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# Instance Space Analysis of Quantum Algorithms

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**PhD Completion Seminar**

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# Agenda

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1. Introduction
2. Quantum Approximate Optimisation Algorithm (QAOA)
3. Instance Space Analysis
4. Evolving Instances for QAOA
5. Software for QAOA Parameter Initialisation
6. Conclusion and Future Work

# Introduction

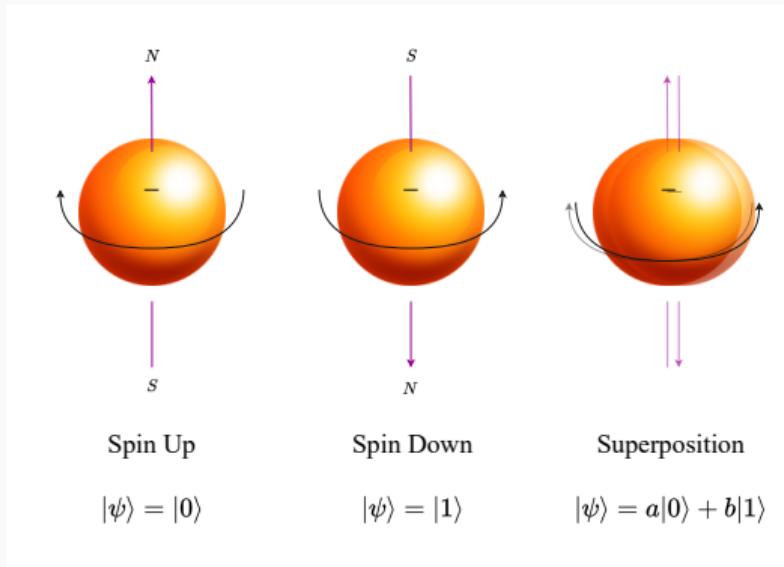
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# Introduction

PhD Completion Seminar

1. Quantum Computers can *theoretically solve* some problems much faster than classical computers
2. What problems?
  - **Shor's algorithm** for factoring large numbers - could break RSA encryption [15]
  - **Grovers Search** - Quadratic speedup over classical search [7]
  - **Simulation of physical systems** - Quantum Chemistry, Material Science
3. What's the catch?
  - Hardware is **hard** - assuming no errors we need several 1000s of qubits
  - With current error rates - need millions of qubits + 100s of millions of gates
  - **NISQ** - Noisy Intermediate-Scale Quantum (NISQ) devices - 50-100 qubits, noisy, error-prone



## Superposition

- Quantum bits (qubits) can exist in a superposition of states
- For  $N = 2$  qubits:  $|\psi\rangle \in \mathbb{C}^2 \otimes \mathbb{C}^2 = \mathbb{C}^4$
- Represented by a vector in a complex vector space  $|\psi\rangle \in [\mathbb{C}^2]^{\otimes n}$
- For  $N = 300$ , there are  $2^{300}$  possible states - more than the number of atoms in the universe!

- Currently we're in the NISQ-era of Quantum Computing
- Need to design algorithms that can run on NISQ-devices

Need to find algorithms that can:

1. Can run on small (100-1000 qubit devices)
2. Solve useful problems
3. Shouldn't require extensive error correction

This has led to the development of **Variational Quantum Algorithms (VQAs)** [9], which are hybrid algorithms specifically designed for NISQ devices

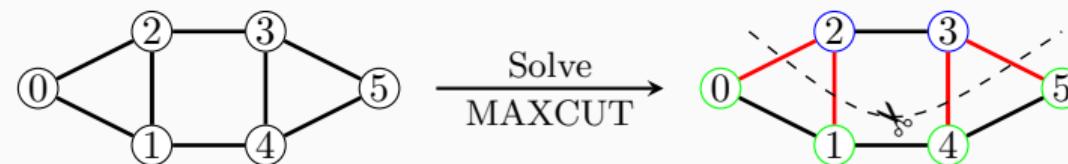


- VQAs are a promising class of quantum algorithms tailored for NISQ devices
- Two prominent examples:
  1. **Quantum Approximate Optimisation Algorithm (QAOA)** [4]
  2. **Variational Quantum Eigensolver (VQE)**
- QAOA in particular is a low-depth algorithm designed to solve optimisation problems
  - Many problems can be mapped to a Hamiltonian and solved using QAOA (e.g. MaxCut, TSP, Vehicle Routing, 3SAT)

Partition a graph  $G = (V, E)$  into two sets  $S$  and  $V \setminus S$  such that the number of edges between the two sets is maximised.

$$\max_{\mathbf{s}} \sum_{(i,j) \in E} w_{ij}(1 - z_i z_j)$$

where  $z_i \in \{0, 1\}$  and  $w_{ij} \in \mathbb{R}$  is the weight of edge  $(i, j)$ .



**Figure 1:** An example of a six-node MaxCut problem

Solution is a binary string  $\mathbf{s} = (s_1, s_2, \dots, s_n)$  where  $s_i \in \{0, 1\}$  and the optimal objective value is  $C_{\max}$  where  $C_{\max} = \sum_{(i,j) \in E} w_{ij}$  for the edges in our **maximum cut**.

We map the MaxCut problem to a *Hamiltonian* for quantum optimisation.

### Classical Formulation

Objective:

$$\max_{\mathbf{s}} \sum_{(i,j) \in E} w_{ij}(1 - z_i z_j)$$

State Space:

$$\mathbf{s} \in \{0,1\}^n$$

Solution:

$$\mathbf{s}^* = \operatorname{argmax}_{\mathbf{s}} \sum_{(i,j) \in E} w_{ij}(1 - z_i z_j)$$

### Quantum Formulation

Objective:

$$H = \sum_{(i,j) \in E} w_{ij}(I - Z_i Z_j)$$



State Space:

$$|\psi\rangle \in \mathcal{H}_2^{\otimes n}$$

Solution:

$$|\psi_{\text{ground}}\rangle = \operatorname{argmin}_{|\psi\rangle} \langle \psi | H | \psi \rangle$$

# **Quantum Approximate Optimisation Algorithm (QAOA)**

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- QAOA prepares a parameterised “trial” (ansatz) state of the form:

$$\begin{aligned} |\psi(\theta)\rangle &= |\psi(\vec{\gamma}, \vec{\beta})\rangle \\ &= \prod_{j=1}^p e^{-i\beta_j \hat{H}_B} e^{-i\gamma_j \hat{H}_P} |+\rangle^{\otimes n} \end{aligned}$$

- Where  $\hat{H}_P = \sum_{(i,j) \in E} w_{ij} (1 - \hat{Z}_i \hat{Z}_j)$  is the problem Hamiltonian and  $\hat{H}_B = \sum_{i=1}^n \hat{X}_i$  is the mixing Hamiltonian.
- The parameters  $\vec{\gamma} = (\gamma_1, \dots, \gamma_p)$  and  $\vec{\beta} = (\beta_1, \dots, \beta_p)$  are optimised to minimise the expectation value of the problem Hamiltonian.

