

Comparing clustering or classification on the same architecture between a classical implementation and quantum implementation.

Application: game advantage classification

- Training
 - Input: bit string representing board
 - Output: binary classification
- Inference

Architectures: nearest centroid clustering and maybe? K-means

- Classical algorithm - Aleks
- Quantum algorithm - Sehmimul, Tavin, Amir
- Training dataset - Aleks
- UI - Ian Boraks

