

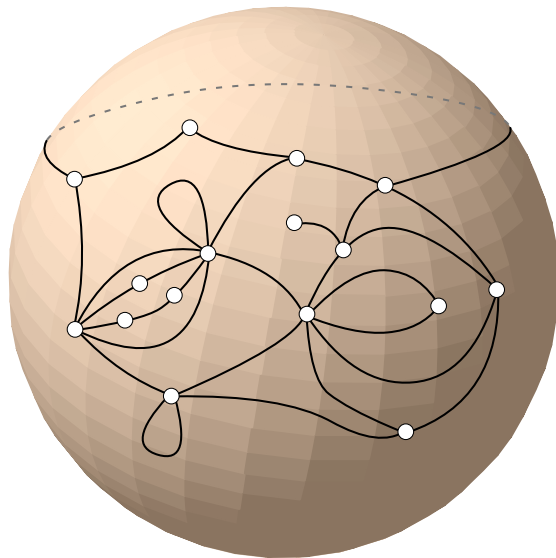
A bijection for nonorientable maps

Jérémie BETTINELLI

October 7, 2015



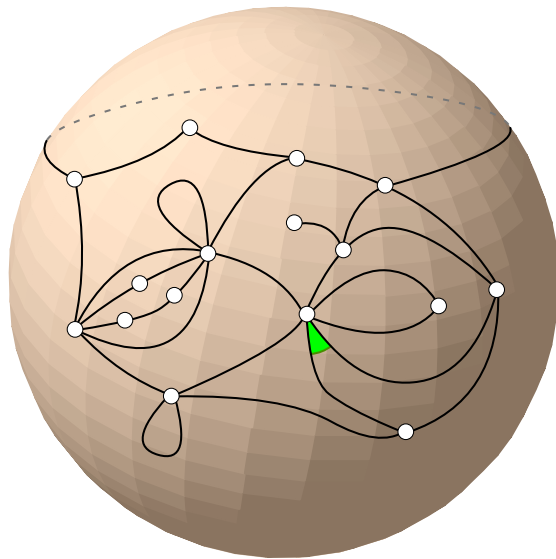
Plane maps



plane map: finite connected graph embedded in the sphere

faces: connected components of the complement

Plane maps

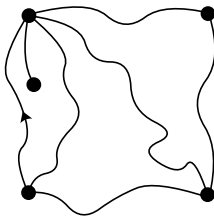
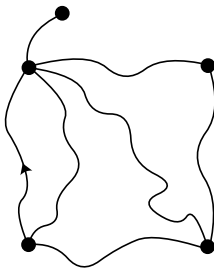
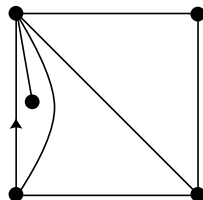
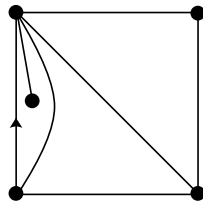


plane map: finite connected graph embedded in the sphere

faces: connected components of the complement

root: distinguished corner

Edge deformation


 $=$

 $\neq$


Scaling limit: the Brownian map

✧ We denote by $V(m)$ the vertex-set of m and d_m the graph metric.

Theorem (Le Gall '11, Miermont '11)

Let q_n be a uniform plane quadrangulation with n faces. The sequence $(V(q_n), (8n/9)^{-1/4} d_{q_n})_{n \geq 1}$ converges weakly in the sense of the Gromov–Hausdorff topology toward a random compact metric space a.s. homeomorphic to the sphere, and called the *Brownian map*.

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.

Scaling limit: the Brownian map

✧ We denote by $V(\mathfrak{m})$ the vertex-set of $\mathfrak{m}$ and $d_{\mathfrak{m}}$ the graph metric.

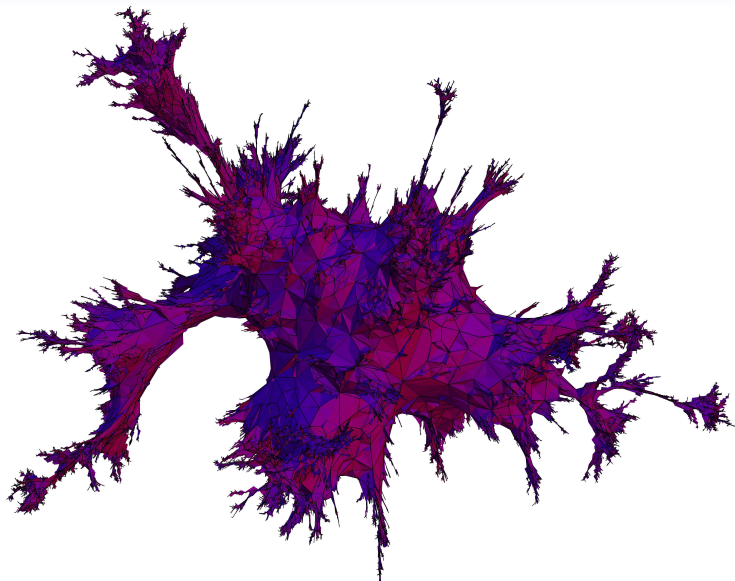
Theorem (B. & Jacob & Miermont '13)

Let $\mathfrak{m}_n$ be a uniform plane map with n edges. The sequence $(V(\mathfrak{m}_n), (8n/9)^{-1/4} d_{\mathfrak{m}_n})_{n \geq 1}$ converges weakly in the sense of the Gromov–Hausdorff topology toward a random compact metric space a.s. homeomorphic to the sphere, and called the *Brownian map*.

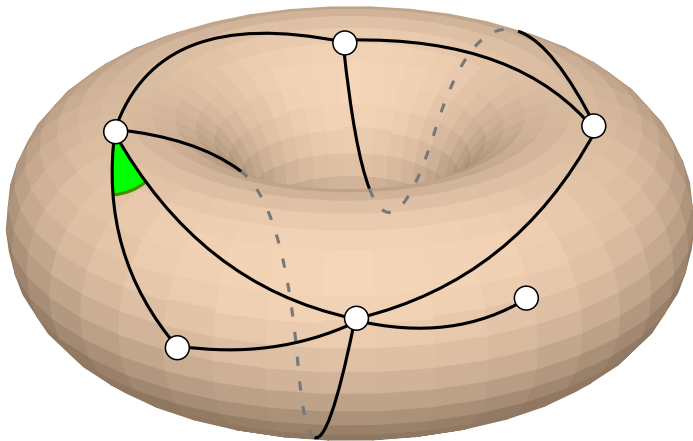
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Uniform plane quadrangulation with 50 000 faces

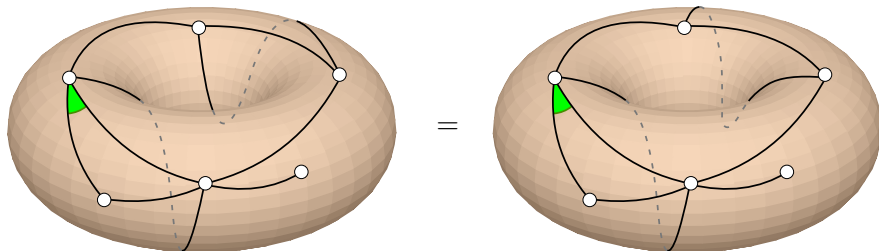


Genus g maps



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

Edge deformation



maps are defined up to direct homeomorphism of the underlying surface

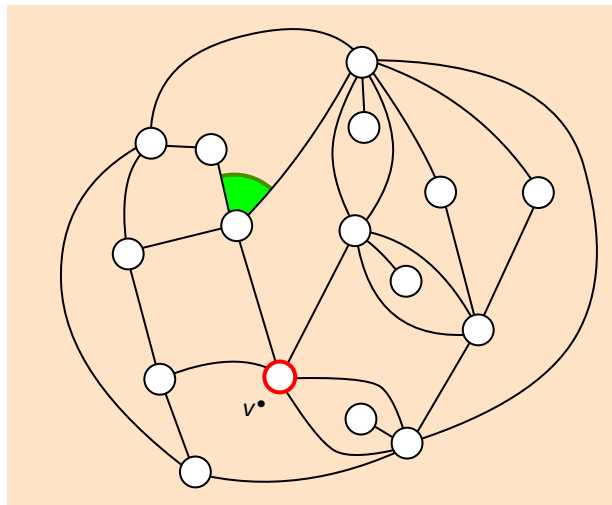
Scaling limit: the Brownian surface of genus g

✧ We denote by $V(m)$ the vertex-set of m and d_m the graph metric.

Theorem (B. & Miermont '15, in prep.)

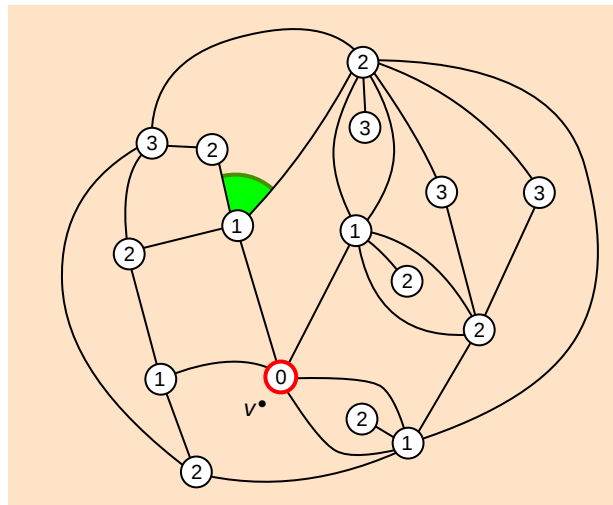
Let $g \geq 1$ be fixed and q_n be a uniform genus g quadrangulation with n faces. The sequence $(V(q_n), (8n/9)^{-1/4} d_{q_n})_{n \geq 1}$ converges weakly in the sense of the Gromov–Hausdorff topology toward a random compact metric space a.s. homeomorphic to the surface of genus g , and called the *Brownian surface of genus g* .

Cori–Vauquelin–Schaeffer / Chapuy–Marcus–Schaeffer



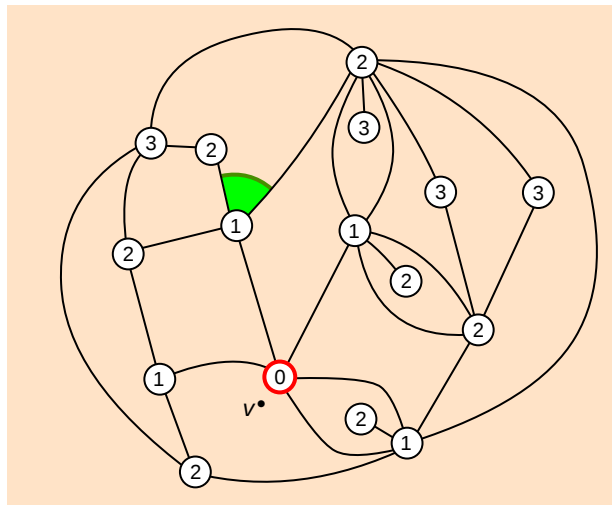
◆ Start with a pointed quadrangulation.

Cori–Vauquelin–Schaeffer / Chapuy–Marcus–Schaeffer

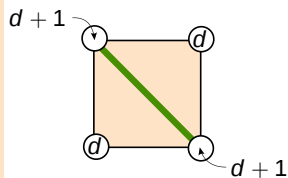
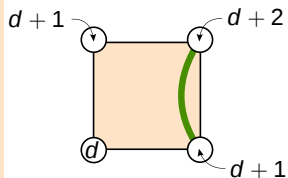


- Start with a pointed quadrangulation.
- Label the vertices with their distance to $v^\bullet$.

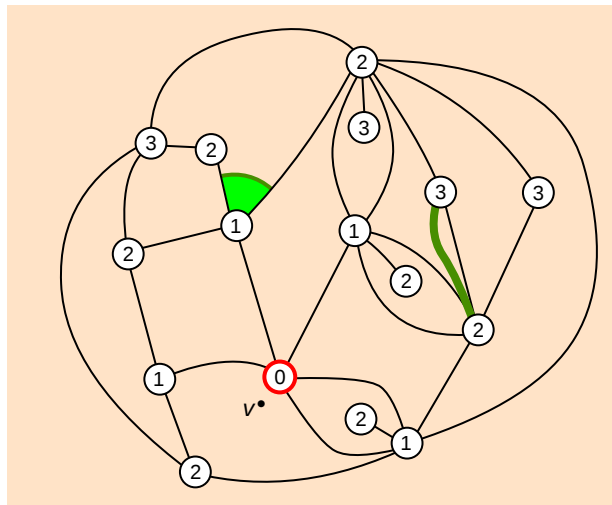
Cori–Vauquelin–Schaeffer / Chapuy–Marcus–Schaeffer



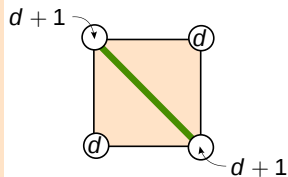
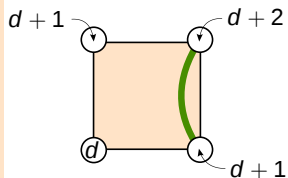
✧ Apply the rule:



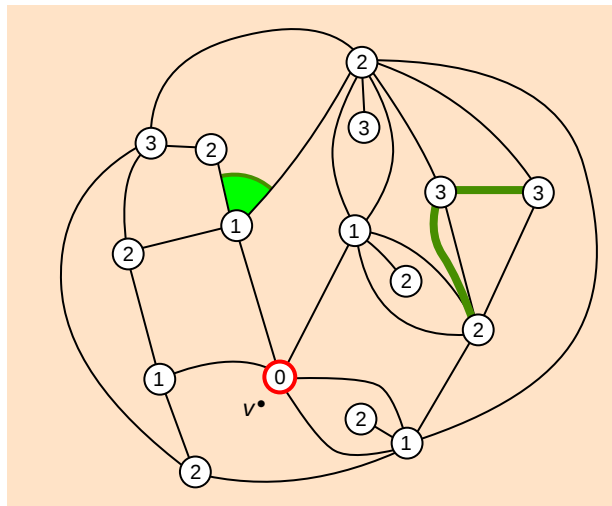
Cori–Vauquelin–Schaeffer / Chapuy–Marcus–Schaeffer



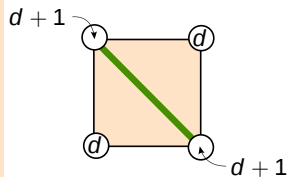
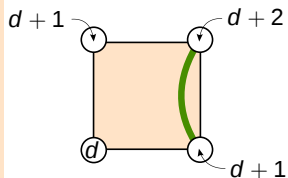
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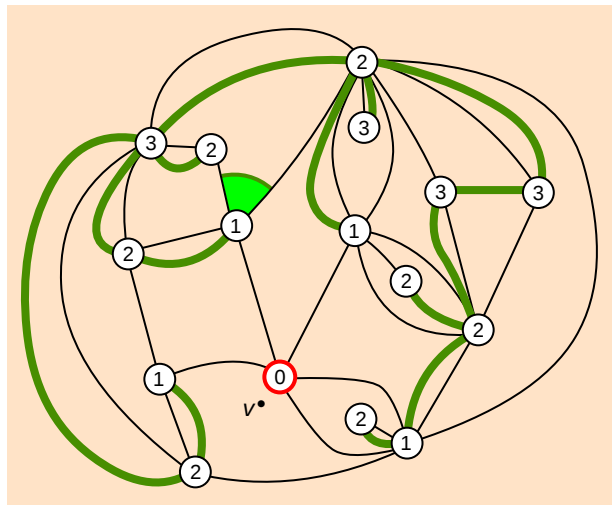
Cori–Vauquelin–Schaeffer / Chapuy–Marcus–Schaeffer



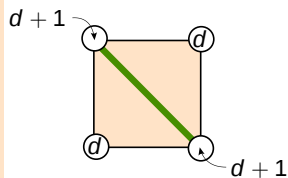
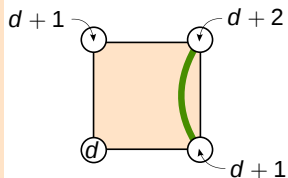
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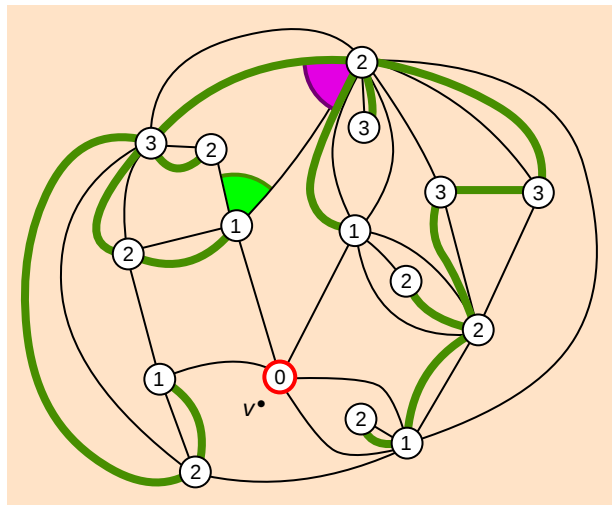
Cori–Vauquelin–Schaeffer / Chapuy–Marcus–Schaeffer



✧ Apply the rule:

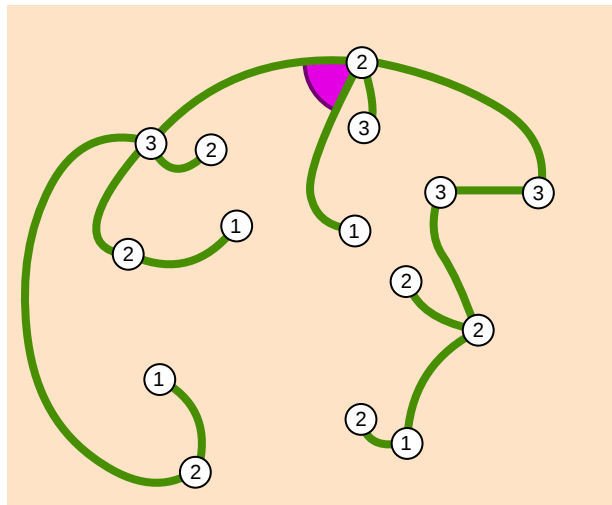


Cori–Vauquelin–Schaeffer / Chapuy–Marcus–Schaeffer



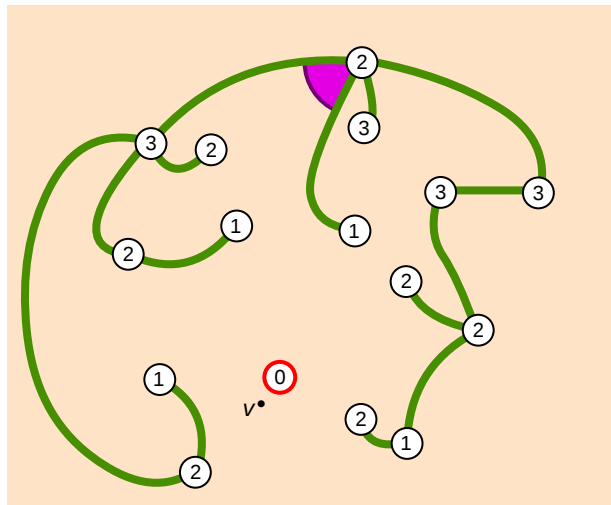
- ✧ Start with a pointed quadrangulation.
- ✧ Label the vertices with their distance to $v^\bullet$.
- ✧ Apply the rule.
- ✧ Root.

Inverse construction



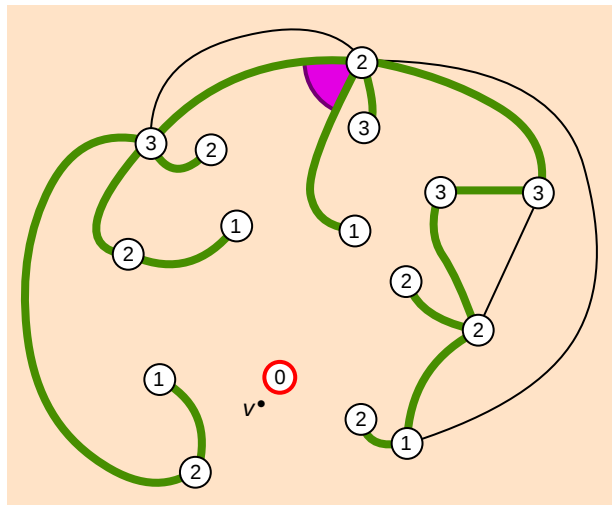
✧ Take a unicellular well-labeled map.

Inverse construction



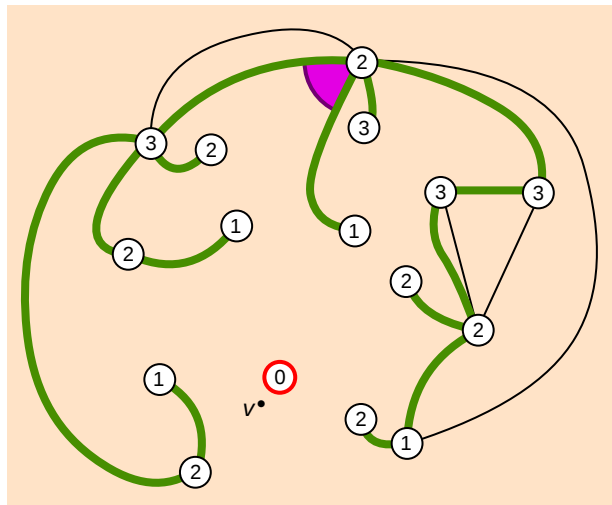
- ✧ Take a unicellular well-labeled map.
- ✧ Add a vertex $v^\bullet$ inside the unique face.

Inverse construction



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

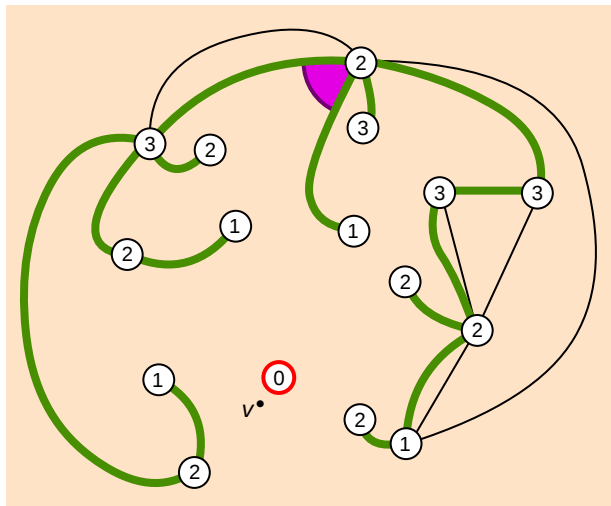
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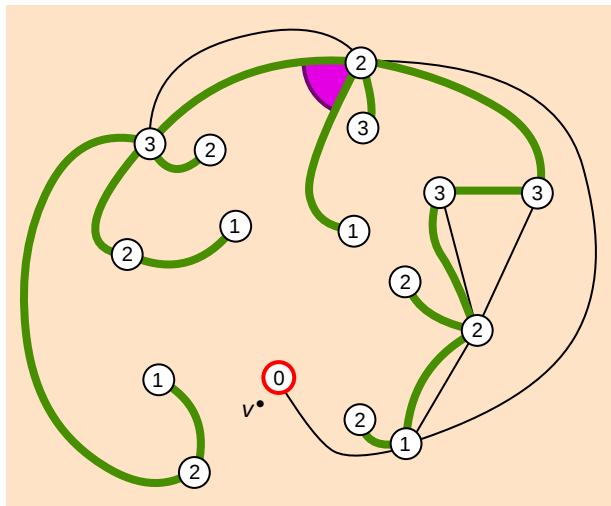
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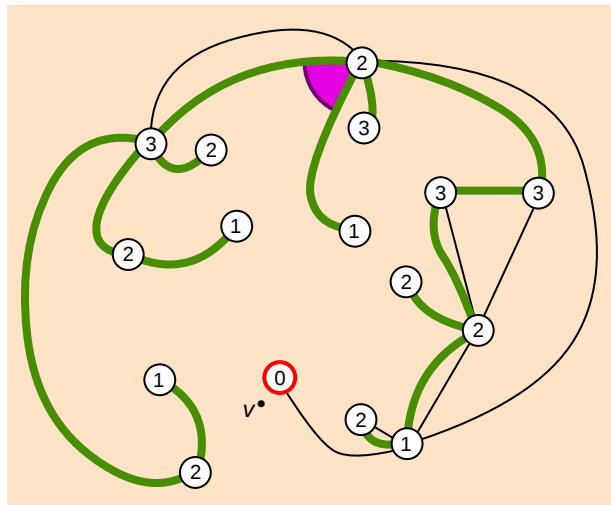


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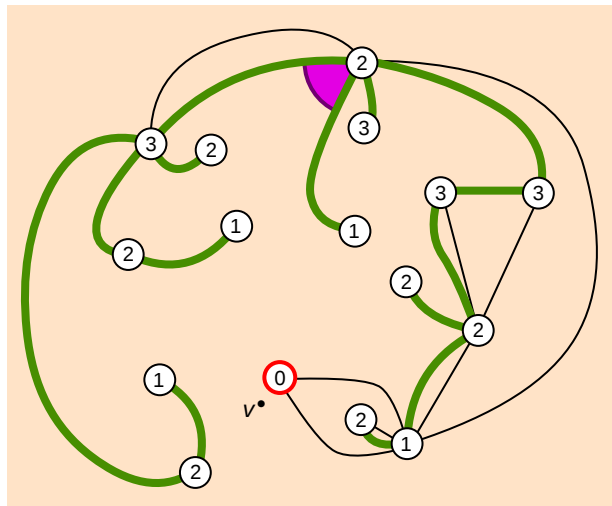
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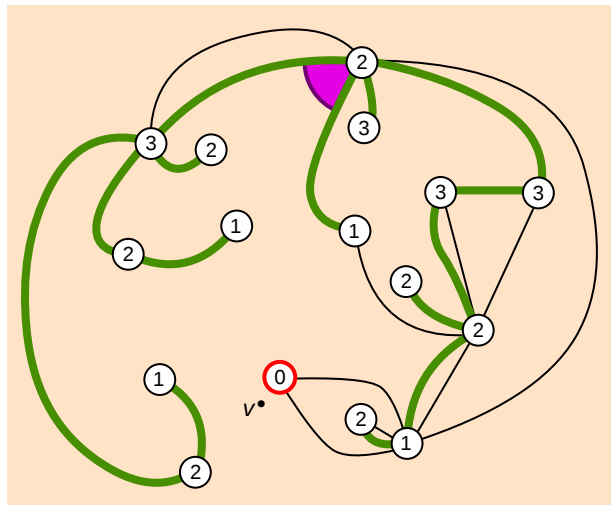
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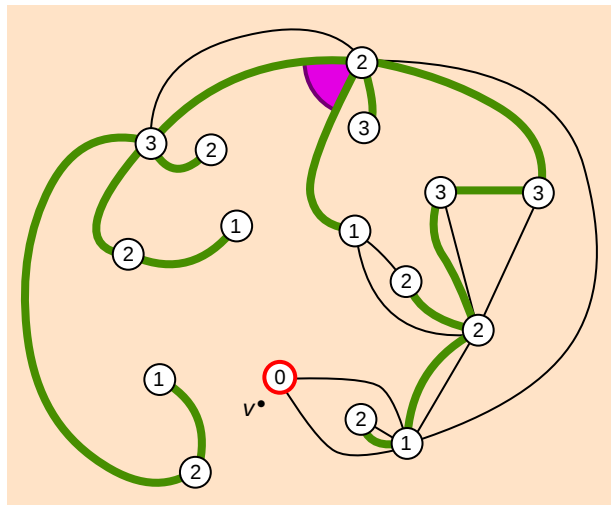
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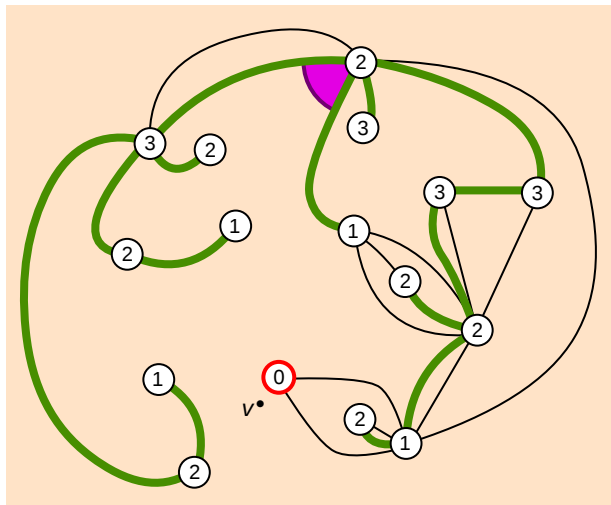
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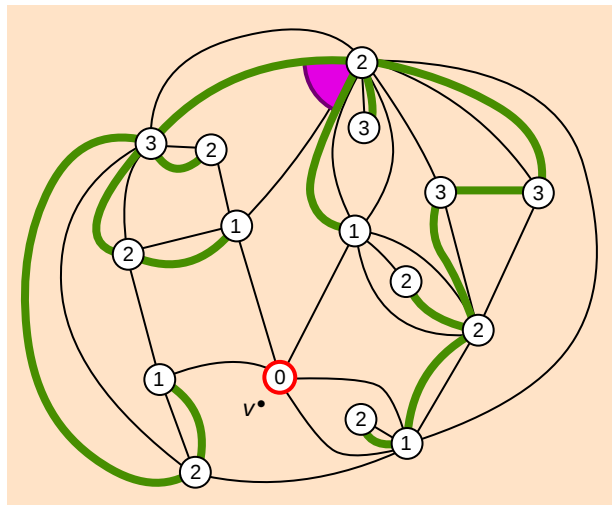


