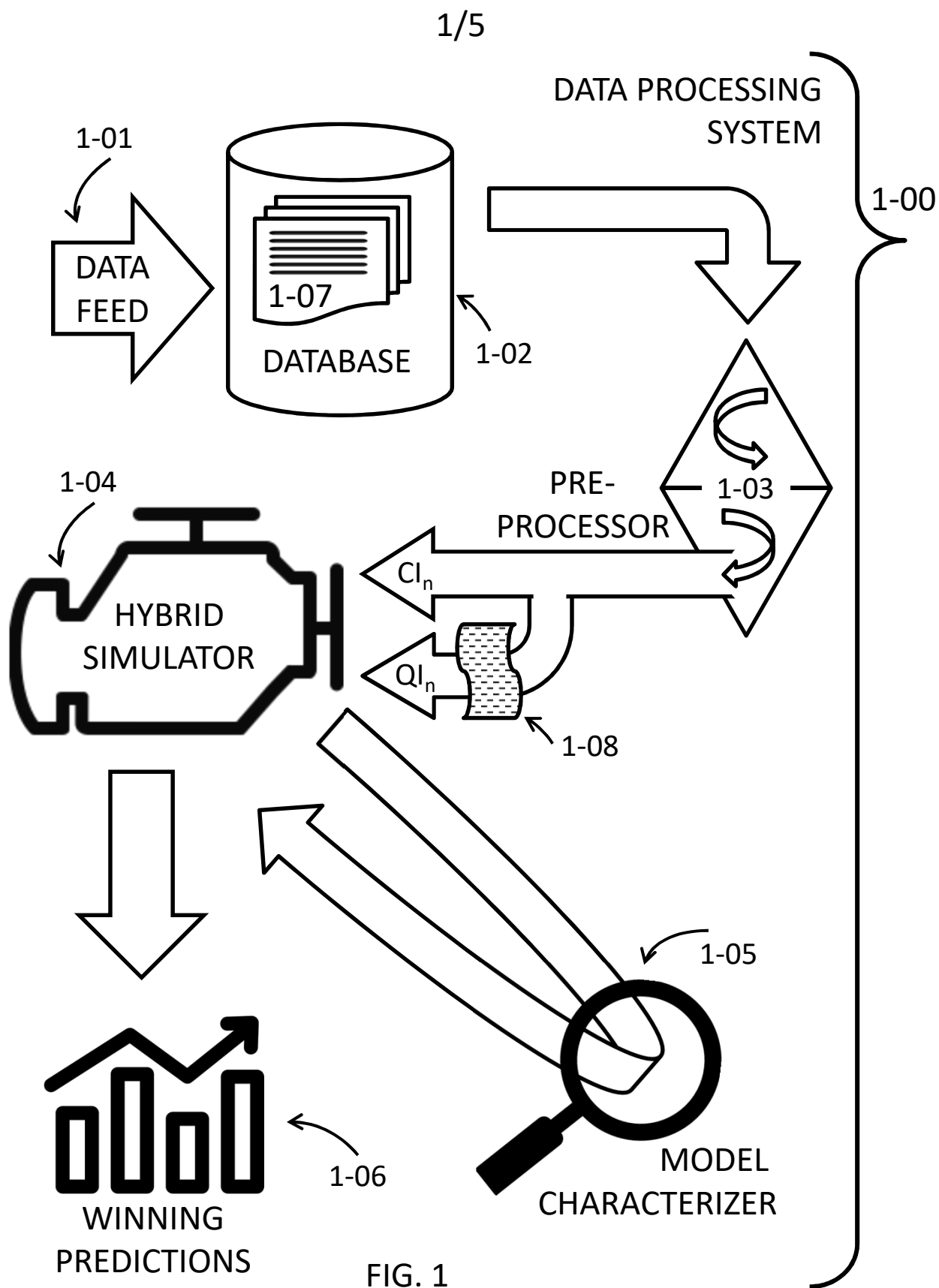
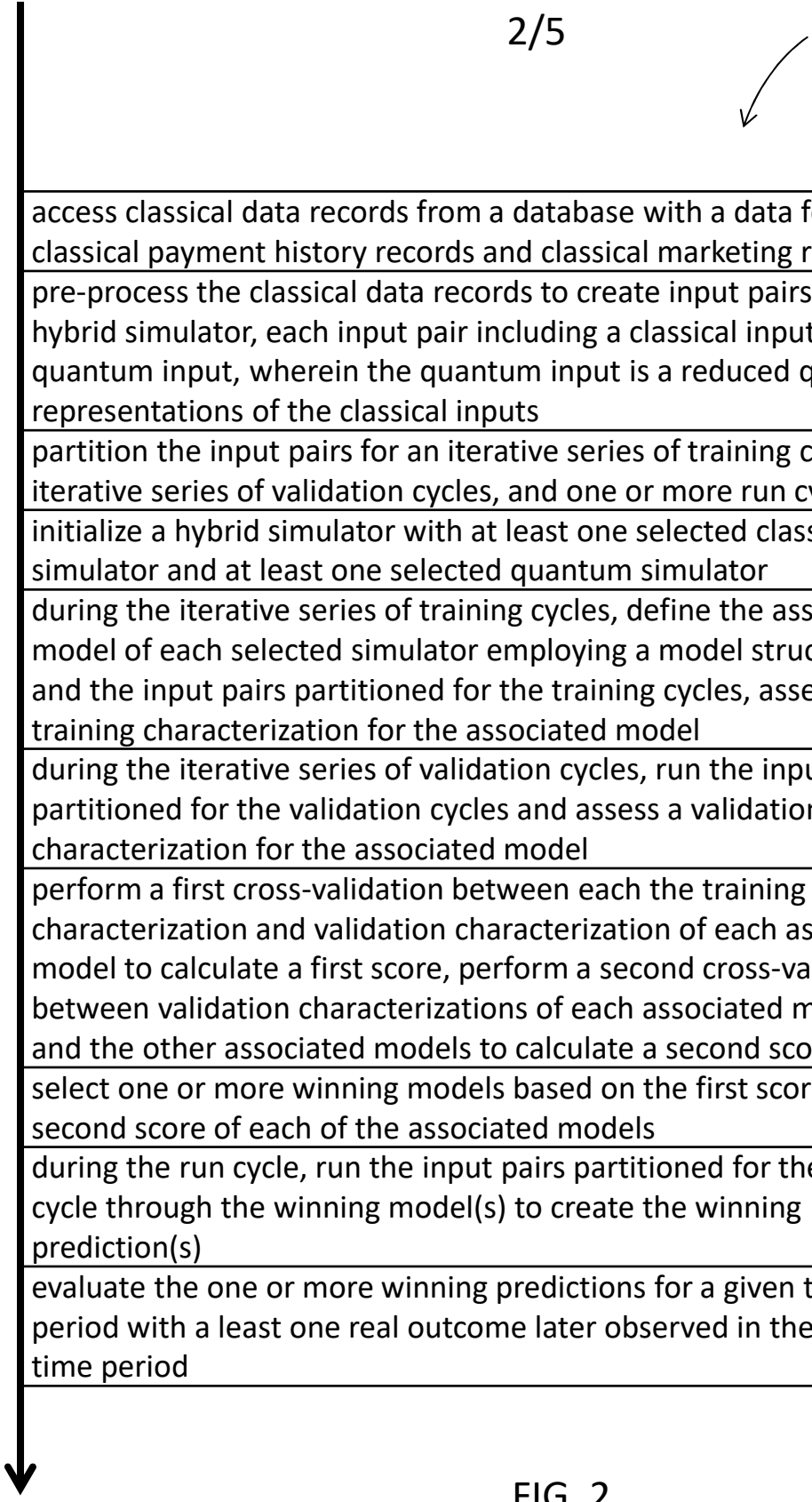