- The QAOA Ansatz Energy is given by taking the expectation value of the problem Hamiltonian with respect to the trial state:

$$\begin{aligned} F_p(\vec{\gamma}, \vec{\beta}) &= \langle + |^{\otimes n} \left( \prod_{j=1}^p e^{-i\beta_j \hat{H}_B} e^{-i\gamma_j \hat{H}_P} \right)^\dagger \hat{H}_P \left( \prod_{j=1}^p e^{-i\beta_j \hat{H}_B} e^{-i\gamma_j \hat{H}_P} \right) | + \rangle^{\otimes n} \\ &= \langle \psi(\vec{\gamma}, \vec{\beta}) | \hat{H}_P | \psi(\vec{\gamma}, \vec{\beta}) \rangle \end{aligned}$$

- The goal is to find the optimal parameters  $\vec{\gamma}^*, \vec{\beta}^*$  that minimise the energy  $F_p(\vec{\gamma}, \vec{\beta})$ .

$$(\vec{\gamma}^*, \vec{\beta}^*) = \arg \min_{\vec{\gamma}, \vec{\beta}} F_p(\vec{\gamma}, \vec{\beta}), \quad \alpha = \frac{F_p(\vec{\gamma}^*, \vec{\beta}^*)}{C_{\max}}$$

## Key Design Decisions

### 1. Circuit Depth ( $p$ )

- Controls the expressivity of the ansatz
- As  $p \rightarrow \infty$  QAOA can find the exact solution

### 2. Classical Optimiser

- Gradient-free: Nelder-Mead, COBYLA
- Gradient-based: ADAM, SPSA

### 3. Initial Parameters ( $\vec{\gamma}_0, \vec{\beta}_0$ )

- Various strategies for initialisation (e.g. TQA [11], INTERP [18])

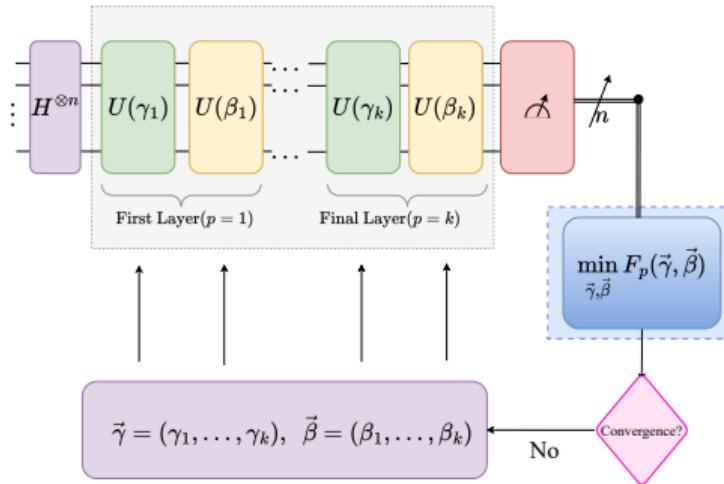


Figure 2: QAOA Circuit Architecture

## Key Findings

- Recent studies show optimal QAOA parameters for depth  $p$  are **transferable** across a small class of instances [2]
- Optimal QAOA depth is **instance-dependent** [12]
- Algorithm performance heavily influenced by:
  - Choice of classical optimiser [5]
  - Initial parameter selection [18],[8],[14],[16]

## Current Limitations

- Narrow focus on specific instance classes ( $d$ -regular graphs, random graphs, no weights)
- Predominantly shallow depth circuits ( $p \leq 3$ ) [12],[16]
- Limited understanding of instance feature impacts on QAOA performance and design decisions
- Lack of standardised parameter initialisation frameworks [1]

### RQ1

How can we generate diverse MaxCut instances beyond current QAOA research?

### RQ2

How do instance characteristics influence key QAOA design decisions?

### RQ3

Can we develop methods to automatically optimise QAOA parameters based on instance features?

- **Landscape Evolution with Depth:**

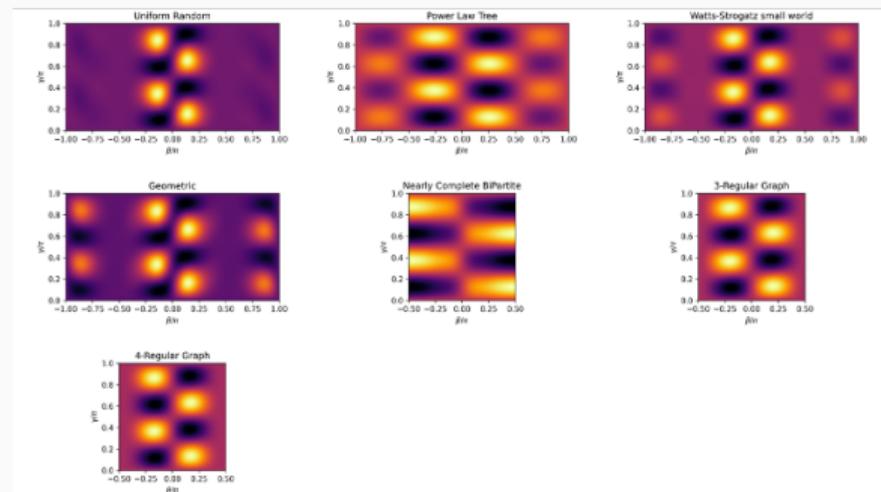
- Higher  $p$  – more complex optimisation landscape [3]

- **Weight Distribution Impact:**

- Cauchy distributions → more rugged landscapes [13]
  - Weight scaling heuristics show promise
  - Convergence to unweighted case under rescaling [16]

- **Practical Implications:**

- More complex landscapes require more calls to the QPU, classical optimisers can falter → more resource use!



