

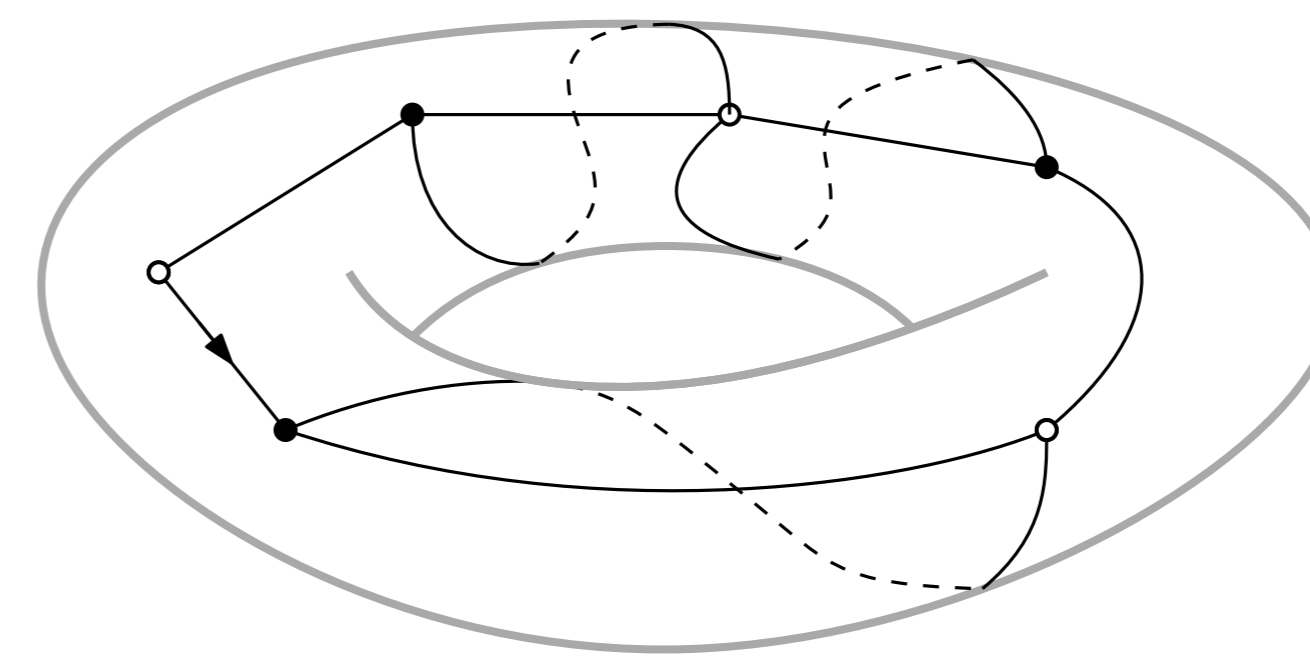
# Simple recurrence formulas for bipartite maps with prescribed degrees

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## Introduction: maps

A map  $M$  is the embedding of a connected multigraph  $G$  in a (compact orientable) surface  $S$ , up to orientation-preserving homeomorphism. The faces of  $M$  are the connected components of  $S \setminus G$ , they must be homeomorphic to disks. The genus  $g$  of  $M$  is the genus of  $S$  (the number of handles). We will consider rooted maps: an oriented edge is distinguished.

A bipartite map is a map with black and white vertices and no monochromatic edges.



## Context and main result

## Maps as factorizations of permutations and a generating function

Quadratic recurrence formulas for some *isolated* models of maps were derived from the **KP hierarchy** (an infinite set of PDEs coming from mathematical physics, see [2,4]). What about their *universality*?

