001D

COMPLEXITY THEORY

001E

Contents

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