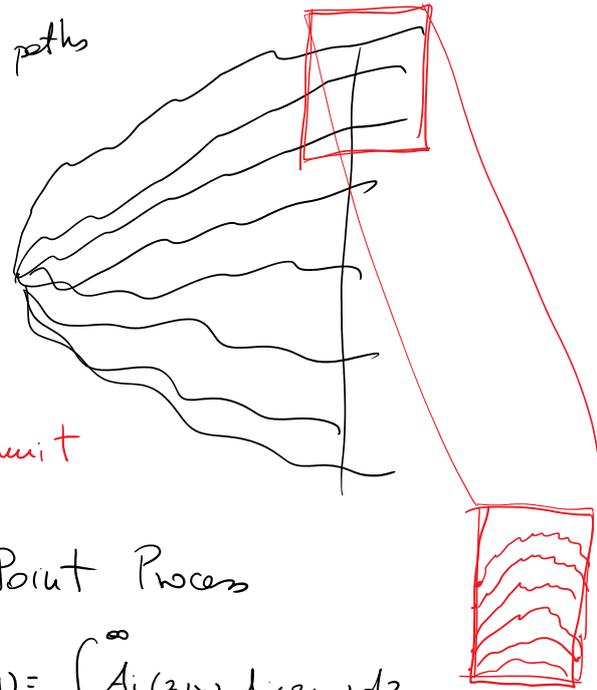


Goal: take a scaling limit around the first few paths

Under such scaling limit:

- 1) DPP is preserved
- 2) Brownian Gibbs property is preserved



Finite object

Scaling limit

GUE \longrightarrow Airy Point Process

$$K_{N, \text{Hermite}} \left(2\sqrt{N} + \frac{x}{N^{1/6}}, 2\sqrt{N}, \frac{y}{N^{1/6}} \right) \longrightarrow K_{\text{Airy}}(x, y) = \int_0^\infty \text{Ai}(z+x) \text{Ai}(z+y) dz$$

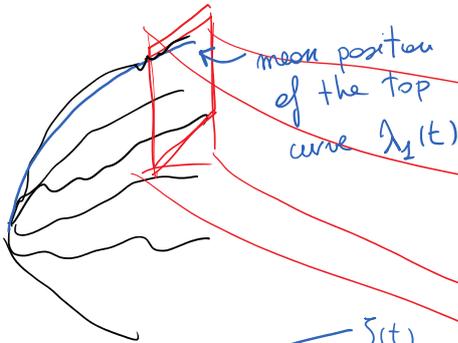
DBM

$$K_{N, \text{Hermite}}^{\text{ext}}(\dots)$$

1:2:3 scaling

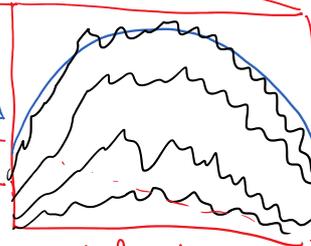
$$K_{\text{Airy}}^{\text{ext}}(t, x; s, y)$$

$$K_{\text{Airy}}^{\text{ext}}(t, x; s, y) = \begin{cases} \int_0^\infty e^{-z(s-t)} \text{Ai}(z+x) \text{Ai}(z+y) dz & s \geq t \\ -\int_{-\infty}^0 e^{-z(s-t)} \text{Ai}(z+x) \text{Ai}(z+y) dz & s < t \end{cases}$$



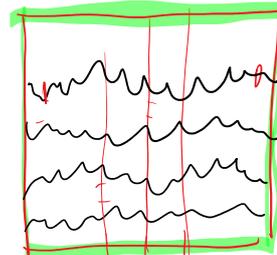
$$J(t) = J(t_0) + J'(t_0)(t-t_0) + \frac{1}{2}(t-t_0)^2 J''(t_0) + \dots$$

Zoom on the top curve - drift



Parabolic Airy Line Ensemble

add a parable

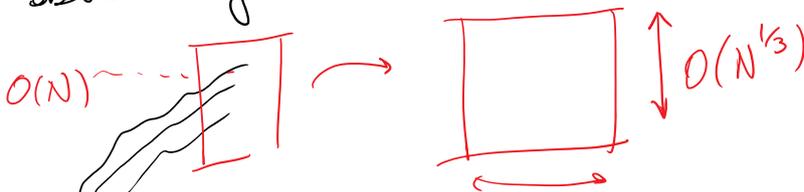


Stationary Airy Line Ensemble

Has the Brownian Gibbs property

Is an extended DPP with correlation kernel $K_{\text{Airy}}^{\text{ext}}$

1:2:3 scaling means that the above rectangle is





So far: we understand the definition and the origin of the (Parabolic / Stationary) Airy Line Ensemble.