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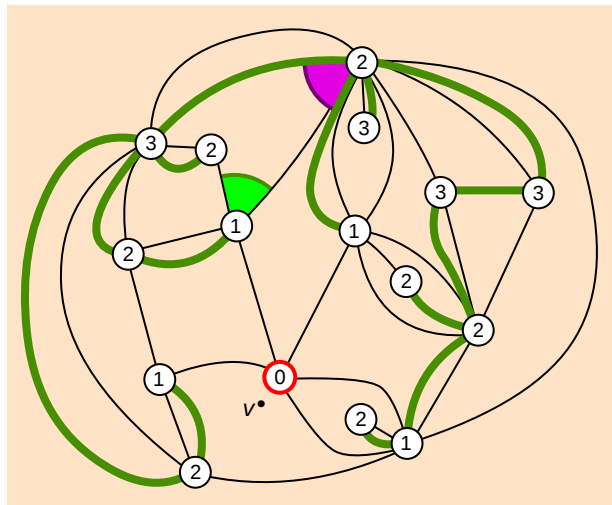
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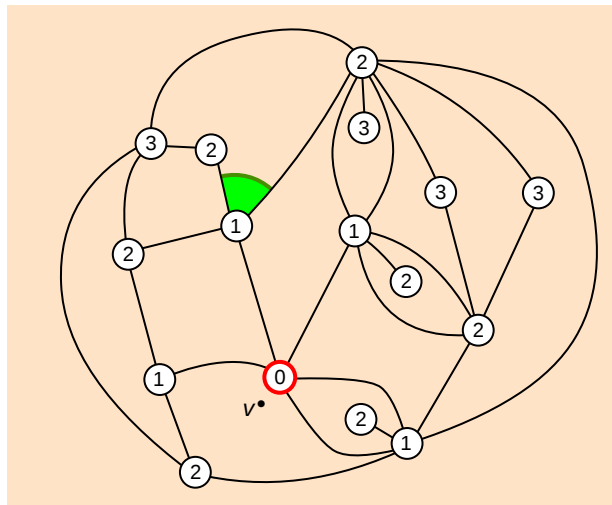
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- ✧ Take a unicellular well-labeled map.
- ✧ Add a vertex $v^\bullet$ inside the unique face.
- ✧ Link every corner to the first subsequent corner having a strictly smaller label.
- ✧ Root and remove the initial edges.

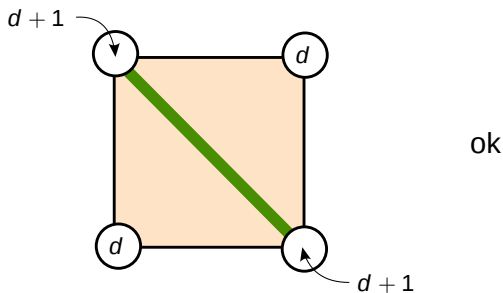
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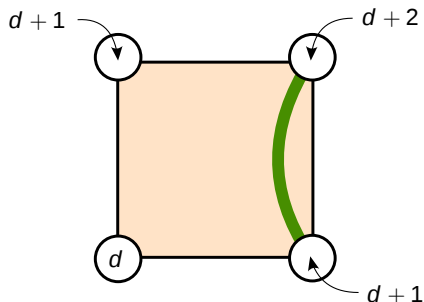
What could go wrong with nonorientable maps?

From quadrangulations to unicellular maps

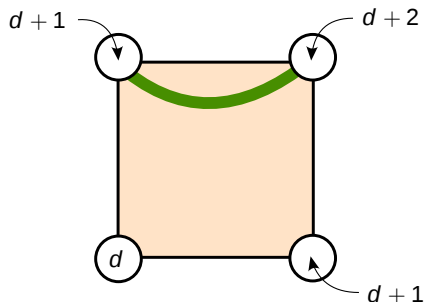


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or



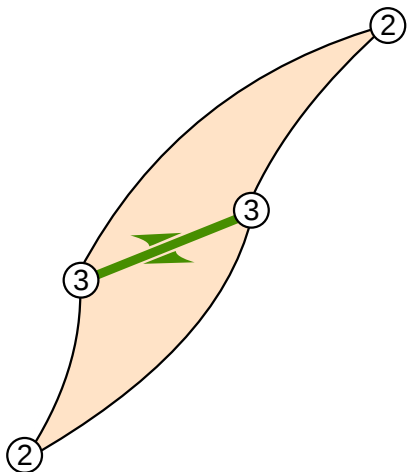
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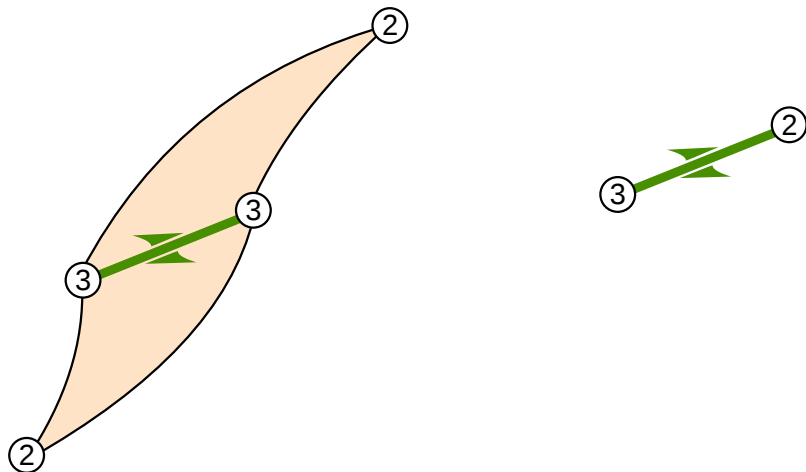
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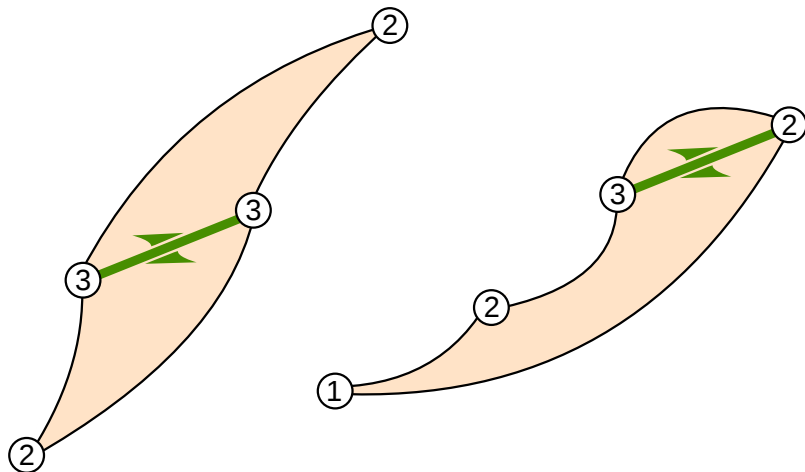
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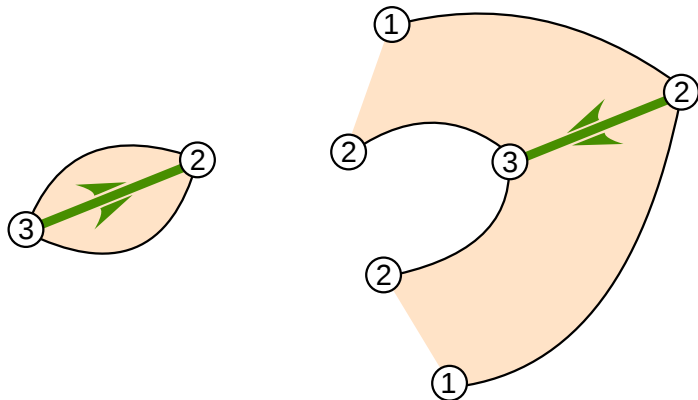
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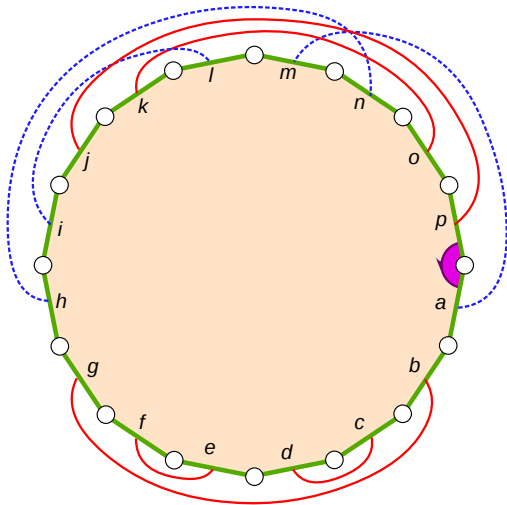


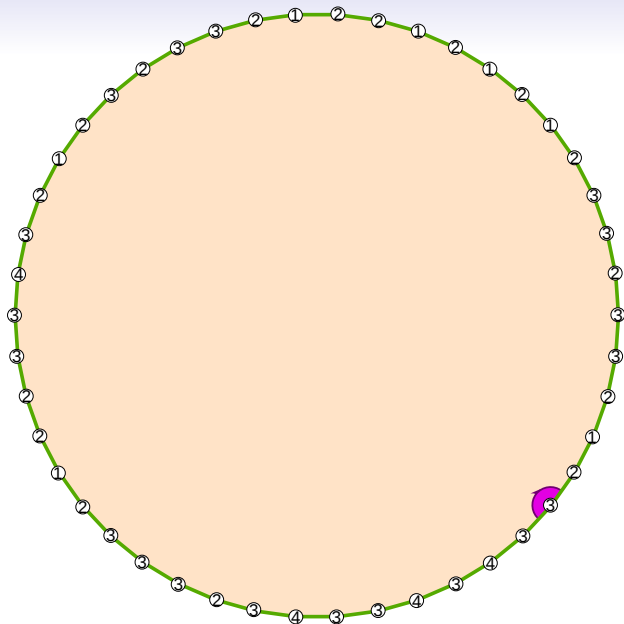
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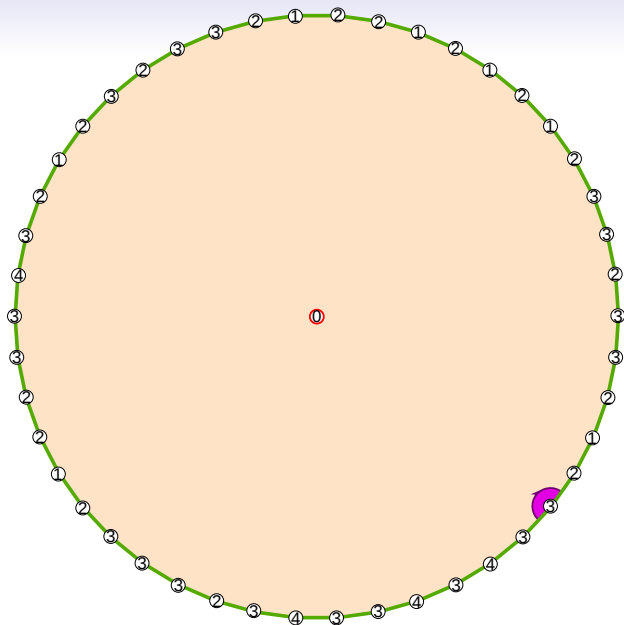
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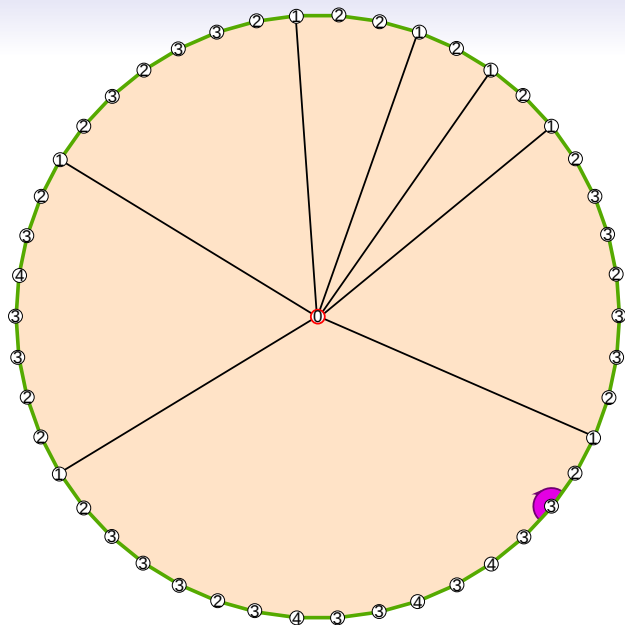


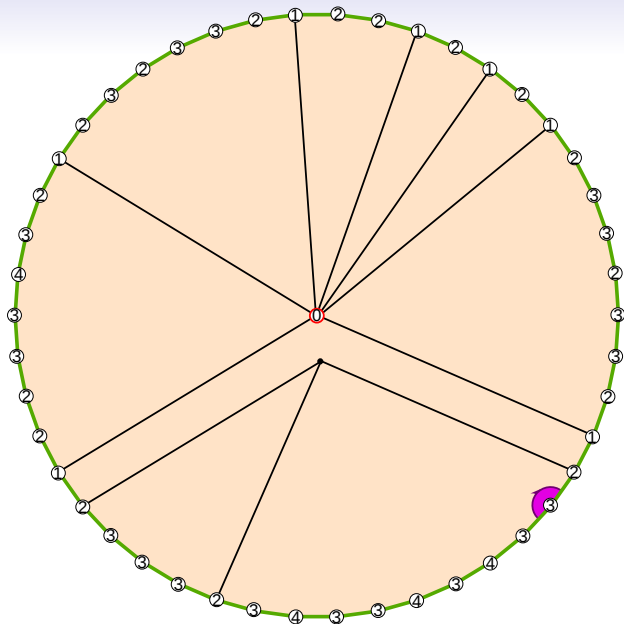
Unicellular maps seen as polygons with paired sides

