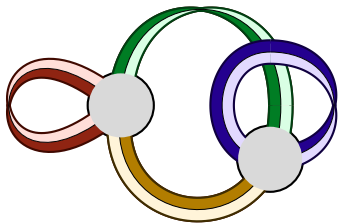
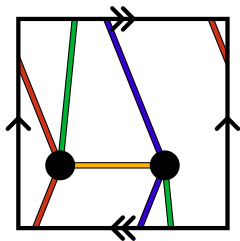


Moments of Gaußian β Ensembles via Map Enumeration

Michael La Croix

University of Waterloo

April 10, 2012



Outline

- 1 A random matrix problem
- 2 Polygon Glueings and Maps
- 3 Maps via Symmetric Functions
- 4 General β , and Eigenvalue integrals

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The Problem

Q: If A is selected from an $n \times n$ Gaussian β ensemble, how can we interpret symmetric functions of the eigenvalues of A ?

$$\mathbb{E}(\text{tr}(A^4)) \quad \mathbb{E}(J_{[4,2]}^{(2/\beta)}(A)) \quad \text{etc.}$$

A: With suitable normalization $\mathbb{E}(p_\theta(A))$ is a polynomial with non-negative integer coefficients in n and $b = \frac{2}{\beta} - 1$ for every partition θ .

The coefficients can be obtained by counting appropriately weighted **maps**.

$E(\text{tr}(A^4))$ for A selected from a Gaussian Ensemble

The image shows three Emacs/Octave windows. The top-left window, titled 'emacs@mike-desktop', contains the code for 'GOE.m', which generates a Gaussian Orthogonal Ensemble matrix A of size $n=4$ and calculates the mean of $\text{trace}(A^4)$ over 160,000 iterations. The top-right window, also titled 'emacs@mike-desktop', contains the code for 'GUE.m', which generates a Gaussian Unitary Ensemble matrix A of size $n=4$ and calculates the mean of $\text{trace}(A^4)$ over 40,000 iterations. The bottom window, titled 'mike@mike-desktop: ~/Math/MatrixTalk', shows the Octave command prompt where both scripts are executed. The output for 'GOE.m' is a vector of four real numbers, and the output for 'GUE.m' is a vector of four complex numbers, all representing the expected trace of A^4 .

```
emacs@mike-desktop
File Edit Options Buffers Tools Octave Help

t=160000;
for n=1:4
  for i=1:t
    G=randn(n); A=(G+G')/sqrt(2);
    o(i,n) = trace(A^4);
  end
end
mean(o)
--:**- GOE.m All L7 (Octave)-----

emacs@mike-desktop
File Edit Options Buffers Tools Octave Help

t=40000;
for n=1:4
  for i=1:t
    G=randn(n)+I*randn(n); A=(G+G')/2;
    u(i,n) = trace(A^4);
  end
end
mean(u)
--:**- GUE.m All L7 (Octave)-----

mike@mike-desktop: ~/Math/MatrixTalk
[mike-desktop[76]]% octave -q GOE.m ; octave -q GUE.m
ans =

    11.757    46.210   113.736   227.985

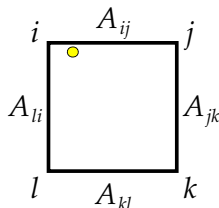
ans =

    2.9842 + 0.0000i    18.1041 + 0.0000i    57.1275 - 0.0000i   132.1039 - 0.0000i

[mike-desktop[77]]%
```

What's actually being computed?

$$\text{tr}(A^4) = \sum_{i,j,k,l} A_{ij} A_{jk} A_{kl} A_{li}$$



$$\begin{aligned} \mathbb{E}(\text{tr}(A^4)) &= 4! \binom{n}{4} \mathbb{E}(A_{12} A_{23} A_{34} A_{41}) + 3! \binom{n}{3} \mathbb{E}(4 A_{11} A_{12} A_{23} A_{31}) \\ &\quad + 3! \binom{n}{3} \mathbb{E}(2 A_{12} A_{21} A_{13} A_{31}) + 2! \binom{n}{2} \mathbb{E}(2 A_{11} A_{12} A_{22} A_{21}) \\ &\quad + 2! \binom{n}{2} \mathbb{E}(A_{12} A_{21} A_{12} A_{21}) + 2! \binom{n}{2} \mathbb{E}(4 A_{11} A_{11} A_{12} A_{21}) \\ &\quad + 1! \binom{n}{1} \mathbb{E}(A_{11} A_{11} A_{11} A_{11}) \end{aligned}$$

Wick's Lemma

If A an element of a GUE, then

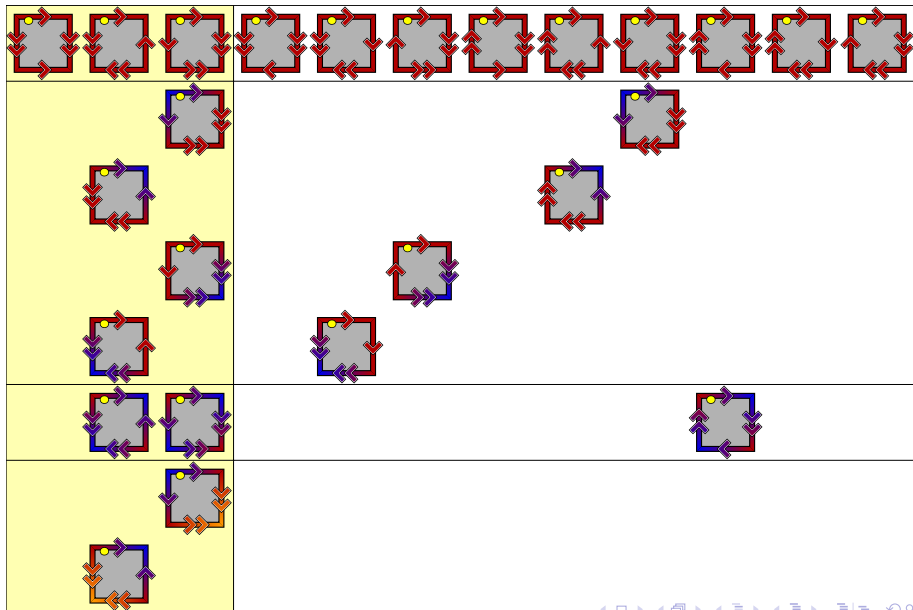
$$E(A_{ii}^{2k}) = (2k - 1)!! \quad E(A_{ij}^k A_{ji}^l) = k! \delta_{kl}$$

If A an element of a GOE, then

$$E(A_{ii}^{2k}) = 2^k (2k - 1)!! \quad E(A_{i,j}^k A_{j,i}^l) = (k + l - 1)!! \text{ if } k + l \text{ is even}$$

$$\begin{aligned} \sum_{p \text{ a painting}} \#\{\text{pairings consistent with } p\} \\ = \sum_{m \text{ a pairing}} \#\{\text{paintings consistent with } m\} \end{aligned}$$

Count the polygon glueings in 2 different ways



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Graphs, Surfaces, and Maps

Definition

A **surface** is a compact 2-manifold without boundary.

