schaeffer

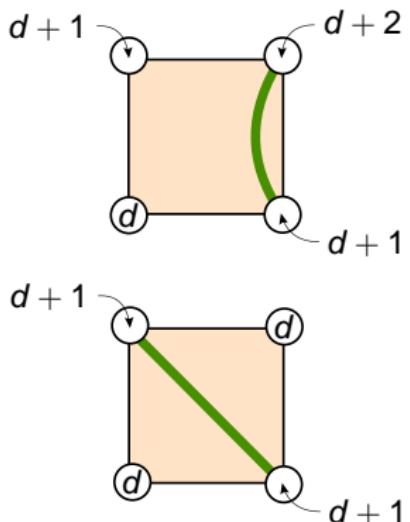


- Start with a pointed bipartite quadrangulation.
- Label the vertices with their distance to v^* .

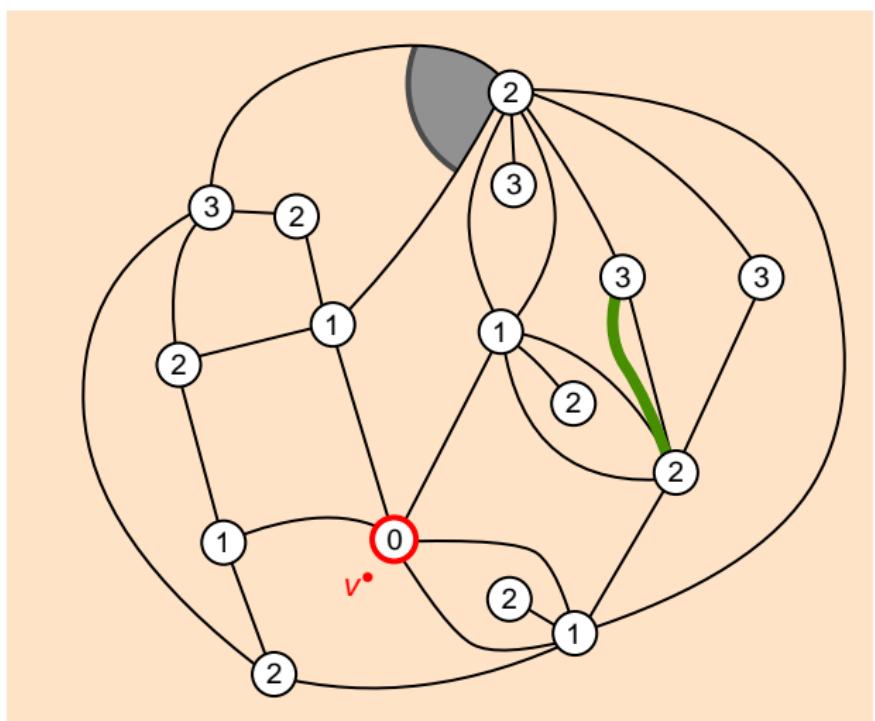
Cori–Vauquelin–Schaeffer / Chapuy–Marcus–Schaeffer



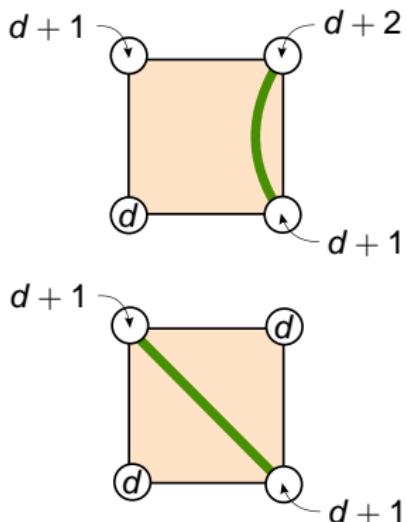
- Apply the rule:



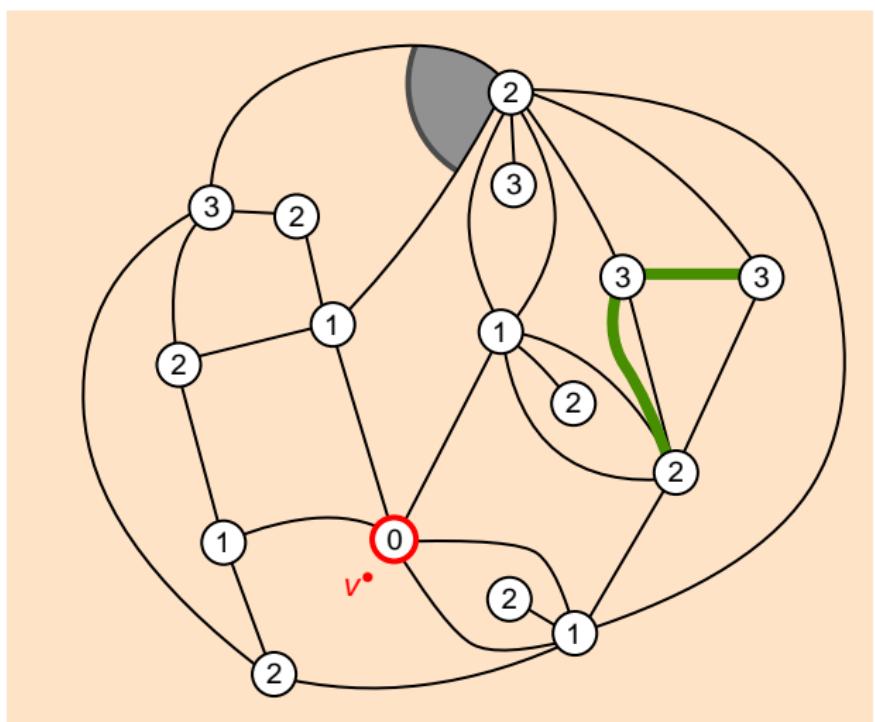
Cori–Vauquelin–Schaeffer / Chapuy–Marcus–Schaeffer



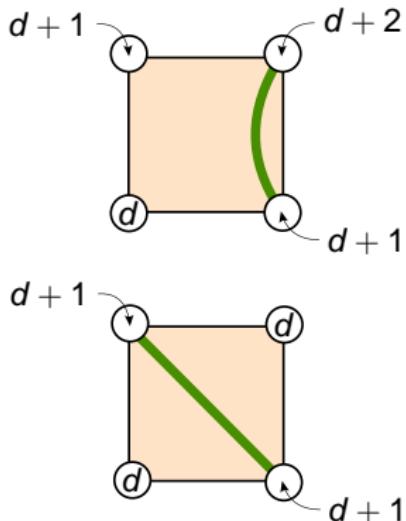
- Apply the rule:



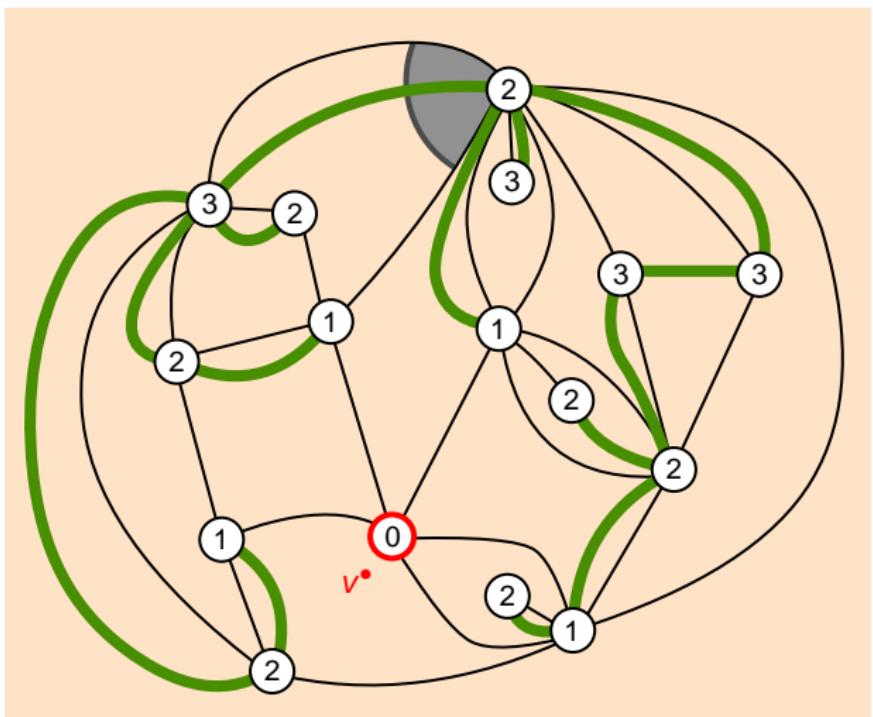
Cori–Vauquelin–Schaeffer / Chapuy–Marcus–Schaeffer



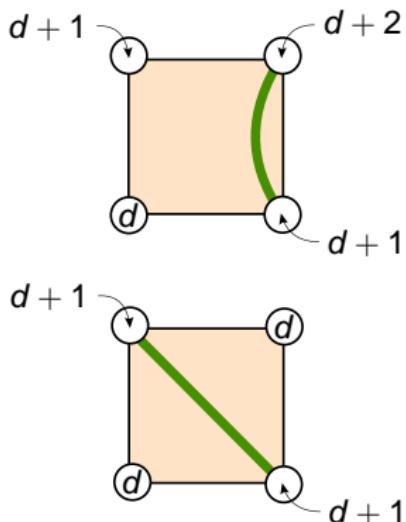
- Apply the rule:



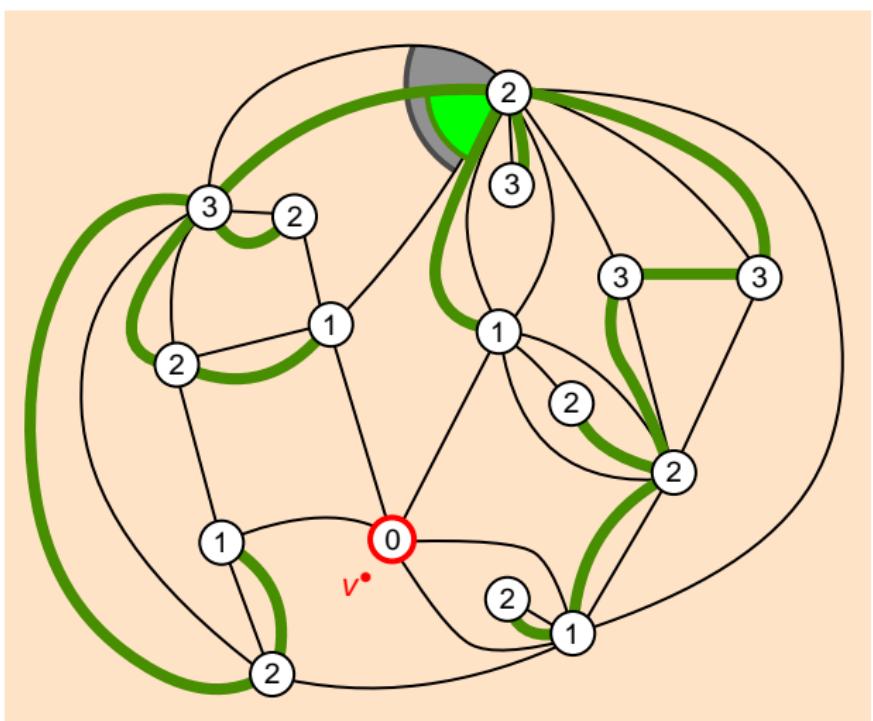
Cori–Vauquelin–Schaeffer / Chapuy–Marcus–Schaeffer



- Apply the rule:

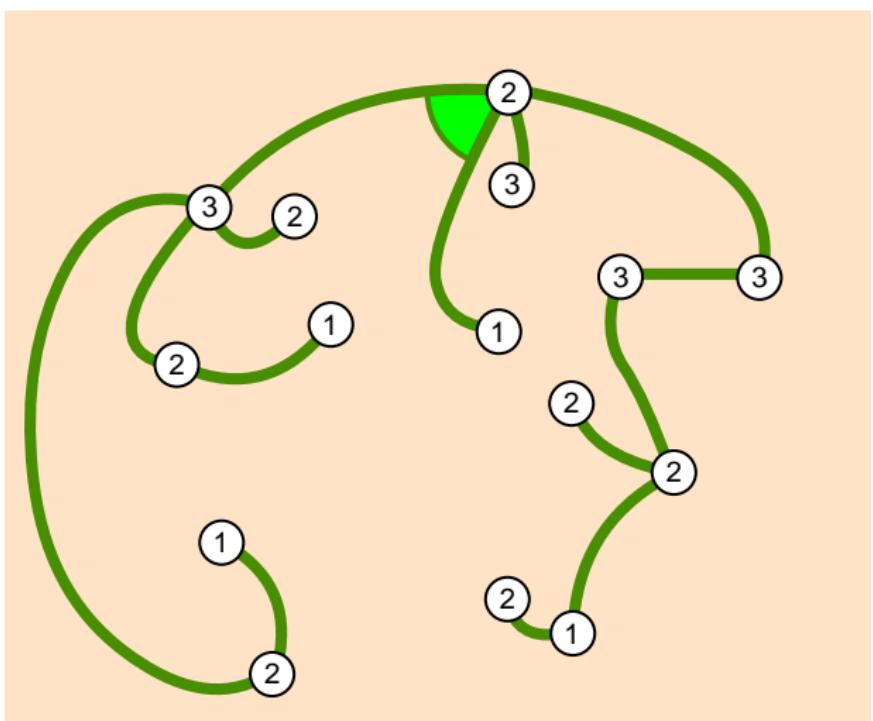


Cori–Vauquelin–Schaeffer / Chapuy–Marcus–Schaeffer



- 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
○○○○○

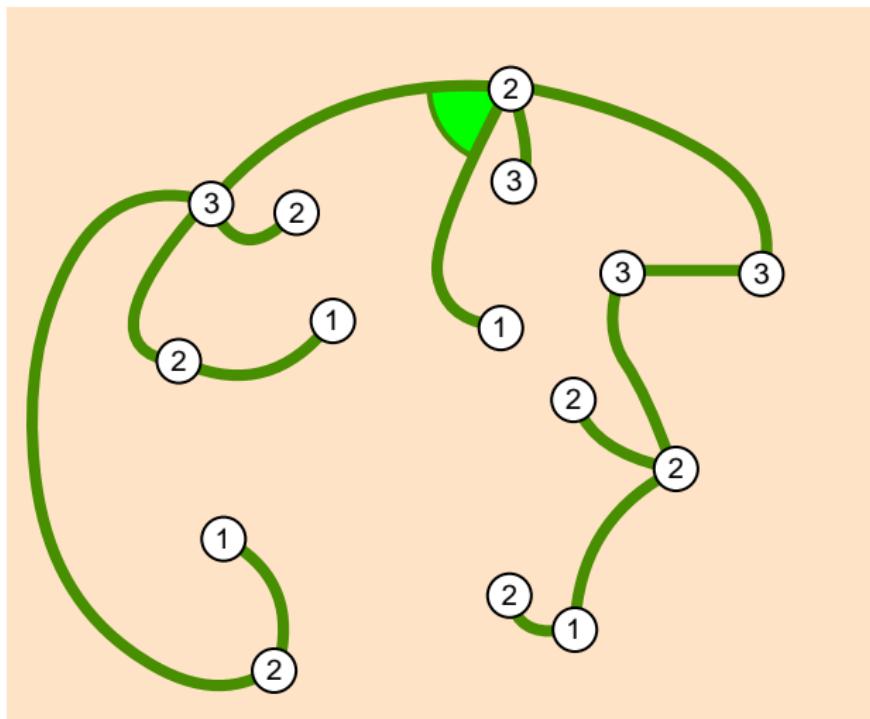
Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○

Encoding maps
○○●○○○○

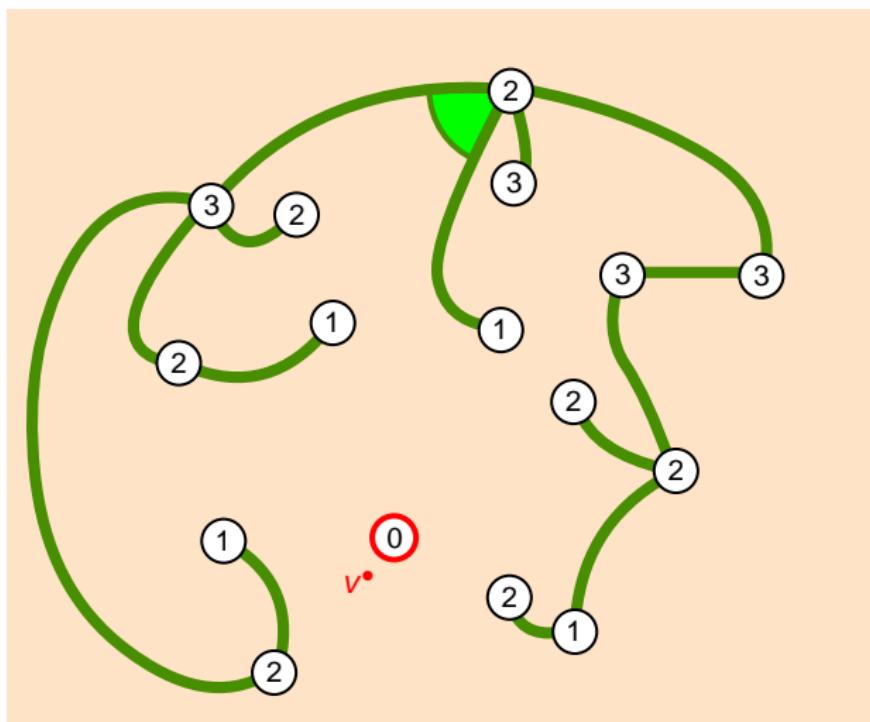
Construction
○○○○○○○○○○○○

Inverse construction



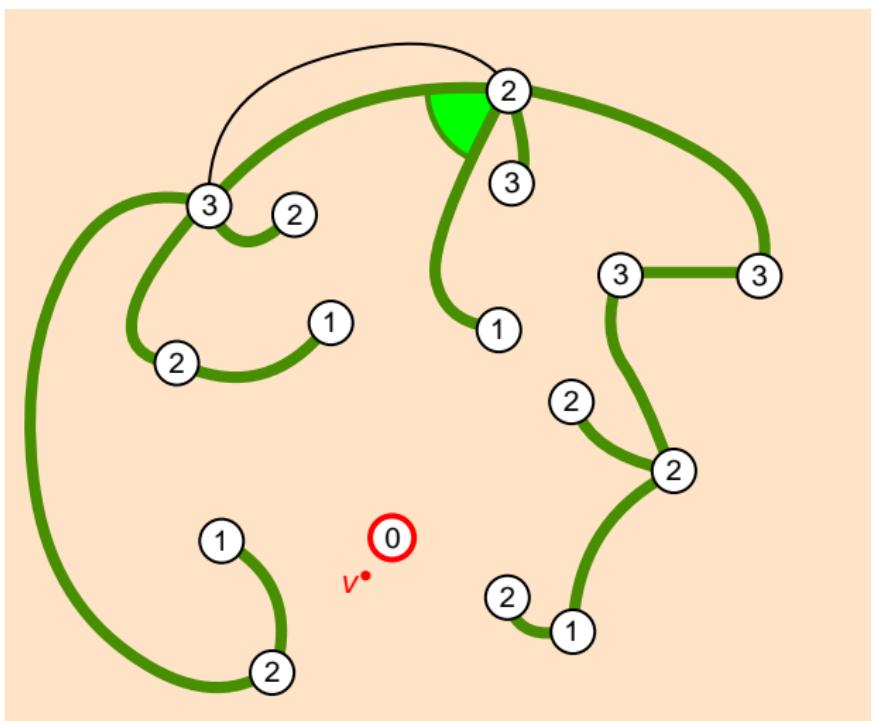
- Take a well-labeled unicellular map.

Inverse construction



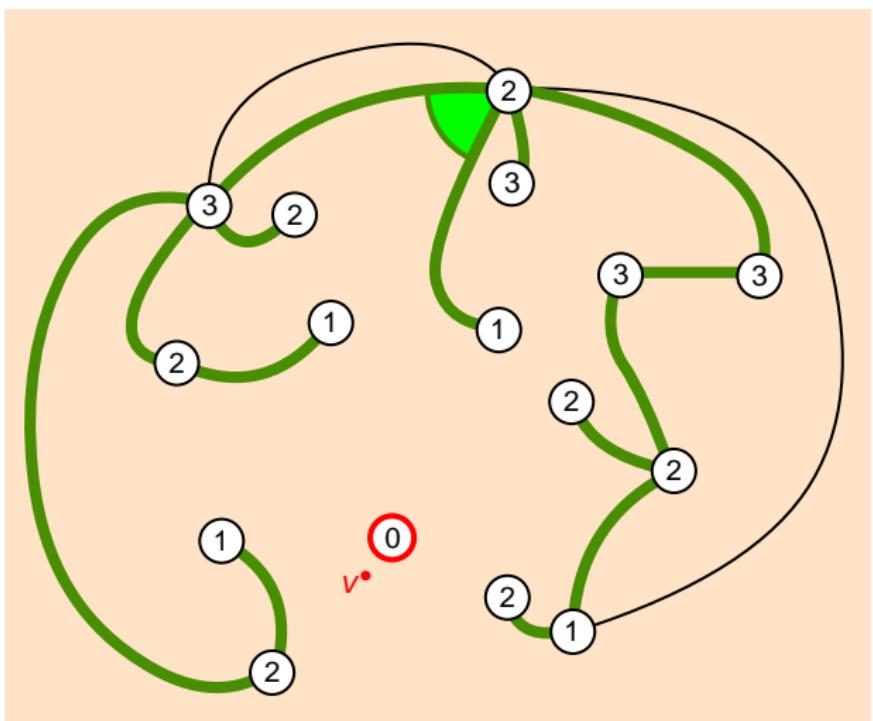
- Take a well-labeled unicellular map.
- Add a vertex v^\bullet inside the unique face.

Inverse construction



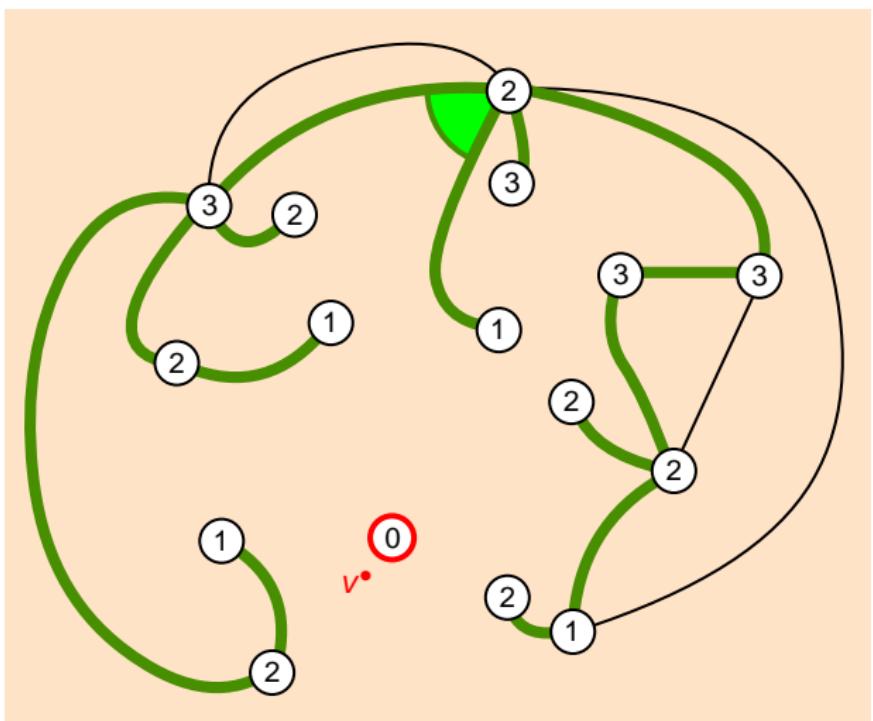
- Take a well-labeled unicellular map.
- Add a vertex v^\bullet inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



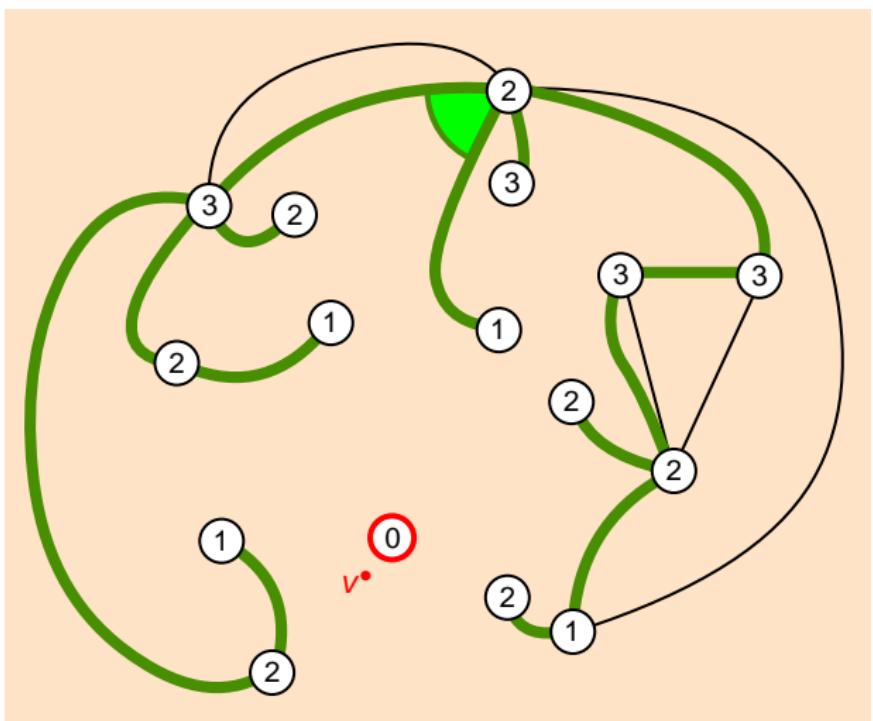
- Take a well-labeled unicellular map.
- Add a vertex v^\bullet inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



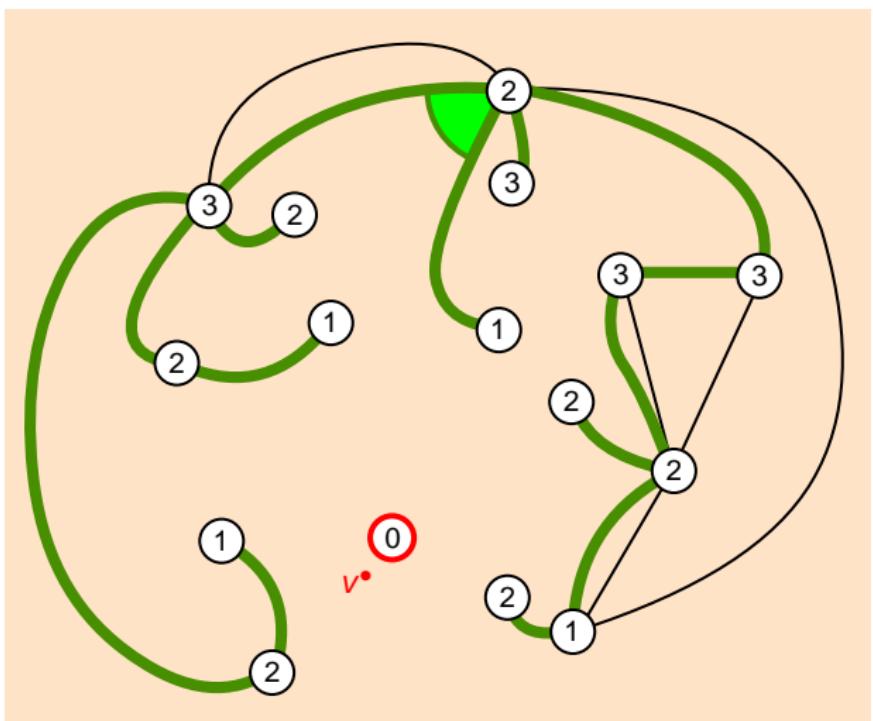
- Take a well-labeled unicellular map.
- Add a vertex $v\bullet$ inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



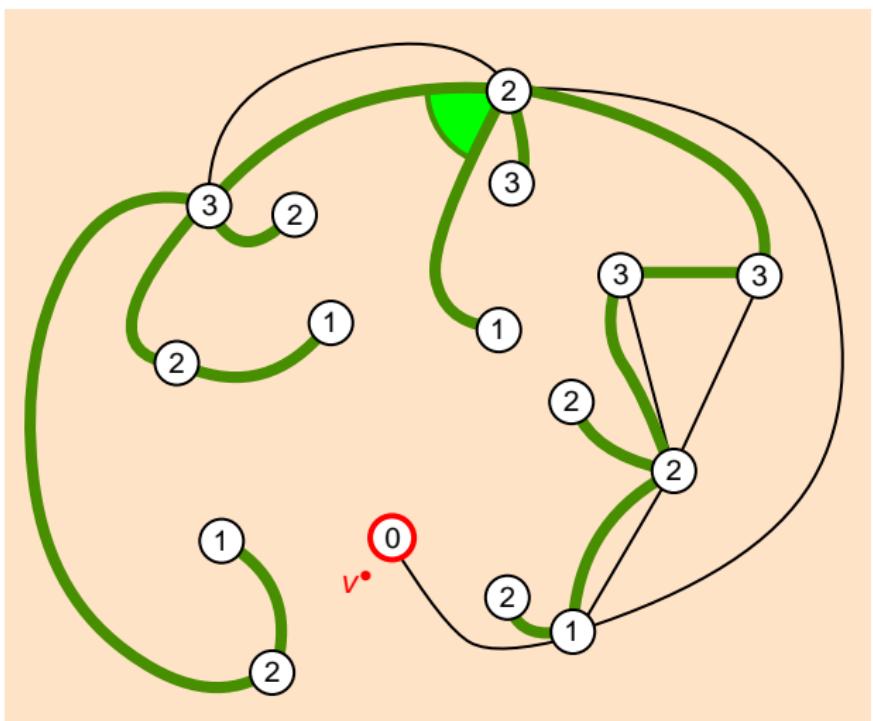
- Take a well-labeled unicellular map.
- Add a vertex v^* inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



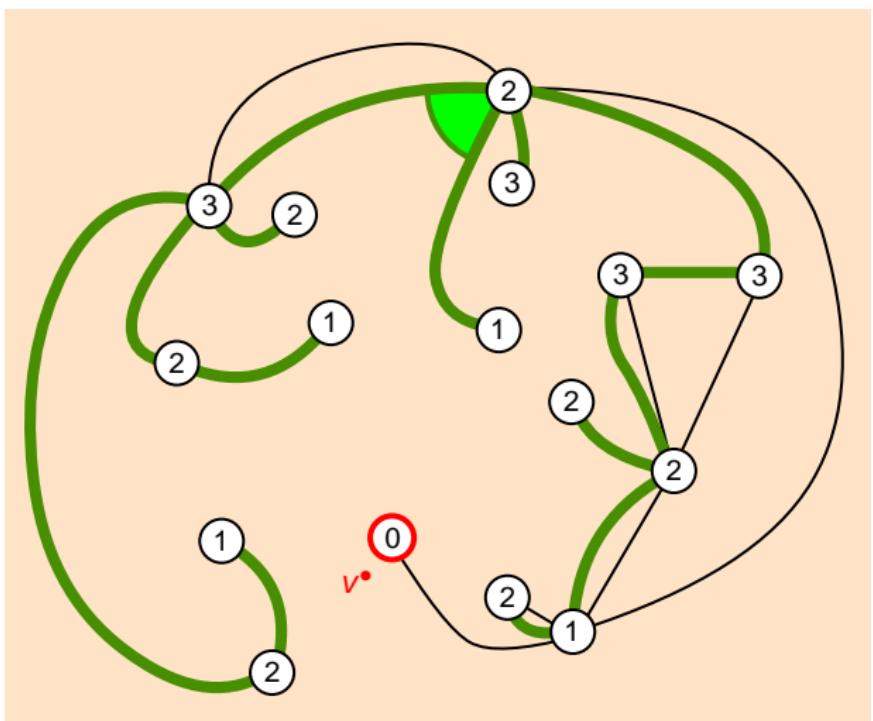
- Take a well-labeled unicellular map.
- Add a vertex v^* inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