**Figure 3:** QAOA Landscape Variation Across MaxCut Instances ( $p=1$ , unweighted)

## Instance Space Analysis

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- Based on the *No Free Lunch Theorem* [17]: Algorithms have strengths and weaknesses
- Identify features that differentiate instances from each other and influence algorithm performance
- Identifies which algorithms are best suited for which instances - instead of reporting “on-average” performance
- ISA projects instances onto a 2D space to visualise the strengths and weaknesses of algorithms

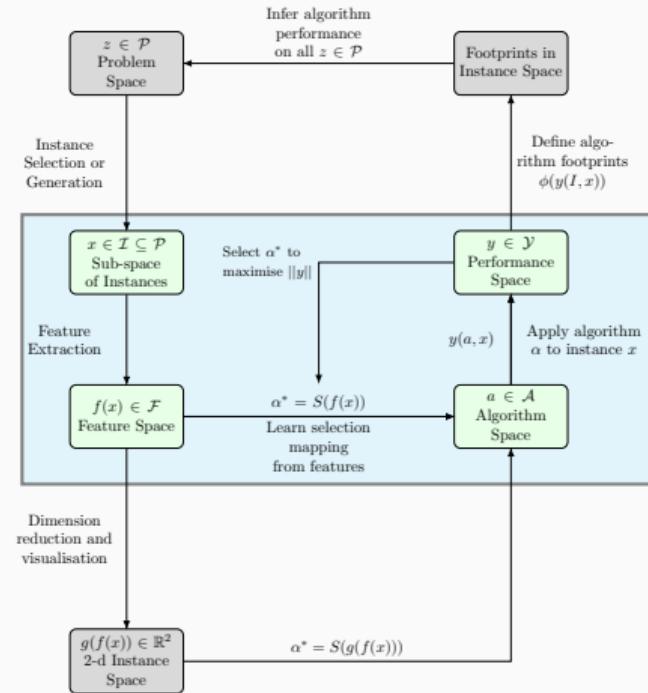
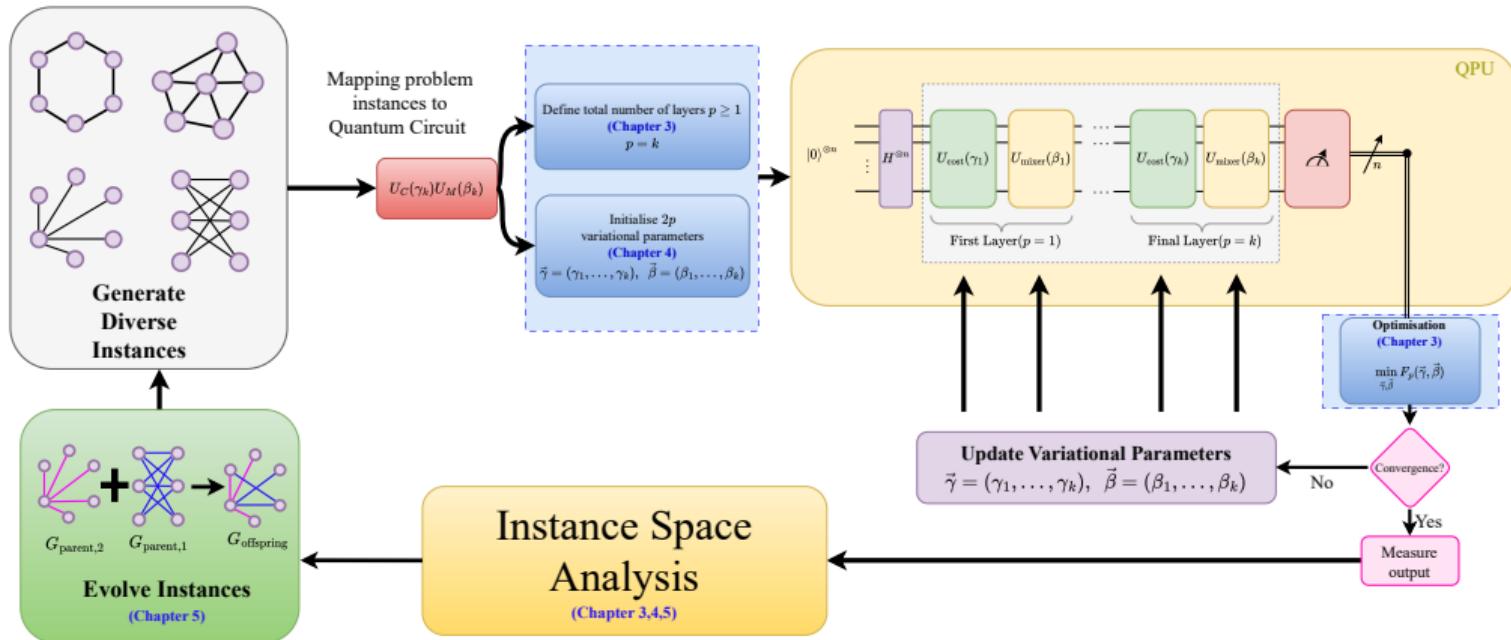


Figure 4: Instance space analysis workflow



## IS I &amp; II: Network Structures

- Random
- 3-regular
- 4-regular
- Geometric
- Watts-Strogatz
- Nearly complete bipartite

## IS III &amp; IV: Weight Distributions

- $\mathcal{U}[0, 1]$  (Uniform)
- $\mathcal{U}[-1, 1]$  (Uniform)
- $\text{Exp}(\lambda)$  (Exponential)
- $\Gamma(k, \theta)$  (Gamma)
- $\mathcal{N}(\mu, \sigma^2)$  (Normal)
- $\text{LogNorm}(\mu, \sigma^2)$  (Lognormal)

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**Total Instance Classes:**  $7 \times 6 = 42$

### Structural Features

- Number of Edges, Nodes
- Bipartite Graph
- Clique Number
- Connected Graph
- Density
- Edge Connectivity
- Max, Min Degree
- Min. Dominating Set size
- Regular Graph
- Smallest Eigenvalue
- Vertex Connectivity

### Cycle & Path Features

- Acyclic Graph
- Average Distance
- Diameter
- Eulerian Graph
- Number of Components
- Planar Graph
- Radius

### Weight Features

- Mean, Median, Standard Deviation, Variance
- Min/Max, IQE, Skewness, Kurtosis
- Coef. of Variation
- Weighted Avg Clustering
- Weighted Avg Path Length
- Weighted Diameter
- Weighted Radius
- Max Weighted Degree
- Min Weighted Degree

Instance Space III and IV only

### Spectral Features

- Algebraic Connectivity
- Laplacian Largest Eigenvalue
- Ratio of Two Largest Laplacian Eigenvalues
- Ratio of Two Smallest Laplacian Eigenvalues

