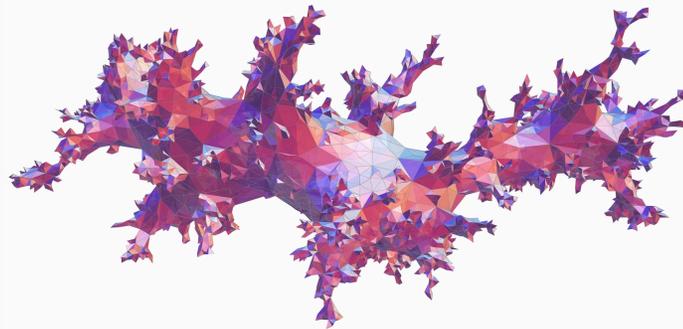


Scaling limit of loop-erased percolation interface on the uniform infinite triangulation

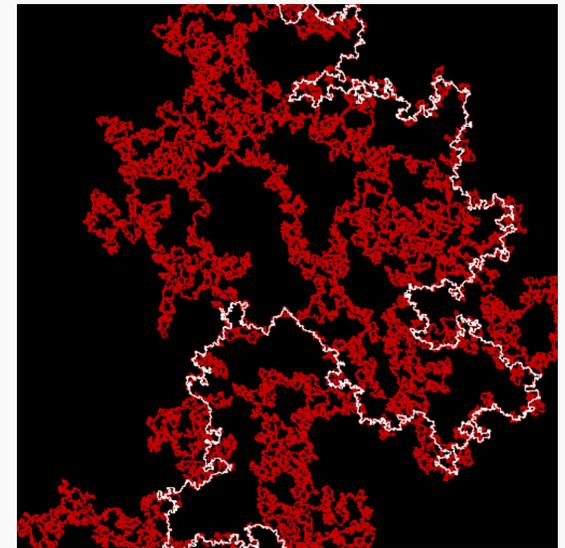
Yuyang Feng

January 29, 2026

University of Chicago



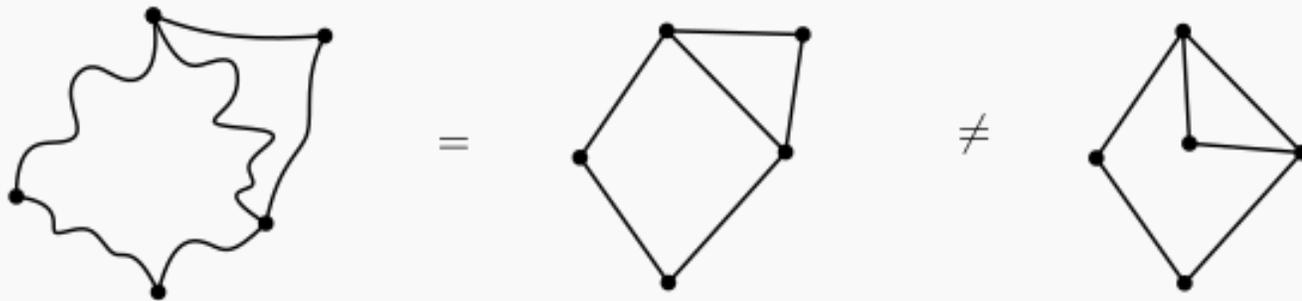
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Random planar map

- A planar map is a graph embedded in the Riemann surface such that no two edges cross, viewed modulo orientation-preserving homeomorphism.



- Planar maps as metric-measure spaces: graph distance + counting measure
- What is *uniform* random planar map?

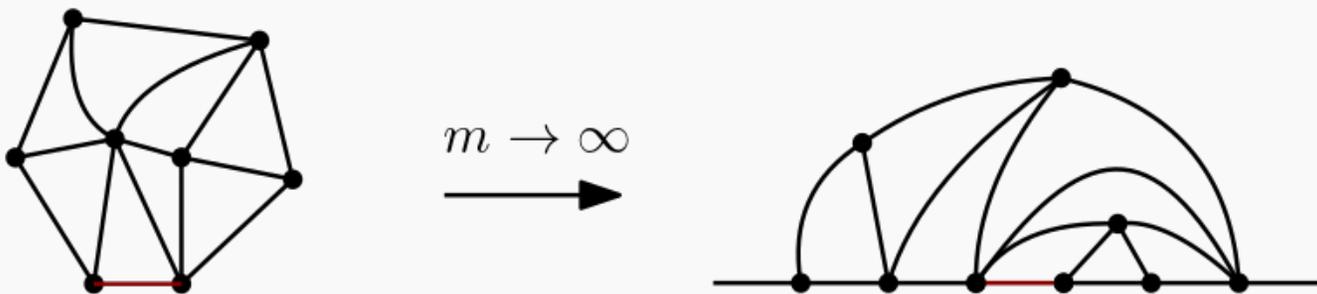
Boltzmann triangulation

- Consider rooted triangulations in m -polygon with n vertices, there are only finitely many choices.
- (Tutte '62) Number of such maps $\varphi_{n,m} \sim c_m \alpha^n n^{-5/2}$.
- **Boltzmann measure** on rooted triangulations of m -polygon: For rooted triangulation T in m -polygon with n vertices,

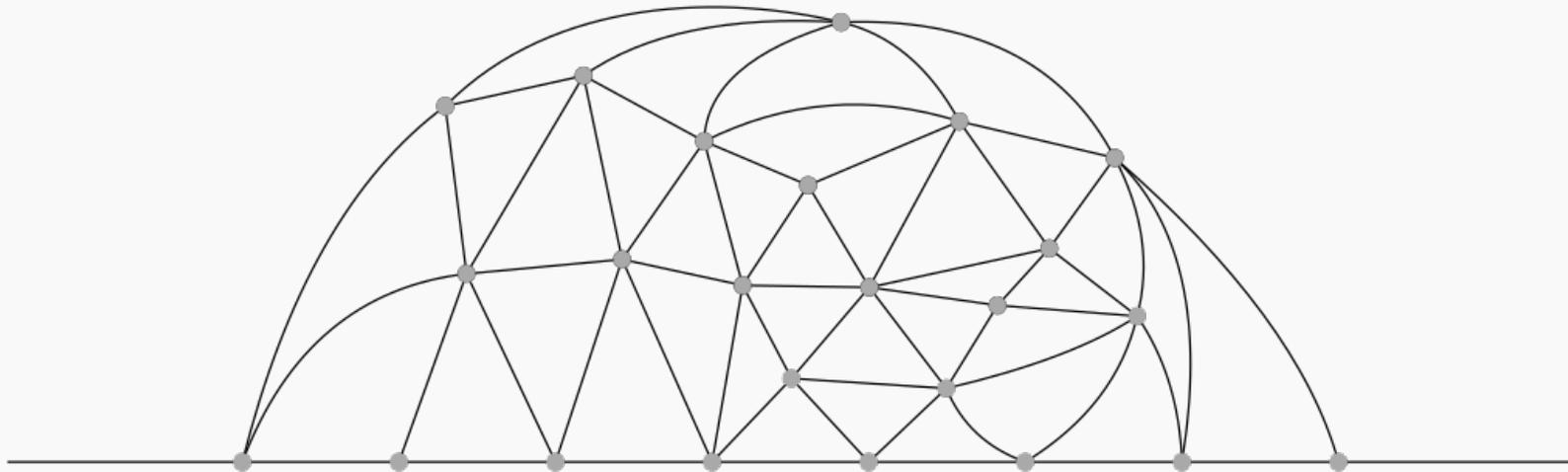
$$\mu_m(T) = \frac{\alpha^{-n}}{Z_m}.$$

Here, $Z_m = \sum_n \varphi_{n,m} \alpha^{-n}$ is the partition function.

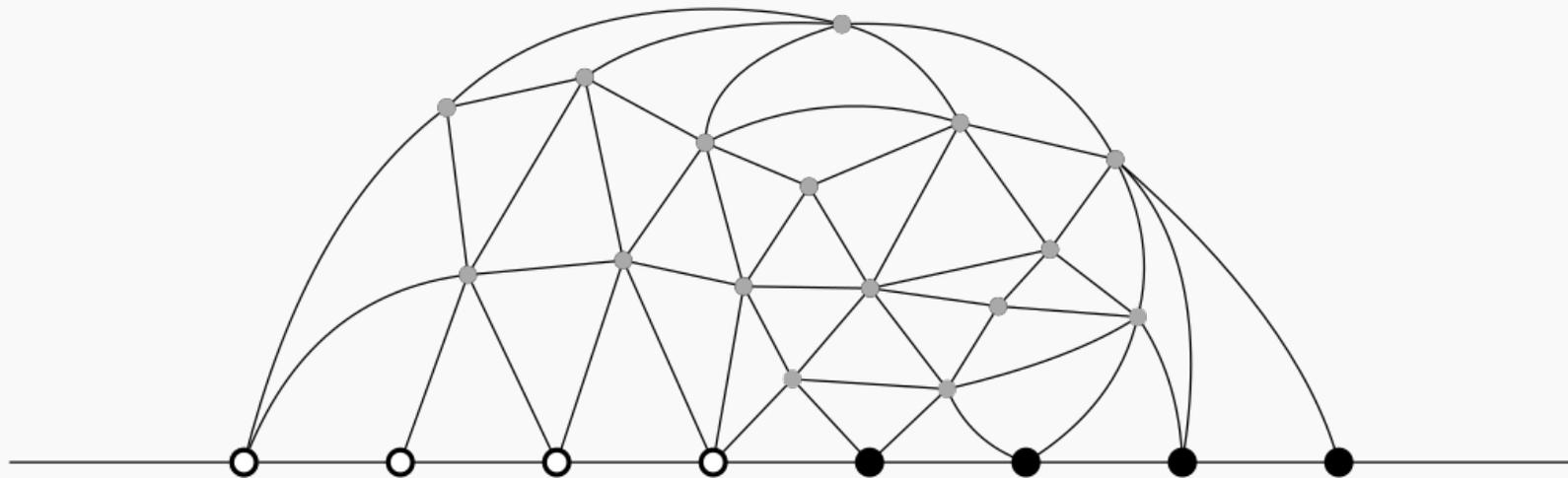
- (Angel '04) The Benjamini-Schramm local limit of μ_m is called Uniform Infinite Half-Planar Triangulation (**UIHPT**).



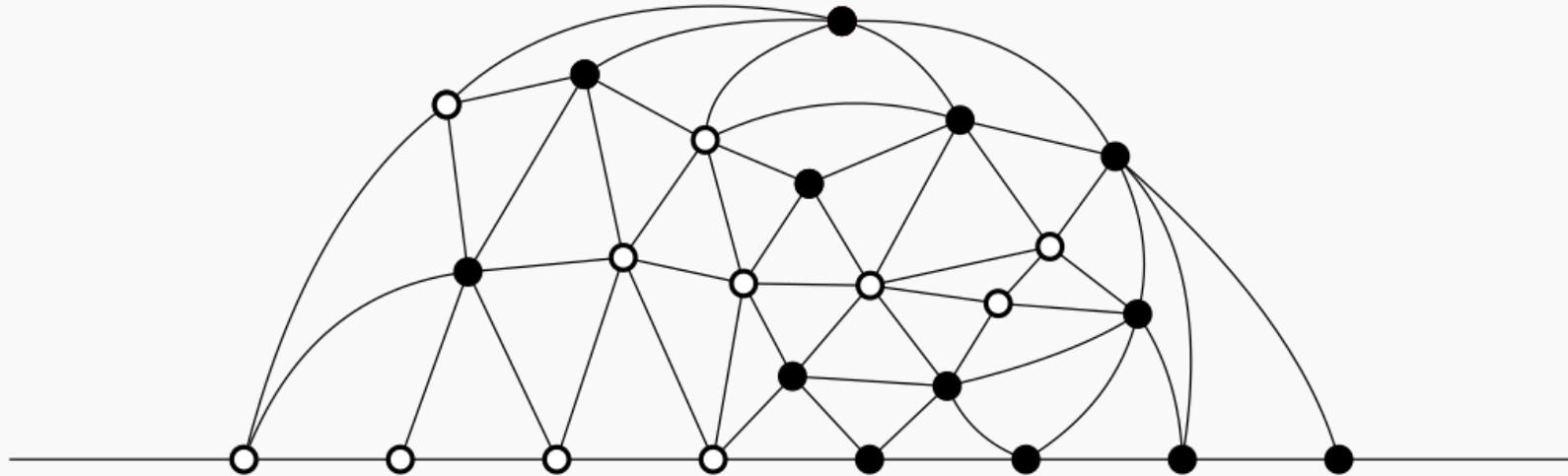
Uniform infinite half-planar triangulation (UIHPT)



