

Patterns in meandric systems and tree-indexed sums of Catalan numbers

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joint work with Alin Bostan and Paul Thévenin

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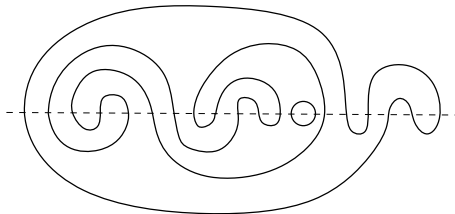
Permutation Patterns

St Andrews, July 7th, 2025



Objects of interest: meandric systems...

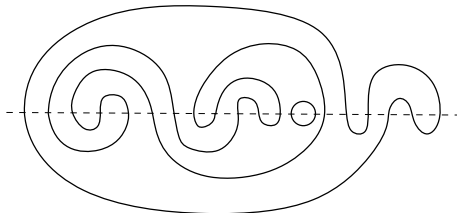
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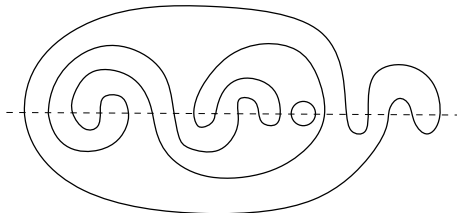
But many questions involving **connected components** are hard (and interesting! links with percolation theory, quantum field theory, ...):

Conjecture (Di Francesco–Golinelli–Guitter, '00)

The number of **connected meandric systems** (a.k.a. **meanders**) of size n behaves asymptotically as $C A^n n^{-\alpha}$, with $\alpha = (29 + \sqrt{145})/12 \approx 3.42$.

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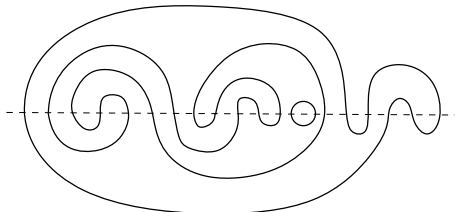
But many questions involving **connected components** are hard (and interesting! links with percolation theory, quantum field theory, ...):

Conjecture (Borga–Gwynne–Park, '23)

The largest component of a uniform random meandric system has size $n^{\beta+o_P(1)}$, where $\beta = \frac{1}{2}(3 - \sqrt{2}) \approx 0.79$.

Objects of interest: meandric systems...

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But many questions involving **connected components** are hard (and interesting! links with percolation theory, quantum field theory, ...):

Theorem (F.–Thévenin '23, conjectured by Goulden–Nica–Puder and Kargin '20)

The number of connected components of a uniform random meandric system is $(\kappa + o_P(1))n$, for some constant $\kappa \approx 0.23$.

Objects of interest: meandric systems... **and their patterns**

All these questions can be formulated in terms of the random variable $|C_i(M_n)|$, i.e. the size of the component of a uniform random element i in a uniform random meandric system M_n of size n .

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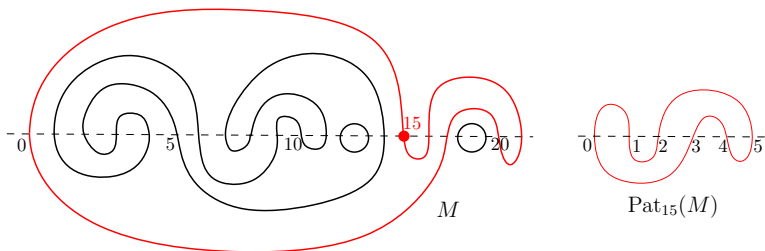
Our contribution: define a notion of shape/pattern of a connected component, and compute, for a given S ,

$$\lim_{n \rightarrow +\infty} \mathbb{P}(C_i(M_n) \simeq S).$$

Note: The probability $\mathbb{P}(|C_i(M_n)| = k)$ is then a finite sum of “shape probabilities”.

Definition: patterns in meandric systems

Let M be a meandric system, i an element of M , and set $k = |C_i(M)|$. The **pattern** $\text{Pat}_i(M)$ of i in M is obtained by relabelling the vertices of $C_i(M)$ with the unique increasing bijection $V(C_i(M)) \rightarrow \{0, \dots, 2k - 1\}$.



Note: $\text{Pat}_i(M)$ is a meander.

Informal statement of the results

Result 1 (F.–Thévenin '23): an expression of $\lim_{n \rightarrow +\infty} \mathbb{P}(C_i(M_n) \simeq S)$ as a multi-indexed sum of "normalized" Catalan numbers $\widetilde{\text{Cat}}_k = 4^{-k} \text{Cat}_k$.

