Overview
Use analysis, geometry, etc. to understand representation theory, number theory, etc.
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Along the way, discover the frath behind
Along the way, discover the frath behind weird phenomena in representation theory, combinator etc
e.g. Langlands ovrespondence
Sin-dim Sin-dim Cuspidal, cuspidal, repins Child H
appearance and construction of "duel"
experience and construction of "dual" ground weight exchanging lows for generalizations
Setting
F- non archimedean local field (complete
e.g. Op k((t)) for k= F
Oring of integers
e.g. RItI
mc O maximal ideal
e.a. (b), (t)
R= O/m. 1 me F
le 0/m some Fq
The state of the s