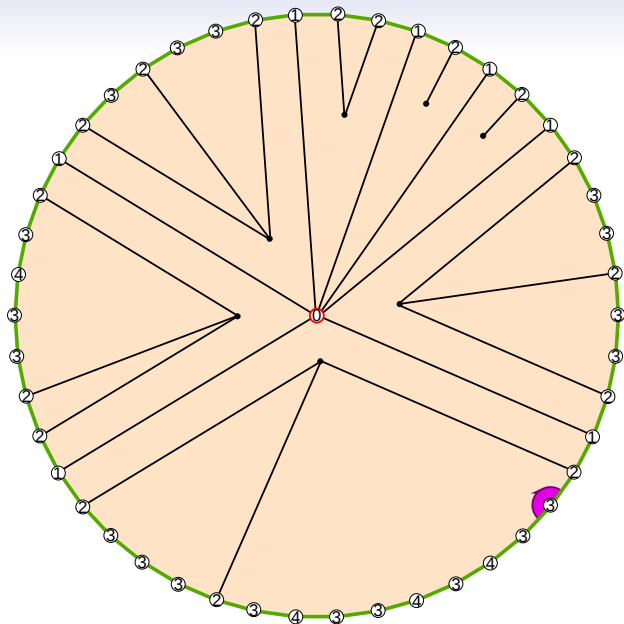


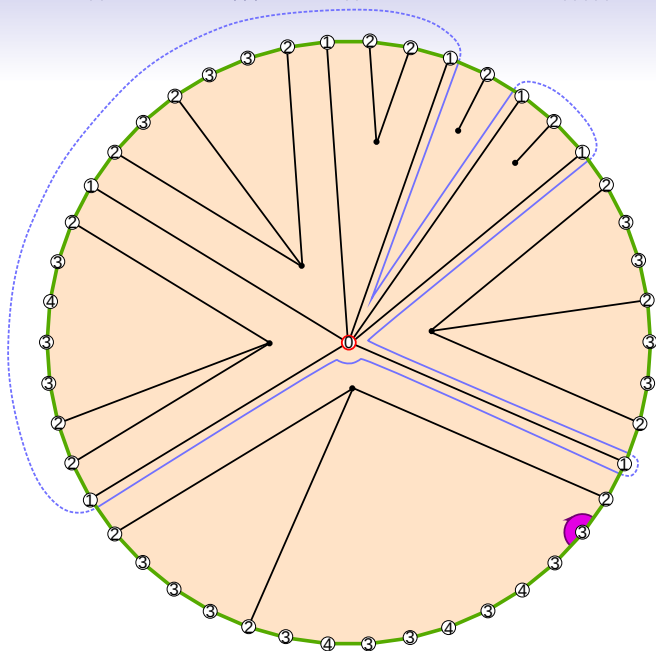


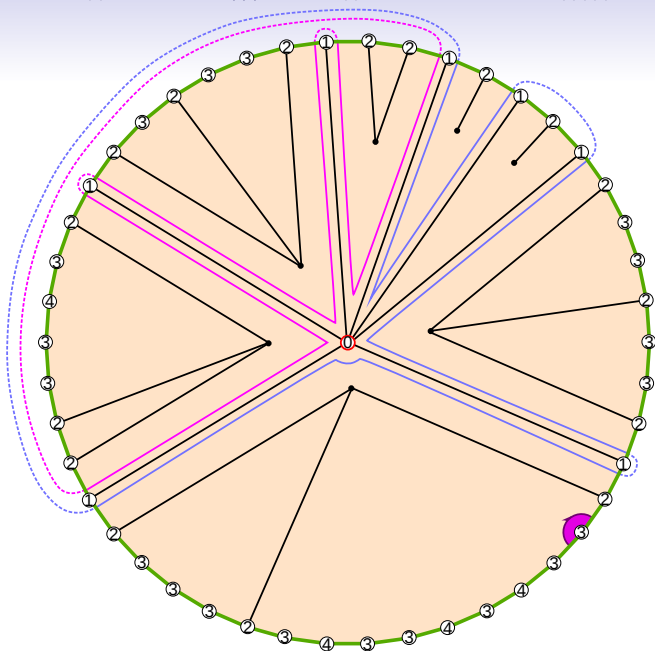


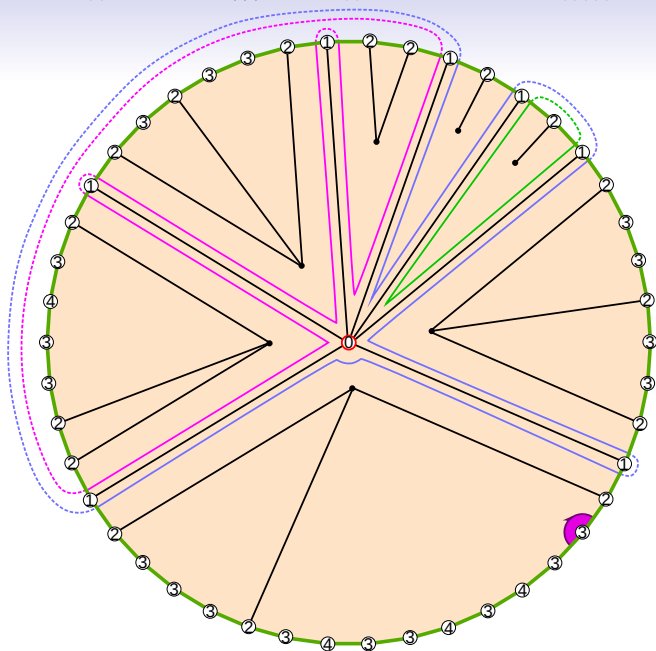


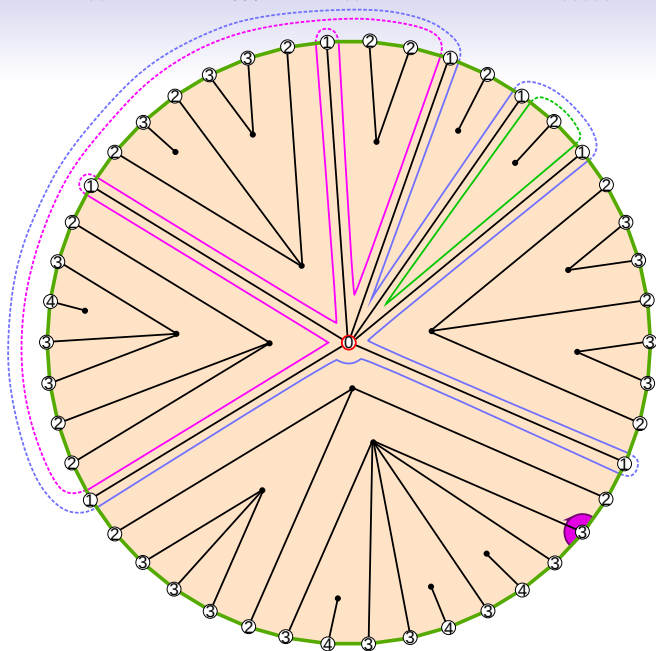




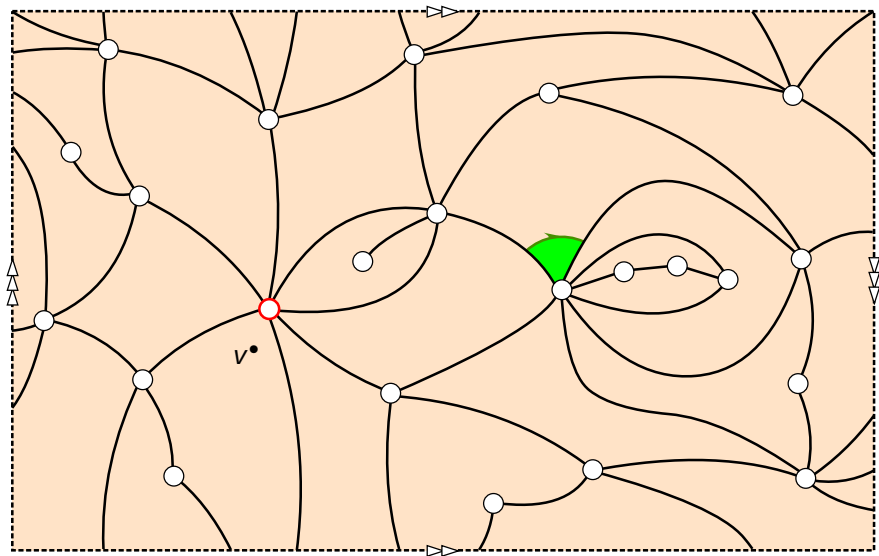




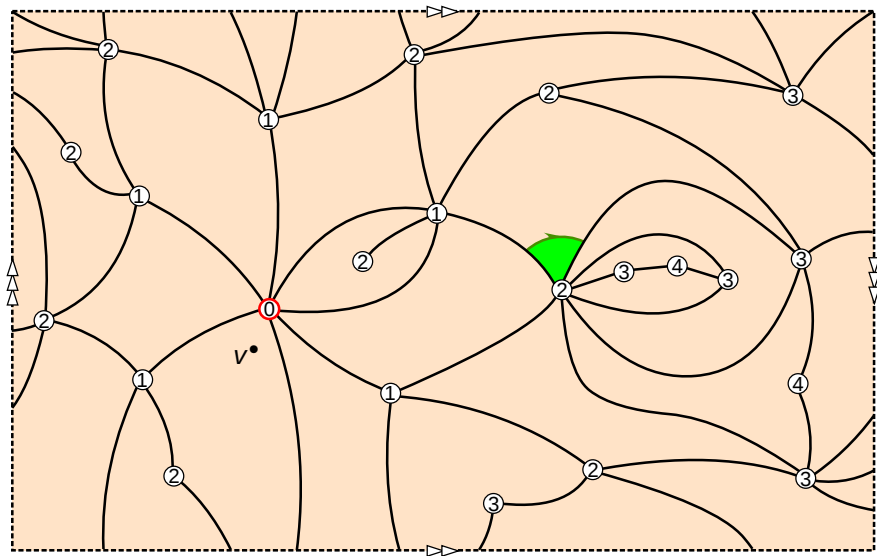




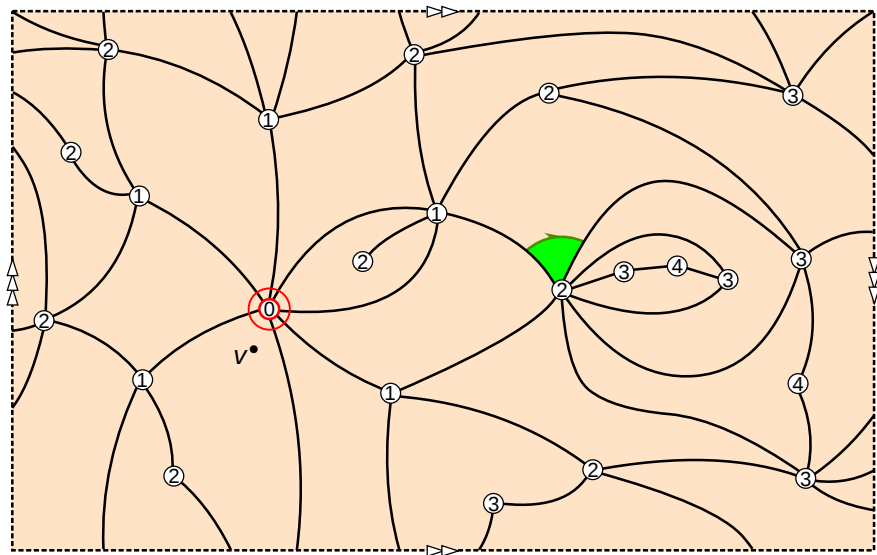
Chapuy–Dołęga bijection



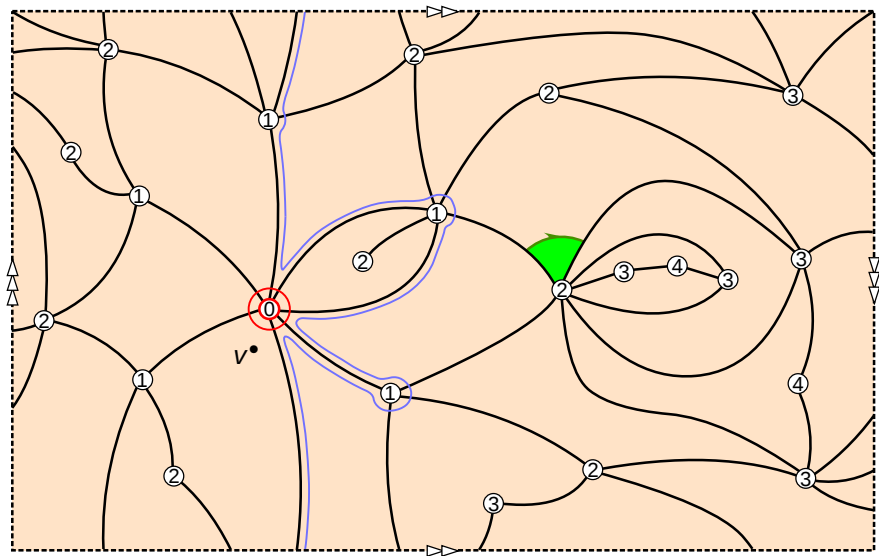
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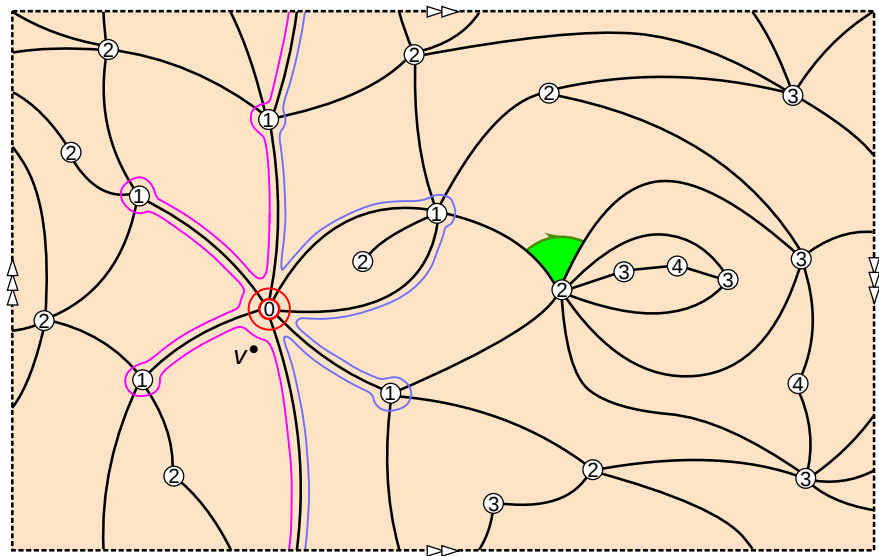
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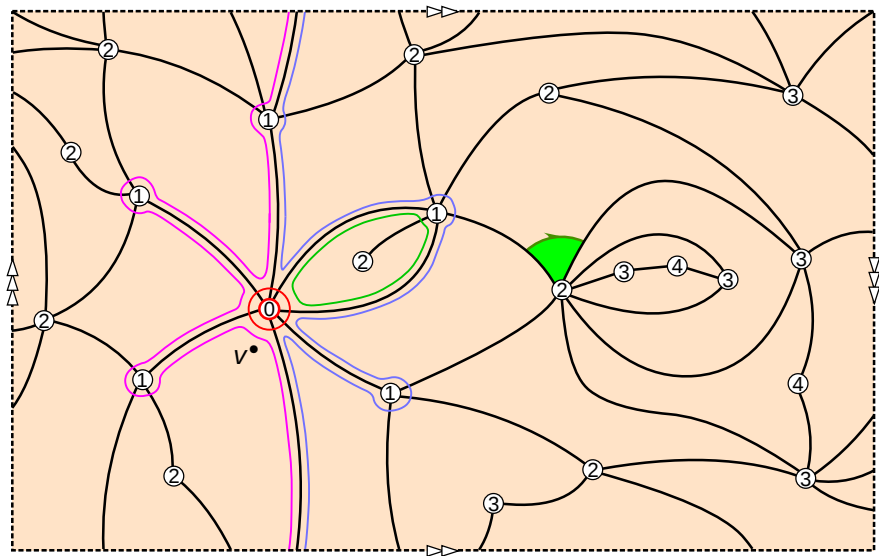
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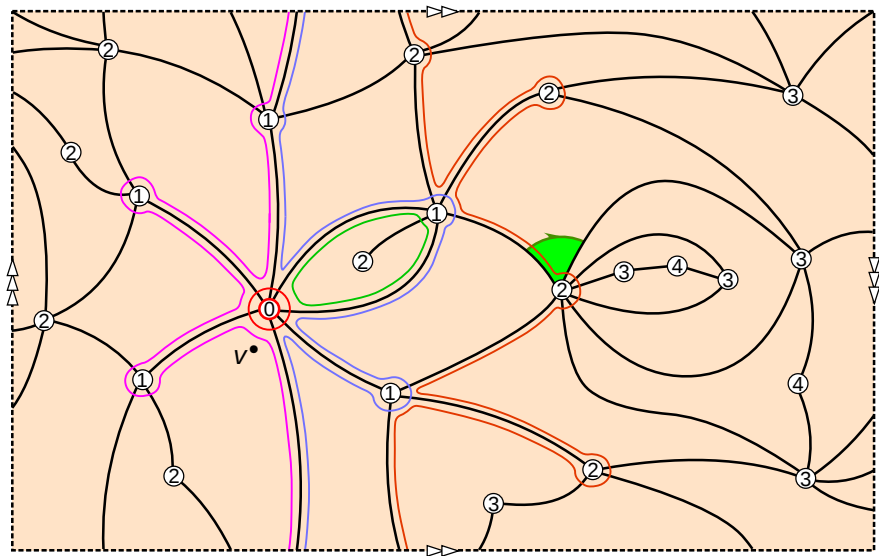
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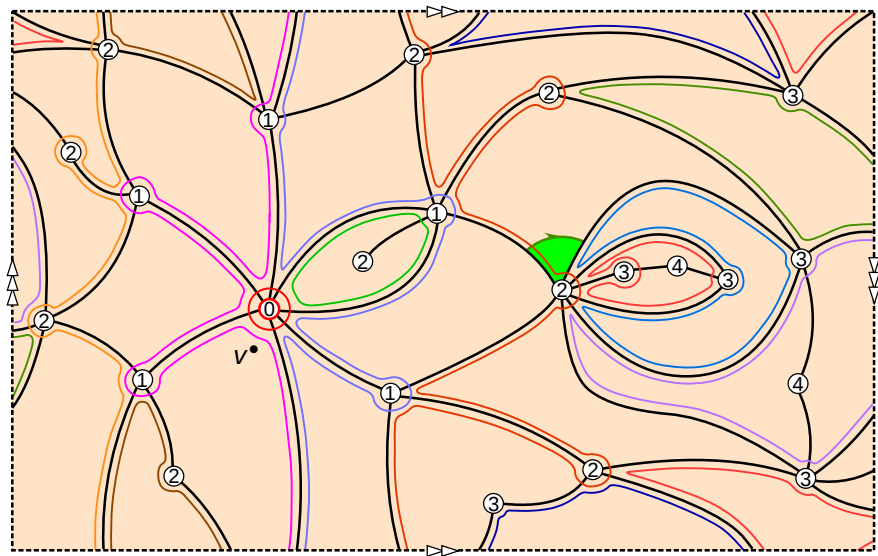
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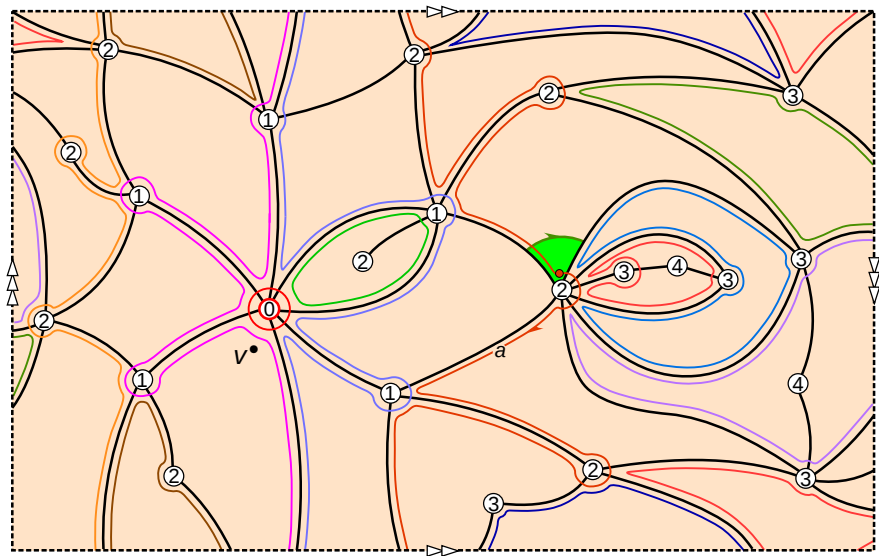
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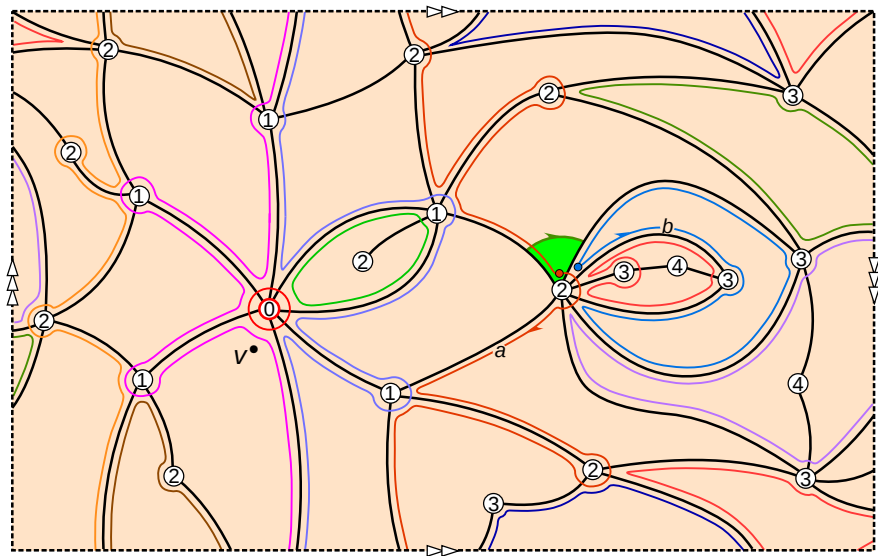
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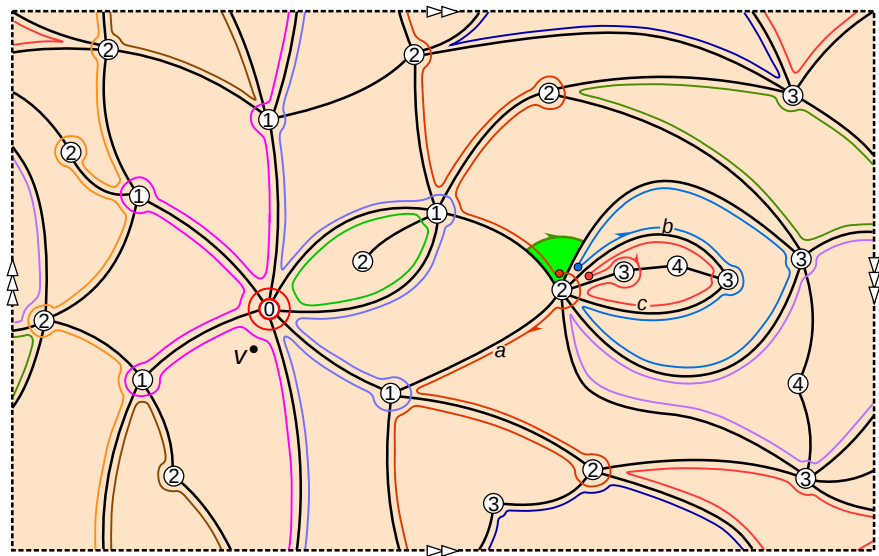
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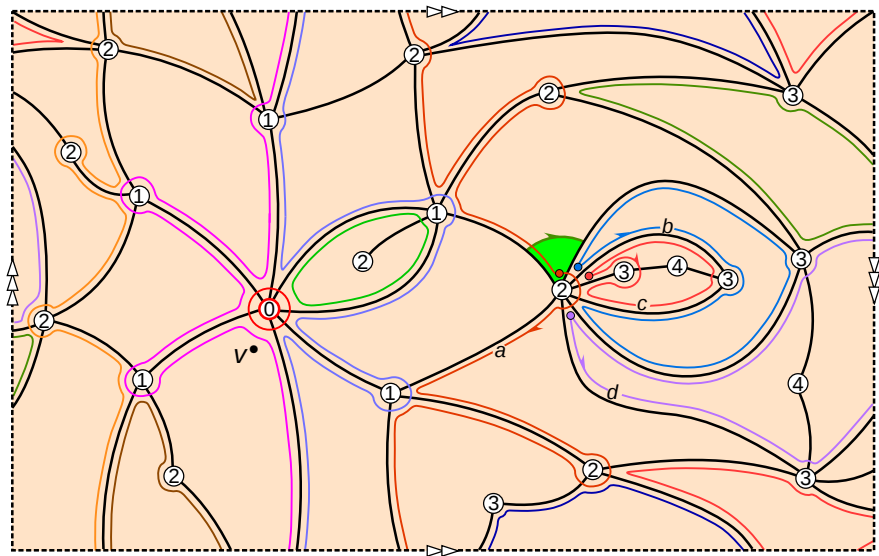
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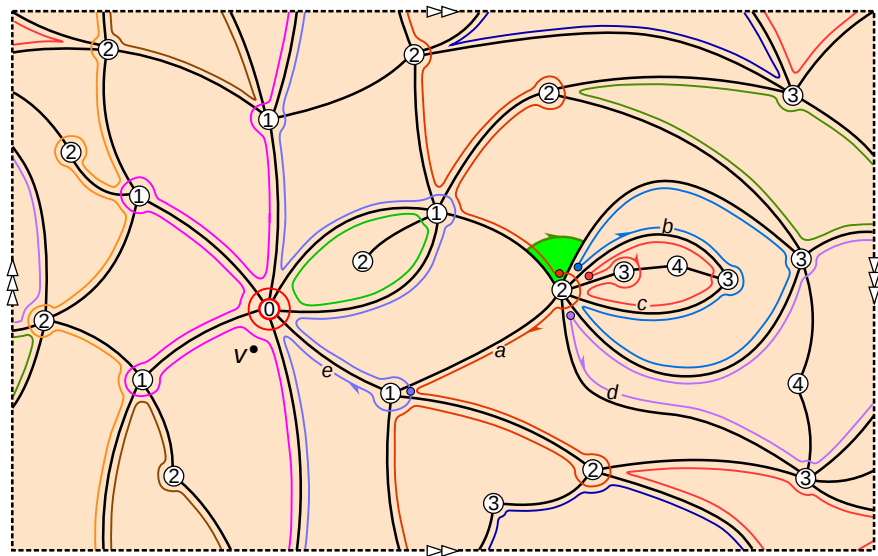
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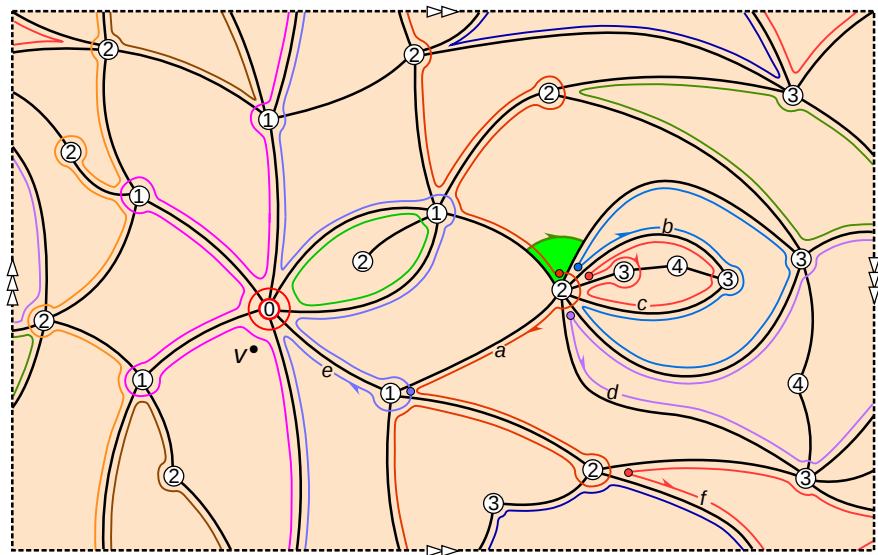
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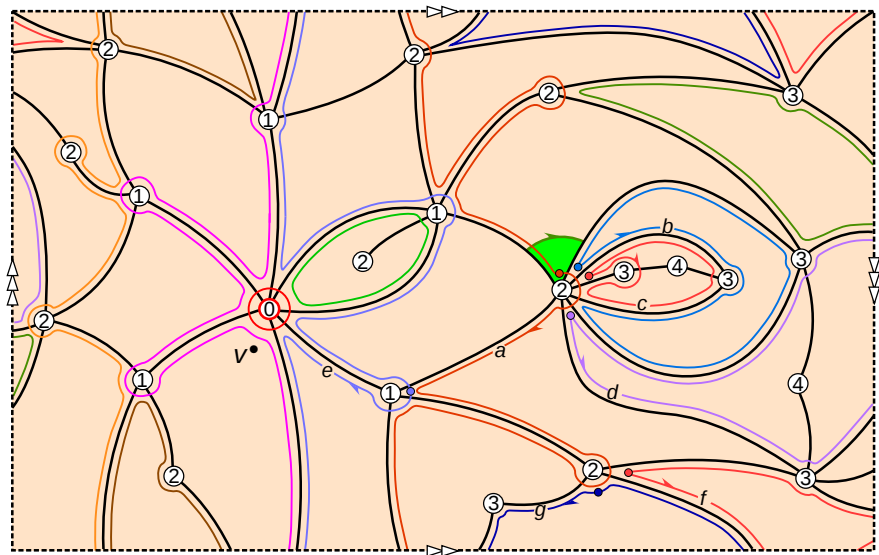
Chapuy–Dołęga bijection



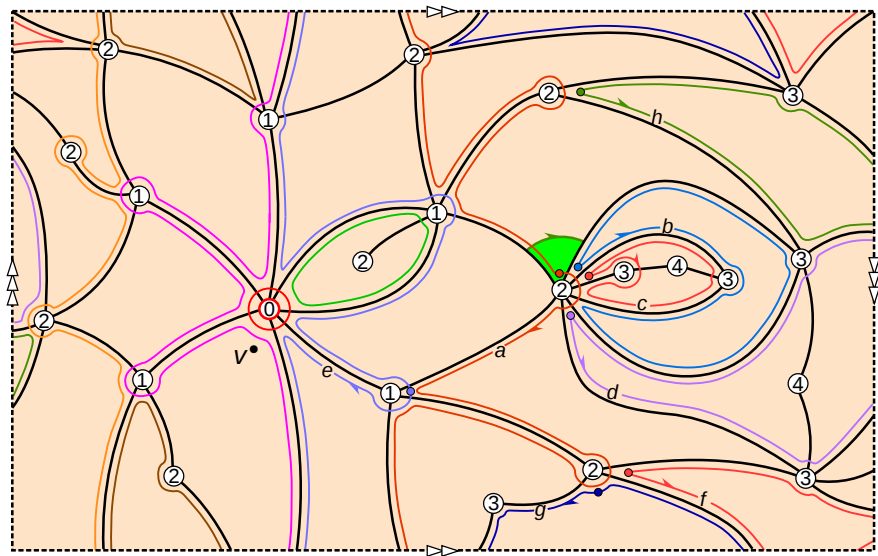
Chapuy–Dołęga bijection



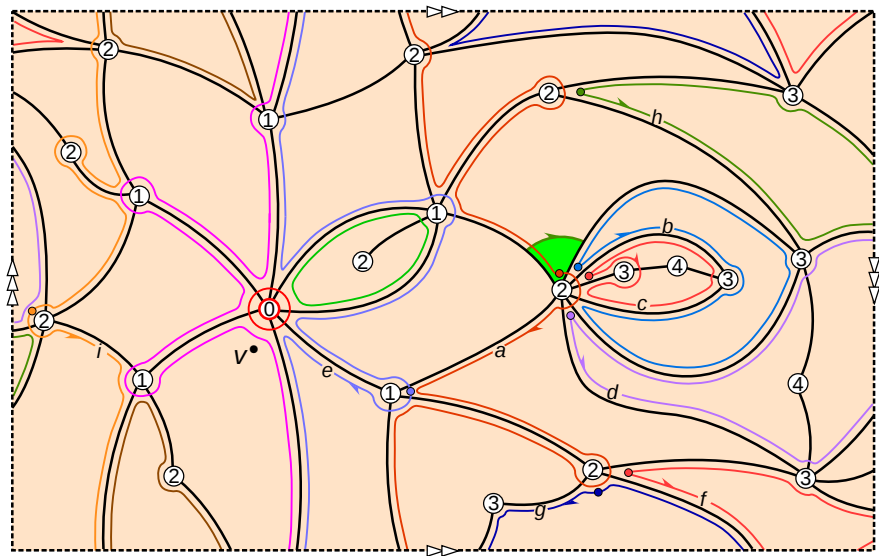
Chapuy–Dołęga bijection



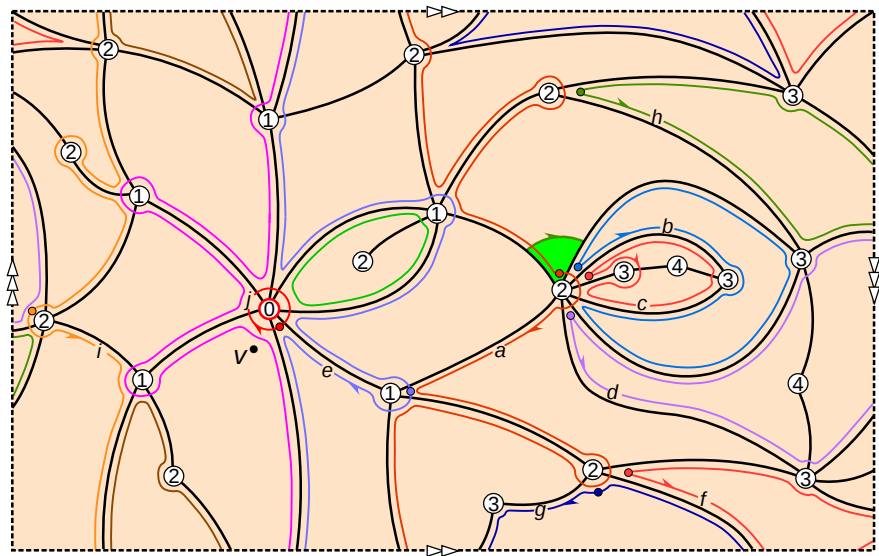
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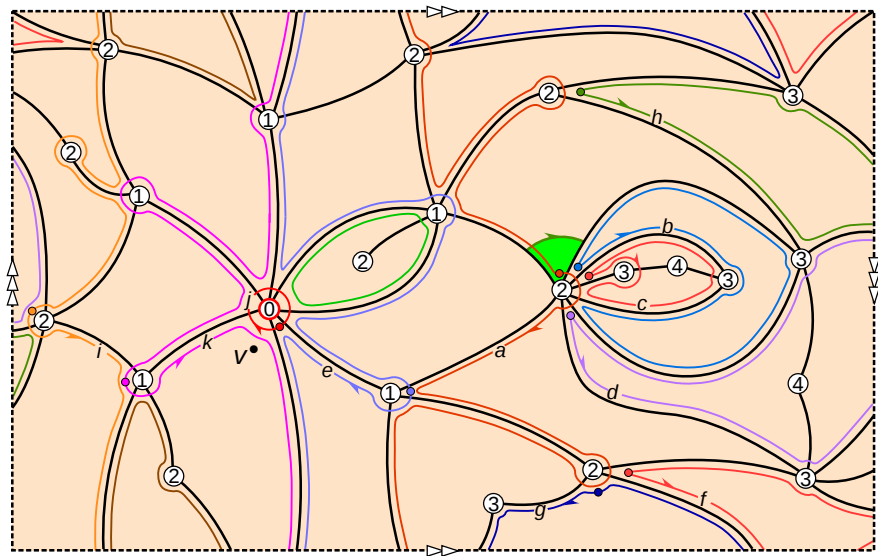
Chapuy–Dołęga bijection



