Topological recursion how to count objects on surfaces?

course 1/4

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Overview of the course

Overview of the course

course 1 (march 1st)

- graphs, surfaces, combinatorial maps
- generating functions
- general idea of the topological recursion (TR)

course 2 (march 8th)

- proving TR for combinatorial maps
- solving TR for combinatorial maps
- consequences
- course 3 (march 22th): asymptotics
- course 4 (march 29th): other TR

References

Books

- S. K. Lando, A. K. Zvonkin Graphs on surfaces (2004)
- ▶ B. Eynard Counting surfaces (2016)

Articles

- M. Bousquet-Mélou, A. Jehanne Polynomial equations with one catalytic variable, algebraic series and map enumeration (2006)
- J. E. Andersen, G. Borot, L. O. Chekhov, N. Orantin *The* ABCD of topological recursion arXiv:1703.03307 [math-ph]
- M. Kontsevich, Y. Soibelman Airy structures and symplectic geometry of topological recursion arXiv:1701.09137 [math.AG]
- G. Borot, S. Charbonnier, N. Do, E. Garcia-Failde *Relating* ordinary and fully simple maps via monotone Hurwitz numbers (2019).

Introduction



Surfaces

closed surface: compact topological space that is "locally planar"





Surfaces

closed surface: compact topological space that is "locally planar"



bordered surface: compact topological space that is "locally planar or half-planar"





The genus

The *genus* of a surface is the maximal number of disjoint simple closed curves such that cutting along them do not disconnect the surface.





What is a surface?

Genus quizz





Introduction

Combinatorial maps: building surfaces from polygons

Polygon gluings or simple combinatorial maps

simple combinatorial map: finite set of polygons whose edges are glued by pair or unglued. On each boundary we mark an edge with a label from 1 to k where k is the number of boundaries.



-Introduction

Combinatorial maps: building surfaces from polygons

Ordinary combinatorial maps

(ordinary) combinatorial map: finite set of polygons all of whose edges are glued by pair. Some of the polygons are labeled from 1 to k and called boundaries, on each of them we chose an edge and give it a number from 1 to k.



-Introduction

Combinatorial maps: building surfaces from polygons

Statistics

Given a combinatorial map \boldsymbol{m} we denote

- $n_i(\boldsymbol{m})$: number of *i*-gons, i = 1, 2, ...,
- $\ell_i(\boldsymbol{m})$: length of the *i*-th boundary, i = 1, 2, ..., k.



 $n_3(m) = 3, \ \ell_1(m) = 3.$

-Introduction

Combinatorial maps: building surfaces from polygons

Combinatorial map examples



-Introduction

Combinatorial maps: building surfaces from polygons

Combinatorial map examples



Which maps are simple?

Generating functions

Why using generating function?

generating function: formal power series whose coefficients count something

- 1. Inductive construction of objects translate into equations on generating functions,
- 2. Analysis can be used to study asymptotics.

Generating functions

The generating series of combinatorial maps For g > 0, k > 0 define $W_{k}^{(g)}(x_{1}, x_{2}, \ldots, x_{k}; t_{1}, t_{2}, \ldots) =$ $\sum_{\boldsymbol{m}\in \operatorname{Maps}_{k}^{(g)}} \frac{1}{\#\operatorname{Aut}(\boldsymbol{m})} \frac{t_{1}^{n_{1}(\boldsymbol{m})} t_{2}^{n_{2}(\boldsymbol{m})} \cdots}{x_{1}^{1+\ell_{1}(\boldsymbol{m})} x_{2}^{1+\ell_{2}(\boldsymbol{m})} \cdots x_{k}^{1+\ell_{k}(\boldsymbol{m})}}$ $WFS_{k}^{(g)}(x_{1}, x_{2}, \ldots, x_{k}; t_{1}, t_{2}, \ldots) =$ $\sum_{\boldsymbol{m}\in \mathrm{FSMaps}_{\nu}^{(g)}} \frac{1}{\#\operatorname{Aut}(\boldsymbol{m})} \; \frac{t_1^{n_1(\boldsymbol{m})} t_2^{n_2(\boldsymbol{m})} \cdots}{x_1^{1+\ell_1(\boldsymbol{m})} x_2^{1+\ell_2(\boldsymbol{m})} \cdots x_k^{1+\ell_k(\boldsymbol{m})}}$

where $\operatorname{Maps}_{k}^{(g)}$ and $\operatorname{FSMaps}_{k}^{(g)}$ are respectively the ordinary and simple combinatorial maps of genus g with k boundary components.

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Topological recursion for combinatorial maps

The main theorem (informal version)

$$W_{k}^{(g)}(x_{1}, x_{2}, \dots, x_{k}; t_{3}, t_{4}, \dots; t) = \sum_{\boldsymbol{m} \in M_{k}^{(g)}} \frac{1}{\# \operatorname{Aut}(\boldsymbol{m})} \frac{t_{1}^{n_{1}(\boldsymbol{m})} t_{2}^{n_{2}(\boldsymbol{m})} \cdots}{x_{1}^{1+\ell_{1}(\boldsymbol{m})} x_{2}^{1+\ell_{2}(\boldsymbol{m})} \cdots x_{k}^{1+\ell_{k}(\boldsymbol{m})}}$$

Theorem

topological recursion: inductive formulas on the $W_k^{(g)}$ initial conditions: explicit solutions for $W_{k=1}^{(g=0)}$ and $W_{k=2}^{(g=0)}$ References: Bender–Canfield (1994), Tutte (1960), Brown (1965), Bousquet-Mélou–Jehanne (2006), Eynard (2006), ... - Introduction