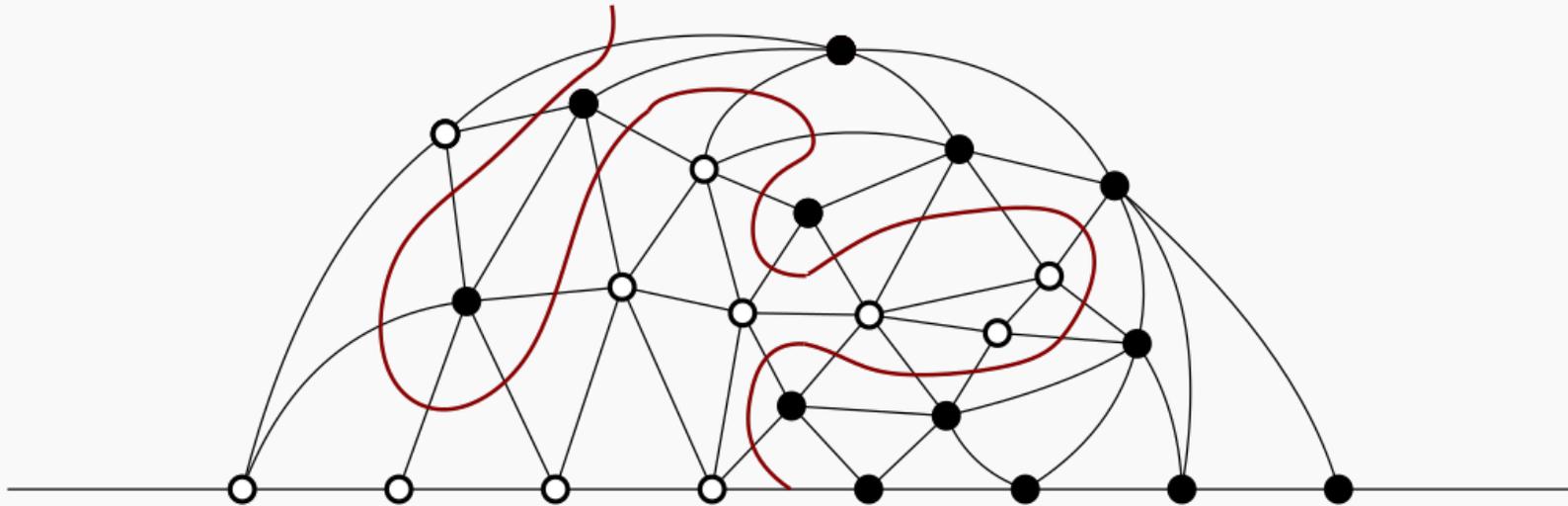
Percolation on UIHPT



Percolation on UIHPT



Percolation interface

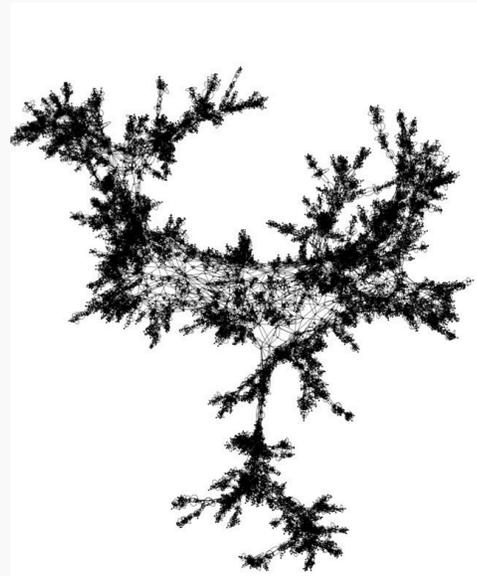
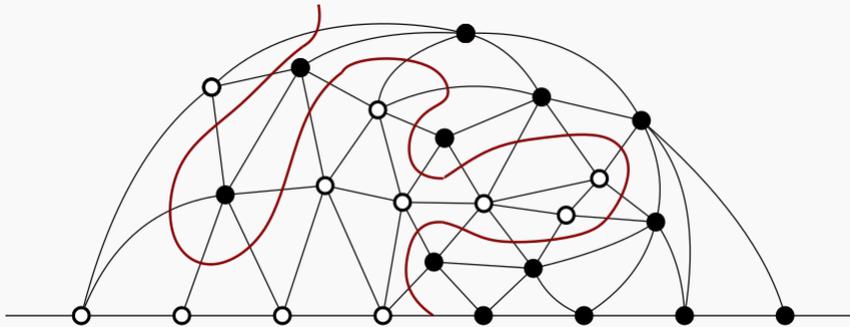


Known result: Scaling limit

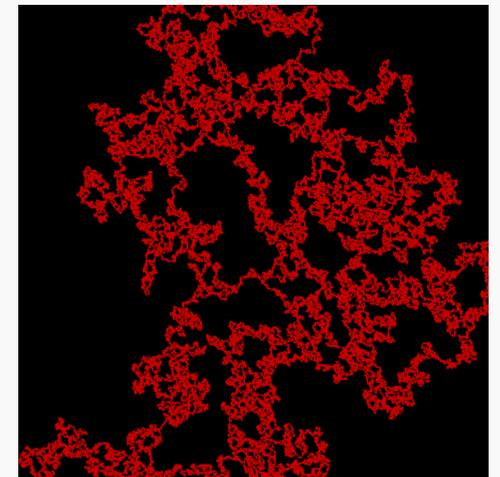
Theorem

After appropriate scaling, as curve-decorated metric-measure spaces,

$$\text{UIHPT} + \text{percolation interface} \rightarrow \sqrt{8/3} - \text{LQG} + \text{SLE}_6$$



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© Jason Miller

64+83+76

Le Gall / Miermont: [Le 13, Miel3]
Convergence of random quadrangulations of the sphere to the Brownian map



Bettinelli-Miermont: [BM15] 56
Convergence of random quadrangulations of the disk to the Brownian disk



41 **Gwynne-Miller: Baur-Miermont-Ray:** 91
Convergence of random quadrangulations of the upper half-plane with simple boundary to the Brownian half-plane



Gwynne-Miller: 41
Convergence of random quadrangulations with simple boundary to the Brownian disk



Gwynne-Miller: 92
Percolation on random quadrangulations with boundary converge to SLE₆ on $\sqrt{8/3}$ -LQG

Sheffield: [She16a] 93
Basic theory of conformal welding of quantum surfaces



209

Duplantier-Miller-Sheffield: [DMS14]
General theory of quantum surfaces and conformal welding



Miller-Sheffield: 129+33+134
Construction of metric on the $\sqrt{8/3}$ -LQG sphere, cone, disk which is isometric to the Brownian map, plane, disk

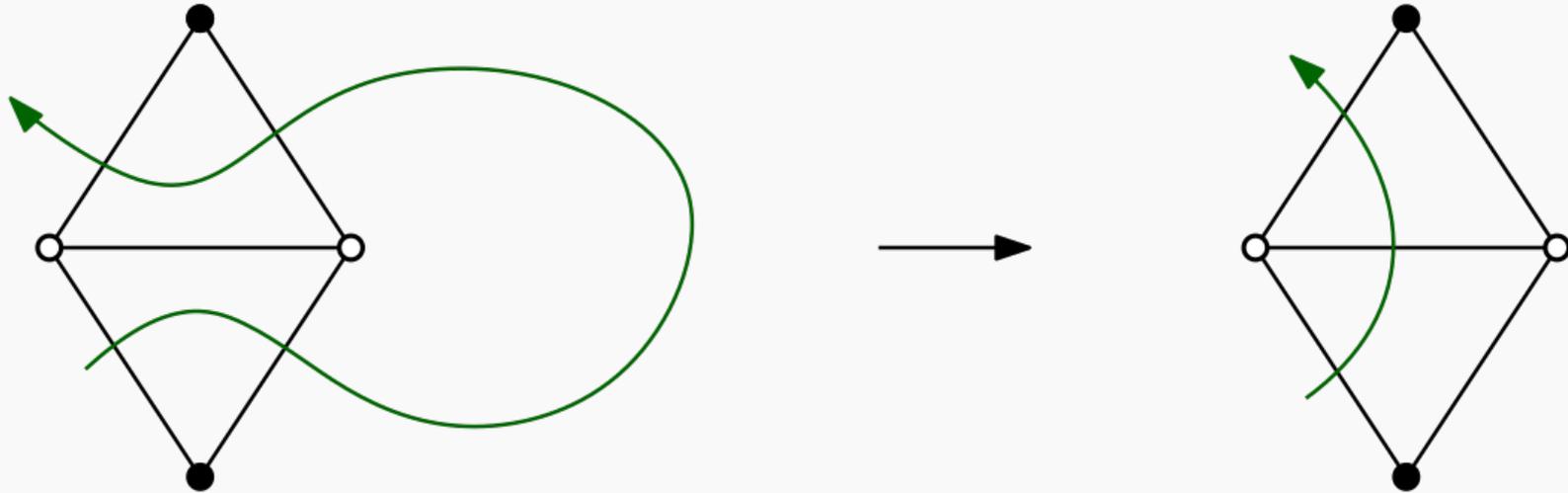


Gwynne-Miller (companion paper): 79
Characterization of SLE₆ explorations of $\sqrt{8/3}$ -LQG

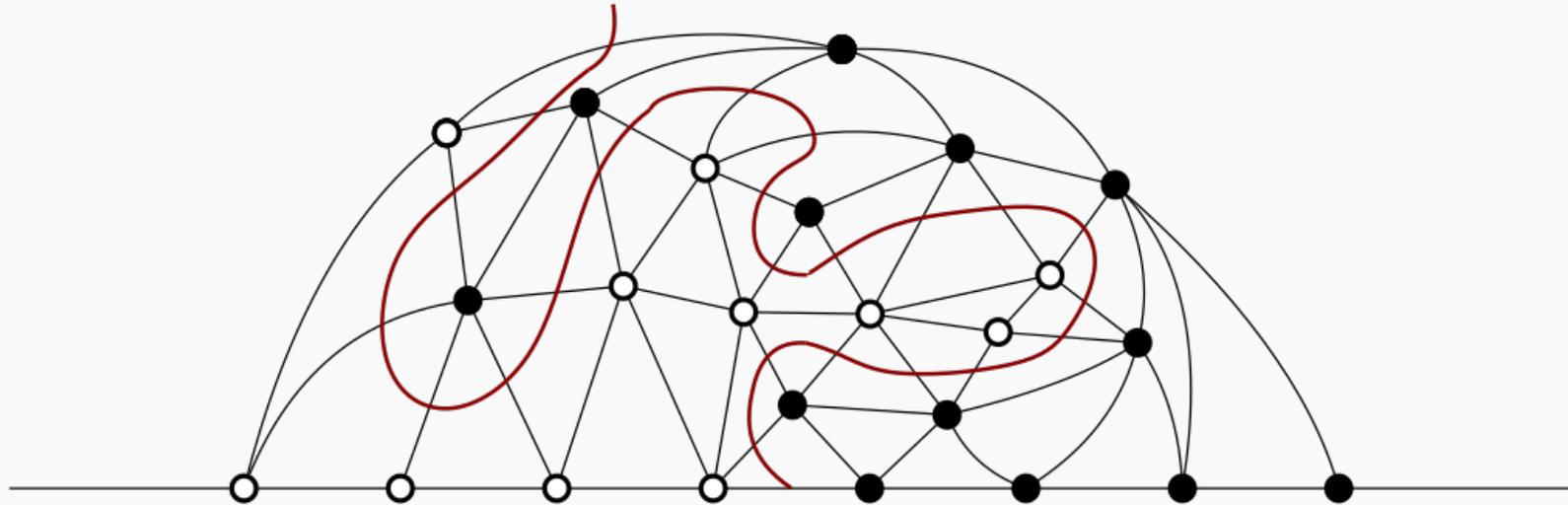


1300+ pages !!!