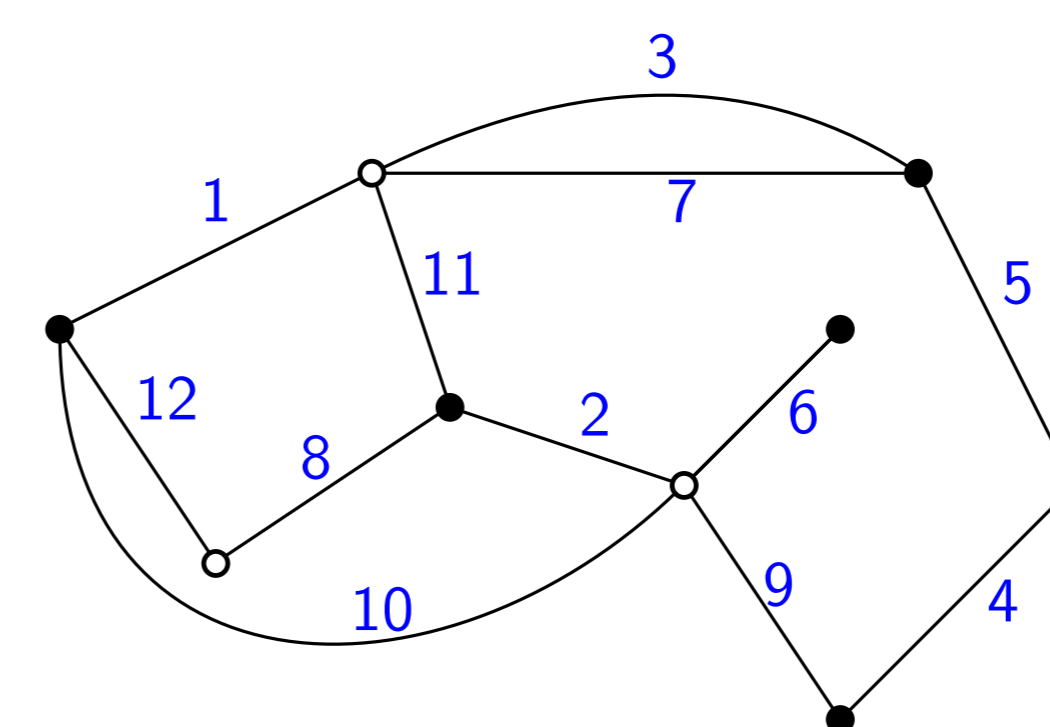
Using the (closely-related) **2-Toda hierarchy**, we obtain a formula for bipartite maps with *arbitrary* prescribed degrees.

The number  $B_g(\mathbf{f})$  of bipartite maps of genus  $g$  with  $f_i$  faces of degree  $2i$  (for  $\mathbf{f} = (f_1, f_2, \dots)$ ) satisfies:

$$\binom{n+1}{2} B_g(\mathbf{f}) = \sum_{\substack{\mathbf{s}+\mathbf{t}=\mathbf{f} \\ \mathbf{s}, \mathbf{t} \neq \mathbf{0} \\ g_1+g_2+g^*=g}} (1+n_1) \binom{v_2}{2g^*+2} B_{g_1}(\mathbf{s}) B_{g_2}(\mathbf{t}) + \sum_{g^* \geq 0} \binom{v+2g^*}{2g^*+2} B_{g-g^*}(\mathbf{f})$$

where  $n = \sum_i i f_i$ ,  $n_1 = \sum_i i s_i$ ,  $v = 2 - 2g + n - \sum_i f_i$ ,  $v_2 = 2 - 2g_2 + n_2 - \sum_i t_i$  and  $n_2 = \sum_i i t_i$  (the  $n$ 's count edges, the  $v$ 's count vertices, in accordance with the Euler formula).