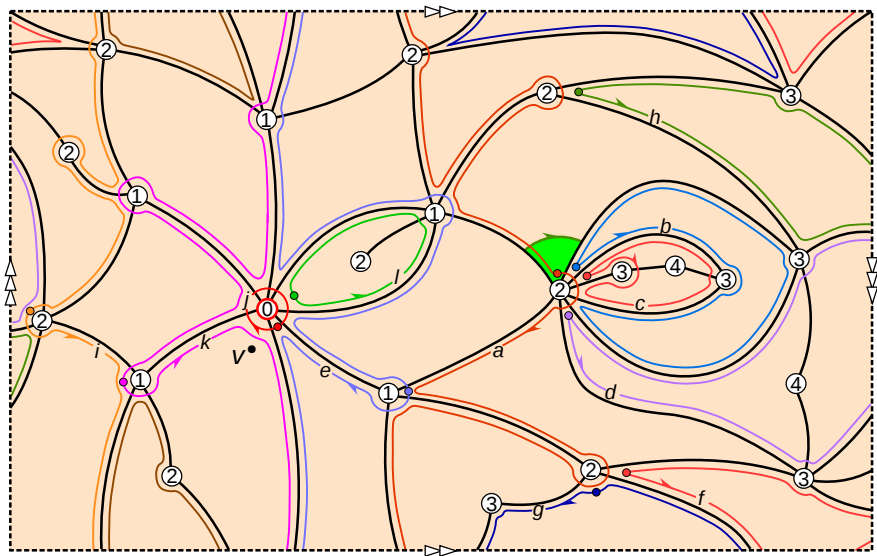
Chapuy–Dołęga bijection



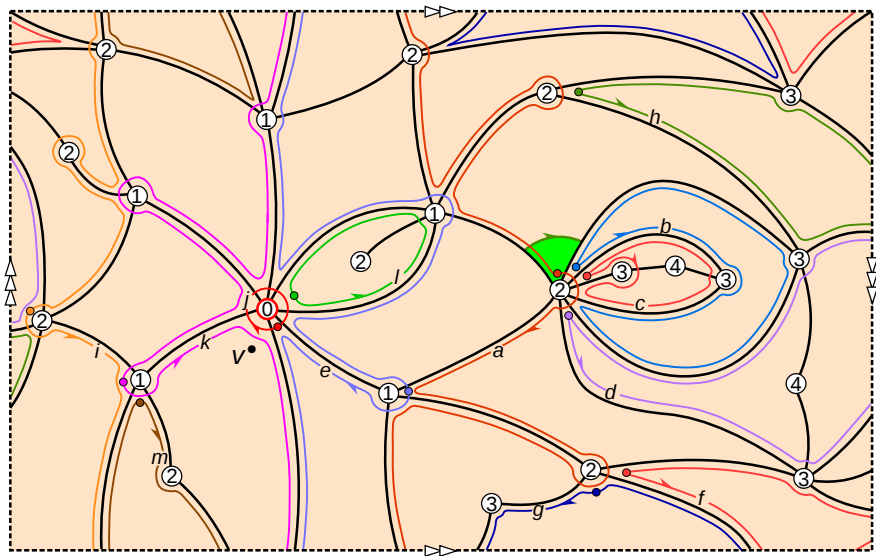
Chapuy–Dołęga bijection



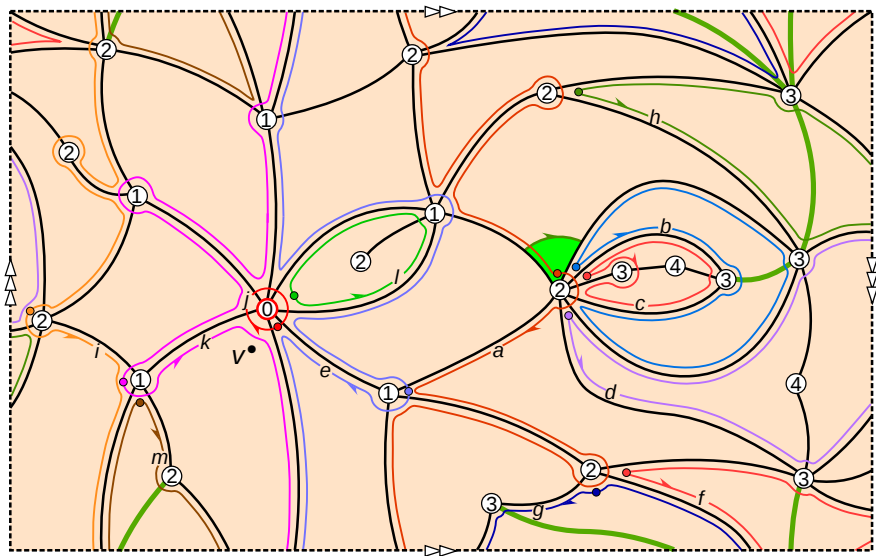
Chapuy–Dołęga bijection



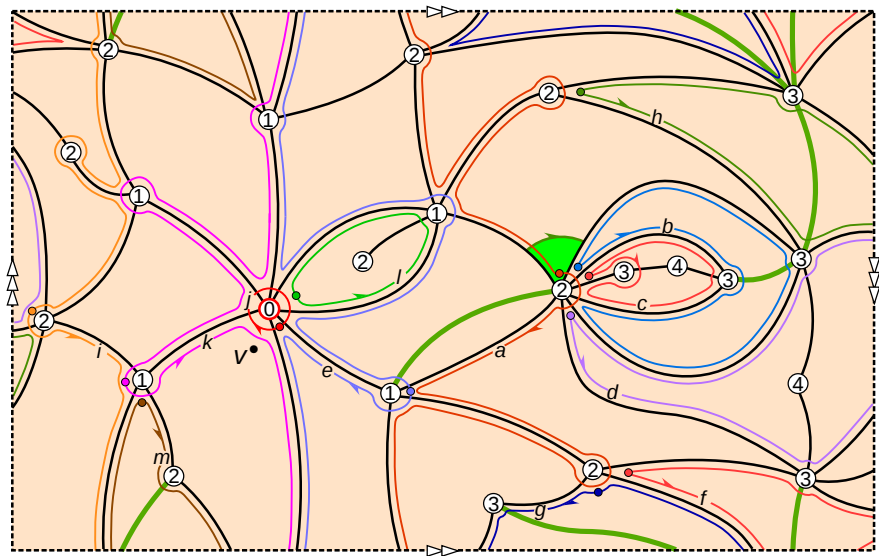
Chapuy–Dołęga bijection



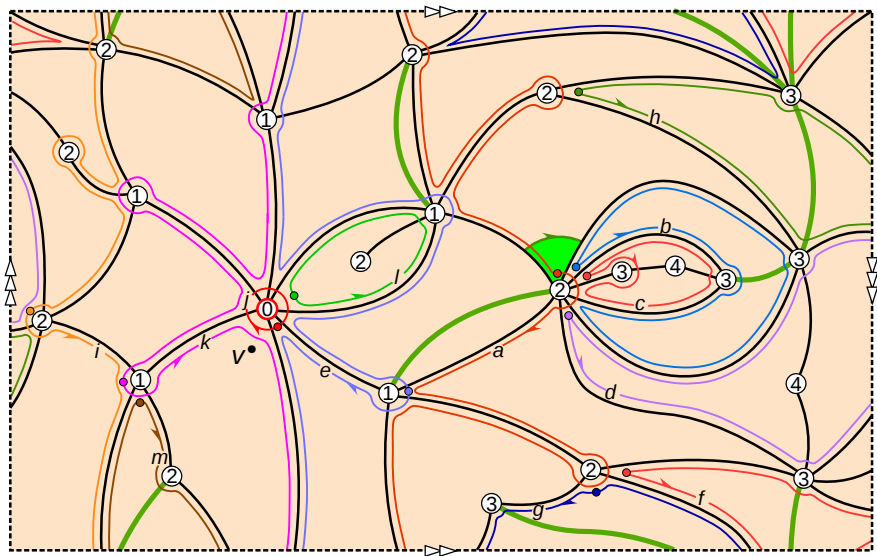
Chapuy–Dołęga bijection



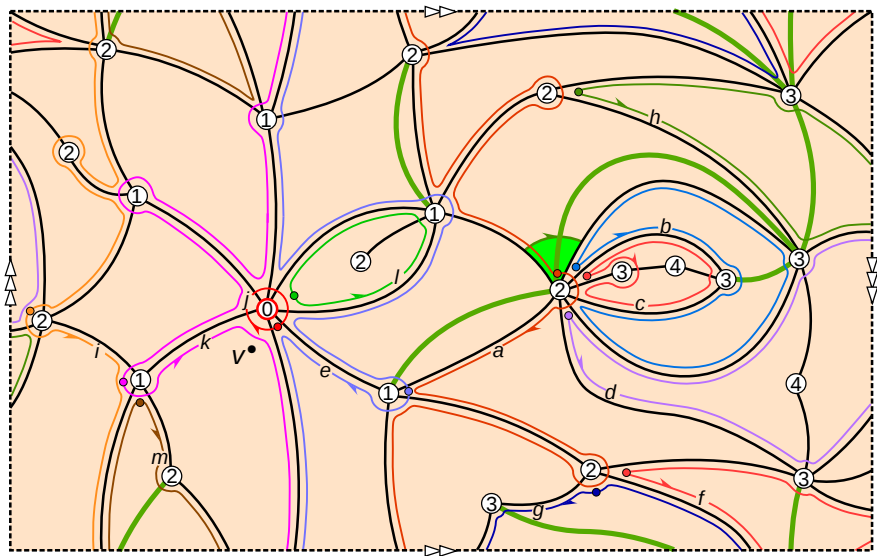
Chapuy–Dołęga bijection



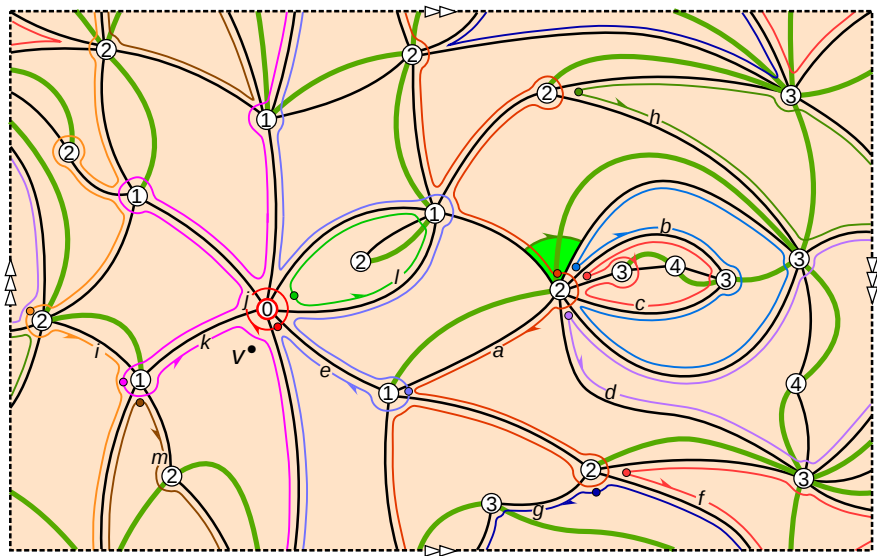
Chapuy–Dołęga bijection



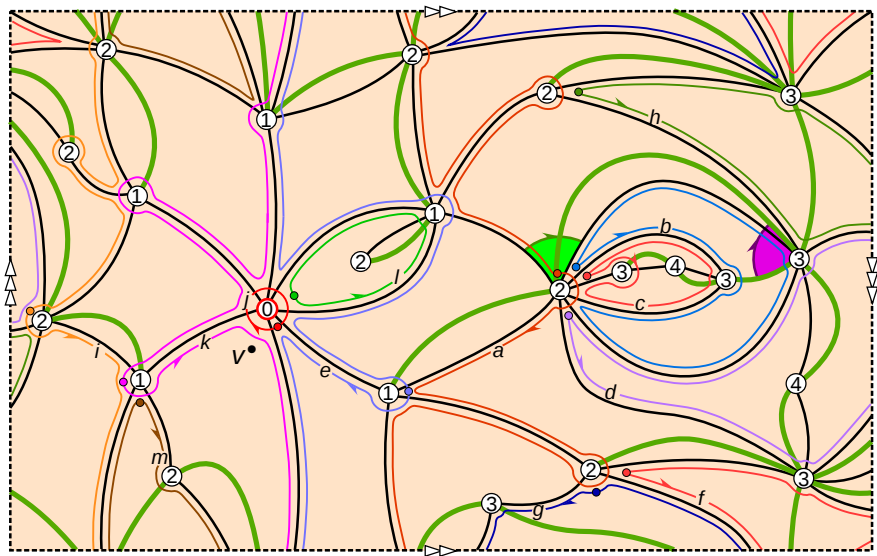
Chapuy–Dołęga bijection



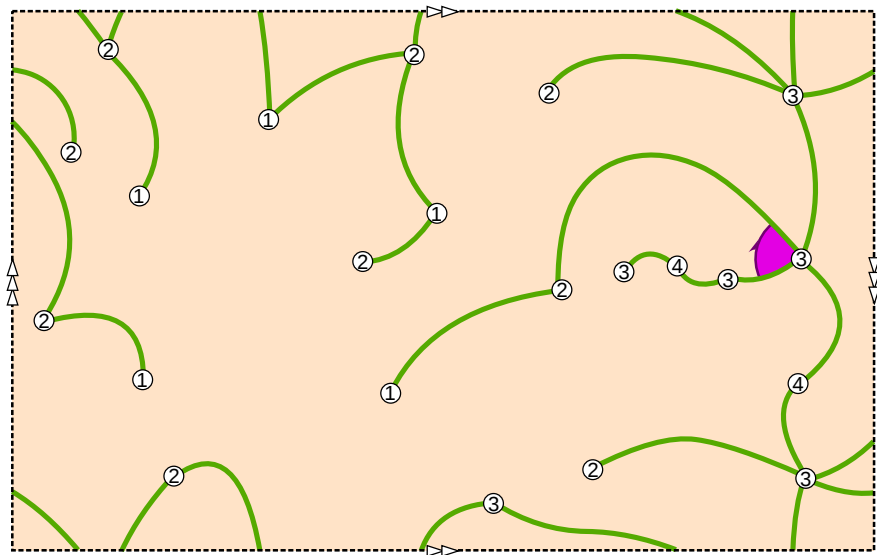
Chapuy–Dołęga bijection



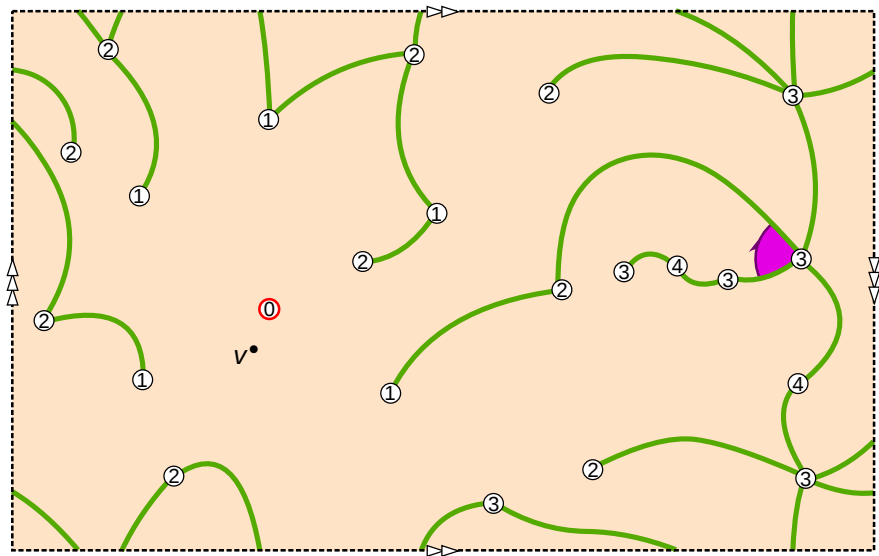
Chapuy–Dołęga bijection



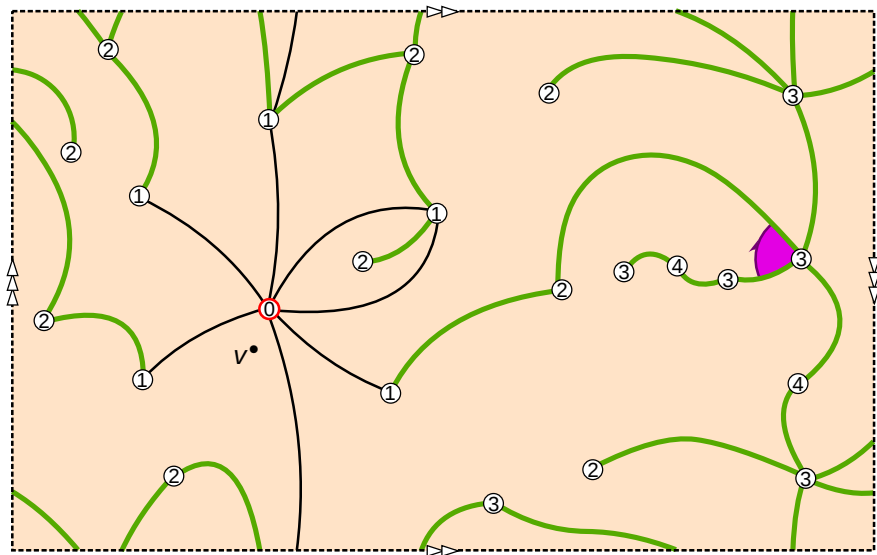
Chapuy–Dołęga bijection



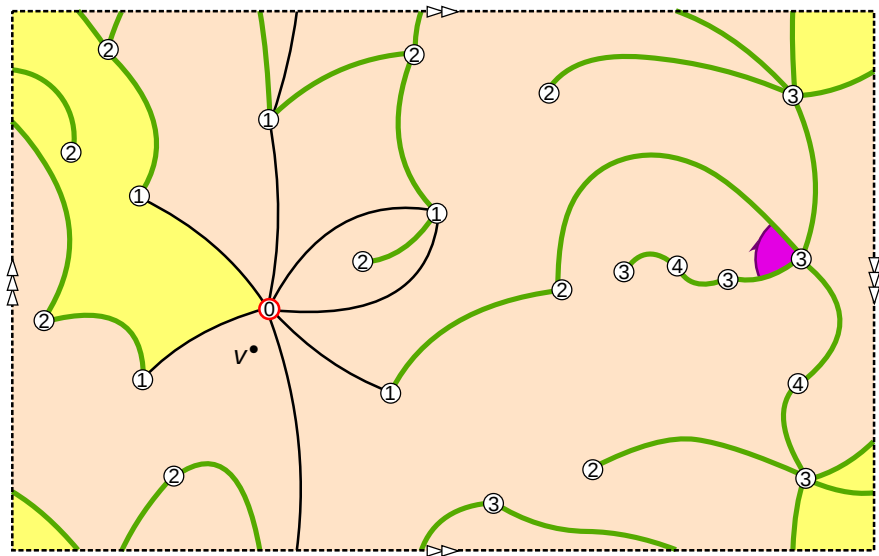
Inverse mapping



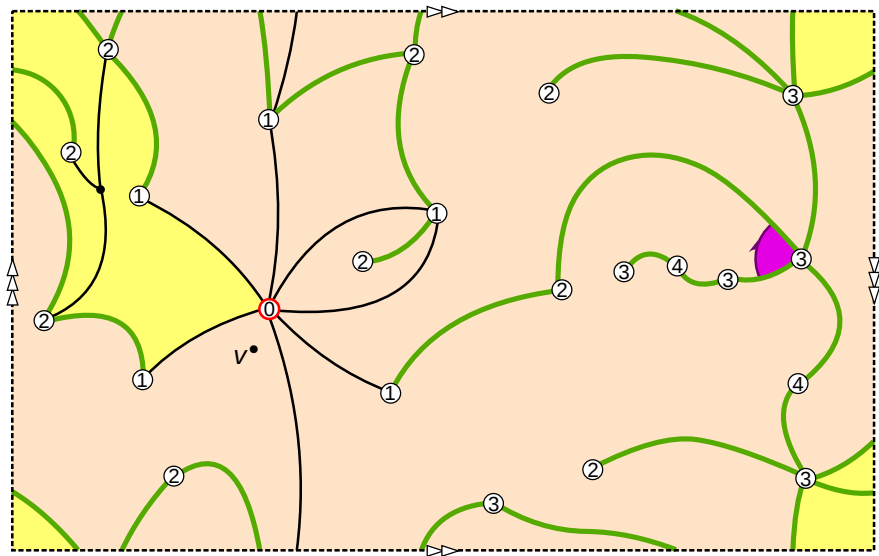
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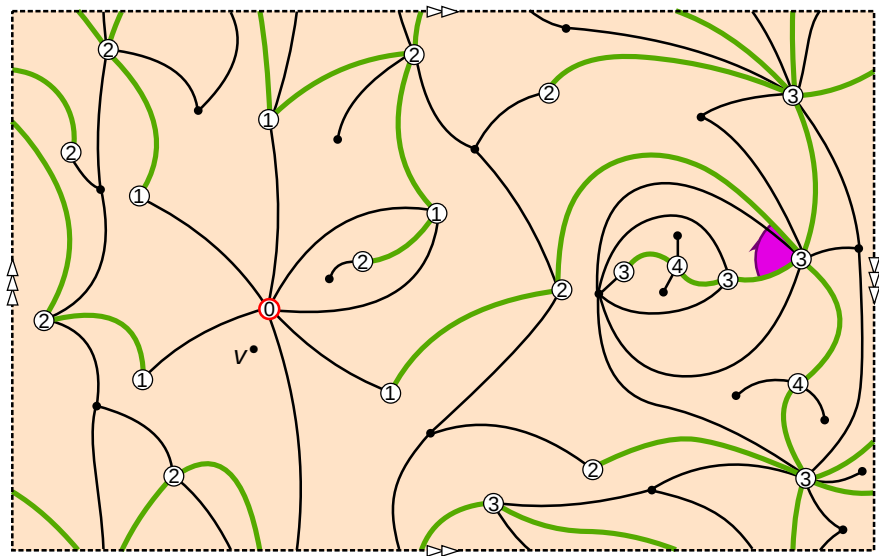
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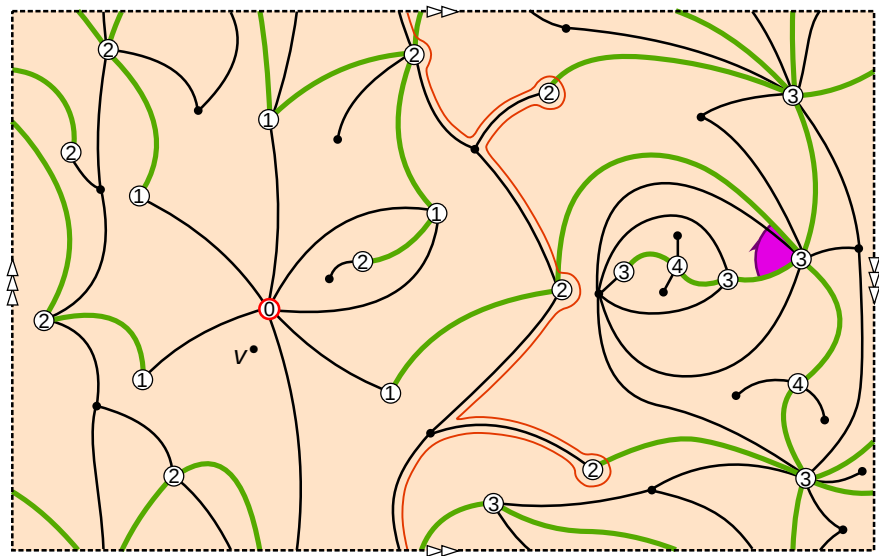
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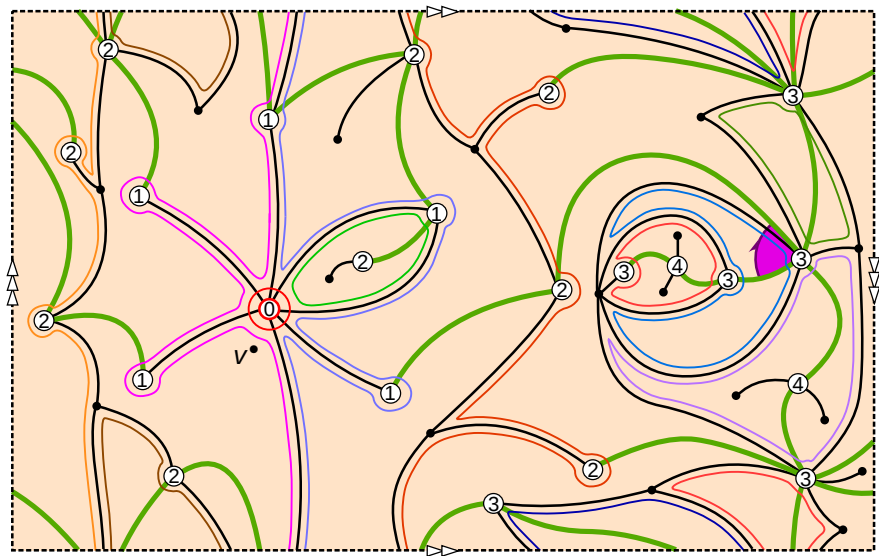
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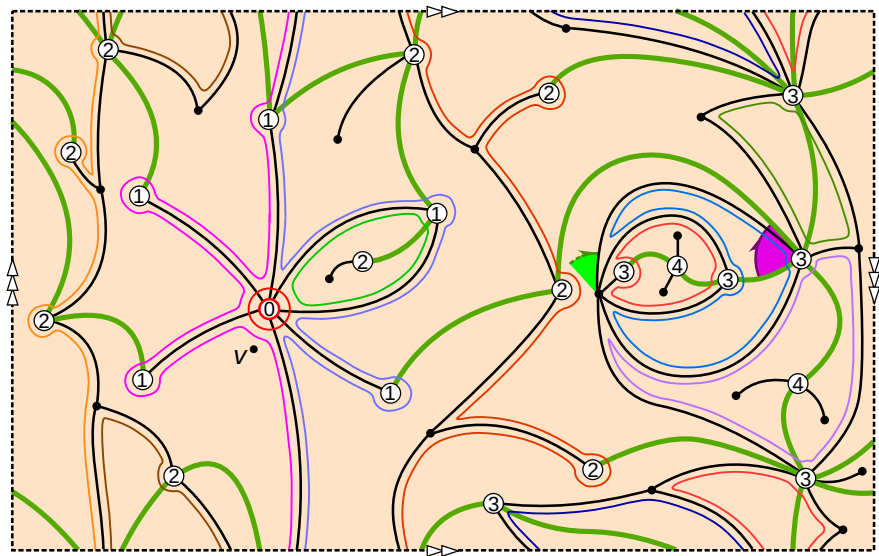
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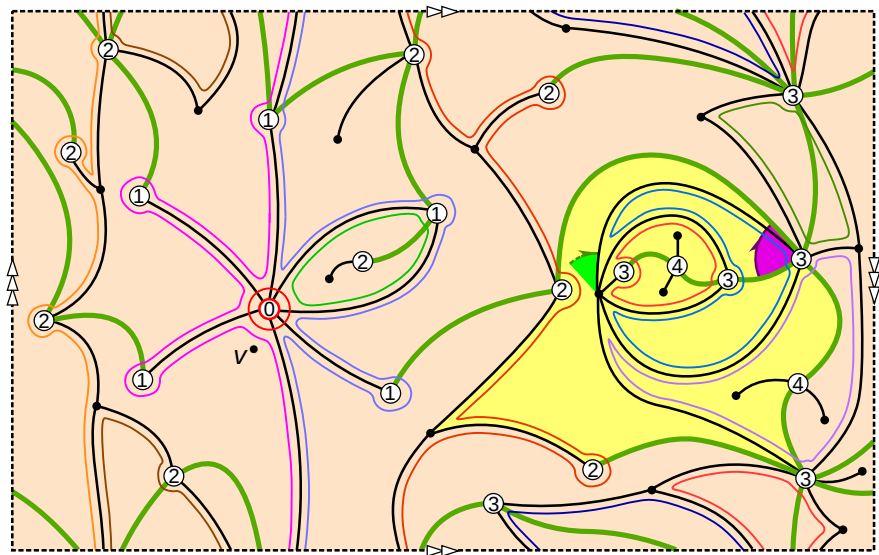
Inverse mapping



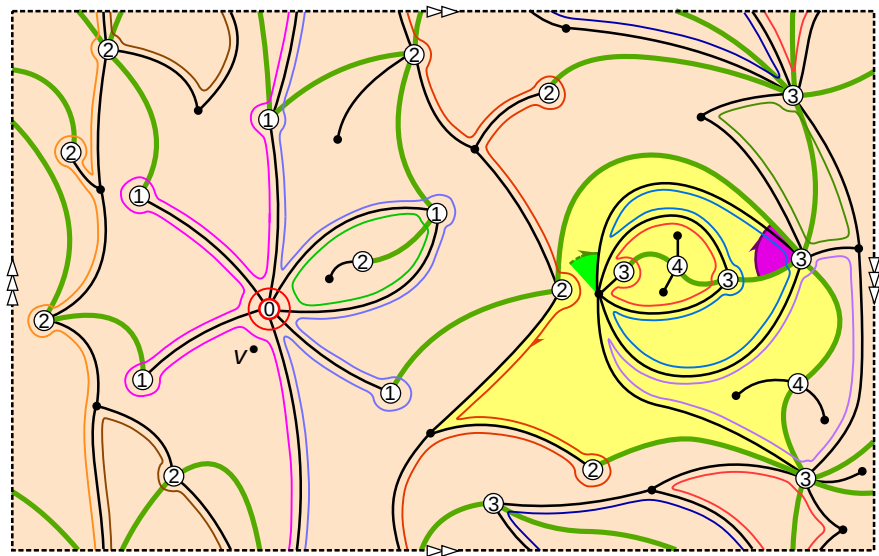
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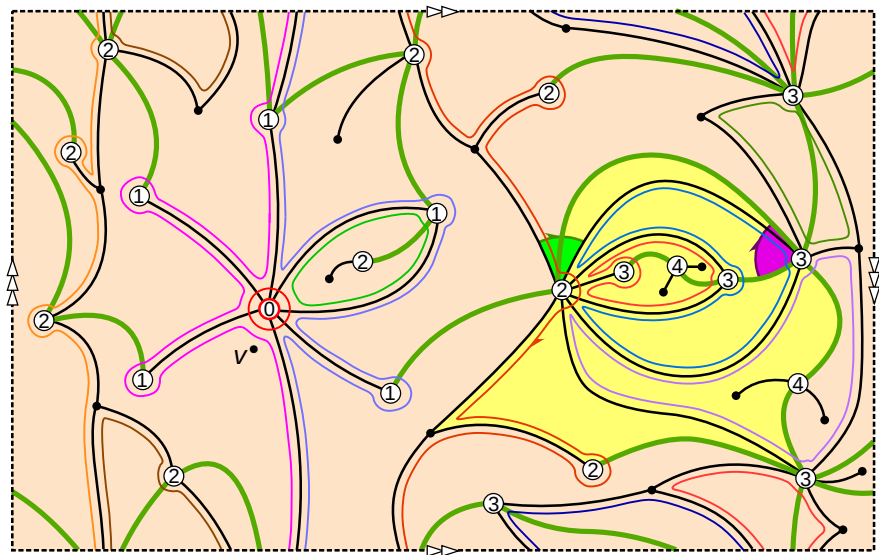
Inverse mapping



