

Combinatorics of braids

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Université Paris Diderot (IRIF)

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A PhD about braids?

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Some questions of interest. . .

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- 1 What **are** braids?

A PhD about braids?



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A PhD about braids?



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- 1 What **are** braids? **Mathematical** objects **interacting** with each other.
- 2 What is a **complicated** braid?

A PhD about braids?



Some questions of interest. . .

- ① What **are** braids? **Mathematical** objects **interacting** with each other.
- ② What is a **complicated** braid? Define notions of **complexity**.

A PhD about braids?



Some questions of interest. . .

- ① What **are** braids? **Mathematical** objects **interacting** with each other.
- ② What is a **complicated** braid? Define notions of **complexity**.
- ③ How do complicated braids **typically** behave?

A PhD about braids?

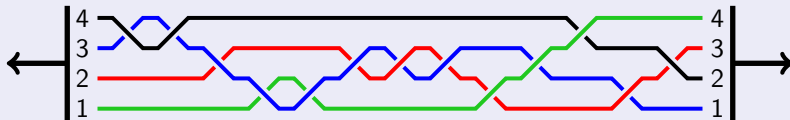


Some questions of interest. . .

- ① What **are** braids? **Mathematical** objects **interacting** with each other.
- ② What is a **complicated** braid? Define notions of **complexity**.
- ③ How do complicated braids **typically** behave?
Choose a **dynamic framework/probability measure**.

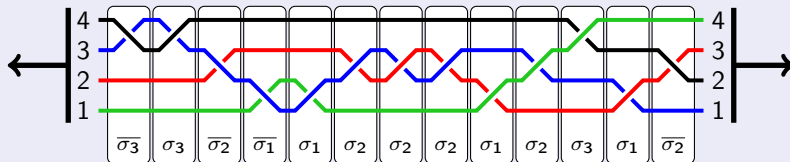
What are braids? – Algebra

Isotopy classes of braid diagrams (Artin 1926)



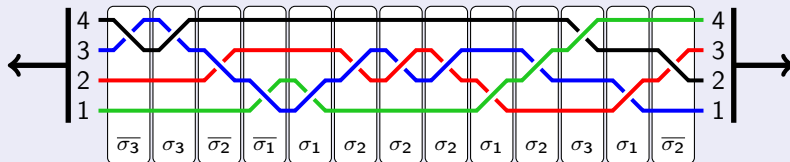
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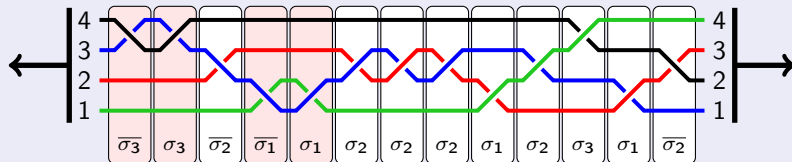


Finitely generated monoid

$$\mathcal{B}_n = \left\langle \begin{array}{c} | \end{array} \right\rangle.$$

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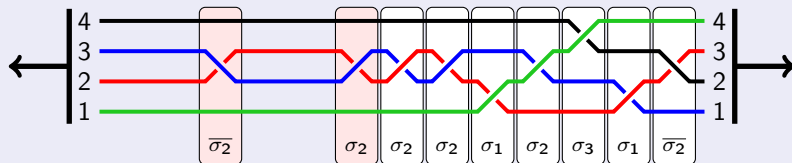


Finitely generated group

$$\mathcal{B}_n = \left\langle \sigma_1, \dots, \sigma_{n-1} \right\rangle.$$

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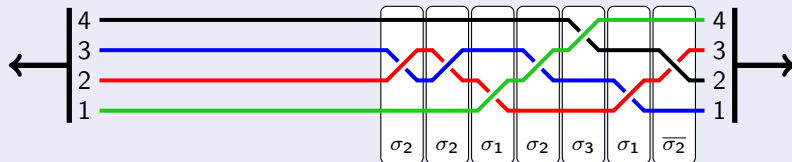


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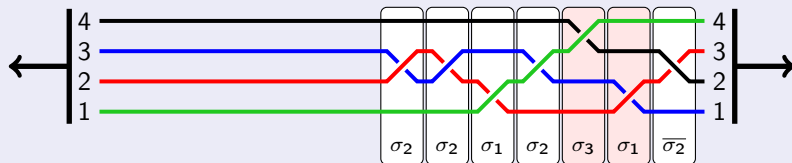


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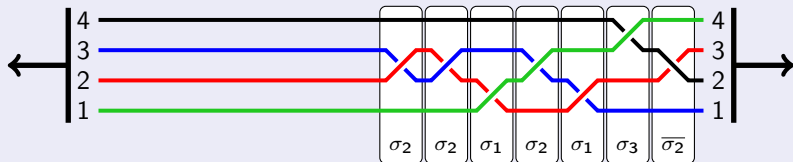


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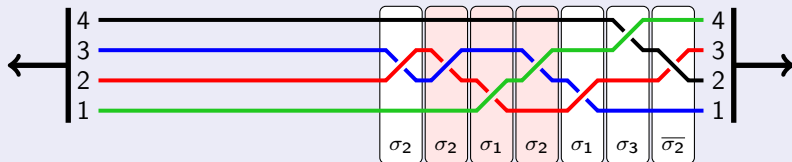


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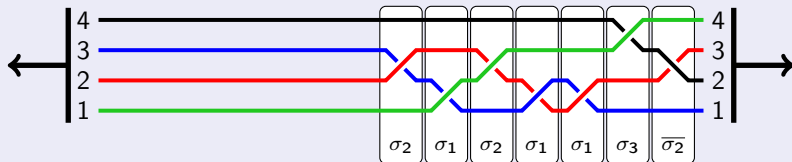


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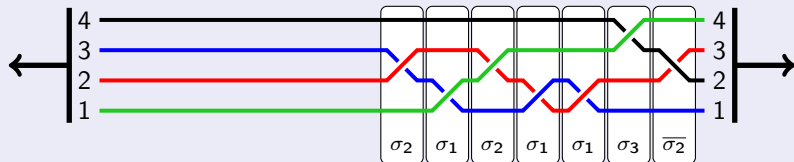


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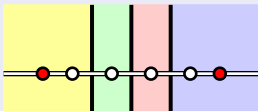
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What are braids? – Geometry

Isotopy classes of laminations of the punctured plane (Birman 1975)

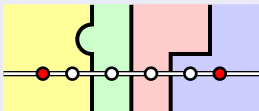
Trivial lamination



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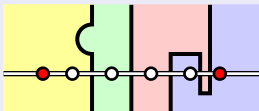
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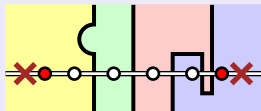
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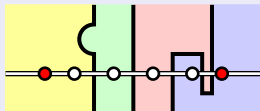
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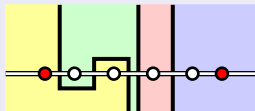
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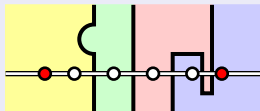
Non-trivial class of laminations



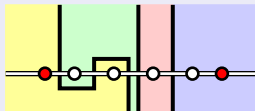
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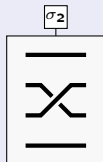
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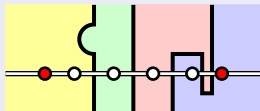
Braid acting on a lamination



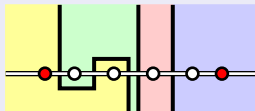
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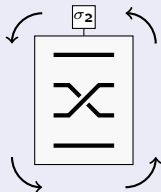
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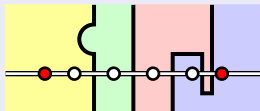
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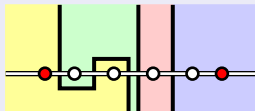
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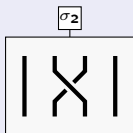
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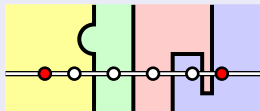
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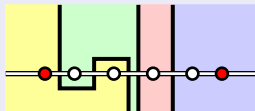
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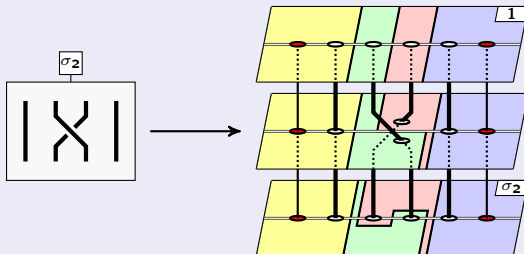
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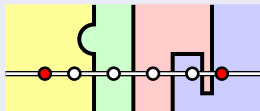
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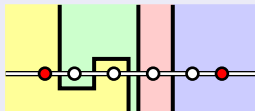
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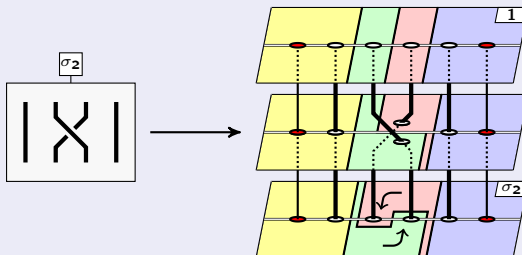
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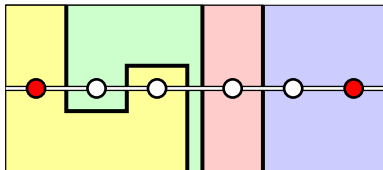
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Braids are isotopy classes of **which** laminations?