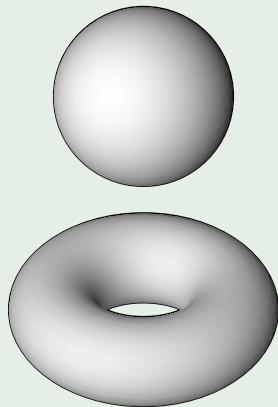
Definition

A **graph** is a finite set of *vertices* together with a finite set of *edges*, such that each edge is associated with either one or two vertices. (It may have loops / parallel edges.)

Definition

A **map** is a 2-cell embedding of a graph in a surface.

Example



Graphs, Surfaces, and Maps

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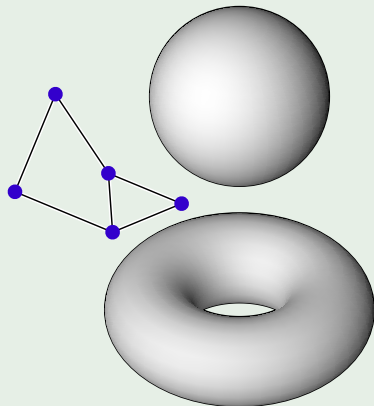
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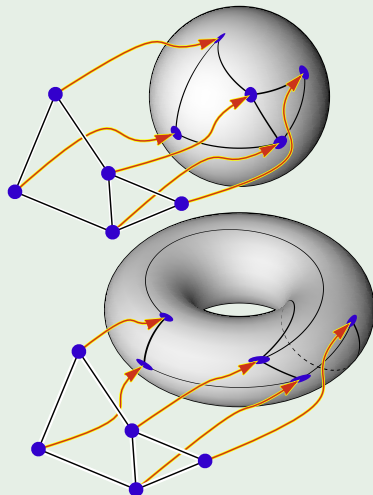
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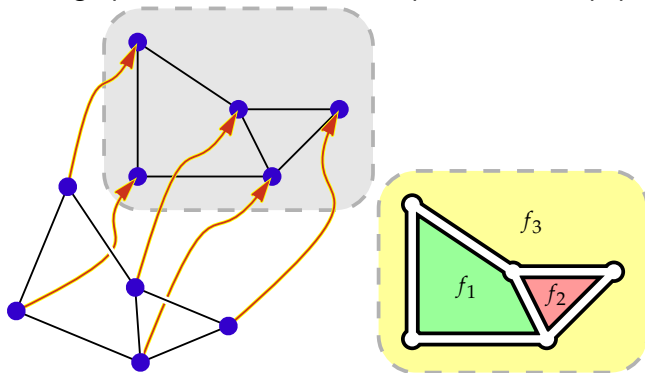
A **map** is a 2-cell embedding of a graph in a surface.

Example



Faces

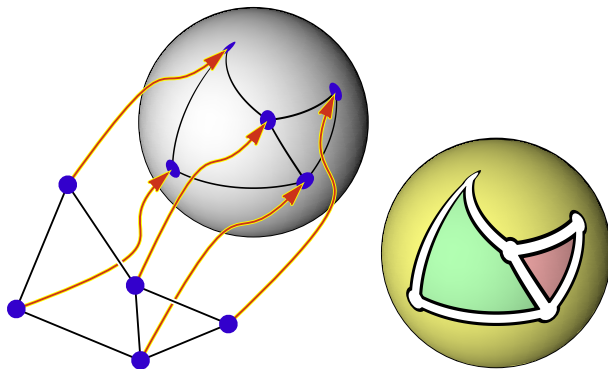
Once a graph is drawn, the unused portion of the paper is split into faces.



A **map** is a graph together with an embedding in a surfaces. It is defined by its vertices, edges, and faces.

Faces

Once a graph is drawn, the unused portion of the paper is split into faces.

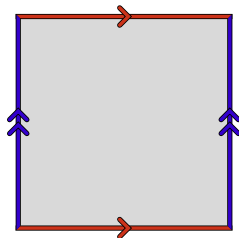


For symmetry, the outer face is thought of as part of a sphere.

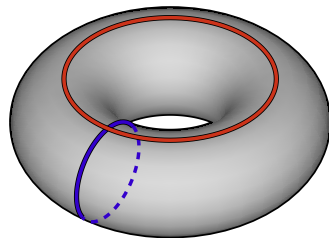
A **map** is a graph together with an embedding in a surfaces. It is defined by its vertices, edges, and faces.

Polygon Glueings = Graphs in Surfaces = Maps

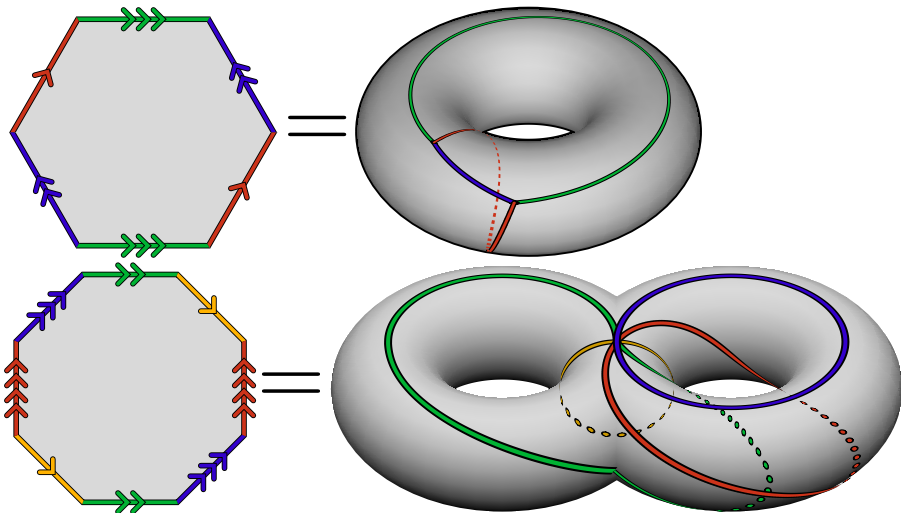
Identifying the edges of a polygon creates a surface, with the boundary of the polygon becoming a graph embedded in that surface.