### Literature

- Distance-Regular Graph
- Group Size
- Number of Cut Vertices
- Number of Minimal Odd Cycles
- Number of Orbit
- Graph Entropy:  
$$I(G) = \frac{1}{n} \sum_i |A_i| \log |A_i|$$

**48 Features**

- **Why?** Most algorithms achieve good approximation ratios
- **Components:**
  - Function evaluations
  - Approximation ratio ( $\alpha$ )
- **Method to compute performance ( $\kappa$ ):**
  1. Find  $\alpha_{\max}$  (best ratio)
  2. Set  $\alpha_{\text{acceptable}} = 0.95\alpha_{\max}$
  3. Count iterations ( $\kappa$ ) to reach  $\alpha_{\text{acceptable}}$
  4. If never reached, set penalty  $\kappa = 10^5$

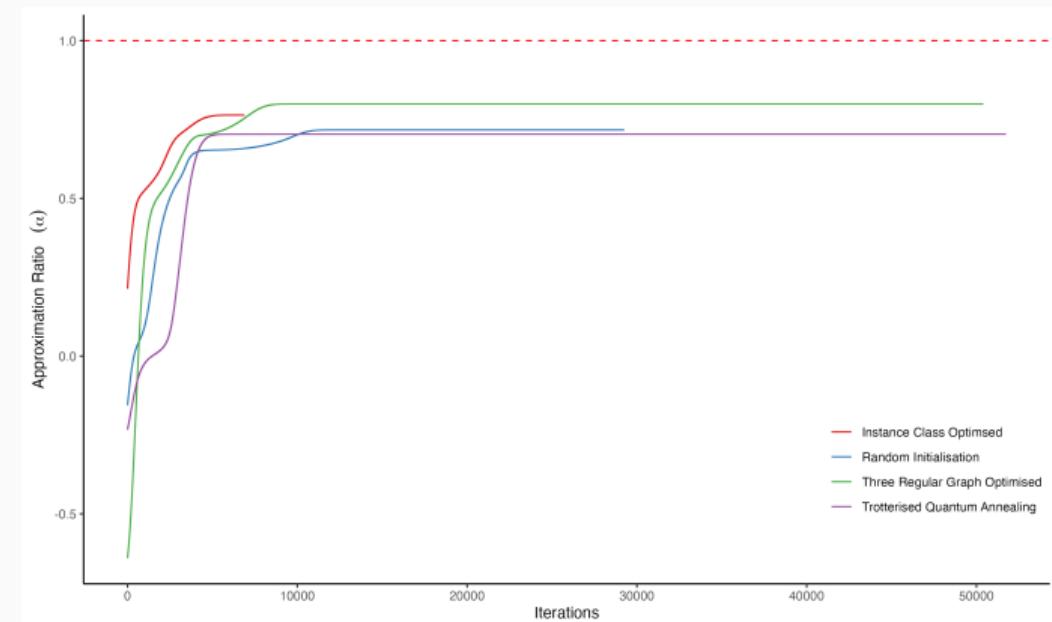


Figure 5: Approximation ratio  $\alpha$  for various instances

### Design Choices Across Independent Studies

- **IS I:** Layer Depth ( $p$ )
  - How many layers are needed for different instances?
  - $p \in 2, 5, 10, 15, 20$
- **IS II:** Classical Optimiser Selection
  - Which optimiser requires fewer calls to the quantum device?
  - Nelder-Mead, Conjugate Gradient, Powell, SLSQP, L-BFGS-B
- **IS III/IV:** Initialisation Technique
  - Can we have faster convergence to optimal parameters?
  - Random, TQA, INTERP, Constant, QIBPI, Three-Regular

#### Fixed meta-data

- Features
- Instances
- Performance Measure

All choices represent design decisions

Each study isolates one key design choice while maintaining other parameters constant

## Instance Space III: Parameter Initialisation

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**Input:** Number of nodes  $N = 8$ , Allowed Number of layers  $L = 15$

**Output:** Median optimal parameters  $\vec{\gamma}$  and  $\vec{\beta}$  for each class

**Procedure** GenerateGraphInstances():

```
for  $p \leftarrow 1$  to  $L$  do
    foreach graph type  $T$  in  $T_1, \dots, T_{42}$  do
        for  $i \leftarrow 1$  to 100 do
            |   Generate graph instance  $G_{i,T}$  with  $N$  nodes; optimiseQAOAParameters( $G_{i,T}, p$ );
        end
        CalculateMedianParameters( $T_p$ );
    end
end
```

**Function** optimiseQAOAParameters( $G, p$ ):

**Input:** Graph instance  $G$

**Output:** Optimal parameters  $(\vec{\gamma}_G, \vec{\beta}_G) = (\gamma_1, \dots, \gamma_p), (\beta_1, \dots, \beta_p)$

Run QAOA on graph instance  $G$  with random initialisation to find optimal parameters for depth  $p$ ; **return**  $(\vec{\gamma}_G, \vec{\beta}_G) = (\gamma_1, \dots, \gamma_p), (\beta_1, \dots, \beta_p)$ ;

**Function** CalculateMedianParameters( $T$ ):

**Input:** Graph type  $T$ , Set of parameters  $\vec{\gamma}_i, p, T, \vec{\beta}_i, p, T$

**Output:** Median parameters  $\vec{\gamma}_{median}, T, \vec{\beta}_{median}, T$

Calculate the median of the parameters  $\gamma_{i,p,T}$  and  $\beta_{i,p,T}$  for all instances of type  $T$ ; Store median parameters in a parameter class corresponding to  $T$ ; **return**  $\vec{\gamma}_{median}, T, \vec{\beta}_{median}, T$ ;

## Algorithm 1: Generate Initial QAOA Parameters using QIBPI

**Random:**

- $\gamma_i \sim \mathcal{U}(-\pi, \pi)$
- $\beta_i \sim \mathcal{U}(-\pi/2, \pi/2)$

**TQA [11]:**

- $\gamma_i = i \cdot \Delta t / p$
- $\beta_i = (1 - i/p) \cdot \Delta t$

**CONSTANT [6]:**

- $\gamma_i = 0.2$
- $\beta_i = -0.2$

**FOURIER: [18]**

- Frequency domain approach
- $\gamma_i = \sum_k u_k \sin((k - \frac{1}{2})(i - \frac{1}{2})\frac{\pi}{p})$

**INTERP: [18]**

- Parameter interpolation
- $[\gamma_0^{(p+1)}]_i = \frac{i-1}{p} [\gamma_L^{(p)}]_{i-1}$