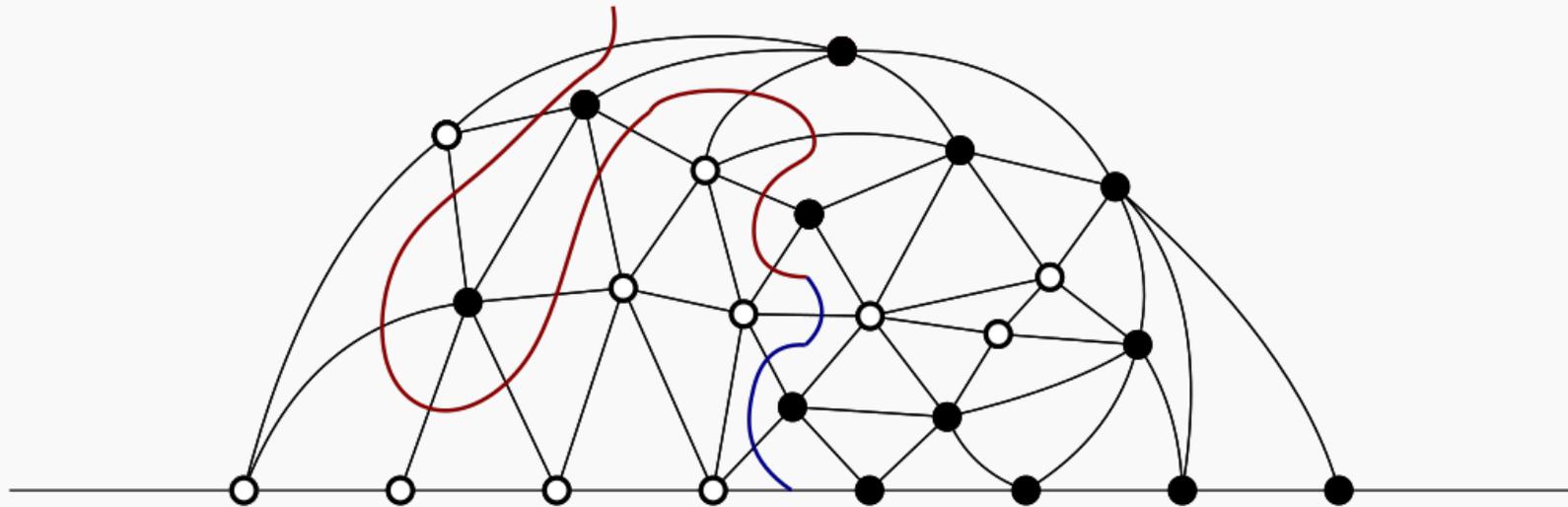
Loop erasure of percolation interface



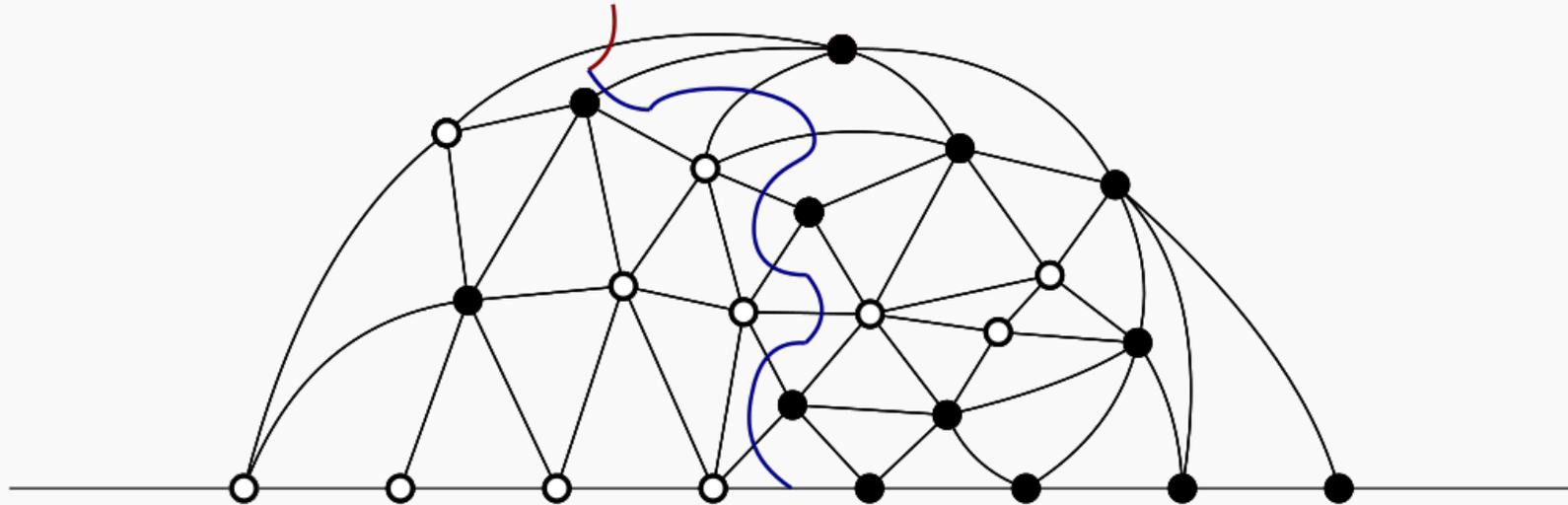
Loop erasure of percolation interface



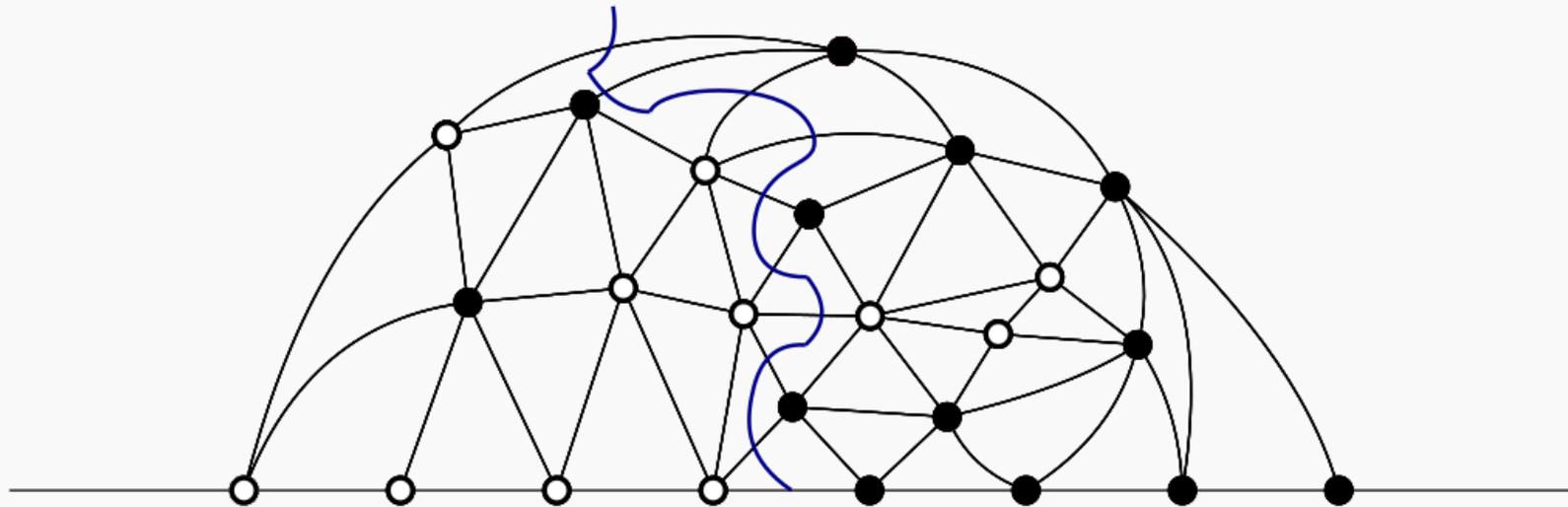
Loop erasure of percolation interface



Loop erasure of percolation interface



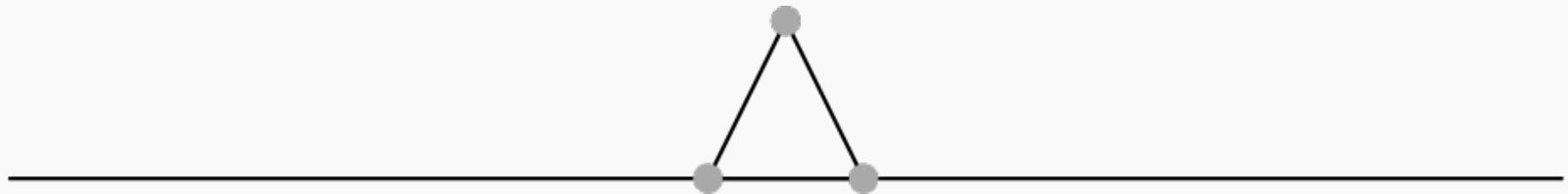
Loop erasure of percolation interface



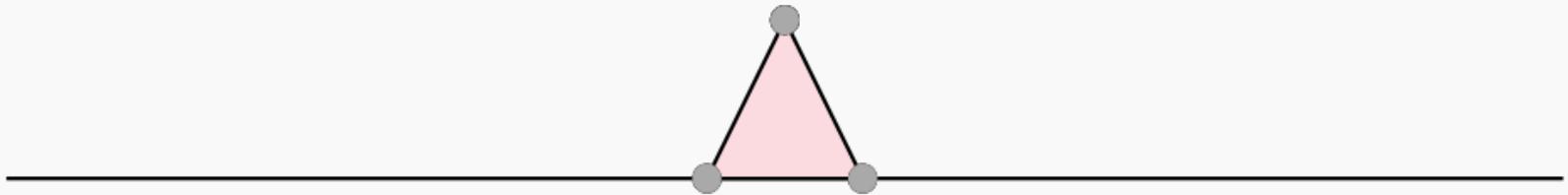
Main tool: Peeling



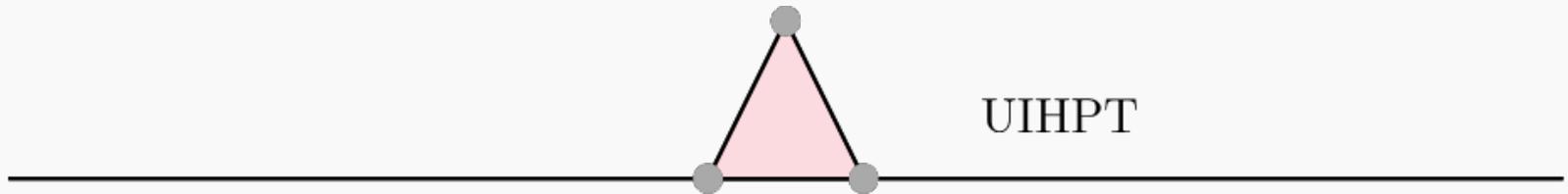
Main tool: Peeling



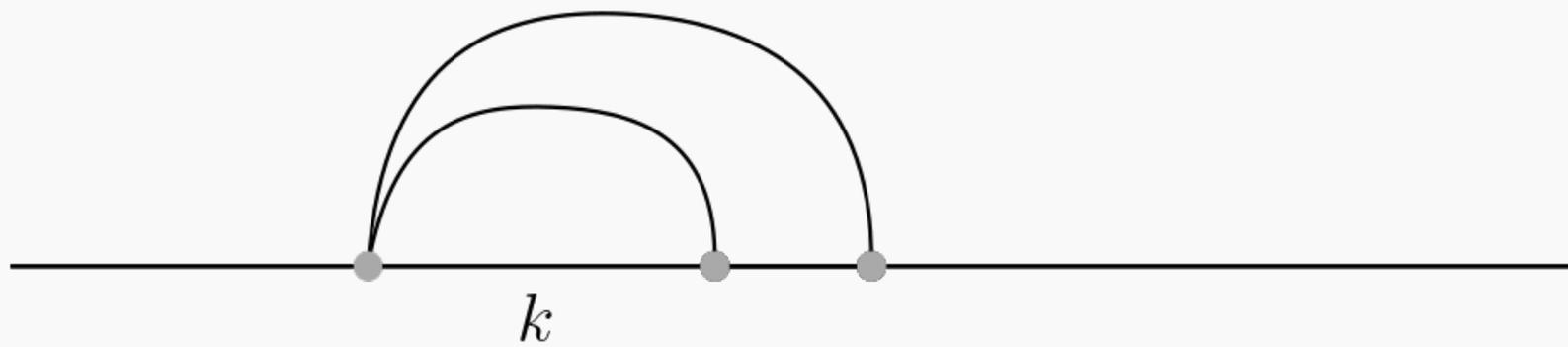