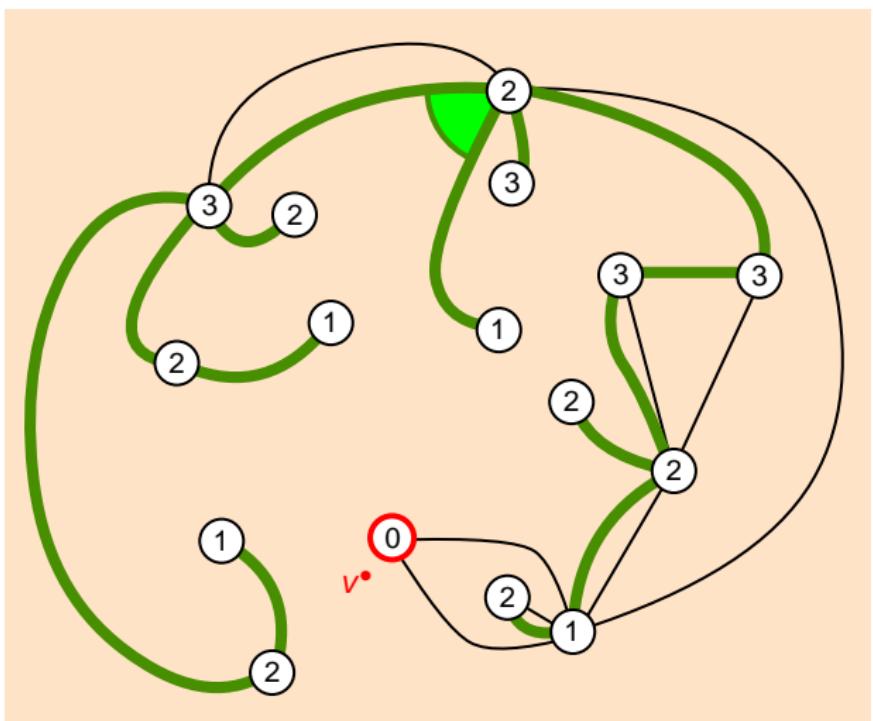
- Take a well-labeled unicellular map.
- Add a vertex v^\bullet inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



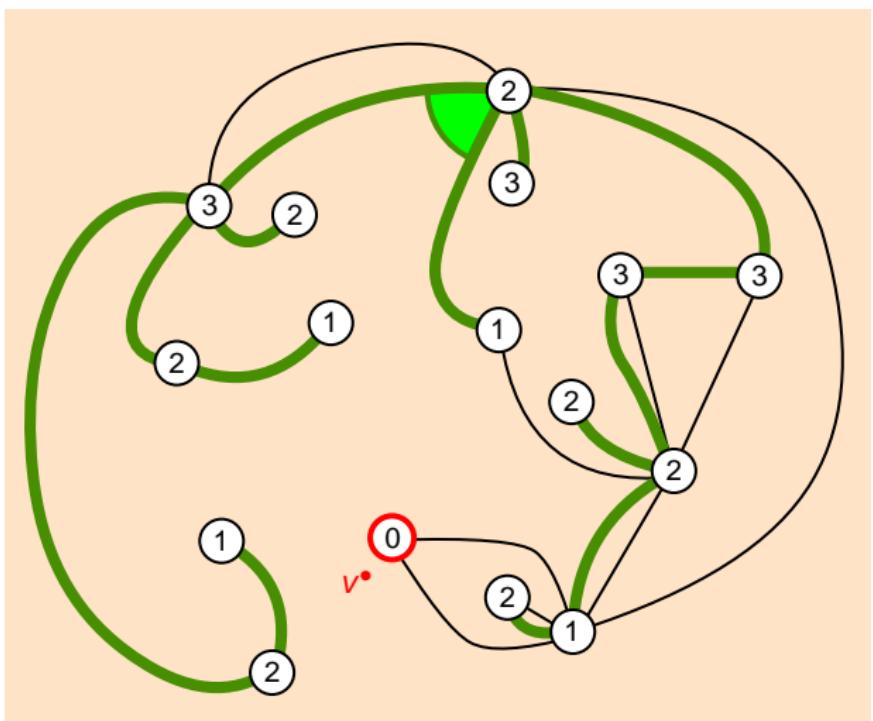
- Take a well-labeled unicellular map.
- Add a vertex v^\bullet inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



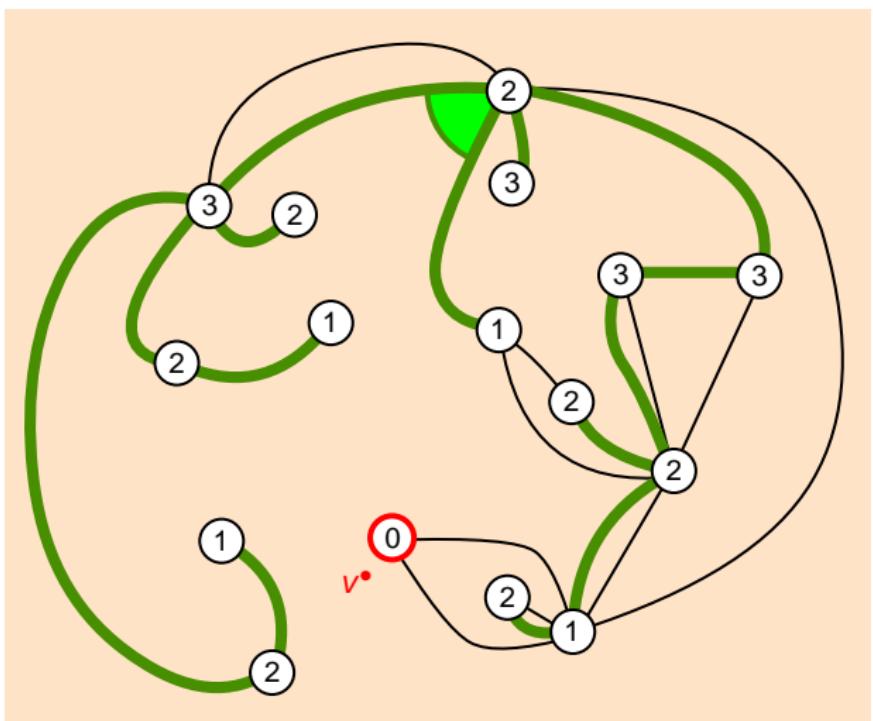
- Take a well-labeled unicellular map.
- Add a vertex $v\bullet$ inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



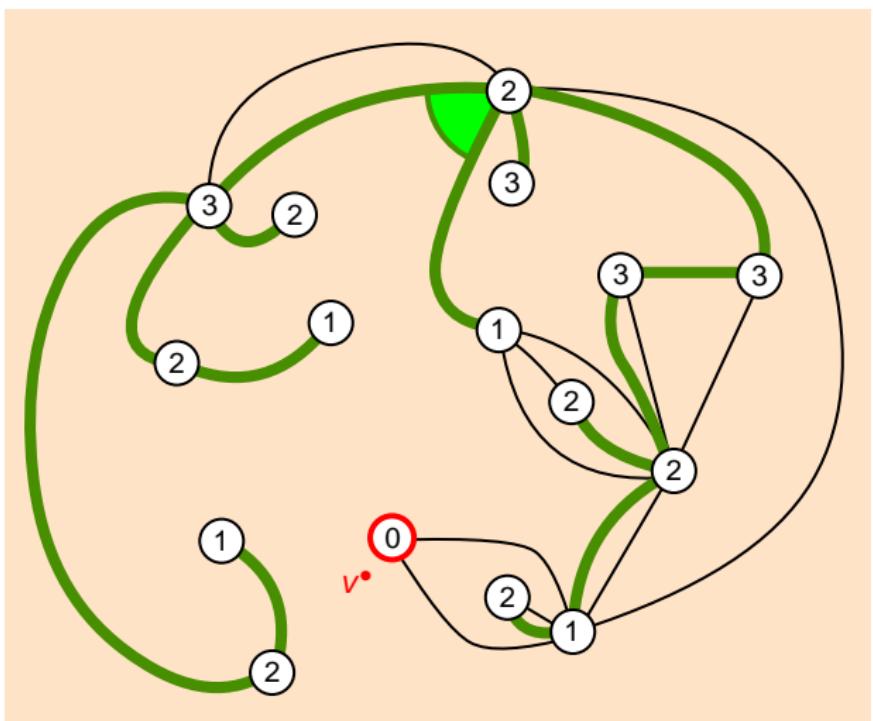
- Take a well-labeled unicellular map.
- Add a vertex $v\bullet$ inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



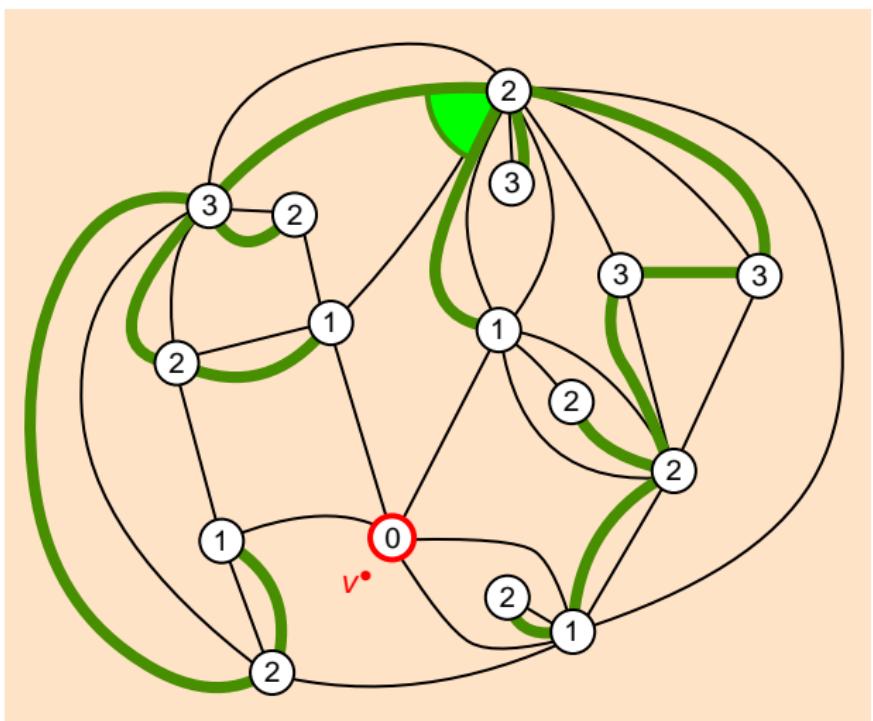
- Take a well-labeled unicellular map.
- Add a vertex $v\bullet$ inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



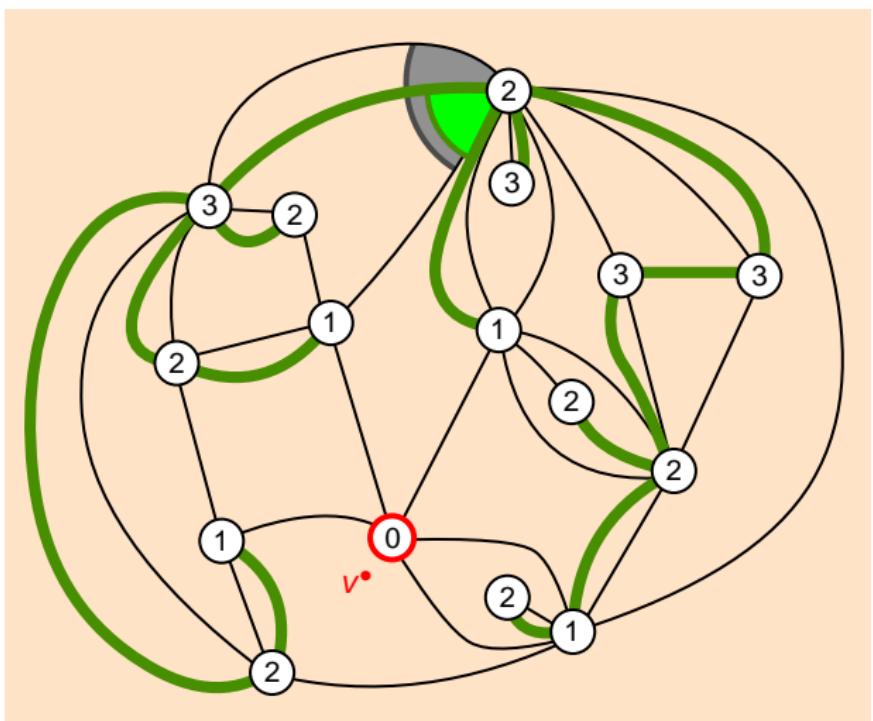
- Take a well-labeled unicellular map.
- Add a vertex v^\bullet inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

Inverse construction



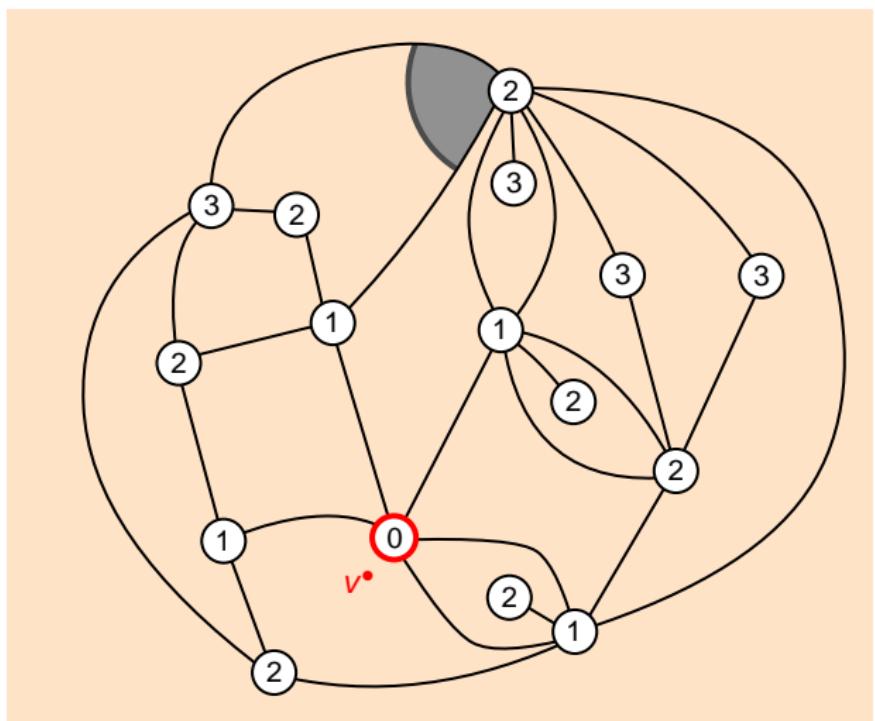
- Take a well-labeled unicellular map.
- Add a vertex $v\bullet$ inside the unique face.
- Link every corner to the first subsequent corner having a strictly smaller label.

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.

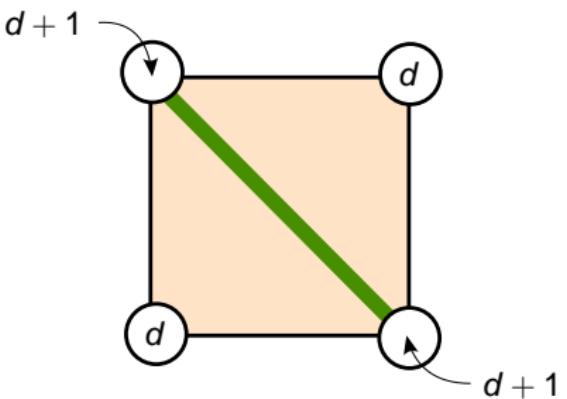
Inverse construction



- 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.

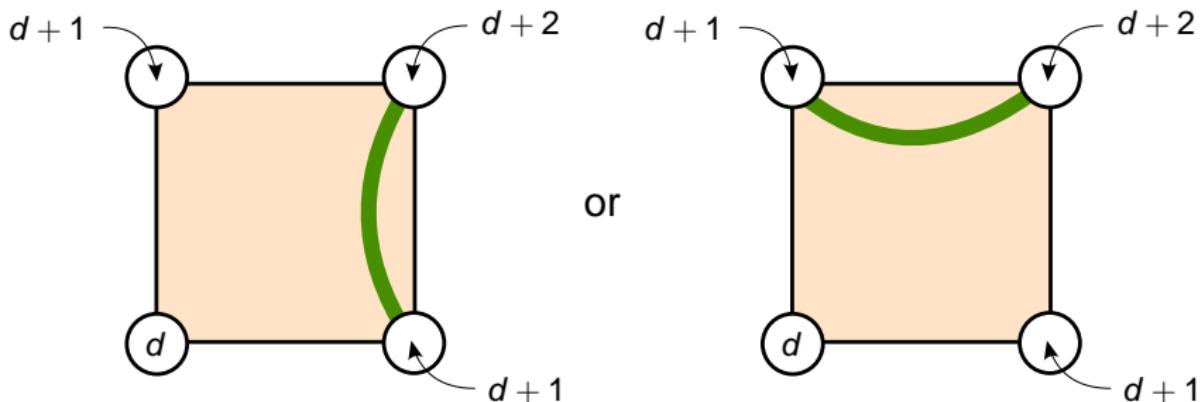
What could go wrong with nonorientable maps?

From quadrangulations to unicellular maps



What could go wrong with nonorientable maps?

From quadrangulations to unicellular maps



Introduction
oooooooo

Brownian sphere
ooooo

Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
ooo•ooo

Construction
oooooooooooo

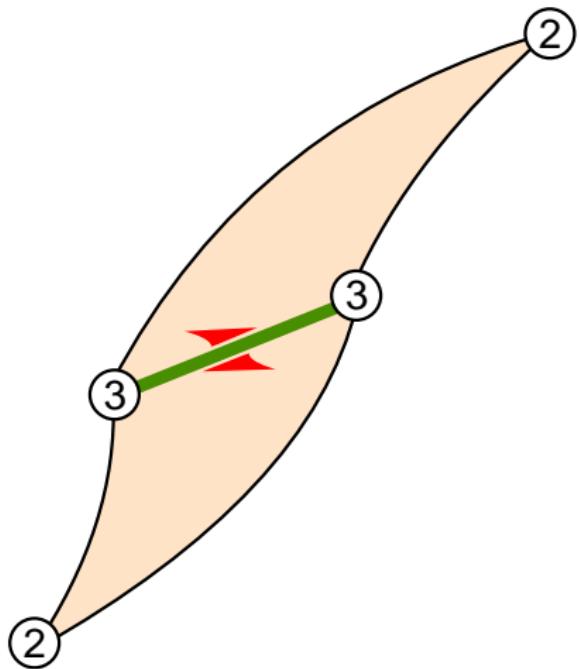
What could go wrong with nonorientable maps?

From unicellular maps to quadrangulations



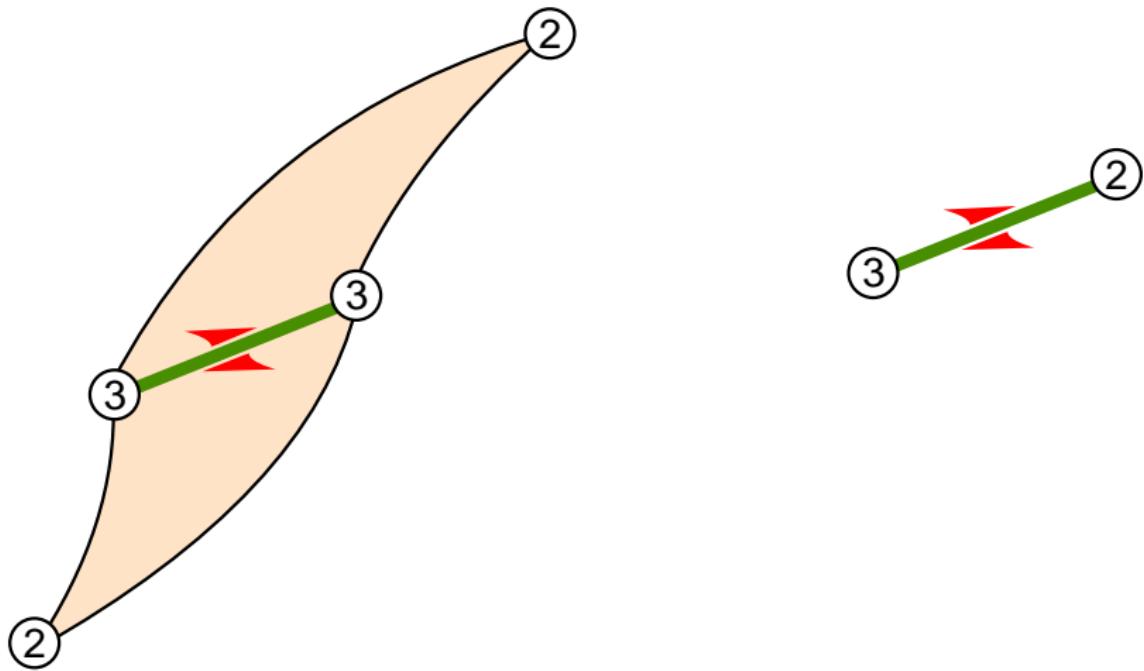
What could go wrong with nonorientable maps?

From unicellular maps to quadrangulations



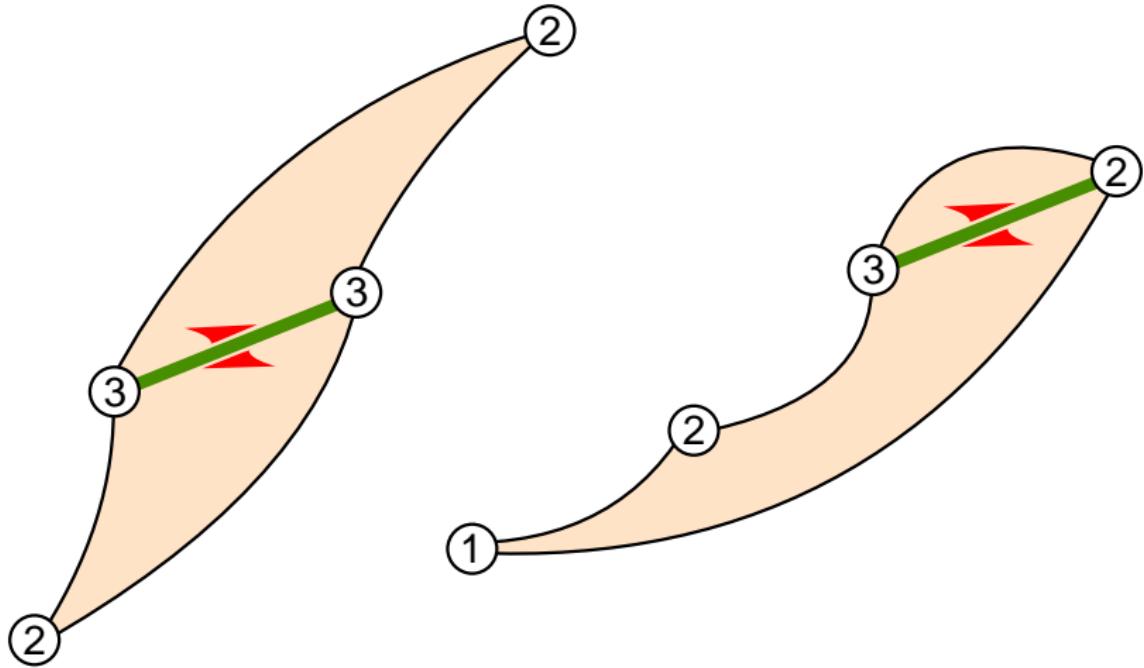
What could go wrong with nonorientable maps?

From unicellular maps to quadrangulations



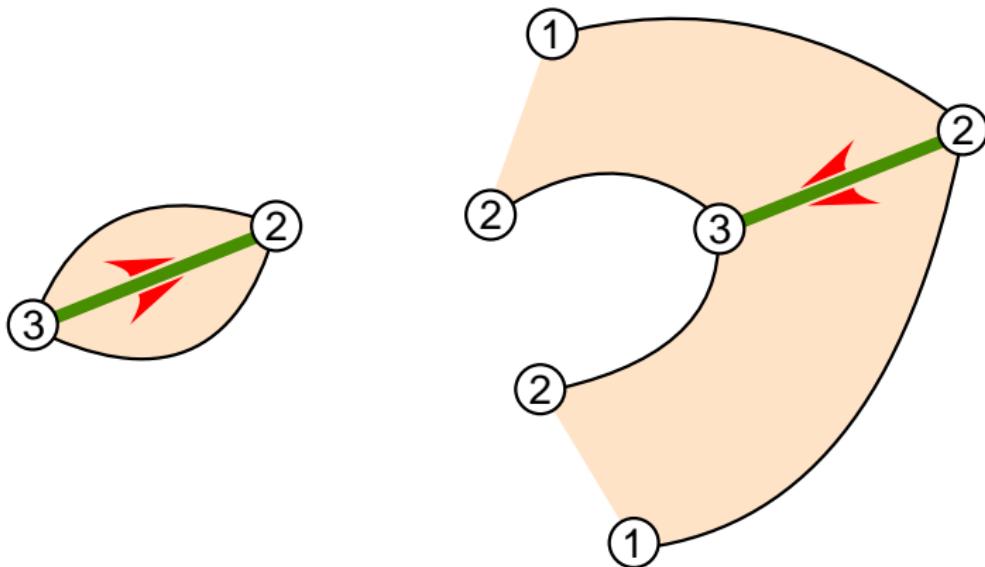
What could go wrong with nonorientable maps?

From unicellular maps to quadrangulations



What could go wrong with nonorientable maps?

From unicellular maps to quadrangulations



Introduction
oooooooo

Brownian sphere
ooooo

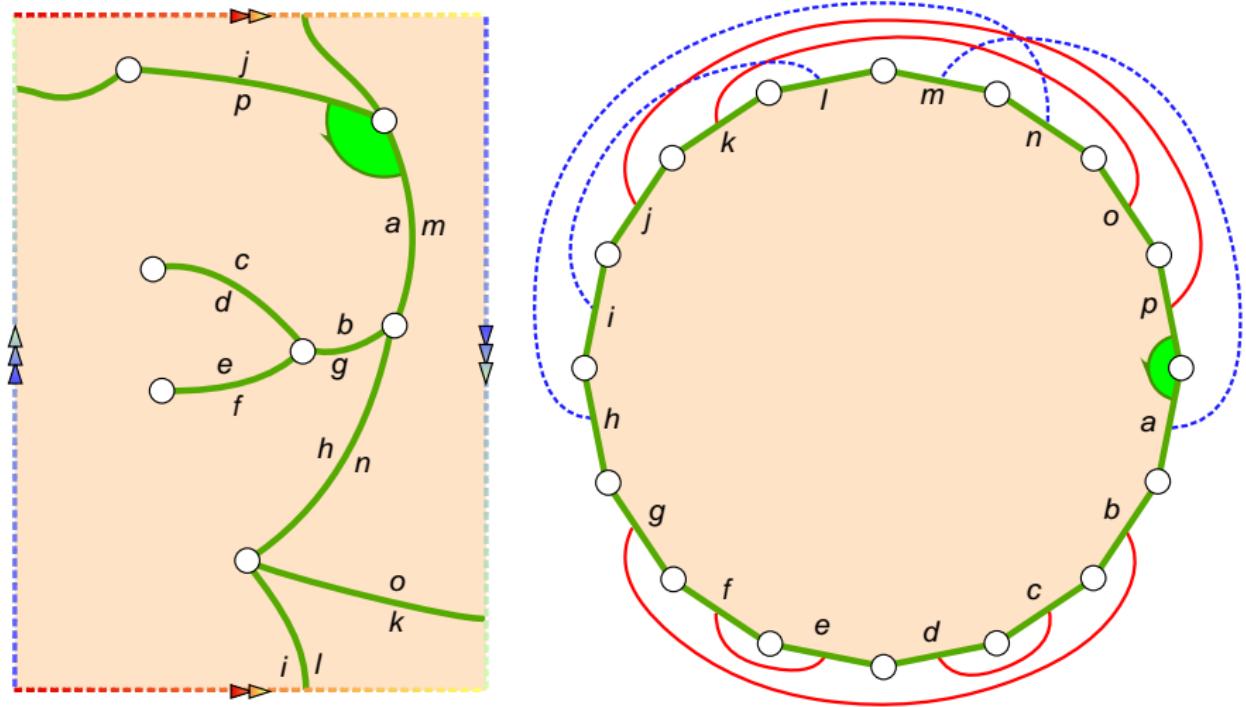
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
oooo•ooo

Construction
oooooooooooo

Unicellular maps seen as polygons with paired sides



Introduction
○○○○○○○

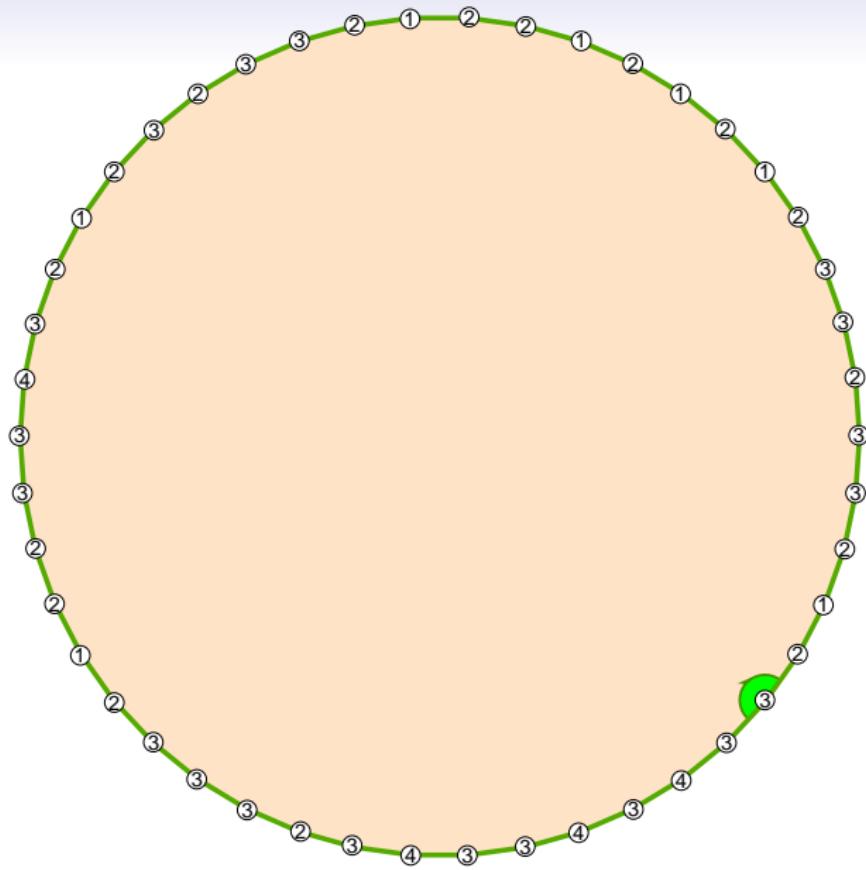
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○



