### ANSWER REDUCTION

# 1. Chapters

# Preliminaries

(1) Introduction

# Background

- (2) Nonlocal games
- (3) Complexity theory
- (4) Operator algebras

# Warm-up

(5) Pauli braiding

### Overview

(6) The argument

- (7) Question reduction
- (8) Answer reduction
- (9) Recursive compression

### Building blocks

- (10) Classical low-degree test
- (11) Quantum low-degree test

# Related tools

(12) Parallel repetition

### Extensions

(13) TBD