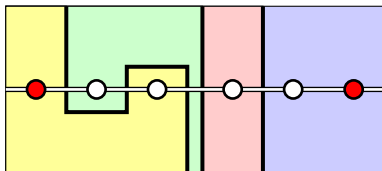
Open lamination



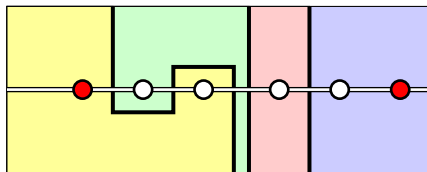
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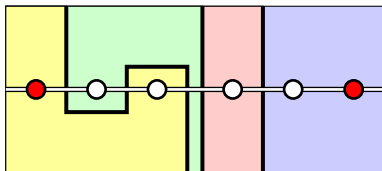
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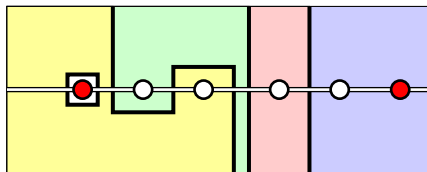
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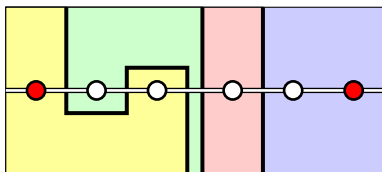
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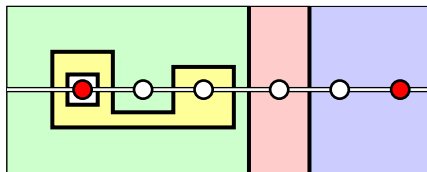
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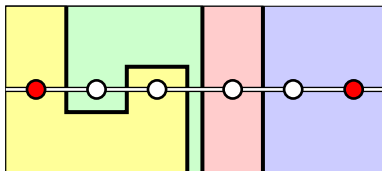
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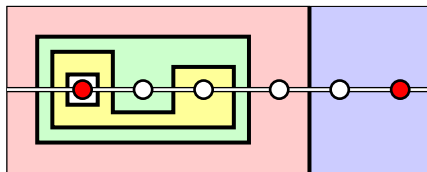
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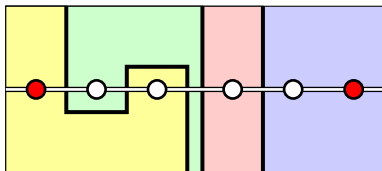
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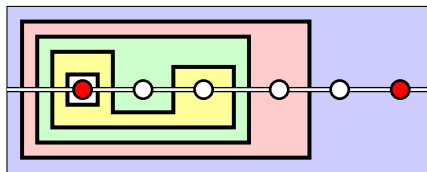
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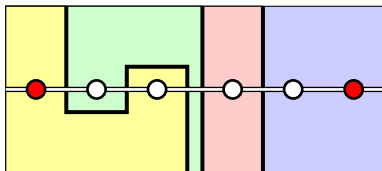
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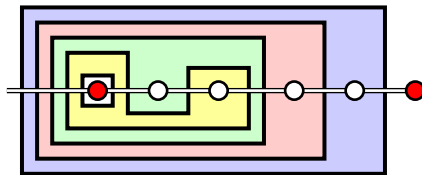
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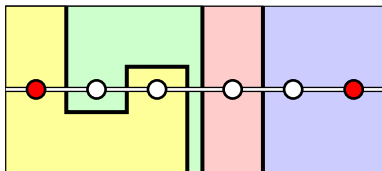
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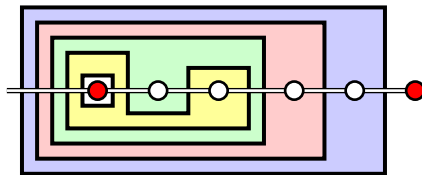
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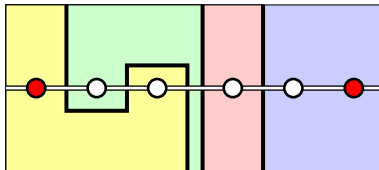
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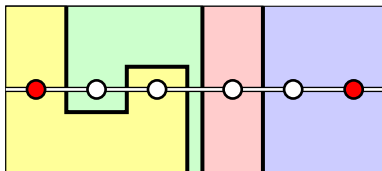
Curve diagram



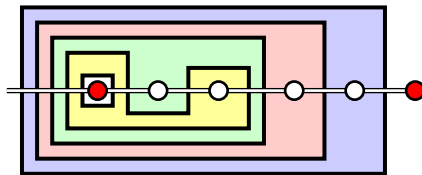
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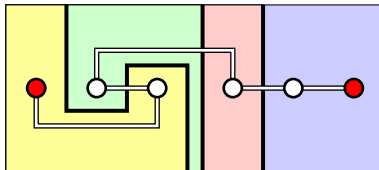
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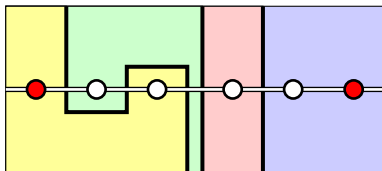
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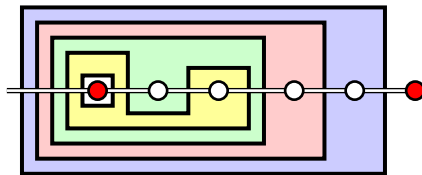
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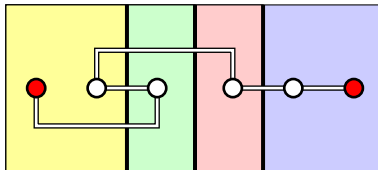
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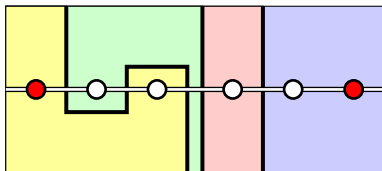
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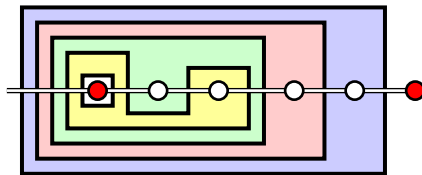
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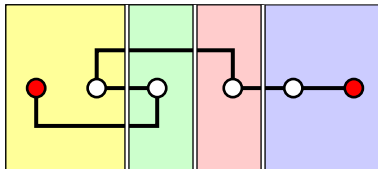
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Curve diagram



What are braids? – Checking braid equality

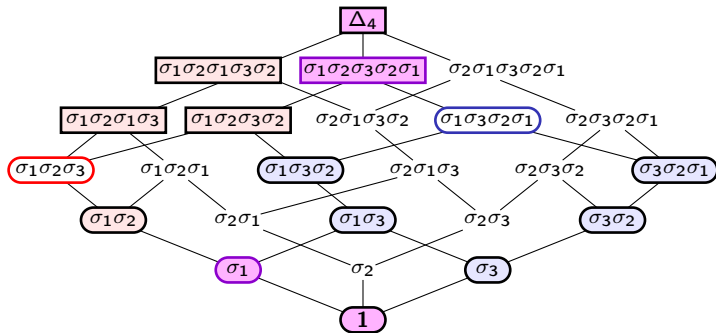
Garside normal form (Garside 1969, Adian 1984)

- ① The monoid of **positive** braids $\mathcal{B}_n^+ = \langle \sigma_1, \dots, \sigma_{n-1} \rangle^+$ is a **lattice** for the divisibility ordering \leqslant .
 $(\alpha \leqslant \beta \Leftrightarrow \exists \gamma \in \mathcal{B}_n^+, \alpha\gamma = \beta)$

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 $(\alpha \leq \beta \Leftrightarrow \exists \gamma \in \mathcal{B}_n^+, \alpha\gamma = \beta)$
- 2 There exists a **Garside element** $\Delta_n = \bigvee \{ \sigma_1, \dots, \sigma_{n-1} \}$.
- 3 The **Garside normal form** of a positive braid $\alpha \in \mathcal{B}_n^+$ is the smallest word $\mathbf{Gar}(\alpha) = a_1 \cdot a_2 \cdot \dots \cdot a_k$ such that:
 - ▶ $\alpha = a_1 a_2 \dots a_k$;
 - ▶ $a_i = \Delta_n \wedge ((a_1 \dots a_{i-1})^{-1} \alpha)$.

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The Garside normal form:

- can be extended to the **group** \mathcal{B}_n ;
- is **automatic**: for all $i \in \{1, \dots, n-1\}$, the languages
 - ▶ $\{(\mathbf{Gar}(\alpha), \mathbf{Gar}(\alpha\sigma_i)) : \alpha \in \mathcal{B}_n\}$;
 - ▶ $\{(\mathbf{Gar}(\alpha), \mathbf{Gar}(\sigma_i\alpha)) : \alpha \in \mathcal{B}_n\}$are regular;
- solves the **equality problem**: $\alpha = \beta$ iff $\mathbf{Gar}(\alpha) = \mathbf{Gar}(\beta)$.

What are braids? – Checking braid equality

Tight laminations/curve diagrams

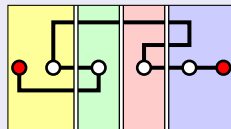
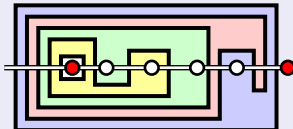
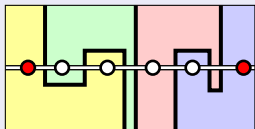
A lamination/curve diagram is **tight** if it minimises crossings $\begin{smallmatrix} \text{+} \\ \text{---} \end{smallmatrix}$ or $\begin{smallmatrix} \text{---} \\ \text{+} \end{smallmatrix}$.

What are braids? – Checking braid equality

Tight laminations/curve diagrams

A lamination/curve diagram is **tight** if it minimises crossings $\begin{smallmatrix} \text{+} \\ \text{+} \end{smallmatrix}$ or $\begin{smallmatrix} \text{+} \\ \text{-} \end{smallmatrix}$.