Introduction
○○○○○○○

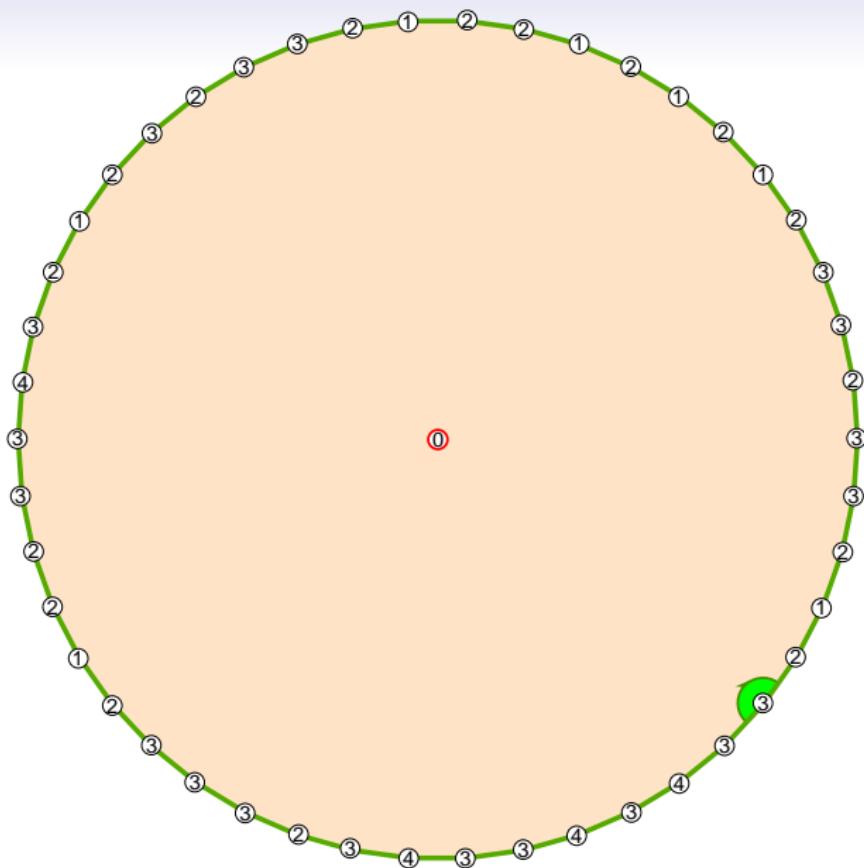
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

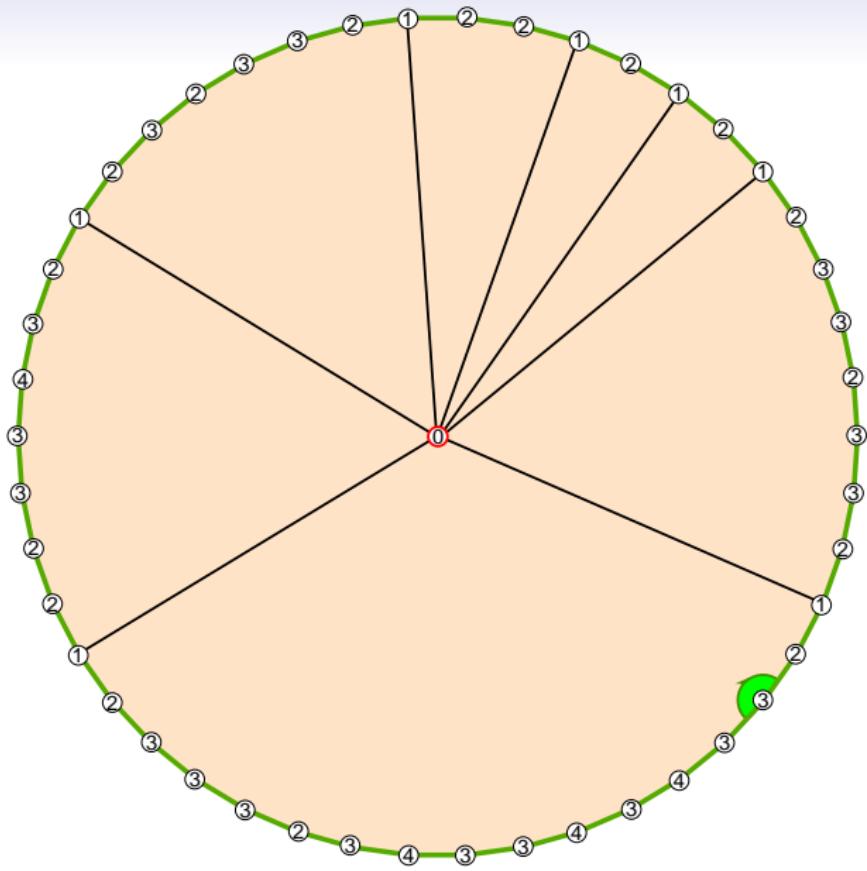
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
oooooooo

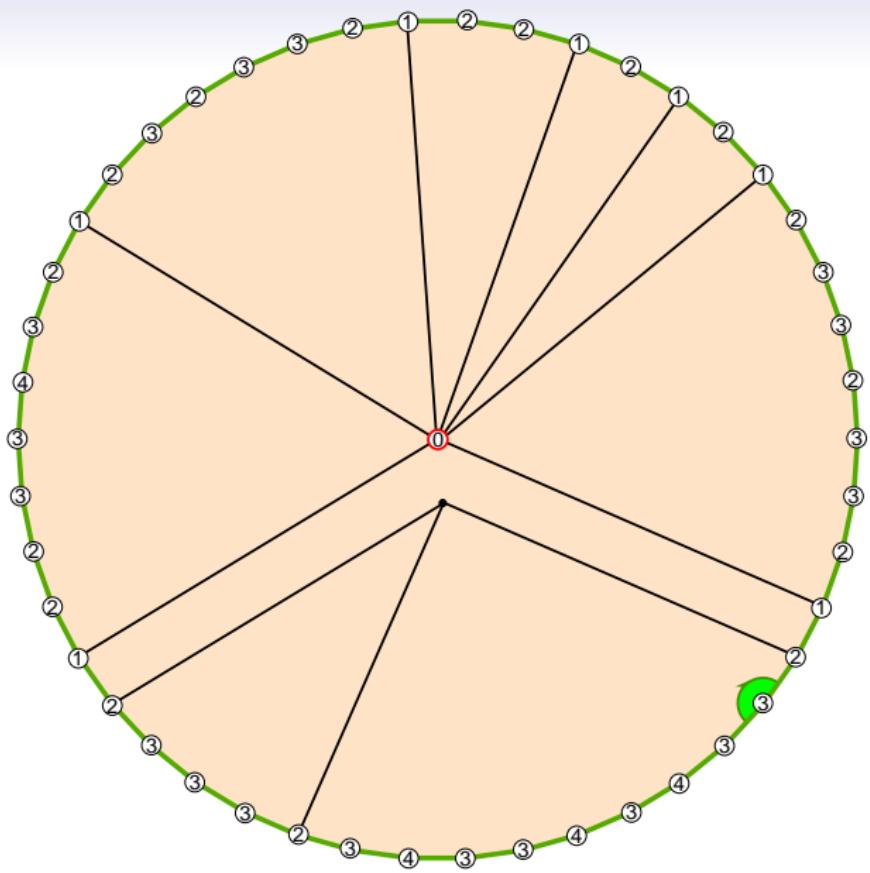
Brownian sphere
ooooo

Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
oooooo●○

Construction
oooooooooooo



Introduction
○○○○○○○

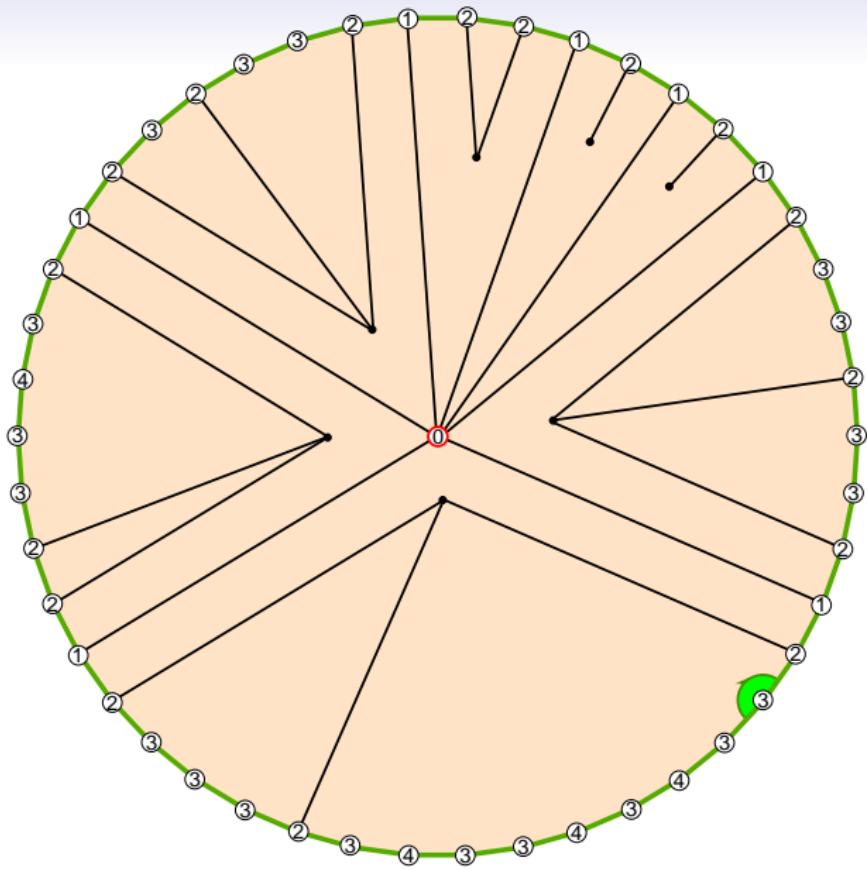
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

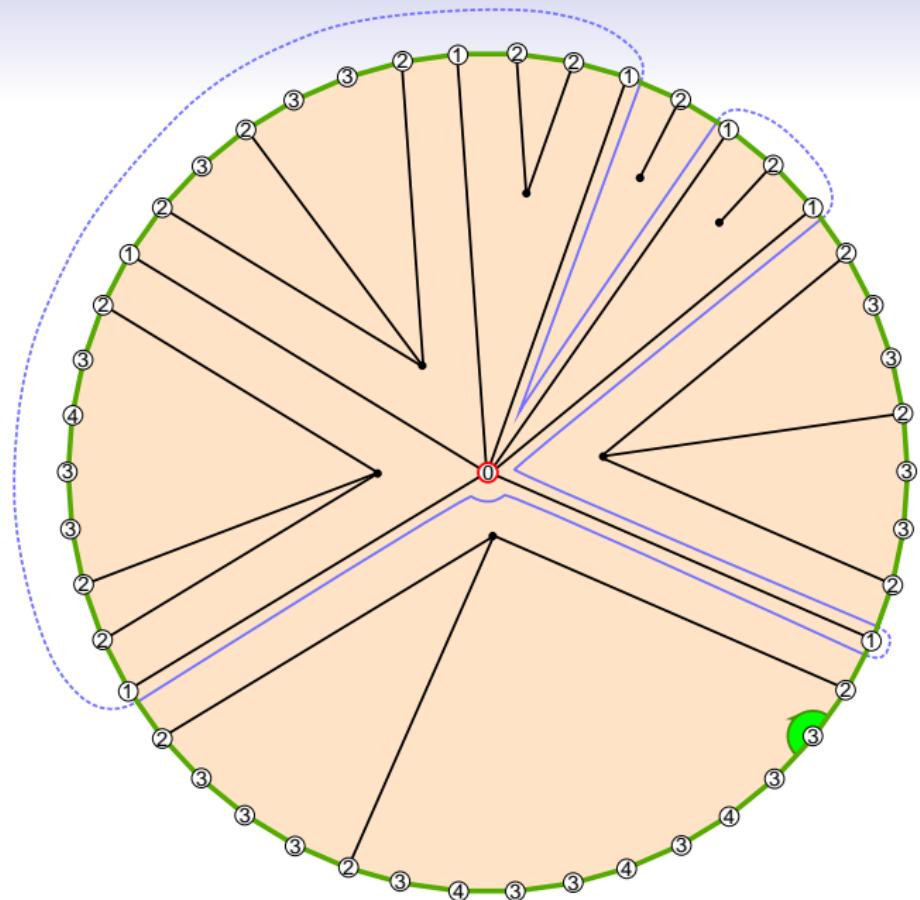
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

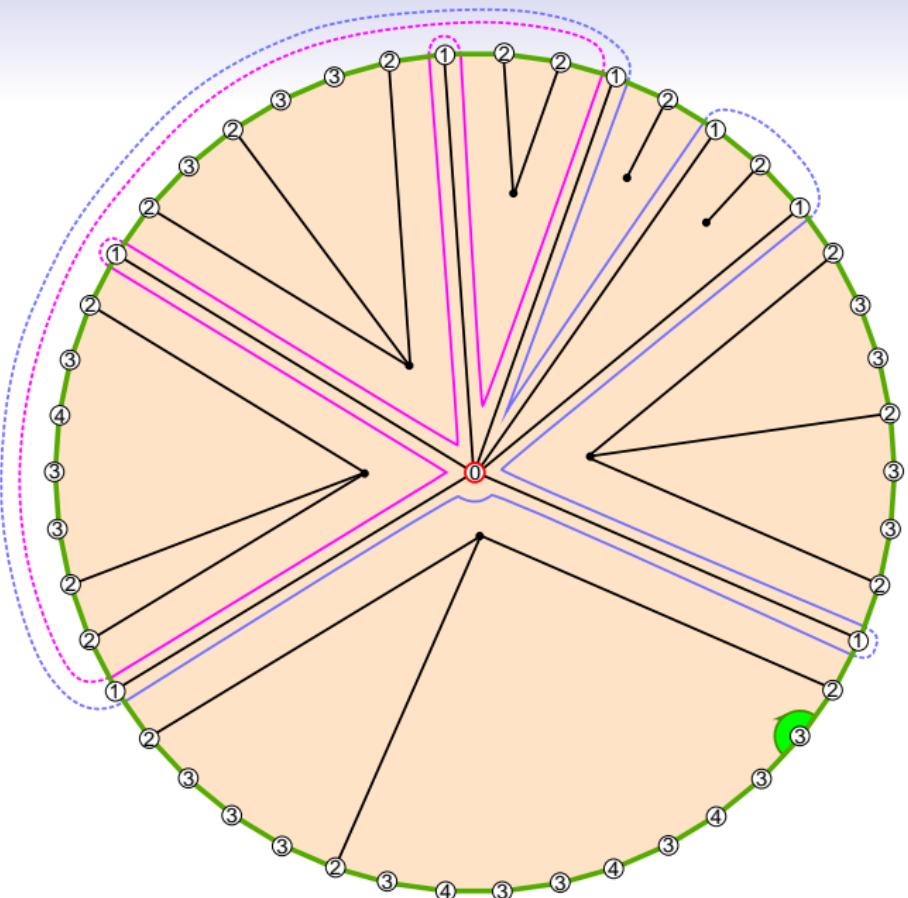
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

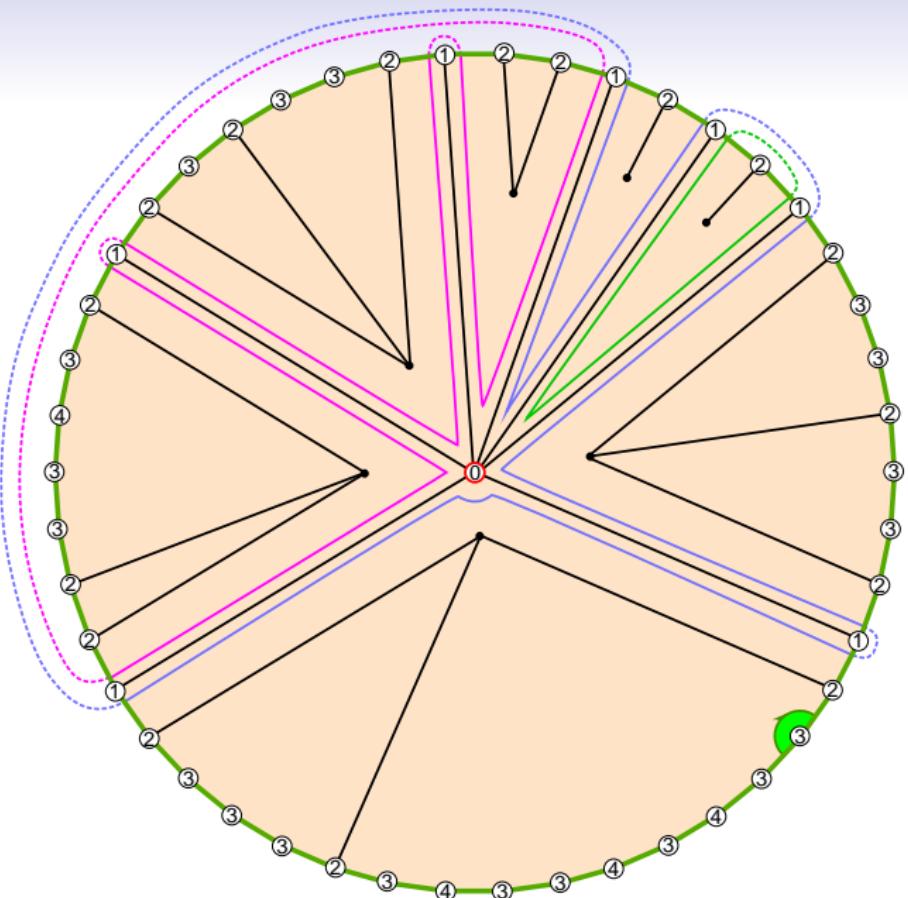
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

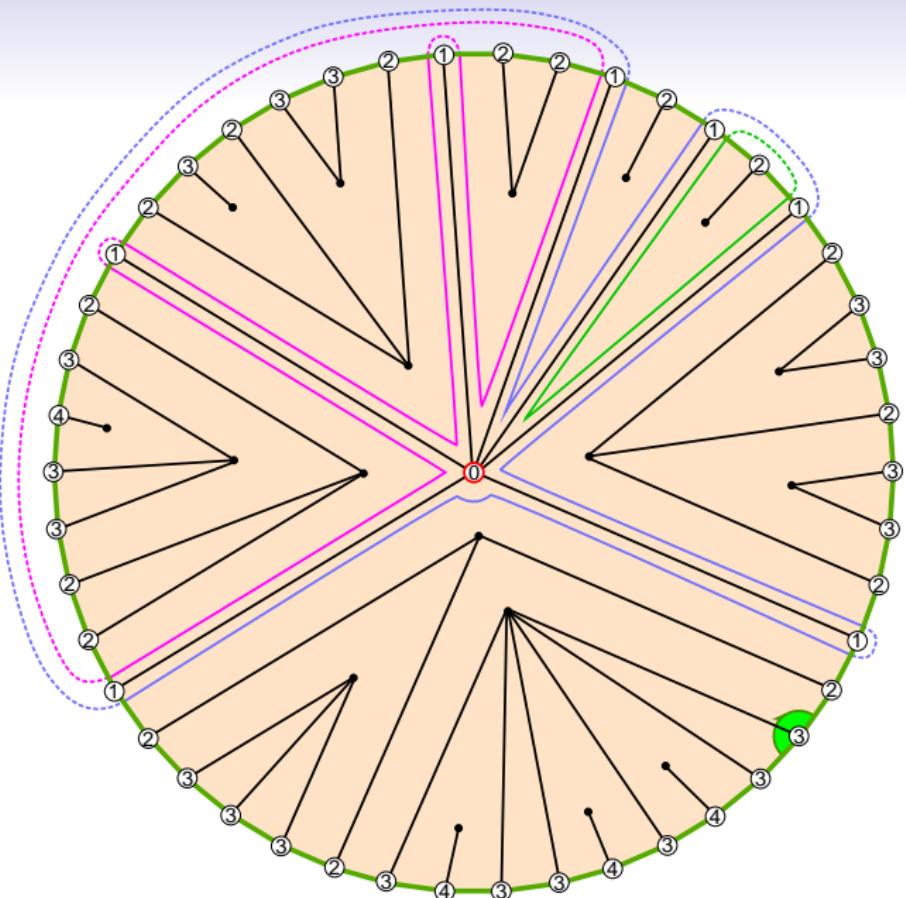
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

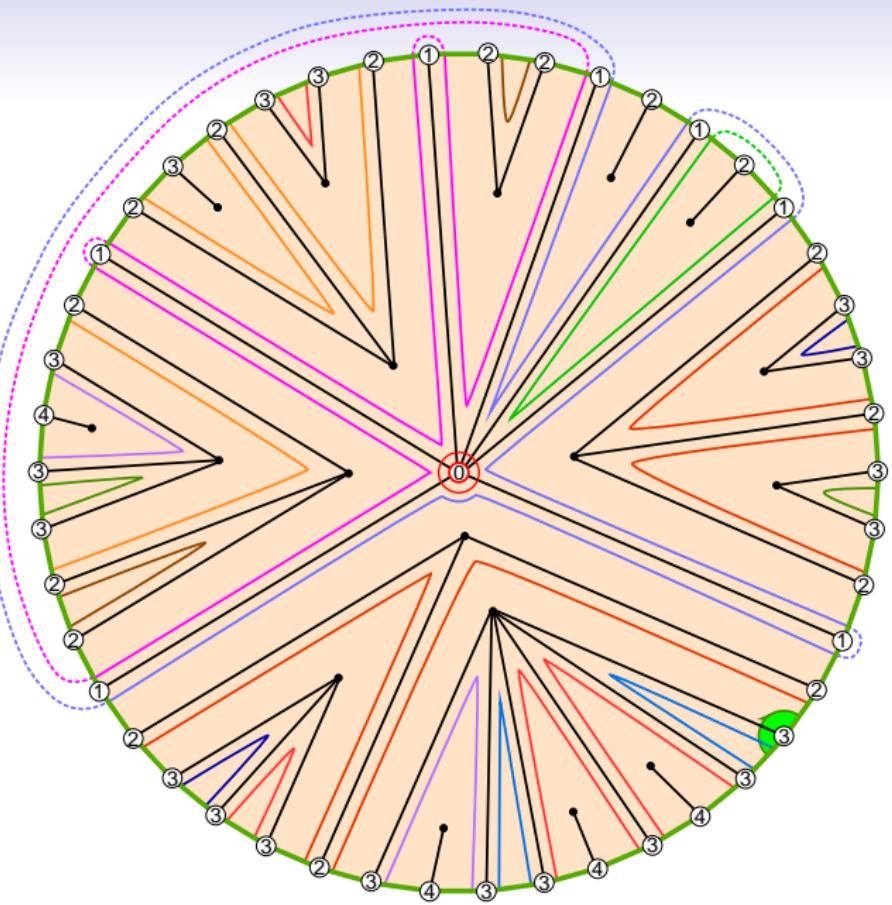
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

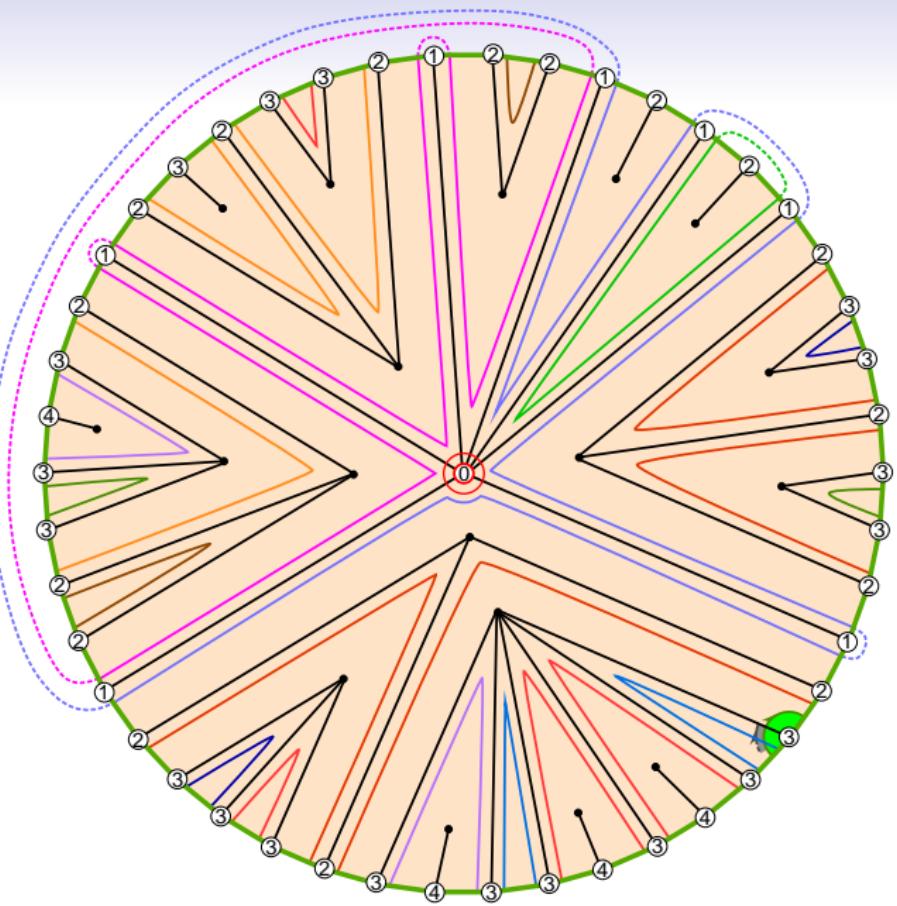
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

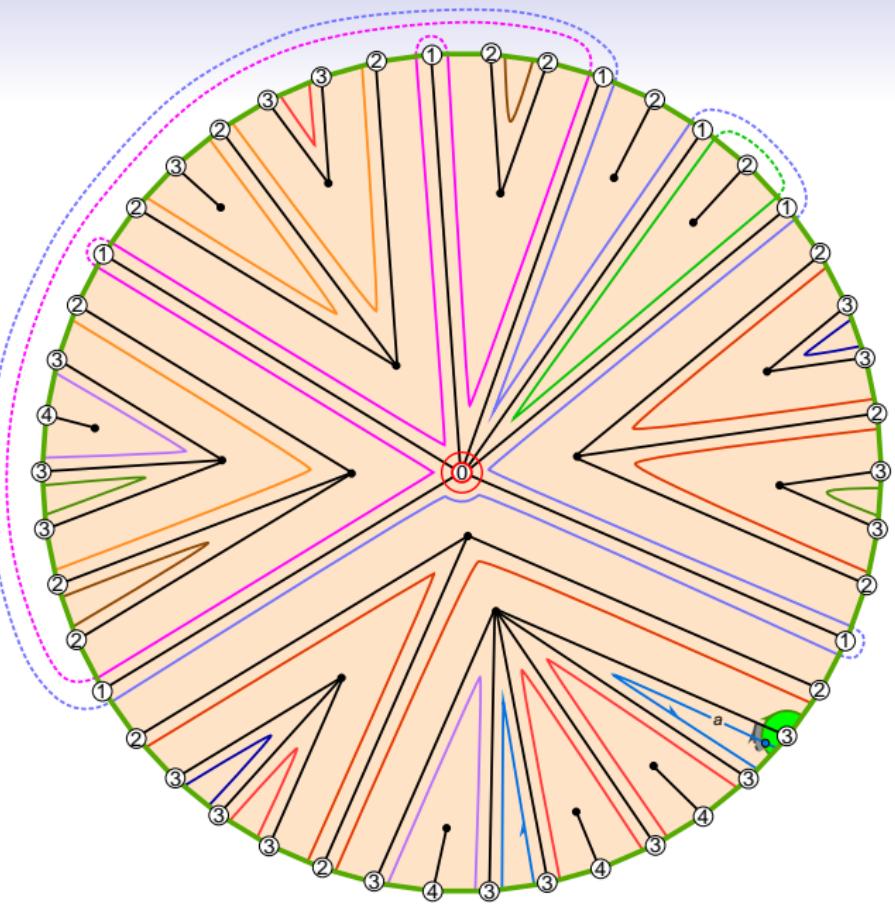
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Brownian surfaces

Introduction
○○○○○○○

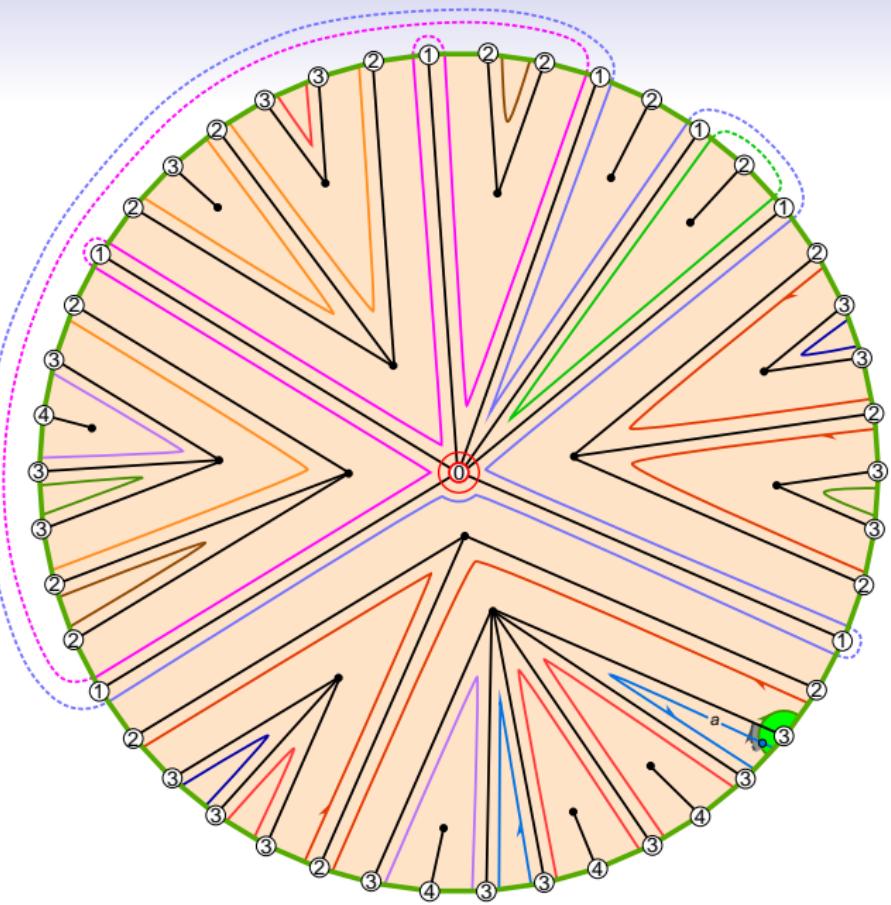
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Brownian surfaces