Examples

$$\lim_{n \rightarrow +\infty} \mathbb{P}\left(C_i(M_n) \simeq \bigcirc\right) = \frac{1}{8} \sum_{\ell=0}^{\infty} \widetilde{\text{Cat}}_{\ell}^2 \quad (1)$$

$$\lim_{n \rightarrow +\infty} \mathbb{P}\left(C_i(M_n) \simeq \text{figure-eight}\right) = \frac{1}{64} \cdot \sum_{\ell_1, \ell_2, \ell_3 \geq 0} \widetilde{\text{Cat}}_{\ell_1} \widetilde{\text{Cat}}_{\ell_2} \widetilde{\text{Cat}}_{\ell_3} \widetilde{\text{Cat}}_{\ell_1 + \ell_3} \quad (2)$$

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Result 2 (Bostan–F.–Thévenin '25): an algorithm computing these sums (in particular, they are always polynomials in $1/\pi$).

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$$\lim_{n \rightarrow +\infty} \mathbb{P}\left(C_i(M_n) \simeq \bigoplus\right) = \frac{1}{8} \sum_{\ell=0}^{\infty} \widetilde{\text{Cat}}_{\ell}^2 = \frac{2}{\pi} - \frac{1}{2} \approx 0.137 \quad (1)$$

$$\begin{aligned} \lim_{n \rightarrow +\infty} \mathbb{P}\left(C_i(M_n) \simeq \bigcup\right) &= \frac{1}{64} \cdot \sum_{\ell_1, \ell_2, \ell_3 \geq 0} \widetilde{\text{Cat}}_{\ell_1} \widetilde{\text{Cat}}_{\ell_2} \widetilde{\text{Cat}}_{\ell_3} \widetilde{\text{Cat}}_{\ell_1 + \ell_3} \\ &= \frac{1}{4} - \frac{2}{3\pi} \approx 0.038 \end{aligned} \quad (2)$$

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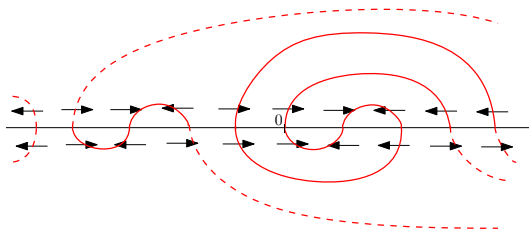
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Next few slides: I'll explain Result 1.

The Uniform Infinite Meandric System, or Infinite Noodle (Soup)

Definition (UIMS)

Draw two bi-infinite sequences of i.i.d. left/right arrows and connect them in the unique non-crossing way. The resulting configuration is called **Infinite Noodle**, and denoted M_∞ .

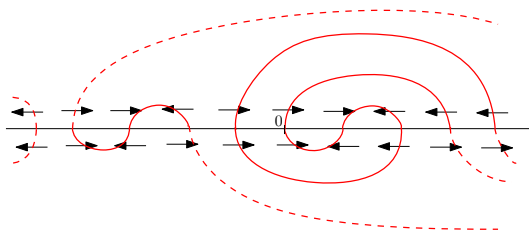


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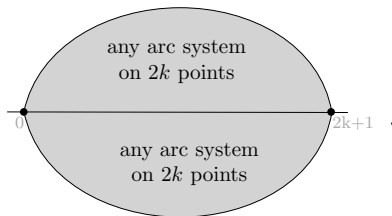
Proposition (F.–Thévenin, '23)

$$\lim_{n \rightarrow +\infty} \mathbb{P}(C_i(M_n) \simeq S) = \mathbb{P}(C_0(M_\infty) \simeq S).$$

Note: whether $C_0(M_\infty)$ is a.s. finite or not is an open question.

Warmup: $S = \bigoplus$

Up to changing the place of 0, a realization of M_∞ with $C_0(M_\infty) \simeq S$ looks like this:

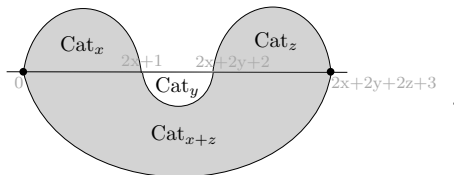


Hence

$$\mathbb{P}[C_0(M_\infty) \simeq S] = 2 \sum_{k \geq 1} \text{Cat}_k^2 2^{-4k-4} = \frac{1}{8} \sum_{k \geq 1} \widetilde{\text{Cat}}_k^2.$$

More interesting: $S =$ 

Up to changing the place of 0, a configuration with $C_0(M_\infty) \simeq S$ looks like this:

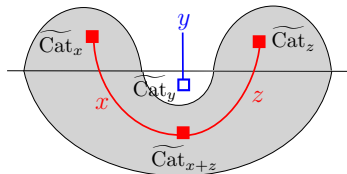


Hence

$$\begin{aligned} \mathbb{P}[C_0(M_\infty) \simeq S] &= 4 \sum_{x,y,z \geq 0} \text{Cat}_x \text{Cat}_y \text{Cat}_z \text{Cat}_{x+z} 2^{-4x-2y-4z-8} \\ &= \frac{1}{64} \sum_{x,y,z \geq 0} \widetilde{\text{Cat}}_x \widetilde{\text{Cat}}_y \widetilde{\text{Cat}}_z \widetilde{\text{Cat}}_{x+z}. \end{aligned}$$

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Let us draw the "dual forest" of S . We observe that there is **one** summation index for each edge of the forest, and **one Catalan factor** for each vertex.