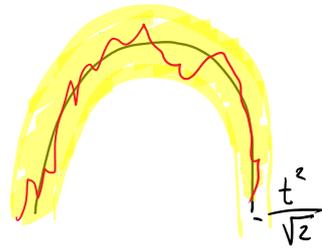
Theorem (Aggarwal-Huang '23) Let $L = (L_1 \geq L_2 \geq \dots)$ be a Brownian Gibbsian Line Ensemble such that $\forall \varepsilon > 0 \exists C_\varepsilon : \forall c > C_\varepsilon$, we have

$$\mathbb{P} \left[-\left(\frac{1}{\sqrt{2}} + \varepsilon\right)t^2 - c \leq L_1(t) \leq -\left(\frac{1}{\sqrt{2}} - \varepsilon\right)t^2 + c \right] \geq 1 - \varepsilon.$$

Then $\forall j \geq 1$, $L_j(t) = S_j(t) + t\chi_1 + \chi_2$ where

χ_1, χ_2 are random variables and $S = (S_1 \geq S_2 \geq \dots)$

is the parabolic Airy Line Ensemble. Moreover χ_1, χ_2 are indep. from S .

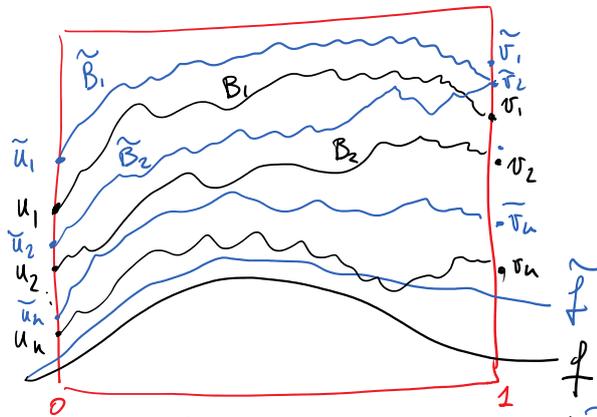


Today: Some coupling arguments.

Basic coupling results

1) Height monotonicity

2) Gap monotonicity



NEXT TIME

$u = (u_1 \geq \dots \geq u_n)$, $\tilde{u} = (\tilde{u}_1 \geq \dots \geq \tilde{u}_n)$, $v = (v_1 \geq \dots \geq v_n)$, $\tilde{v} = (\tilde{v}_1 \geq \dots \geq \tilde{v}_n)$
 are endpoints of a non-intersecting Brownian
 bridges $B_1 \geq \dots \geq B_n : B_m(t) \geq f(t)$ and
 $\tilde{B}_1 \geq \dots \geq \tilde{B}_n : \tilde{B}_m(t) \geq \tilde{f}(t)$.

If $u_i \leq \tilde{u}_i$ and $v_i \leq \tilde{v}_i$ and $f(t) \leq \tilde{f}(t)$
 we can couple B, \tilde{B} so that

$$B_i(t) \leq \tilde{B}_i(t) \quad \forall i=1, \dots, n \quad t \in (0, 1)$$

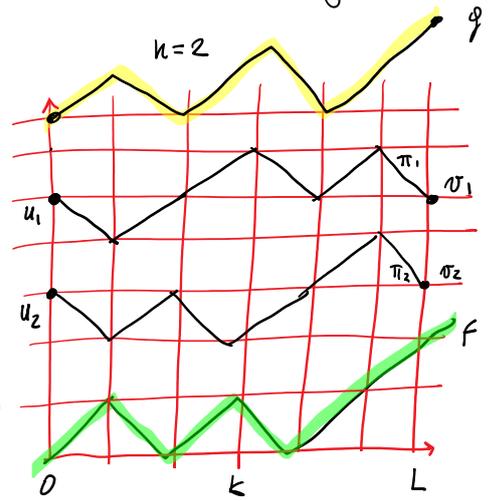
Proof of Height Monotonicity (Constructive)

Idea: discretize : Brownian Bridges \rightsquigarrow Random Walk Bridges

Consider $u = (u_1, \dots, u_n) \in \mathbb{Z}^n$ and $v = (v_1, \dots, v_n) \in \mathbb{Z}^n$
 and $f, g: \{0, \dots, L\} \rightarrow \mathbb{Z}$, Consider the set

$$W_{f,g}^{u,v} = \left\{ n\text{-tuples of paths } (\pi_1, \dots, \pi_n): \{0, \dots, L\} \rightarrow \mathbb{Z}^n \right.$$

such that $\pi_i(0) = u_i, \pi_i(L) = v_i, \pi_i(k) > \pi_{i+1}(k)$
 $\forall i=1, \dots, n-1, \pi_1(k) < g(k)$ and $\pi_n(k) > f(k)$
 $\forall k=0, \dots, L$: moreover $\pi_i(k) - \pi_{i+1}(k) \in \{\pm 1\}$ }