Topological recursion for combinatorial maps

Ordinary versus simple maps

Theorem There is a formula relating $W_k^{(g)}$ to $WFS_k^{(g)}$. initial conditions: explicit solutions for $WFS_{k=1}^{(g=0)}$ and $WFS_{k=2}^{(g=0)}$ Conjecturally, $WFS_k^{(g)}$ also satisfies a topological recursion. References: Krikun (2007), Borot–Garcia-Failde (2020), Borot–Charbonnier–Do–Garcia-Failde (2019), ... Combinatorial maps

Combinatorial maps

Combinatorial maps

Encoding maps via permutations

Combinatorial maps

labeled combinatorial map with k boundaries: triple (σ, α, ϕ) of permutations on $\{1, 2, ..., 2N\}$ where α is an involution without fixed points, $\sigma\alpha\phi = \text{Id}$ and 1, 2, ..., k belong to distinct orbits of ϕ .



Combinatorial maps

Encoding maps via permutations

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Combinatorial maps

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1, ..., 2N are called *half-edges* or *oriented edges* The *vertices* and *edges* of the map are respectively the cycles of σ and α .

Combinatorial maps

Encoding maps via permutations

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The *faces* and *boundaries* of the map are respectively the cycles of ϕ that does not contain and contain 1, ..., k.

- Combinatorial maps

Encoding maps via permutations

Labeled combinatorial map examples



Topological recursion (course 1/4)
Combinatorial maps
Encoding maps via permutations

Isomorphism

Two labeled combinatorial maps with k boundaries (σ, α, ϕ) are *isomorphic* if there exists a permutation τ such that $\forall i \in \{1, \dots, k\}, \tau(i) = i$ and

$$\tau \sigma \tau^{-1} = \sigma' \quad \tau \alpha \tau^{-1} = \beta' \quad \tau \phi \tau^{-1} = \phi'.$$



Simple maps

Simple maps

A map with k boundaries (σ, α, ϕ) is *simple* if for each cycle of σ (corresponding to a vertex) at most one half-edge belongs to a boundary.

Surfaces

- Surfaces

Building surfaces from combinatorial maps

Polygon gluings are surfaces

To a map (σ, α, ϕ) with k boundaries one can associate a topological space which consists of gluing the polygons associated to the faces according to the permutation α .

Lemma

The topological space obtained from (σ, α, ϕ) is a surface with boundaries if and only if (σ, α, ϕ) is a simple map.

exercise: describe the list of possible neighborhoods of a point in an ordinary map.

Topological recursion (course 1/4)
Surfaces

Surface topological classification

Surfaces

Theorem (Jordan curve theorem)

A simple closed curve on the sphere separates it into two regions homeomorphic to an open disk.

Corollary

The sphere has genus zero.

- Surfaces

Surface topological classification

Surface classification theorem

Theorem

Up to homeomorphism bordered surfaces are classified by their genus g and their number of boundary components k.

Surfaces

L-Surface topological classification

Proof of the classification theorem

step 1: remove boundaries

- Surfaces

L-Surface topological classification

Proof of the classification theorem

step 2: reduction to combinatorial maps

Proof of the classification theorem step 3: connectedness of the flip graph

Consider two moves on the space of combinatorial maps (without boundary)

- 1. contract edges whose endpoints are distinct
- 2. remove edges whose adjacent faces are distinct
- The moves do not modify the topology of the surface.

Proof of the classification theorem step 3: connectedness of the flip graph

Consider two moves on the space of combinatorial maps (without boundary)

- 1. contract edges whose endpoints are distinct
- 2. remove edges whose adjacent faces are distinct

The moves do not modify the topology of the surface. By applying these moves we are reduced to the problem of connecting maps with a single face and a single vertex. We encode such a map by a circular word in which each letters appear twice.

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Topological recursion (course 1/4)
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Surface topological classification

Proof of the classification theorem

step 3: connectedness of the flip graph

Any map is connected to the canonical map $a_1b_1a_1b_1\cdots a_gb_ga_gb_g$ by applying at most 4g moves of type 2 (2g forward and 2g backward)



step 4: show that the canonical map indeed has genus g

In order to show that the map with one face and one vertex with circular code $a_1b_1a_1b_1\cdots a_gb_ga_gb_g$ has genus g one has to apply arguments from algebraic topology involving singular homology. It is admitted for this course that this map has genus g.

- Surfaces

Computing the genus of a combinatorial map

Euler characteristic

Theorem

Let **m** be a combinatorial map (without boundary) with $v(\mathbf{m})$ vertices, $e(\mathbf{m})$ edges and $f(\mathbf{m})$ faces. Then

$$v(\boldsymbol{m}) - e(\boldsymbol{m}) + f(\boldsymbol{m}) = 2 - 2g_{z}$$

-Surfaces

Computing the genus of a combinatorial map

Proof of the Euler characteristic

The map considered in the previous proof $a_1b_1a_1b_1\cdots a_gb_ga_gb_g$ has v = 1, e = 2g and f = 1 and hence v - e + f = 2 - 2g.

-Surfaces

Computing the genus of a combinatorial map

Proof of the Euler characteristic

The map considered in the previous proof $a_1b_1a_1b_1\cdots a_gb_ga_gb_g$ has v = 1, e = 2g and f = 1 and hence v - e + f = 2 - 2g.

The operations of adding/removing edges from the previous proof preserves Euler characteristic.