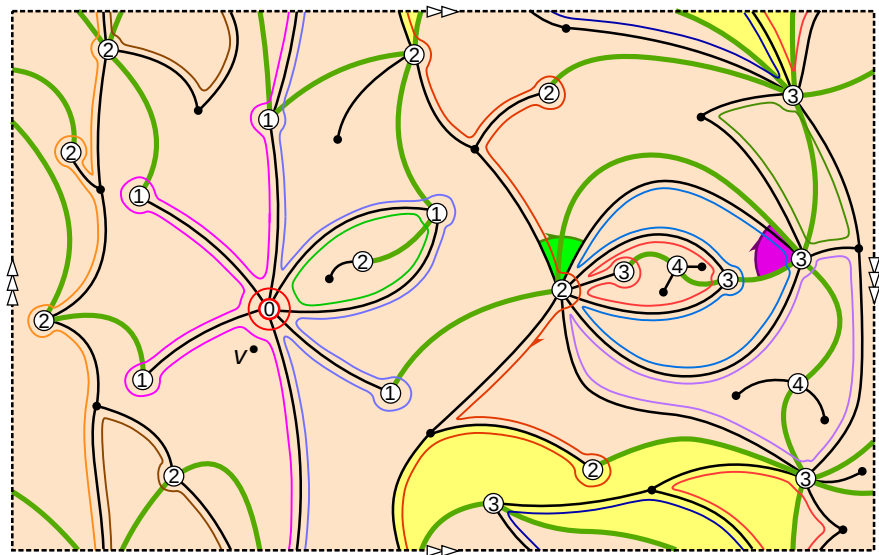
Inverse mapping



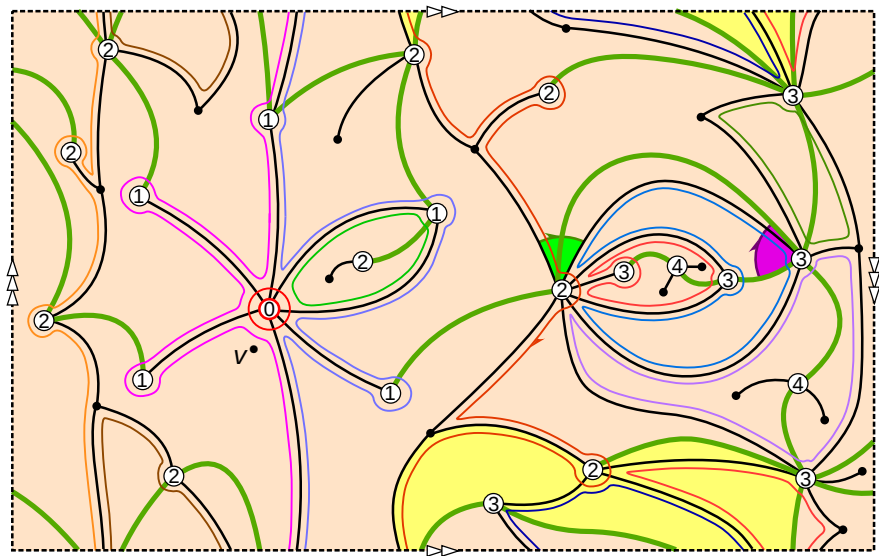
Inverse mapping



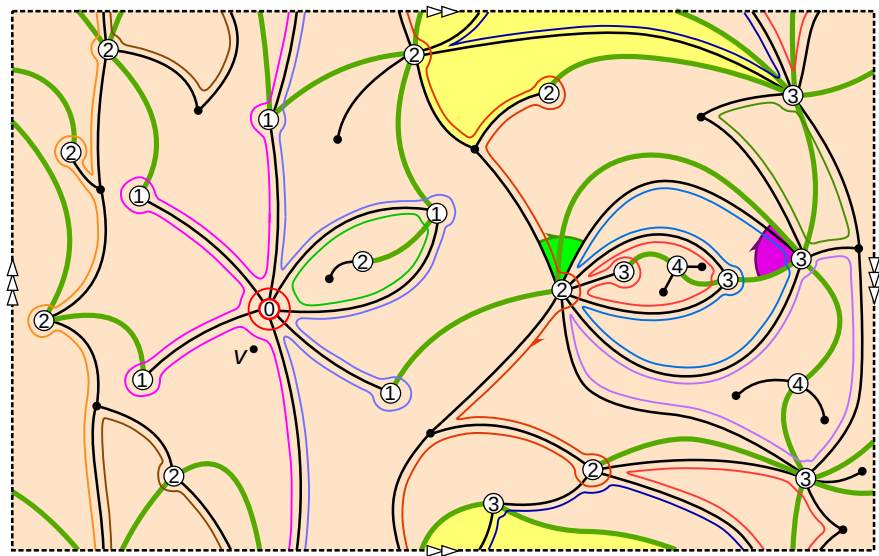
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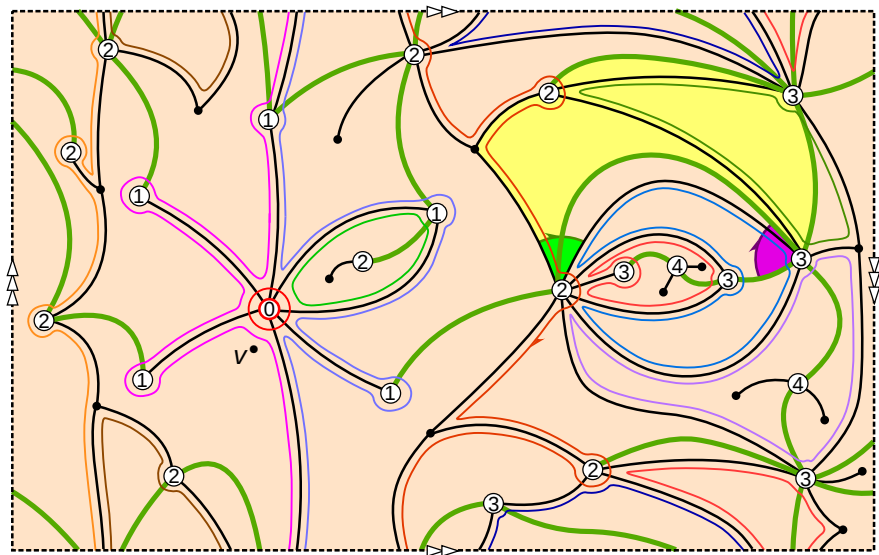
Inverse mapping



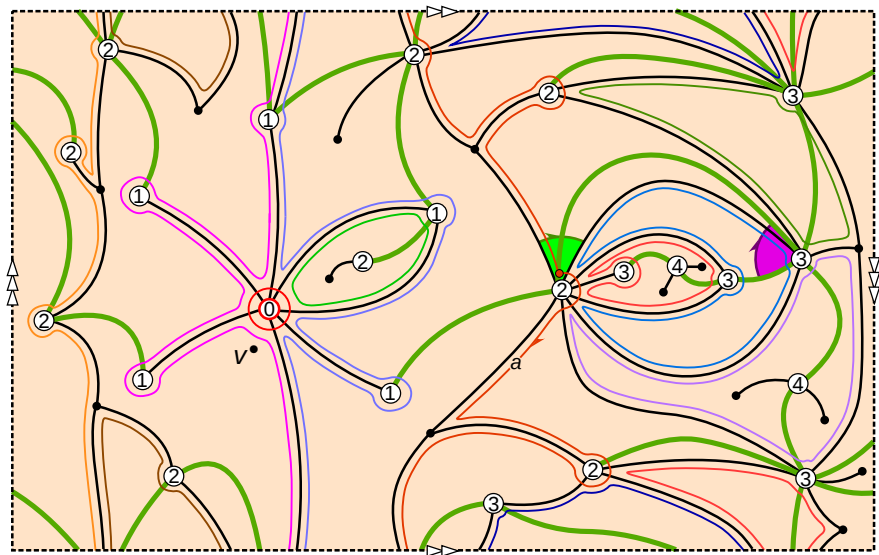
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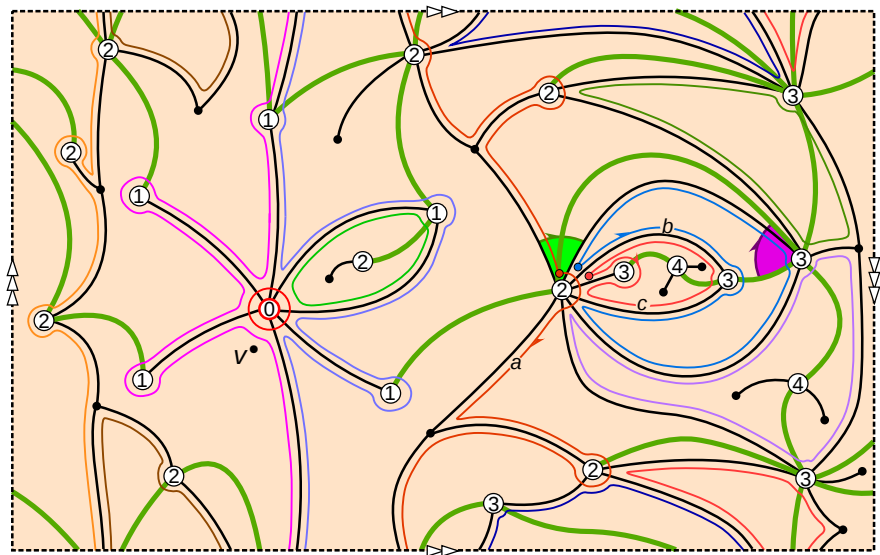
Inverse mapping



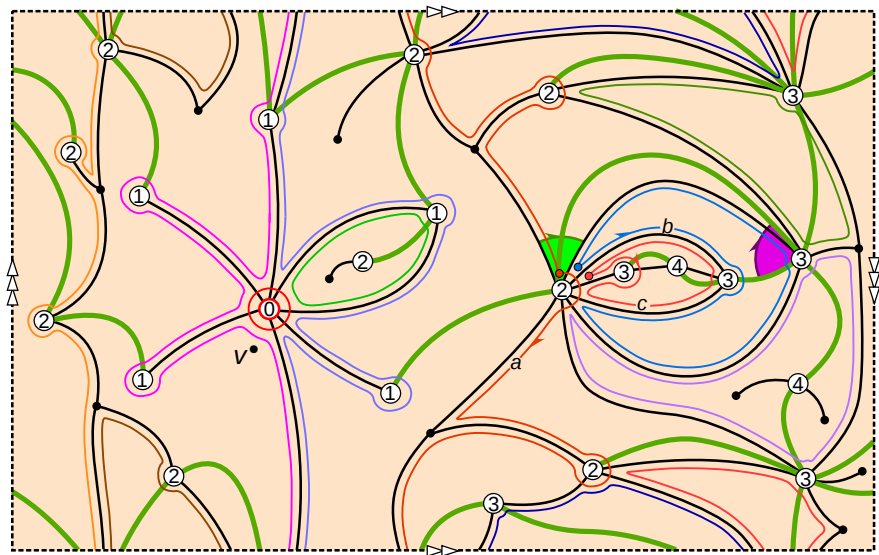
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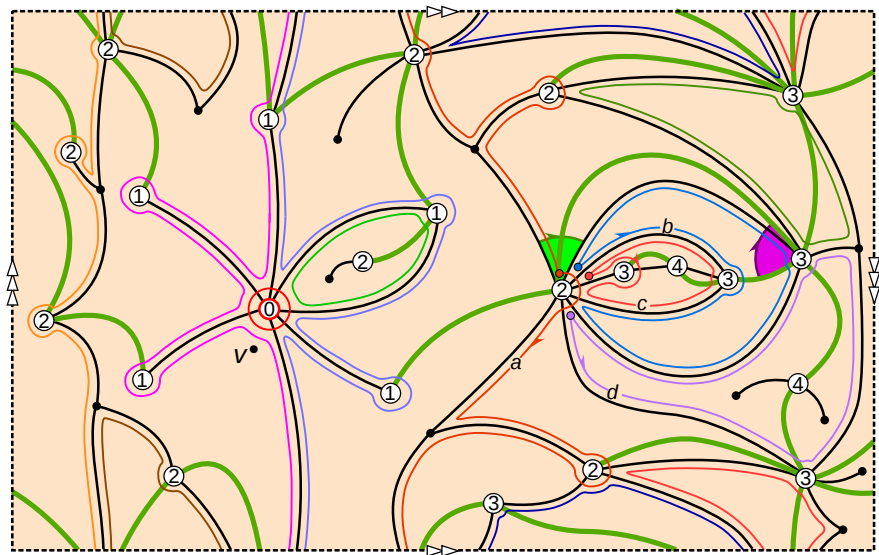
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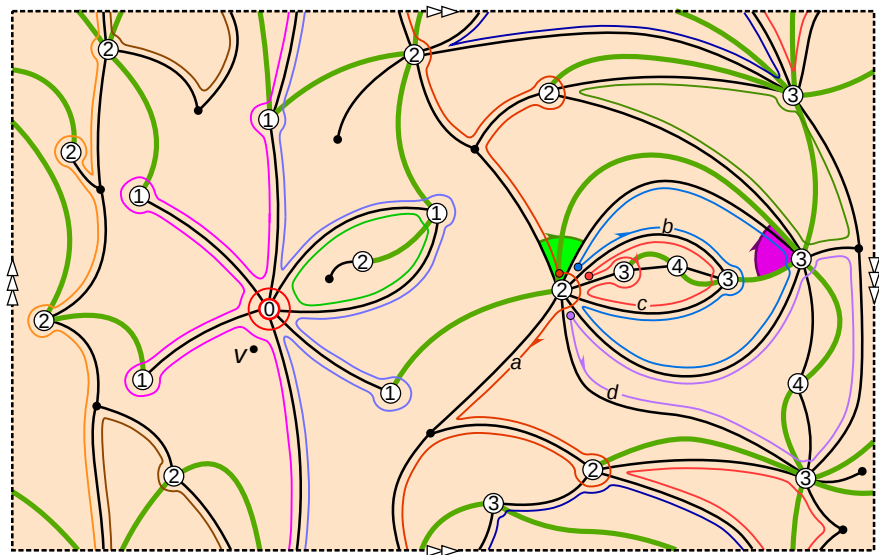
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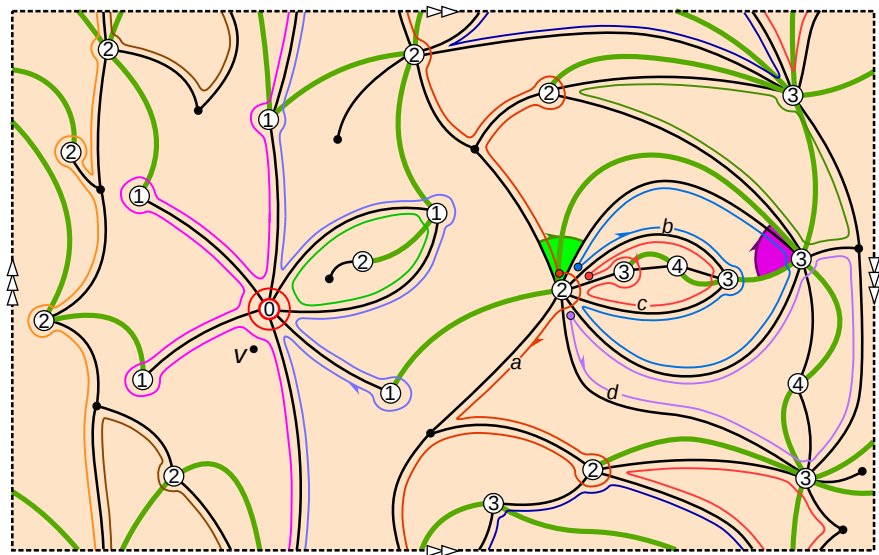
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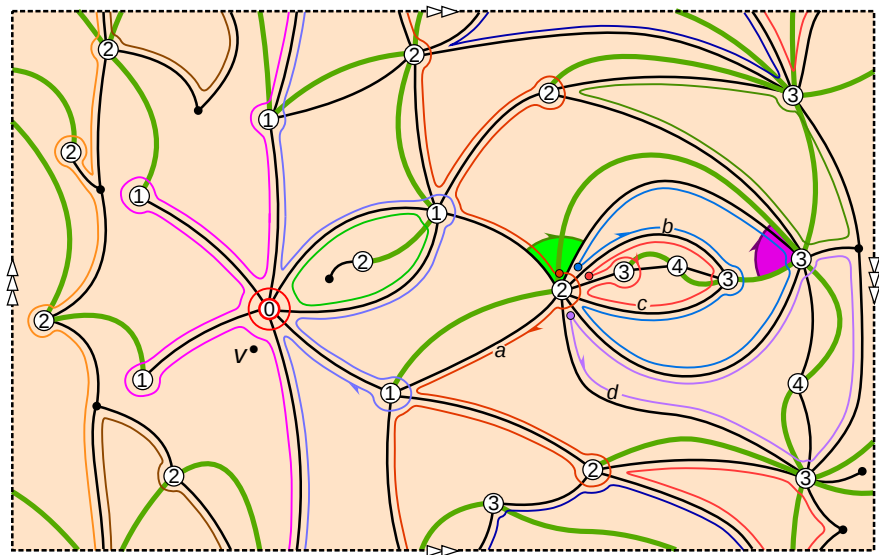
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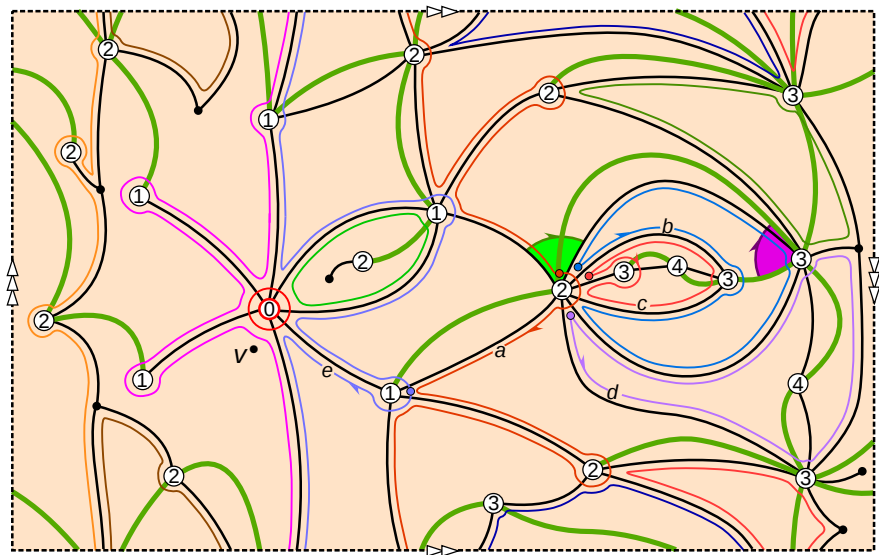
Inverse mapping



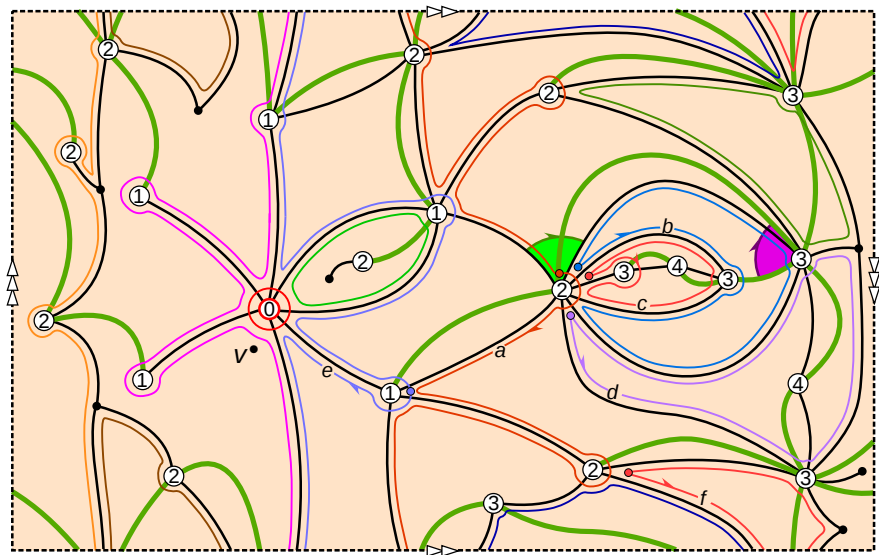
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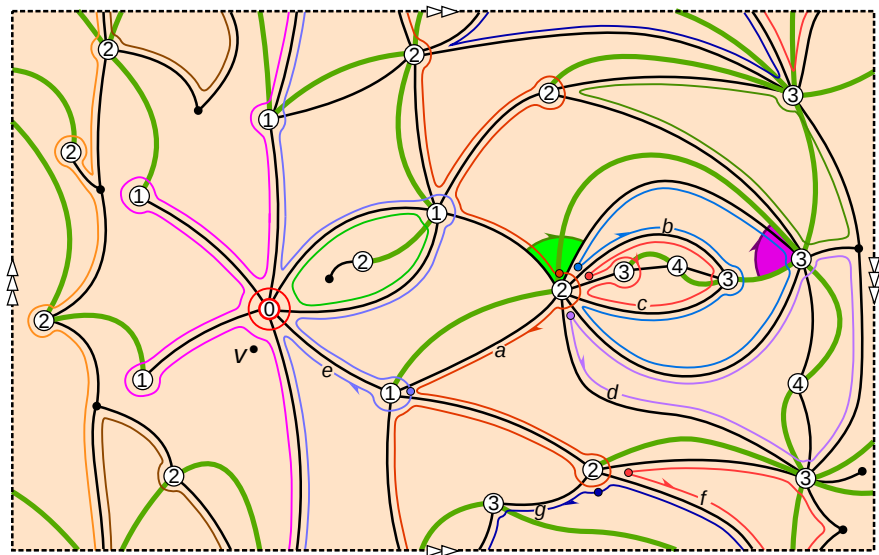
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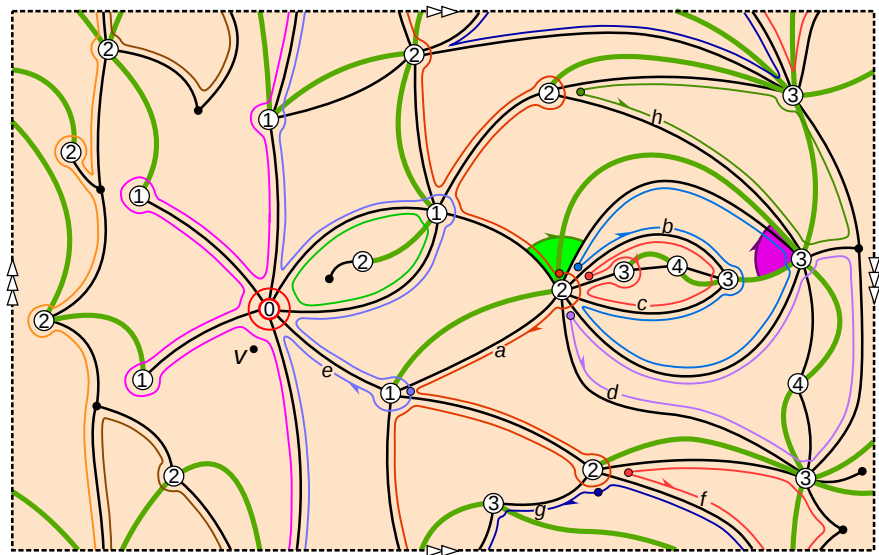
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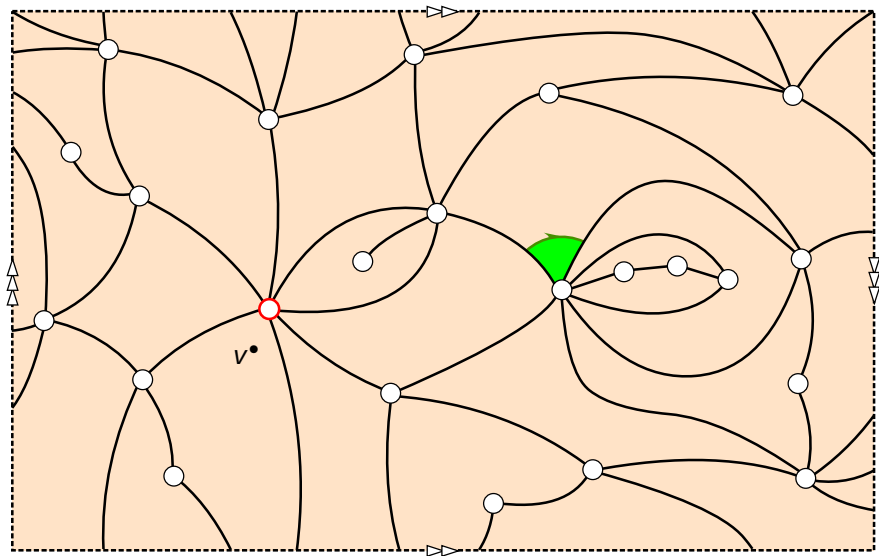
Inverse mapping



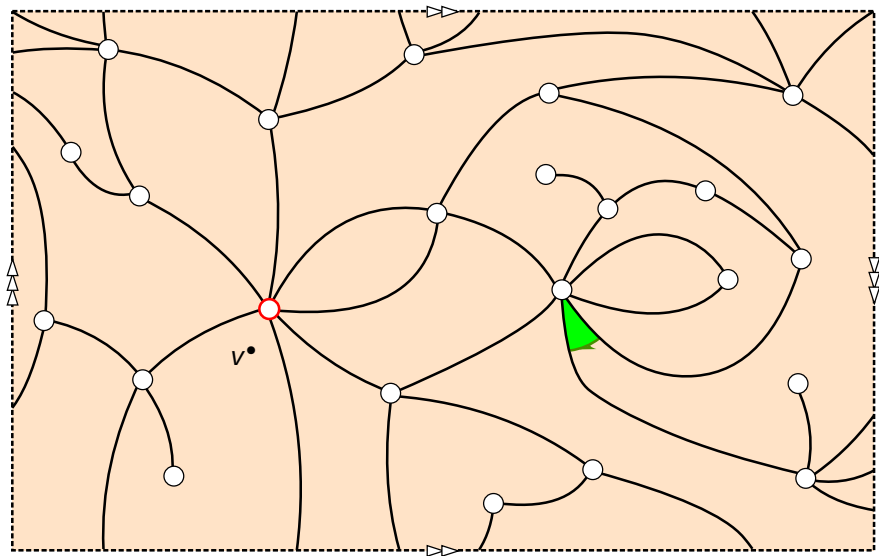
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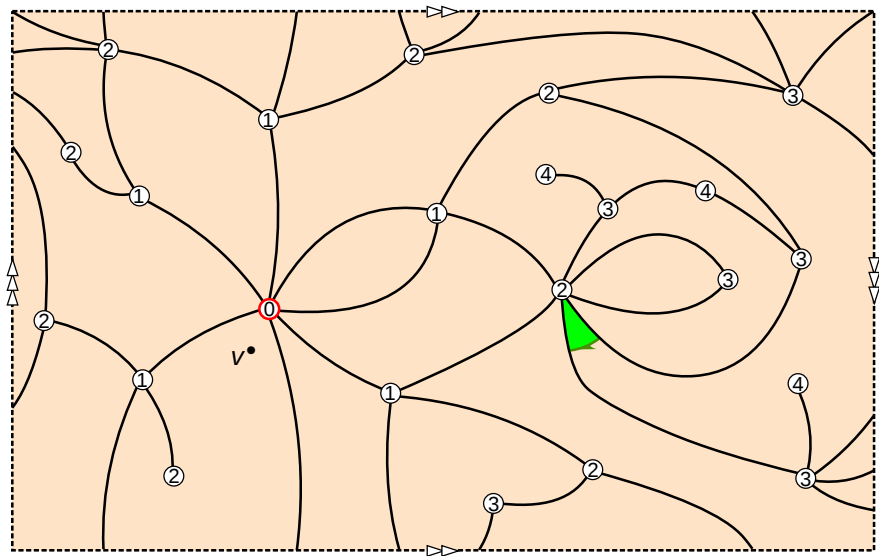
Inverse mapping