Introduction
○○○○○○○

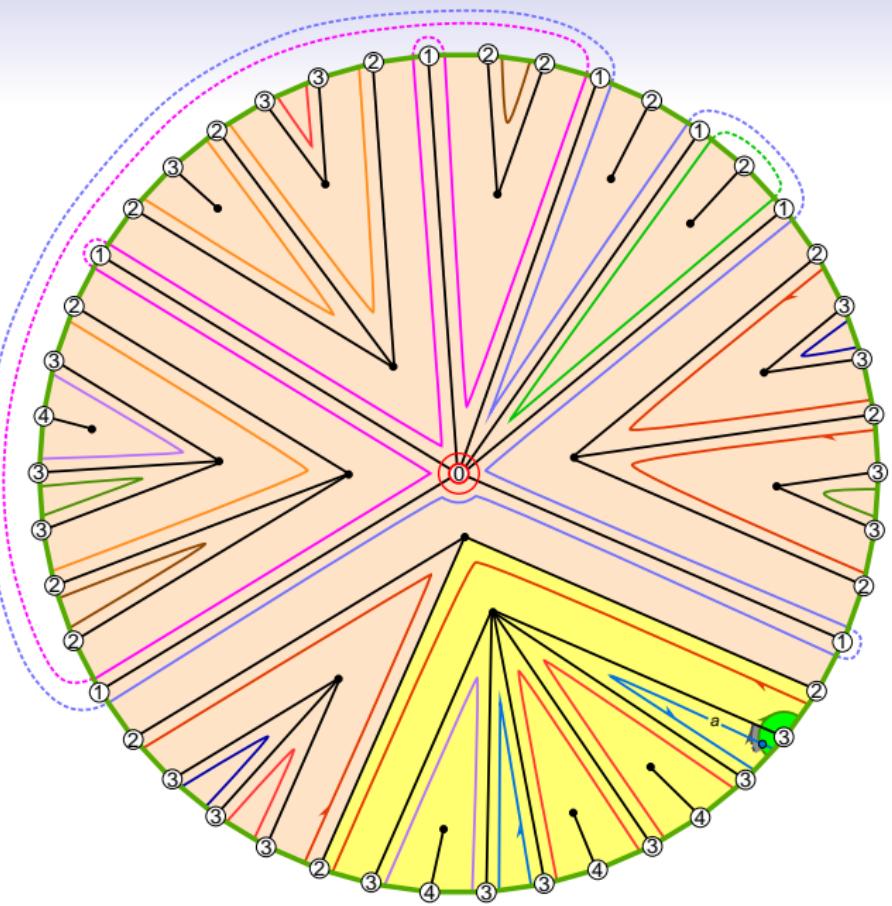
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

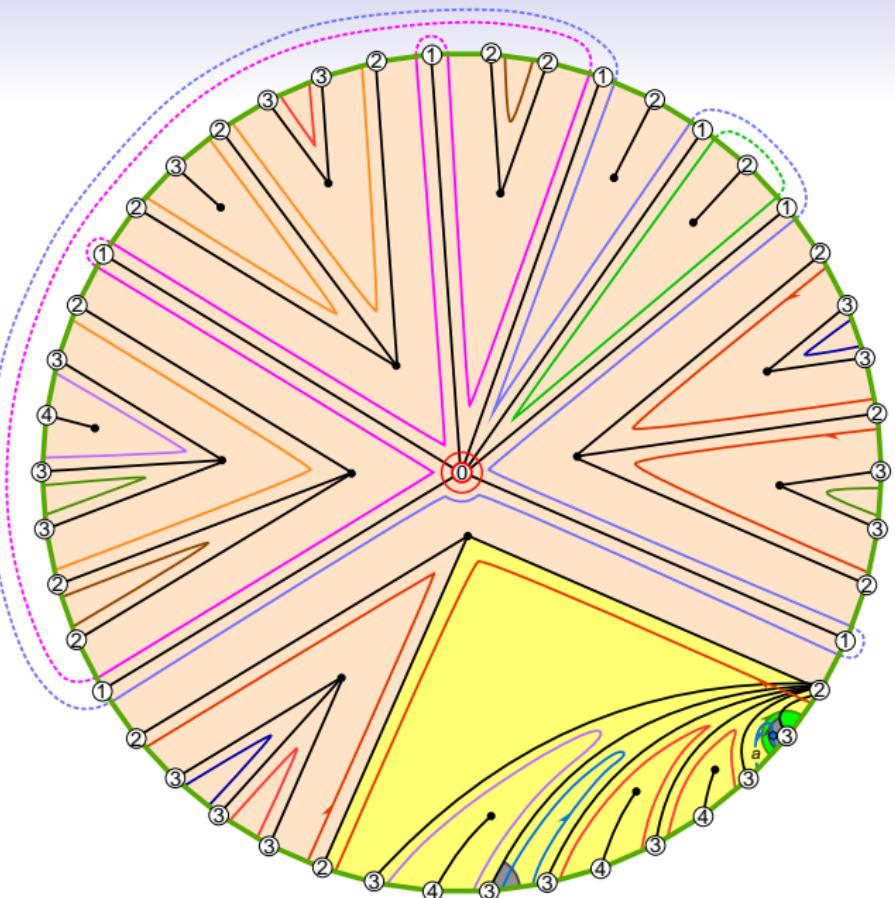
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

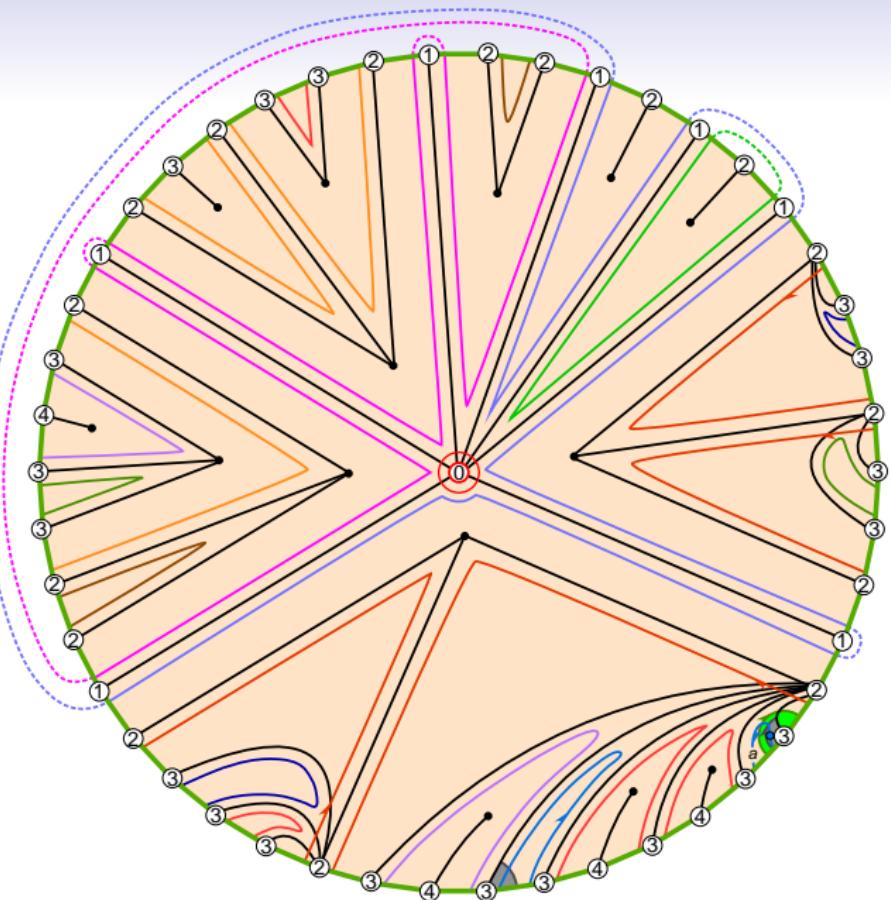
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

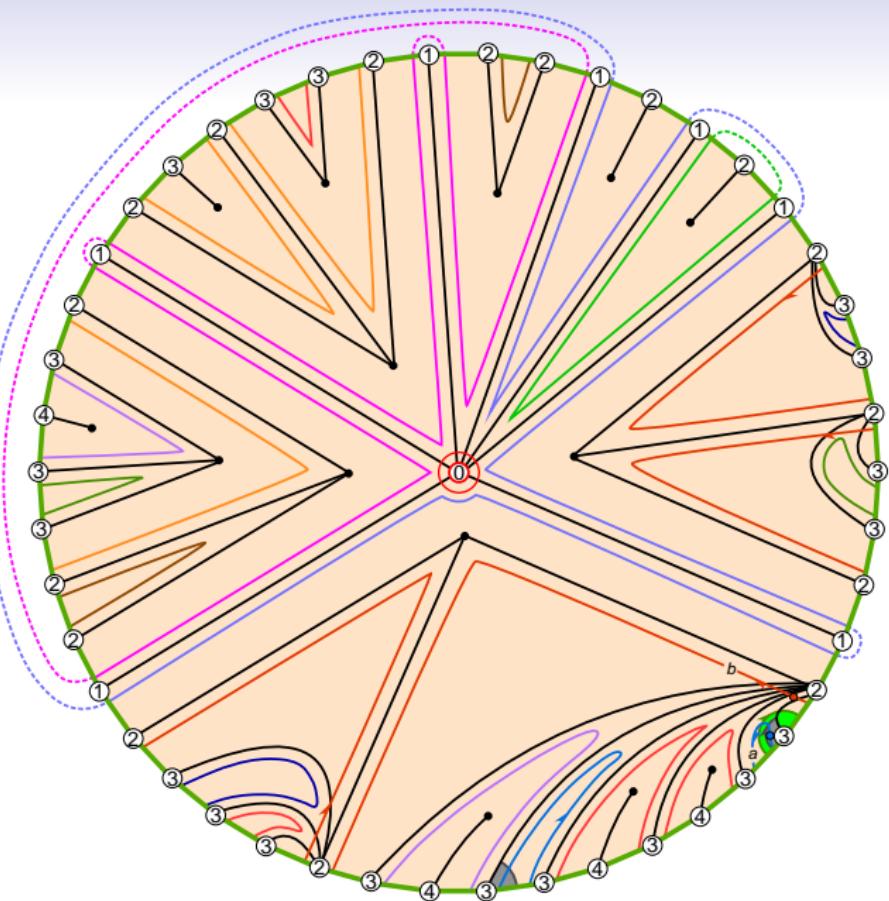
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

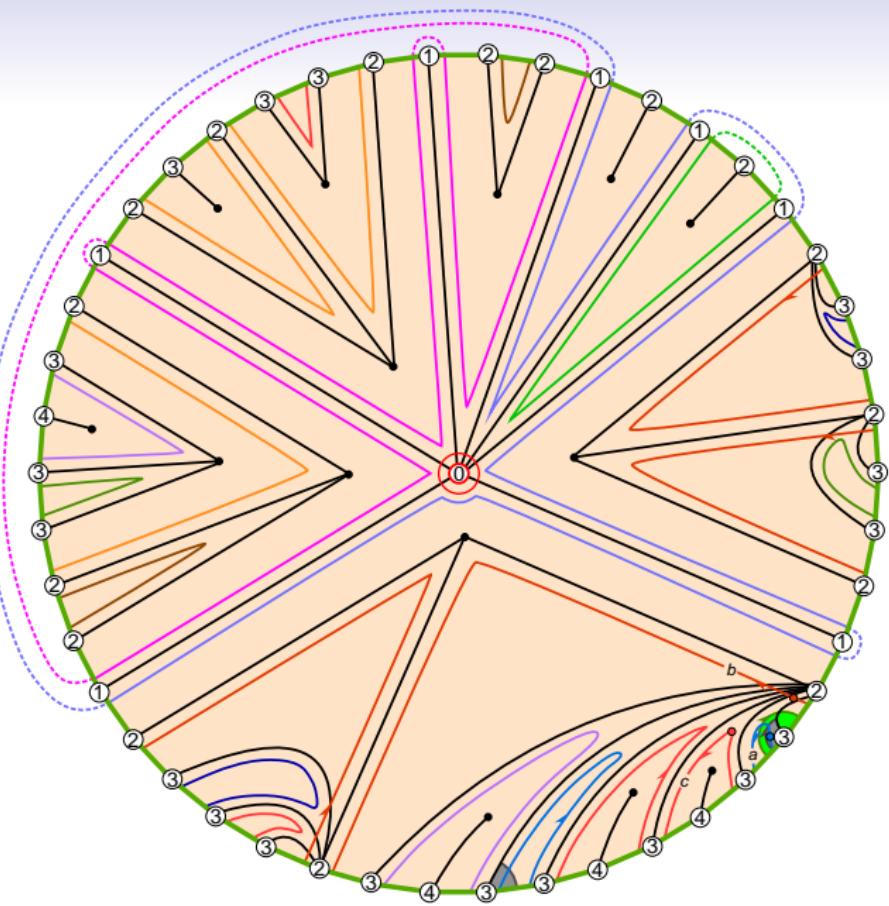
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

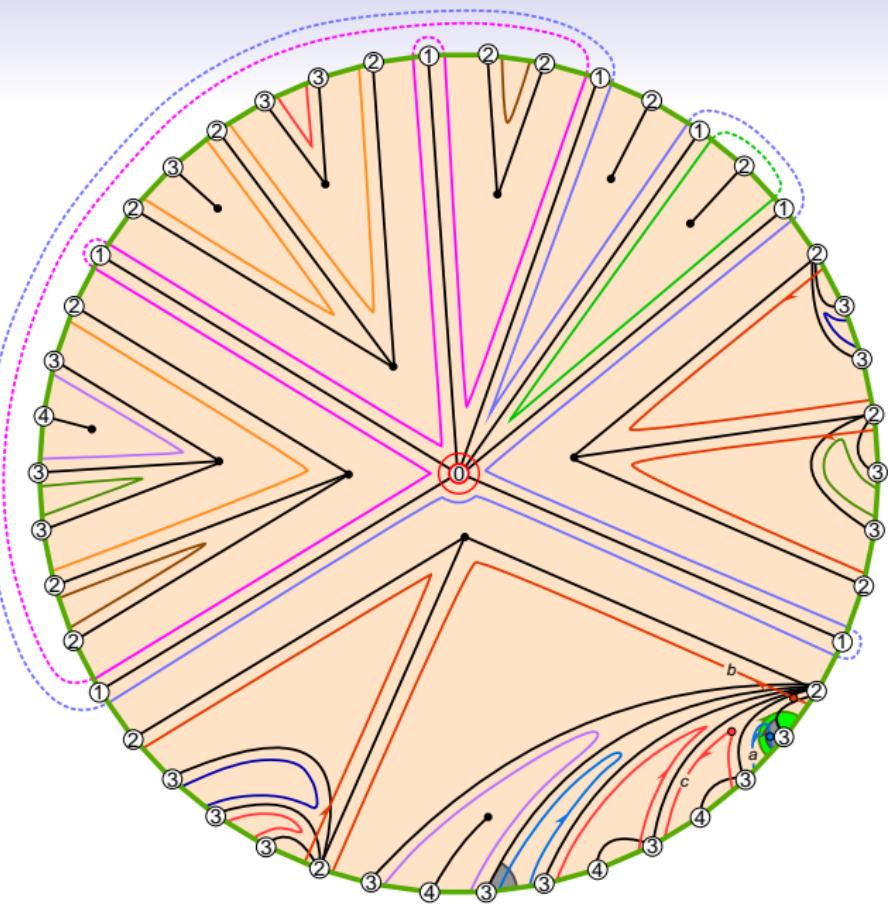
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

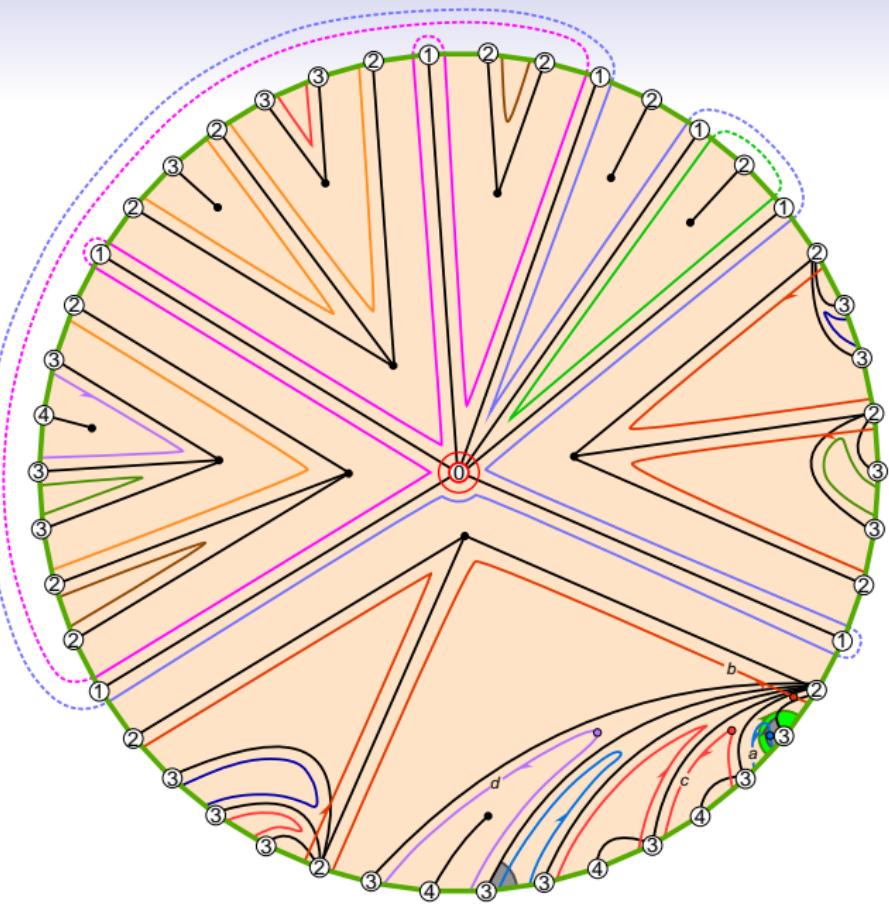
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

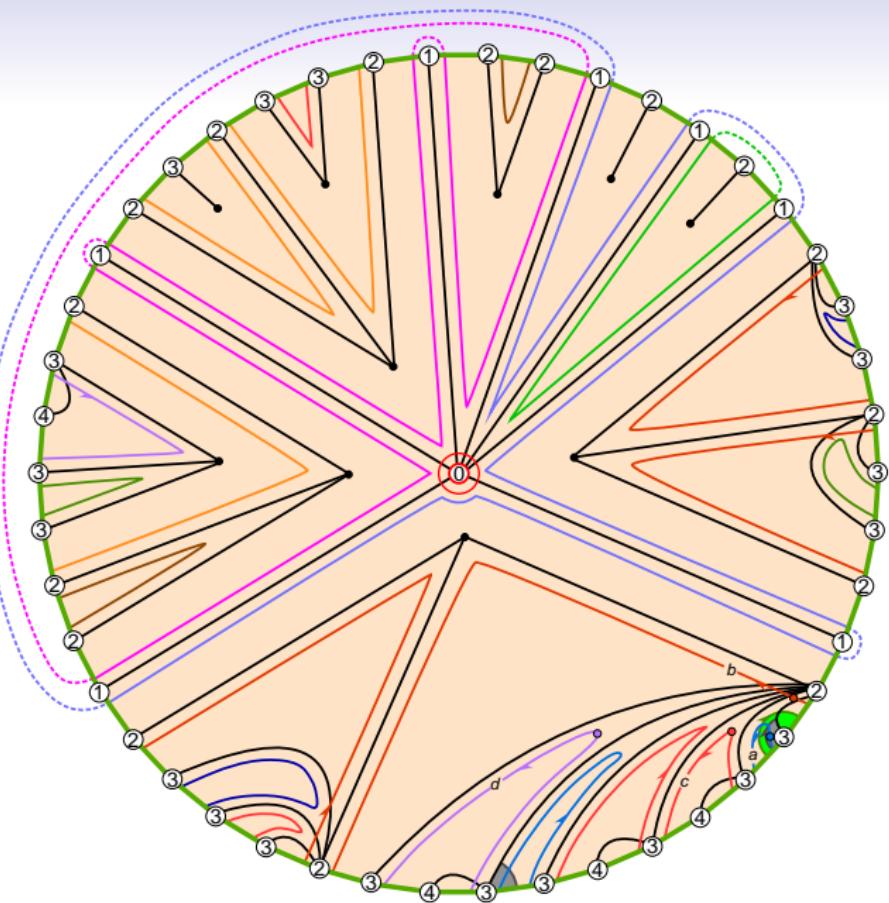
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

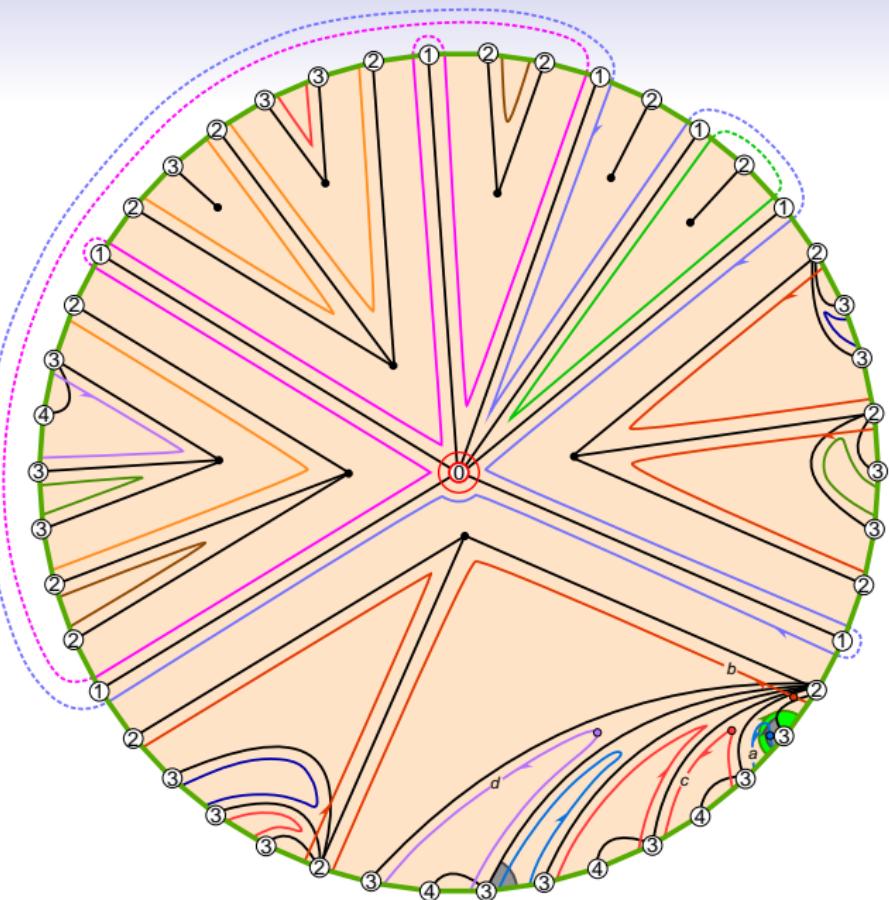
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

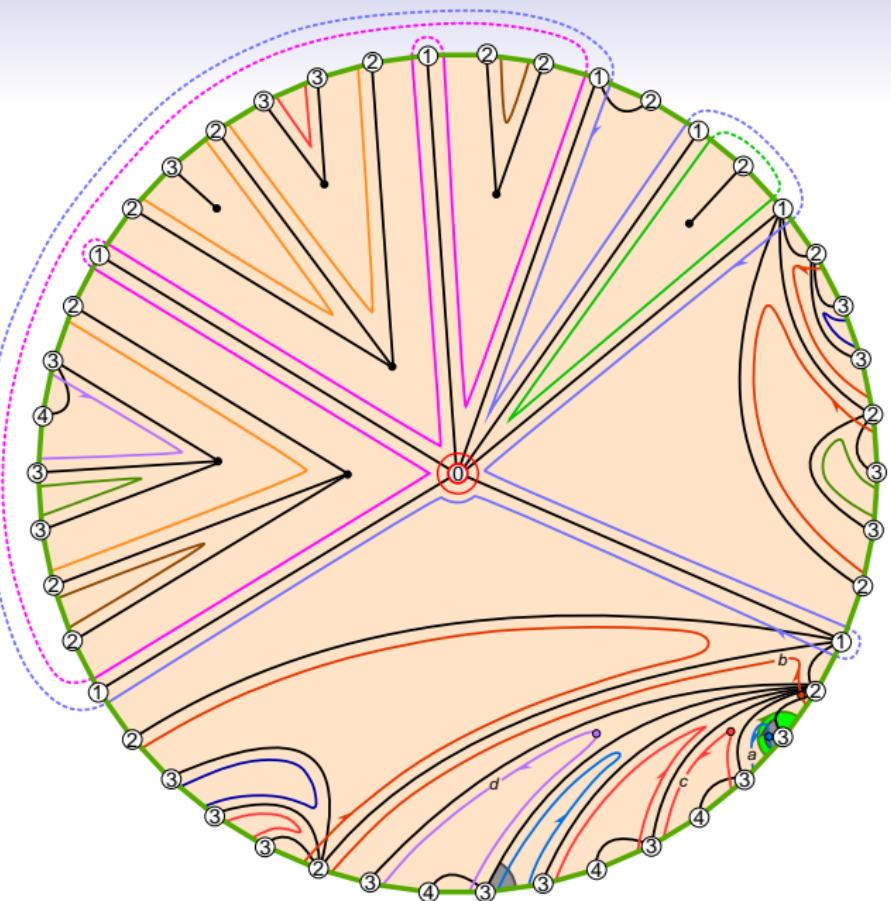
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

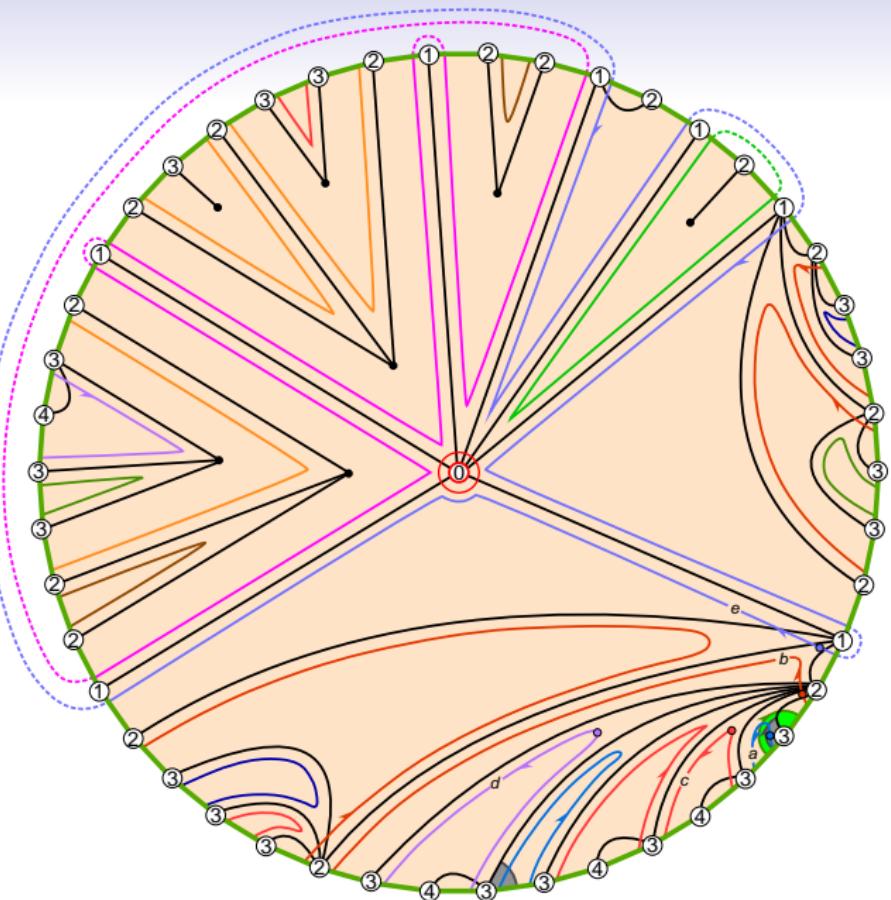
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

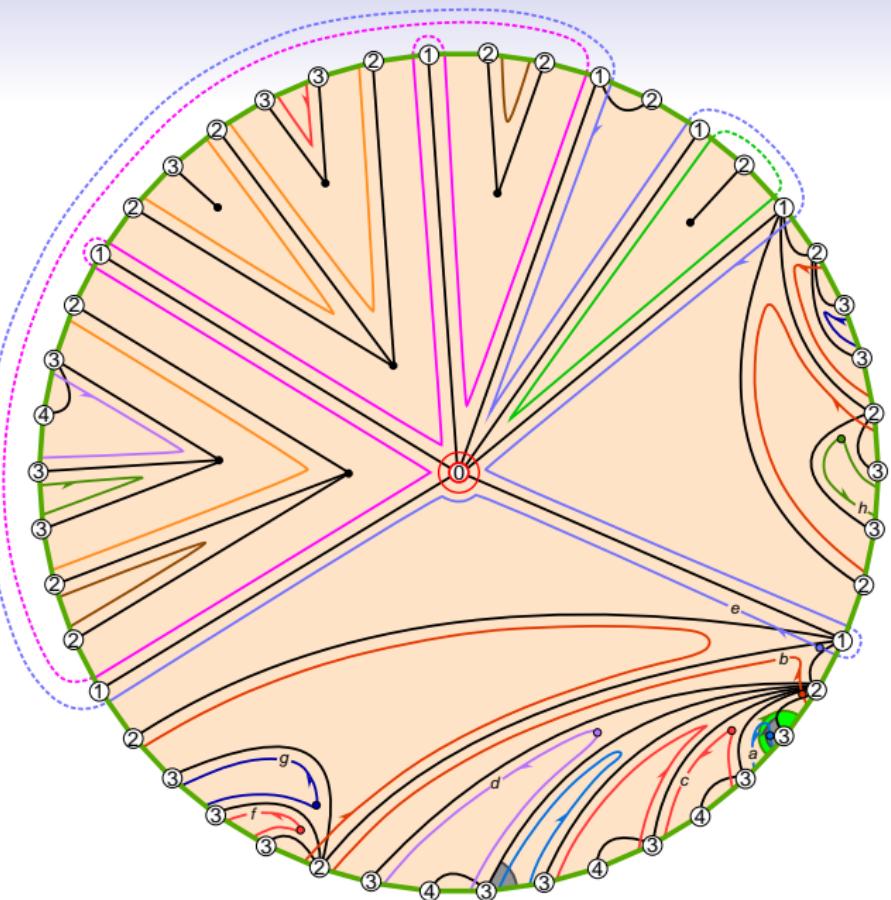
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