=

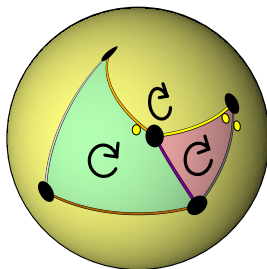
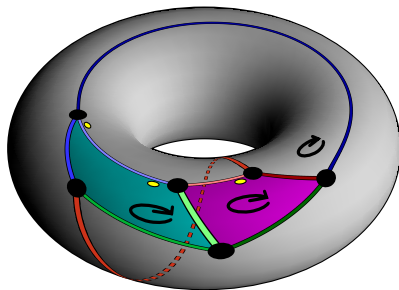
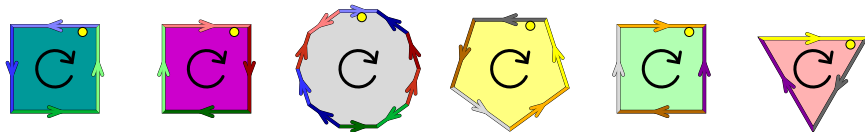


Polygon Glueings = Graphs in Surfaces = Maps



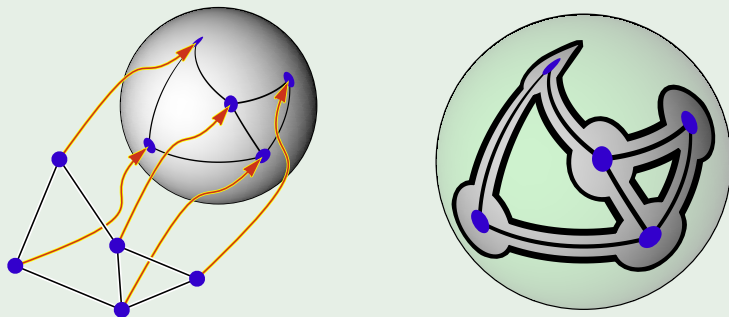
Polygon Glueings = Graphs in Surfaces = Maps

Identifying edges of multiple polygons constructs a map (or maps) with multiple faces.



Ribbon Graphs

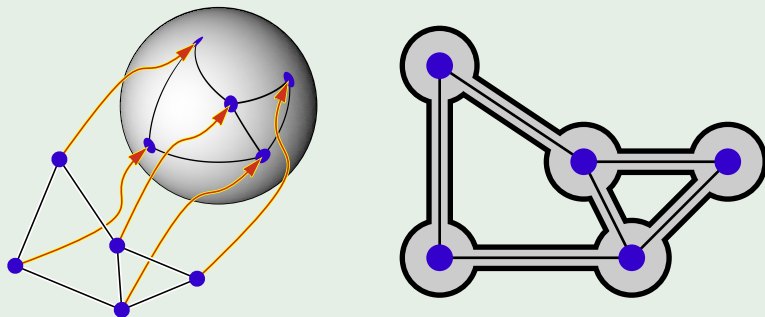
Example



The homeomorphism class of an embedding is determined by a neighbourhood of the graph.

Ribbon Graphs

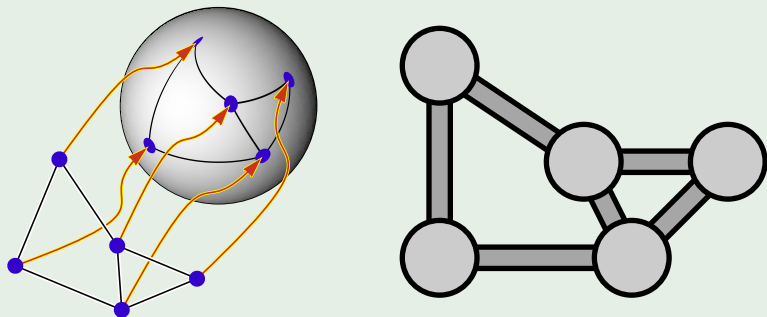
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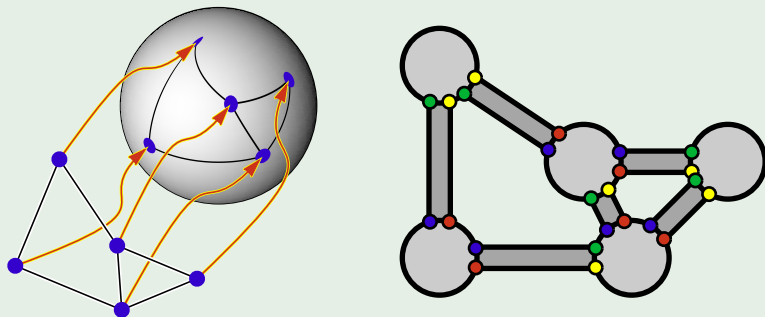
Ribbon Graphs

Example



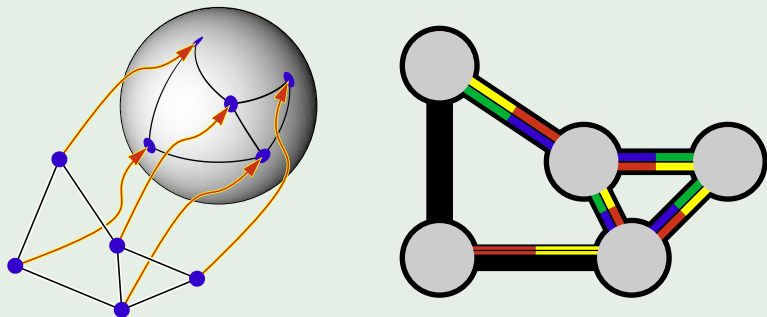
Neighbourhoods of vertices and edges can be replaced by discs and ribbons to form a ribbon graph.

Example



The boundaries of ribbons determine flags.

Example



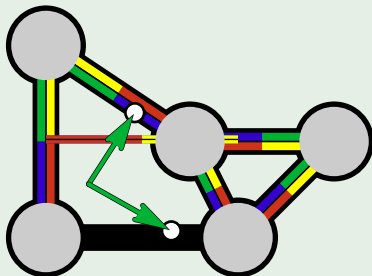
The boundaries of ribbons determine flags, and these can be associated with quarter edges.

Rooted Maps

Definition

A **rooted map** is a map together with a distinguished orbit of flags under the action of its automorphism group.

