Local limits 000000	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps 0000000000000	Infinite map 0000000

Local limits of multi-type Galton-Watson trees and applications to random maps

Robin Stephenson

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based on a paper to appear in Journal of Theoretical Probability

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map

Local limits of graphs

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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Balls				

Let (X, ρ) be a rooted graph (possibly with some additional structure).

For $k \in \mathbb{Z}_+$, we let $B_{X,\rho}(k)$ be the ball of radius k centered at ρ :

$$B_{X,\rho}(k) = \Big\{ x \in X, d(x,\rho) \leqslant k \Big\},$$

which we also consider as a rooted graph.

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which we also consider as a rooted graph.

In the case of a tree T, we will use the notation $T_{\leq k}$.

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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Local cor	ivergence			

	nvergence			
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A sequence (X_n, ρ_n) converges to (X, ρ) (which may be an infinite graph) if, and only if, for any $k \in \mathbb{Z}_+$, we have

$$B_{X_n,\rho_n}(k)=B_{X,\rho}(k)$$

for *n* large enough.

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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Local me	tric			

Local convergence corresponds to the following metric:

$$d((X,\rho),(X',\rho')) = \frac{1}{1 + \sup\{k : B_{X,\rho}(k) = B_{X',\rho'}(k)\}}$$

Simply said, two graphs are close if their balls of some large enough radius are equal.

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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Converge	nce in distribu	ution		

A random sequence (X_n, ρ_n) converges in distribution to (X, ρ) if, for any deterministic (Y, σ) , we have

$$\mathbb{P}\Big(B_{X_n,
ho_n}(k)=(Y,\sigma)\Big)\longrightarrow \mathbb{P}\Big(B_{X,
ho}(k)=(Y,\sigma)\Big)$$

Local limits 0000●0	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps 0000000000000	Infinite map 0000000
A well-kn	own example			

Theorem (Kennedy 75, Kesten 86)

- Let μ be a probability distribution on \mathbb{N} with mean 1 (critical) and such that $\mu(1) \neq 1$ (non-degenerate).
- Let T be a Galton-Watson tree with offspring distribution μ .
- For $n \in \mathbb{N}$, T_n a version of T conditioned to have n vertices

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Then

$$T_n \xrightarrow{(d)} \widehat{T}$$

where \widehat{T} is an infinite tree which we interpret as T conditioned to survive.

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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A well-kn	own example			

- Actually one must take n in $1 + d\mathbb{N}$ where d is the gcd of the support of μ .
- The distribution of $\widehat{\mathcal{T}}$ can be obtained from that of \mathcal{T} with a size-biasing method

$$\mathbb{E}[f(\widehat{T}_{\leq n})] = \mathbb{E}[Z_n f(T_{\leq n})]$$

where Z_n is the number of vertices with height n.

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map

Multi-type Galton-Watson trees

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Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map

Multi-type rooted plane trees

We consider a set of types $\{1, 2, \ldots, K\}$.

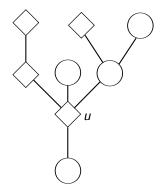
A *K*-type rooted plane tree is a rooted plane tree where we have given to each vertex an element of $\{1, \ldots, K\}$.

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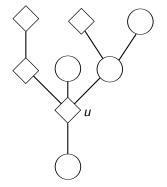
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For any vertex u of a tree t, we let $w_t(u)$ be the ordered list of the types of its children. Here, $w_t(u) = (2, 1, 1)$.

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map			
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Galton-	Galton-Watson trees						

$$\mathcal{W}_{\mathcal{K}} = \bigcup_{n=0}^{\infty} \{1, \dots, \mathcal{K}\}^n$$

be the set of finite type-lists.

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be the set of finite type-lists.

We let $\zeta = (\zeta^{(i)}, i \in \{1, ..., K\})$ be some list of probability measures on $\mathcal{W}_{\mathcal{K}}$.

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Definition

A K-type Galton-Watson tree with ordered offspring distribution ζ is the family tree of a population such that:

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 The ordered type-list of the children of an individual with type i has distribution ζ⁽ⁱ⁾.

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Definition

A K-type Galton-Watson tree with ordered offspring distribution ζ is the family tree of a population such that:

- The ordered type-list of the children of an individual with type i has distribution $\zeta^{(i)}$.
- The individuals of a same generation are all independent from one another.



We assume from now on that ζ is non-degenerate, in the sense that there is at least one $i\in\{1,\ldots,K\}$ such that

$$\zeta^{(i)}(\{1,\ldots,K\}) < 1.$$



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We also assume that ζ is irreducible, which means that, whatever the type of the root, one has a non-zero probability of finding any other type in the tree.