Non-tight laminations/curve diagrams

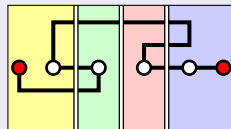
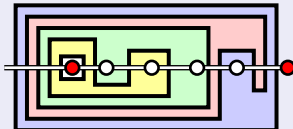
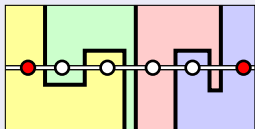


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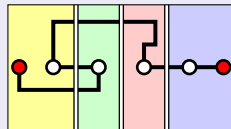
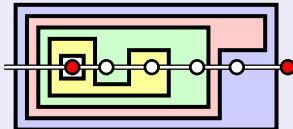
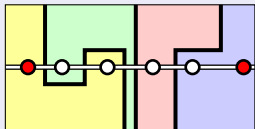
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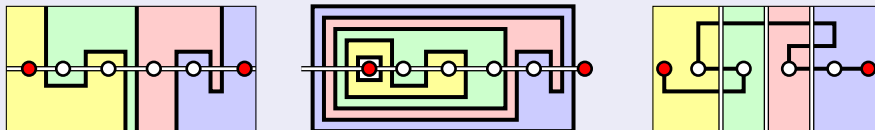


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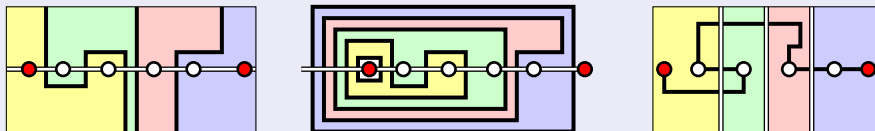
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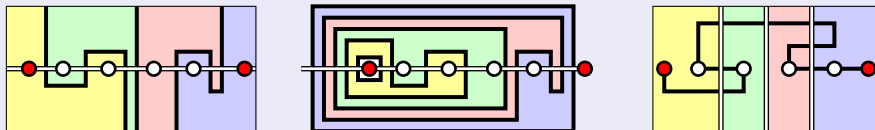
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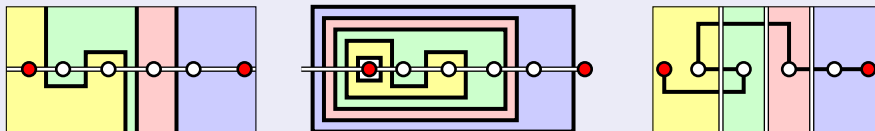
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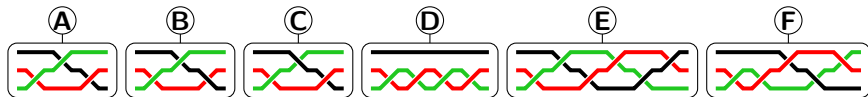
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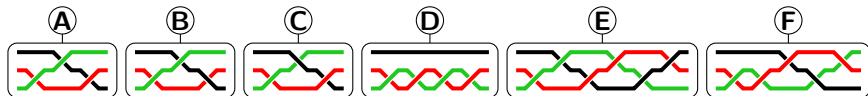
What are braids? – Checking complexity

Which braid is the most complicated?



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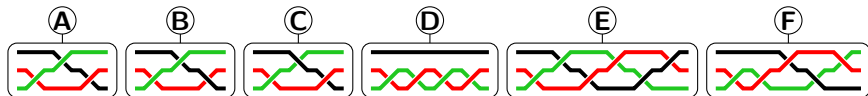
Several approaches to braid complexity

- “Naive” Artin length: $E > F > D > A \approx B \approx C$;

- | | | | |
|---|-------------|---|-------------|
| • $A = \sigma_1 \sigma_2 \sigma_1$: | $ A = 3$; | • $D = \sigma_1^4$: | $ D = 4$; |
| • $B = \sigma_1 \sigma_2 \overline{\sigma_1}$: | $ B = 3$; | • $E = (\sigma_1 \sigma_2)^3$: | $ E = 6$; |
| • $C = \sigma_1 \overline{\sigma_2} \sigma_1$: | $ C = 3$; | • $F = \sigma_1^2 \sigma_2 \overline{\sigma_1} \overline{\sigma_2}$: | $ F = 5$. |

What are braids? – Checking complexity

Which braid is the most complicated?



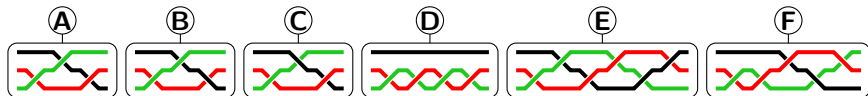
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- | | | | |
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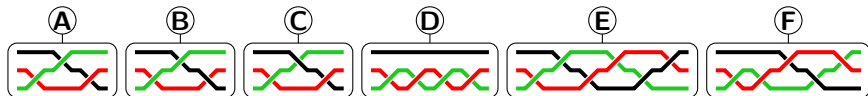
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- $C = \overline{\sigma_2 \sigma_1} \cdot \sigma_2 \sigma_1 \cdot \sigma_1$: $|C| = 3$;
- $D = \sigma_1 \cdot \sigma_1 \cdot \sigma_1 \cdot \sigma_1$: $|D| = 4$;
- $E = \Delta_3 \cdot \Delta_3$: $|E| = 2$;
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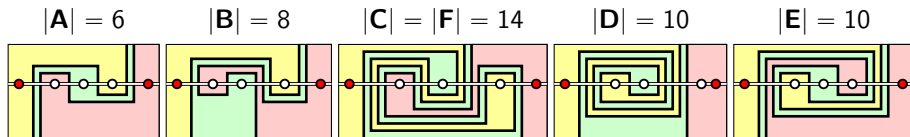
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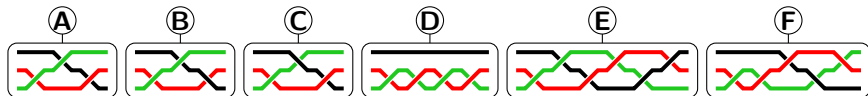
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What are braids? – Checking complexity

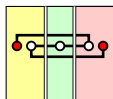
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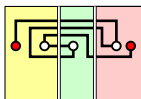
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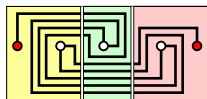
$$|A| = 6$$



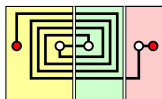
$$|B| = 8$$



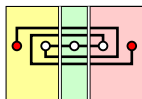
$$|C| = |F| = 14$$



$$|D| = 10$$



$$|E| = 10$$



What are braids? – Checking complexity

How fast can you compute the complexity
of a braid $\alpha \in \mathcal{B}_n$ of length k ?

- Artin length: coNP-complete(n, k) (Paterson & Razborov 1991);
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Algebra

Geometry

Braid



Class of words

$$\mathcal{B}_n = \langle \text{generators} \mid \text{relations} \rangle$$

Garside normal form (regular)

Class of drawings

$$\mathcal{B}_n = \{\text{tight drawings}\}$$

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Part 1/4

Braid

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Part 1/4

Complexity

Garside: $\sum_{\alpha \in \mathcal{B}_n} z^{|\alpha|}$ rationalArtin: $\sum_{\alpha \in \mathcal{B}_3} z^{|\alpha|}$ rationalArtin: $\sum_{\alpha \in \mathcal{B}_{n \geq 4}} z^{|\alpha|}$?Relaxation: $\sum_{\alpha \in \mathcal{B}_n} z^{|\alpha|}$ rational

Algebra

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Part 1/4

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Relaxation: $\sum_{\alpha \in \mathcal{B}_n} z^{|\alpha|}$ rational

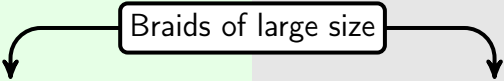
Geometric: $\sum_{\alpha \in \mathcal{B}_3} z^{|\alpha|}$ \neg rational
 \neg algebraic
 \neg holonomic

Geometric: $\sum_{\alpha \in \mathcal{B}_{n \geq 4}} z^{|\alpha|}$?

Depth-first exploration

Width-first exploration

Braids of large size



```
graph TD; A[Braids of large size] --> B[Random walk]; A --> C[Uniform measure on positive braids of given (Artin) size];
```

Random walk

Uniform measure on positive braids
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Which normal forms converge?
(Vershik, 2000)

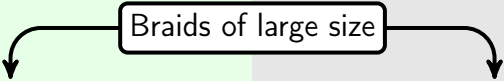
What do Garside normal forms of
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Part 3/4 (with J. Mairesse)

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Part 3/4 (with J. Mairesse)

Uniform measure on
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Part 4/4 (with S. Abbes,
S. Gouëzel & J. Mairesse)

Contents

1 Geometric aspects of braids

- Right relaxation normal form
- Counting braids with a given geometric complexity

2 Algebraic aspects of braids

- Garside normal form and random walks
- Drawing infinite braids uniformly at random

3 Conclusion

What is the right relaxation normal form?

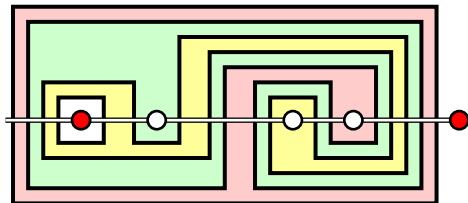
(by S. Caruso &
B. Wiest)

Move your rightmost tensed puncture and relax!

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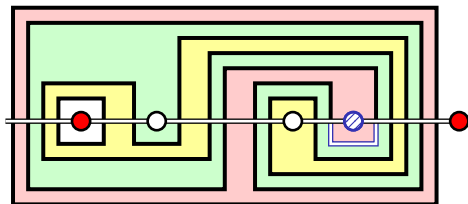


While your lamination is not trivial:

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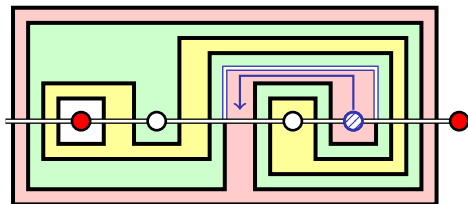
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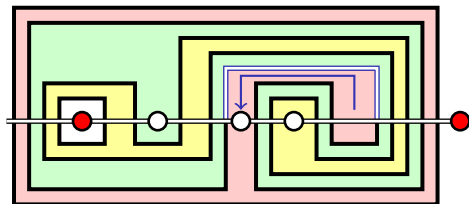
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Moves performed:

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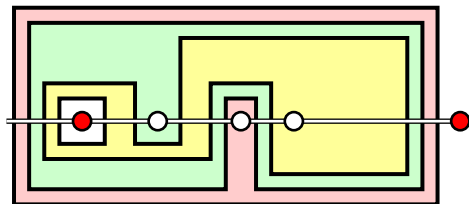
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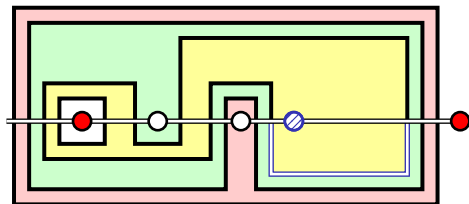
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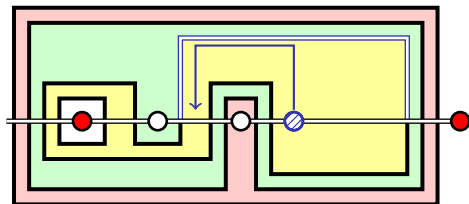
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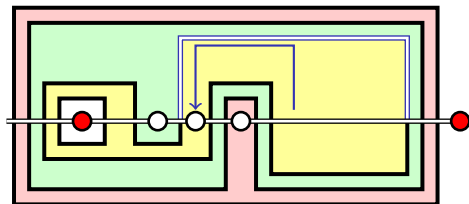
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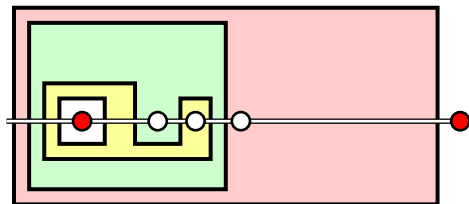
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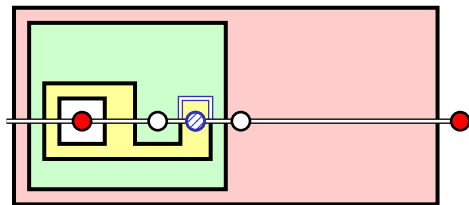
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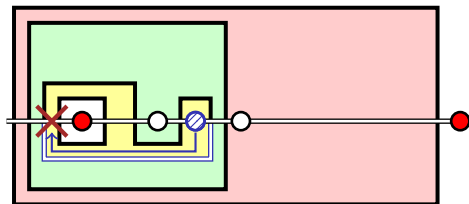
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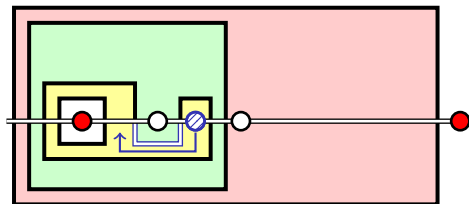
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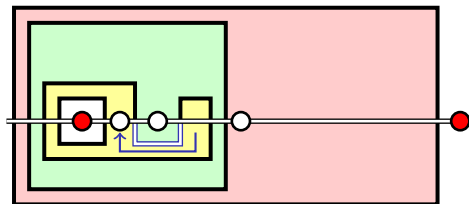
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Moves performed:

$[2 \leftarrow 3][2 \leftarrow 3][1 \leftarrow 2]$

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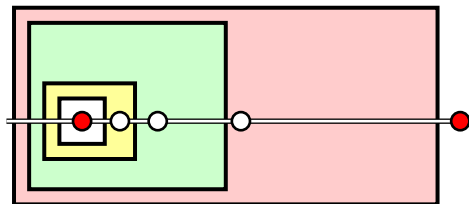
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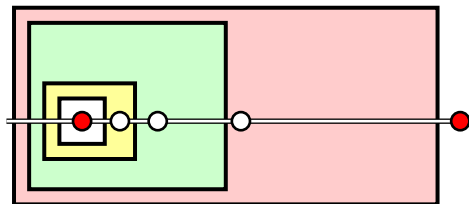
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Relaxation normal form (RNF):

$$[1 \curvearrowright 2] \cdot [2 \curvearrowright 3] \cdot [2 \curvearrowright 3]$$

$$[k \curvearrowright \ell] = \sigma_k \dots \sigma_{\ell-1}$$

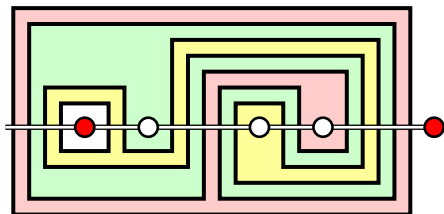
$$[k \curvearrowleft \ell] = \overline{\sigma_k} \dots \overline{\sigma_{\ell-1}}$$

While your lamination is not trivial:

- 1 Select the rightmost (mobile) puncture that lies inside a **bigon**;
- 2 Slide it along its **right** (or **left**) **neighbour arc** (and remember it);
- 3 Relax your diagram!

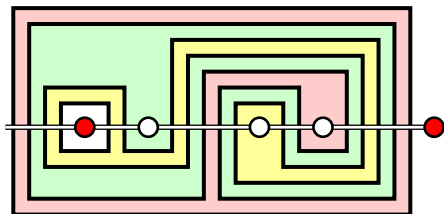
Tight closed lamination, cell map and lamination/arc trees

Tight closed lamination

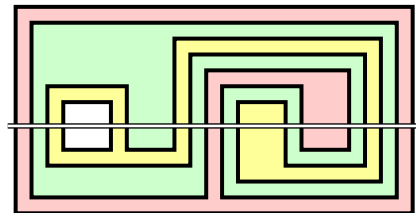


Tight closed lamination, cell map and lamination/arc trees

Tight closed lamination

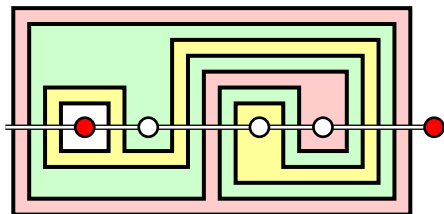


Cell map

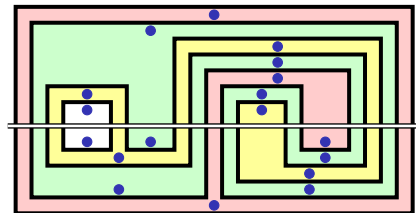


Tight closed lamination, cell map and lamination/arc trees

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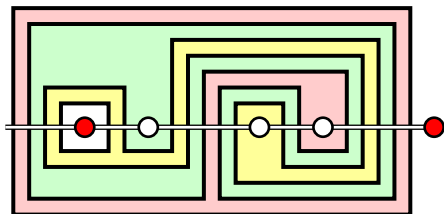


Cell map

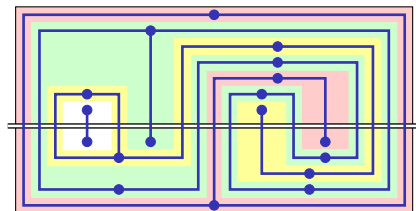


Tight closed lamination, cell map and lamination/arc trees

Tight closed lamination

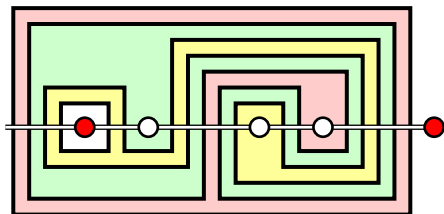


Cell map

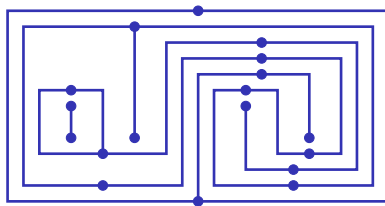


Tight closed lamination, cell map and lamination/arc trees

Tight closed lamination

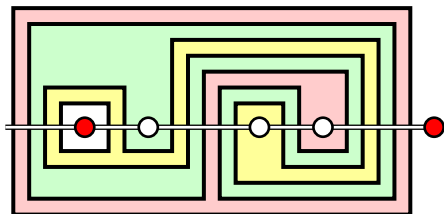


Cell map

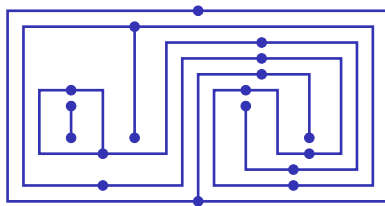


Tight closed lamination, cell map and lamination/arc trees

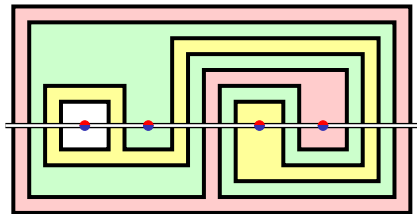
Tight closed lamination



Cell map

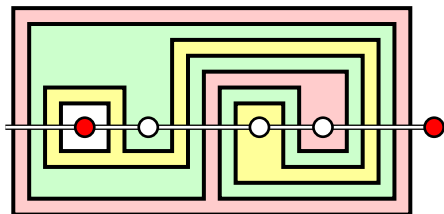


Lamination trees (LT)

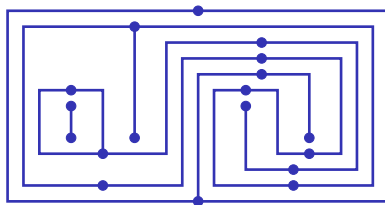


Tight closed lamination, cell map and lamination/arc trees

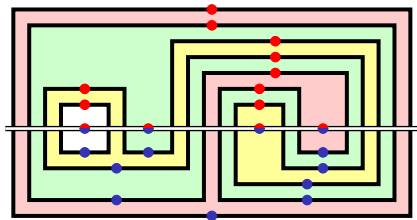
Tight closed lamination



Cell map

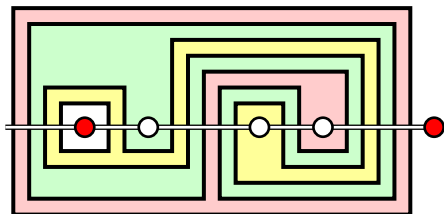


Lamination trees (LT)

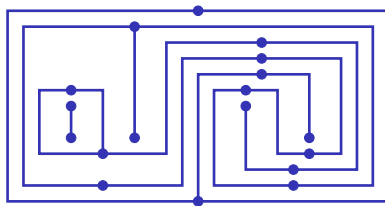


Tight closed lamination, cell map and lamination/arc trees

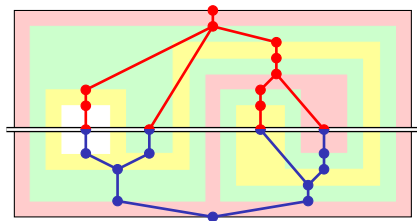
Tight closed lamination



Cell map

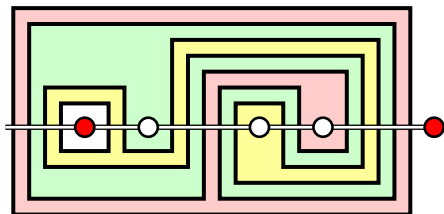


Lamination trees (LT)

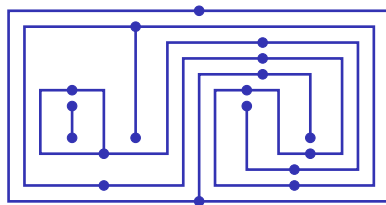


Tight closed lamination, cell map and lamination/arc trees

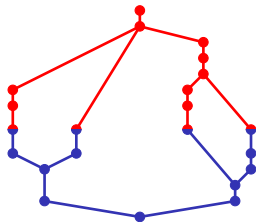
Tight closed lamination



Cell map

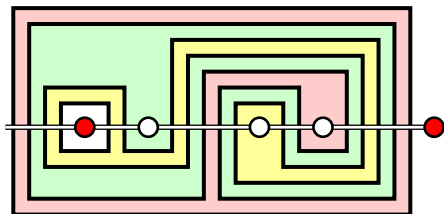


Lamination trees (LT)