**QIBPI:**

- Uses QIBPI pre-optimised parameters

**3-Regular:**

- Uses 3-regular pre-optimised parameters

The projection transformation is given by the matrix  $\mathbf{Z}$ :

$$\mathbf{Z} = \begin{pmatrix} z_1 \\ z_2 \end{pmatrix} = \begin{pmatrix} -0.5225 & 0.2301 \\ -0.5939 & 0.7398 \\ 0.3977 & -0.2637 \\ -0.1423 & -0.2023 \\ -0.0091 & 0.5056 \\ 0.4226 & -0.019 \\ 0.0843 & 0.6528 \\ -0.0033 & -0.0937 \\ -0.2002 & -0.3513 \\ 0.3448 & -0.3839 \end{pmatrix}^T \begin{pmatrix} \text{algebraic connectivity} \\ \text{average distance} \\ \text{clique number} \\ \text{diameter} \\ \text{maximum degree} \\ \text{maximum weighted degree} \\ \text{number of edges} \\ \text{radius} \\ \text{skewness weight} \\ \text{weighted average clustering} \end{pmatrix}$$

Plotting 4,200 instances across  $\mathbb{R}^2$ .

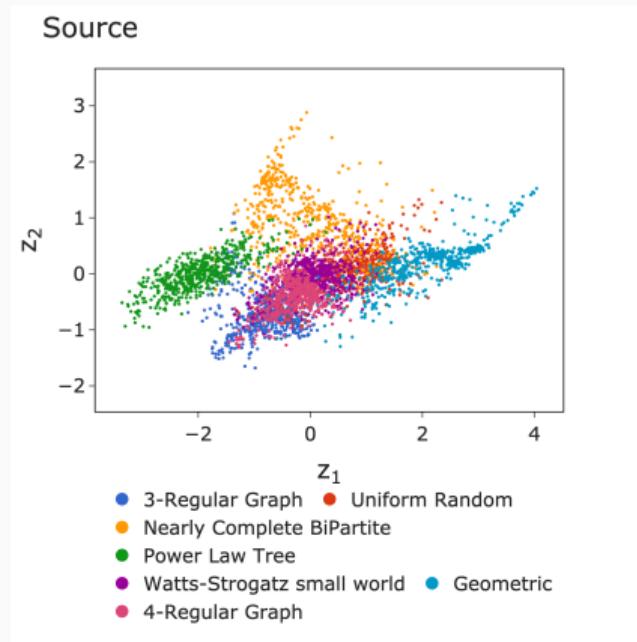
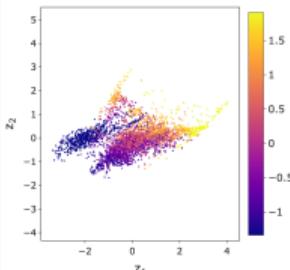


Figure 6: Source Distribution

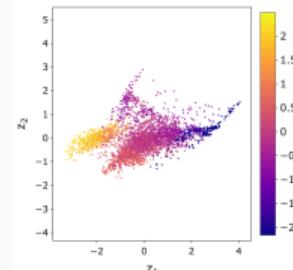
# Instance Space III - Features

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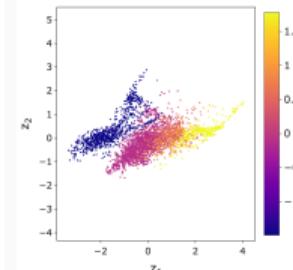
ALGEBRAIC CONNECTIVITY