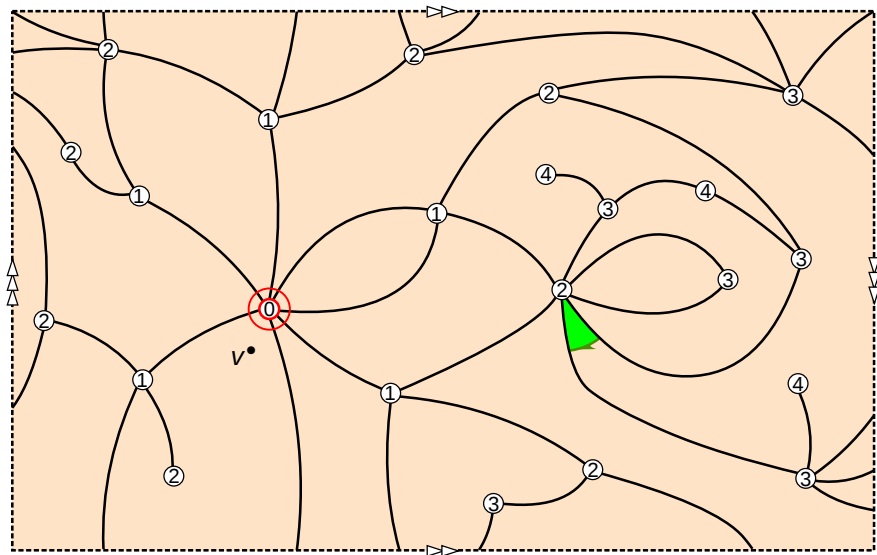
From pointed bipartite maps to unicellular mobiles



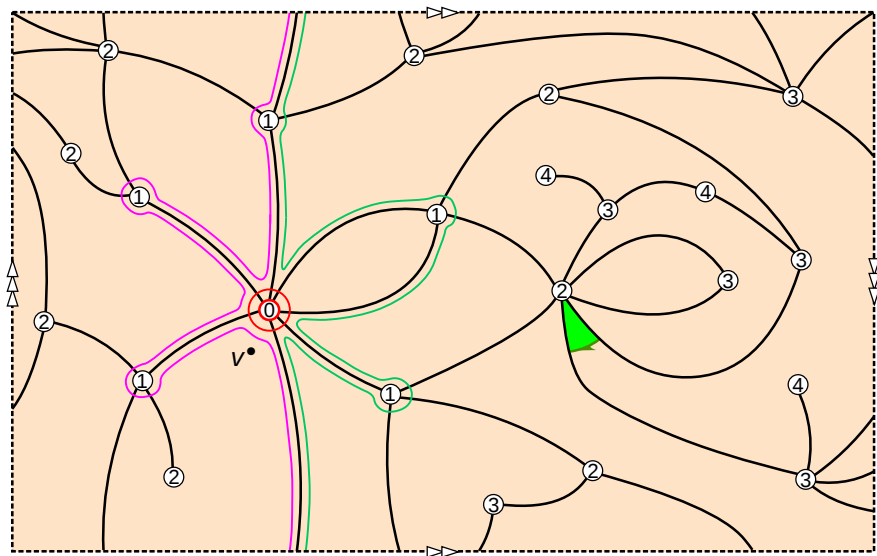
From pointed bipartite maps to unicellular mobiles



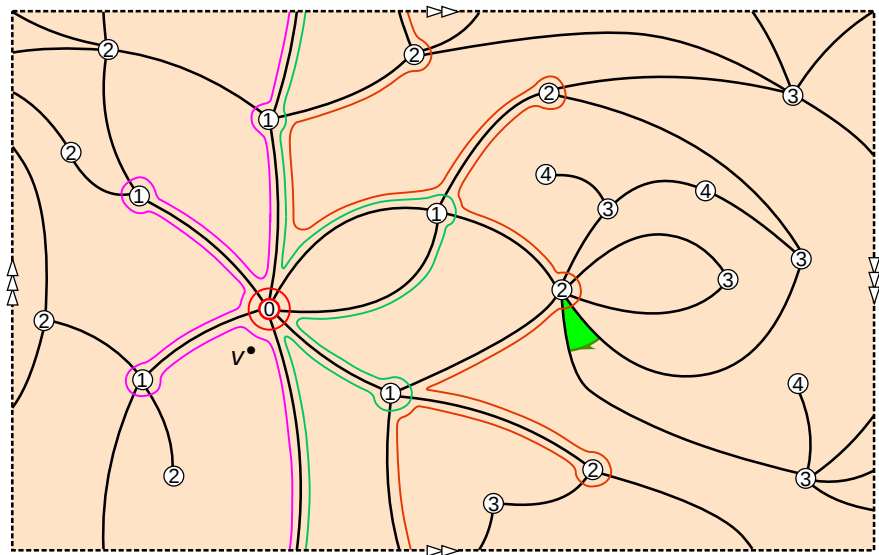
From pointed bipartite maps to unicellular mobiles



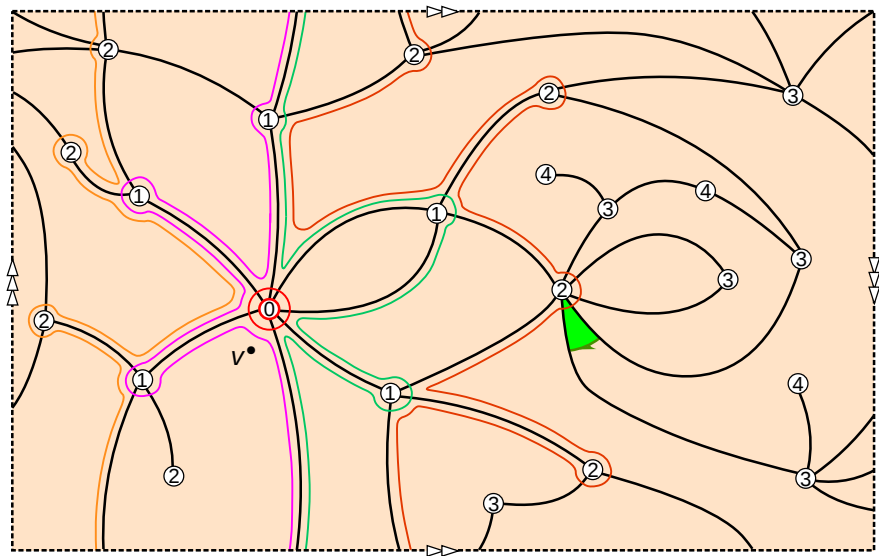
From pointed bipartite maps to unicellular mobiles



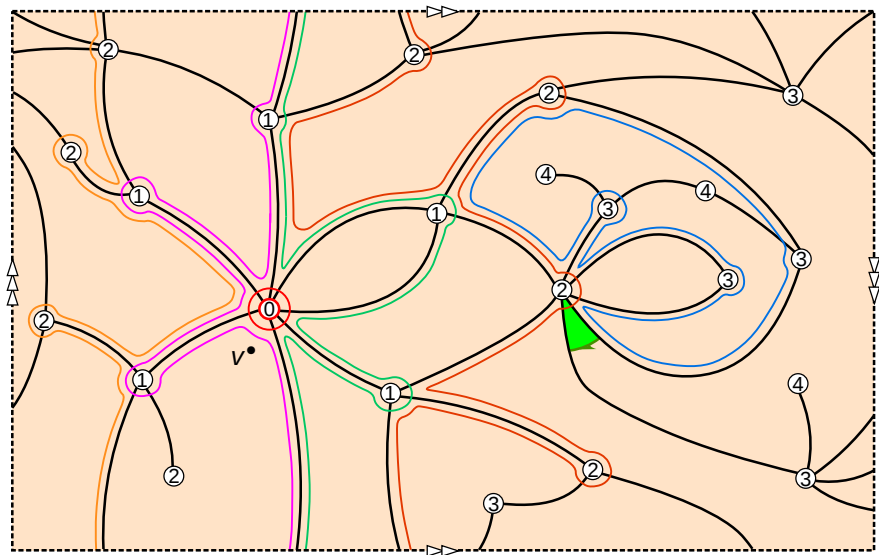
From pointed bipartite maps to unicellular mobiles



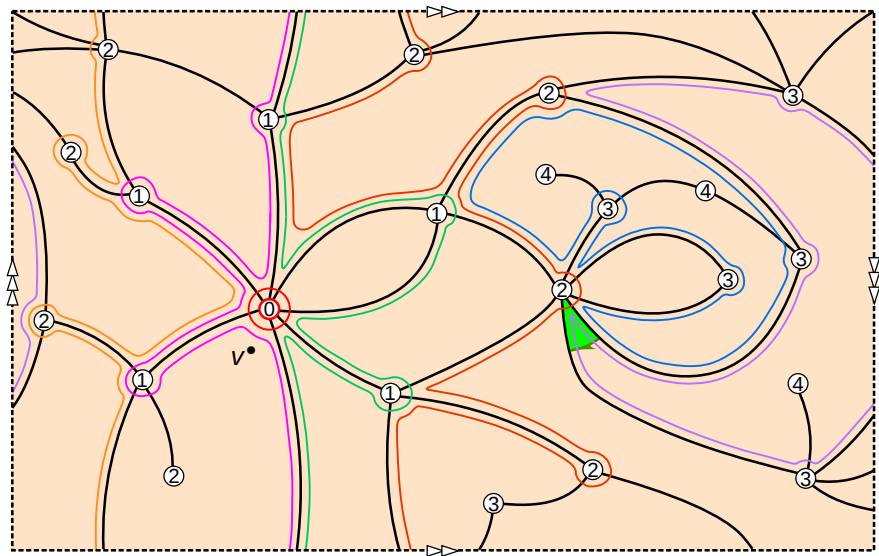
From pointed bipartite maps to unicellular mobiles



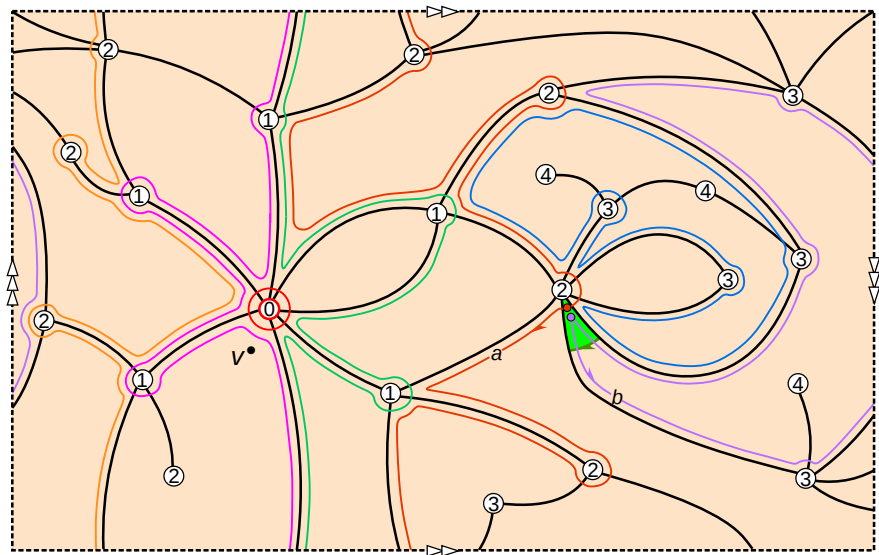
From pointed bipartite maps to unicellular mobiles



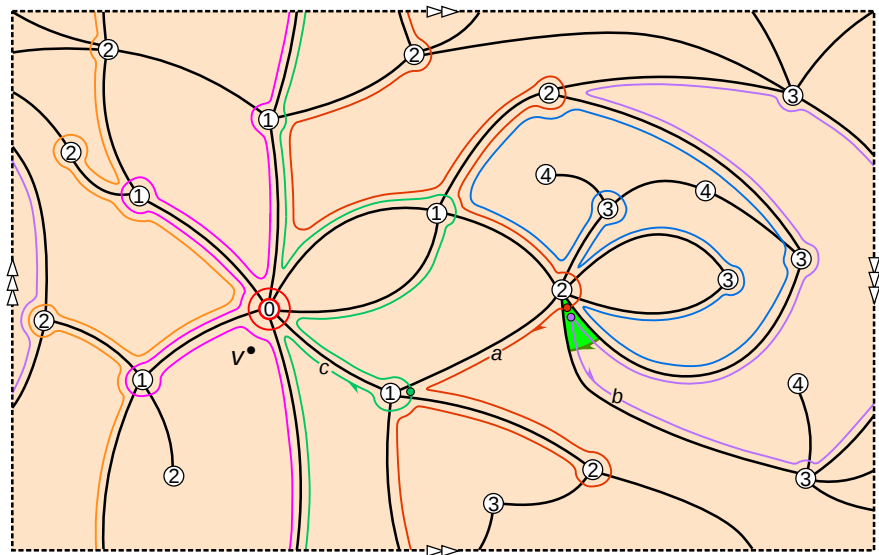
From pointed bipartite maps to unicellular mobiles



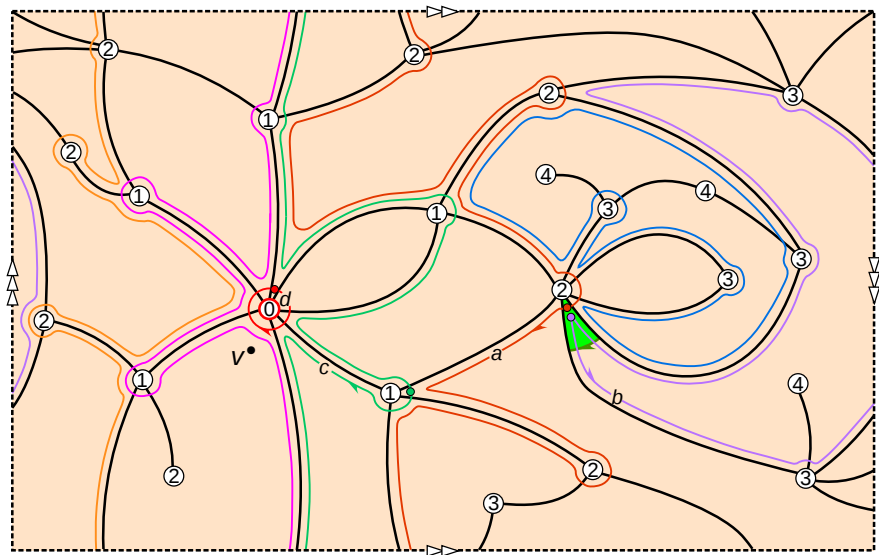
From pointed bipartite maps to unicellular mobiles



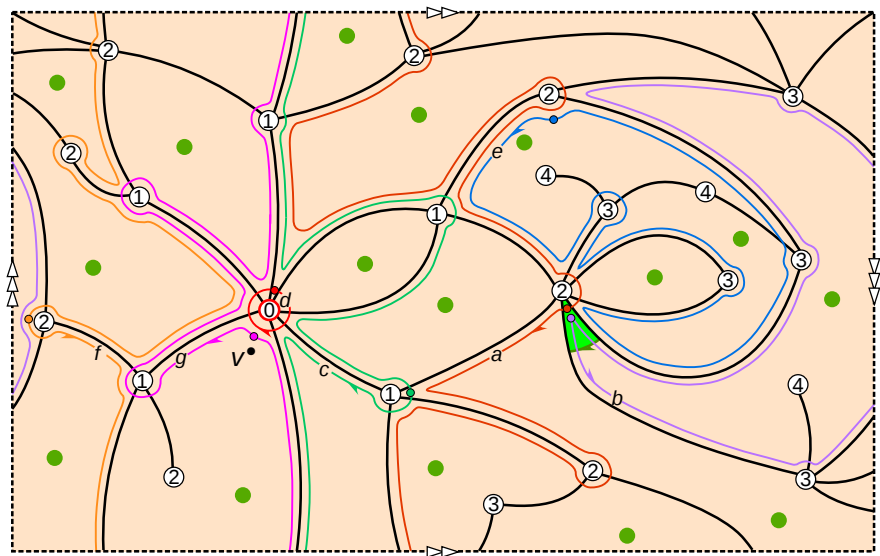
From pointed bipartite maps to unicellular mobiles



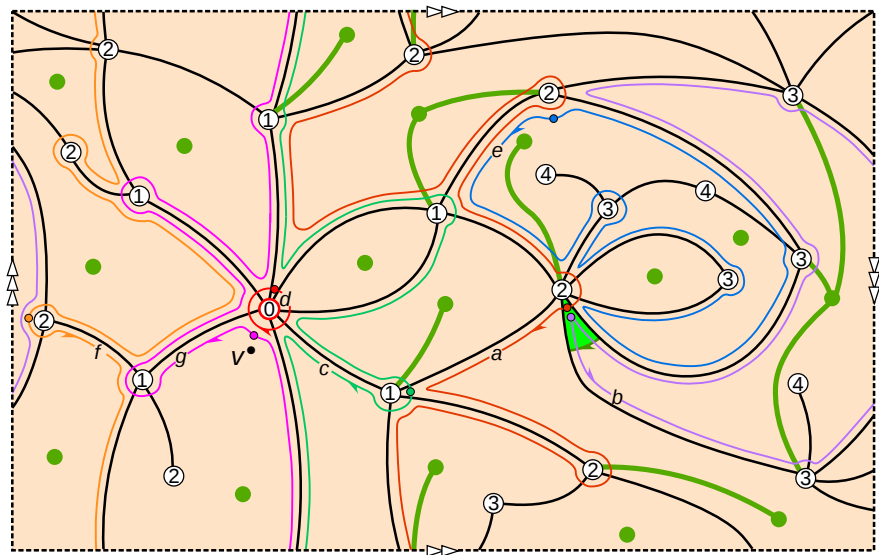
From pointed bipartite maps to unicellular mobiles



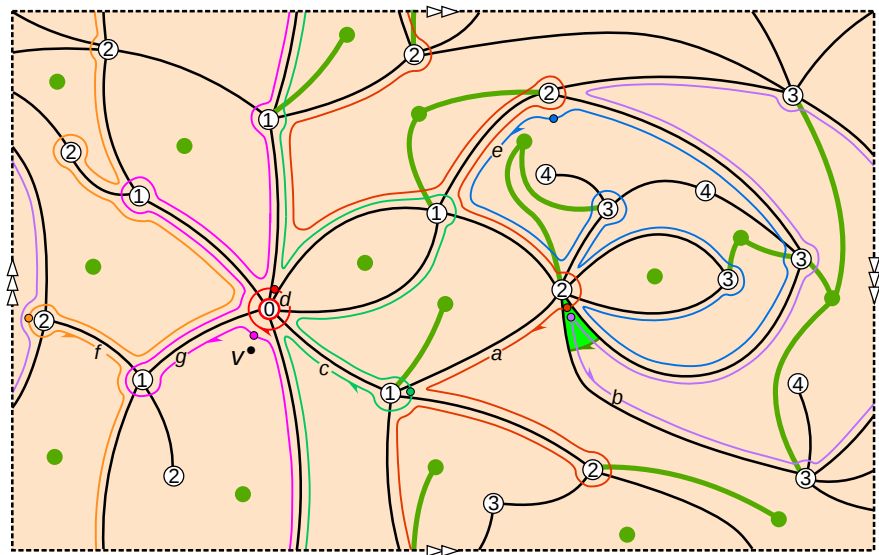
From pointed bipartite maps to unicellular mobiles



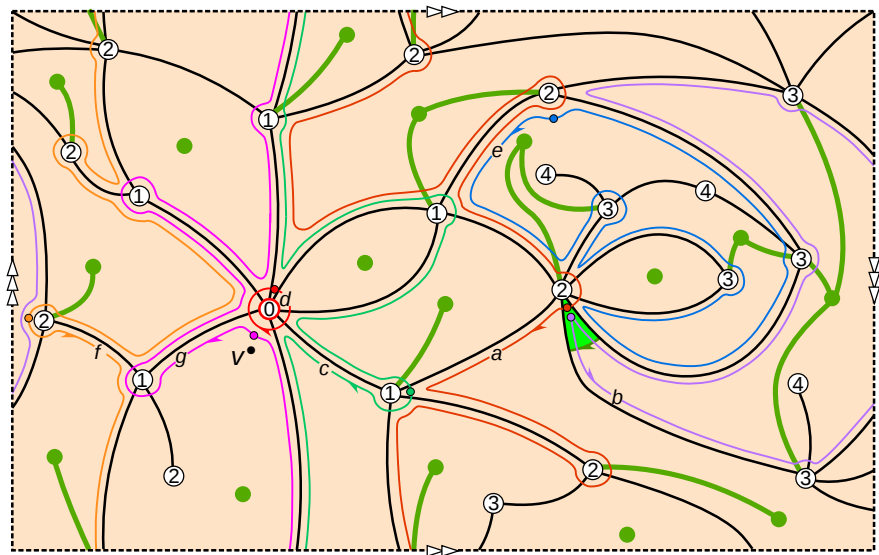
From pointed bipartite maps to unicellular mobiles



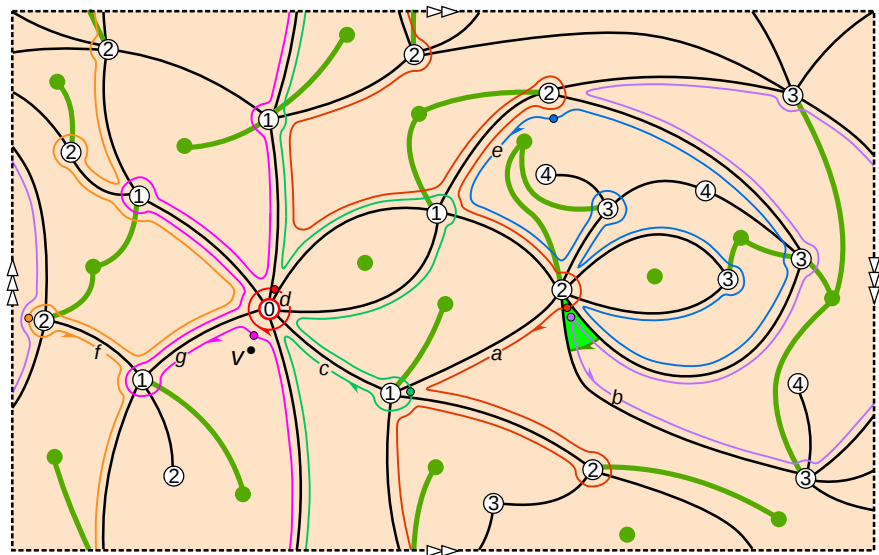
From pointed bipartite maps to unicellular mobiles



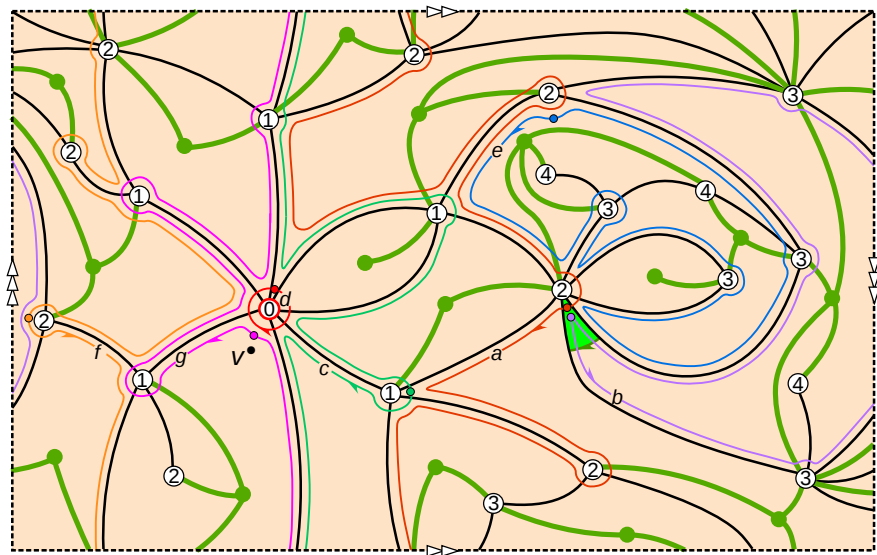
From pointed bipartite maps to unicellular mobiles



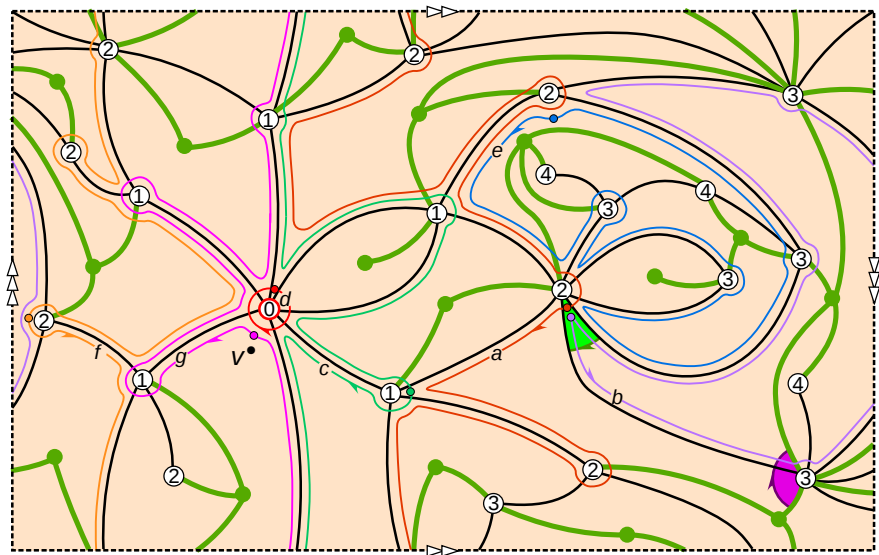
From pointed bipartite maps to unicellular mobiles



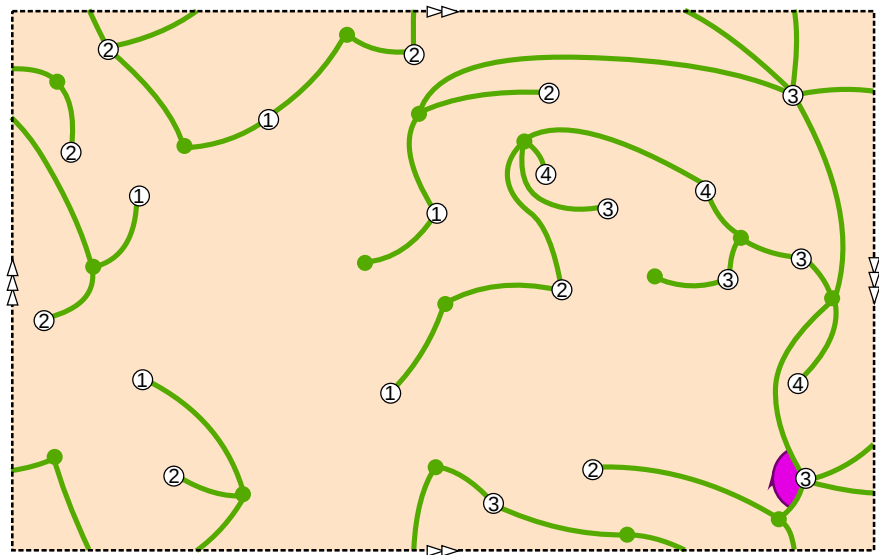
From pointed bipartite maps to unicellular mobiles



From pointed bipartite maps to unicellular mobiles



From pointed bipartite maps to unicellular mobiles



First properties of the encoding object

Definition

A **labeled unicellular mobile** is a pair (u, l) such that

- ✧ u is a one-face map with vertex set $V_{\bullet}(u) \sqcup V_{\circ}(u)$ and only edges linking vertices from $V_{\bullet}(u)$ to vertices from $V_{\circ}(u)$;
- ✧ $l : V_{\circ}(u) \rightarrow \mathbb{N}$ is a function with minimum 1.