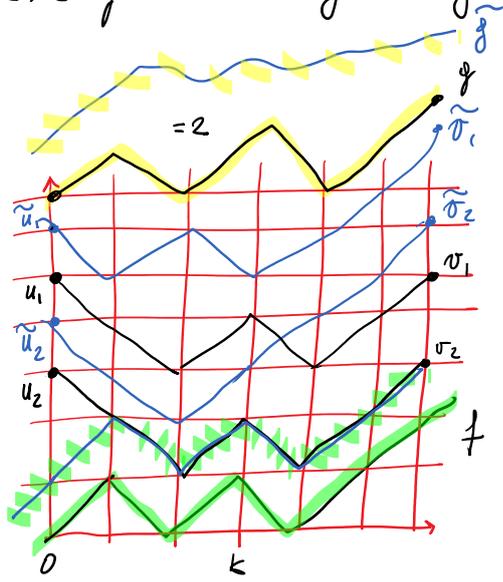


a pair of walks in $W_{f,g}^{u,v}$

The set $W_{f,g}^{u,v}$ is finite and we sample random n-tuples
 of walks π uniformly.

Prop (discrete variant of Height monotonicity)

Let $u, \tilde{u}, v, \tilde{v}$ be n-tuples of integers such that $u_i \leq \tilde{u}_i, v_i \leq \tilde{v}_i$. Fix
 $f, \tilde{f}, g, \tilde{g}: \{0, \dots, L\} \rightarrow \mathbb{Z}$ such that $f(k) \leq \tilde{f}(k)$ and $g(k) \leq \tilde{g}(k)$



$\forall k \in \{0, \dots, L\}$. Then, we can couple n-tuples
 of paths $\pi \in W_{f,g}^{u,v}$ and $\tilde{\pi} \in W_{\tilde{f},\tilde{g}}^{\tilde{u},\tilde{v}}$
 so that $\pi \sim \text{Unif}(W_{f,g}^{u,v}), \tilde{\pi} \sim \text{Unif}(W_{\tilde{f},\tilde{g}}^{\tilde{u},\tilde{v}})$
 and $\pi_i(k) \leq \tilde{\pi}_i(k) \quad \forall i=1, \dots, n$ and $k=0, \dots, L$

<proof>

We sample $\pi, \tilde{\pi}$ simultaneously using

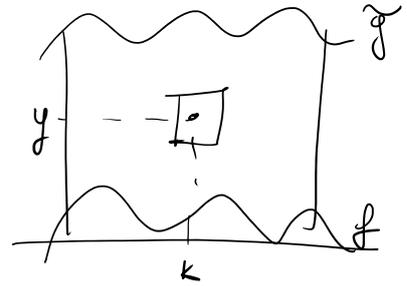
$$\pi_i^{(0)} = u_i, \tilde{\pi}_i^{(0)} = \tilde{u}_i, \dots, \pi_i^{(L)} = v_i, \tilde{\pi}_i^{(L)} = \tilde{v}_i$$

We sample $\pi, \tilde{\pi}$ simultaneously using Glauber dynamics. Pick any pair $\pi^{(0)}, \tilde{\pi}^{(0)}$ satisfy $\pi^{(0)}(k) \leq \tilde{\pi}^{(0)}(k)$.



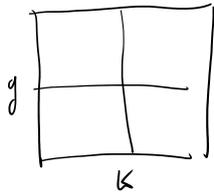
- Pick (k, y) : the point $k \in \{1, \dots, L-1\}$ and $y \in \{f(k), \tilde{g}(k)\}$

- if (k, y) is not a local min for either π_i or $\tilde{\pi}_i$ for some i , move on.

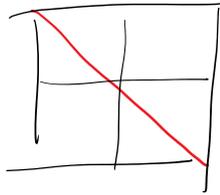


- if (k, y) is a local min for π_i , or $\tilde{\pi}_i$ for some i flip downward the paths having local min there

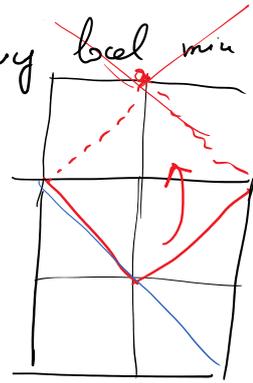
- same for (k, y) local max



no path
Do Nothing

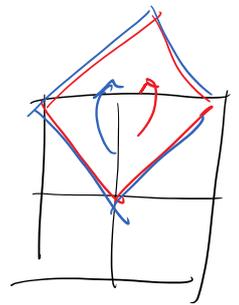


there are paths but
no local min
or max
Do Nothing



there is a path having local min at (k, y)

Flip and turn k into a local max



If the updated paths belong to $W_{f, \tilde{g}}^{\pi, \tilde{\pi}}$, accept the update otherwise \perp .

Observation: Such algorithm is monotonic: if the initial paths $\pi^{(0)}, \tilde{\pi}^{(0)}$ are ordered, then, they will stay ordered at all times.