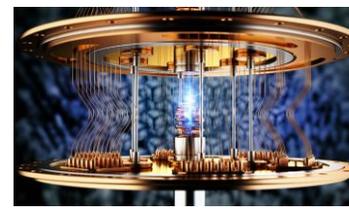


Numerical Comparison and Utilization of Riemann Gradient Descent

Richard Zheng
Yale University

Kasra Rajabzadeh Dizaji, Christian Arenz, Glen S. Uehara, and Andreas Spanias



Problem Statement

- Fully quantum gradient descent algorithm
- Resource efficient and faster

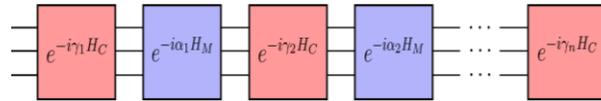
Methods

- Numerical Implementation
- Ran on Max Cut Hamiltonian and Randomly Populated Pauli Hamiltonians

Conclusions

- Iterations until convergence scales with matrix spectral norm for Max Cut
- n^2 and n^3 have solve slower than fully populated Pauli Hamiltonian

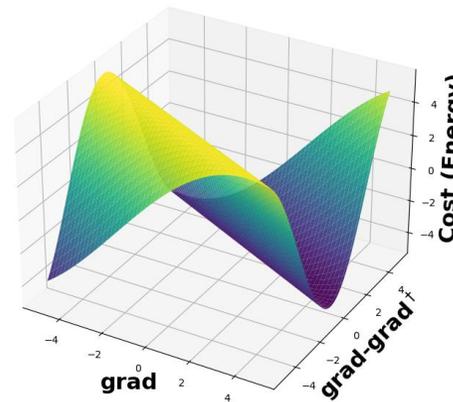
Quantum Circuit



QAOA circuit from pennylane.ai

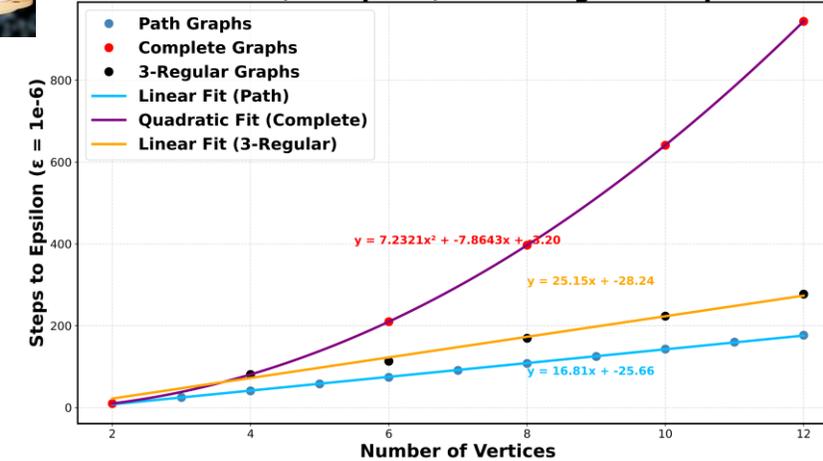
Cost Landscape

3D Cost Landscape on 5 Qubits with n^2 Complex Hamiltonian



Preliminary Results

Steps to Epsilon vs Number of Vertices for Path, Complete, and 3-Regular Graphs



Gradient Descent Convergence for Pauli-Structured Hamiltonians