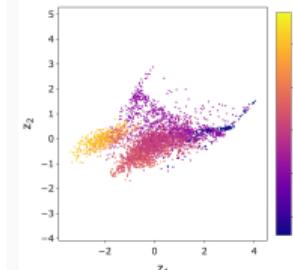
AVERAGE DISTANCE



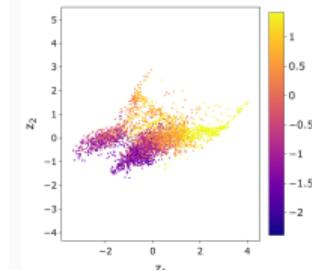
CLIQUE NUMBER



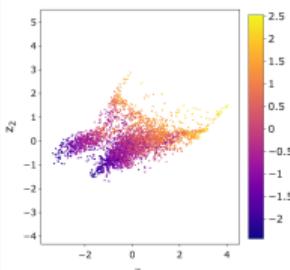
DIAMETER



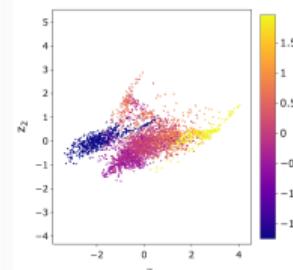
MAXIMUM DEGREE



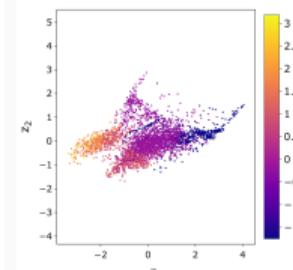
MAXIMUM WEIGHTED DEGREE



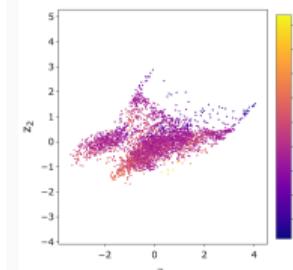
NUMBER OF EDGES



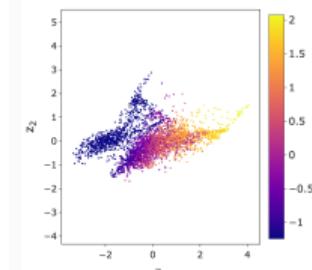
RADIUS



SKEWNESS WEIGHT



WEIGHTED AVERAGE CLUSTERING



Best Algorithm

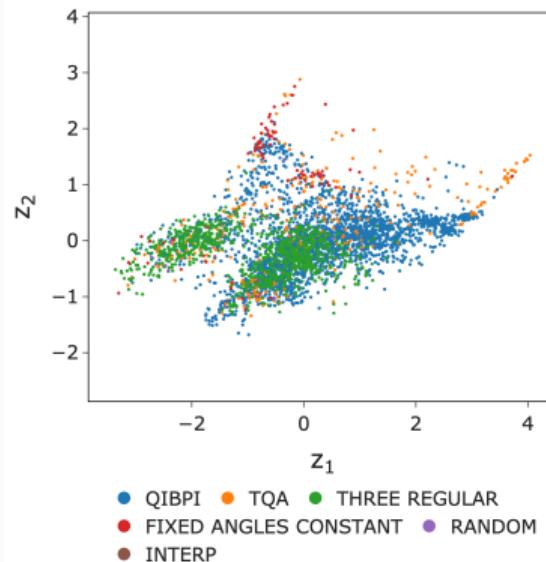


Figure 7: Best Algorithm

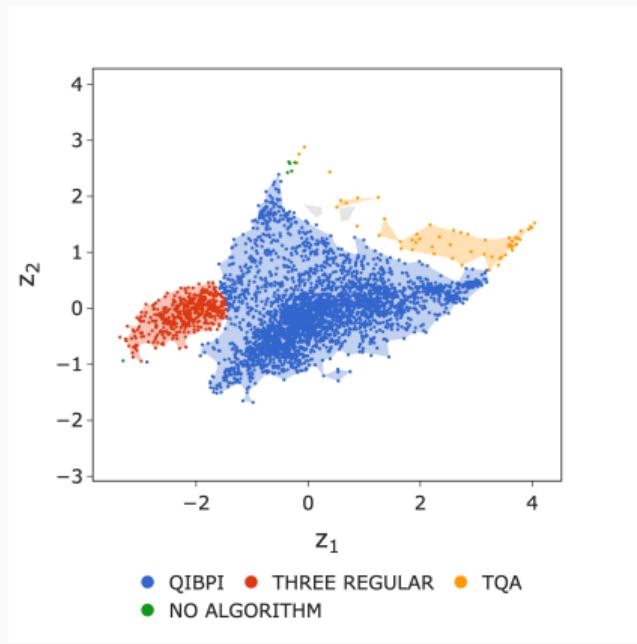


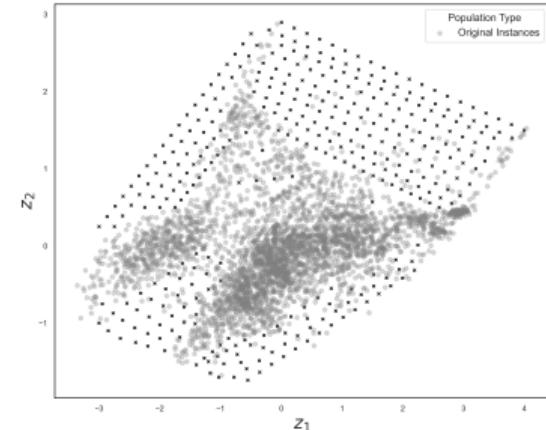
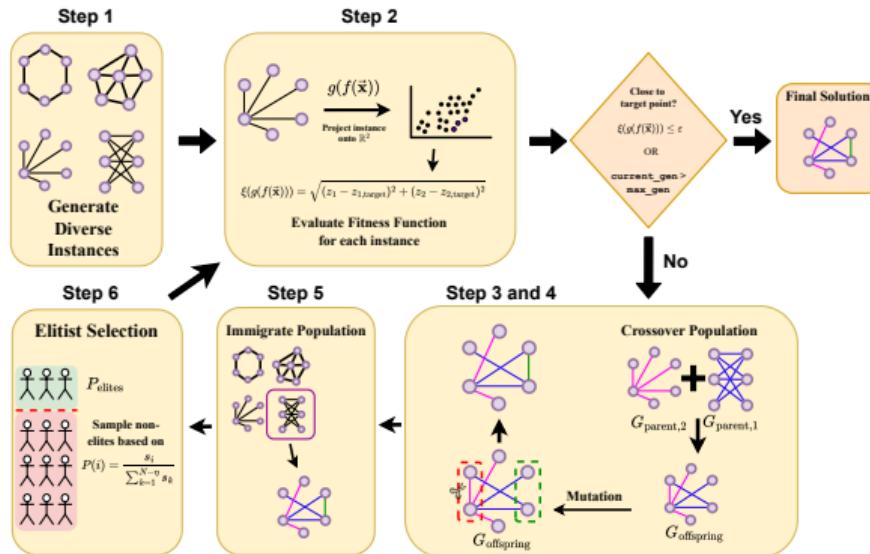
Figure 8: Algorithm Distribution

Initialisation Strategy	$P_{\text{good}}$ (%)	CV Accuracy (%)	CV Precision (%)
CONSTANT	3.20	96.70	33.3
INTERP	0.10	99.90	–
QIBPI	70.90	75.80	78.00
Three-Regular	44.80	78.50	73.80
TQA	11.10	90.10	87.50
<b>Selector</b>	<b>77.90</b>	–	<b>78.10</b>

**Table 1:** Performance metrics for various initialisation strategies

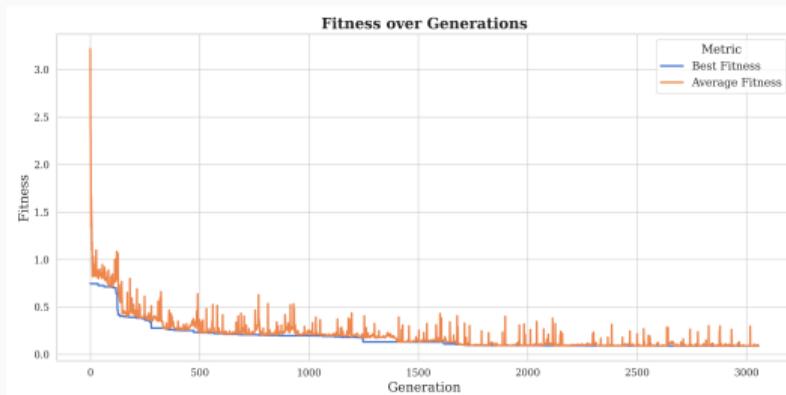
## Evolving Instances for QAOA

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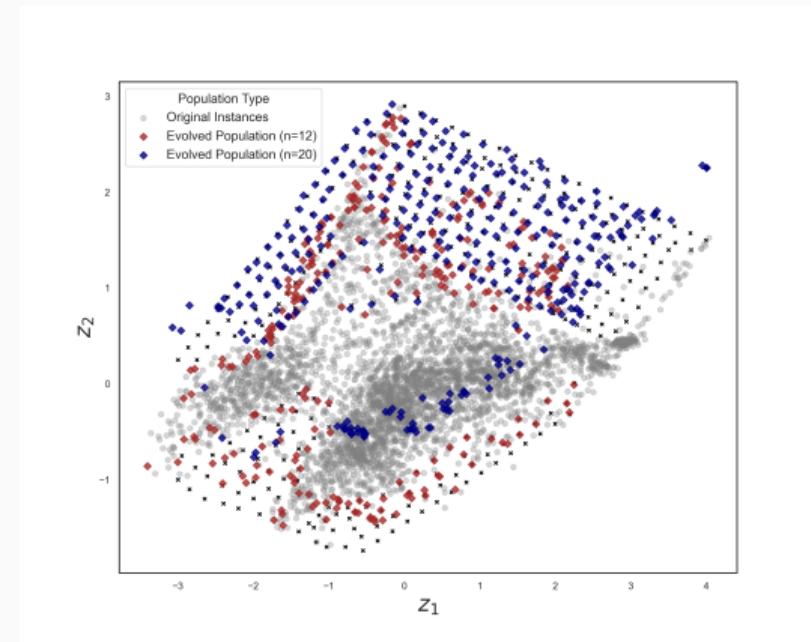


**Figure 9: Gaps in Instance Space**

We identify 360 target points in the instance space and evolve instances to reach these targets.