Example

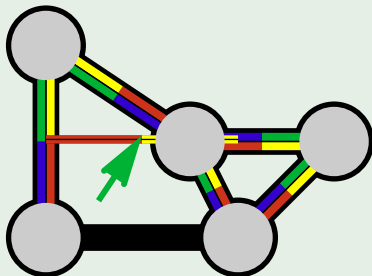


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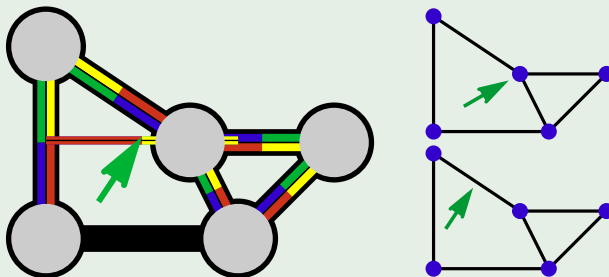


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Outline

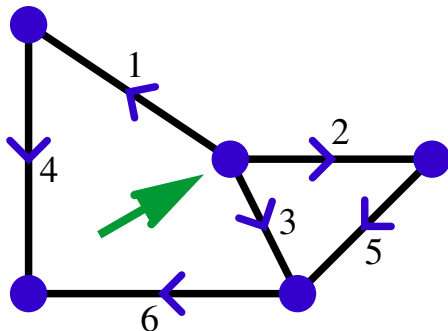
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How to enumerate maps with symmetric functions

- Instead of counting rooted maps, we can count labelled hypermaps. This adds easily computable multiplicities.
- Labelled counting problems are turned into problems involving counting factorizations.
- These can be answered via character theory. (for $\beta \in \{1, 2\}$)
- Appropriate characters appear as coefficients of symmetric functions.
- Standard enumerative techniques restrict the solution to connected maps and remove factors introduced by the labelling.

Encoding Orientable Maps

- 1 Orient and label the edges.
- 2 This induces labels on flags.
- 3 Clockwise circulations at each vertex determine ν .
- 4 Face circulations are the cycles of $\epsilon\nu$.



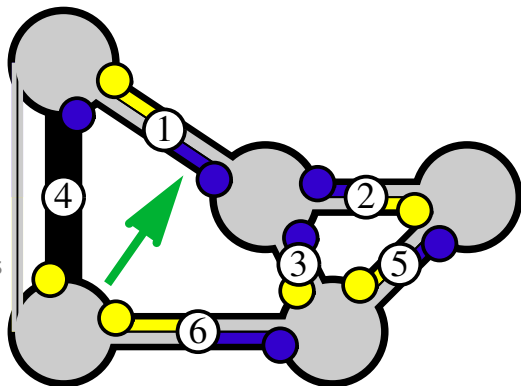
$$\epsilon = (1 \ 1')(2 \ 2')(3 \ 3')(4 \ 4')(5 \ 5')(6 \ 6')$$

$$\nu = (1 \ 2 \ 3)(1' \ 4')(2' \ 5')(3' \ 5' \ 6')(4' \ 6')$$

$$\epsilon\nu = \phi = (1 \ 4 \ 6' \ 3')(1' \ 2 \ 5 \ 6 \ 4')(2' \ 3 \ 5')$$

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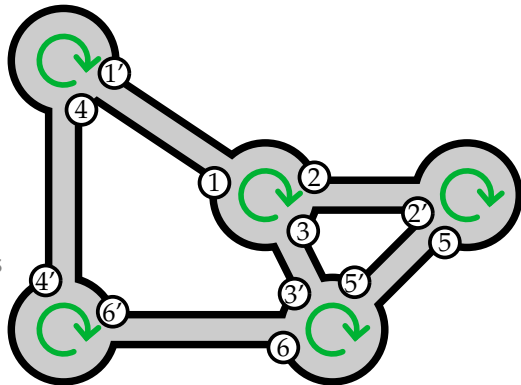
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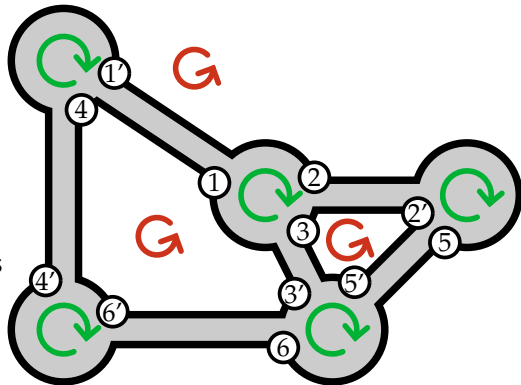
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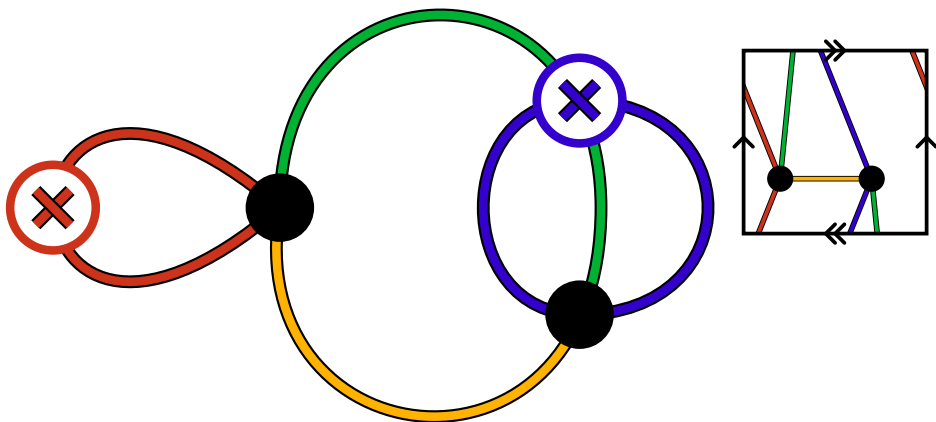
$$\epsilon = (1\ 1')(2\ 2')(3\ 3')(4\ 4')(5\ 5')(6\ 6')$$

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Encoding all Maps

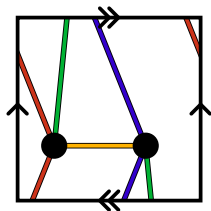
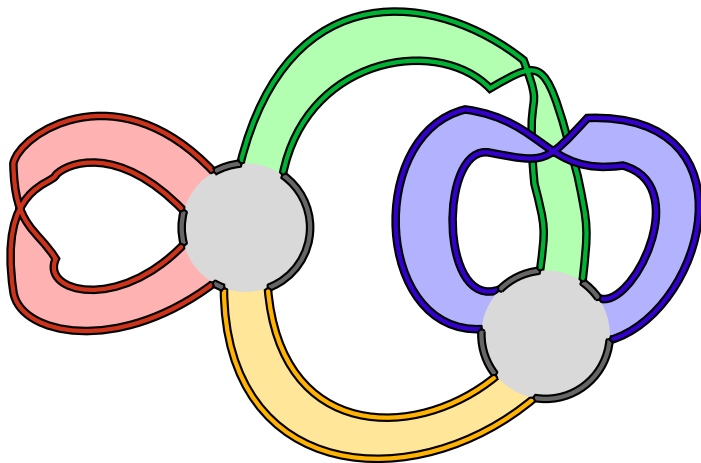
Equivalence classes can be encoded by perfect matchings of flags.



Start with a ribbon graph.

