

OPERATOR ALGEBRAS

CONTENTS

1. Chapters

1

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