Main tool: Peeling



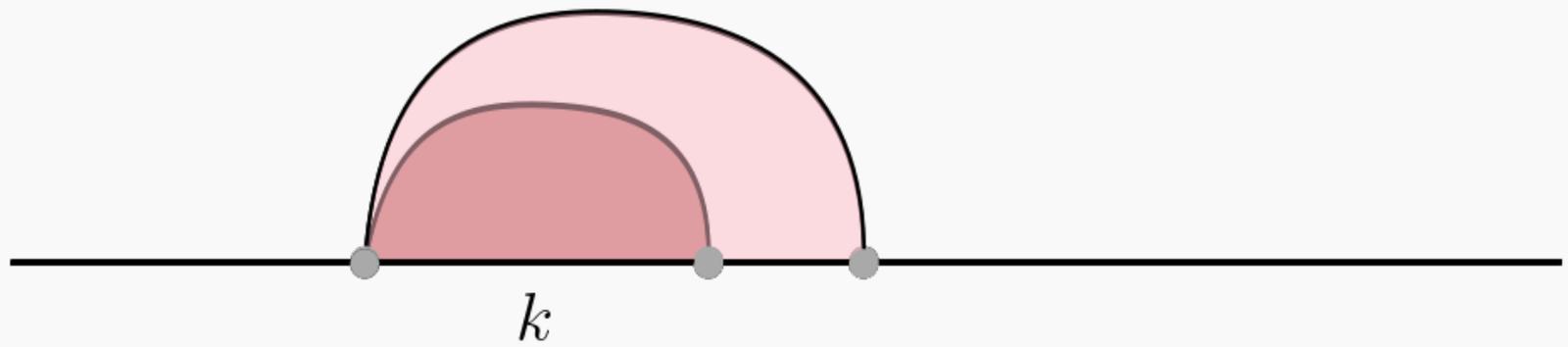
Main tool: Peeling



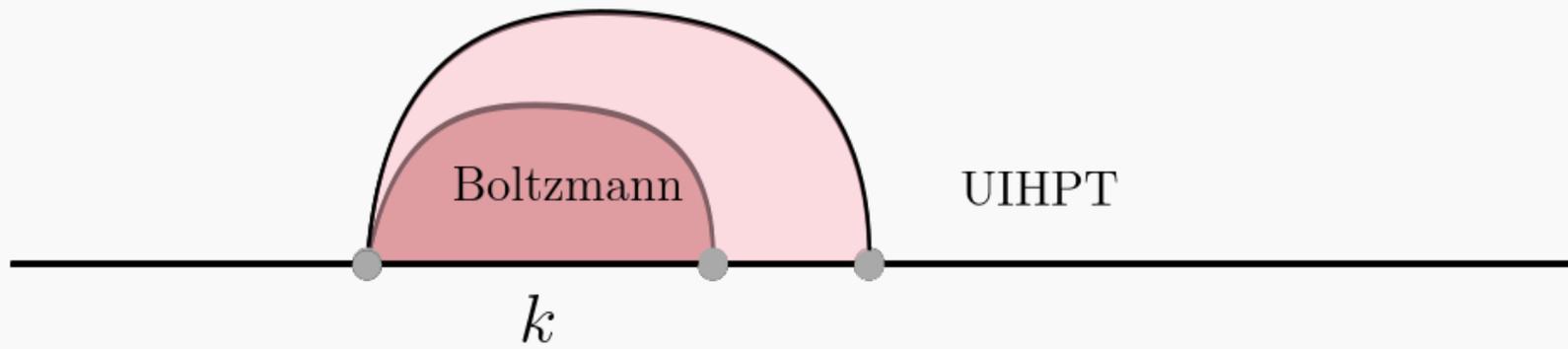
Main tool: Peeling



Main tool: Peeling



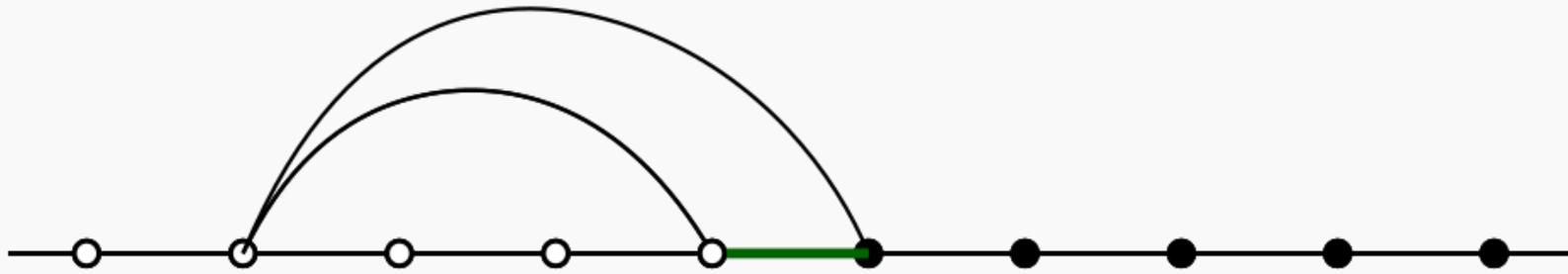
Main tool: Peeling



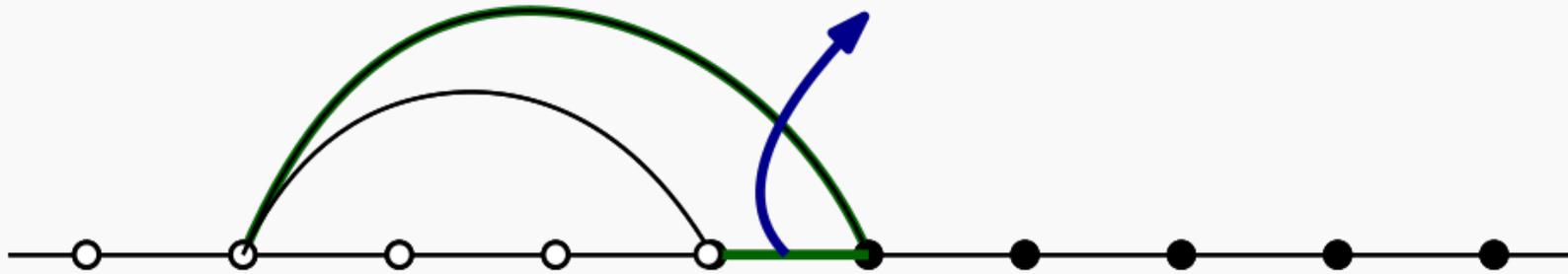
Peeling algorithm for loop erasure



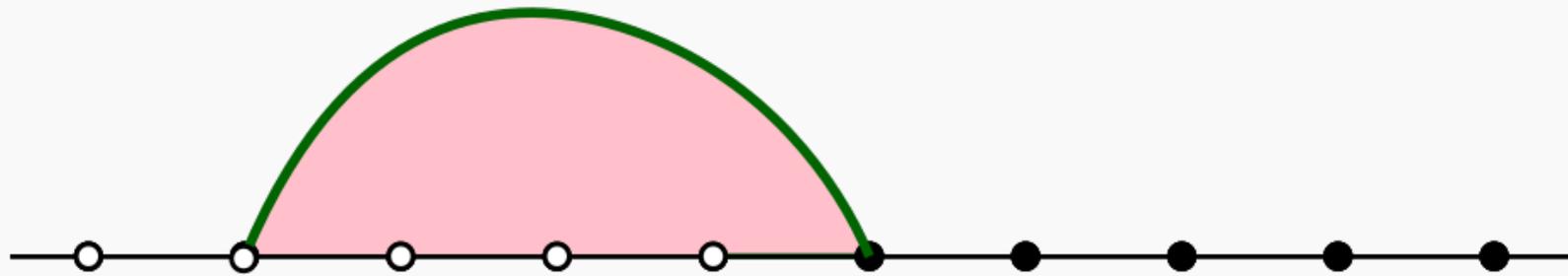
Peeling algorithm for loop erasure



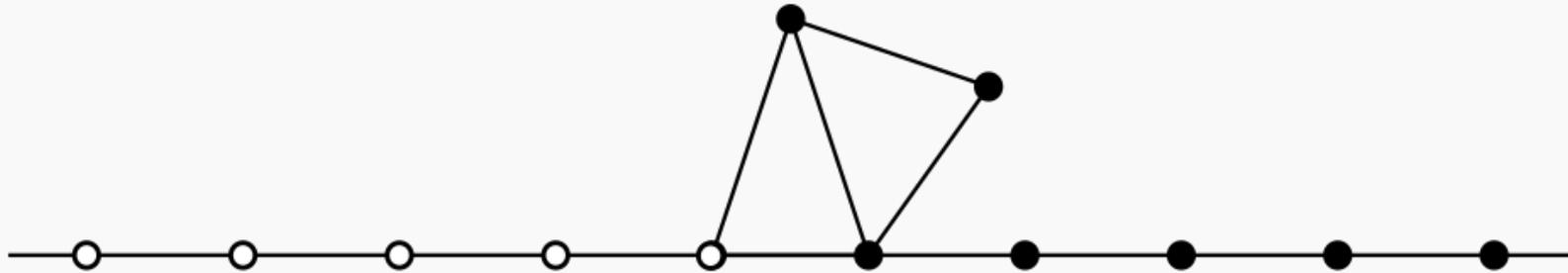
Peeling algorithm for loop erasure



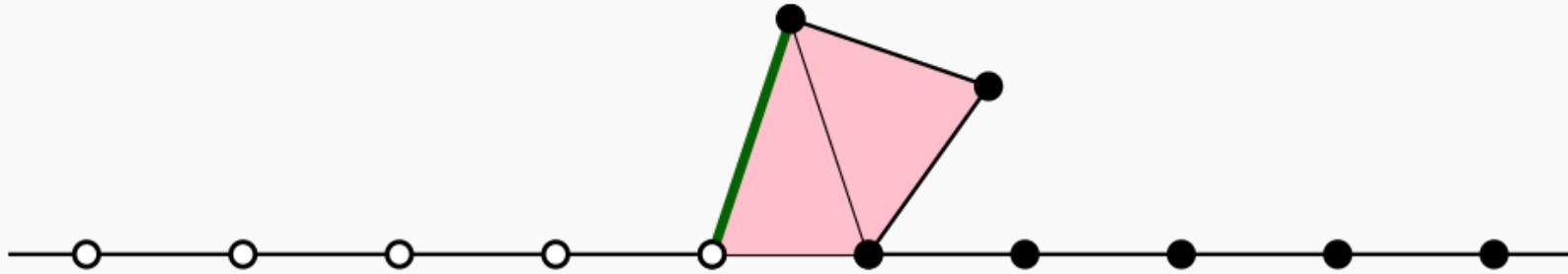
Peeling algorithm for loop erasure