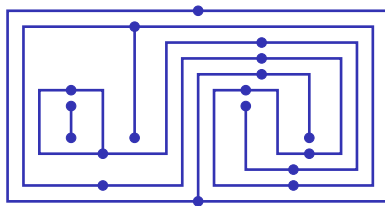


Tight closed lamination, cell map and lamination/arc trees

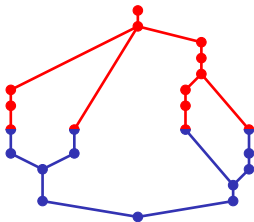
Tight closed lamination



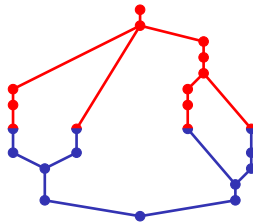
Cell map



Lamination trees (LT)

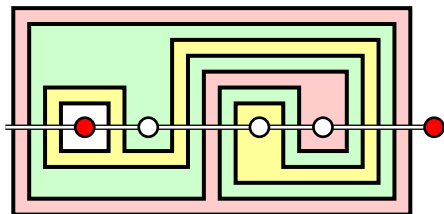


Arc trees

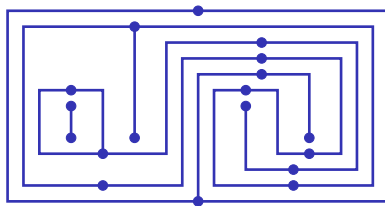


Tight closed lamination, cell map and lamination/arc trees

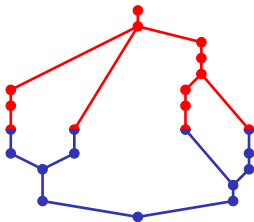
Tight closed lamination



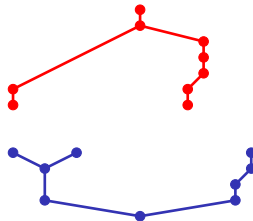
Cell map



Lamination trees (LT)

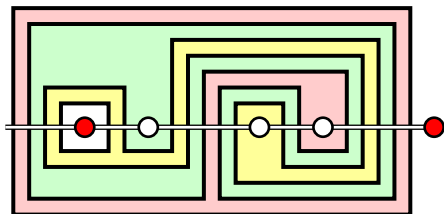


Arc trees

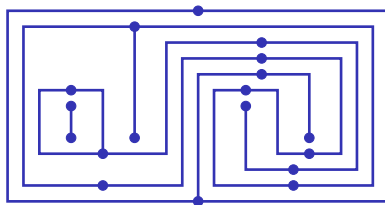


Tight closed lamination, cell map and lamination/arc trees

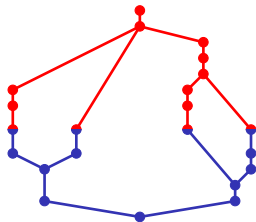
Tight closed lamination



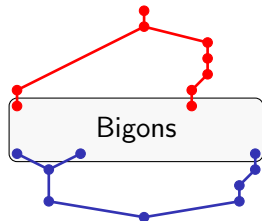
Cell map



Lamination trees (LT)

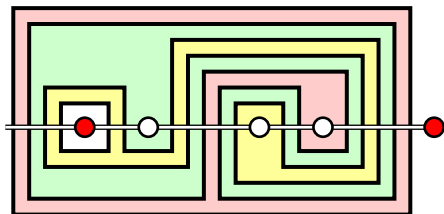


Arc trees

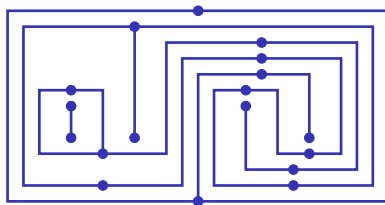


Tight closed lamination, cell map and lamination/arc trees

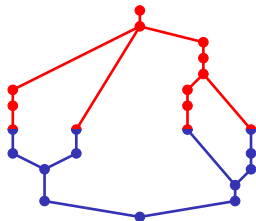
Tight closed lamination



Cell map

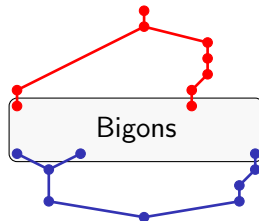


Lamination trees (LT)



(unary-binary trees + 0/1 leaf)

Arc trees



(unary-binary trees)

After a careful case analysis. . .

Given two braids $\alpha \in \mathcal{B}_n$ and $[k \curvearrowright \ell]$, remembering small-size subtrees $\mathbf{lt}(\alpha)$ of $\mathbf{LT}(\alpha)$ is enough to:

- check whether $\mathbf{RNF}(\alpha[k \curvearrowright \ell]) = \mathbf{RNF}(\alpha) \cdot [k \curvearrowright \ell]$;

After a careful case analysis. . .

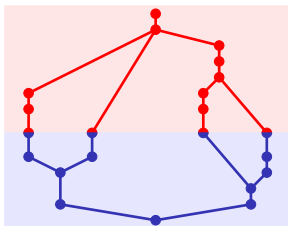
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After a careful case analysis. . .

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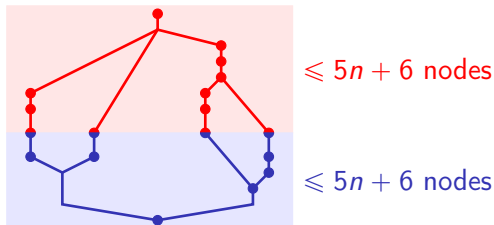
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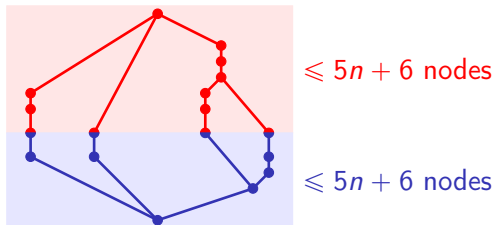
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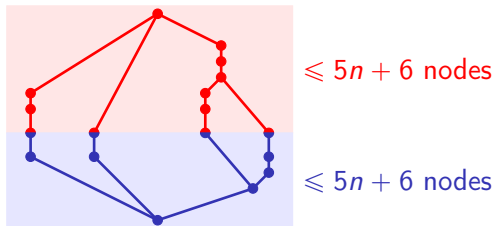
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Theorem (J. 2015)

The right relaxation normal form is **regular**.

Going further

Some additional results

- Memory requirements: nearly optimal (up to a ratio ≤ 20);
- Dehornoy ordering: σ -positivity \Leftrightarrow **RNF** in a regular language.

Going further

Some additional results

- Memory requirements: nearly optimal (up to a ratio ≤ 20);
- Dehornoy ordering: σ -positivity \Leftrightarrow **RNF** in a regular language.

and open questions

- Is the right relaxation normal form (bi-)automatic? (Yes if $n \leq 3$)
- Regularity of other transmission-relaxation normal forms? (wide open)

Contents

1 Geometric aspects of braids

- Right relaxation normal form
- Counting braids with a given geometric complexity

2 Algebraic aspects of braids

- Garside normal form and random walks
- Drawing infinite braids uniformly at random

3 Conclusion

Which complexity should we look at?

Knowing the open laminated complexity of α , can we compute its:

- closed laminated complexity?

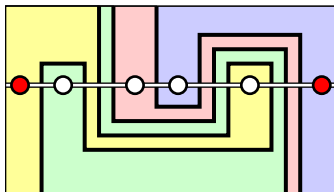
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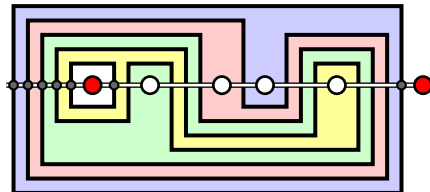
- closed laminated complexity?

Yes: $|\alpha|_c = |\alpha|_o + n + 3$

Tight open lamination



Tight closed lamination



Which complexity should we look at?

Knowing the open laminated complexity of α , can we compute its:

- closed laminated complexity?
- diagrammatic complexity?

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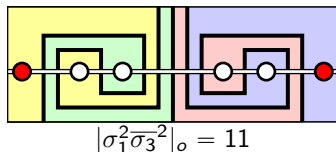
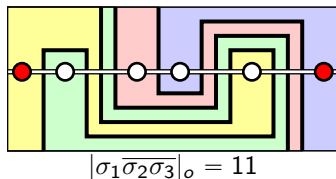
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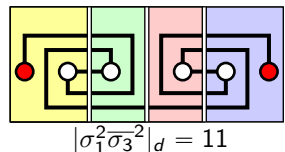
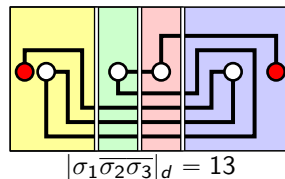
Yes: $|\alpha|_c = |\alpha|_o + n + 3$

No for $n \geq 4$

Tight open laminations



Tight curve diagrams



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No for $n \geq 4$

- **inverse** diagrammatic complexity?

Which complexity should we look at?