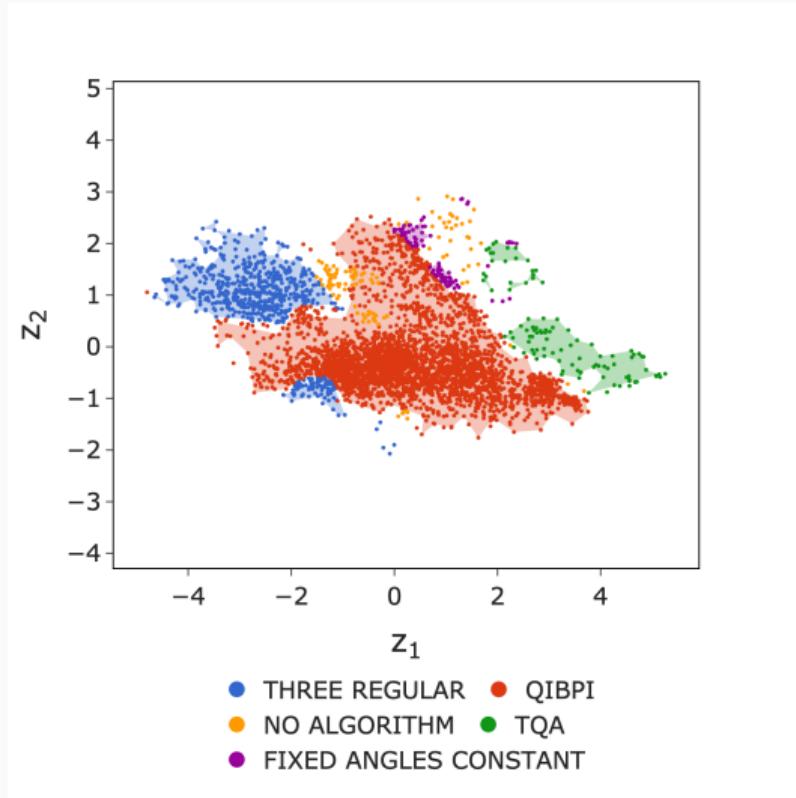
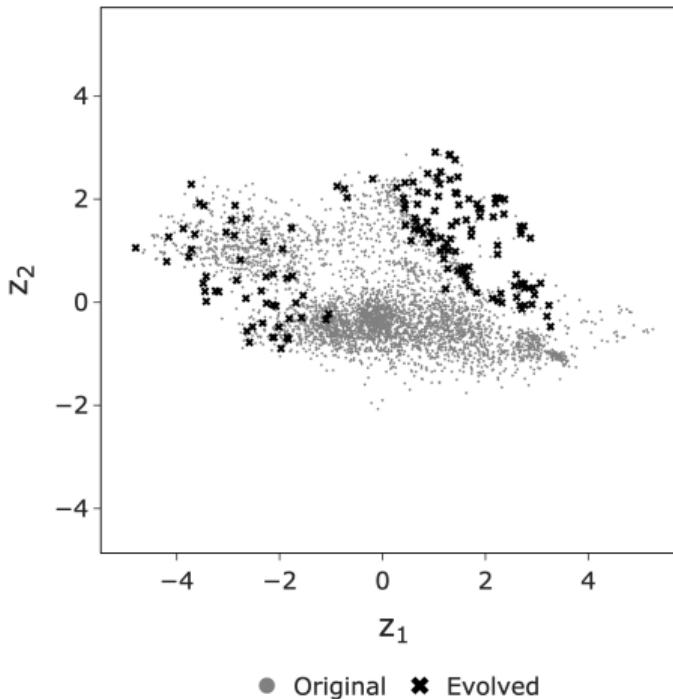


**Figure 10:** Fitness over Generations



**Figure 11:** Gaps in Instance Space

Source



## **Software for QAOA Parameter Initialisation**

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- Parameter initialisation significantly impacts QAOA's performance and convergence
- Current challenges:
  - Overwhelming number of initialisation techniques
  - Implementations are coupled with the various quantum libraries (e.g. Cirq, Qiskit, PyQuil)
  - Lack of standardization and comparison across different techniques

## Key Features:

- Consolidates multiple strategies (Random, QIBPI, QAOAKit, TQA, Constant)
- RESTful API for easy integration
- Modular and extensible
- Built-in validation and error handling
- Automatic documentation generation