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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Criticalit	.V			

Given two types *i* et *j*, we call $m_{i,j}$ the average number of children of type *j* amongst the offspring of a person of type *i*. We are interested in the *mean matrix*

$$M=(m_{i,j})_{1\leqslant i,j\leqslant K}.$$

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We say that ζ is *critical* if the spectral radius of M is 1. The Perron-Frobenius theorem then tells us that there exists a unique (up to multiplicative constants) vector $\mathbf{b} = (b_i)_{i \in \{1,...,K\}}$ such that

$$M\mathbf{b} = \mathbf{b}$$

and which also has positive components.

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 b_i should be thought of as the "mass" of individuals of type *i*.

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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"Largene	ess" of a tree			

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"Largene	ess" of a tree			

Problem: what can we mean by "large"?

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"Largene	ess" of a tree			

Problem: what can we mean by "large"?

 \rightarrow The total number of vertices

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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"Largene	ss" of a tree			

Problem: what can we mean by "large"?

- $\rightarrow~$ The total number of vertices
- $\rightarrow~$ The number of vertices of one fixed type.



Problem: what can we mean by "large"?

- \rightarrow The total number of vertices
- $\rightarrow\,$ The number of vertices of one fixed type.
- \rightarrow We will take a general approach:

$$|T|_{\gamma} = \sum_{i=1}^{K} \gamma_i \ \#_i(T)$$

for some integer weights $(\gamma_i, i \in \{1, \ldots, K\})$.

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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Convergence to an infinite multi-type tree

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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The conv	ergence theore	em		

Take a non-degenerate, irreducible and critical ζ . Consider a tree T with ordered offspring distribution ζ with root of type i a.s. and, for $n \in \mathbb{N}$, take a version T_n of T conditioned on $|T|_{\gamma} = n$. Assume moreover *one* of the two following conditions:

- There exists j such that $\gamma_k = \mathbf{1}_{k=j}$ for all k. (only count one type)
- ζ has exponential moments.

	theorem		
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Theorem

As n tends to infinity,

$$T_n \xrightarrow{(d)} \widehat{T},$$

where \hat{T} is an infinite multi-type tree.

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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A few de	tails			

• T_n is only defined if the probability of T to have n vertices of type 1 is positive. We therefore restrict ourselves to such n, which amounts to considering a subset of \mathbb{N} of the form $\alpha_i + d\mathbb{N}$, where d and α which depend on ζ , γ .

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- The distribution of \hat{T} is given by a generalized size-bias procedure:

$$E\left[f(\widehat{T}_{\leqslant k})\right] = E\left[Z_kf(T_{\leqslant k})\right]$$

where Z_k is the "size" of the *k*-th generation.

$$Z_k = \frac{1}{b_i} \sum_{j=1}^{K} b_j \# \{ \text{vertices of } T \text{ with type } j \text{ and height } k \}$$

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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Descripti	on of \widehat{T}			



• The infinite tree \hat{T} has a unique infinite path starting from the root which we call *spine*.

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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Description	on of \widehat{T}			

- The infinite tree \hat{T} has a unique infinite path starting from the root which we call *spine*.
- The vertices of the spine have a different offspring distribution called $(\hat{\zeta}^{(j)}, j \in \{1, \dots, K\})$, satisfying

$$\widehat{\zeta}^{(j)}(w) = \left(\frac{1}{b_j}\sum_{l=1}^{|w|}b_{w_l}\right)\zeta^{(j)}(w),$$



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- Conditionally on the offspring of an element of the spine being w, the next element of the spine will be the *i*-th child with probability proportional to b_{wi}.
- Outside of the spine, we use the original offspring distribution $\zeta.$

Key noin	t of the proof			
Local limits 000000	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps 0000000000000	Infinite map 0000000

The essential ingredient of the proof is a study of the asymptotics of the distribution of $|F|_{\gamma}$, where F is a Galton-Watson *forest* with the same offspring distribution.

Lemma

Let $\mathbf{w} \in \mathbb{W}$ and consider a forest F of independent GW trees, where, for every term w_i of \mathbf{w} , there is a tree with root of type w_i . Then, for any integer p, we have

$$\mathbb{P}\Big(|\mathcal{F}|_{\gamma} = \alpha_{\mathbf{w}} + dn\Big) \underset{n \to \infty}{\sim} x_n \sum_{i=1}^{|\mathbf{w}|} b_{w_i},$$

where $\alpha_{\mathbf{w}} = \sum_{i} \alpha_{w_{i}}$ and x_{n} is a "reference" sequence, given for example by $x_{n} = \frac{1}{b_{1}} \mathbb{P}(|T|_{\gamma} = \alpha_{1} + dn)$ where T is our usual tree, with root of type 1.

