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Some geometric aspects of scaling limits of random maps

A map is an embedding of a graph in a surface that cuts the latter into disks. Random maps are used by physicists as a way to sample a discrete random surface, which is supposed to approximate some continuous limit when the mesh of the graph gets small while its size goes to infinity.

This leads to the mathematical problem of convergence in distribution of random maps, considered as a metric space by endowing them with a properly rescaled version of the graph distance, towards some limiting metric space. In this talk, I will focus on some aspects of the scaling limits of maps, like the uniqueness of the typical geodesic path.