General S : tree indexed sums of Catalan numbers

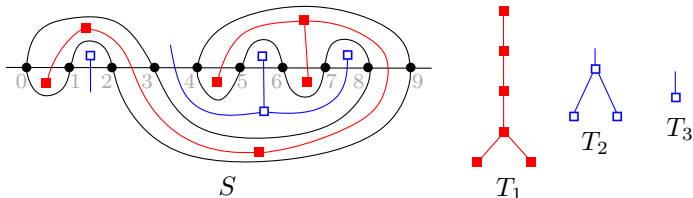
For a tree T , we set $\Sigma(T) := \sum_{(x_e) \in \mathbb{Z}_+^{E(T)}} \left(\prod_{v \in V(T)} \widetilde{\text{Cat}}_{\sum_{e \ni v} x_e} \right)$.

Proposition (F.–Thévenin '23)

For any meander S of size k , we have

$$\mathbb{P}(C_0(M_\infty) \simeq S) = 2^{-4k+1} k \prod_{i=1}^d \Sigma(T_i),$$

where the T_i 's are the “dual trees” of the meander.



Computing $\Sigma(T)$ - main result

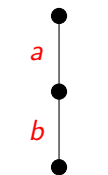
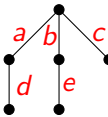
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Theorem (Bostan–F.–Thévenin '25)

For any tree T , the sum $\Sigma(T)$ is a *polynomial in $1/\pi$* of degree at most $|V_T|/2$.

Moreover, we provide an *algorithm* to compute these sums.

Computing $\Sigma(T)$ - examples

| | |
|---|--|
|  | $\Sigma(T) = \sum_{a,b \geq 0} \widetilde{\text{Cat}}_a \widetilde{\text{Cat}}_{a+b} \widetilde{\text{Cat}}_b$ $= \boxed{8 - \frac{64}{3\pi}}$ |
|  | $\Sigma(T) = \sum_{\mathbb{Z}_+^5} \widetilde{\text{Cat}}_{a+b+c} \widetilde{\text{Cat}}_{a+d} \widetilde{\text{Cat}}_{b+e} \widetilde{\text{Cat}}_c \widetilde{\text{Cat}}_d \widetilde{\text{Cat}}_e$ $= \boxed{-128 - \frac{512}{9\pi} + \frac{1024}{\pi^2} + \frac{4096}{3\pi^3}}$ |

Mathematica (or Maple) can deal with the first example, but not with the second one!

$\Sigma(\text{■} \text{---} \text{■})$ and hypergeometric functions

We want to compute $\Sigma(\text{■} \text{---} \text{■}) = \sum_{x \in \mathbb{Z}_+} u_x$, where $u_x = (\text{Cat}_x 4^{-x})^2$.

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Reminder: one has the recurrence $(x+2)\text{Cat}_{x+1} = 2(2x+1)\text{Cat}_x$. Hence the quotient u_{x+1}/u_x is a rational function in x . Such terms are called hypergeometric. Standard hypergeometric sums are

$${}_2F_1(a, b; c; z) := \sum_{n \geq 0} \frac{a^{\uparrow n} b^{\uparrow n}}{c^{\uparrow n}} \frac{z^n}{n!},$$

where $u^{\uparrow n} := u(u+1) \cdots (u+n-1)$.

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In fact, we have $\Sigma(\blacksquare \dashrightarrow \blacksquare) = 4 \cdot {}_2F_1(-\frac{1}{2}, -\frac{1}{2}; 1; 1) - 4$.

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Lemma (Gauss identity)

If $c - a - b > 0$, we have

$${}_2F_1(a, b; c; 1) = \frac{\Gamma(c)\Gamma(c-a-b)}{\Gamma(c-a)\Gamma(c-b)}.$$

Thus ${}_2F_1(-\frac{1}{2}, -\frac{1}{2}; 1; 1) = \frac{4}{\pi}$ and $\Sigma(\blacksquare \dashrightarrow \blacksquare) = \frac{16}{\pi} - 4$.

$\Sigma(\text{---})$ and the quadratic recurrence

We want to compute $\Sigma(\text{---}) = \sum_{x,y \in \mathbb{Z}_+} \text{Cat}_x \text{Cat}_y \text{Cat}_{x+y} 16^{-x-y}$.