We will only consider corners of u that are incident to labeled vertices.

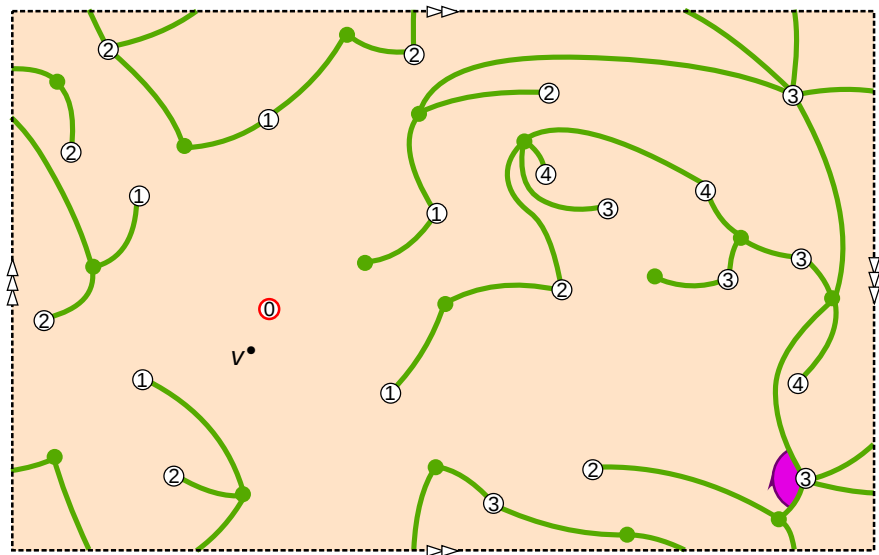
Definition

An **$\{i, j\}$ -arc** is a contiguous interval of two or more subsequent corners $c_1, \dots, c_k$ of u such that

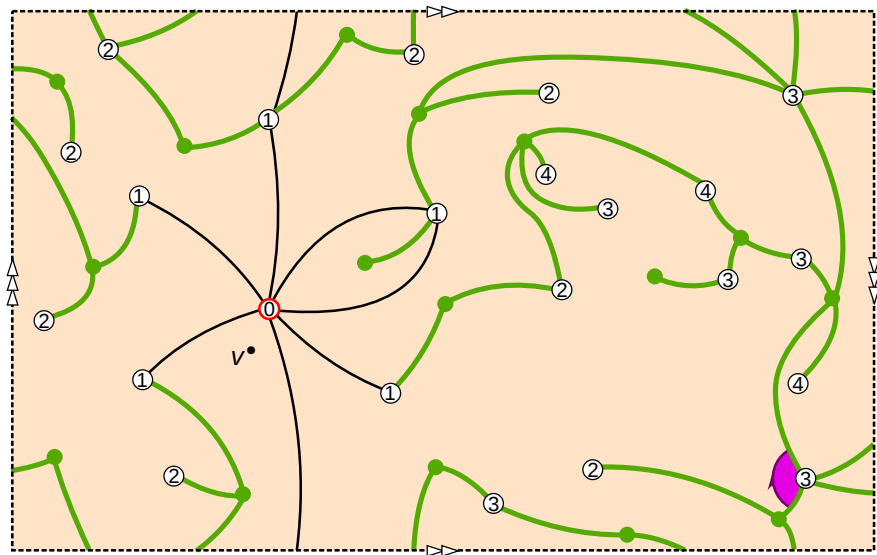
- ✧ $\{l(c_1), l(c_k)\} = \{i, j\}$;
- ✧ for $1 < r < k$, $l(c_r) > i \vee j$.

The **level** is the number $i \vee j$ and the arc is called **trivial** if $k = 2$.

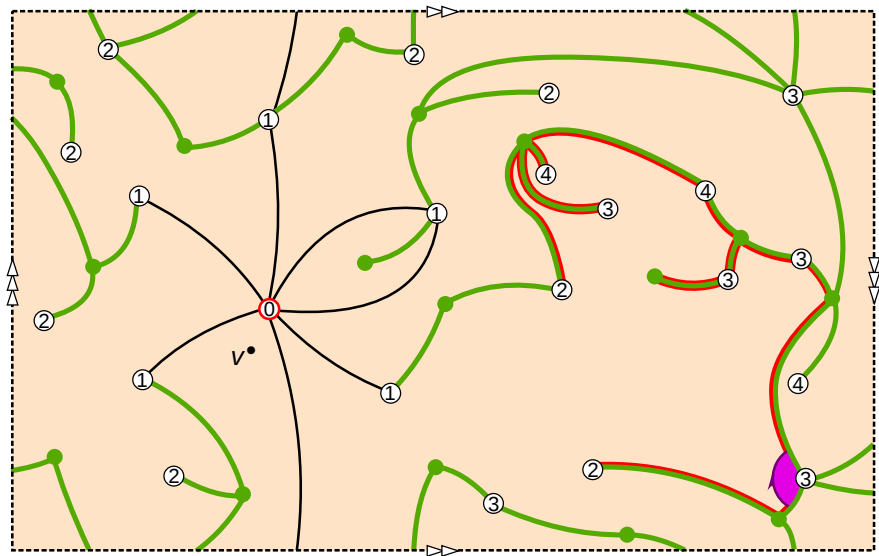
From unicellular mobiles to pointed bipartite maps



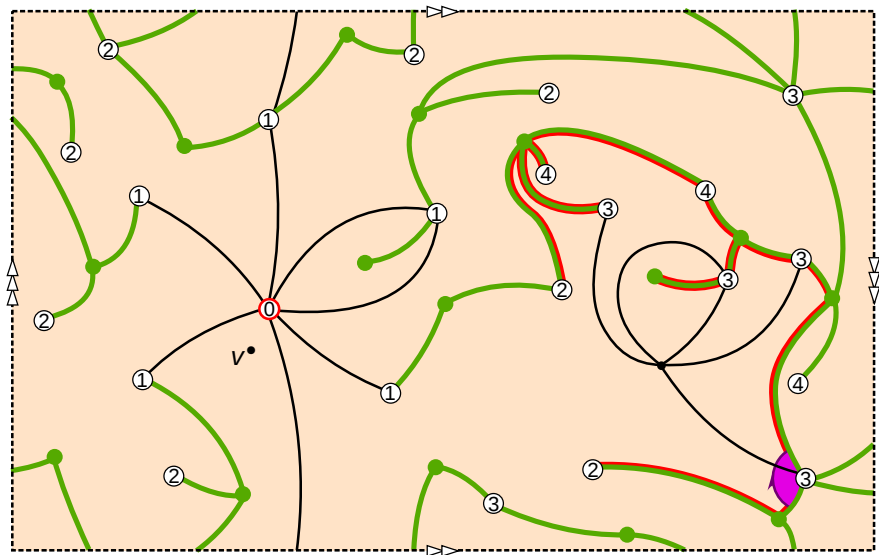
From unicellular mobiles to pointed bipartite maps



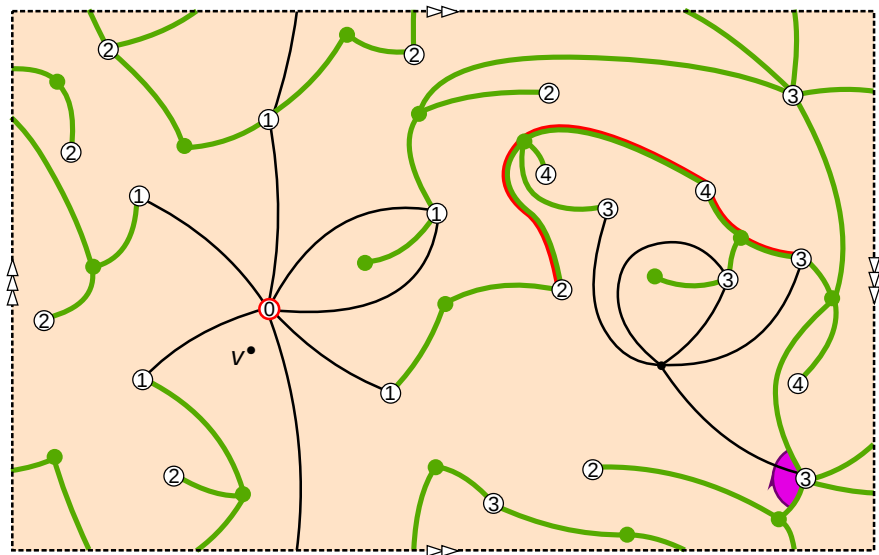
From unicellular mobiles to pointed bipartite maps



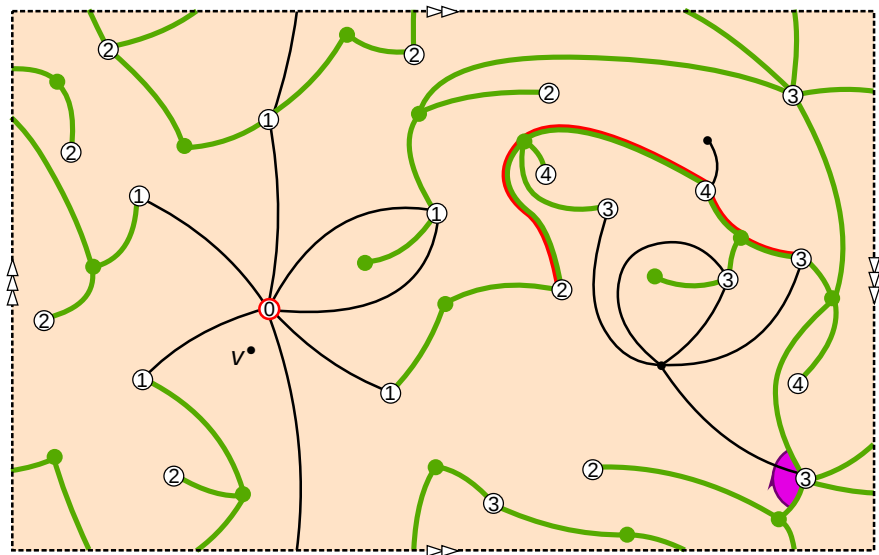
From unicellular mobiles to pointed bipartite maps



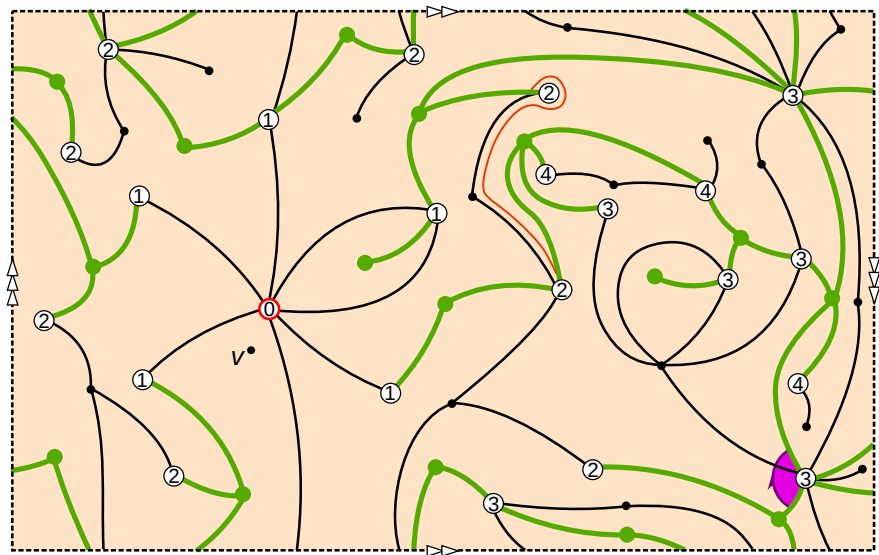
From unicellular mobiles to pointed bipartite maps



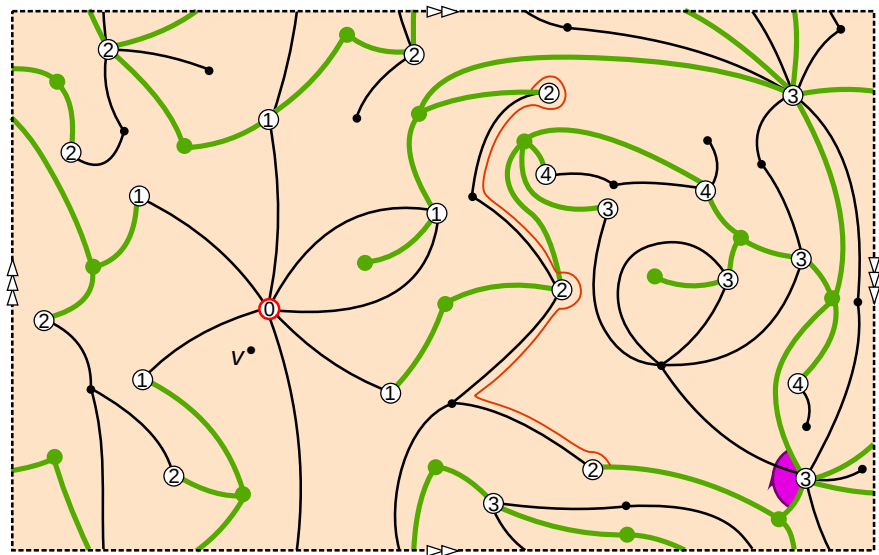
From unicellular mobiles to pointed bipartite maps



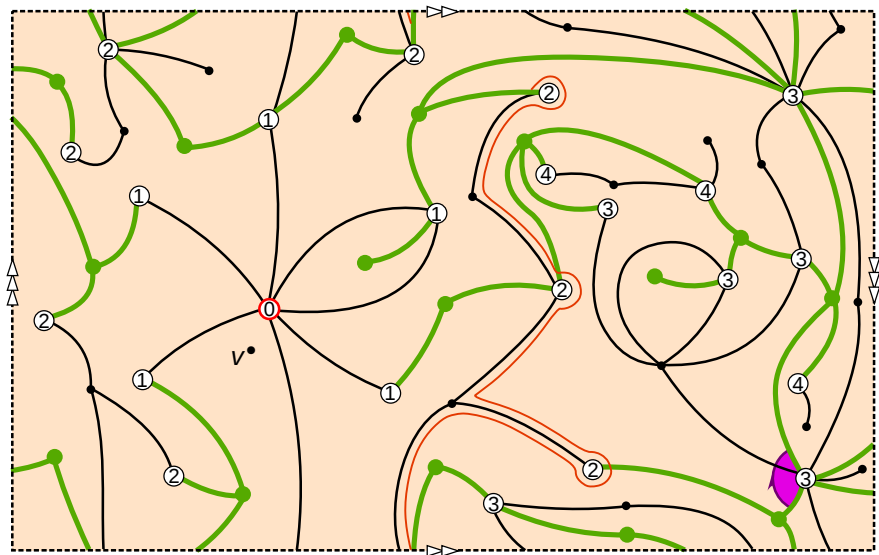
From unicellular mobiles to pointed bipartite maps



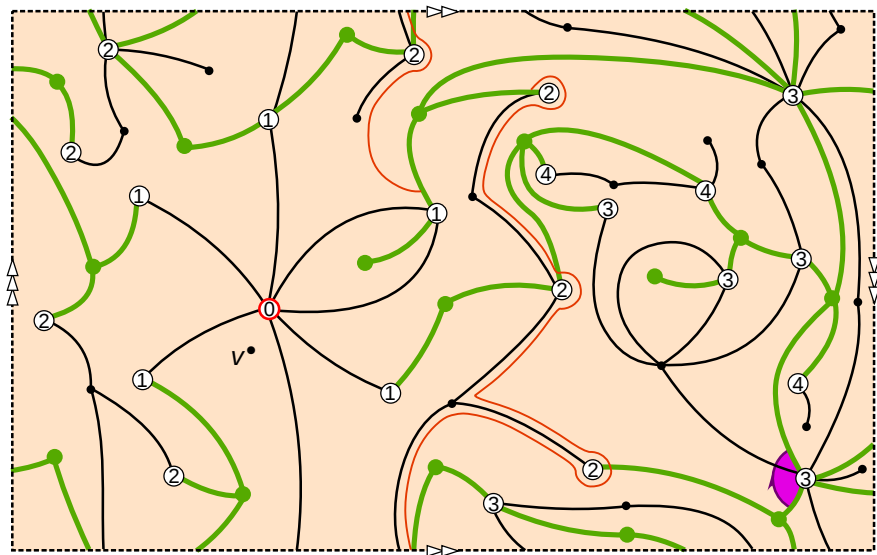
From unicellular mobiles to pointed bipartite maps



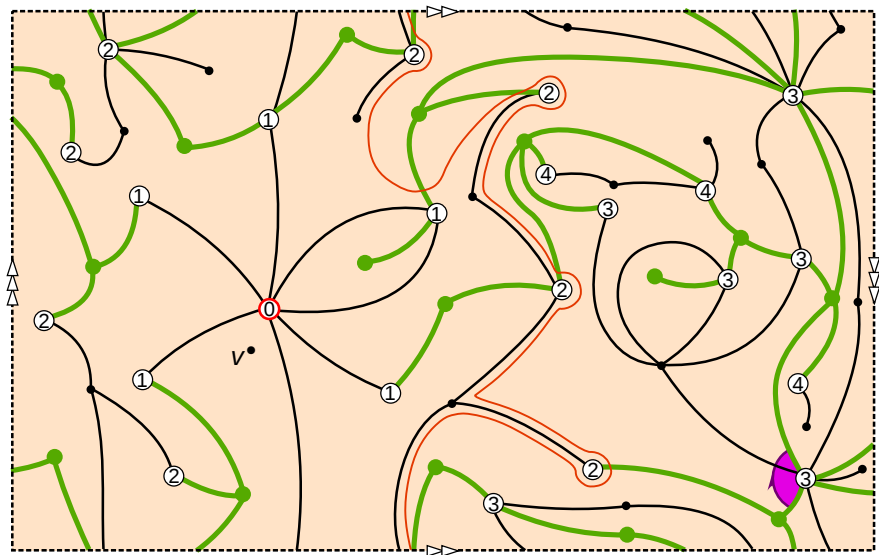
From unicellular mobiles to pointed bipartite maps



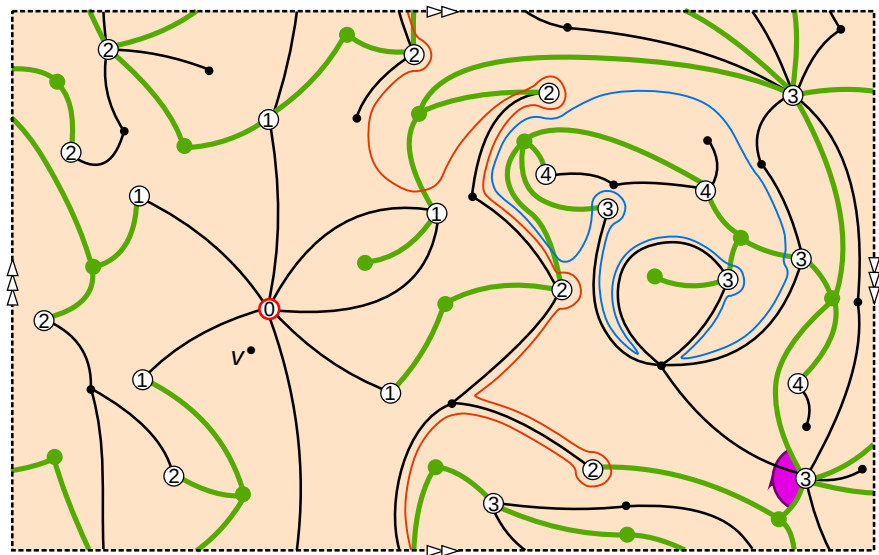
From unicellular mobiles to pointed bipartite maps



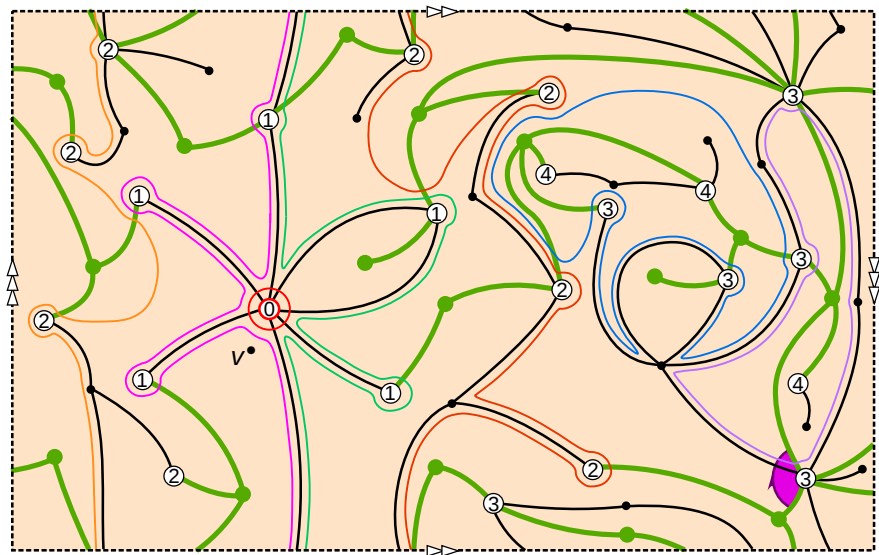
From unicellular mobiles to pointed bipartite maps



From unicellular mobiles to pointed bipartite maps



From unicellular mobiles to pointed bipartite maps

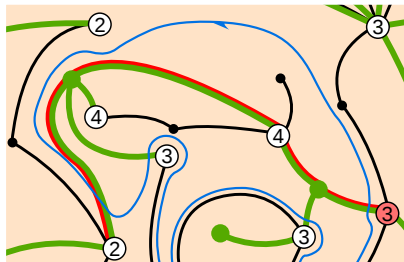


From unicellular mobiles to pointed bipartite maps

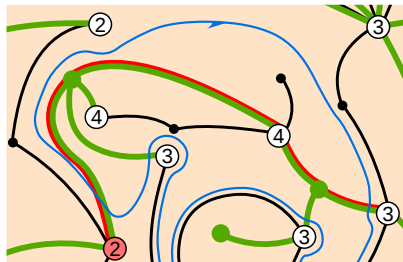
By construction, a loop at level i delimits arcs, which are either trivial at level $\leq i$ or nontrivial at level i .

Definition

A level loop at level i is **well oriented** if every nontrivial arc it delimits is visited starting from an extremity with label i .

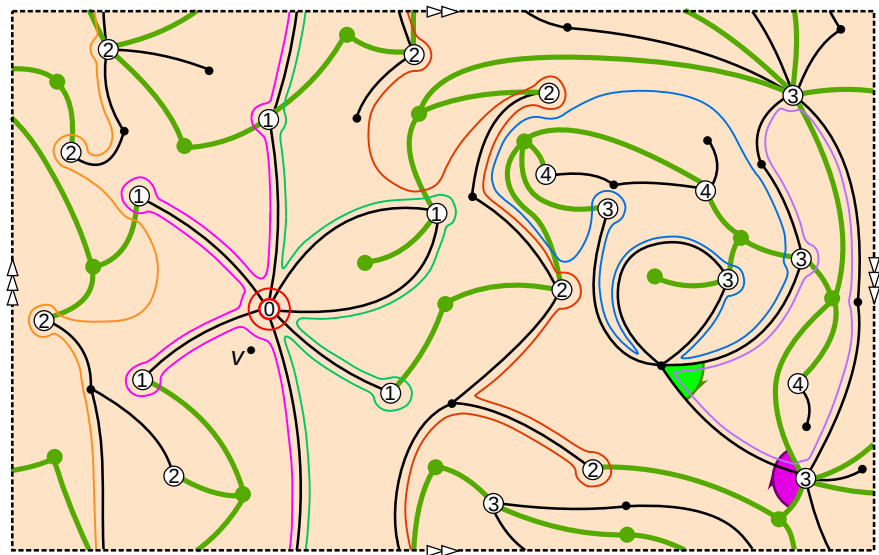


well oriented

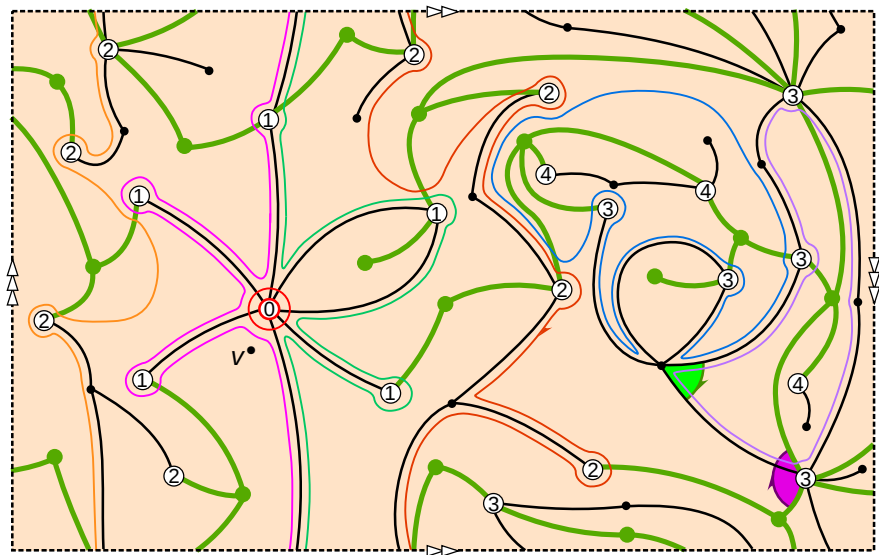


not well oriented

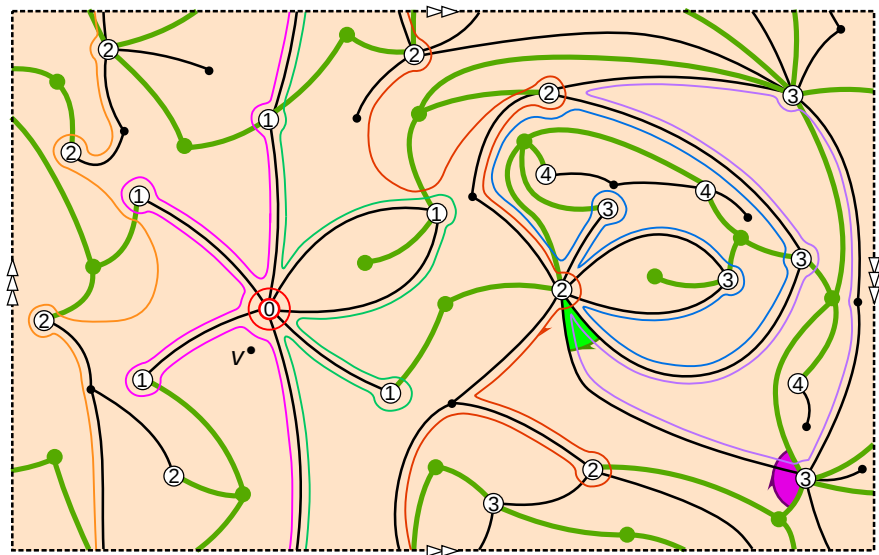
From unicellular mobiles to pointed bipartite maps