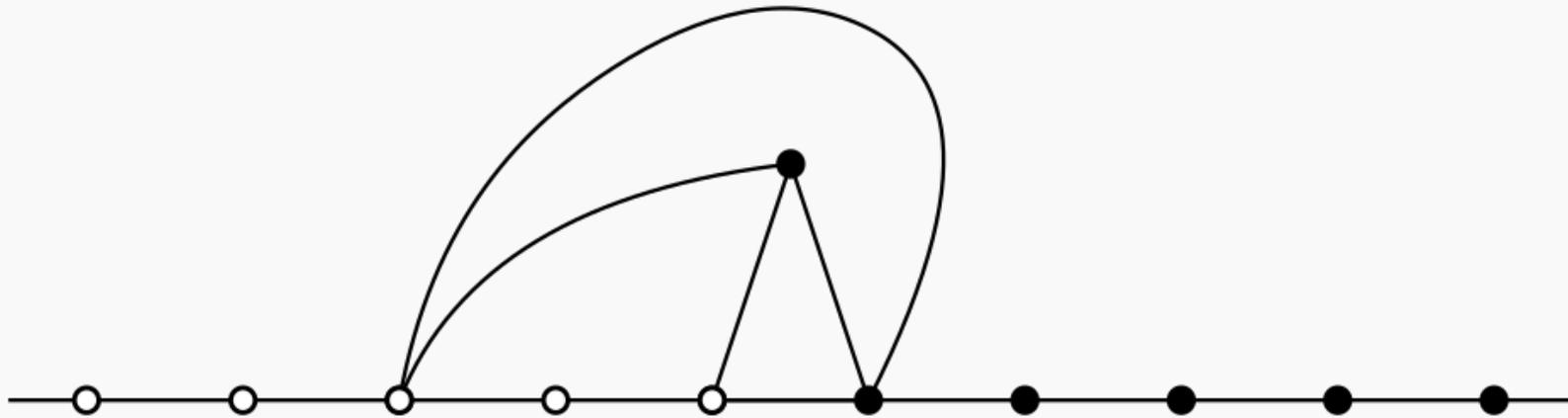
Peeling algorithm for loop erasure



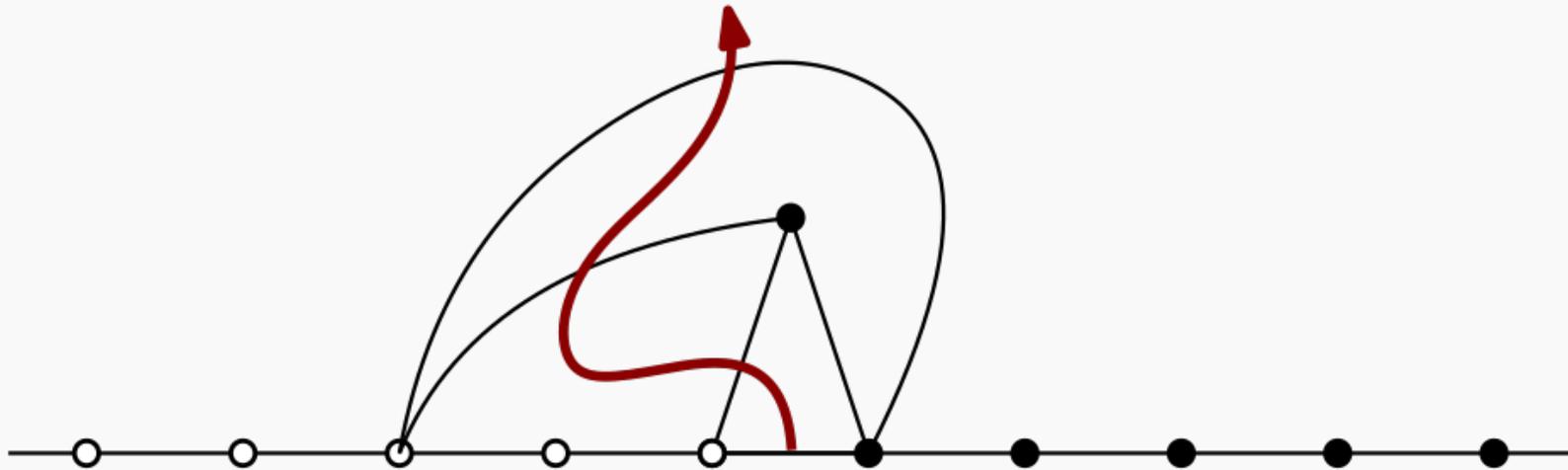
Peeling algorithm for loop erasure



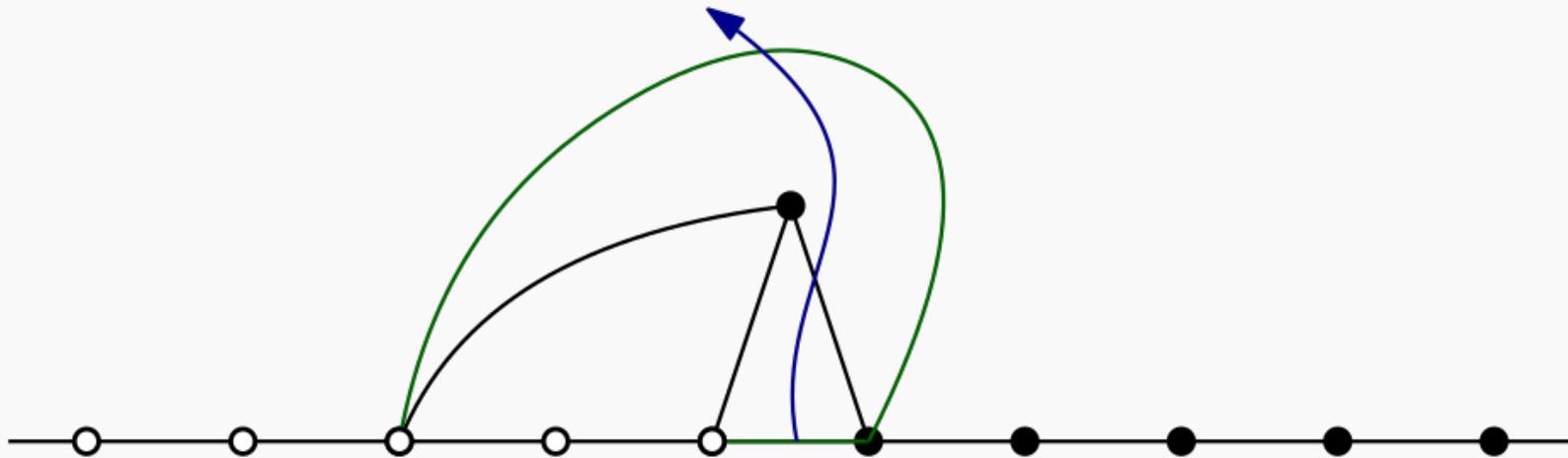
Peeling algorithm for loop erasure



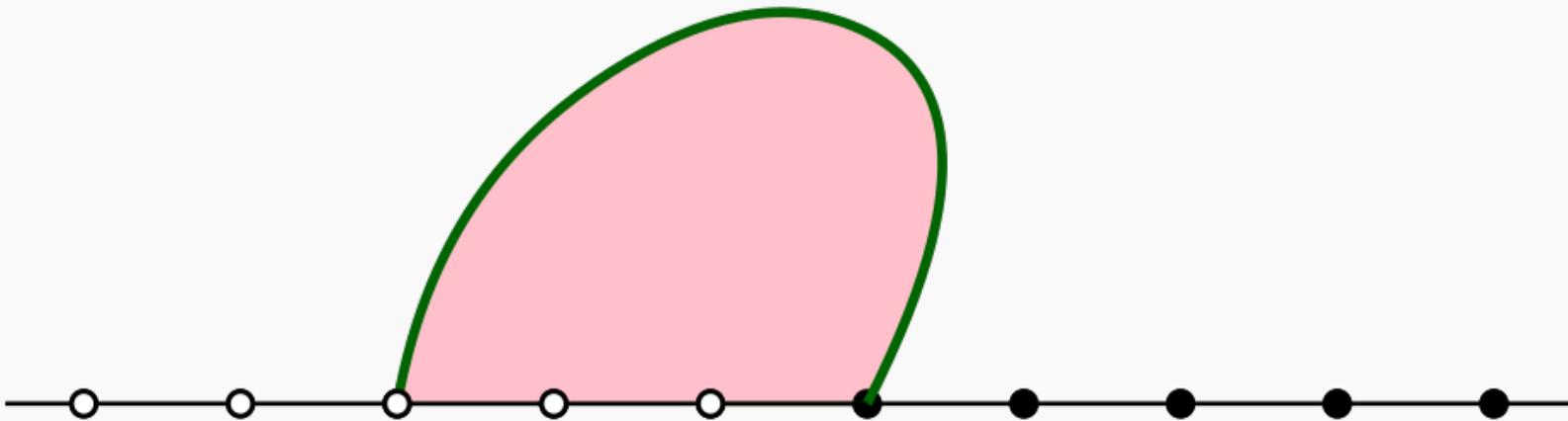
Peeling algorithm for loop erasure



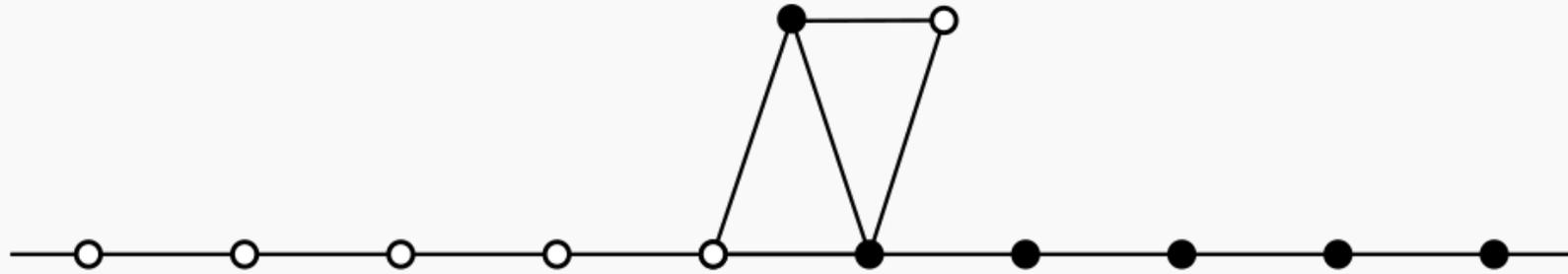
Peeling algorithm for loop erasure



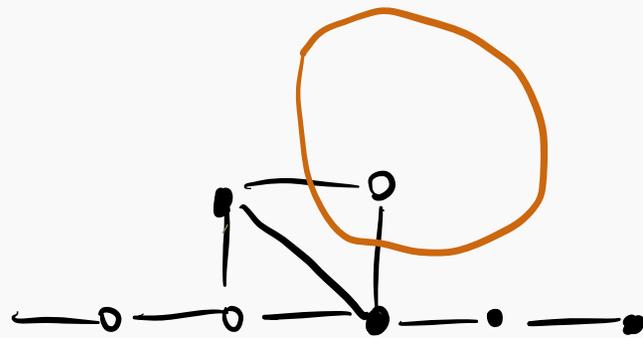
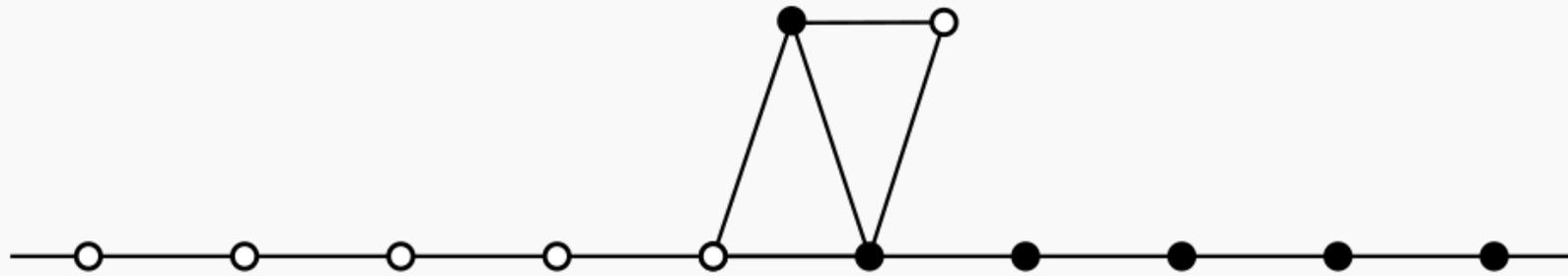
Peeling algorithm for loop erasure