Knowing the open laminated complexity of α , can we compute its:

- closed laminated complexity? Yes: $|\alpha|_c = |\alpha|_o + n + 3$
- diagrammatic complexity? No for $n \geq 4$
- **inverse** diagrammatic complexity? Yes: $|\bar{\alpha}|_d = |\alpha|_o$

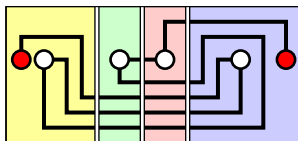
Let us compute geometric generating functions!

$$\mathcal{O}_n(z) = \sum_{\alpha \in \mathcal{B}_n} z^{|\alpha|_o} \quad \mathcal{C}_n(z) = \sum_{\alpha \in \mathcal{B}_n} z^{|\alpha|_c} \quad \mathcal{D}_n(z) = \sum_{\alpha \in \mathcal{B}_n} z^{|\alpha|_d}$$
$$\mathcal{C}_n(z) = z^{n+3} \mathcal{O}_n(z) = z^{n+3} \mathcal{D}_n(z)$$

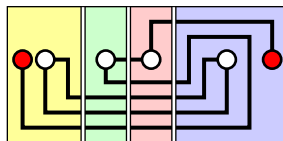
Generalised tight curve diagrams and coordinates

Generalising tight curve diagrams

Tight curve diagram



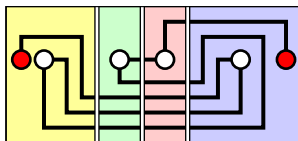
Tight generalised curve diagram



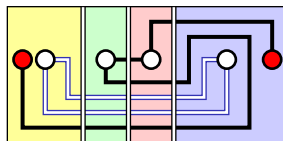
Generalised tight curve diagrams and coordinates

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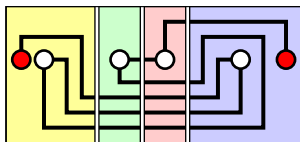


(not necessarily connected)

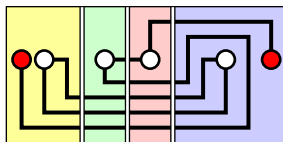
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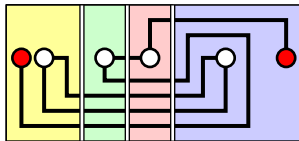


Tight generalised curve diagram



(not necessarily connected)

and encoding them!

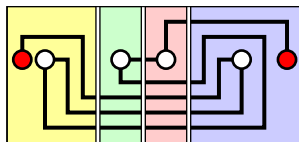


Coordinates: $\langle (x_0, x_1, x_2, x_3, x_4), (y_1, y_2, y_3, y_4) \rangle$

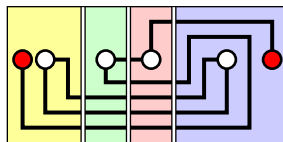
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Generalising tight curve diagrams

Tight curve diagram

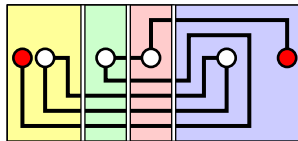


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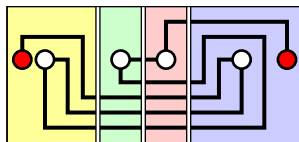


Coordinates: $\langle (0, x_1, x_2, x_3, 0), (y_1, y_2, y_3, y_4) \rangle$

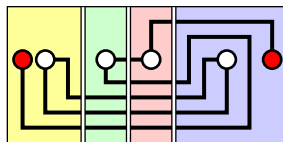
Generalised tight curve diagrams and coordinates

Generalising tight curve diagrams

Tight curve diagram

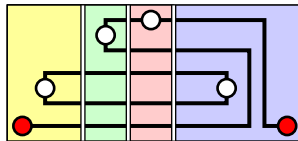


Tight generalised curve diagram



(not necessarily connected)

and encoding them!

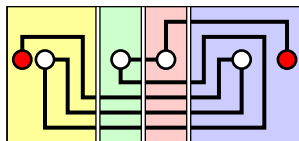


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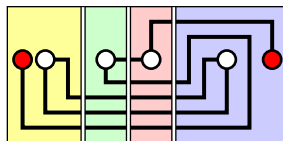
Generalised tight curve diagrams and coordinates

Generalising tight curve diagrams

Tight curve diagram

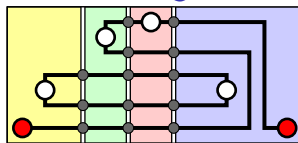


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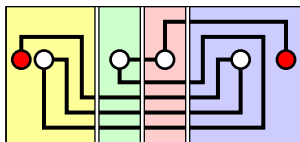


Coordinates: $\langle (0, x_1, x_2, x_3, 0), (y_1, y_2, y_3, y_4) \rangle$

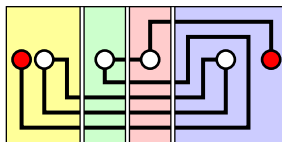
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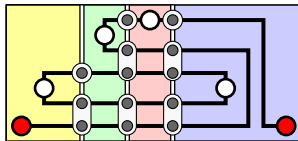


Tight generalised curve diagram



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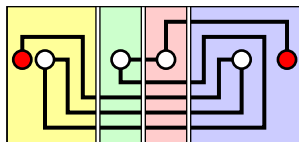


Coordinates: $\langle (0, 1, 2, 2, 0), (y_1, y_2, y_3, y_4) \rangle$

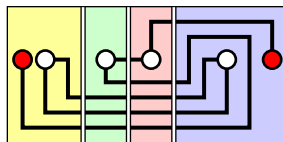
Generalised tight curve diagrams and coordinates

Generalising tight curve diagrams

Tight curve diagram

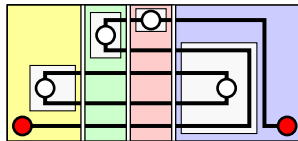


Tight generalised curve diagram



(not necessarily connected)

and encoding them!

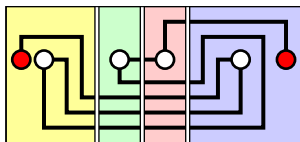


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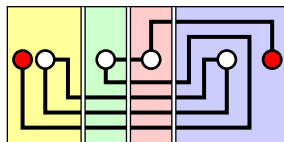
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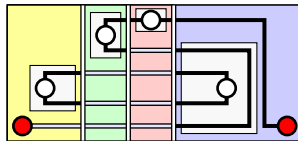


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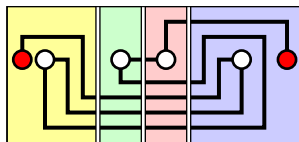


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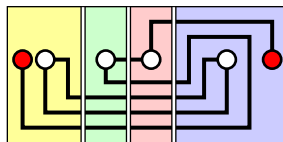
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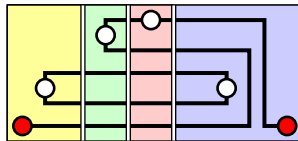


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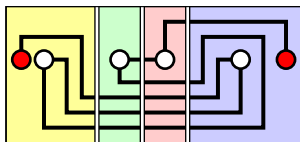


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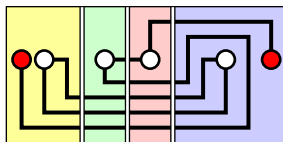
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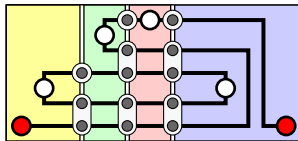


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$$\sum_{i=1}^{n-1} x_i = \frac{|\alpha|_d + 1 - n}{2}; \quad \text{Let us compute } \mathcal{G}_n(z) = \sum_{k \geq 0} g_{n,k} z^k = \sqrt{z}^{1-n} \mathcal{D}_n(\sqrt{z})!$$

And finally...

Theorem (J. 2015)

In the 3-strand braid group \mathcal{B}_3 , we have:

- $\mathcal{G}_3(z) = 2 \frac{1+2z-z^2}{z^2(1-z^2)} \left(\sum_{k \geq 3} \varphi(k) z^k \right) + \frac{1-3z^2}{1-z^2}$ and
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$\mathcal{G}_3(z)$ is **more complicated** than $\sum_{\alpha \in \mathcal{B}_3} z^{|\alpha|_{\text{Artin}}} = \frac{(1+z)(1-z+z^2-2z^3)}{(2-z)(1-2z)(1-z-z^2)} !$

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Combinatorics of positive braids

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Simple positive braids are:

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Combinatorics of positive braids

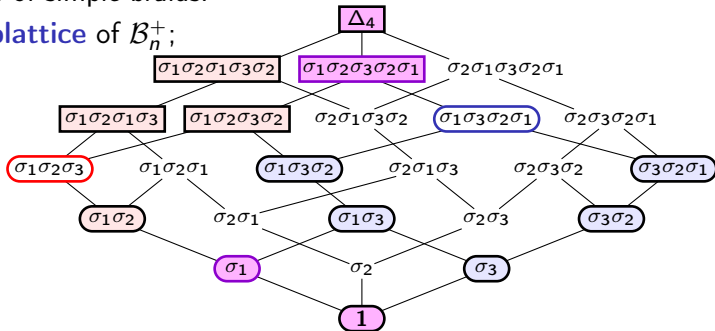
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Consequence on Garside normal forms:

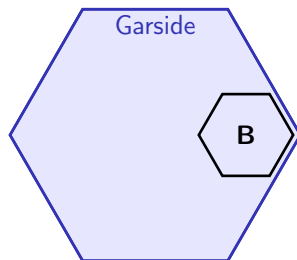
- 4 local **neighbouring criterion**: $w_1 \cdot w_2 \cdot \dots \cdot w_k \in \mathbf{Gar}(\mathcal{B}_n^+)$ iff
 - $w_1, \dots, w_k \in \mathcal{S}_n \setminus \{1\}$;
 - $\mathbf{R}(w_i) \supseteq \mathbf{L}(w_{i+1})$ for all $i < k$.
- $(\mathbf{L}(\alpha) = \{\sigma_i : \sigma_i \leqslant \alpha\} \text{ and } \mathbf{R}(\alpha) = \{\sigma_i : \alpha \geqslant \sigma_i\})$

Generalising braid monoids



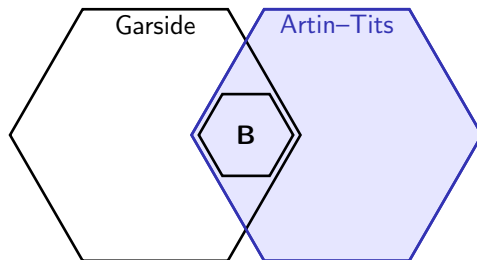
- **Braid** monoid: $\langle \sigma_i \mid \sigma_i \sigma_{i+1} \sigma_i = \sigma_{i+1} \sigma_i \sigma_{i+1}, i \neq j \pm 1 \Rightarrow \sigma_i \sigma_j = \sigma_j \sigma_i \rangle^+;$

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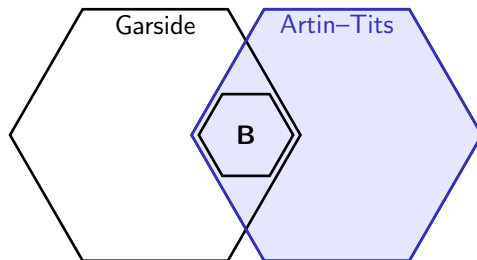
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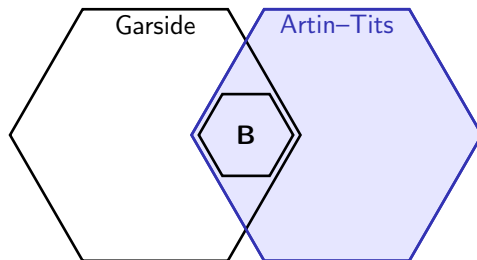
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Generalising braid monoids



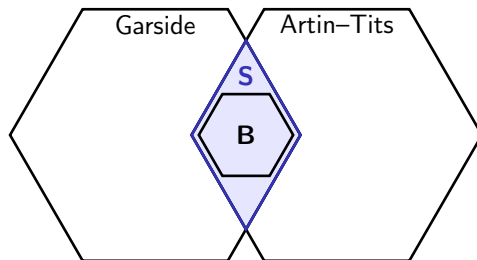
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Generalising braid monoids



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 $\ell(i,j) = +\infty \Rightarrow$ no relation!