Encoding all Maps

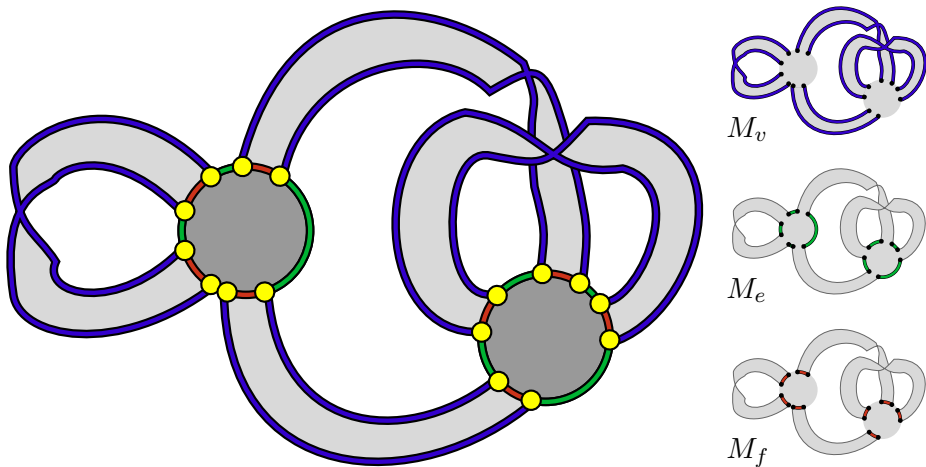
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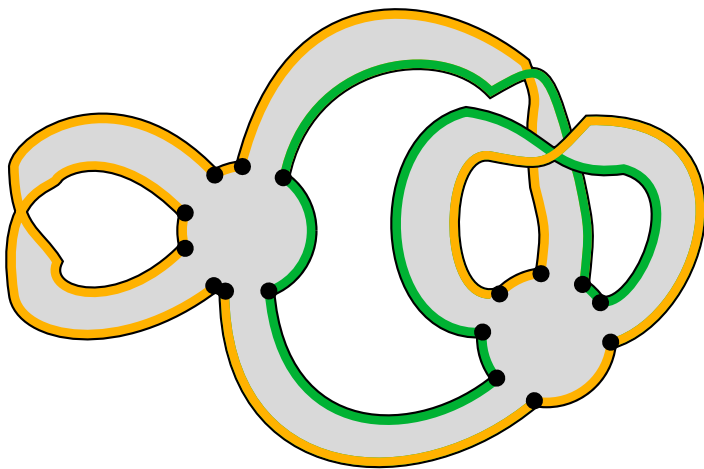
Equivalence classes can be encoded by perfect matchings of flags.



Ribbon boundaries determine 3 perfect matchings of flags.

Encoding all Maps

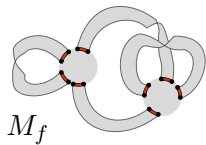
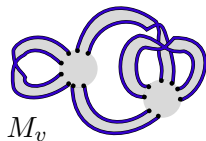
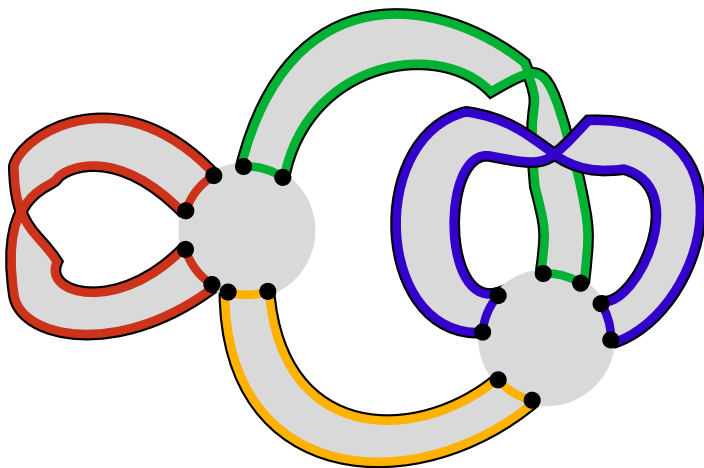
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Pairs of matchings determine, **faces**,

Encoding all Maps

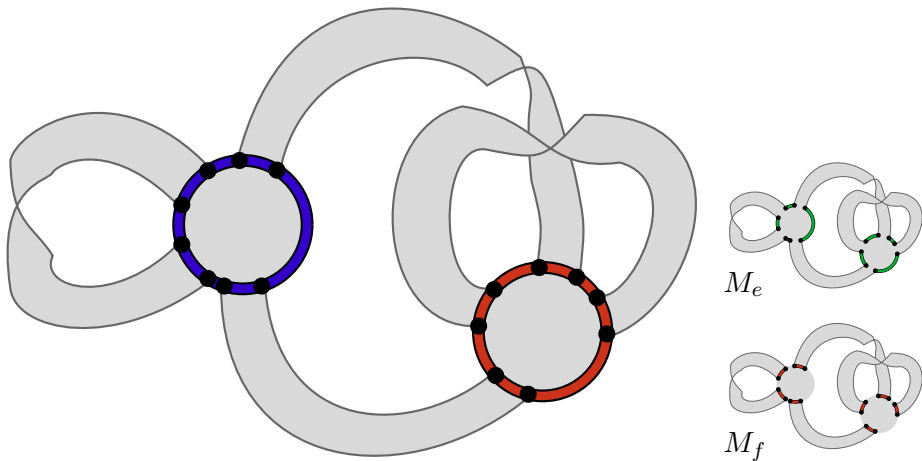
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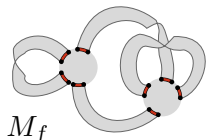
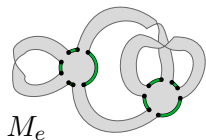
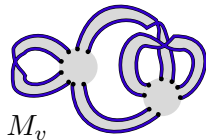
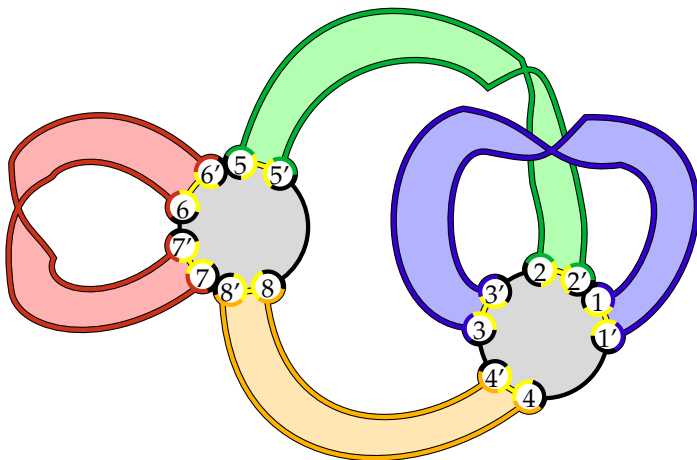
Encoding all Maps

Equivalence classes can be encoded by perfect matchings of flags.



Pairs of matchings determine, faces, edges, and **vertices**.