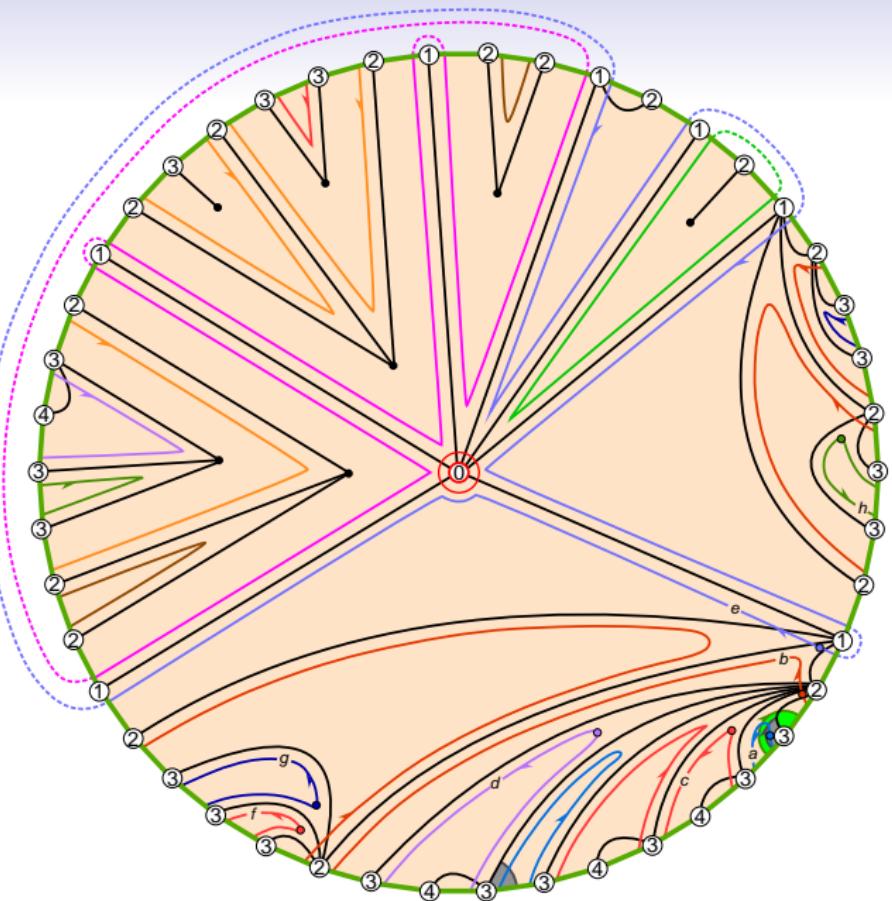
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

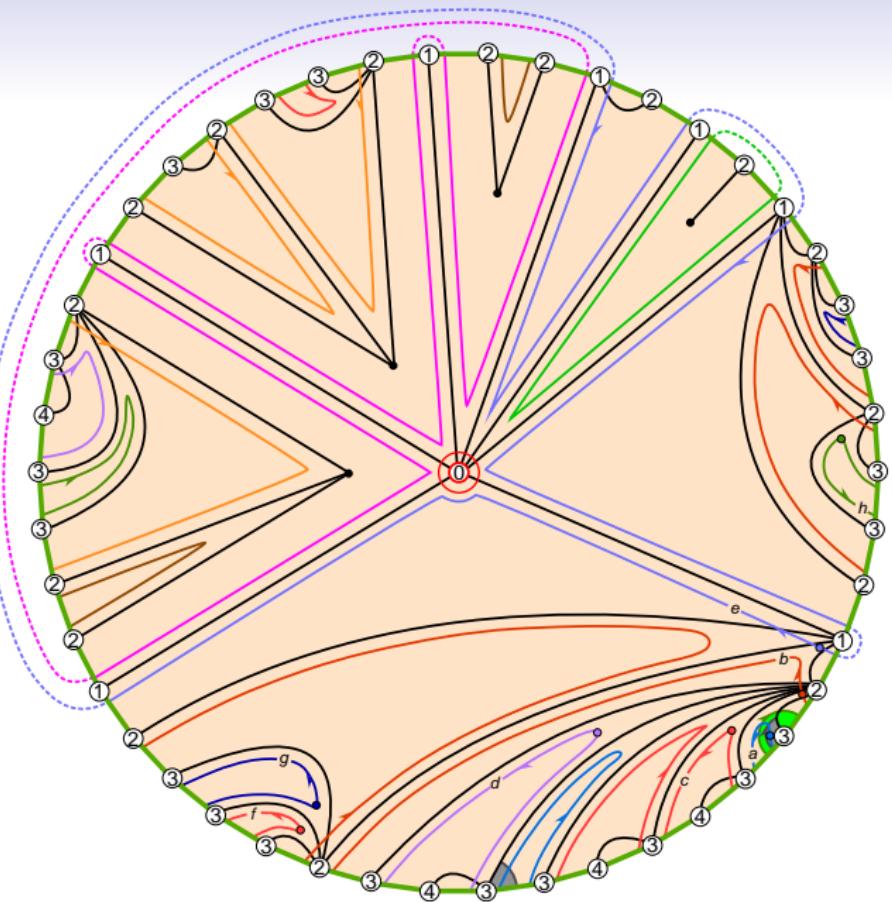
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

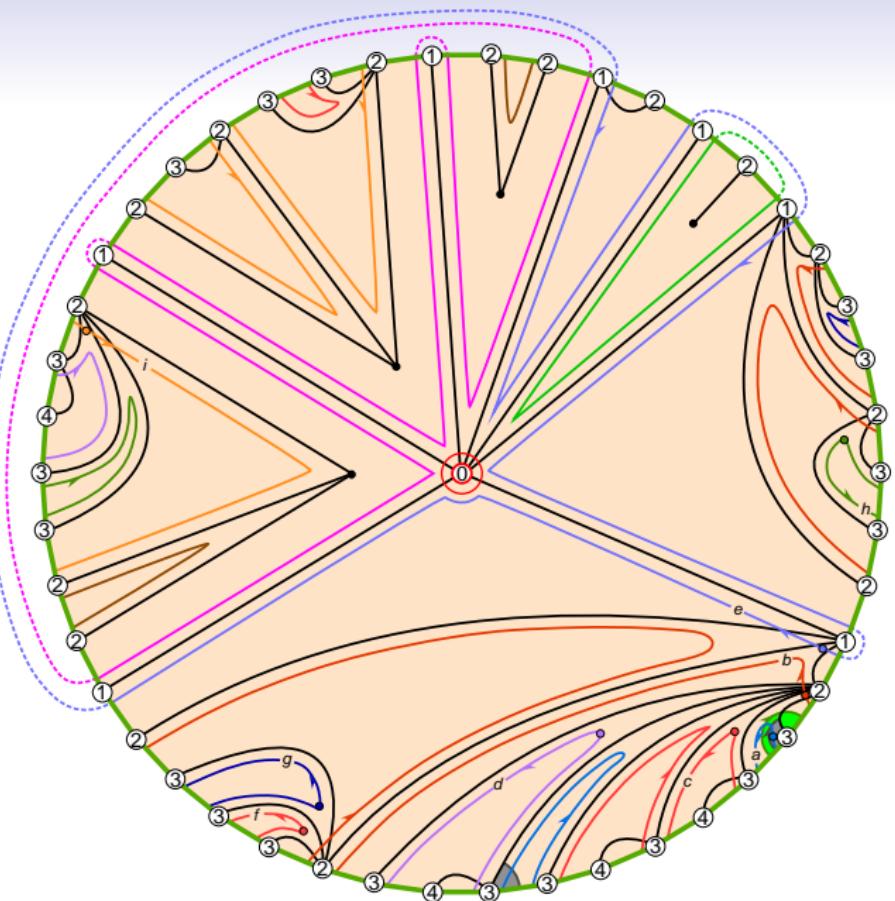
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

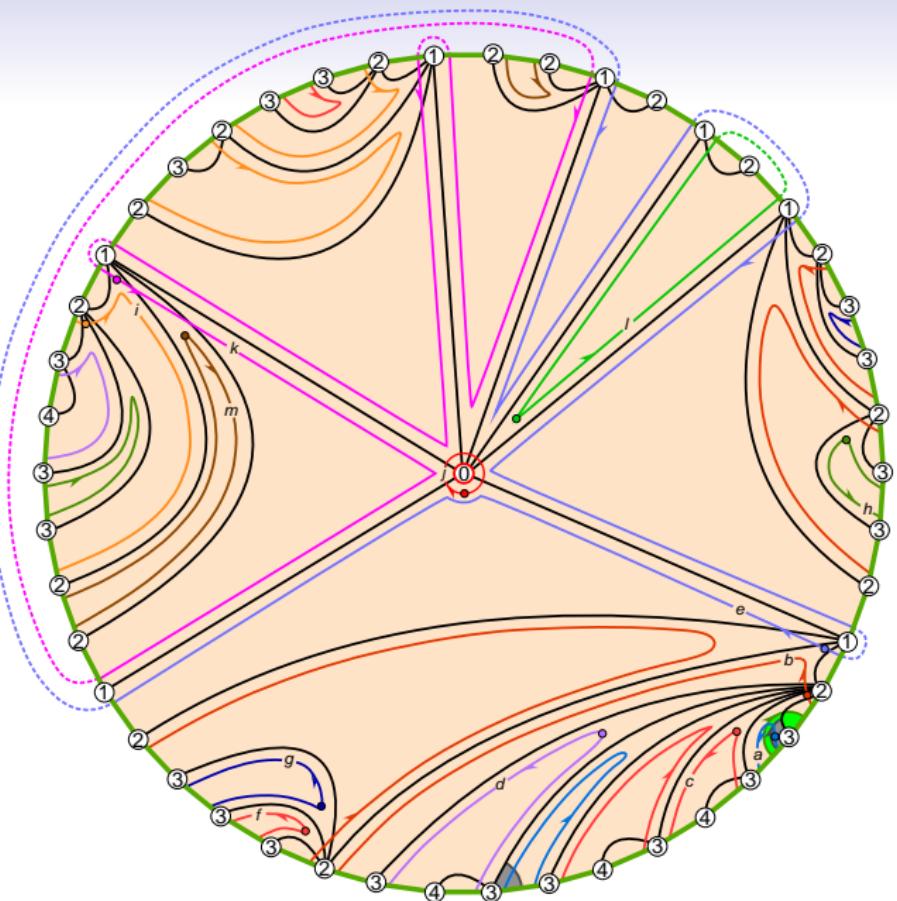
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○●○

Construction
○○○○○○○○○○○○



Introduction
○○○○○○○

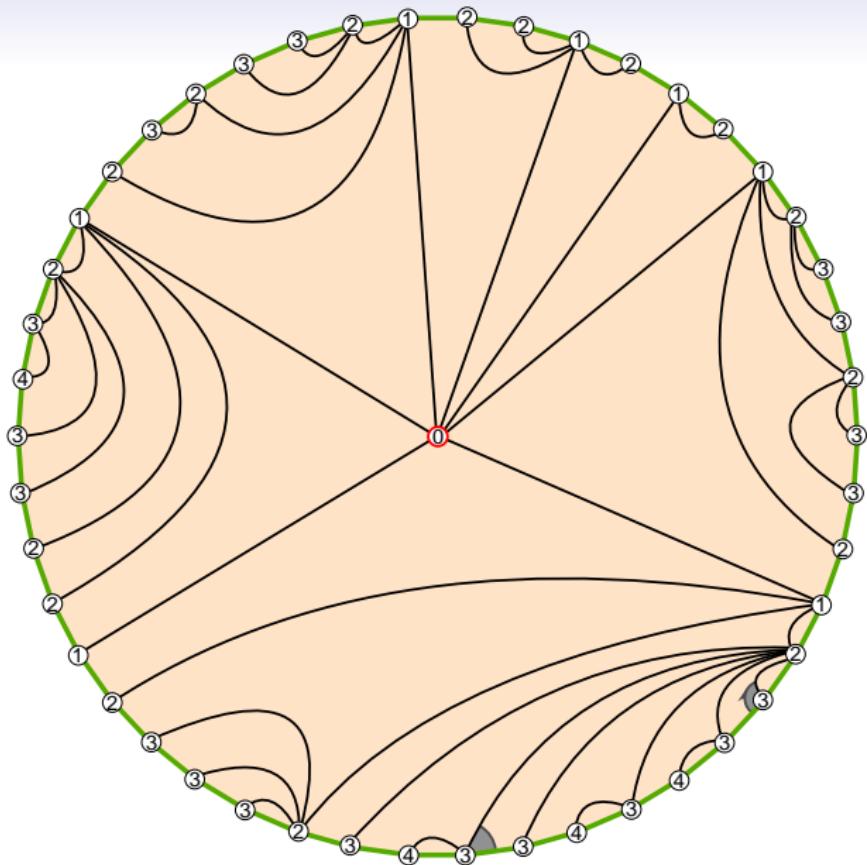
Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○

Encoding maps
○○○○●○

Construction
○○○○○○○○○○○○



Introduction
oooooooo

Brownian sphere
ooooo

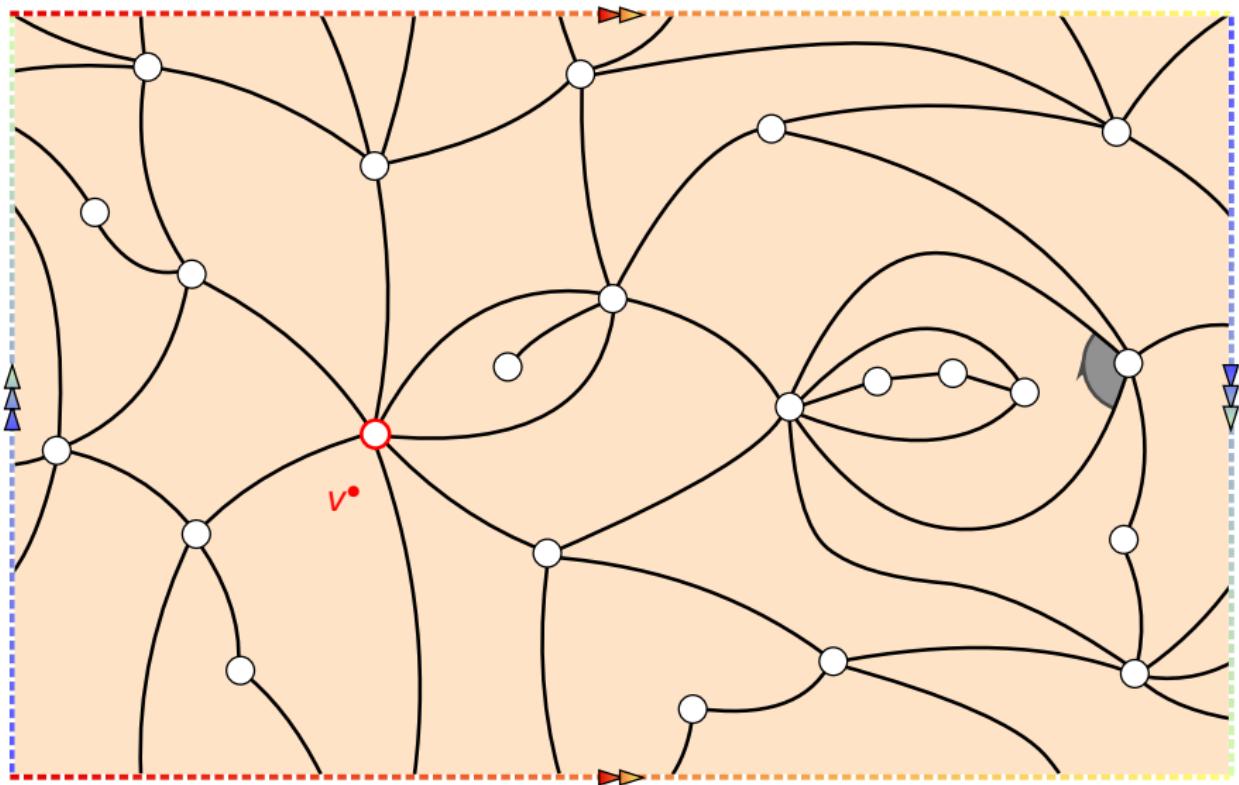
Brownian disks
oooooooo

Brownian surfaces
oooooooo

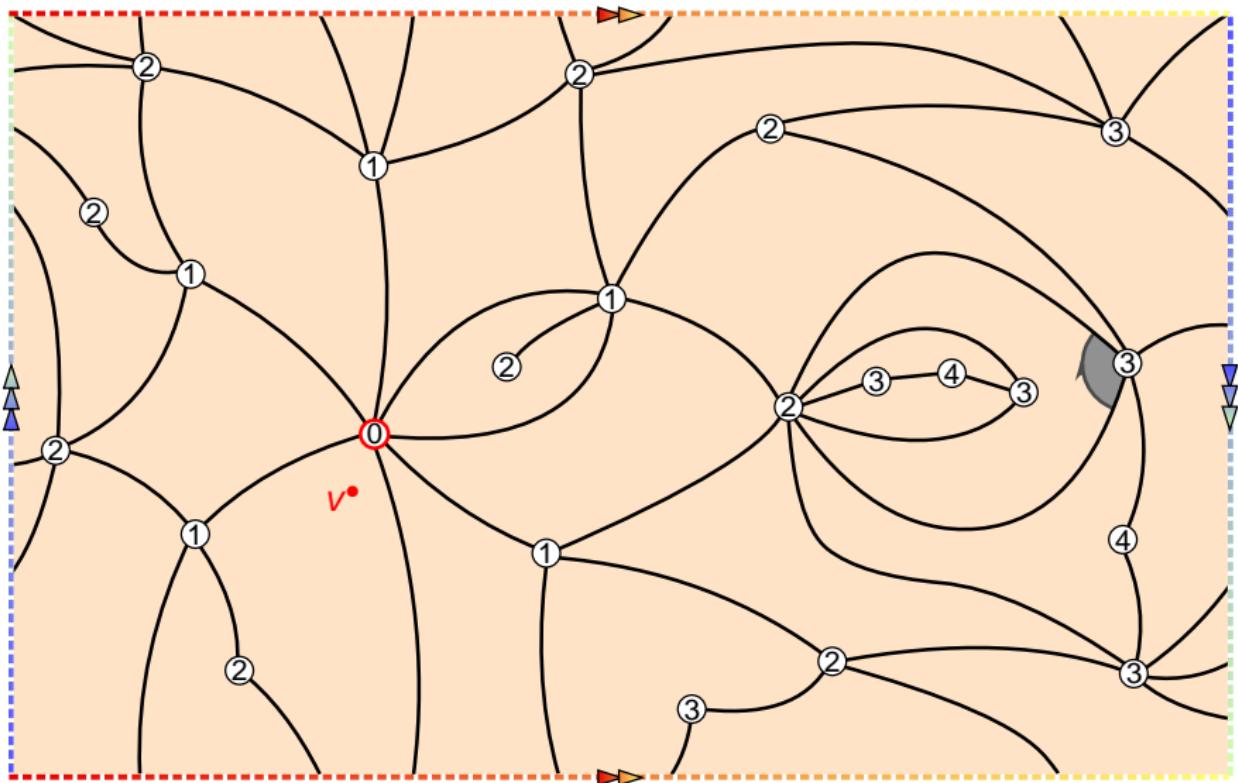
Encoding maps
oooooooo●

Construction
oooooooooooo

Chapuy–Dolega (revisited)



Chapuy–Dolega (revisited)



Introduction
oooooooo

Brownian sphere
ooooo

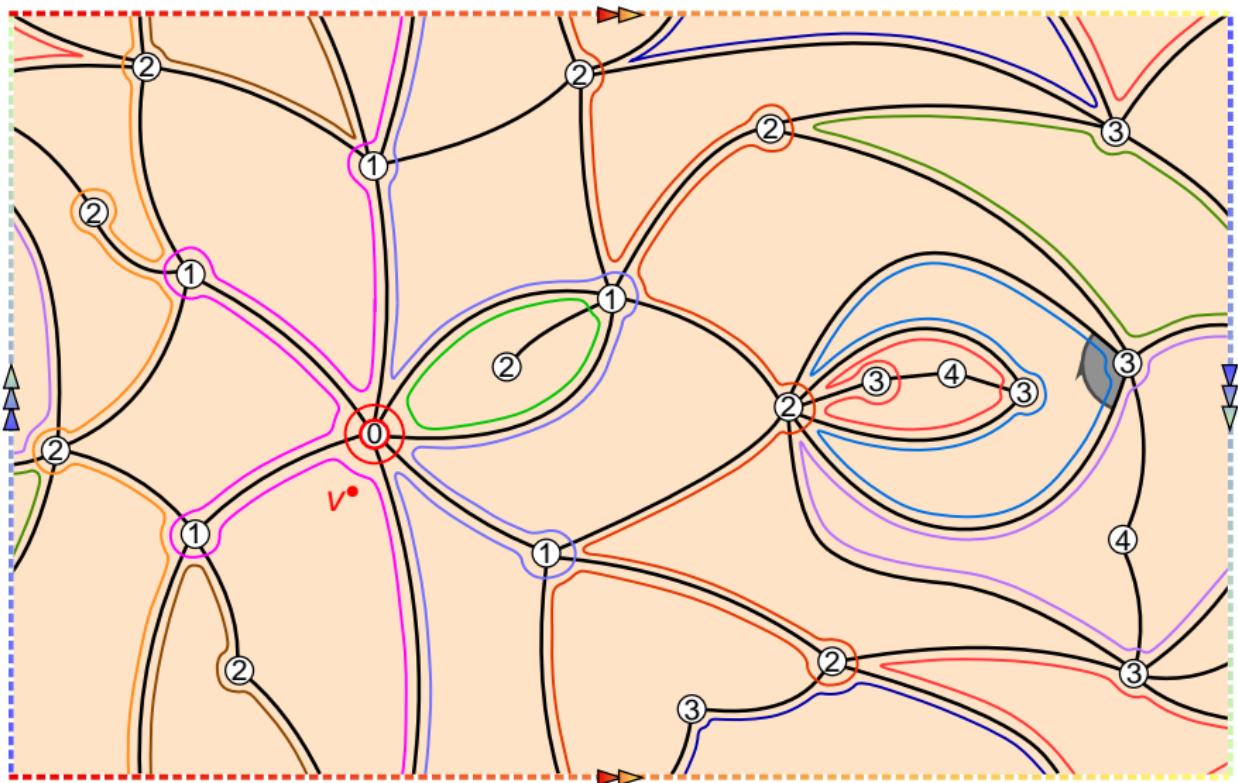
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
ooooooo●

Construction
oooooooooooo

Chapuy–Dołęga (revisited)



Introduction
oooooooo

Brownian sphere
ooooo

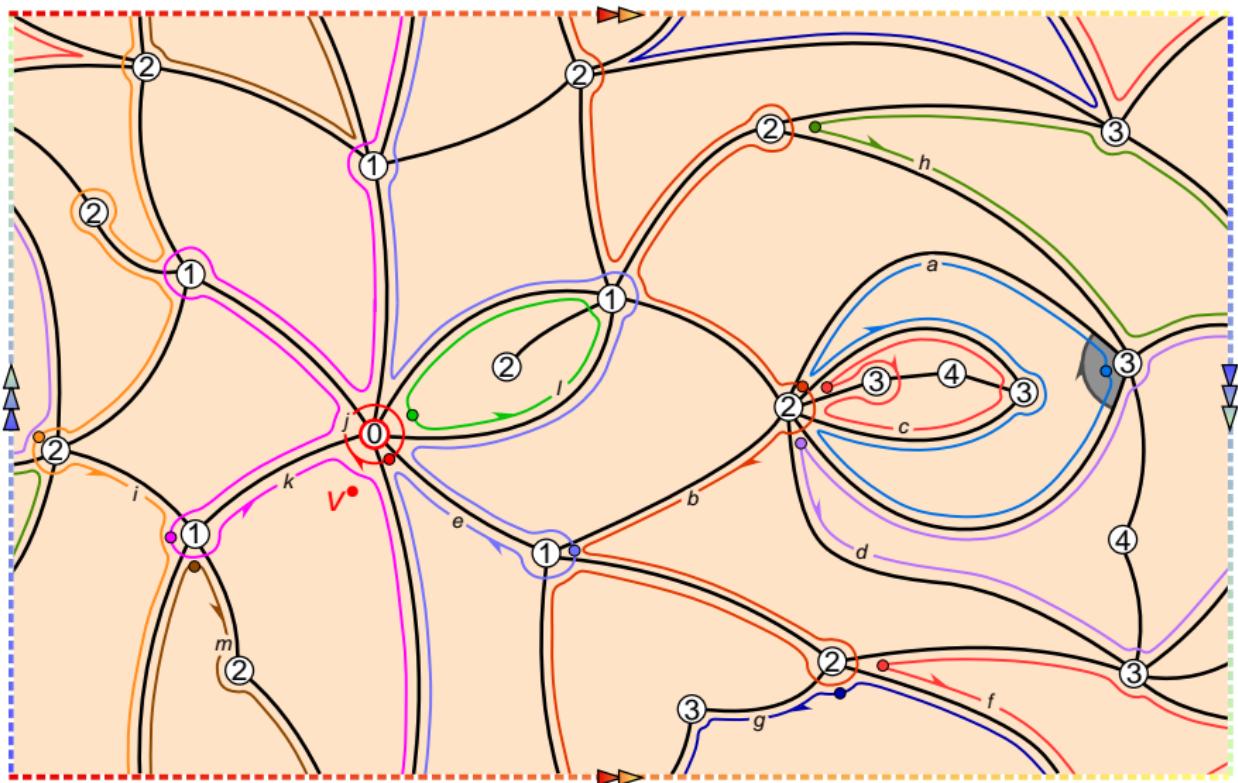
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
ooooooo●

Construction
oooooooooooo

Chapuy–Dolega (revisited)



Introduction
oooooooo

Brownian sphere
ooooo

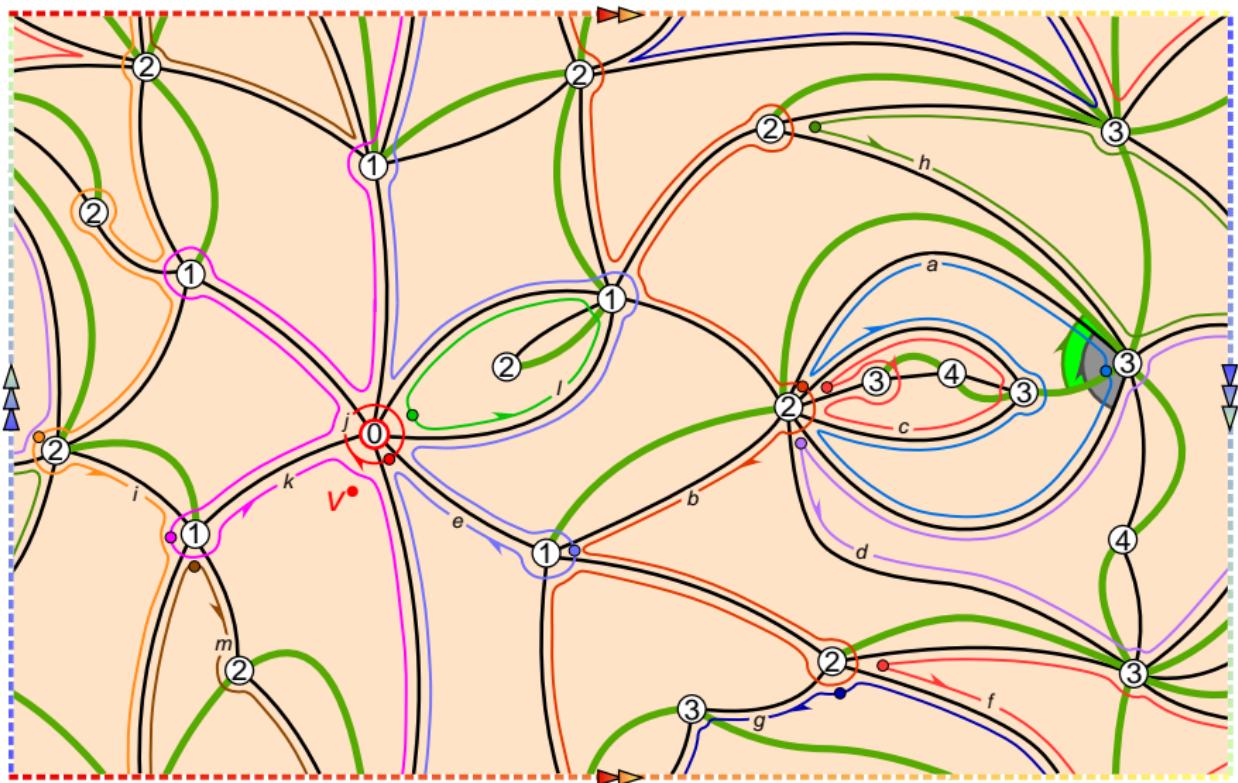
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
ooooooo●

Construction
oooooooooooo

Chapuy–Dolega (revisited)



Introduction
oooooooo

Brownian sphere
ooooo

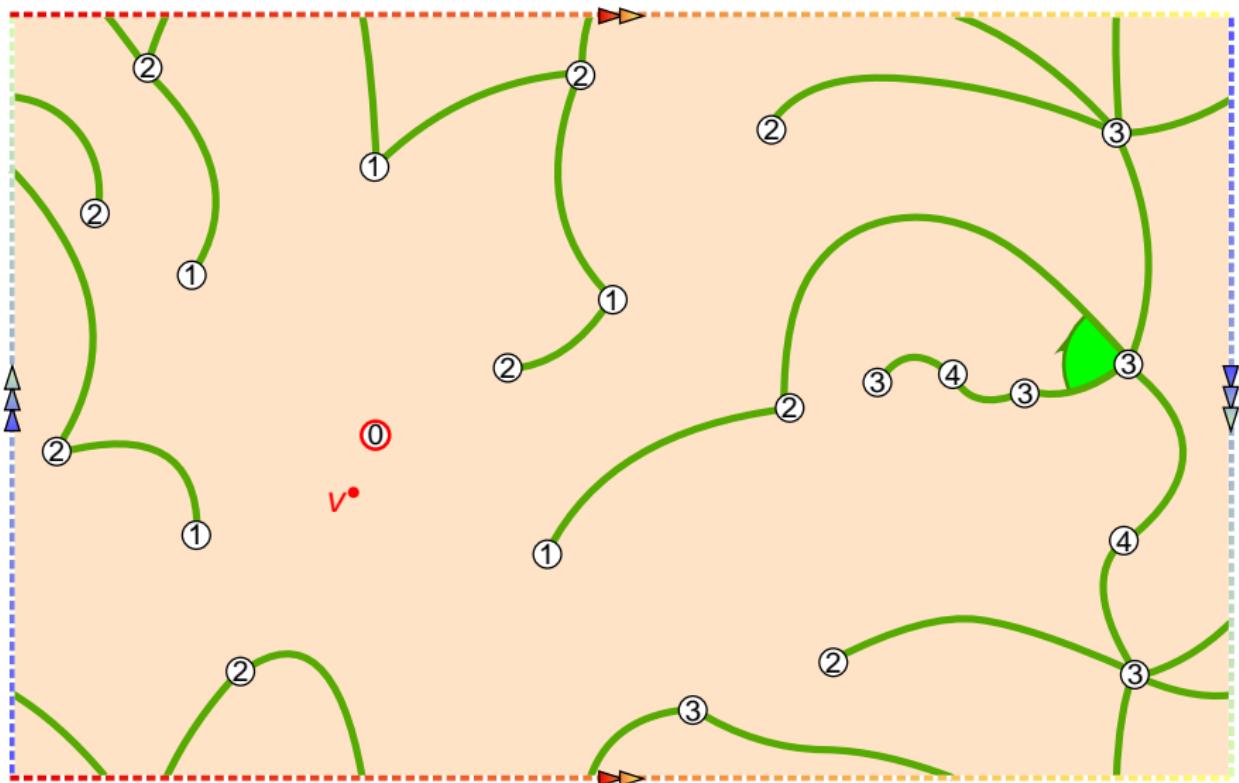
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
ooooooo●