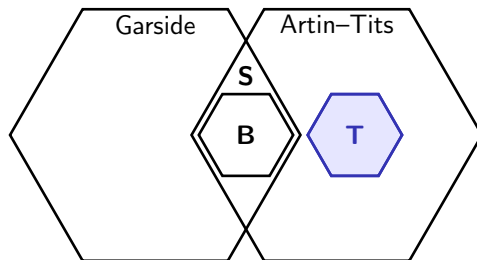
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(3/4)

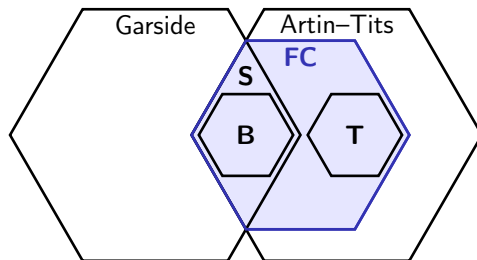
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- 1 Select i.i.d. generators $(Y_k)_{k \geq 0}$ uniformly chosen in $\{\sigma_1, \dots, \sigma_{n-1}\}$.

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- ❸ $\mathbf{Gar}_\ell^\Delta(\beta) = \beta_1 \cdot \dots \cdot \beta_k \cdot \Delta^*$ with $\beta_1 \neq \Delta$ and $\mathbf{R}(\beta_i) \subseteq \mathbf{L}(\beta_{i+1})$.

Chronological
form:



Left Garside
normal form:



Right Garside
normal form:



Left $^\Delta$ Garside
normal form:



1st step

Random walk

- ❶ Select i.i.d. generators $(Y_k)_{k \geq 0}$ uniformly chosen in $\{\sigma_1, \dots, \sigma_{n-1}\}$.
- ❷ Random process $(X_k)_{k \geq 0}$ defined by $X_0 = \mathbf{1}$ and $X_{k+1} = X_k Y_k$.

Several Garside normal forms:

- ❶ $\mathbf{Gar}_\ell(\beta) = \beta_1 \cdot \dots \cdot \beta_k$ with $\mathbf{R}(\beta_i) \supseteq \mathbf{L}(\beta_{i+1})$;
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Chronological
form:



Left Garside
normal form:



Right Garside
normal form:



Left $^\Delta$ Garside
normal form:



2nd step

Random walk

- ❶ Select i.i.d. generators $(Y_k)_{k \geq 0}$ uniformly chosen in $\{\sigma_1, \dots, \sigma_{n-1}\}$.
- ❷ Random process $(X_k)_{k \geq 0}$ defined by $X_0 = \mathbf{1}$ and $X_{k+1} = X_k Y_k$.

Several Garside normal forms:

- ❶ **Gar_ℓ**(β) = $\beta_1 \cdot \dots \cdot \beta_k$ with $\mathbf{R}(\beta_i) \supseteq \mathbf{L}(\beta_{i+1})$;
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Chronological
form:



Left Garside
normal form:



Right Garside
normal form:



Left^Δ Garside
normal form:



3rd step

Random walk

- ❶ Select i.i.d. generators $(Y_k)_{k \geq 0}$ uniformly chosen in $\{\sigma_1, \dots, \sigma_{n-1}\}$.
- ❷ Random process $(X_k)_{k \geq 0}$ defined by $X_0 = \mathbf{1}$ and $X_{k+1} = X_k Y_k$.

Several Garside normal forms:

- ❶ **Gar_ℓ**(β) = $\beta_1 \cdot \dots \cdot \beta_k$ with $\mathbf{R}(\beta_i) \supseteq \mathbf{L}(\beta_{i+1})$;
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Chronological
form:



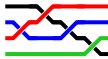
Left Garside
normal form:



Right Garside
normal form:



Left^Δ Garside
normal form:



4th step

Random walk

- ❶ Select i.i.d. generators $(Y_k)_{k \geq 0}$ uniformly chosen in $\{\sigma_1, \dots, \sigma_{n-1}\}$.
- ❷ Random process $(X_k)_{k \geq 0}$ defined by $X_0 = \mathbf{1}$ and $X_{k+1} = X_k Y_k$.

Several Garside normal forms:

- ❶ **Gar_ℓ**(β) = $\beta_1 \cdot \dots \cdot \beta_k$ with $\mathbf{R}(\beta_i) \supseteq \mathbf{L}(\beta_{i+1})$;
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Chronological
form:



Left Garside
normal form:



Right Garside
normal form:



Left^Δ Garside
normal form:



5th step

Random walk

- ❶ Select i.i.d. generators $(Y_k)_{k \geq 0}$ uniformly chosen in $\{\sigma_1, \dots, \sigma_{n-1}\}$.
- ❷ Random process $(X_k)_{k \geq 0}$ defined by $X_0 = \mathbf{1}$ and $X_{k+1} = X_k Y_k$.

Several Garside normal forms:

- ❶ **Gar_ℓ**(β) = $\beta_1 \cdot \dots \cdot \beta_k$ with $\mathbf{R}(\beta_i) \supseteq \mathbf{L}(\beta_{i+1})$;
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Chronological
form:



Left Garside
normal form:



Right Garside
normal form:



Left^Δ Garside
normal form:



6th step

Random walk

- ❶ Select i.i.d. generators $(Y_k)_{k \geq 0}$ uniformly chosen in $\{\sigma_1, \dots, \sigma_{n-1}\}$.
- ❷ Random process $(X_k)_{k \geq 0}$ defined by $X_0 = \mathbf{1}$ and $X_{k+1} = X_k Y_k$.

Several Garside normal forms:

- ❶ **Gar_ℓ**(β) = $\beta_1 \cdot \dots \cdot \beta_k$ with $\mathbf{R}(\beta_i) \supseteq \mathbf{L}(\beta_{i+1})$;
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Chronological form: 

Left Garside normal form: 

Right Garside normal form: 

Left^Δ Garside normal form: 

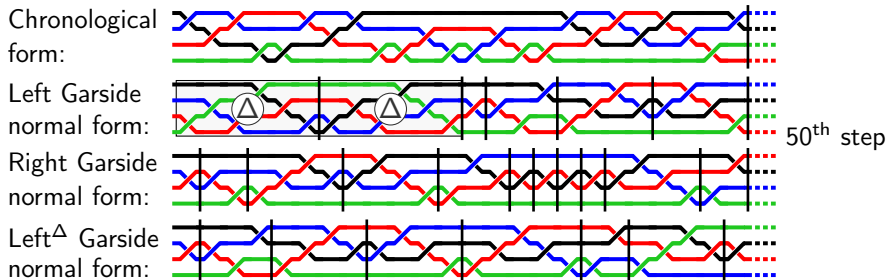
12th step

Random walk

- ❶ Select i.i.d. generators $(Y_k)_{k \geq 0}$ uniformly chosen in $\{\sigma_1, \dots, \sigma_{n-1}\}$.
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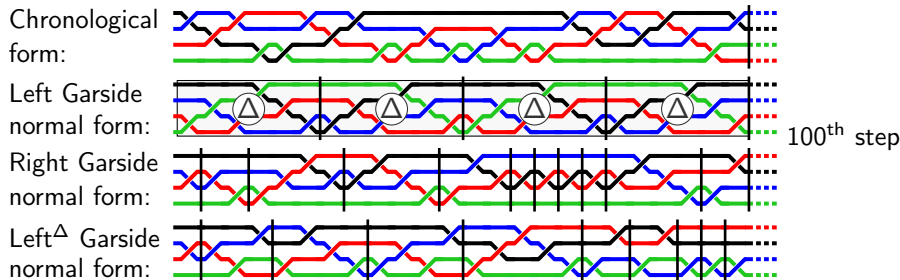


Random walk

- ❶ Select i.i.d. generators $(Y_k)_{k \geq 0}$ uniformly chosen in $\{\sigma_1, \dots, \sigma_{n-1}\}$.
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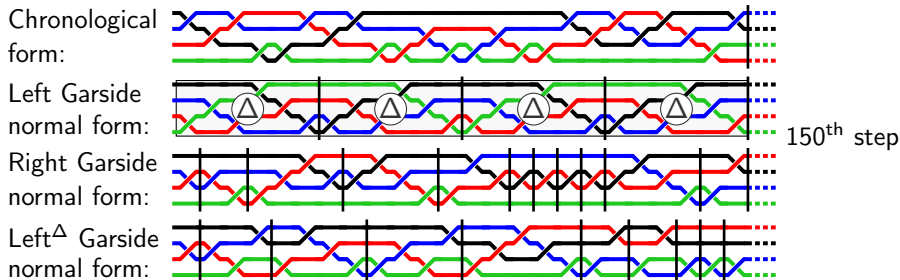


Random walk

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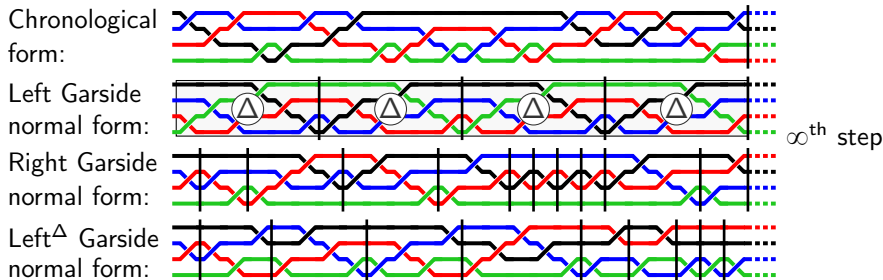


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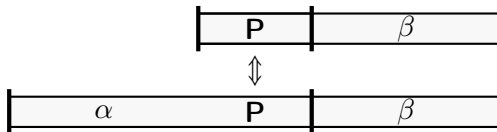


Blocking patterns: Going to infinity...