Encoding all Maps



$$M_v = (1\ 3)(1'\ 3')(2\ 5)(2'\ 5')(4\ 8')(4'\ 8)(6\ 7)(6'\ 7')$$

$$M_e = (1\ 2')(1'\ 4)(2\ 3')(3'\ 4')(5\ 6')(5'\ 8)(6\ 7')(7\ 8')$$

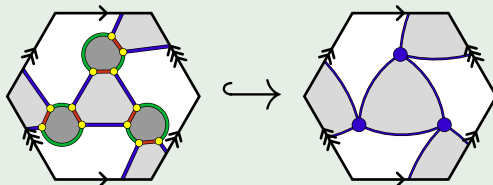
$$M_f = (1\ 1')(2\ 2')(3\ 3')(4\ 4')(5\ 5')(6\ 6')(7\ 7')(8\ 8')$$

Hypermaps

Generalizing the combinatorial encoding, an arbitrary triple of perfect matchings determines a **hypermap** when the triple induces a connected graph, with cycles of $M_e \cup M_f$, $M_e \cup M_v$, and $M_v \cup M_f$ determining vertices, hyperfaces, and hyperedges. [▶ Example](#)

Hypermaps both **specialize** and generalize maps.

Example



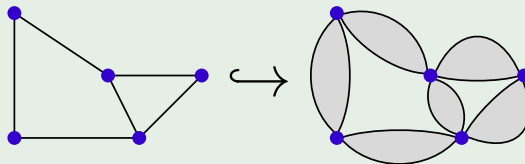
Hypermaps can be represented as face-bipartite maps.

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Hypermaps both specialize and **generalize** maps.

Example



Maps can be represented as hypermaps with $\epsilon = [2^n]$.

The Hypermap Series

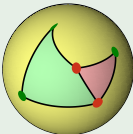
Definition

The **hypermap series** for a set \mathcal{H} of hypermaps is the combinatorial sum

$$H(\mathbf{x}, \mathbf{y}, \mathbf{z}) := \sum_{\mathfrak{h} \in \mathcal{H}} \mathbf{x}^{\nu(\mathfrak{h})} \mathbf{y}^{\phi(\mathfrak{h})} \mathbf{z}^{\epsilon(\mathfrak{h})}$$

where $\nu(\mathfrak{h})$, $\phi(\mathfrak{h})$, and $\epsilon(\mathfrak{h})$ are the vertex-, hyperface-, and hyperedge-degree partitions of \mathfrak{h} . [▶ Example](#)

Example

Rootings of  contribute $12 \left(x_2^3 x_3^2 \right) (y_3 y_4 y_5) z_2^6$ to the sum.

Explicit Formulae

The hypermap series can be computed explicitly when \mathcal{H} consists of orientable hypermaps or all hypermaps.

Theorem (Jackson and Visentin - 1990)

When \mathcal{H} is the set of orientable hypermaps,

$$H_{\mathcal{O}}(p(\mathbf{x}), p(\mathbf{y}), p(\mathbf{z}); 0) = t \frac{\partial}{\partial t} \ln \left(\sum_{\theta \in \mathcal{P}} t^{|\theta|} H_{\theta} s_{\theta}(\mathbf{x}) s_{\theta}(\mathbf{y}) s_{\theta}(\mathbf{z}) \right) \Big|_{t=1}.$$

Theorem (Goulden and Jackson - 1996)

When \mathcal{H} is the set of all hypermaps (orientable and non-orientable),

$$H_{\mathcal{A}}(p(\mathbf{x}), p(\mathbf{y}), p(\mathbf{z}); 1) = 2t \frac{\partial}{\partial t} \ln \left(\sum_{\theta \in \mathcal{P}} t^{|\theta|} \frac{1}{H_{2\theta}} Z_{\theta}(\mathbf{x}) Z_{\theta}(\mathbf{y}) Z_{\theta}(\mathbf{z}) \right) \Big|_{t=1}.$$

Comparing these expressions to expectations over Gaussian ensembles gives:

Corollary

When A is taken from an $n \times n$ GUE,

$$\mathbb{E}(J_{\theta}^{(1)}(XA)) = J_{\theta}^{(1)}(X) [p_{2|\theta|/2}] J_{\theta}^{(1)}$$

Corollary

When A is taken from an $n \times n$ GOE,

$$\mathbb{E}(J_{\theta}^{(2)}(XA)) = J_{\theta}^{(2)}(X) [p_{2|\theta|/2}] J_{\theta}^{(2)}$$

Example Using Zonal Polynomials

$$\begin{aligned}Z_{[1^4]} &= 1p_{[1^4]} - 6p_{[2,1^2]} + 3p_{[2,2]} + 8p_{[3,1]} - 6p_{[4]} \\Z_{[2,1^2]} &= 1p_{[1^4]} - p_{[2,1^2]} - 2p_{[2,2]} - 2p_{[3,1]} + 4p_{[4]} \\Z_{[2^2]} &= 1p_{[1^4]} + 2p_{[2,1^2]} + 7p_{[2,2]} - 8p_{[3,1]} - 2p_{[4]} \\Z_{[3,1]} &= 1p_{[1^4]} + 5p_{[2,1^2]} - 2p_{[2,2]} + 4p_{[3,1]} - 8p_{[4]} \\Z_{[4]} &= 1p_{[1^4]} + 12p_{[2,1^2]} + 12p_{[2,2]} + 32p_{[3,1]} + 48p_{[4]}\end{aligned}$$

Example

$$E(Z_{[3,1]}(A)) = -2(1n^4 + 5n^3 - 2n^2 + 4n^2 - 8n)$$

Example Using Zonal Polynomials

$$\begin{aligned}
 Z_{[1^4]} &= 1p_{[1^4]} - 6p_{[2,1^2]} + 3p_{[2,2]} + 8p_{[3,1]} - 6p_{[4]} \\
 Z_{[2,1^2]} &= 1p_{[1^4]} - p_{[2,1^2]} - 2p_{[2,2]} - 2p_{[3,1]} + 4p_{[4]} \\
 Z_{[2^2]} &= 1p_{[1^4]} + 2p_{[2,1^2]} + 7p_{[2,2]} - 8p_{[3,1]} - 2p_{[4]} \\
 Z_{[3,1]} &= 1p_{[1^4]} + 5p_{[2,1^2]} - 2p_{[2,2]} + 4p_{[3,1]} - 8p_{[4]} \\
 Z_{[4]} &= 1p_{[1^4]} + 12p_{[2,1^2]} + 12p_{[2,2]} + 32p_{[3,1]} + 48p_{[4]}
 \end{aligned}$$

θ	$[1^4]$	$[2,1^2]$	$[2^2]$	$[3,1]$	$[4]$
$\langle p_\theta, p_\theta \rangle_2$	$4! \cdot 2^4 = 384$	$2! \cdot 2 \cdot 2^3 = 32$	$2! \cdot 2^2 \cdot 2^2 = 32$	$3 \cdot 2^2 = 12$	$4 \cdot 2 = 8$
$\langle Z_\theta, Z_\theta \rangle_2$	2880	720	2880	2016	40320