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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Key point	t of the proof			

The lemma is proved differently depending on which case we are in:

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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• If we count only vertices of one type, then we use ratio theorems for random walks and many involved liminf/limsup arguments.

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Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map

The lemma is proved differently depending on which case we are in:

- If we count only vertices of one type, then we use ratio theorems for random walks and many involved liminf/limsup arguments.
- If ζ has exponential moments, then we can obtain explicit asymptotics (of order $n^{-3/2}$) with the help of analytic combinatorics.

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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Other w	ork			

Recent related result by Abraham, Delmas and Guo (ArXiv 2015):

- Assume aperiodicity
- Let T_n be a version of T conditioned on the number of vertices of each type: the event

$$\{\#_1(T) = k_1(n), \#_2(T) = k_2(n), \dots, \#_K(T) = k_K(n)\}$$

where, for all types *i*, $\frac{k_i(n)}{\sum_j k_j(n)} \xrightarrow[n \to \infty]{} a_i$, and **a** is the *left* eigenvector of the mean offspring matrix.

Then
$$\mathcal{T}_n$$
 converges to $\widehat{\mathcal{T}}$ in distribution

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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Open qu	estion			

It is known that, in the monotype case, all supercritical and some subcritical trees can be brought back to critical ones through simple transformations.

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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However, some subcritical trees do not converge to an infinite spine tree but instead display *condensation*: in the limit the spine is finite and has an infinite degree vertex at the end.

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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Will this also happen in the multi-type setting?

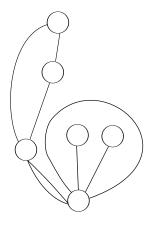
Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite n

Boltzmann random maps

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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Planar m	aps			

• Proper embedding of a connected graph in the sphere

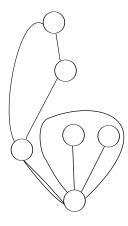
Local limits 000000	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps •000000000000	Infinite map 0000000
Planar m	aps			



Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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Planar m	aps			

- Proper embedding of a connected graph in the sphere
- Taken up to orientation-preserving homeomorphisms of the sphere.

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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Planar m	aps			



Local limits 000000	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps o●ooooooooooo	Infinite map 0000000
Study of	large random	maps		

• There has been much recent interest in the study of the geometry of large random maps.

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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Study of	large random	maps		

• There has been much recent interest in the study of the geometry of large random maps.

• Scaling limits: rescale the map to make it converge to a continuous metric space, typically the Brownian map... (Le Gall 2013, Miermont 2013...)

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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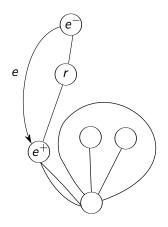
• *Scaling* limits: rescale the map to make it converge to a continuous metric space, typically the Brownian map... (Le Gall 2013, Miermont 2013...)

• Local convergence of maps to infinite maps: triangulations (Angel & Schramm 2002), quadrangulations (Krikun 2005)

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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Rooted and pointed maps

We will actually consider triples (m, e, r), where m is a map, e is a selected oriented edge called the root edge, and r is a selected vertex. We call such a triple a *rooted and pointed* map.



Local limits Multi-type GW trees Infinite multi-type tree coordinate map coordinate coordinate map coordinate m

Sign of a rooted and pointed map

Note that we always have $|d(e^+, r) - d(e^-, r)| \le 1$. We say that (m, e, r) is:

• positive if $d(e^+,r) = d(e^-,r) + 1$

• null if
$$d(e^+, r) = d(e^-, r)$$

• negative if $d(e^+,r) = d(e^-,r) - 1$

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map			
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Boltzman	Boltzmann distributions						

Take a sequence of weights $\mathbf{q} = (q_n)_{n \ge 1}$ and define the weight of a map (m, e, r) by

$$W_{\mathbf{q}}(m, e, r) = \prod_{f \in \mathcal{F}_m} q_{\deg(f)}.$$

If the sum $Z_{\mathbf{q}}$ of the weights of all the maps (m, e, r) is finite, we say that \mathbf{q} is admissible and renormalize $W_{\mathbf{q}}(m, e, r)$ into a probability measure

$$B_{\mathbf{q}}(m,e,r)=rac{W_{\mathbf{q}}(m,e,r)}{Z_{\mathbf{q}}}.$$

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map			
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Boltzmar	Boltzmann distributions						

Let us also conditioned versions of $B_{\mathbf{q}}$ where the map is conditioned to be positive or null:

$$B^+_{\mathbf{q}}(m,e,r) = rac{W_{\mathbf{q}}(m,e,r)}{Z^+_{\mathbf{q}}}$$

and

$$B_{\mathbf{q}}^{0}(m,e,r) = \frac{W_{\mathbf{q}}(m,e,r)}{Z_{\mathbf{q}}^{0}}$$

where $Z_{\mathbf{q}}^+$ et $Z_{\mathbf{q}}^0$ are two well-chosen constants.