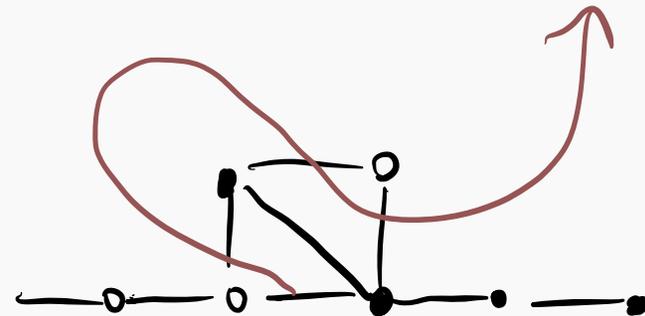
Peeling algorithm for loop erasure



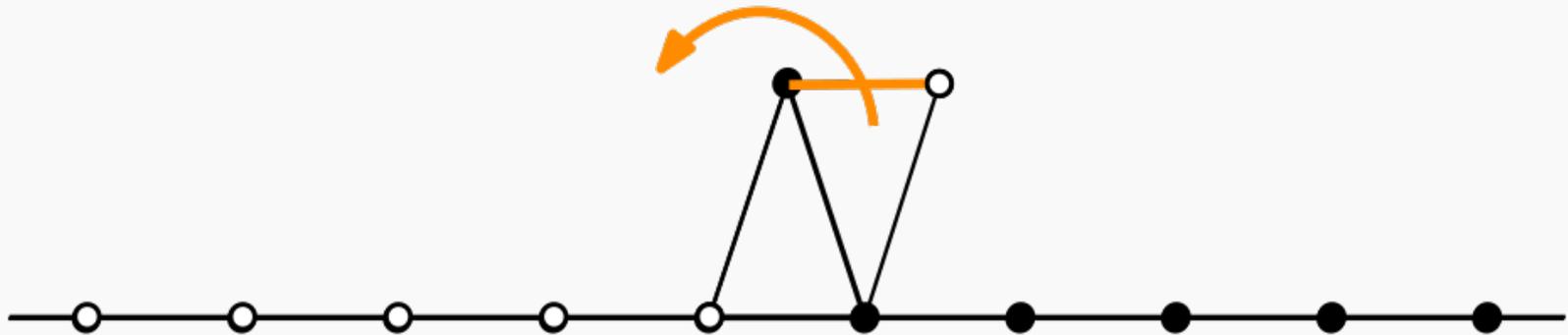
Peeling algorithm for loop erasure



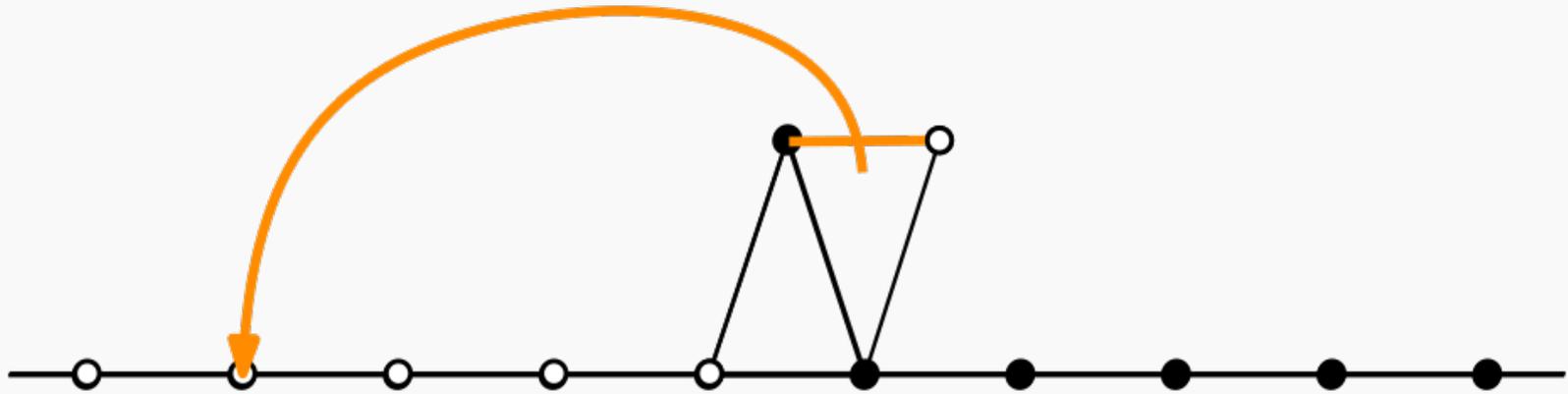
or



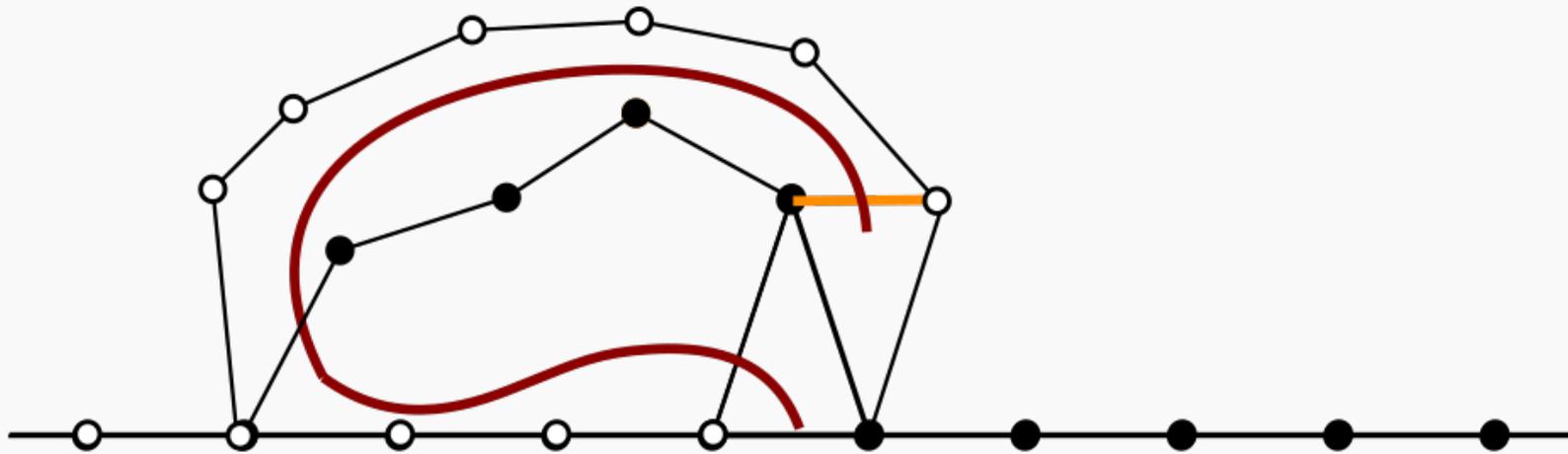
Peeling algorithm for loop erasure



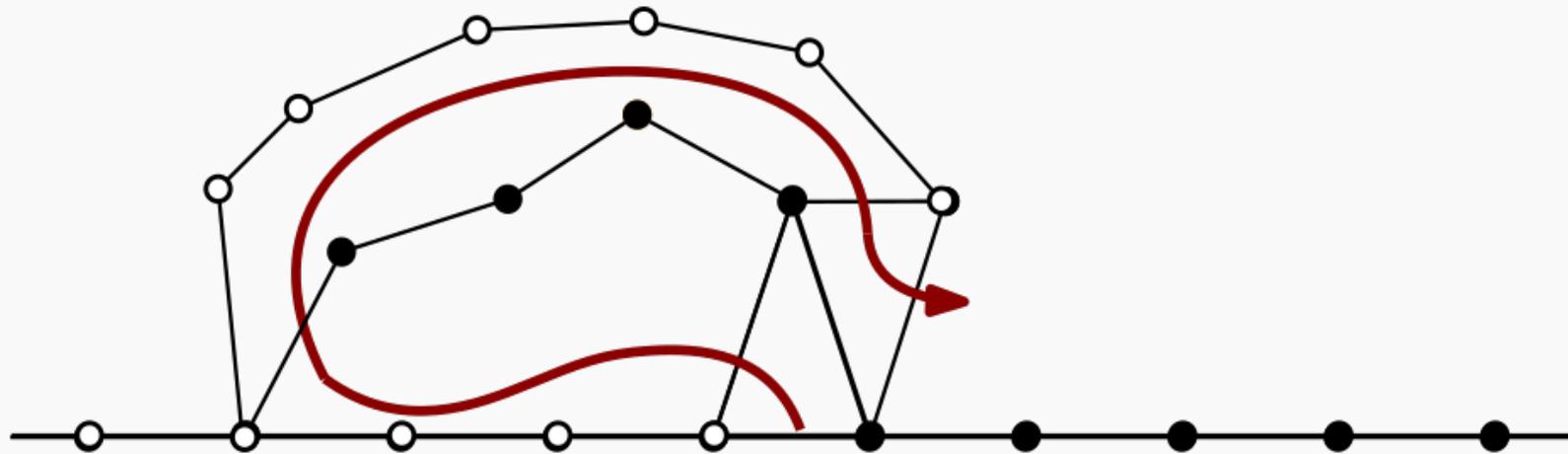
Peeling algorithm for loop erasure



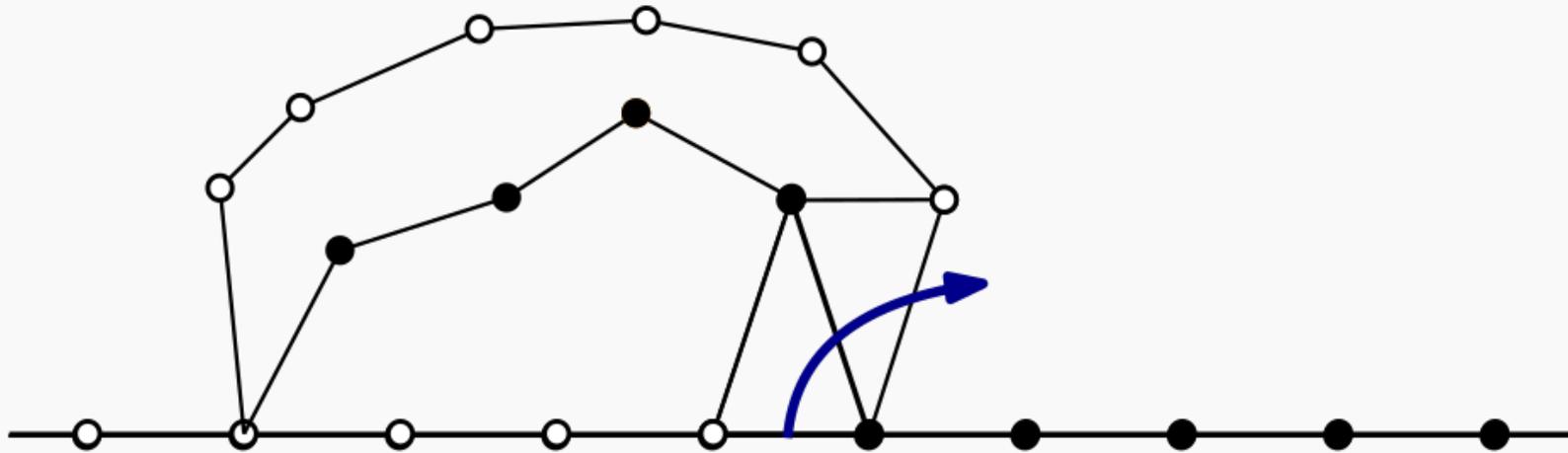
Peeling algorithm for loop erasure



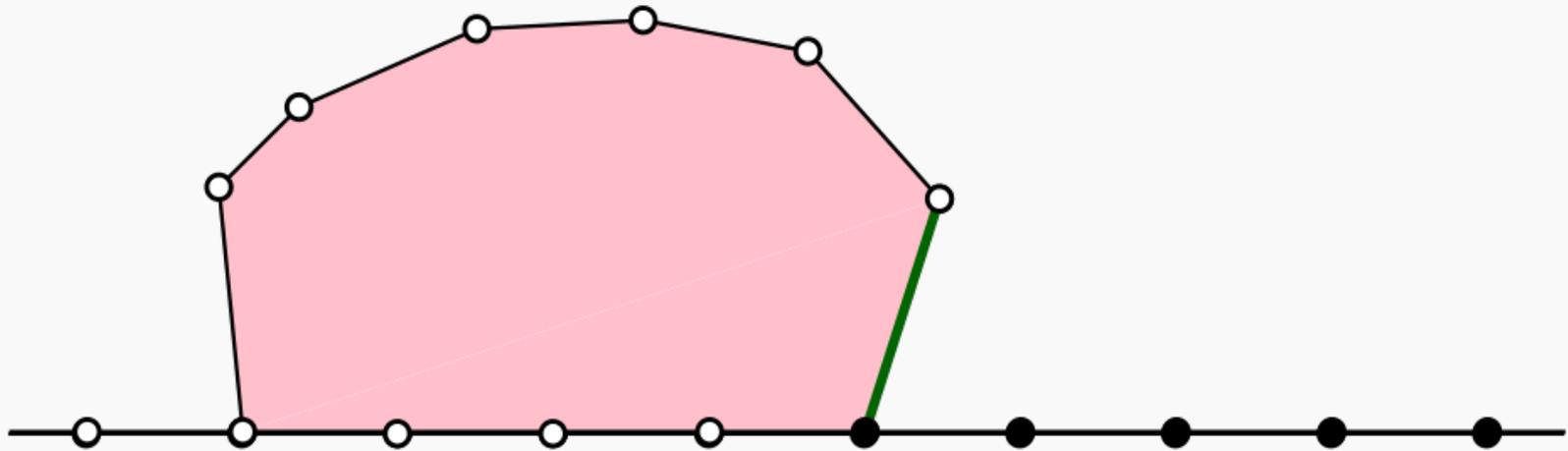
Peeling algorithm for loop erasure



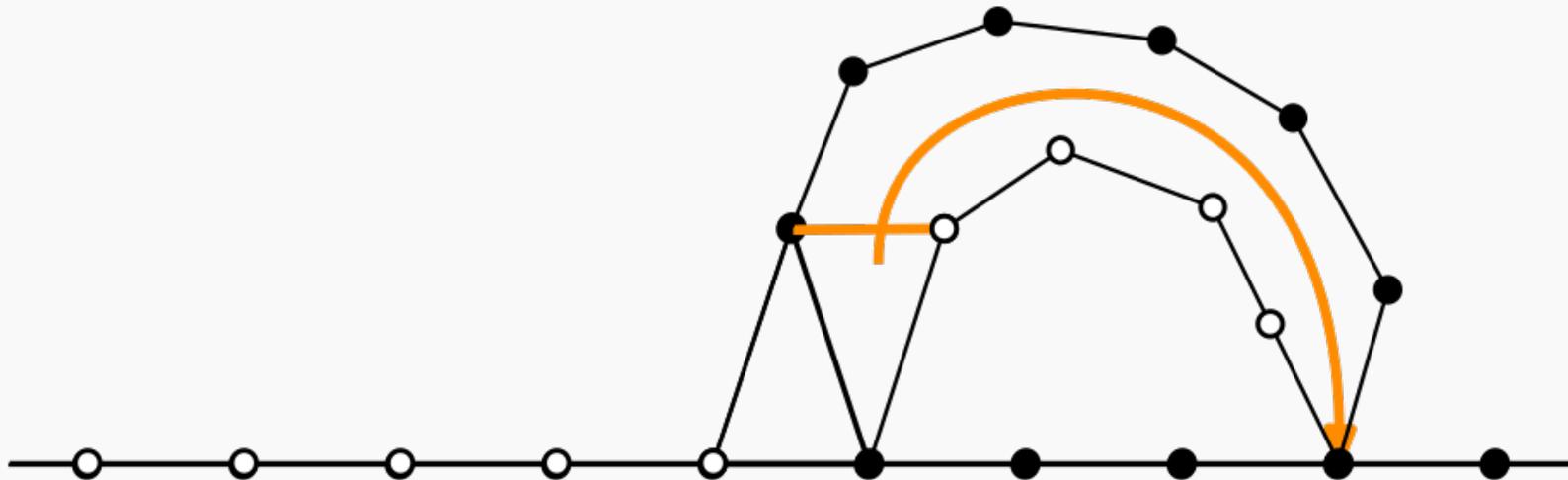
Peeling algorithm for loop erasure



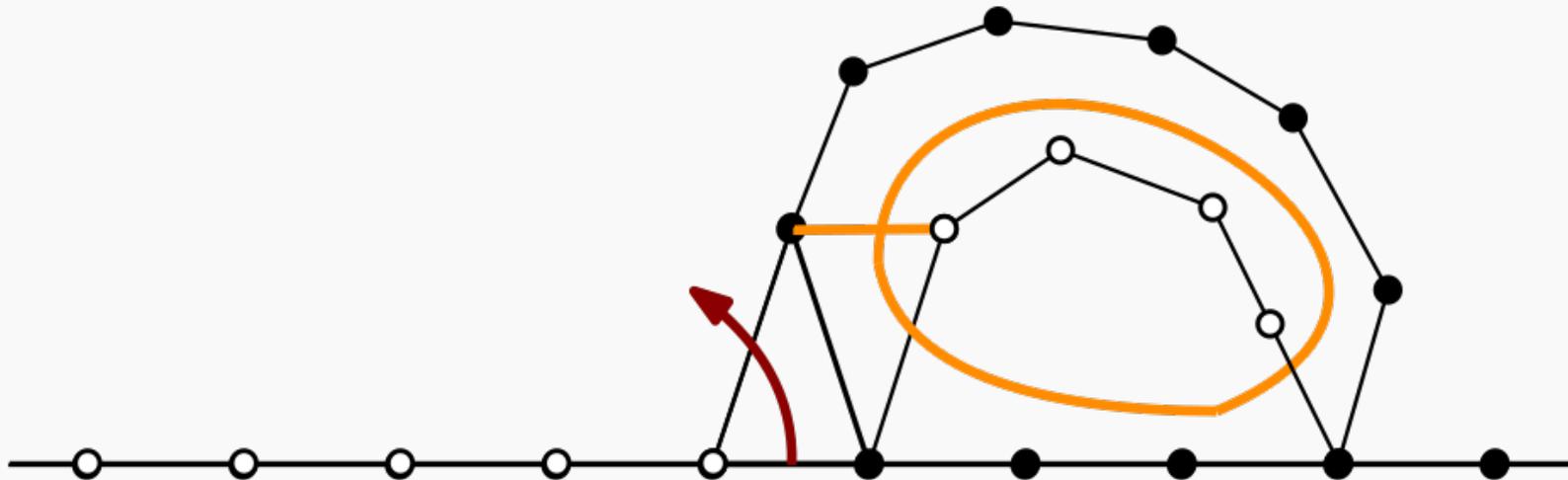
Peeling algorithm for loop erasure



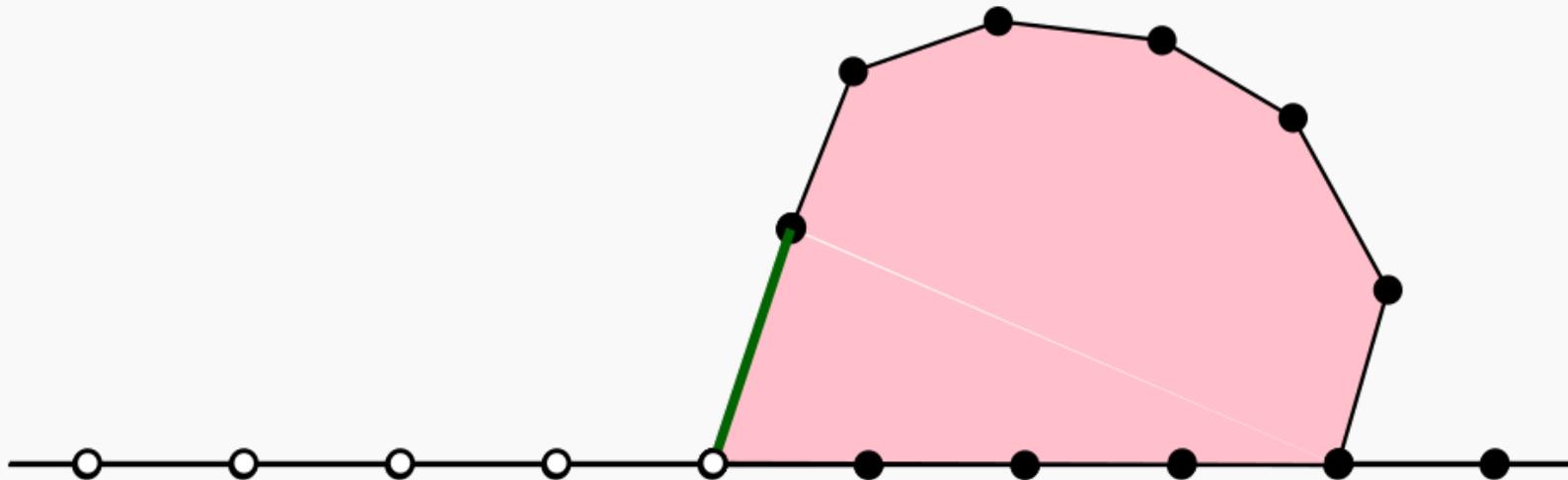
Peeling algorithm for loop erasure



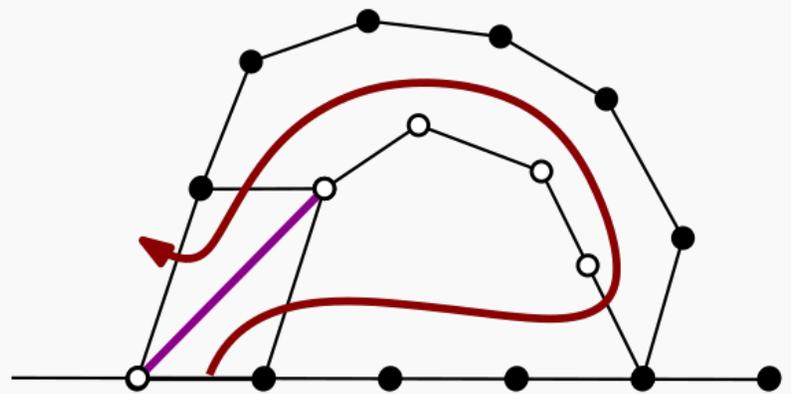
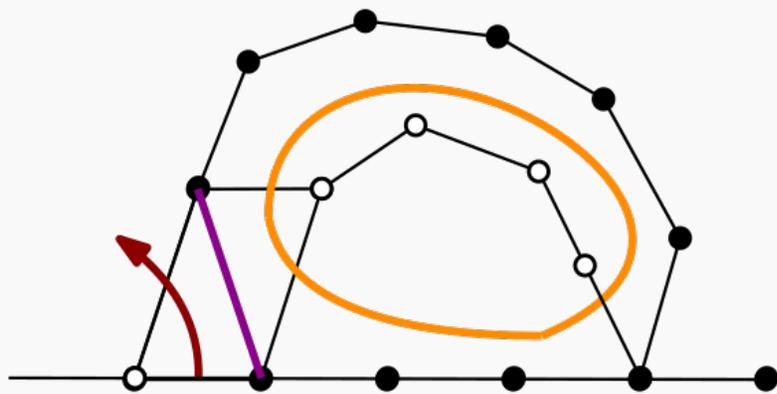
Peeling algorithm for loop erasure



Peeling algorithm for loop erasure



Switch property

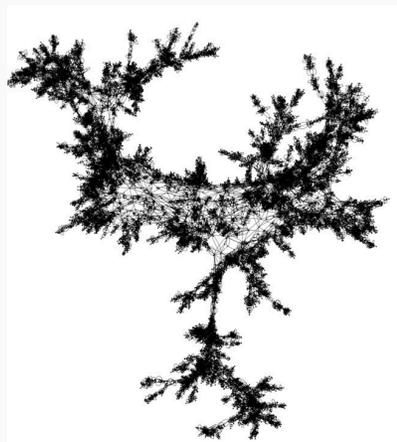
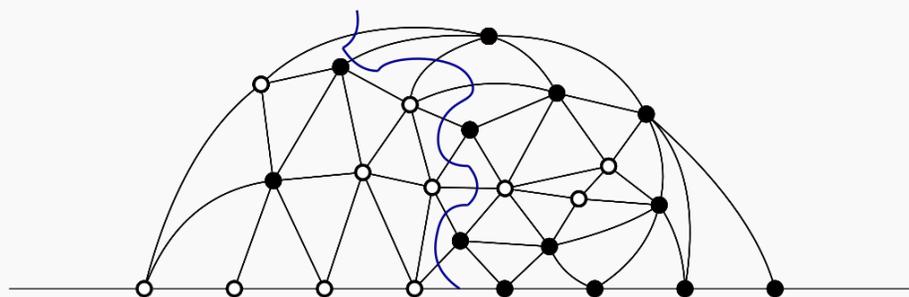


Main result

Theorem (F. 26+)

The scaling limit of loop erasure of percolation interface exists.