Example

$$\langle Z_{[4]}, Z_{[4]} \rangle = 1^2 \cdot 384 + 12^2 \cdot 32 + 12^2 \cdot 32 + 32^2 \cdot 12 + 48^2 \cdot 8 = 40320$$

Example Using Zonal Polynomials

$$\begin{aligned}
 Z_{[1^4]} &= 1p_{[1^4]} - 6p_{[2,1^2]} + 3p_{[2,2]} + 8p_{[3,1]} - 6p_{[4]} \\
 Z_{[2,1^2]} &= 1p_{[1^4]} - p_{[2,1^2]} - 2p_{[2,2]} - 2p_{[3,1]} + 4p_{[4]} \\
 Z_{[2^2]} &= 1p_{[1^4]} + 2p_{[2,1^2]} + 7p_{[2,2]} - 8p_{[3,1]} - 2p_{[4]} \\
 Z_{[3,1]} &= 1p_{[1^4]} + 5p_{[2,1^2]} - 2p_{[2,2]} + 4p_{[3,1]} - 8p_{[4]} \\
 Z_{[4]} &= 1p_{[1^4]} + 12p_{[2,1^2]} + 12p_{[2,2]} + 32p_{[3,1]} + 48p_{[4]}
 \end{aligned}$$

θ	$[1^4]$	$[2, 1^2]$	$[2^2]$	$[3, 1]$	$[4]$
$\langle p_\theta, p_\theta \rangle_2$	$4! \cdot 2^4 = 384$	$2! \cdot 2 \cdot 2^3 = 32$	$2! \cdot 2^2 \cdot 2^2 = 32$	$3 \cdot 2^2 = 12$	$4 \cdot 2 = 8$
$\langle Z_\theta, Z_\theta \rangle_2$	2880	720	2880	2016	40320

Example

$$p_{[4]} = -6 \frac{8}{2880} Z_{[1^4]} + 4 \frac{8}{720} Z_{[2,1^2]} - 2 \frac{8}{2880} Z_{[2^2]} - 8 \frac{8}{2016} Z_{[3,1]} + 48 \frac{8}{40320} Z_{[4]}$$

Outline

- 1 A random matrix problem
- 2 Polygon Glueings and Maps
- 3 Maps via Symmetric Functions
- 4 General β , and Eigenvalue integrals

For general β , integrate over eigenvalues

Definition

For a function $f: \mathbb{R}^n \rightarrow \mathbb{R}$, define an expectation operator $\langle \cdot \rangle$ by

$$\langle f \rangle_{1+b} := c_{1+b} \int_{\mathbb{R}^n} |V(\boldsymbol{\lambda})|^{\frac{2}{1+b}} f(\boldsymbol{\lambda}) e^{-\frac{1}{2(1+b)} p_2(\boldsymbol{\lambda})} d\boldsymbol{\lambda},$$

with c_{1+b} chosen such that $\langle 1 \rangle_{1+b} = 1$.

Theorem (Okounkov - 1997)

If n is a positive integer, $1+b$ is a positive real number, and θ is an integer partition of $2n$, then

$$\left\langle J_{\theta}^{(1+b)}(\boldsymbol{\lambda}) \right\rangle_{1+b} = J_{\theta}^{(1+b)}(I_n) [p_{[2^n]}] J_{\theta}^{(1+b)}.$$

Jack Polynomials

	$p_{[1^4]}$	$p_{[2,1^2]}$	$p_{[2^2]}$	$p_{[3,1]}$	$p_{[4]}$
$J_{[1^4]}^{(1+b)}$	1	-6	3	8	-6
$J_{[2,1^2]}^{(1+b)}$	1	$b - 2$	$-b - 1$	-2	$2b + 2$
$J_{[2^2]}^{(1+b)}$	1	2	$b^2 + 3b + 3$	$-4b - 4$	$-b^2 - b$
$J_{[3,1]}^{(1+b)}$	1	$3b + 2$	$-b - 1$	$2b^2 + 2b$	$-2b^2 - 4b - 2$
$J_{[4]}^{(1+b)}$	1	$6b + 6$	$3b^2 + 6b + 3$	$8b^2 + 16b + 8$	$6b^3 + 18b^2 + 18b + 6$

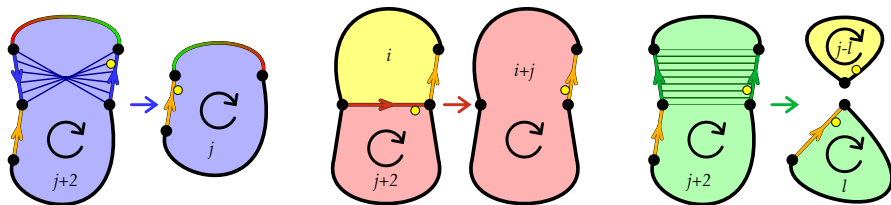
θ	$\langle J_\theta, J_\theta \rangle_{1+b}$
$[1^4]$	$24b^4 + 240b^3 + 840b^2 + 1200b + 576$
$[2, 1^2]$	$4b^5 + 40b^4 + 148b^3 + 256b^2 + 208b + 64$
$[2^2]$	$8b^6 + 84b^5 + 356b^4 + 780b^3 + 932b^2 + 576b + 144$
$[3, 1]$	$12b^6 + 100b^5 + 340b^4 + 604b^3 + 592b^2 + 304b + 64$
$[4]$	$144b^7 + 1272b^6 + 4752b^5 + 9744b^4 + 11856b^3 + 8568b^2 + 3408b + 576$

A Recurrence for edge Deletion

Adapting Aomoto's proof of the Selberg integral gives an algebraic recurrence for computing $\langle p_\theta \rangle$

$$\langle p_{j+2} p_\theta \rangle = b(j+1) \langle p_j p_\theta \rangle + \alpha \sum_{i \in \theta} i m_i(\theta) \langle p_{i+j} p_{\theta \setminus i} \rangle + \sum_{l=0}^j \langle p_l p_{j-l} p_\theta \rangle.$$

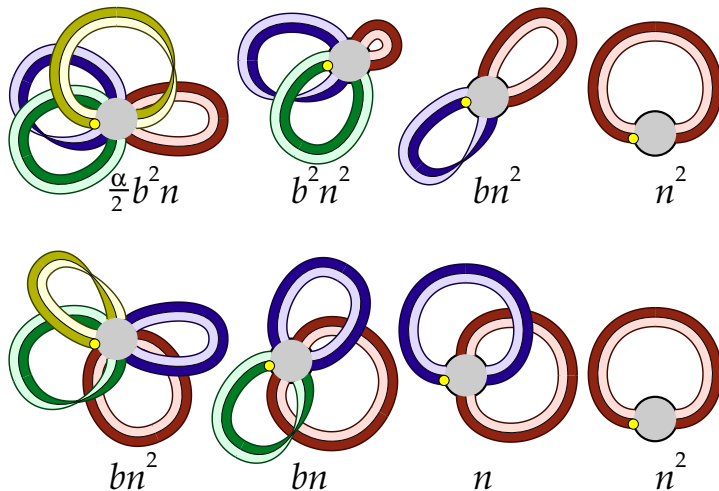
It corresponds to a combinatorial recurrence for counting polygon glueings.