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Rewrite the sum using $Z = x + y$.

$$\begin{aligned}\Sigma(\text{---}) &= \sum_{Z \geq 0} \text{Cat}_Z 16^{-Z} \left(\sum_{\substack{x,y \geq 0 \\ x+y=Z}} \text{Cat}_x \text{Cat}_y \right) \\ &= \sum_{Z \geq 0} \text{Cat}_Z \text{Cat}_{Z+1} 16^{-Z}.\end{aligned}$$

Looks like $\Sigma(\text{---})$ with a [shift of indices](#).

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Looks like $\Sigma(\text{---})$ with a [shift of indices](#).

Again, this can be related to [hypergeometric functions](#), namely

$$\Sigma(\text{---}) = 8 - 8 \cdot {}_2F_1\left(-\frac{1}{2}, \frac{1}{2}; 2; 1\right)$$

and [Gauss identity](#) allows to compute

$$\Sigma(\text{---}) = 8 - \frac{64}{3\pi}.$$

$\Sigma(\text{---})$: changing variables and manipulating inequalities

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By symmetry, we also have

$$\Sigma(\text{---}) = \sum_{x \geq z \geq 0} \text{Cat}_x \text{Cat}_z 4^{-x-z},$$

and thus

$$\begin{aligned} 2\Sigma(\text{---}) &= \sum_{x,z \geq 0} \text{Cat}_x \text{Cat}_z 4^{-x-z} + \sum_{\substack{x,z \geq 0 \\ x=z}} \text{Cat}_x \text{Cat}_z 4^{-x-z} \\ &= \left(\sum_{x \geq 0} \text{Cat}_x 4^{-x} \right)^2 + \Sigma(\text{---}) = 4 + \left(\frac{16}{\pi} - 4 \right) = \frac{16}{\pi}. \end{aligned}$$

Overview of the algorithm computing $\Sigma(T)$

- We forget about edge variables, and use vertex-indexed variables constrained by one equality and inequalities.

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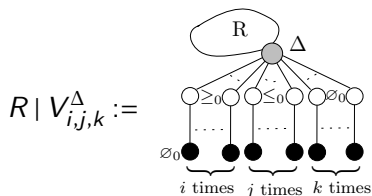
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- The **induction step** uses inequality manipulations and the Catalan **quadratic recurrence**.
- The induction is **intricate** (see next slide)...

A linear system for long stars



Lemma

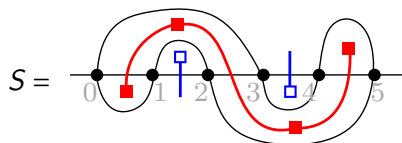
For any “rootstock” R , any decoration Δ and any $d \geq 2$, we have

$$\begin{pmatrix} 2 & 1 & 0 & \dots & 0 \\ 1 & 2 & 1 & \ddots & \vdots \\ 0 & \ddots & \ddots & \ddots & 0 \\ \vdots & \ddots & 1 & 2 & 1 \\ 0 & \dots & 0 & 1 & 2 \end{pmatrix} \begin{pmatrix} S(R \mid V_{1,d-1,0}^\Delta) \\ \vdots \\ S(R \mid V_{d-1,1,0}^\Delta) \end{pmatrix} = \begin{pmatrix} X_1 \\ \vdots \\ X_{d-1} \end{pmatrix} - \begin{pmatrix} S(R \mid V_{0,d,0}^\Delta) \\ 0 \\ \vdots \\ 0 \\ S(R \mid V_{d,0,0}^\Delta) \end{pmatrix},$$

where, for $1 \leq i \leq d-1$,

$$X_i = S(R \mid V_{i-1,d-1-i,2}^\Delta) + 2S(R \mid V_{i-1,d-1-i,1}^\Delta) \cdot S(\text{---}) + S(R \mid V_{i-1,d-1-i,0}^\Delta) \cdot S(\text{---}).$$

Thanks for your attention!



$$\begin{aligned} \Sigma(\text{red squares}) &= \sum_{x,y,z} \widetilde{\text{Cat}}_x \widetilde{\text{Cat}}_{x+y} \widetilde{\text{Cat}}_{y+z} \widetilde{\text{Cat}}_z \\ &= -32 + \frac{64}{\pi} + \frac{128}{\pi^2}. \end{aligned}$$

$$\begin{aligned} \lim_{n \rightarrow +\infty} \mathbb{P}(C_0(M_\infty) \simeq S) &= \frac{3}{2^{11}} \Sigma(\text{red squares}) \Sigma(\text{blue squares})^2 \\ &= -\frac{3}{4} + \frac{3}{2\pi} + \frac{3}{\pi^2} \approx 0.031428 \end{aligned}$$