Construction
oooooooooooo

Chapuy–Dolega (revisited)



Introduction
○○○○○○○

Brownian sphere
○○○○○

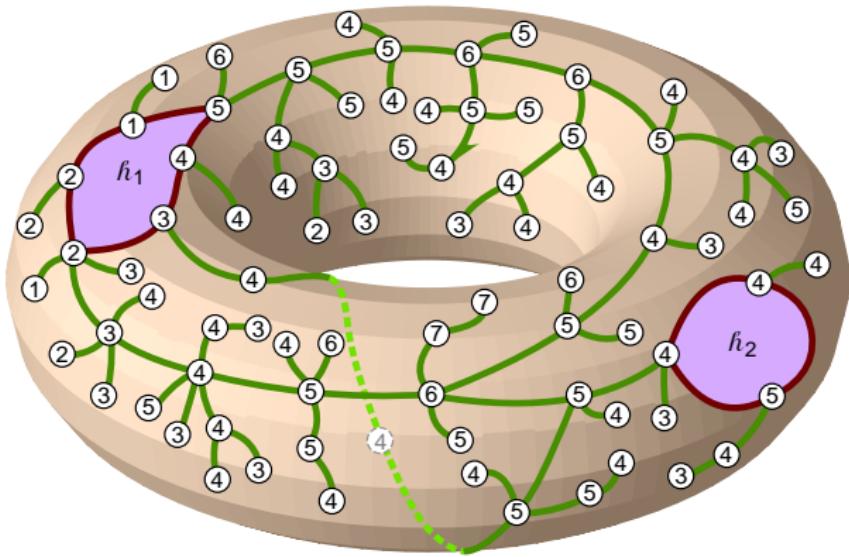
Brownian disks
○○○○○○○○

Brownian surfaces
○○○○○○○○○

Encoding maps
○○○○○○○○

Construction
●○○○○○○○○○○

Scheme



Introduction
oooooooo

Brownian sphere
oooooo

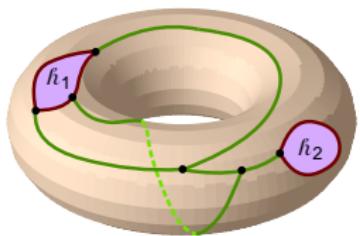
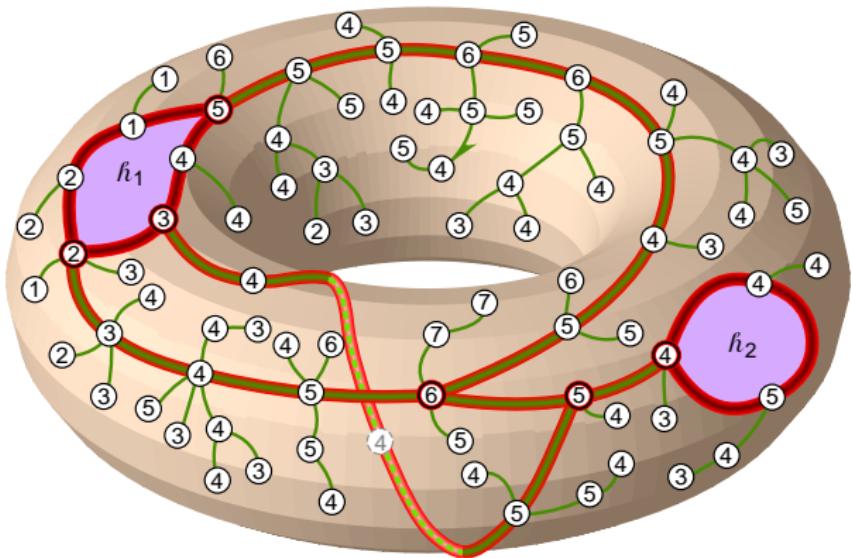
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
●oooooooooooo

Scheme



scheme

Introduction
oooooooo

Brownian sphere
ooooo

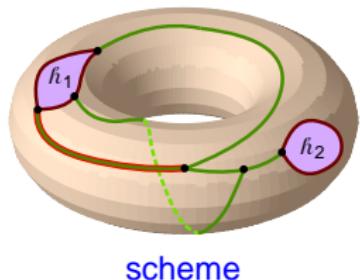
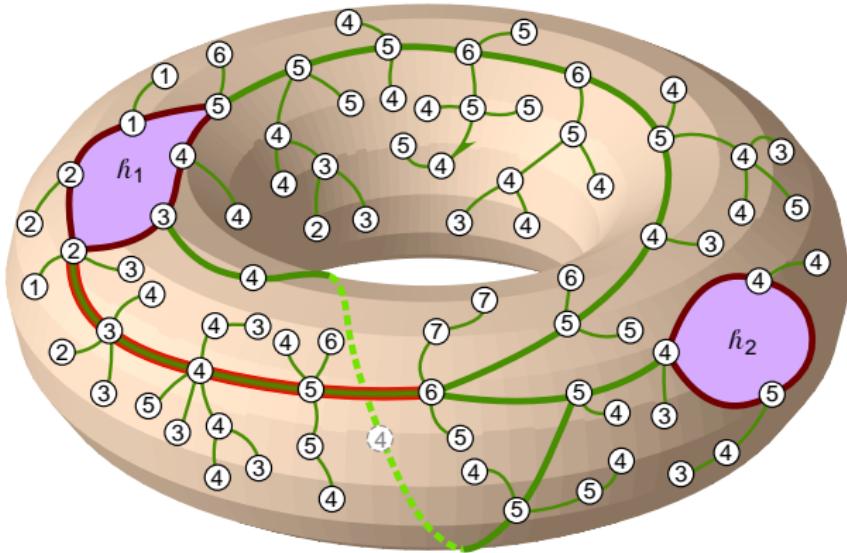
Brownian disks
oooooooo

Brownian surfaces
ooooooooo

Encoding maps
ooooooo

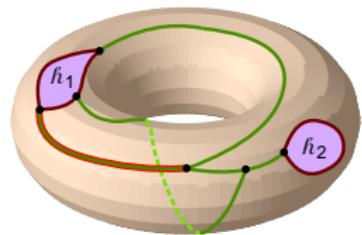
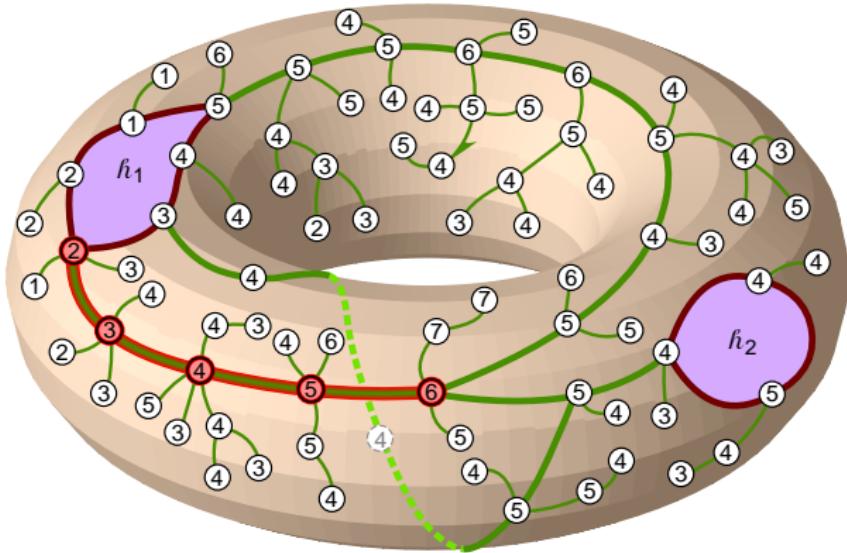
Construction
●oooooooooooo

Scheme



With each edge of the scheme, we associate:

Scheme



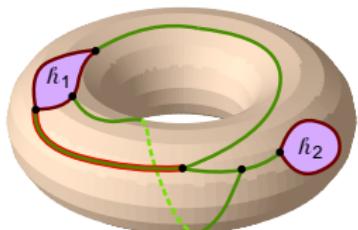
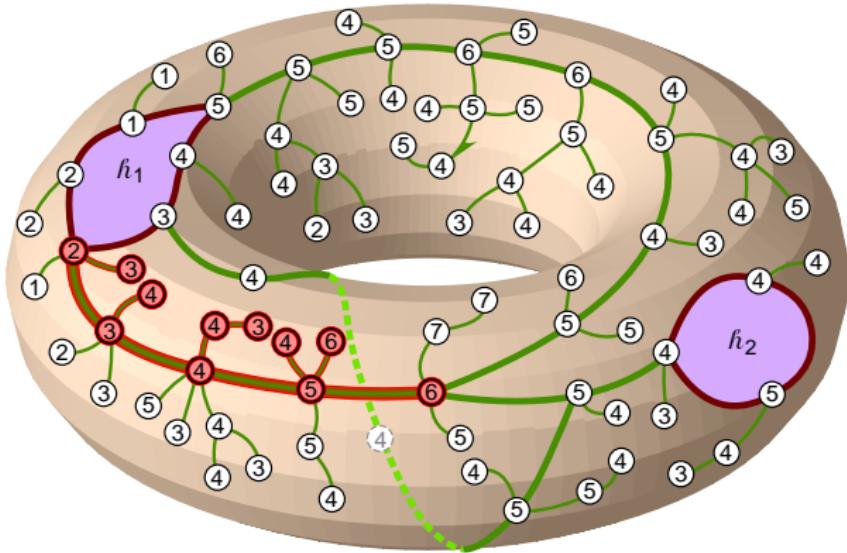
scheme



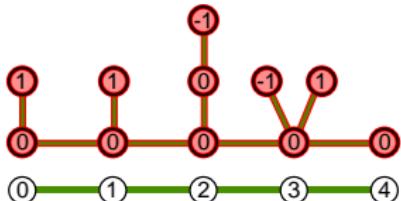
With each edge of the scheme, we associate:

- a Motzkin bridge

Scheme



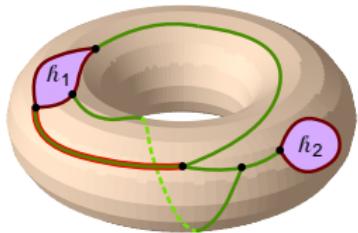
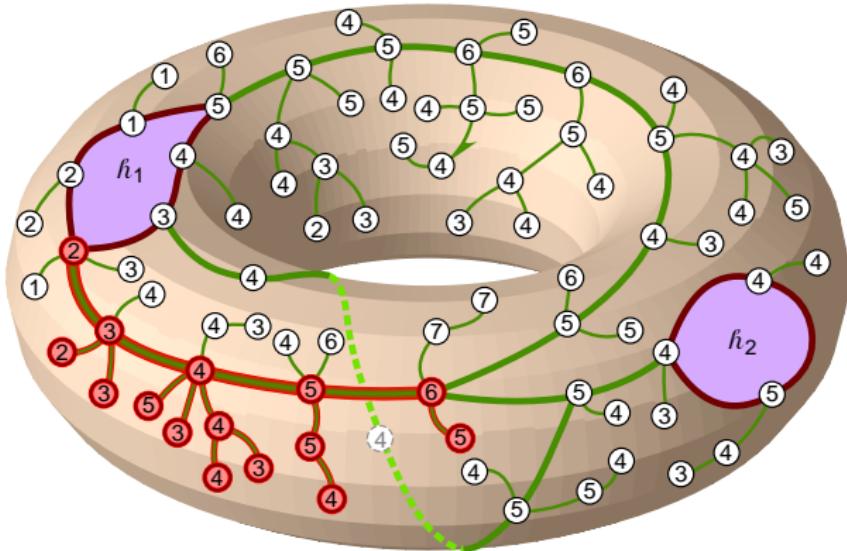
scheme



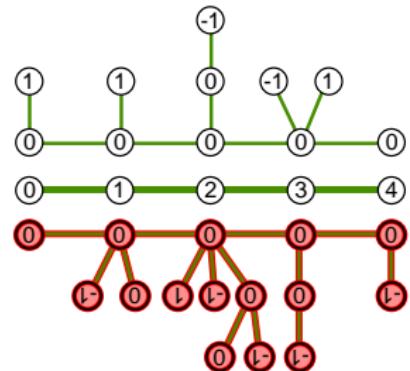
With each edge of the scheme, we associate:

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

Scheme



scheme

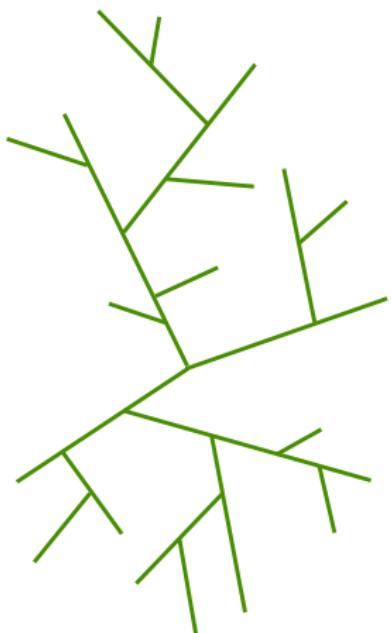


With each edge of the scheme, we associate:

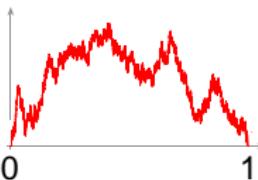
- a Motzkin bridge
- one or two well-labeled forests

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

Recall how the Brownian sphere is constructed.

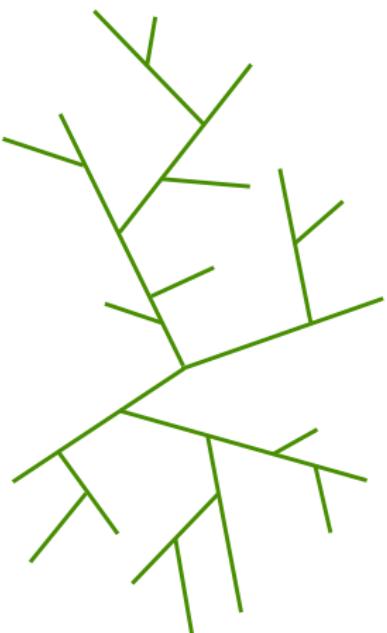


- Consider the CRT, that is, the random real tree encoded by the normalized Brownian excursion.

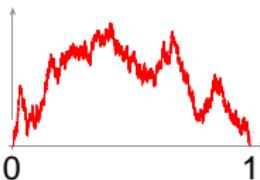


Construction of the Brownian sphere ($(g, p) = (0, 0)$)

Recall how the Brownian sphere is constructed.



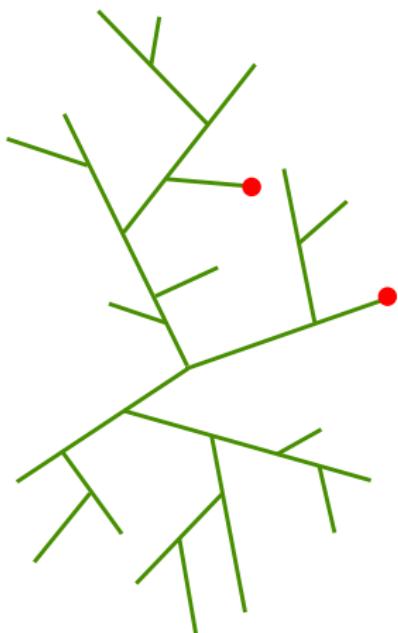
- Consider the CRT, that is, the random real tree encoded by the normalized Brownian excursion.



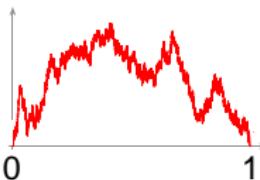
- Put Brownian labels Z on it.

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

Recall how the Brownian sphere is constructed.



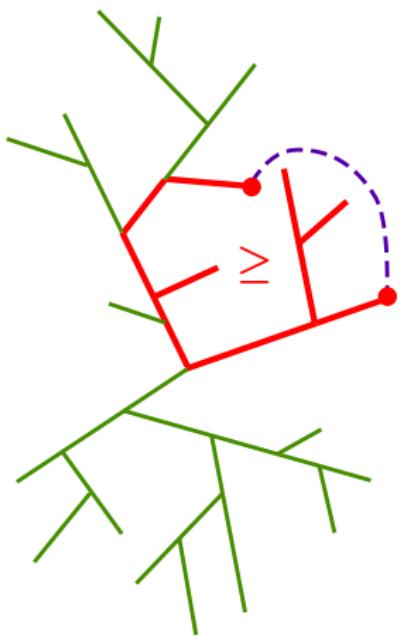
- Consider the CRT, that is, the random real tree encoded by the normalized Brownian excursion.



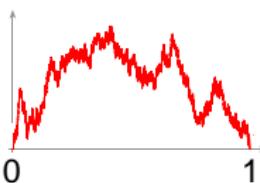
- Put Brownian labels Z on it.
- Identify the points a and b whenever $Z_a = Z_b = \min_{[a,b]} Z$.

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

Recall how the Brownian sphere is constructed.



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



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

Introduction
○○○○○○○

Brownian sphere
○○○○○

Brownian disks
○○○○○○○○

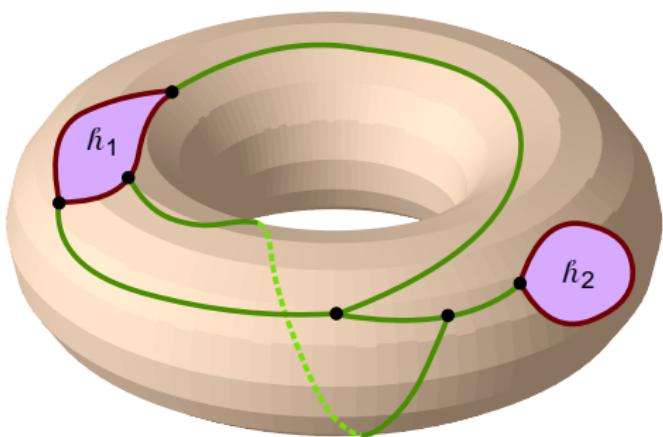
Brownian surfaces
○○○○○○○○○○

Encoding maps
○○○○○○○○

Construction
○○●○○○○○○○

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).

Introduction
oooooooo

Brownian sphere
ooooo

Brownian disks
oooooooo

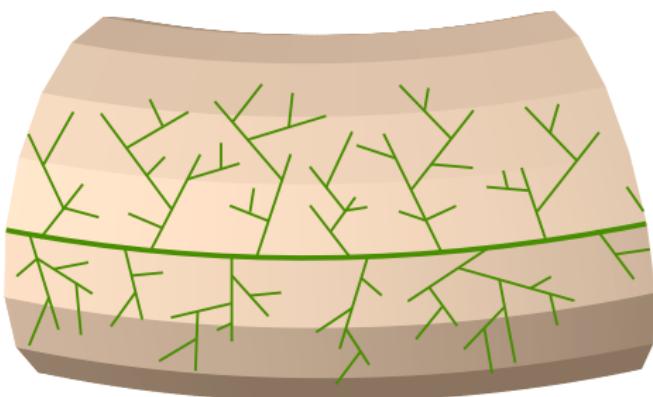
Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oo●oooooooo

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).

Introduction
oooooooo

Brownian sphere
ooooo

Brownian disks
oooooooo

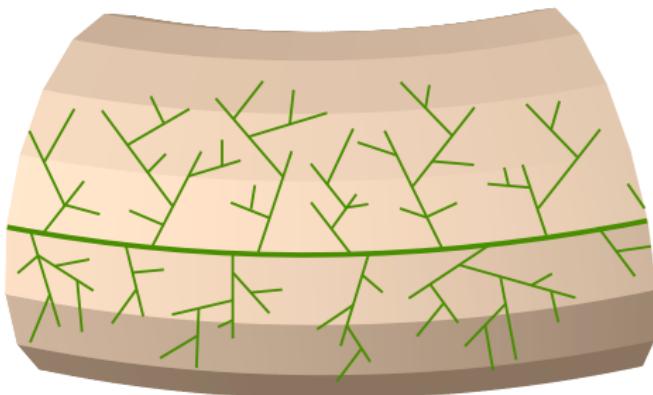
Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oo●oooooooo

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).
- Put Brownian labels Z on it.

Introduction
oooooooo

Brownian sphere
ooooo

Brownian disks
oooooooo

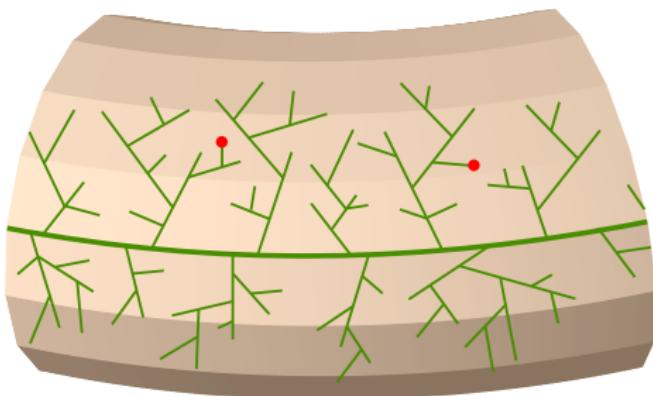
Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oo●oooooooo

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

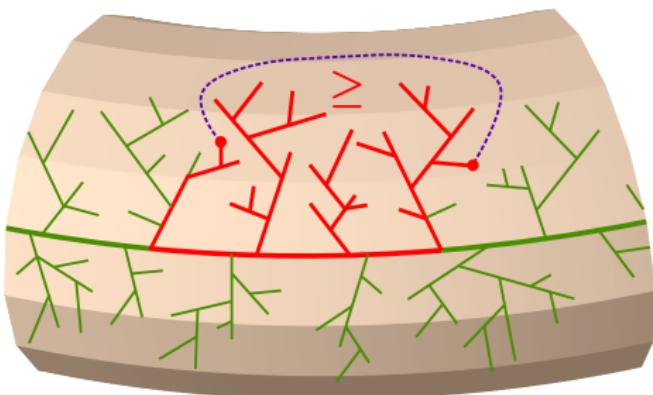
Any Brownian surface may be constructed as follows.



- Start with the proper analog to the CRT: it is a dominant scheme with **Brownian forests** grafted on every edge (except inside the holes).
- Put Brownian labels Z on it.
- Identify the points a and b whenever $Z_a = Z_b = \min_{[a,b]} Z$.

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

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.

Introduction
oooooooo

Brownian sphere
ooooo

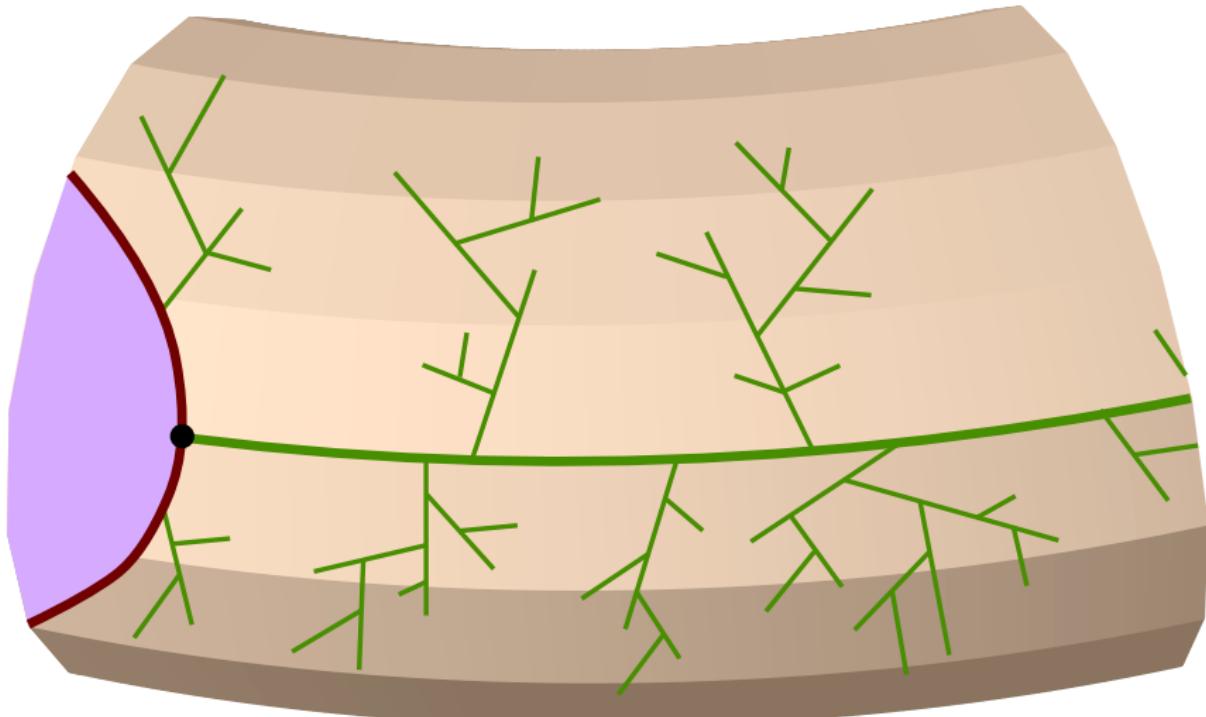
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
oooooooo

Construction
oooo●oooooooo

Number of geodesics to the basepoint ($\text{argmin } Z$)



Introduction
oooooooo

Brownian sphere
ooooo

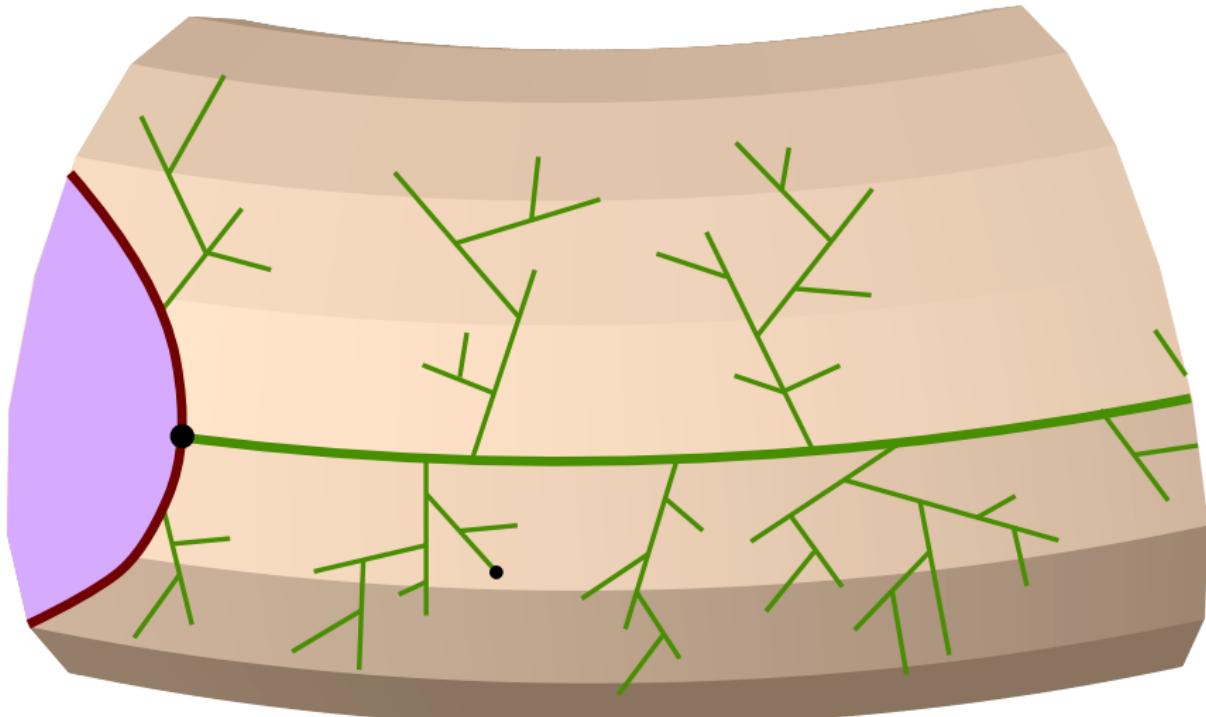
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
oooooooo

Construction
oooo●oooooooo

Number of geodesics to the basepoint ($\text{argmin } Z$)



Introduction
oooooooo

Brownian sphere
ooooo

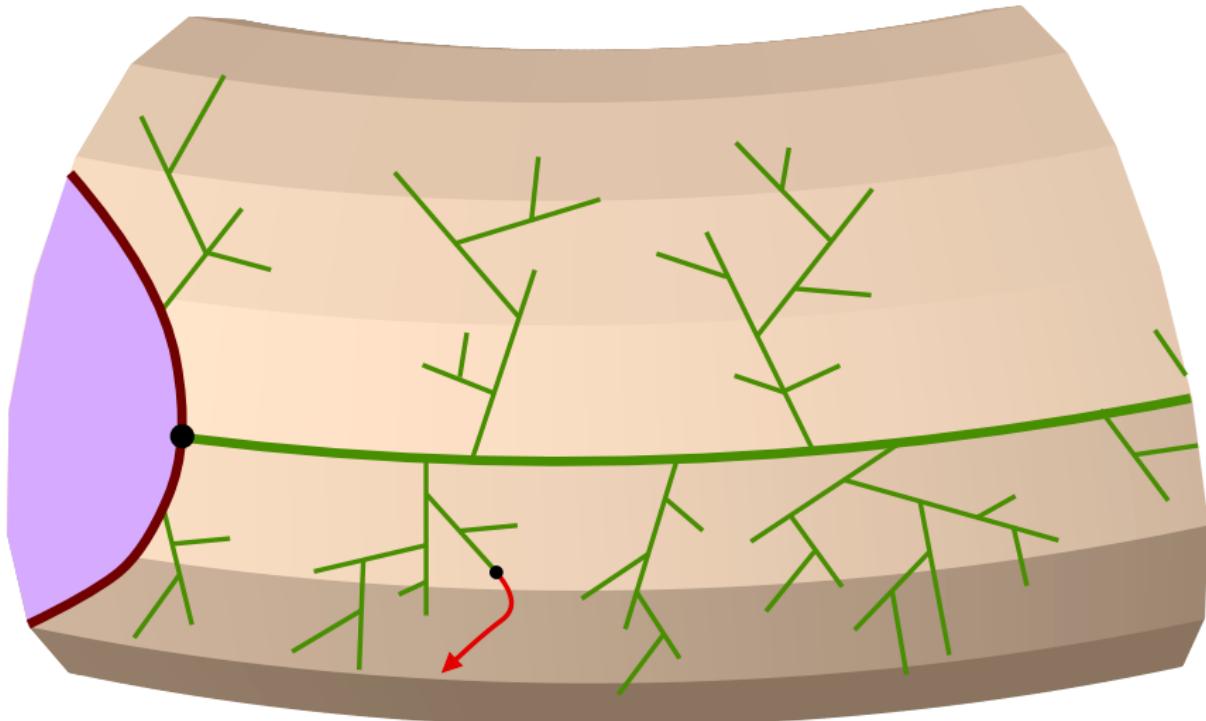
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
oooooooo

Construction
oooo●oooooooo

Number of geodesics to the basepoint ($\text{argmin } Z$)