Blocking pattern

Braid $\mathbf{P} \in \mathcal{B}_n^+$ such that, for all $\alpha, \beta \in \mathcal{B}_n^+$ such that $\Delta_n \not\leq \alpha \mathbf{P} \beta$:

- ① $\mathbf{Gar}_r(\mathbf{P}\beta) = \mathbf{Gar}_r(\mathbf{P}) \cdot \mathbf{Gar}_r(\beta)$ iff $\mathbf{Gar}_r(\alpha \mathbf{P} \beta) = \mathbf{Gar}_r(\alpha \mathbf{P}) \cdot \mathbf{Gar}_r(\beta)$;

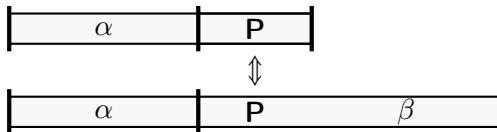


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Blocking patterns: Going to infinity...

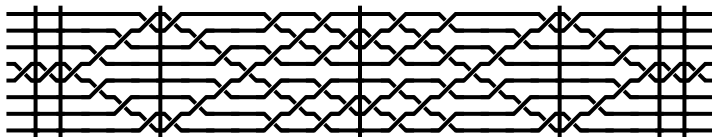
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Blocking patterns exist in all braid monoids!

(Caruso & Wiest 2012)



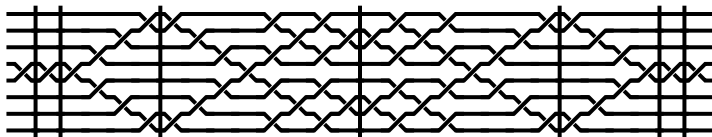
Blocking patterns: Going to infinity...

Blocking pattern

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Blocking patterns exist in all braid monoids! (Caruso & Wiest 2012)
and in all irreducible A-T monoids of FC type!



Blocking patterns: Going to infinity...

Blocking pattern

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Some properties of blocking patterns

- ③ $\mathbf{C}_{\alpha\beta} \leq \mathbf{C}_\alpha + \mathbf{C}_\beta + \mathbf{K}$ for all braids $\alpha, \beta \in \mathcal{B}_n^+$
(\mathbf{K} = constant and $\mathbf{C}_x = \#\{\text{occurrences of } \mathbf{P} \text{ or } \Delta_n^{-1} \mathbf{P} \Delta_n \text{ in } \mathbf{Gar}_r(x)\}$);

Blocking patterns: Going to infinity...

Blocking pattern

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Blocking patterns: Going to infinity...

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Theorem (J. & Mairesse 2016⁺)

Prefixes of the words $\mathbf{Gar}_r(X_k)_{k \geq 0}$ almost surely converge.

...and beyond!



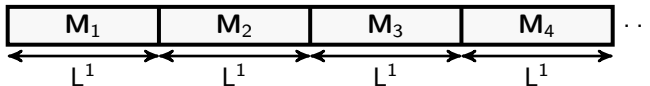
What is our limit object? How fast do we reach it?

...and beyond!



What is our limit object? How fast do we reach it?

- 1 Limit of an infinite-state Markov chain with L^1 factors;



...and beyond!



What is our limit object? How fast do we reach it?

- ① Limit of an infinite-state Markov chain with L^1 factors;
- ② Ergodic process;

...and beyond!



What is our limit object? How fast do we reach it?

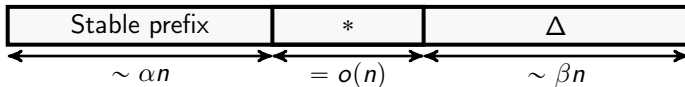
- ① Limit of an infinite-state Markov chain with L^1 factors;
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- ③ Finite penetration distance;

...and beyond!



What is our limit object? How fast do we reach it?

- ① Limit of an infinite-state Markov chain with L^1 factors;
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- ④ **Maximal** linear convergence speed.



...and beyond!



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Theorem (J. & Mairesse 2016⁺)

Computing $\mathbf{Gar}_r(X_{k+1})$ when knowing $\mathbf{Gar}_r(X_k)$ and Y_k
in expected time $\mathcal{O}(k)$.

...and beyond!



What is our limit object? How fast do we reach it?

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Going even further

Generalised framework

- Braid monoid

Going even further

Generalised framework

- Braid monoid \Rightarrow irreducible A–T monoid with spherical type;

Going even further

Generalised framework

- Braid monoid \Rightarrow irreducible A–T monoid with spherical type
 \Rightarrow irreducible A–T group with spherical type;

Going even further

Generalised framework

- Braid monoid \Rightarrow irreducible A–T monoid with spherical type
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- Simple random walk

Going even further

Generalised framework

- Braid monoid \Rightarrow irreducible A–T monoid with spherical type
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Going even further

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- Braid monoid \Rightarrow irreducible A–T monoid with spherical type
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Going even further

Generalised framework

- Braid monoid \Rightarrow irreducible A–T monoid with spherical type
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Going even further

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Going even further

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and open questions

- Convergence with arbitrarily large steps? (wide open)

Going even further

Generalised framework

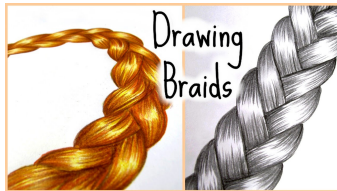
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and open questions

- Convergence with arbitrarily large steps? (wide open)
- Ergodicity/speed of convergence with L^1 steps? (wide open)

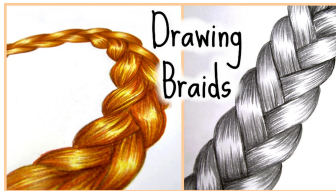
Contents

- 1 Geometric aspects of braids
 - Right relaxation normal form
 - Counting braids with a given geometric complexity
- 2 Algebraic aspects of braids
 - Garside normal form and random walks
 - Drawing infinite braids uniformly at random
- 3 Conclusion



(with S. Abbes,
S. Gouëzel &
J. Mairesse)

uniformly at random in $\mathcal{B}_n^k = \{\beta \in \mathcal{B}_n^+ : |\beta|_{\text{Artin}} = k\}$

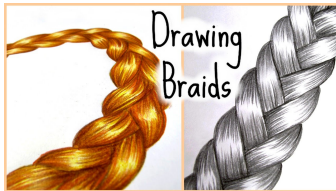


(with S. Abbes,
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uniformly at random in $\mathcal{B}_n^k = \{\beta \in \mathcal{B}_n^+ : |\beta|_{\text{Artin}} = k\}$

Two algorithms

- Inductively constructing sets $\{\beta \in \mathcal{B}_n^k : \beta \wedge \Delta_n = \alpha\}$ (time $n! + 2^{2^n}k$)

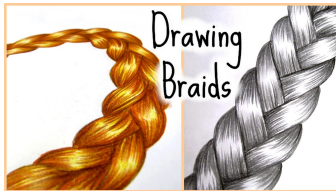


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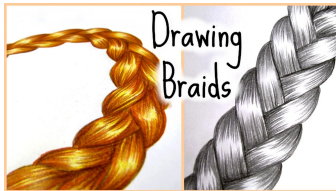
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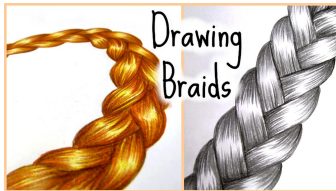
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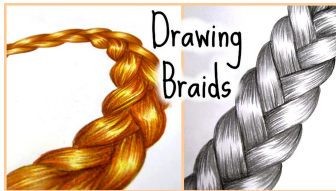
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Smoothing uniform measures on spheres

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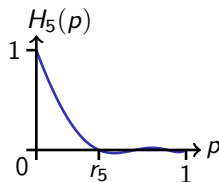
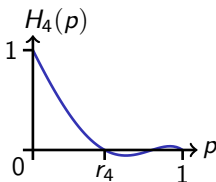
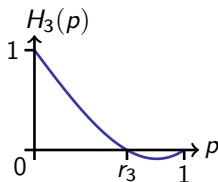
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What if $H_n(p) \rightarrow 0$? (i.e. $p \rightarrow r_n$)



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Theorem (Abbes, Gouëzel, J. & Mairesse 2016⁺)

Uniform probability measures on \mathcal{B}_n^k **converge weakly** towards μ_∞ when $k \rightarrow +\infty$.

μ_∞ is a uniform probability measure on infinite braids!

Going further

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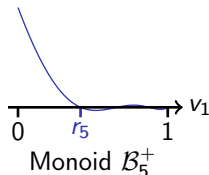
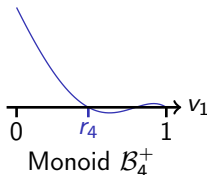
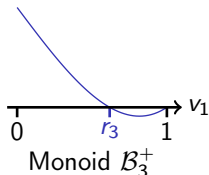
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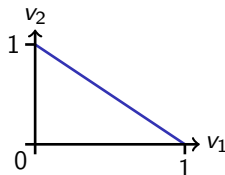
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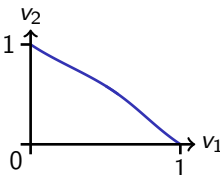
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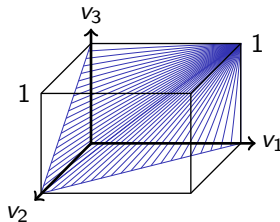


Monoid $\mathbb{N} * \mathbb{N}$



Monoid

$\langle a, b \mid abab = baba \rangle^+$



Monoid $\langle a, b, c \mid ac = ca \rangle^+$

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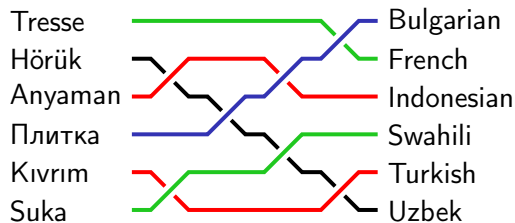
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Uniform measures

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Do you have questions?

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