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Random maps are often to complicated to study directly...

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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How to s	tudy maps			

Random maps are often to complicated to study directly...

A common method is to describe them as transforms of *decorated trees*. Here we use special trees called *mobiles*.

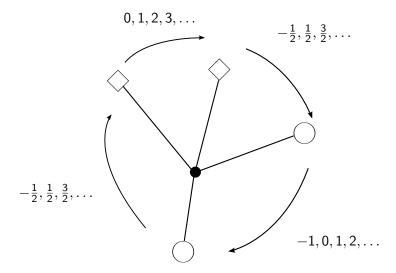
Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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Mobiles				

- A mobile is a tree with three types (actually four) of vertices \circ (1), \diamond (2) et (3 and 4), satisfying a few properties.
 - Vertices of type ∘ and ◊ are on even generations, while vertices of type • are on odd generations.
 - Vertices of type ◊ have exactly two neighbours (which have type ●).
 - Vertices of type \circ have integer labels (0 for the root) while vertices of type \diamond have labels in $\mathbb{Z} + 1/2$ (1/2 for the root).

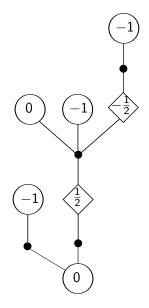
We split • vertices into two types 3 et 4, depending on whether the parent has type \circ or \diamond .

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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The labels also must satisfy this condition:



Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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A mobile				

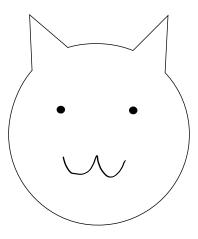


The Bouttier-Di Francesco-Guitter bijection

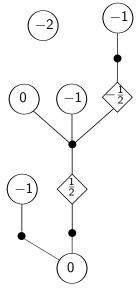
First, we need a friend.

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Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map			

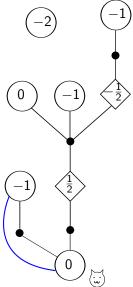
The Bouttier-Di Francesco-Guitter bijection

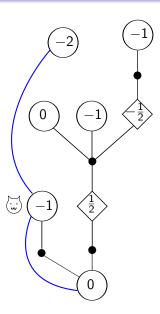


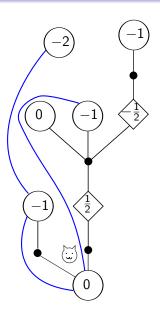


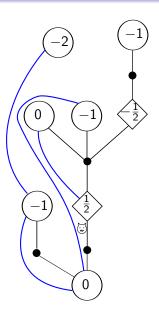


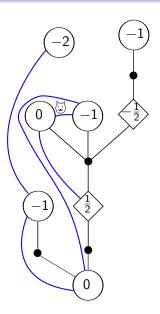






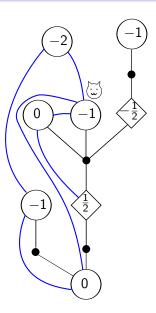


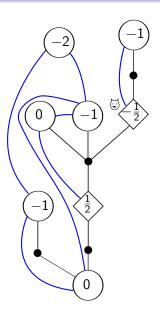


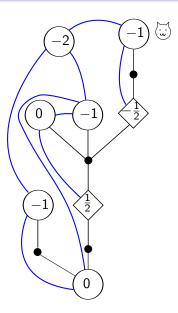


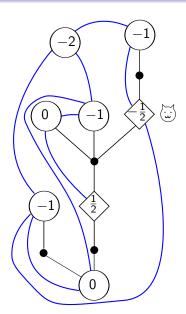
Multi-type GW trees Boltzmann maps

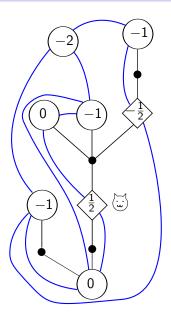
The Bouttier-Di Francesco-Guitter bijection