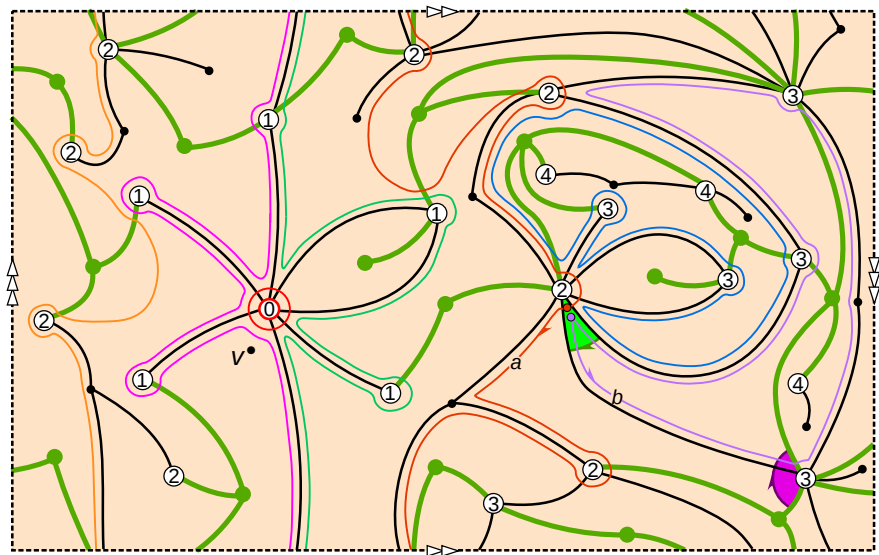
From unicellular mobiles to pointed bipartite maps



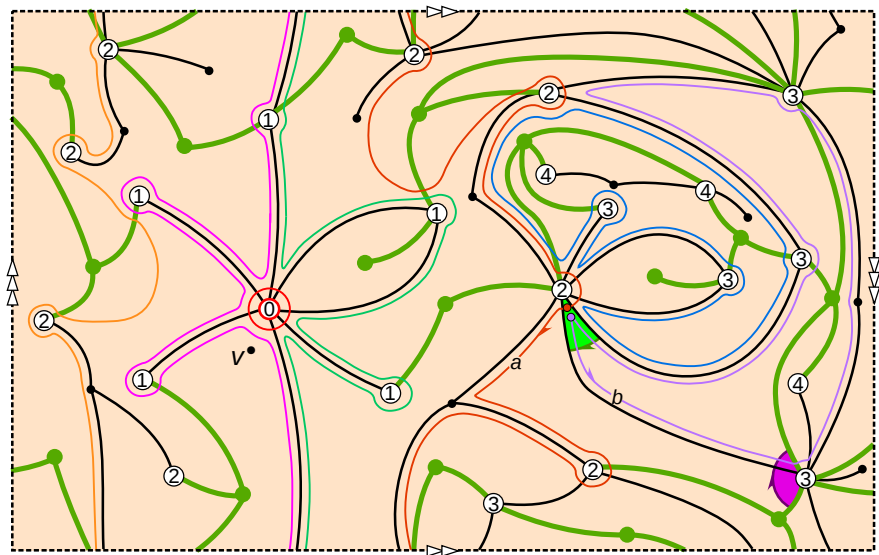
From unicellular mobiles to pointed bipartite maps



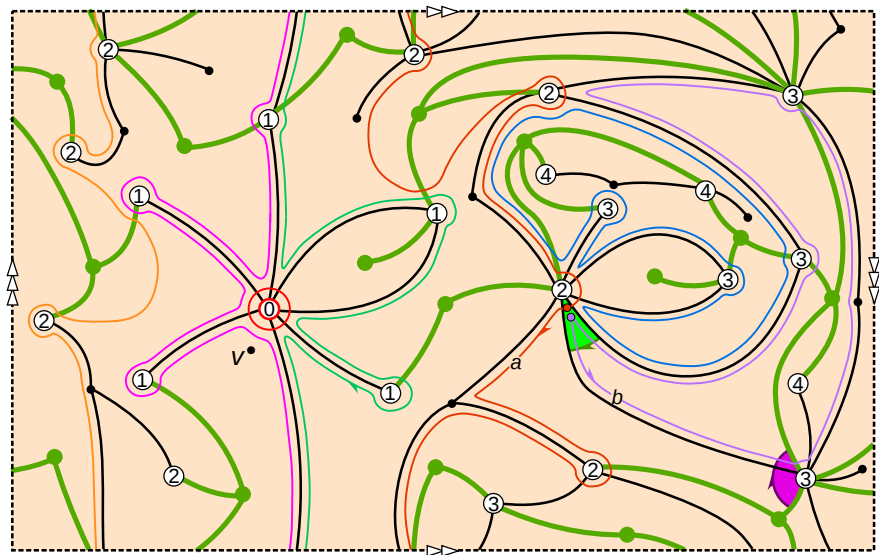
From unicellular mobiles to pointed bipartite maps



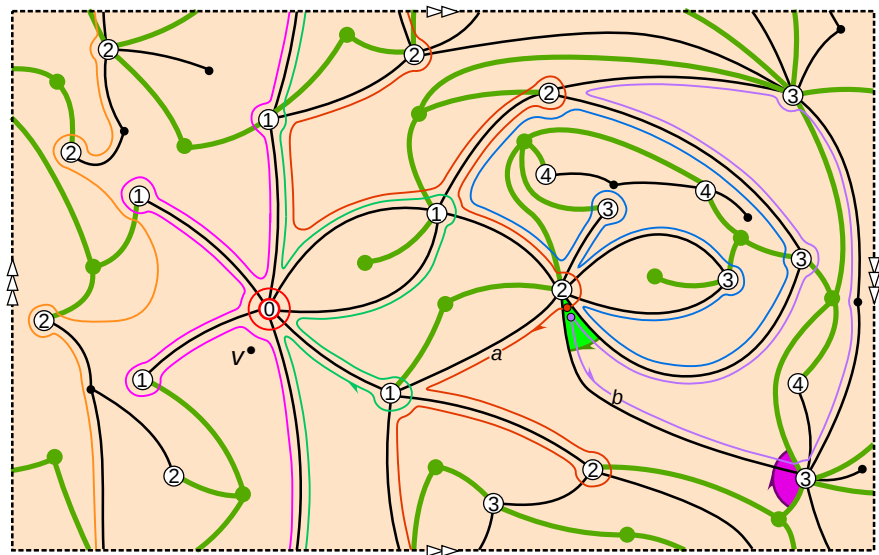
From unicellular mobiles to pointed bipartite maps



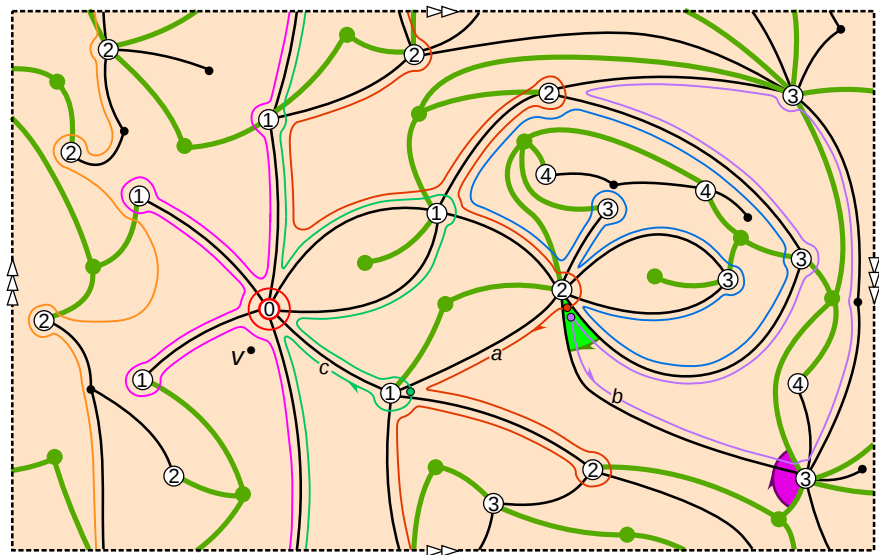
From unicellular mobiles to pointed bipartite maps



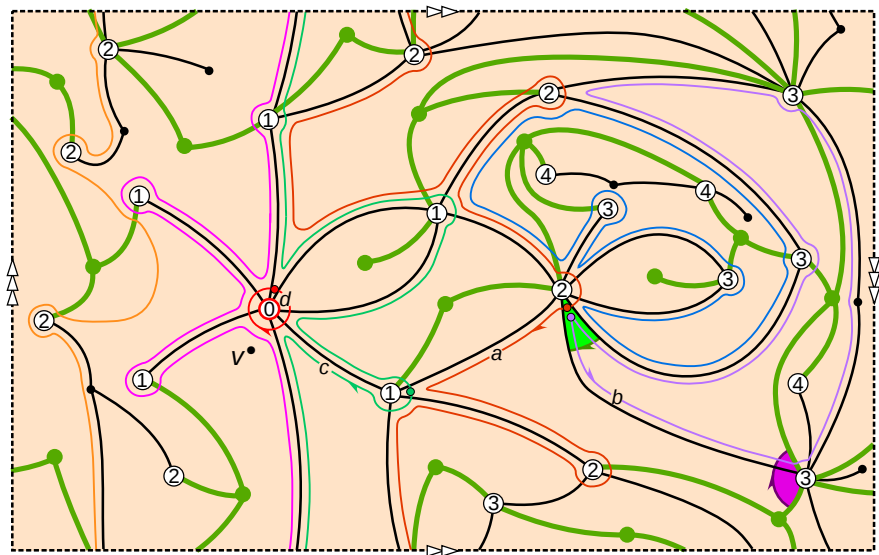
From unicellular mobiles to pointed bipartite maps



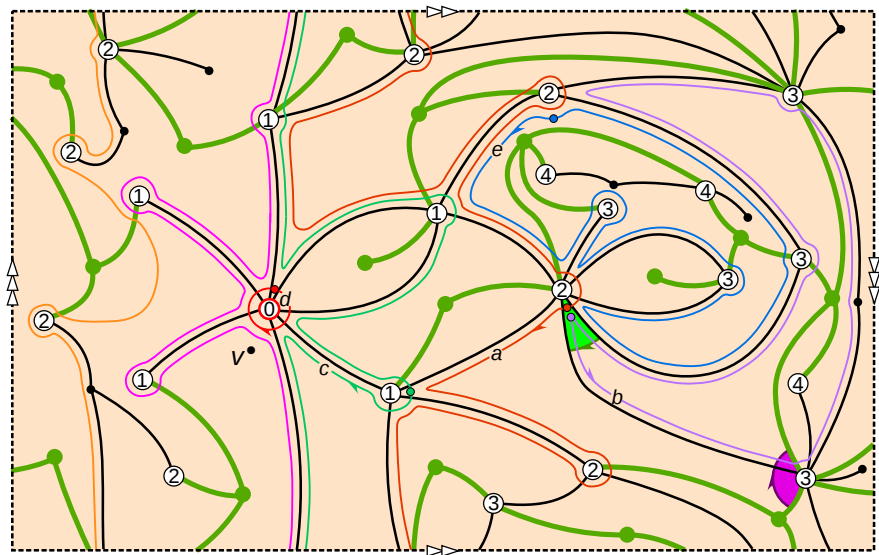
From unicellular mobiles to pointed bipartite maps



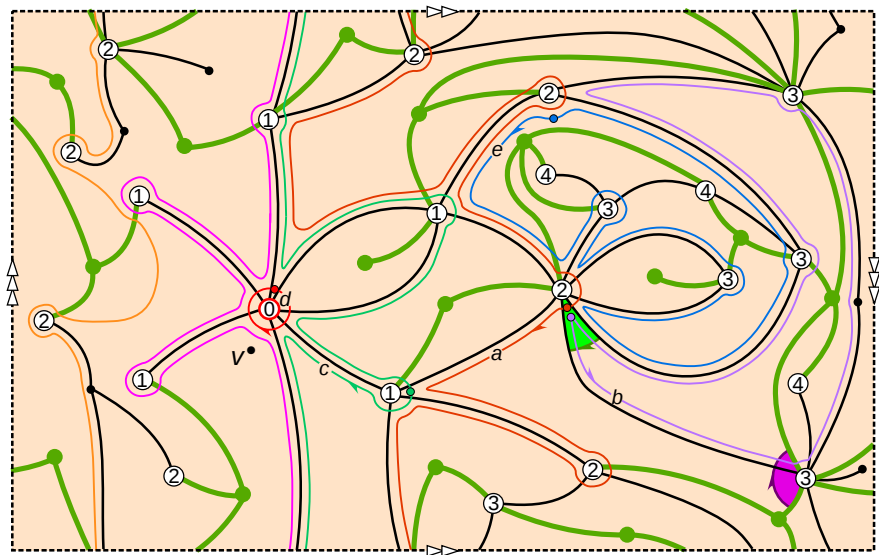
From unicellular mobiles to pointed bipartite maps



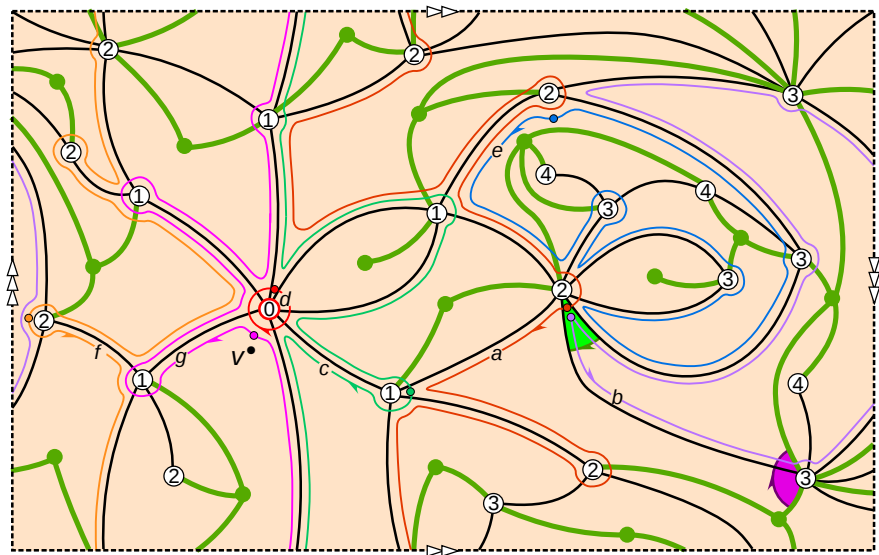
From unicellular mobiles to pointed bipartite maps



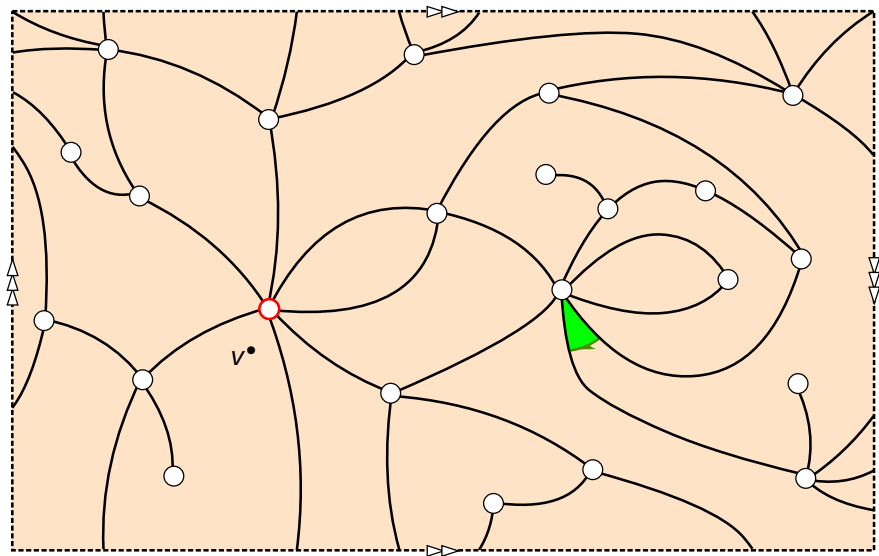
From unicellular mobiles to pointed bipartite maps



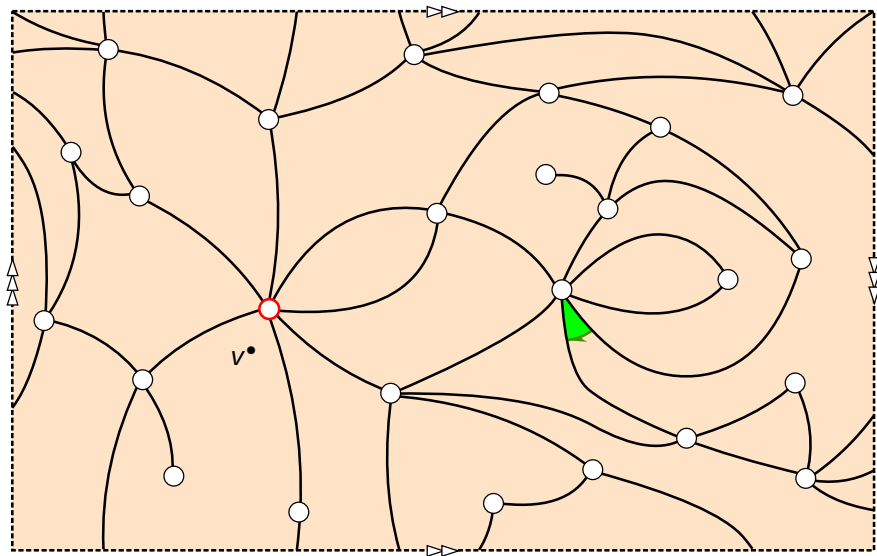
From unicellular mobiles to pointed bipartite maps



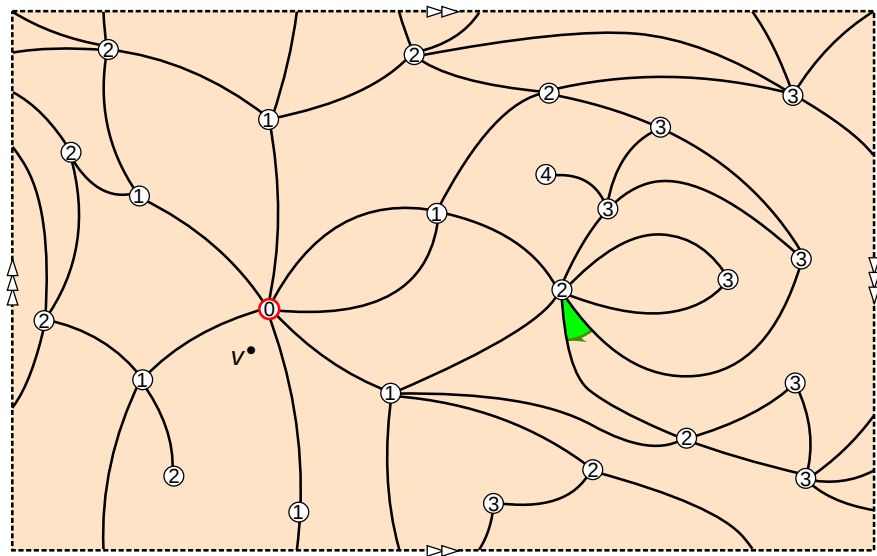
From unicellular mobiles to pointed bipartite maps



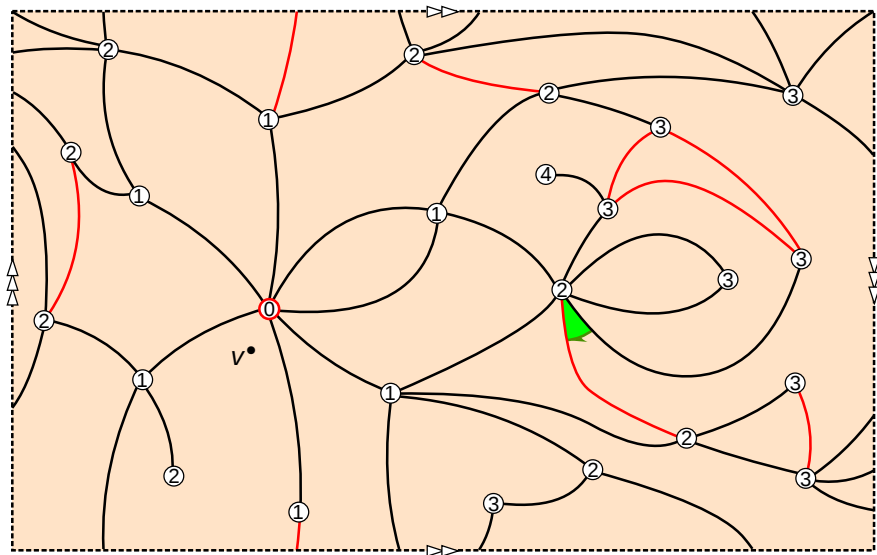
The construction for nonbipartite maps



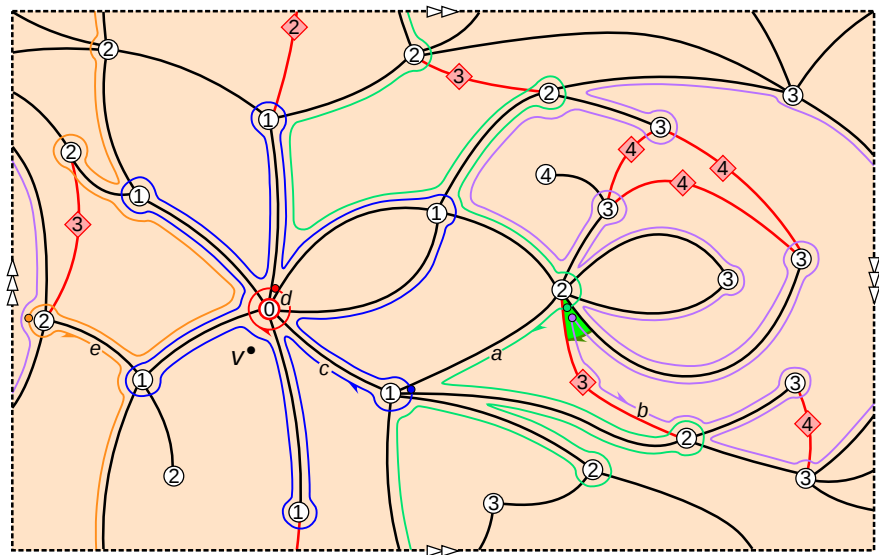
The construction for nonbipartite maps



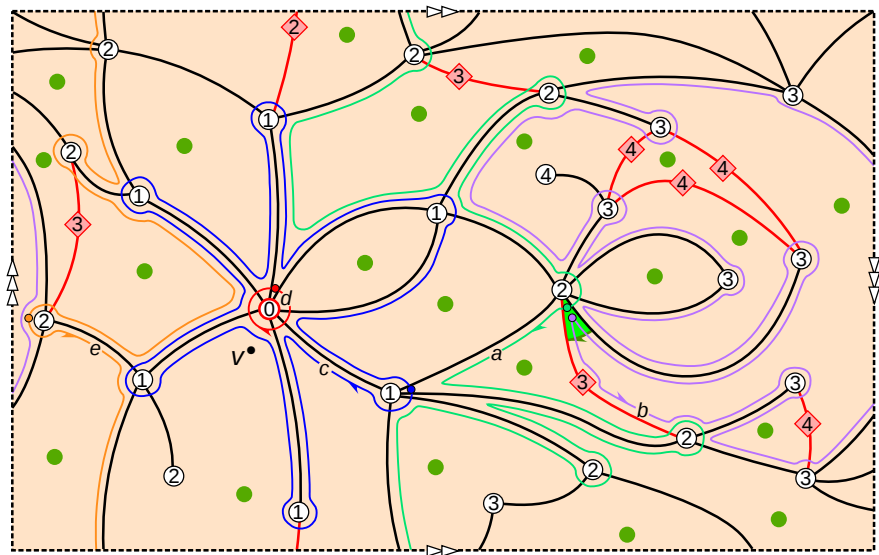
The construction for nonbipartite maps



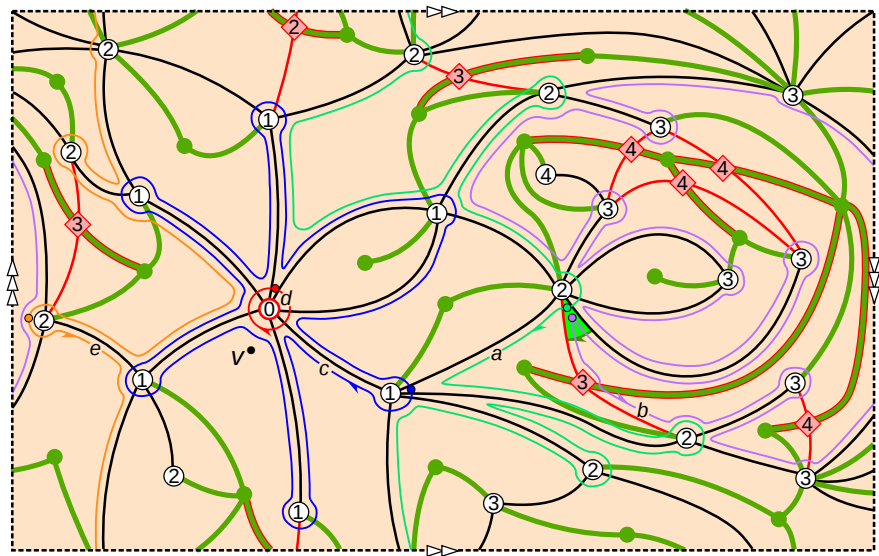
The construction for nonbipartite maps



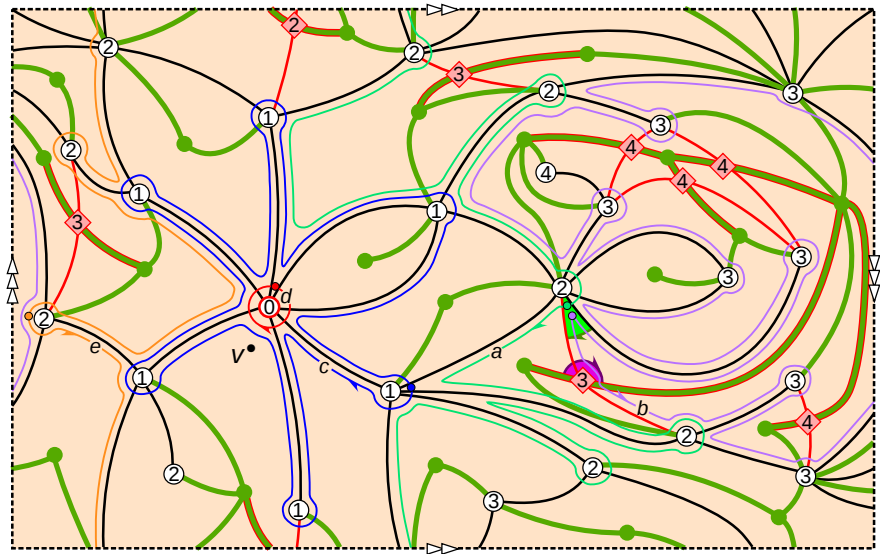
The construction for nonbipartite maps



The construction for nonbipartite maps



The construction for nonbipartite maps



The construction for nonbipartite maps