**Remark:** This formula is the fastest way known of computing the coefficients  $B_g(\mathbf{f})$ .



$\sigma_\circ = (1, 3, 7, 11)(2, 6, 9, 10)(4, 5)(8, 12)$   
 $\sigma_\bullet = (1, 12, 10)(2, 8, 11)(3, 5, 7)(4, 9)(6)$   
 $\phi = (1, 8)(2, 12)(3, 4, 10)(5, 11, 6, 9)(7)$   
 Each vertex/face is a cycle  
 (degree=size of cycle)

$$\sigma_\circ \sigma_\bullet = \phi$$

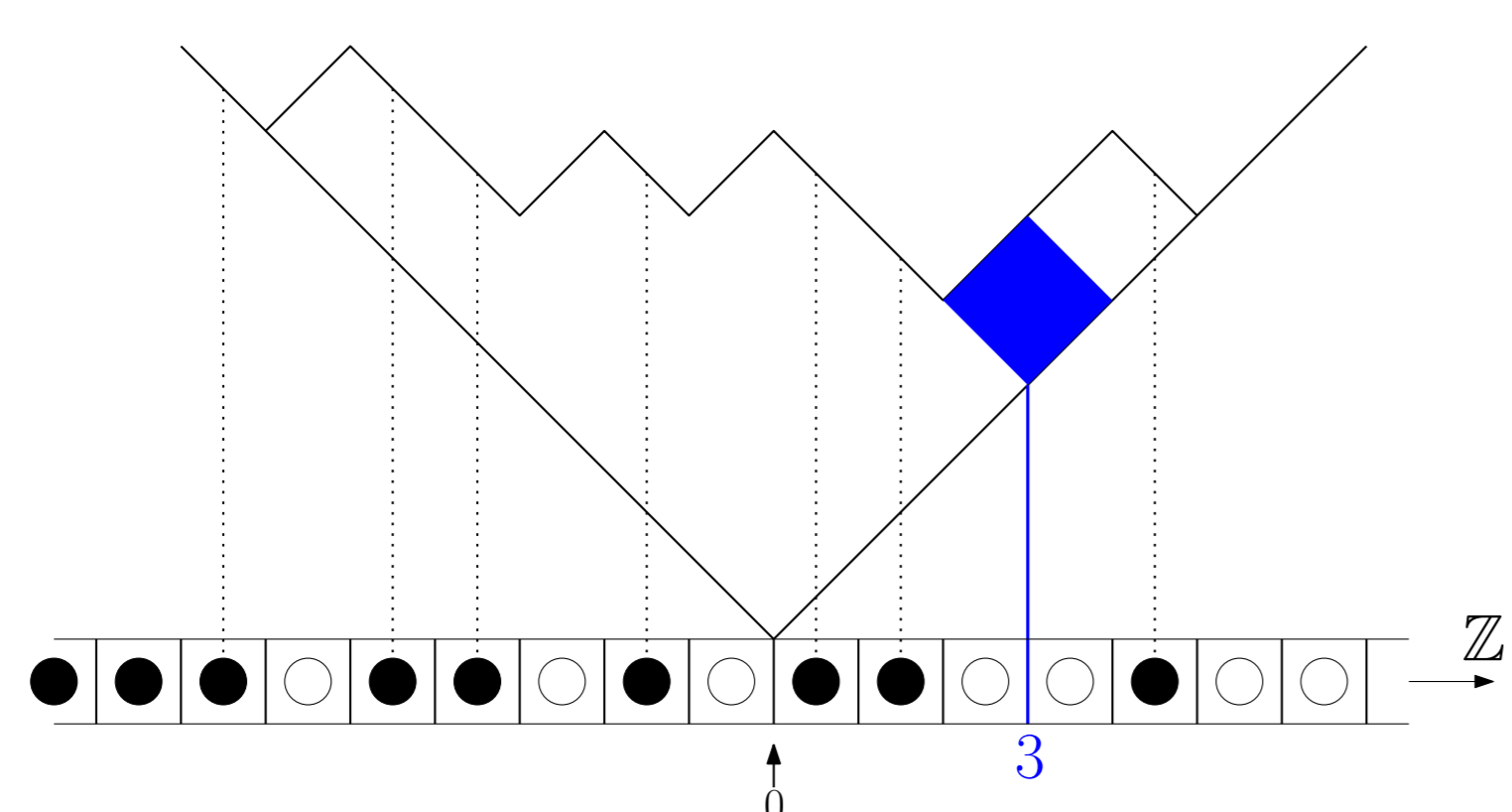
$$\tau(z, \mathbf{p}, \mathbf{q}, u) = \sum_{\substack{n \geq 0 \\ |\mu| = |\lambda| = n \\ l \geq 2}} \frac{z^n}{n!} u^{2n-l} p_\lambda q_\mu W(l, \lambda, \mu)$$