Introduction
oooooooo

Brownian sphere
ooooo

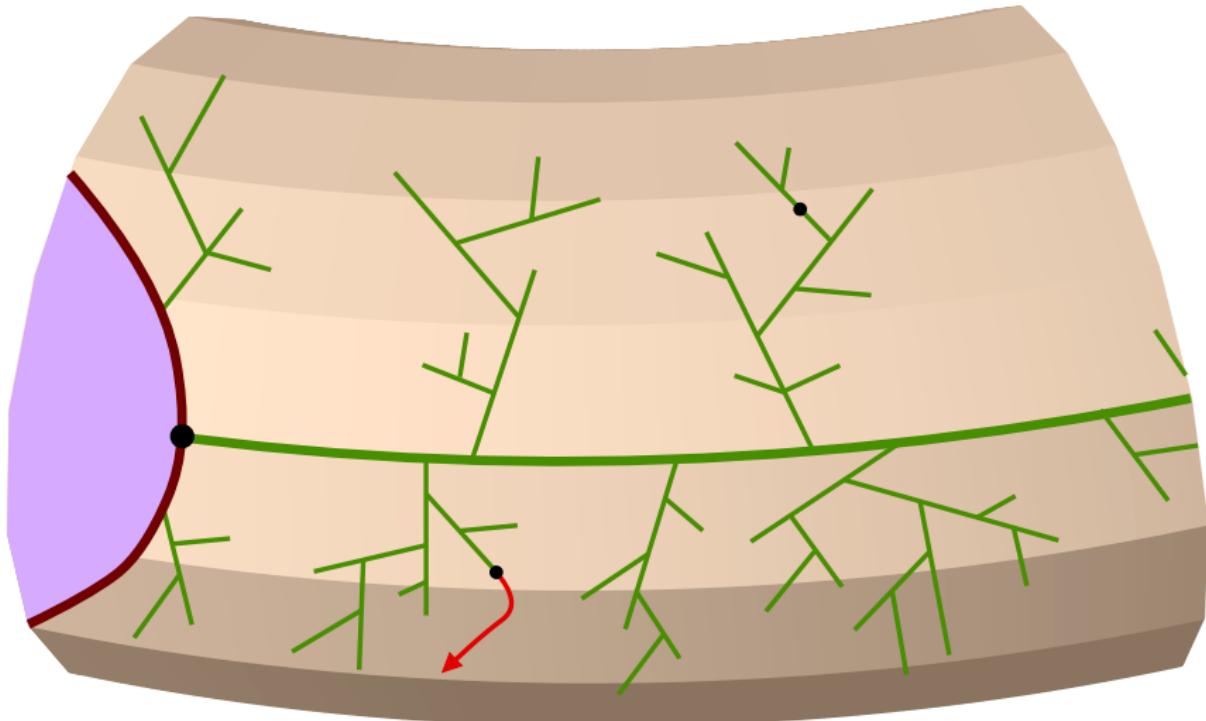
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
oooooooo

Construction
oooo●oooooooo

Number of geodesics to the basepoint ($\text{argmin } Z$)



Introduction
oooooooo

Brownian sphere
ooooo

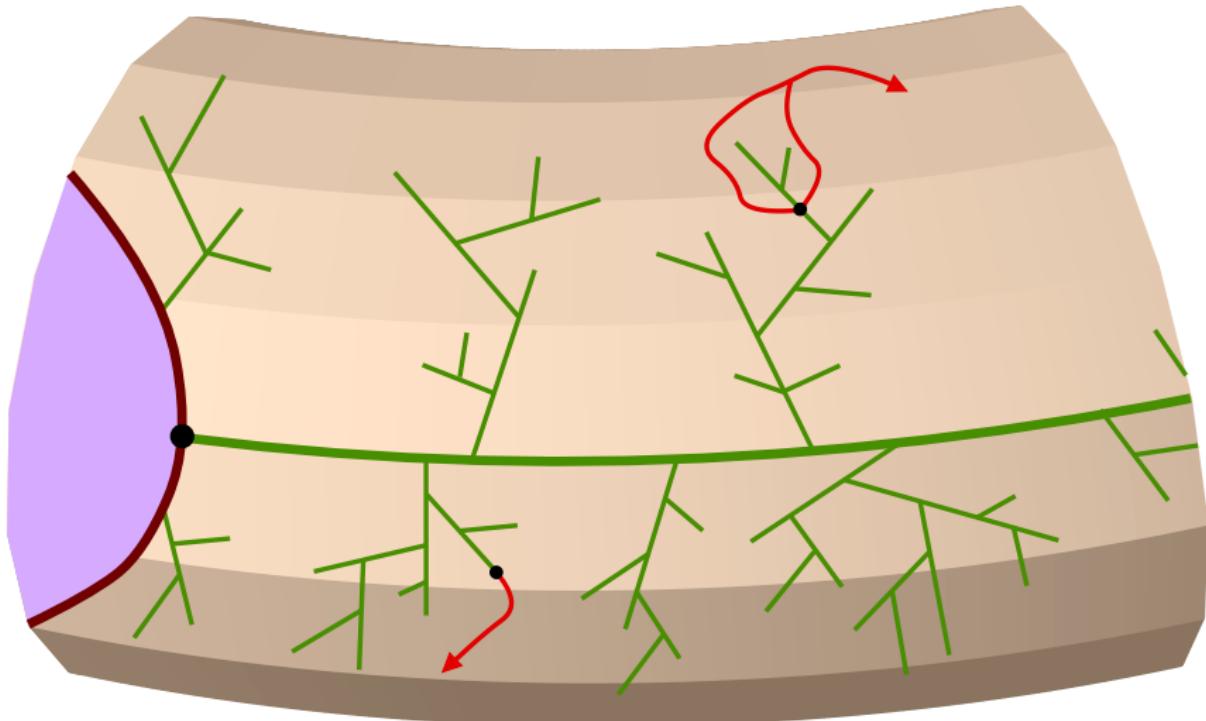
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
oooooooo

Construction
oooo●oooooooo

Number of geodesics to the basepoint ($\text{argmin } Z$)



Introduction
oooooooo

Brownian sphere
ooooo

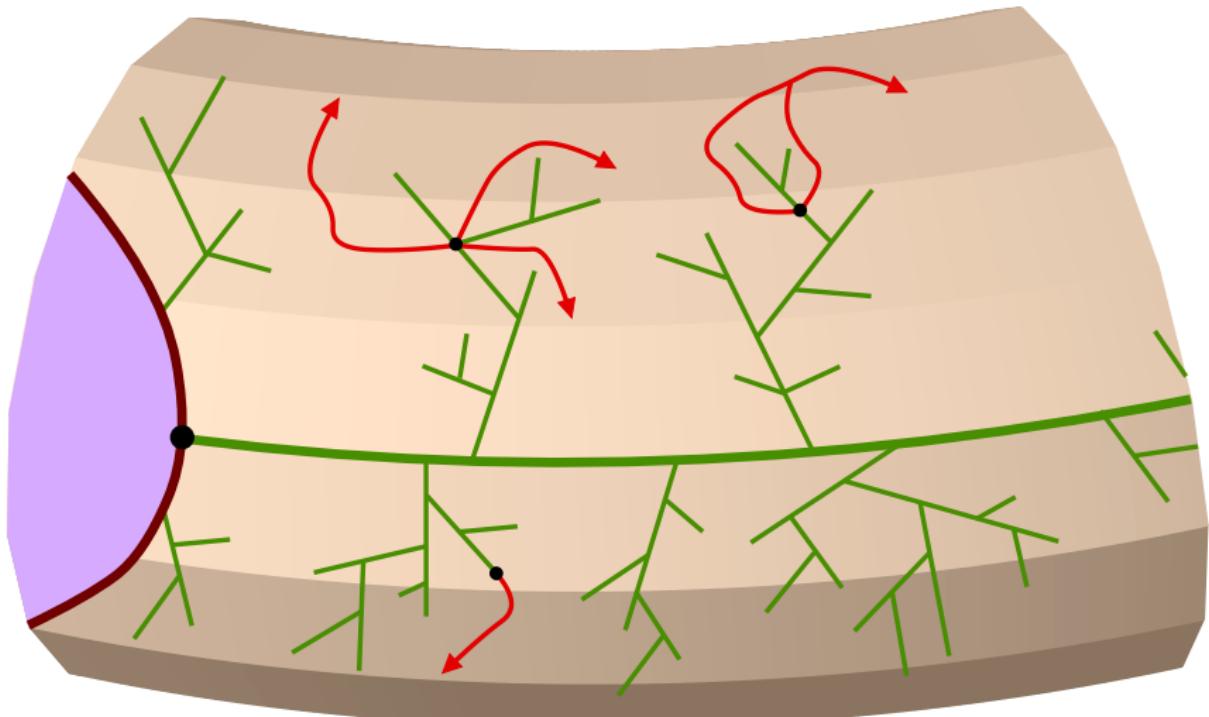
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
oooooooo

Construction
oooo●oooooooo

Number of geodesics to the basepoint ($\text{argmin } Z$)



Introduction
oooooooo

Brownian sphere
ooooo

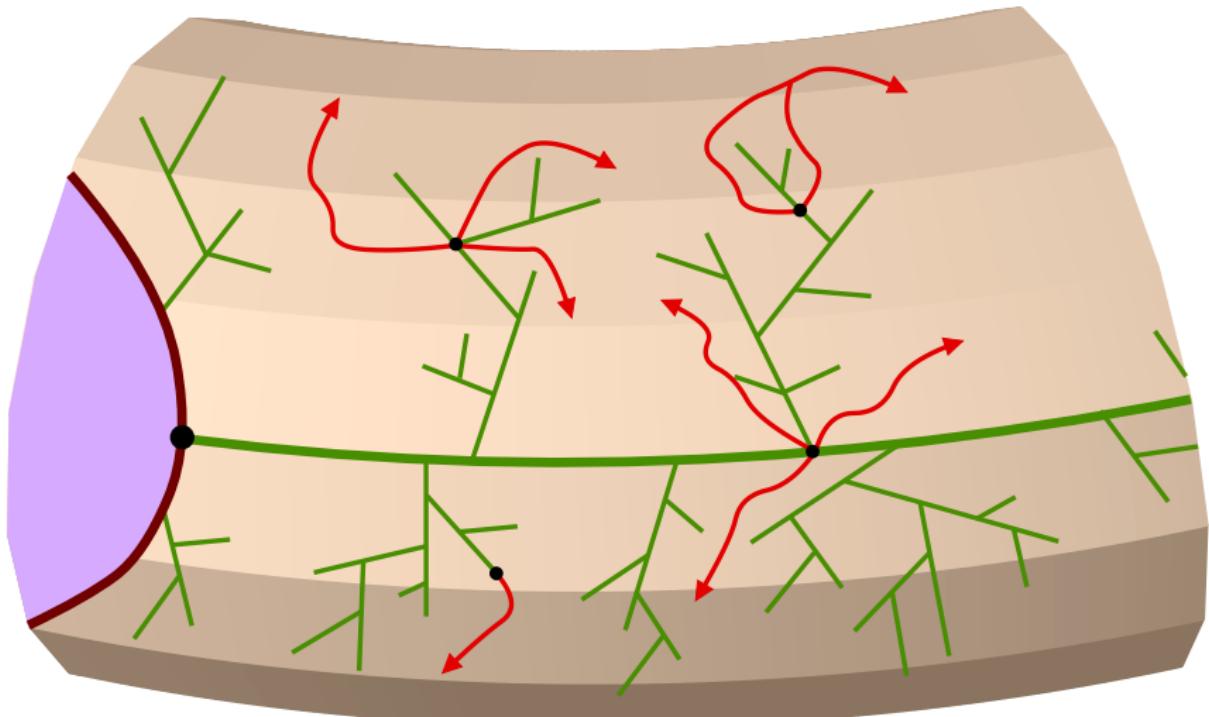
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
oooooooo

Construction
oooo●oooooooo

Number of geodesics to the basepoint ($\text{argmin } Z$)



Introduction
oooooooo

Brownian sphere
ooooo

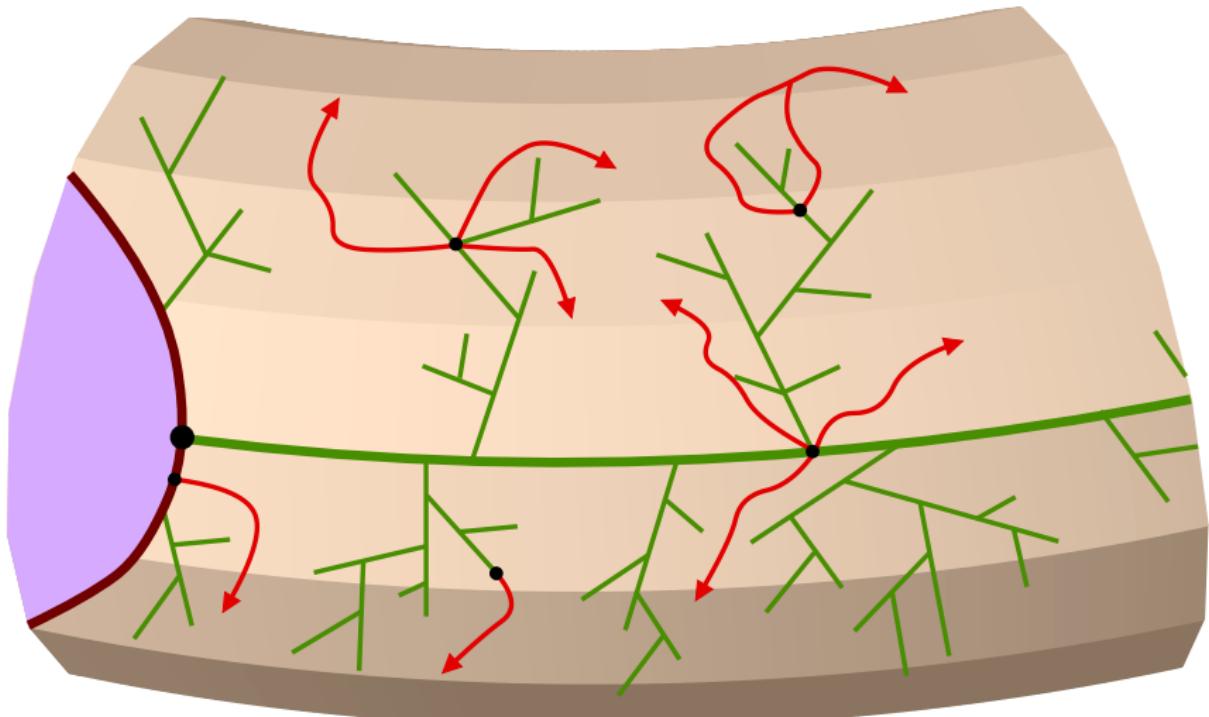
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
oooooooo

Construction
oooo●oooooooo

Number of geodesics to the basepoint ($\text{argmin } Z$)



Introduction
oooooooo

Brownian sphere
ooooo

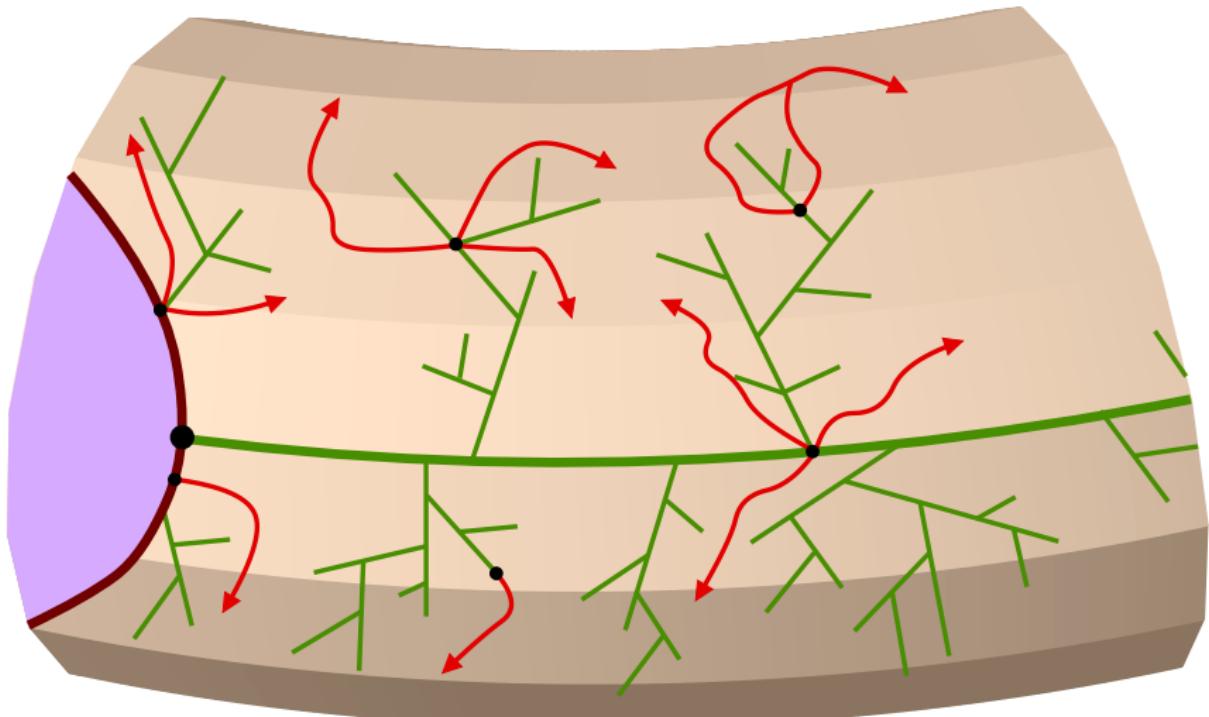
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
oooooooo

Construction
oooo●oooooooo

Number of geodesics to the basepoint ($\text{argmin } Z$)



Introduction
oooooooo

Brownian sphere
ooooo

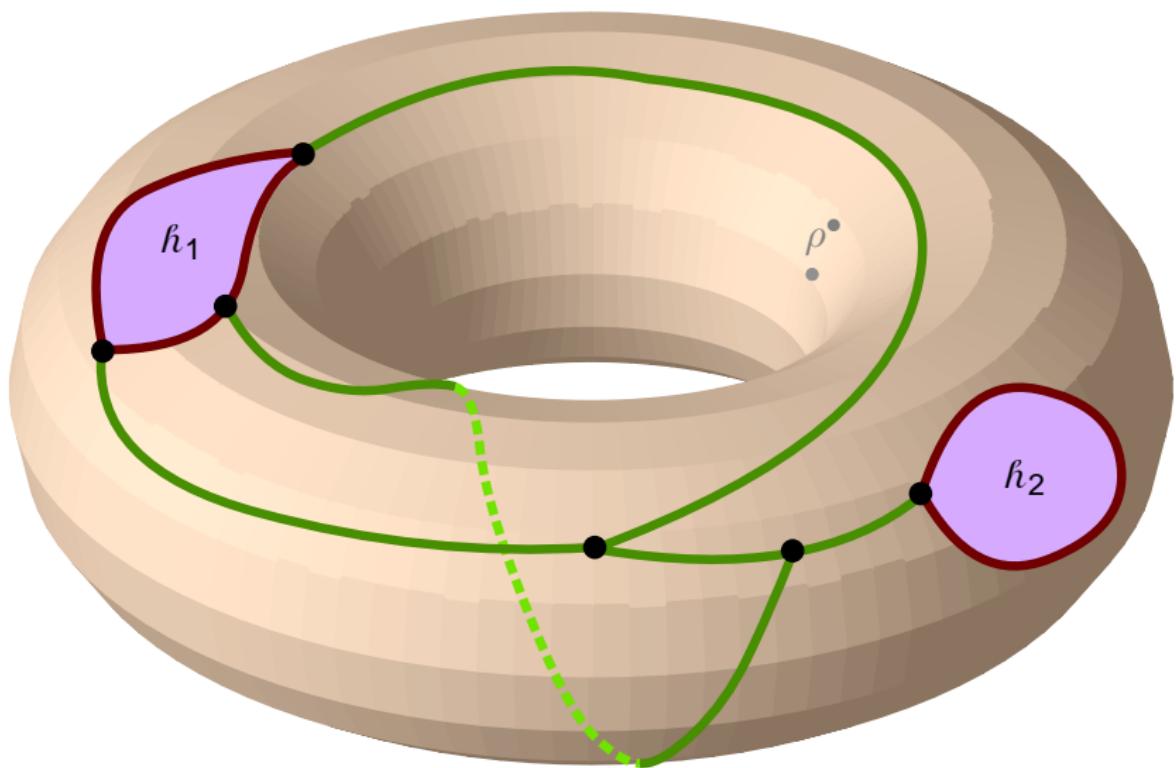
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
oooooooo

Construction
oooooo•oooo

Geodesics concatenations homotopic to 0?



Introduction
oooooooo

Brownian sphere
ooooo

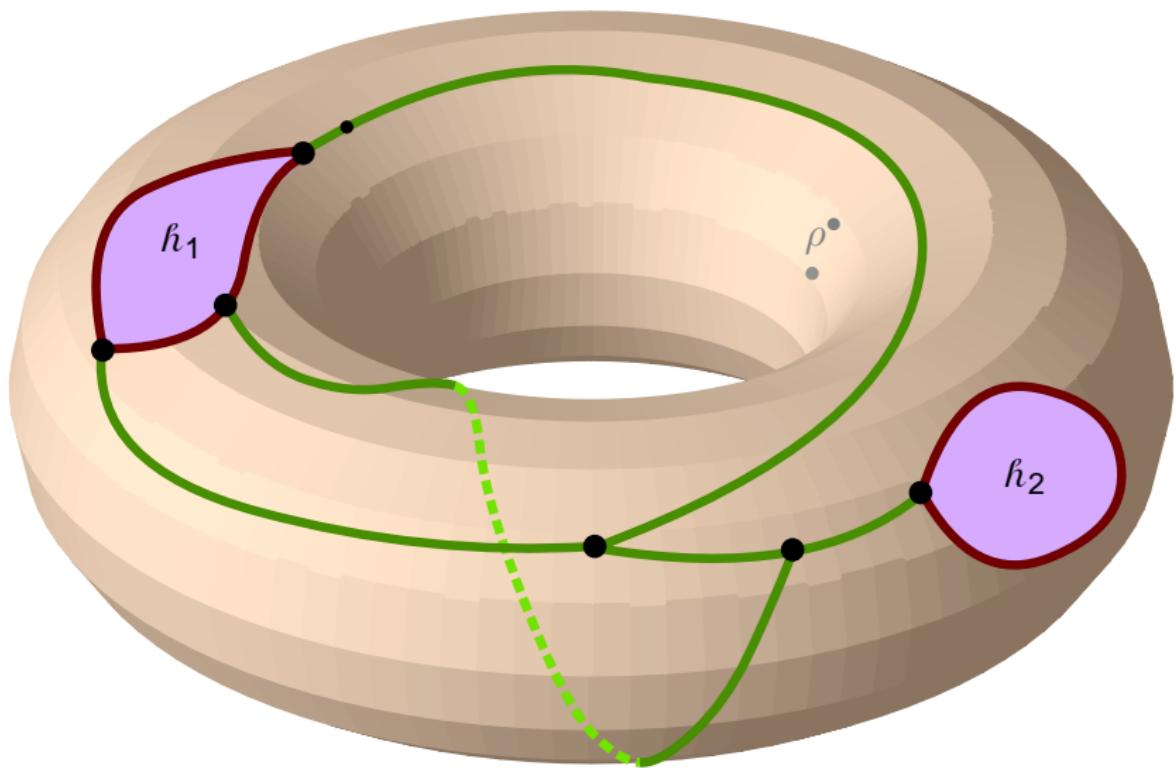
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
oooooooo

Construction
oooooo•oooo

Geodesics concatenations homotopic to 0?



Introduction
oooooooo

Brownian sphere
ooooo

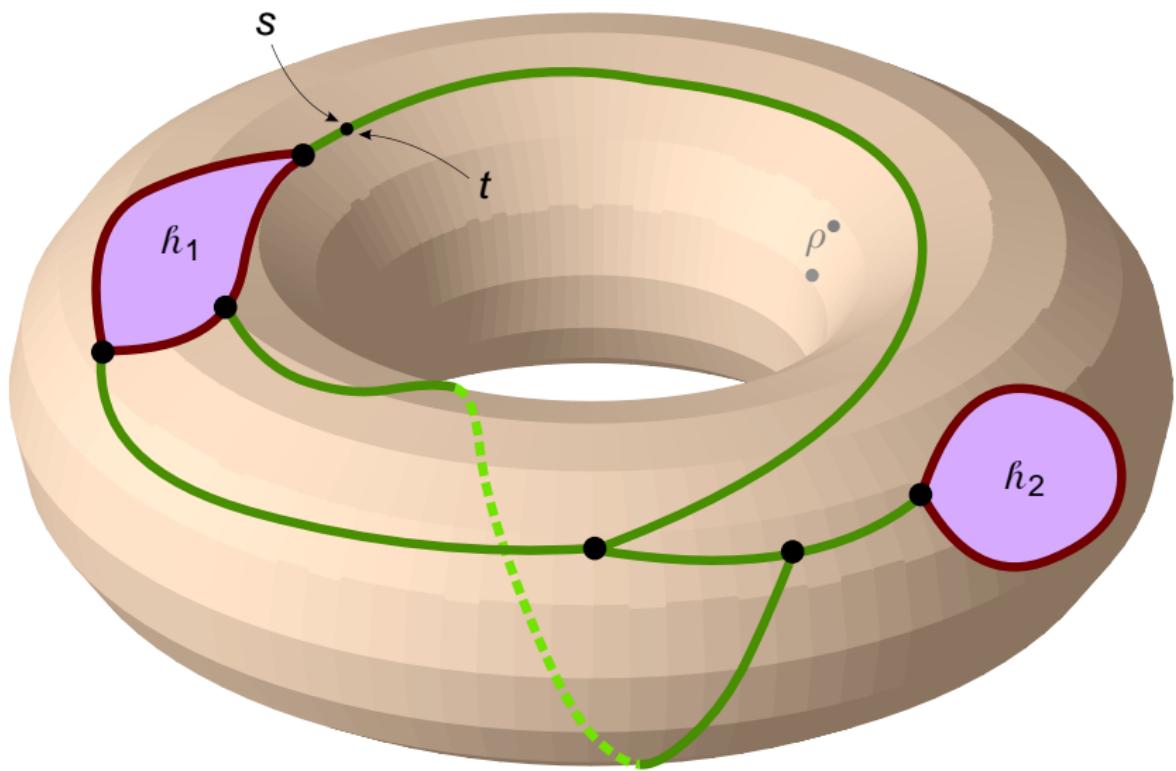
Brownian disks
oooooooo

Brownian surfaces
oooooooo

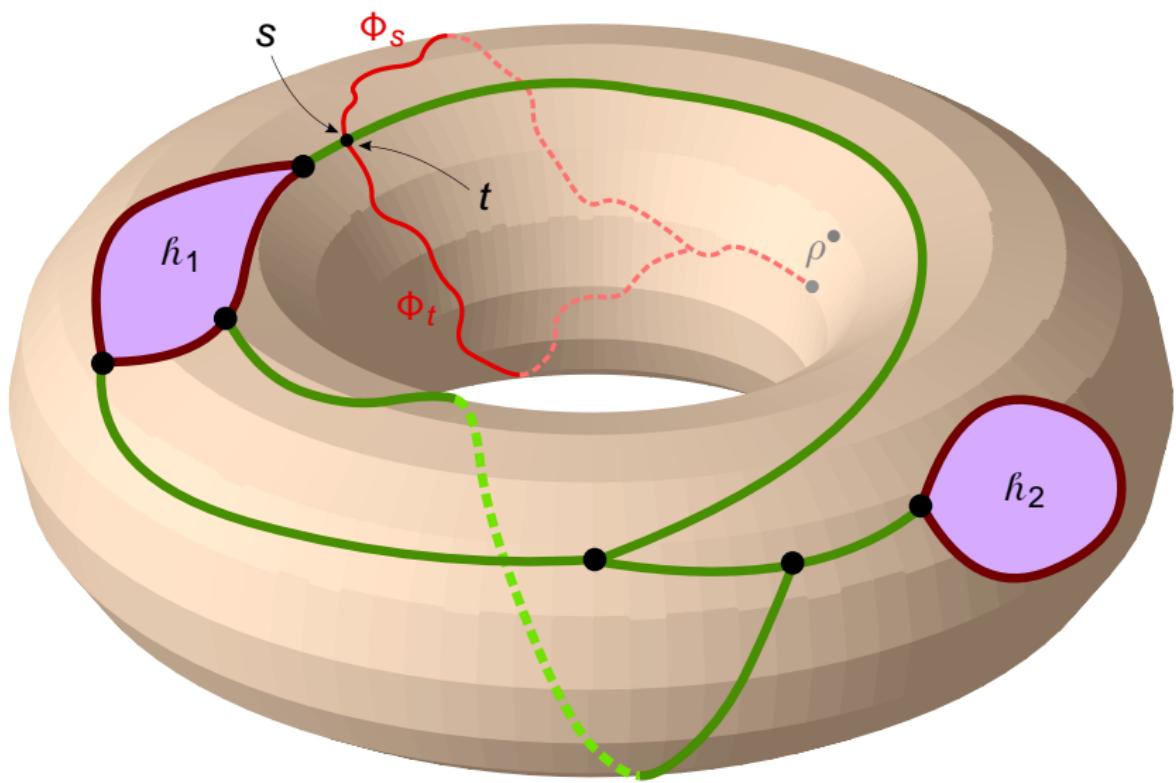
Encoding maps
oooooooo

Construction
oooooo•oooo

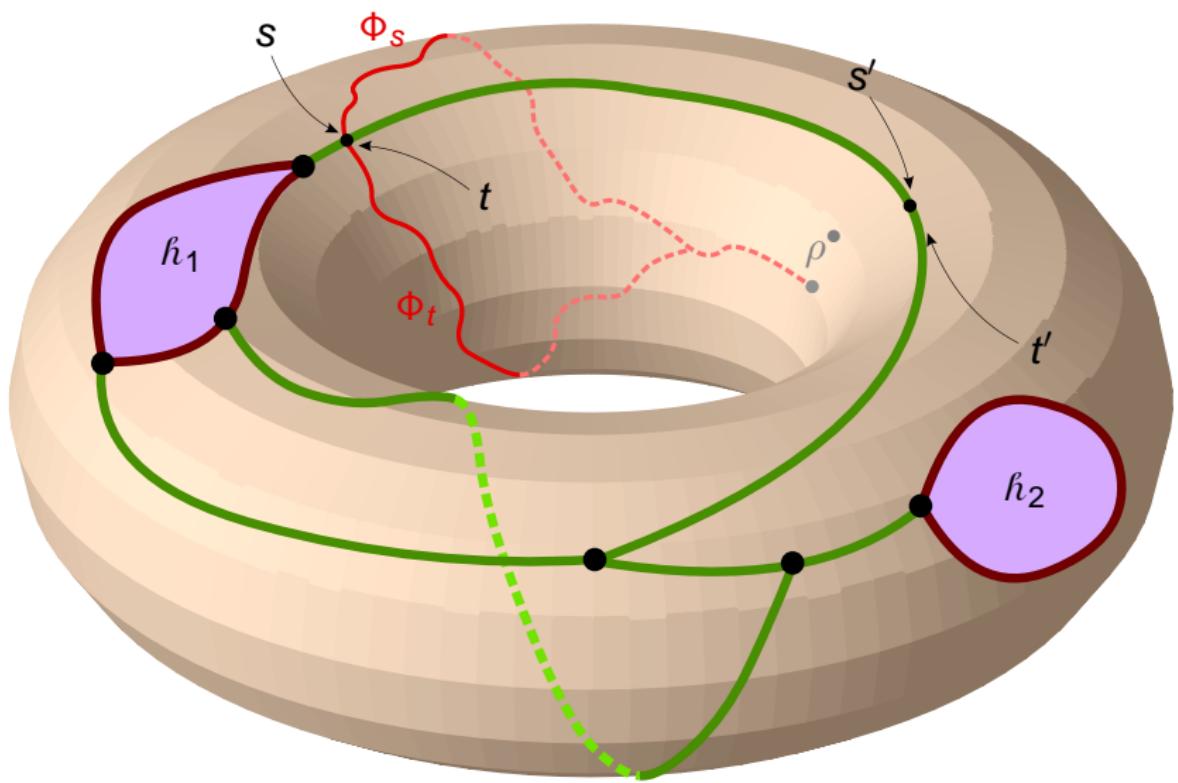
Geodesics concatenations homotopic to 0?