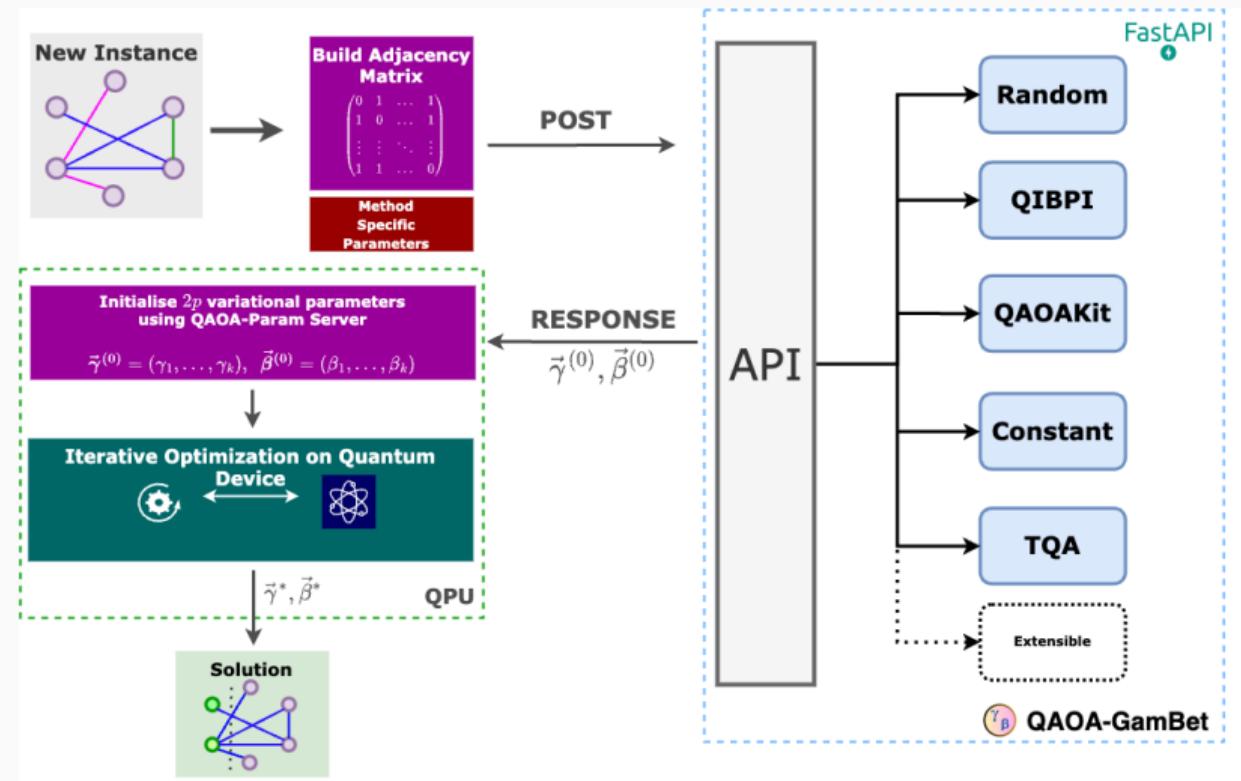


Figure 12: FastAPI Workflow

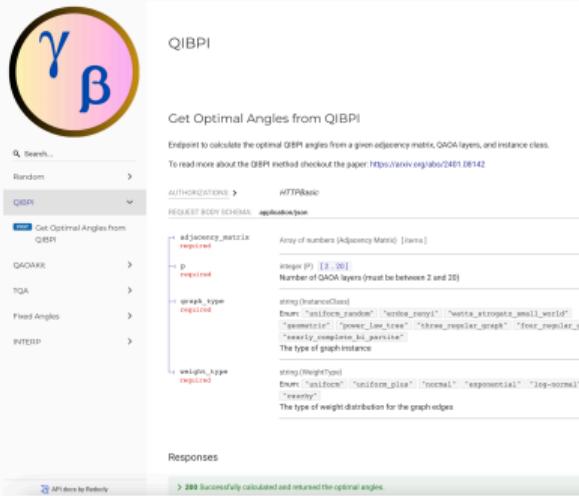
## Request

```
# Prepare the request data
data = {
    "adjacency_matrix": adjacency_matrix,
    "p": 2,
    "graph_type": "three_regular_graph",
    "weight_type": "uniform"
}
```

```
# Send a request to get optimal angles
response = requests.post(
    "http://localhost:5000/graph/QIBPI",
    json=data,
    auth=('username', 'password')
)
```

## Response

```
{
    "beta": [0.1, 0.15, 0.2],
    "gamma": [0.3, 0.35, 0.4],
    "source": "QIBPI"
}
```

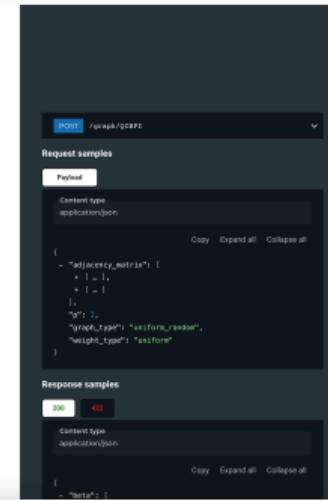


The screenshot shows the QIBPI API documentation. The main title is "Get Optimal Angles from QIBPI". Below it, a sub-section says "Endpoint to calculate the optimal QIBPI angles from a given adjacency matrix, QAOA layers, and instance class." A note says "To read more about the QIBPI method checkout the paper <https://arxiv.org/abs/2401.08142>". The "AUTHORIZATIONS" section shows "HTTPBasic". The "REQUEST BODY SCHEMA" section shows "application/json" with the following schema:

```
adjacency_matrix required
  Array of numbers [Adjacency Matrix] [None]
  integer (0) [2 .. 20]
  Number of QAOA layers (must be between 2 and 20)

  graph_type required
    string [BooleanOrNone]
    Enums: "antiferromagnetic" "ferromagnetic" "watts_strogatz_small_world"
    "lattice_low_bias" "kroes_regele_graph" "low_regele_graph"
    "seidel_complexe_kl_perserve"
    The type of graph instance

  weight_type required
    string [WeightType]
    Enums: "uniform" "uniform_plus" "normal" "exponential" "log-normal"
    The type of weight distribution for the graph edges
```



The screenshot shows the Swagger UI interface for the "/qibpi/qibpi" endpoint. It has two sections: "Request samples" and "Response samples".

**Request samples** (Method: POST):

```
Content type application/json
{
  "adjacency_matrix": [
    + 1,
    + 1
  ],
  "graph_type": "lattice_low_bias",
  "weight_type": "uniform_random"
}
```

**Response samples** (Status codes: 200, 402):

```
Content type application/json
{
  "beta": 1
}
```

- Auto-generated documentation from docstrings
- Rendered using Swagger UI and redoc



## Conclusion

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- Key Contributions:
  - Expanded QAOA research scope with diverse test suite of MaxCut instances
  - Conducted Instance Space Analysis (ISA) to understand instance-feature impacts on QAOA design choices
  - Quantum Instance-based Parameter Initialisation (QIBPI)
  - FastAPI for QAOA Parameter Initialisation
- Instance Space Analysis:
  - Parameter transfer effective within instance classes, but not across
  - Gaps in instance space identified and applied instance evolution

- Expand analysis scope
  - Extend to larger problem sizes
  - Include more weight distributions and network structures
  - Apply ISA to other quantum algorithms (VQE, F-VQE)
- Bridge theory-practice gap
  - Test on real quantum hardware (e.g., IBM's 128-qubit machine [10])
  - Create ML-based approaches leveraging experimental data

**Thank You - Questions?**

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- [Link to QAOA-GamBet](#)
- [Link to ISA's](#)

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