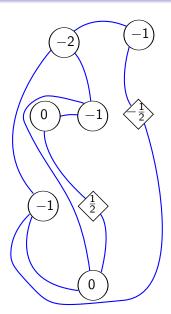


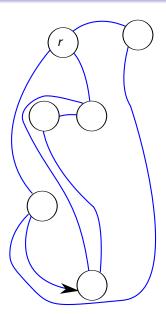


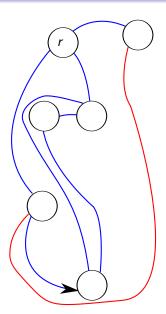






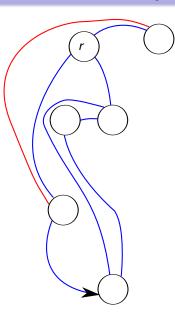






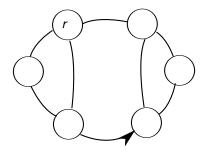
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The Bouttier-Di Francesco-Guitter bijection



Local limits 000000	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps 00000000000000	Infinite map 0000000

The Bouttier-Di Francesco-Guitter bijection



Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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Galton-Watson mobiles and Boltzmann maps

The BDG bijection transforms well-chosen Galton-Watson trees into Boltzmann maps.

Galton-Watson mobiles and Boltzmann maps

Theorem (Miermont 06)

- Let T⁺ be a tree with offspring distribution ζ, with root ο.
 We give its root label 0, and then label the other vertices uniformly in the set of admissible labelings.
- Let also T⁰ be a tree with root of type ◊ with two children of type 4, and where the other vertices use the offspring distribution ζ. We label the root 1/2, the rest of the labels still being chosen uniformly.

Then the BDG bijection sends T^+ and T^0 to maps with distribution $B^+_{\mathbf{q}}$ and $B^0_{\mathbf{q}}$.

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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Criticality	,			

We say that **q** is critical if the offspring distribution ζ is critical.

We say that ${\bf q}$ is regular critical if ζ is critical and has small exponential moments.

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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Convergence to an infinite map

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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We take a critical weight sequence **q**.

Theorem

Let (M_n, E_n, R_n) be a map with distribution $B_{\mathbf{q}}$ conditioned to have n vertices. The rooted map (M_n, E_n) then converges locally in distribution to an infinite map (M_{∞}, E_{∞}) , which we call the Infinite Boltzmann Planar Map with weights \mathbf{q} (\mathbf{q} -IBPM).

Local limits N	/lulti-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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If ${\bf q}$ is regular critical, then we can condition the map by its faces or edges.

Theorem

Let (M_n, E_n, R_n) be a map with distribution B_q conditioned to have n edges/faces. The rooted map (M_n, E_n) then converges locally in distribution to the same **q**-IBPM.

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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A few properties of the q -IBPM				

 (M_∞, E_∞) is a proper infinite map of the plane, in the sense that in can be embedded in such a way that all balls of finite radius only intersect a finite number of edges and and vertices.

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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A few properties of the **q**-IBPM

 (M_∞, E_∞) is a proper infinite map of the plane, in the sense that in can be embedded in such a way that all balls of finite radius only intersect a finite number of edges and and vertices.

• The graph M_{∞} is recurrent for the simple random walk. (consequence of Gurel-Gurevich and Nachmias, 2013.)

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The case of <i>p</i> -angulations							

A p-angulation is a map where each face has degree p.

Theorem

• Let (M_n, E_n) be a uniform rooted 2p-angulation with n faces. Then it converges locally in distribution to an infinite 2pangulation.

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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The case	of <i>p</i> -angulation			

A p-angulation is a map where each face has degree p.

Theorem

- Let (M_n, E_n) be a uniform rooted 2*p*-angulation with *n* faces. Then it converges locally in distribution to an infinite 2*p*-angulation.
- Let (M_n, E_n) be a uniform rooted 2p-angulation with 2n faces. Then it converges locally in distribution to an infinite 2p + 1angulation.

Local limits 000000	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps 0000000000000	Infinite map 0000000
Uniform r	nap			

Theorem

Let (M_n, E_n) be a uniform map with n edges. Then it converges locally in distribution to an infinite map called the Uniform Infinite Planar Map (UIPM).

Local limits	Multi-type GW trees	Infinite multi-type tree	Boltzmann maps	Infinite map
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Other res	ults			

Björnberg and Stefànsson (2014) have proved a similar result, conditioning on the number of edges, with different assumptions:

- they are restricted only to bipartite maps
- only criticality, and not necessarily regular criticality, is needed.

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Thank you!