$W(l, \lambda, \mu) = \#$  of 4-uples of permutations  $(\sigma_1, \sigma_2, \sigma_\lambda, \sigma_\mu)$  of  $\mathfrak{S}_n$  s.t.  $\sigma_1 \sigma_2 \sigma_\lambda \sigma_\mu = 1$ ,  $(\sigma_1, \sigma_2)$  have  $l$  cycles in total, and  $\sigma_\lambda, \sigma_\mu$  have respective cycle types  $\lambda$  and  $\mu$ .

If we set  $q_i = \mathbf{1}_{i=1}$ ,  $\log \tau$  is the GF of bipartite maps with prescribed face degrees.

## Maya diagrams and partitions

## The 2-Toda hierarchy



Maya diagram = decoration of  $\mathbb{Z} + \frac{1}{2}$  by particles (black) and antiparticles (white) s.t. finite number of negative antiparticles, finite number of positive particles.

"Balanced" diagrams = partitions.

$\Lambda^{\infty} =$  vector space whose orthonormal basis is the set of Maya diagrams.

Fermion operators:  $\psi_k / \psi_k^*$ : add/remove a particle in position  $k$  (up to a sign) if possible, otherwise 0.

Boson operators:  $\alpha_n = \sum_k \psi_{k-n} \psi_k^*$  (for  $n \in \mathbb{Z} \setminus \{0\}$ ).

**Remark:**  $\alpha_{-n} |\lambda\rangle = \sum_{\mu, \nu} (-1)^{|\mu|} |\mu\rangle$  for all  $\nu$  border strips of size  $n$  and  $\nu = \mu / \lambda$ .

Vertex operators:  $\Gamma_{\pm}(\mathbf{p}) = \exp(\sum_{n=1}^{\infty} \frac{p_n}{n} \alpha_{\pm n})$ .

**Remark:**  $\Gamma_{-}(\mathbf{p}) |\emptyset\rangle = \sum_{\lambda} s_{\lambda}(\mathbf{p}) |\lambda\rangle$ .



Casimir operator:  $\Omega = \sum_k \psi_k \otimes \psi_k^*$ .

Solutions of the 2-Toda hierarchy = functions of the form

$$\langle \emptyset | \Gamma_{+}(\mathbf{p}) A \Gamma_{-}(\mathbf{q}) | \emptyset \rangle$$

with  $[A \otimes A, \Omega] = 0$ .

$\tau$  can be expressed this way! (see [4,5])

$$\frac{\partial^2}{\partial p_1 \partial q_1} \log \tau = \frac{\tau_1 \tau_{-1}}{\tau^2} \quad (1)$$

## Outline of the proof

## Comments and perspectives

- Express the auxiliary functions  $\tau_{\pm 1}$  in terms of  $\tau$ , and transform (1) into a quadratic equation in  $\log \tau$  (algebraic tricks),
- Interpret  $\frac{\partial^2}{\partial p_1 \partial q_1}$  combinatorially,
- Extract coefficients.

## References

- We also have formulas for other objects, namely constellations and monotone Hurwitz numbers.
- Our formula will be useful in studying the local limit of high genus maps with prescribed face degrees (in continuation of [1]).

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- [2] S. R. Carrell and G. Chapuy, Simple recurrence formulas to count maps on orientable surfaces, *Journal of Combinatorial Theory, Series A*
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