

**Part 1. Overview**

001M

**THE ARGUMENT**

CONTENTS

<b>Part 1. Overview</b>	1
1. Chapters	1

1. CHAPTERS

Preliminaries	(7) Question reduction
(1) Introduction	(8) Answer reduction
Background	(9) Recursive compression
(2) Nonlocal games	Building blocks
(3) Complexity theory	(10) Classical low-degree test
(4) Operator algebras	(11) Quantum low-degree test
Warm-up	Related tools
(5) Pauli braiding	(12) Parallel repetition
Overview	Extensions
(6) The argument	(13) TBD