**Potential QML Paper Contributions**

* Loss landscape
* different parameterization
* different data encoding
* more/less swap gates
* cascade vs. tree structure
* 4 x 4 images vs. higher dim
* Noise extrapolation
* Feeding unitary to Rigetti (like in original paper) vs. R\_z(a)R\_y(b)R\_z(c)
* FDSA