$$\text{UIHPT} + \text{loop erasure} \rightarrow \sqrt{8/3} - \text{LQG} + \text{"LE"}$$



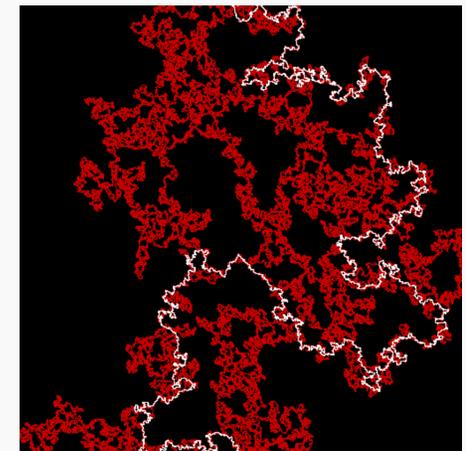
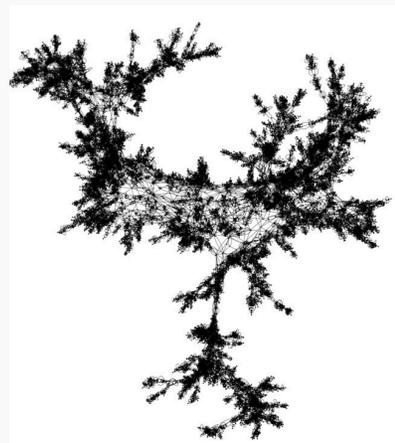
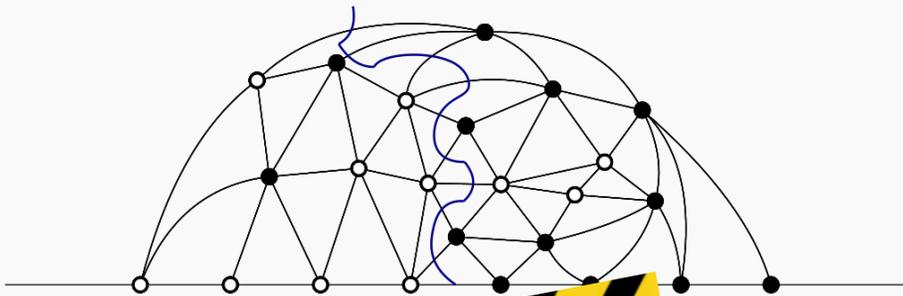
- Tightness: peeling estimates.
- Uniqueness: Poissonian structure and conformal welding.

Main result

Theorem (F. 26+)

The scaling limit of loop erasure of percolation interface exists.

$$\text{UIHPT} + \text{loop erasure} \rightarrow \sqrt{8/3} - \text{LQG} + \text{"LE"}$$



LE has the law of $\text{SLE}_{8/3}(-1; -1)$.

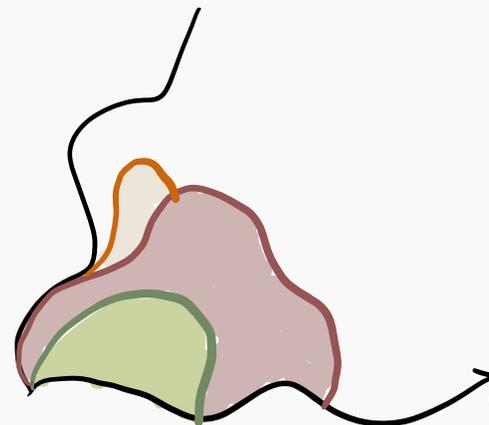
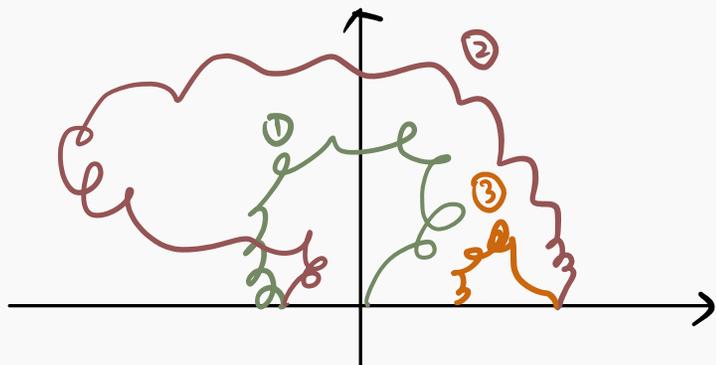
- Precise estimates.
- Uniqueness: Poissonian structure and conformal welding.

Mating of trees theory for 1-wedge?

- LE is an $SLE_{8/3}(-1; -1) \Leftrightarrow$ the two submaps separated by LE are independent **quantum wedges**.
- How to characterize quantum wedges?
- **Work in progress** Boundary process of a *space-filling* SLE in a quantum wedge is a planar Brownian motion reflected at x-axis.
(Borga-Das-Gwynne '26+) Proved for thick quantum wedges.

