# Tessellations coming from long geodesics on surfaces 

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## Our setting

Joint work with Jayadev Athreya, Steve Lalley and Matt Wroten.

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$S$ - closed, hyperbolic surface

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$\alpha$ - geodesic on $S$

## How do typical geodesics look?



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## Theorem (Birkhoff Ergodic theorem)

For almost every $v \in T_{1} S$, and any integrable $f: T_{1} S \rightarrow \mathbb{R}$,

$$
\lim _{t \rightarrow \infty} \frac{1}{t} \int_{0}^{t} f\left(g_{t}(v)\right) d t=\frac{1}{2 \pi \operatorname{Area}(S)} \int_{T_{1} S} f(v) d \lambda
$$

## How do typical geodesics fill?



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Choose $f$ - indicator function of $U \subset T_{1} S$. Then,
Time spent in $U \asymp$ volume of $U$

## First conclusion

Almost all long arcs eventually cut $\mathcal{S}$ into simply connected regions

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- $g_{t}(v)$ enters $U$ from all directions equally



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Arc $\alpha$ gives tessellation on S. How does it cut up the surface?

- Proportions of triangles, quadrilaterals, ... , n-gons
- Distribution of edge lengths, angles


## Vertices


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Then,

$$
v(\ell) \sim \frac{1}{4 \pi^{2}(g-1)} \ell^{2}
$$

where $A(\ell) \sim B(\ell)$ if $A / B \rightarrow 1, g=$ genus.

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$\Longrightarrow \approx \ell^{2}$ intersections

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All complementary regions are polygons w.p.1!


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- Self-intersection times $\rightarrow$ Poisson point process of intensity $\frac{1}{\text { Area }(S)}$


## Tessellations on the plane

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How to model a long geodesic

- Birkhoff: geodesics look locally like random collections of lines
- Let's look at random collections of lines in the plane. Want: rotation and translation invariant



## Poisson line process



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- Choose sequence $\theta_{1}, \ldots, \theta_{n}$ at random in $[0,2 \pi]$
- Choose $r_{1}<\cdots<r_{n} \in \mathbb{R}$ with Poisson distribution with intensity $\lambda$

$$
P\left(\#\left\{r_{i} \in[0, \ell]\right\}=n\right)=\frac{(\lambda \ell)^{n}}{n!} e^{-\lambda \ell}
$$

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Get tesselation of $\mathbb{R}^{2}$. Miles ('64): statistics for frequencies of $n$-gons, side lengths, angles, etc in Poisson line process.
We show: statistics on surface same as for Poisson line process on $\mathbb{R}^{2}$.

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Look at length $\ell$ arc in ball of size $A / \ell$ ( + rescale, map to plane.)


By Birkhoff, $\alpha_{\ell}$ expected to cross $B(x, A / \ell) \approx A$ times As $\ell \rightarrow \infty$, looks like Euclidean lines in Euclidean disk!


## Theorem (Athreya-Lalley-S-Wroten)

As $\ell \rightarrow \infty$, the tesselations of $B(x, A / \ell)$ approach a Poisson line process.


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Given two points $x, x^{\prime}$, tesselations in $B(x, A / \ell) \cup B\left(x^{\prime}, A / \ell\right)$ approach independent pair of Poisson line processes.

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- Incorrect assumption: Segments all independent
- Thus, $P\left(\alpha_{i}\right.$ crosses $\left.B(x, A / \ell)\right) \approx c(A) / \ell$
- Binomial distribution of crossings:
$P\left(\#\left\{\alpha_{i} \operatorname{crosses} B(x, A / \ell)\right\}=n\right)={ }_{\ell} C_{n}\left(\frac{c(A)}{\ell}\right)^{n}\left(1-\frac{c(A)}{\ell}\right)^{\ell-n}$
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- A random geodesic "forgets" its past after some time
- Unlikely to return to very small ball quickly.


## Bowen-Series symbolic dynamics



- Choose fundamental domain for $S$
- Tile universal cover, $\tilde{S}$


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## Geodesic trajectories



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Length / trajectory from $v$
$\rightsquigarrow$ subword $x_{0} x_{1} \ldots x_{n(\ell)}$
Next: Encode crossing of ball with subwords

## Solutions to our problems

## Small disk crossings



Fix crossing direction in $\mathbb{R}^{2}$.

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Fix crossing direction in $\mathbb{R}^{2}$. Get crossing pattern of $B\left(x, \frac{A}{\ell}\right)$ for each $\ell$.

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Use edge crossing to encode disc crossings:

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Use edge crossing to encode disc crossings:

- Crossing $B(x, A / \ell) \leftrightarrow$ length $\log ^{2}(\ell)$ subwords


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- Cut length $\ell$ word into i.i.d. chunks of length $\log ^{3}(\ell)$
- Look for length $\log ^{2}(\ell)$ subwords


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- Look at nearby lifts of $B(x, A / \ell)$ (in $\approx \log ^{3} \ell$ radius)


## Solutions to our problems

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- Disc crossings occur far apart
- Look at nearby lifts of $B(x, A / \ell)$ (in $\approx \log ^{3} \ell$ radius)
- Measure of arcs returning quickly goes to 0


## Future ideas

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Questions:

- What about geodesics that don't equidistribute, but still fill?
- What about typical geodesics in flat metrics?