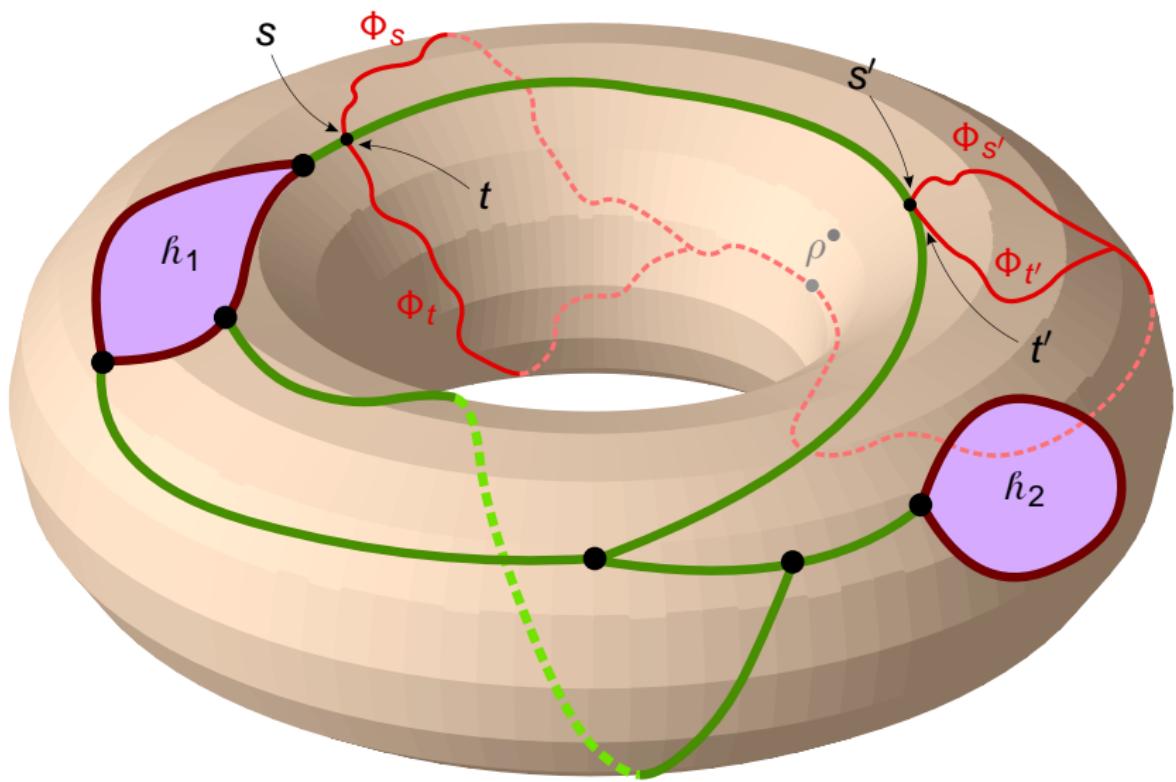
Geodesics concatenations homotopic to 0?



Geodesics concatenations homotopic to 0?



Geodesics concatenations homotopic to 0?



Introduction
oooooooo

Brownian sphere
ooooo

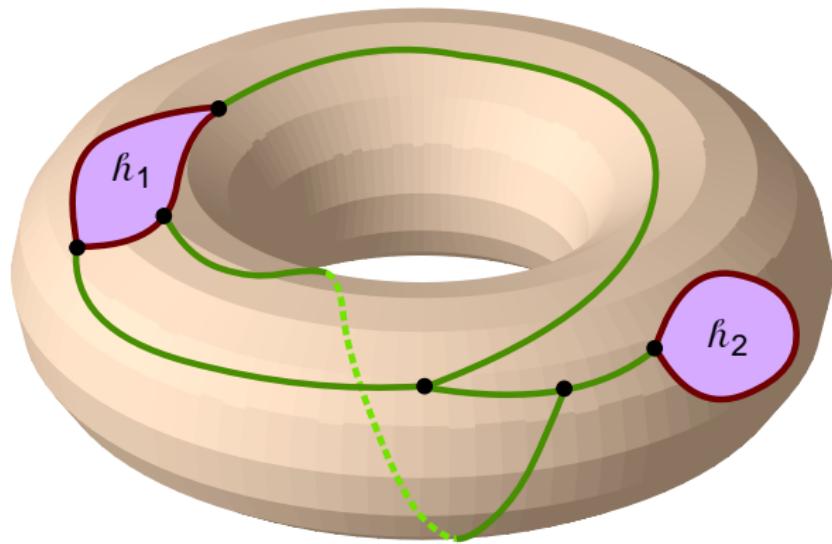
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
ooooooo

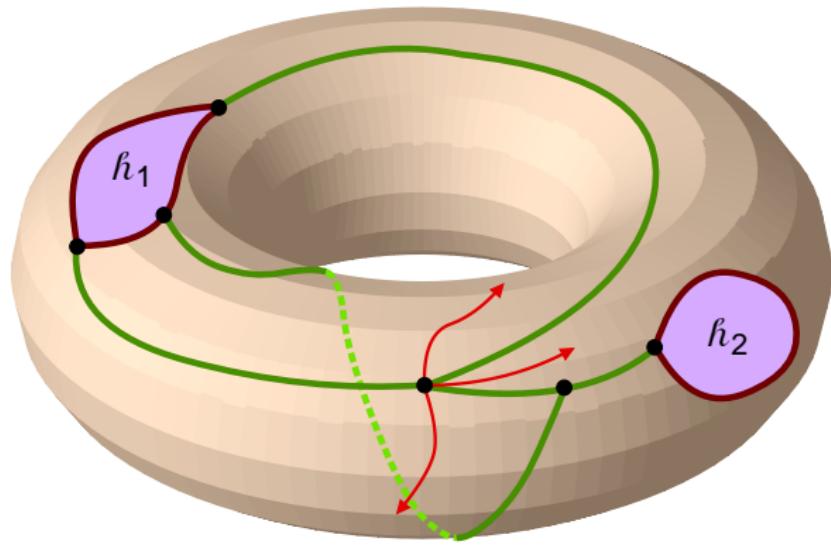
Construction
oooooooo●oooo

Very peculiar points



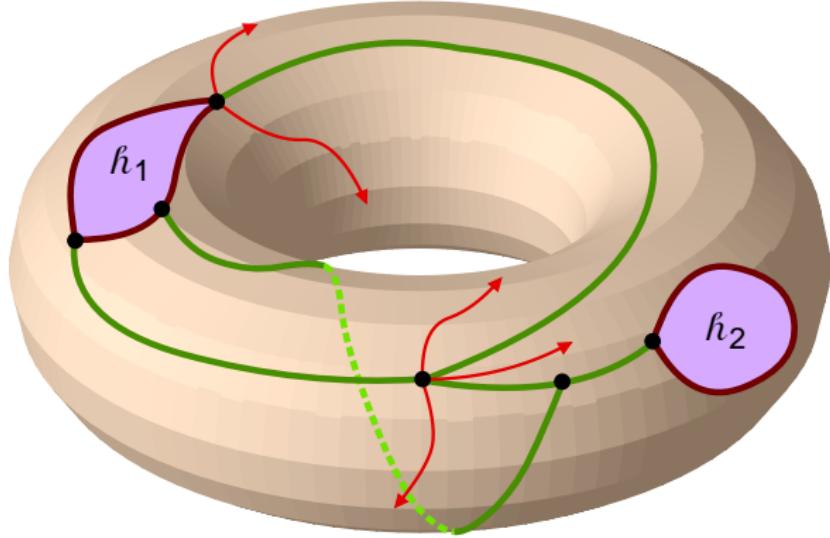
Very peculiar points

- 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.

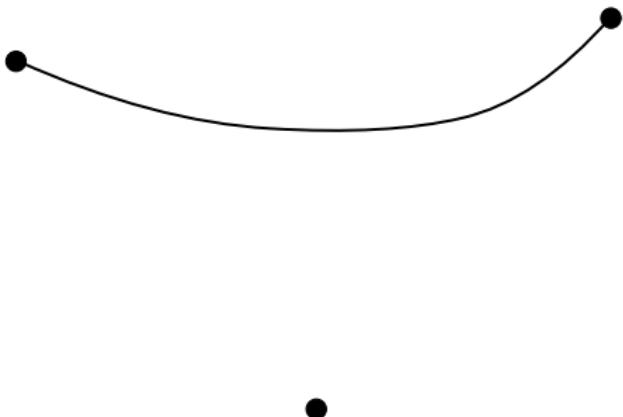


Proposition (~ Le Gall '10)

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 .

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.

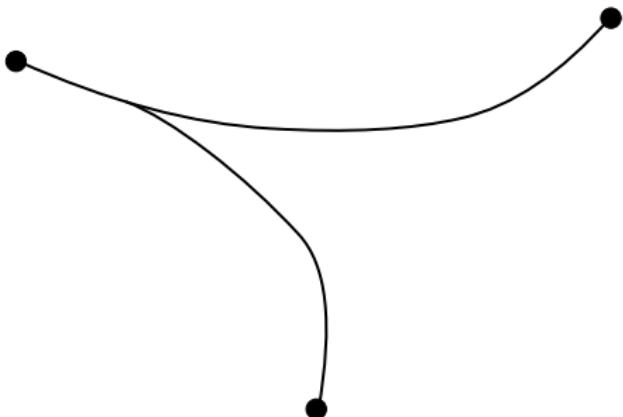


Proposition (~ Le Gall '10)

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 .

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.

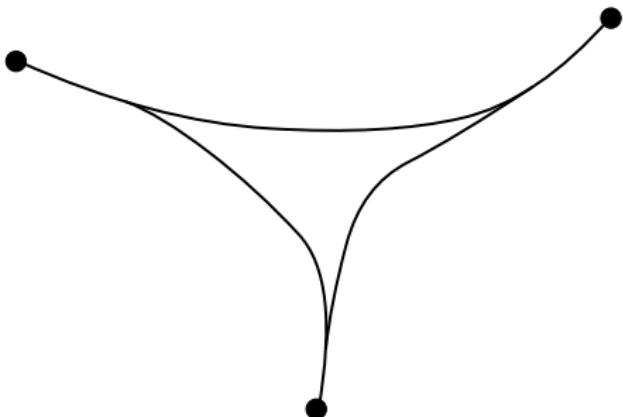


Proposition (~ Le Gall '10)

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 .

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 .

Introduction
oooooooo

Brownian sphere
oooooo

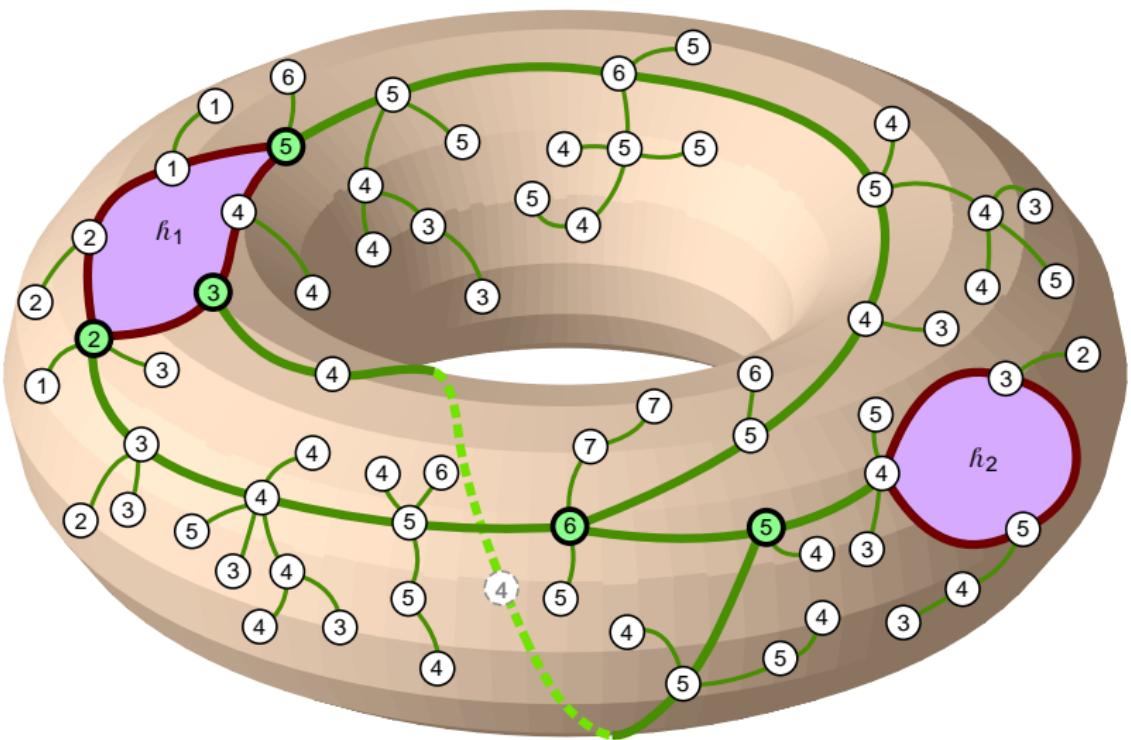
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
oooooooo

Construction
oooooooooooo●

Tore and piece



Introduction
oooooooo

Brownian sphere
oooooo

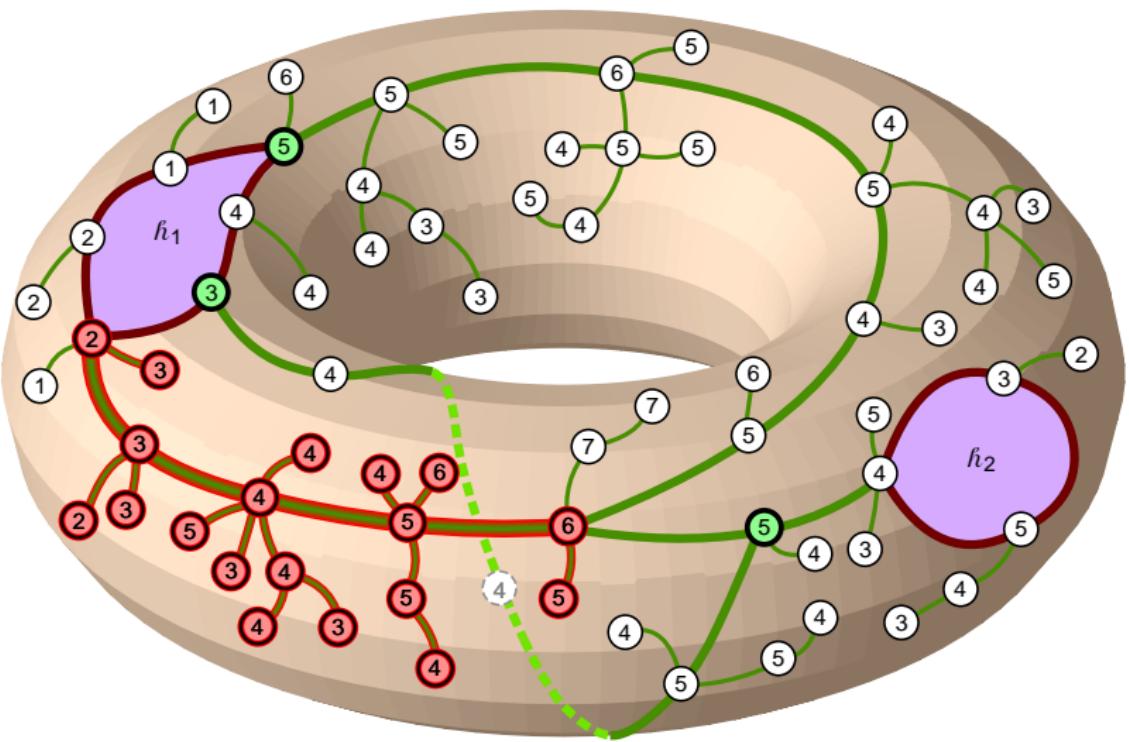
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
oooooooo

Construction
oooooooooooo●

Tore and piece



Introduction
oooooooo

Brownian sphere
oooooo

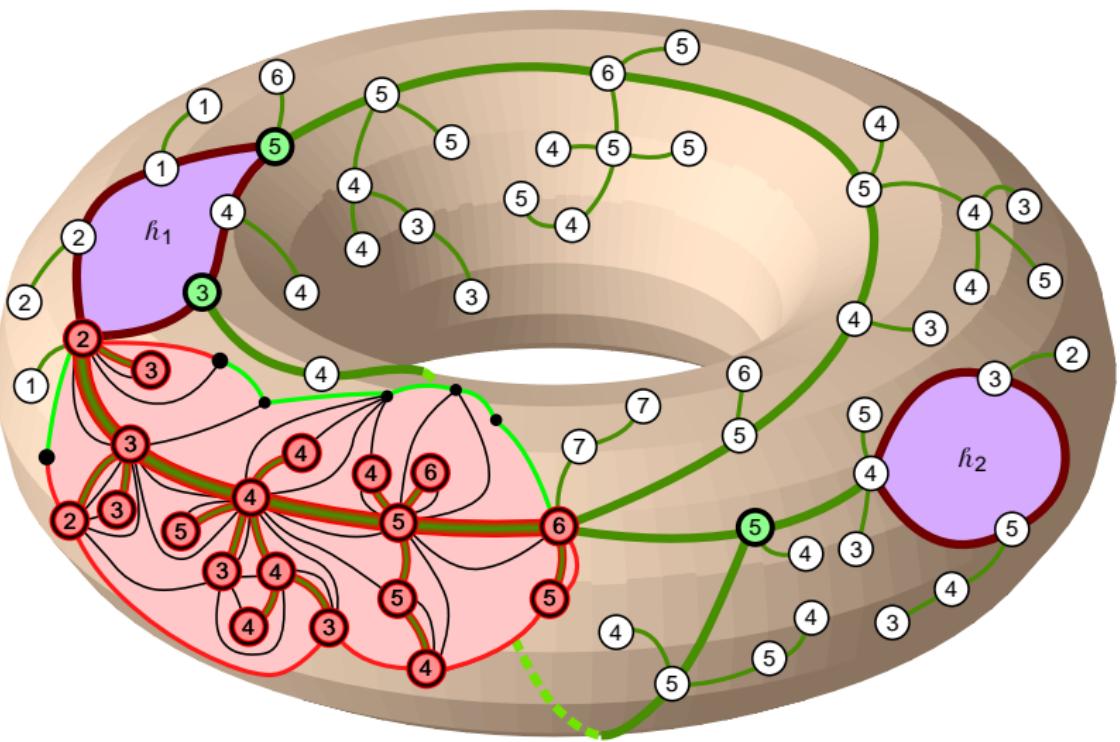
Brownian disks
oooooooo

Brownian surfaces
oooooooo

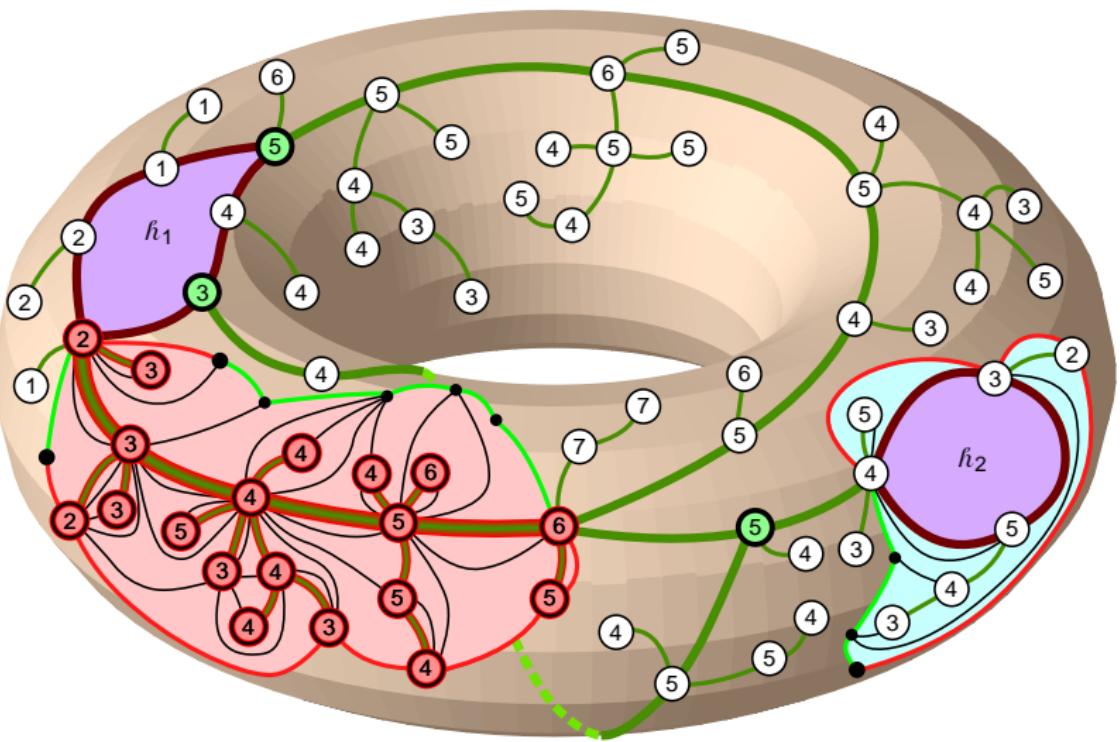
Encoding maps
oooooooo

Construction
oooooooooooo●

Tore and piece



Tore and piece



Introduction
oooooooo

Brownian sphere
ooooo

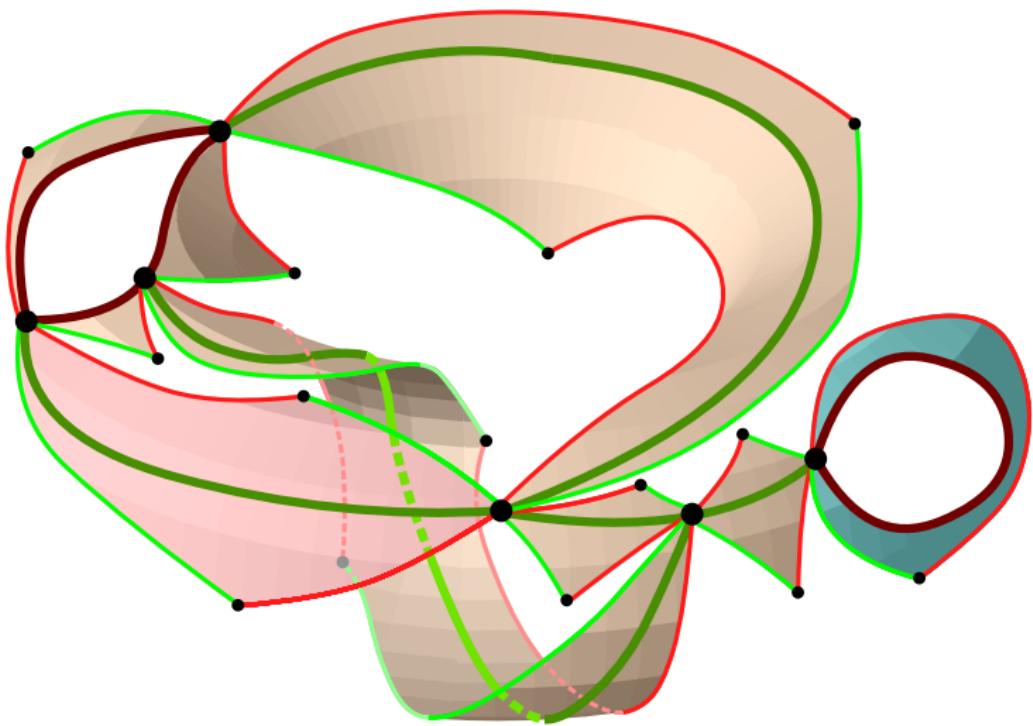
Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
oooooooo

Construction
oooooooo●○

Tore and piece



Introduction
oooooooo

Brownian sphere
ooooo

Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooo●

Plane and simple

- Take a random quadrangulation.

Introduction
oooooooo

Brownian sphere
ooooo

Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
ooooooo

Construction
oooooooo●

Plane and simple

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

Plane and simple

- Take a random quadrangulation.
- Cut it into pieces of planar topology.
- Show convergence of these pieces:
 - 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.

Plane and simple

- Take a random quadrangulation.
- Cut it into pieces of planar topology.
- Show convergence of these pieces:
 - 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.

Introduction
oooooooo

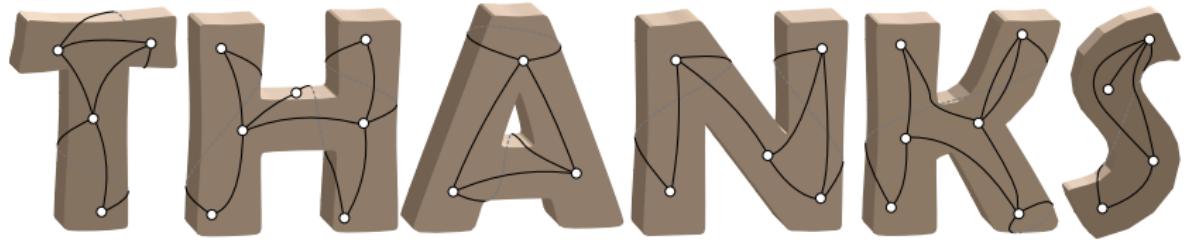
Brownian sphere
ooooo

Brownian disks
oooooooo

Brownian surfaces
oooooooooo

Encoding maps
ooooooo

Construction
oooooooooooo



Introduction
oooooooo

Brownian sphere
ooooo

Brownian disks
oooooooo

Brownian surfaces
oooooooo

Encoding maps
ooooooo

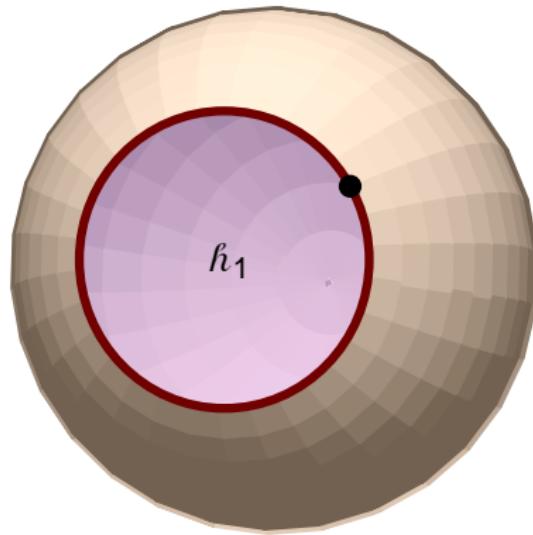
Construction
oooooooooooo

Schemes

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

Schemes

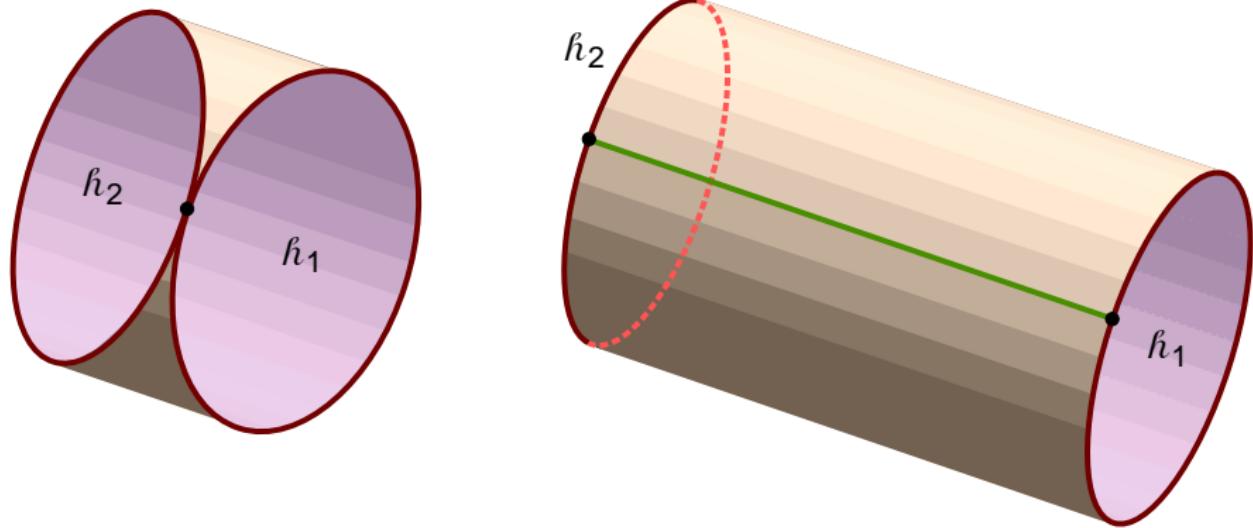
- Roughly, p holes, one face, all vertices of degree ≥ 3 .
- For a given topology, finitely many schemes.



The only scheme for the disk

Schemes

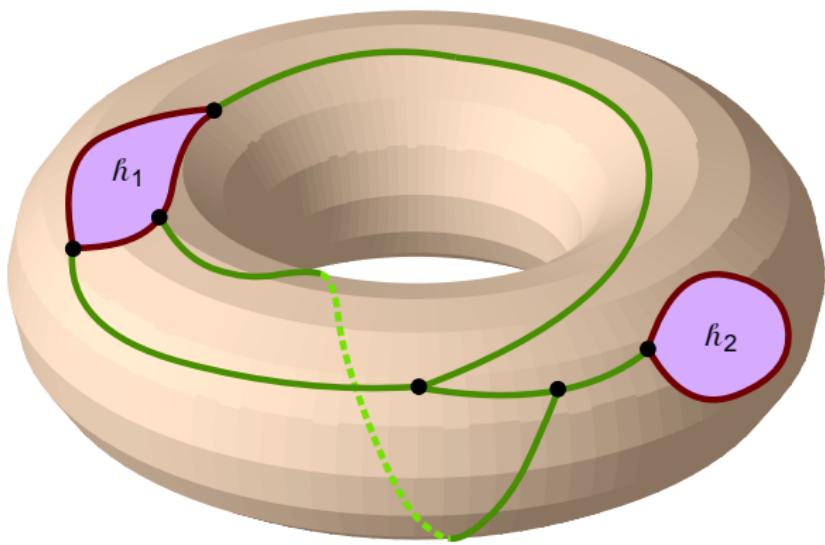
- Roughly, p holes, one face, all vertices of degree ≥ 3 .
- For a given topology, finitely many schemes.



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

Schemes

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



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