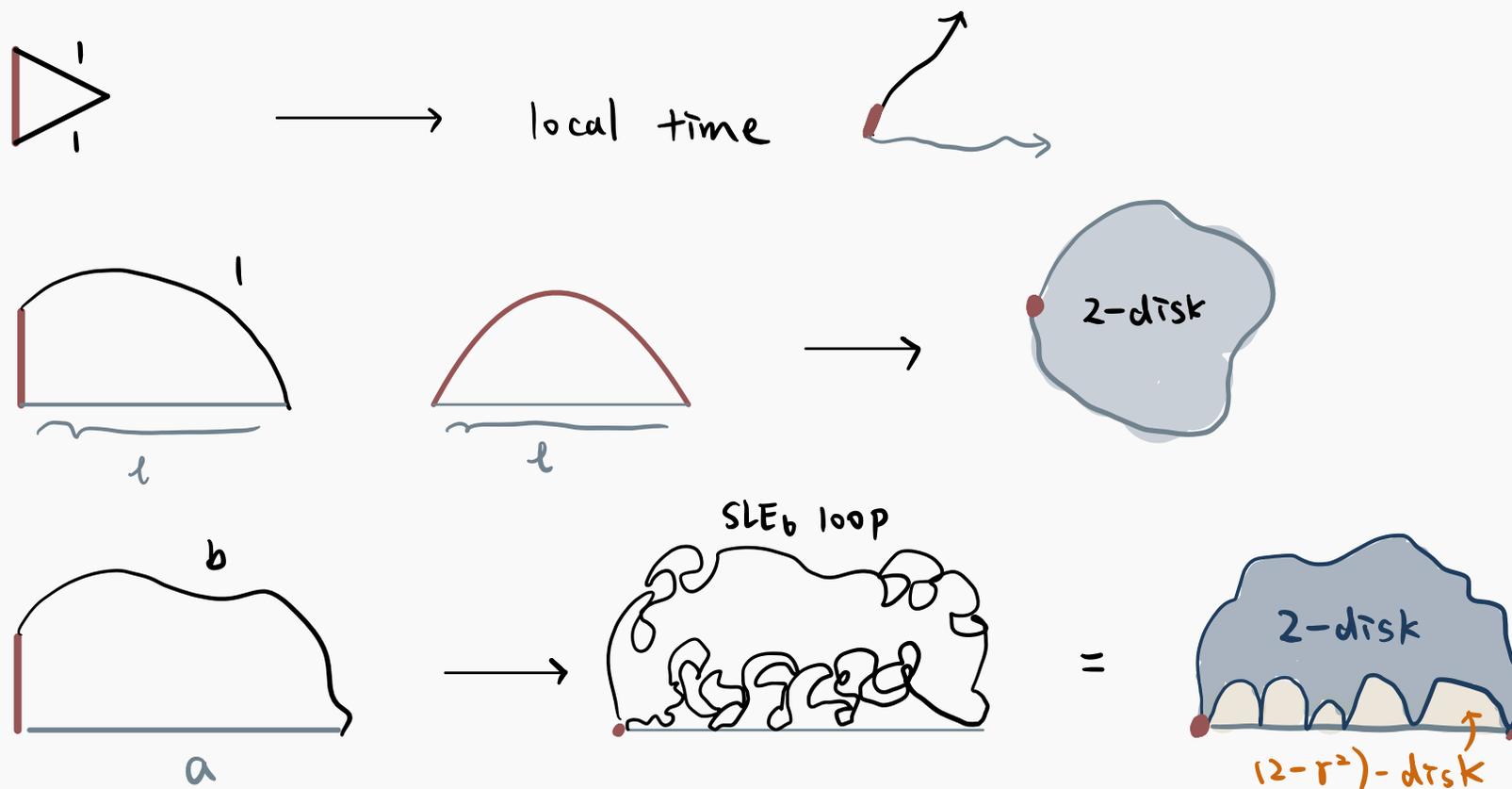
Work in progress

Gluing LQG disks together according to a reflected Brownian motion yields a quantum wedge.



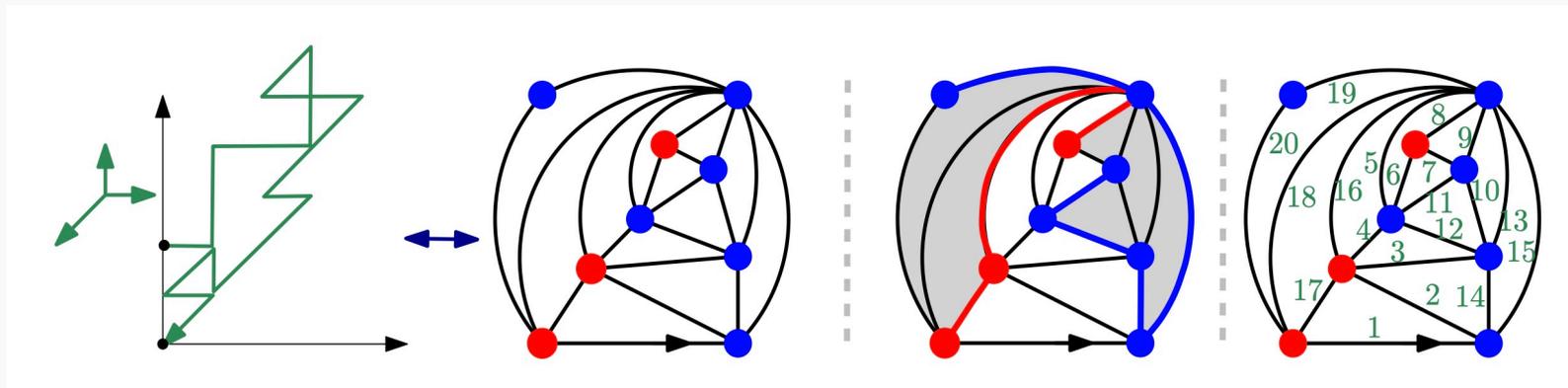
Identify the limit?

Types of patches from Markovian exploration:



We can define a space-filling exploration on each patch and then concatenate them. We expect its boundary process converges to a reflected Brownian motion.

Space-filling percolation exploration



Space-filling exploration bijective with the Kreweras walk

Theorem (Bernardi-Holden-Sun '18)

After appropriate scaling, as curve-decorated metric-measure spaces,

$$\text{UIPT} + \text{Space-filling exploration} \rightarrow \sqrt{8/3}\text{-LQG} + \text{Space-filling SLE}_6.$$

Loop erasure of space-filling percolation exploration

Theorem (F. 26+)

After appropriate scaling, as curve-decorated metric-measure spaces,

$$\text{UIPT} + \begin{array}{c} \text{Loop erasure of} \\ \text{space-filling exploration} \end{array} \rightarrow \sqrt{8/3} - \text{LQG} + \text{SLE}_{8/3}(-5/3; -5/3).$$

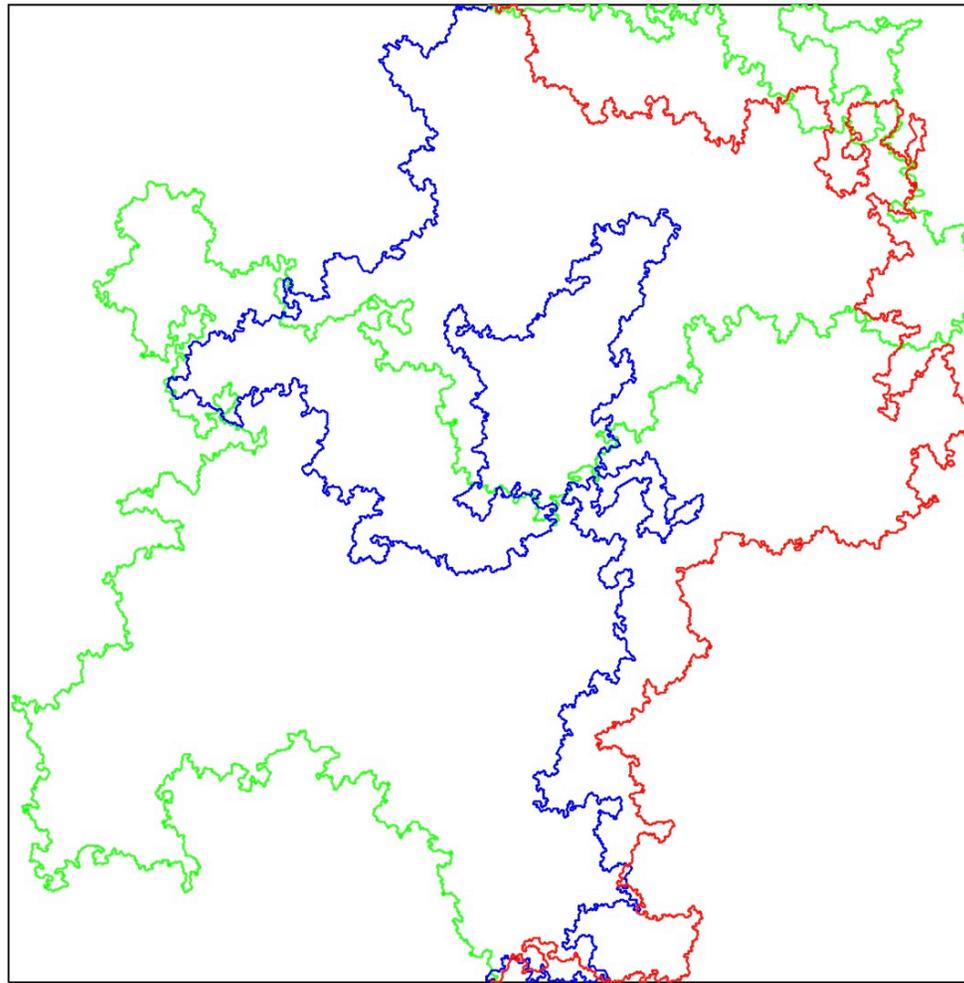
- It is a different curve with the loop erasure of percolation interface.
- The proof relies on **mating of trees theory** (Duplantier-Miller-Sheffield '14).
- The limiting curve is the 0-angle flow line of the GFF corresponding to the space-filling SLE_6 . That is, the “solution” to

$$\xi'(t) = e^{ih(\xi(t))/\chi} \quad \text{for } t > 0, \quad \xi(0) = 0, \quad \chi = \sqrt{6}/6.$$

- By putting some bias on the selection of loop erasure, we can get flow lines of all angles.

Open questions

- Euclidean case?

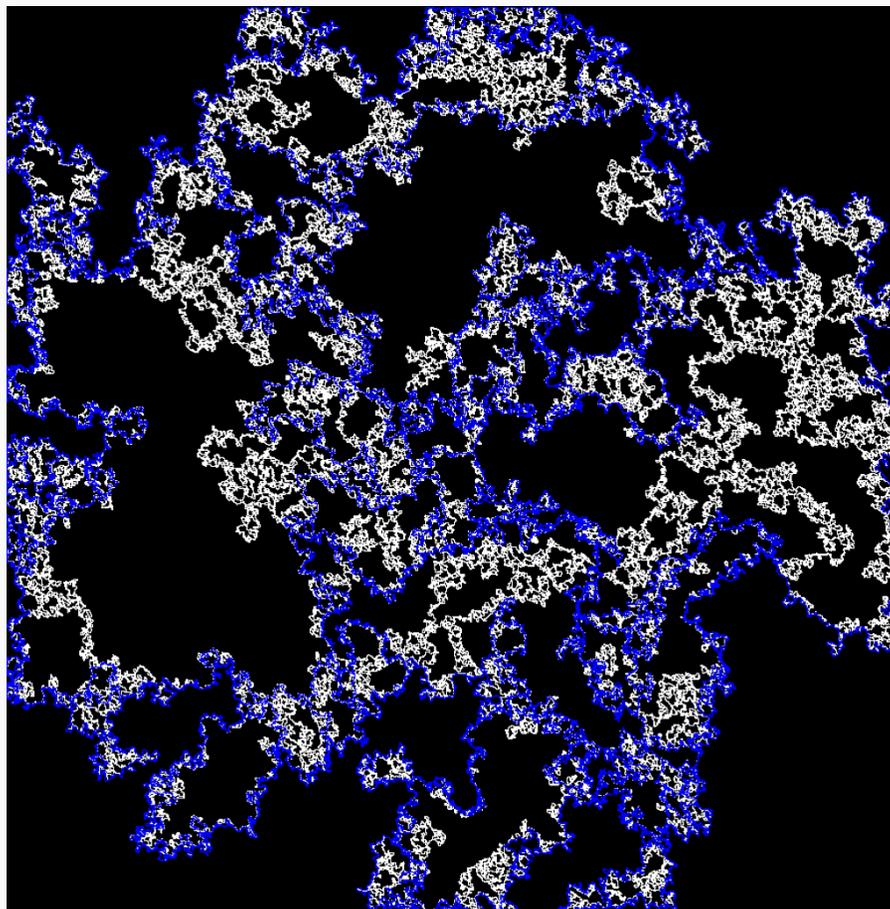


© Tom Kennedy

3 samples of the loop-erased percolation explorer in hexagonal lattice.

Open questions

- Euclidean case?
- Uniqueness of loop erasure for general SLE_{κ} ($\kappa \in (4, 8)$)?
 - Open: Is SLE_2 the unique loop erasure for planar Brownian motion?



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SLE_{κ} (counterflow line) contains infinitely many $SLE_{16/\kappa}$ -type curves (flow lines).