► Example

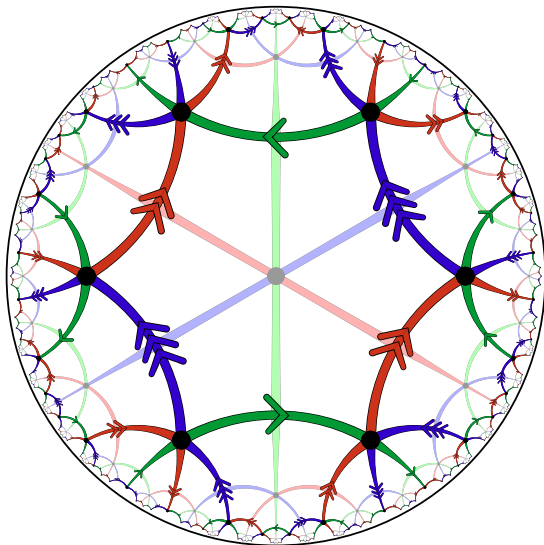
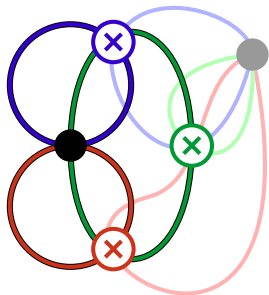
Root Edge Deletion

A rooted map with k edges can be thought of as a sequence of k maps.

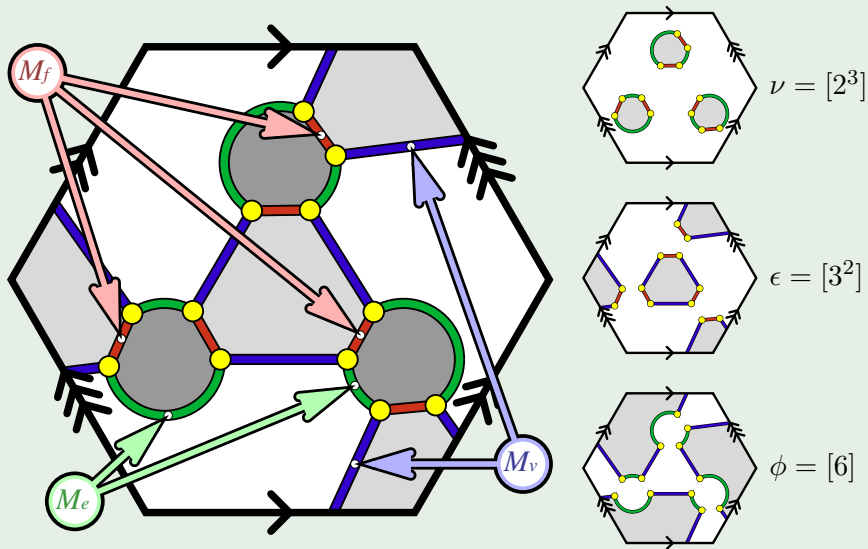


The End

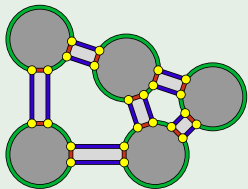
Thank You



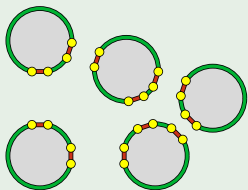
Example



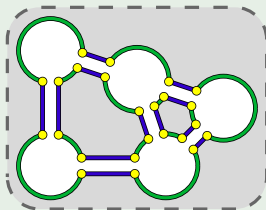
Example



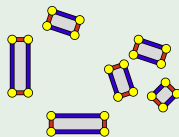
is enumerated by $(x_2^3 x_3^2) (y_3 y_4 y_5) (z_2^6)$.



$$\nu = [2^3, 3^2]$$



$$\phi = [3, 4, 5]$$



$$\epsilon = [2^6]$$

$$\langle p_{j+2}p_\theta \rangle = b(j+1) \langle p_j p_\theta \rangle + (1+b) \sum_{i \in \theta} im_i(\theta) \langle p_{i+j} p_{\theta \setminus i} \rangle + \sum_{l=0}^j \langle p_l p_{j-l} p_\theta \rangle$$

Example

$$\langle 1 \rangle = 1$$

$$\langle p_0 \rangle = n$$

$$\langle p_2 \rangle = b \langle p_0 \rangle + \langle p_0 p_0 \rangle = bn + n^2$$

$$\langle p_1 p_1 \rangle = (1+b) \langle p_0 \rangle = (1+b)n$$

$$\langle p_4 \rangle = 3b \langle p_2 \rangle + \langle p_0 p_2 \rangle + \langle p_1 p_1 \rangle + \langle p_2 p_0 \rangle = (1+b+3b^2)n + 5bn^2 + 2n^3$$

$$\langle p_3 p_1 \rangle = 2b \langle p_1 p_1 \rangle + (1+b) \langle p_2 \rangle + \langle p_0 p_1 p_1 \rangle + \langle p_1 p_0 p_1 \rangle = (3b+3b^2)n + (3+3b)n^2$$

$$\langle p_2 p_2 \rangle = b \langle p_0 p_2 \rangle + 2(1+b) \langle p_2 \rangle + \langle p_0 p_0 p_2 \rangle = 2b(1+b)n + (2+2b+b^2)n^2 + 2bn^3 + n^4$$

$$\langle p_2 p_{1,1} \rangle = b \langle p_0 p_{1,1} \rangle + 2(1+b) \langle p_{1,1} \rangle + \langle p_0 p_0 p_{1,1} \rangle = 2(1+b)^2 n + (b+b^2)n^2 + (1+b)n^3$$

$$\langle p_1 p_3 \rangle = 3(1+b) \langle p_2 \rangle = (3b+3b^2)n + (3+3b)n^2$$

$$\langle p_1 p_{2,1} \rangle = 2(1+b) \langle p_{1,1} \rangle + (1+b) \langle p_0 p_2 \rangle = (2+4b+2b^2)n + (b+b^2)n^2 + (1+b)n^3$$

$$\langle p_{1,1,1,1} \rangle = 3(1+b) \langle p_0 p_{1,1} \rangle = (1+2b+b^2)n^2$$