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2-00



access classical data records from a database with a data feed of classical payment history records and classical marketing records	2-01
pre-process the classical data records to create input pairs for a hybrid simulator, each input pair including a classical input and a quantum input, wherein the quantum input is a reduced quantum representations of the classical inputs	2-02
partition the input pairs for an iterative series of training cycles, an iterative series of validation cycles, and one or more run cycles	2-03
initialize a hybrid simulator with at least one selected classical simulator and at least one selected quantum simulator	2-04
during the iterative series of training cycles, define the associated model of each selected simulator employing a model structure and the input pairs partitioned for the training cycles, assess a training characterization for the associated model	2-05
during the iterative series of validation cycles, run the input pairs partitioned for the validation cycles and assess a validation characterization for the associated model	2-06
perform a first cross-validation between each the training characterization and validation characterization of each associated model to calculate a first score, perform a second cross-validation between validation characterizations of each associated model and the other associated models to calculate a second score	2-07
select one or more winning models based on the first score and second score of each of the associated models	2-08
during the run cycle, run the input pairs partitioned for the run cycle through the winning model(s) to create the winning prediction(s)	2-09
evaluate the one or more winning predictions for a given time period with a least one real outcome later observed in the given time period	2-10

FIG. 2

3-00

Selected?		CV ₀	CV ₁	CV ₂	QT ₀	QT ₁	QT ₂	Benchmark
CS ₀ ○	CT ₀							
CS ₁ ●	CT ₁		1st					3rd
CS ₂ ●	CT ₂			1st				3rd
QS ₀ ●	QV ₀		2nd	2nd	1st			3rd
QS ₁ ○	QV ₁							
QS ₂ ●	QV ₂		2nd	2nd			1st	3rd
Benchmark			3rd	3rd	3rd		3rd	

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FIG. 3

4-00

	CGLM	CLASSICAL BAYESIAN REGRESSION TREES	CSVM	CRBM	CLASSICAL RANDOM FOREST	QRBM
TRAINING R-SQUARED	0.19	0.93	0.90	0.90	0.91	0.94
TRAINING MAPE	31%	5.7%	4.5%	4.5%	3.0%	2.2%
VALIDATION MAPE	43%	7.1%	6.9%	6.9%	5.2%	3.3%

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FIG. 4

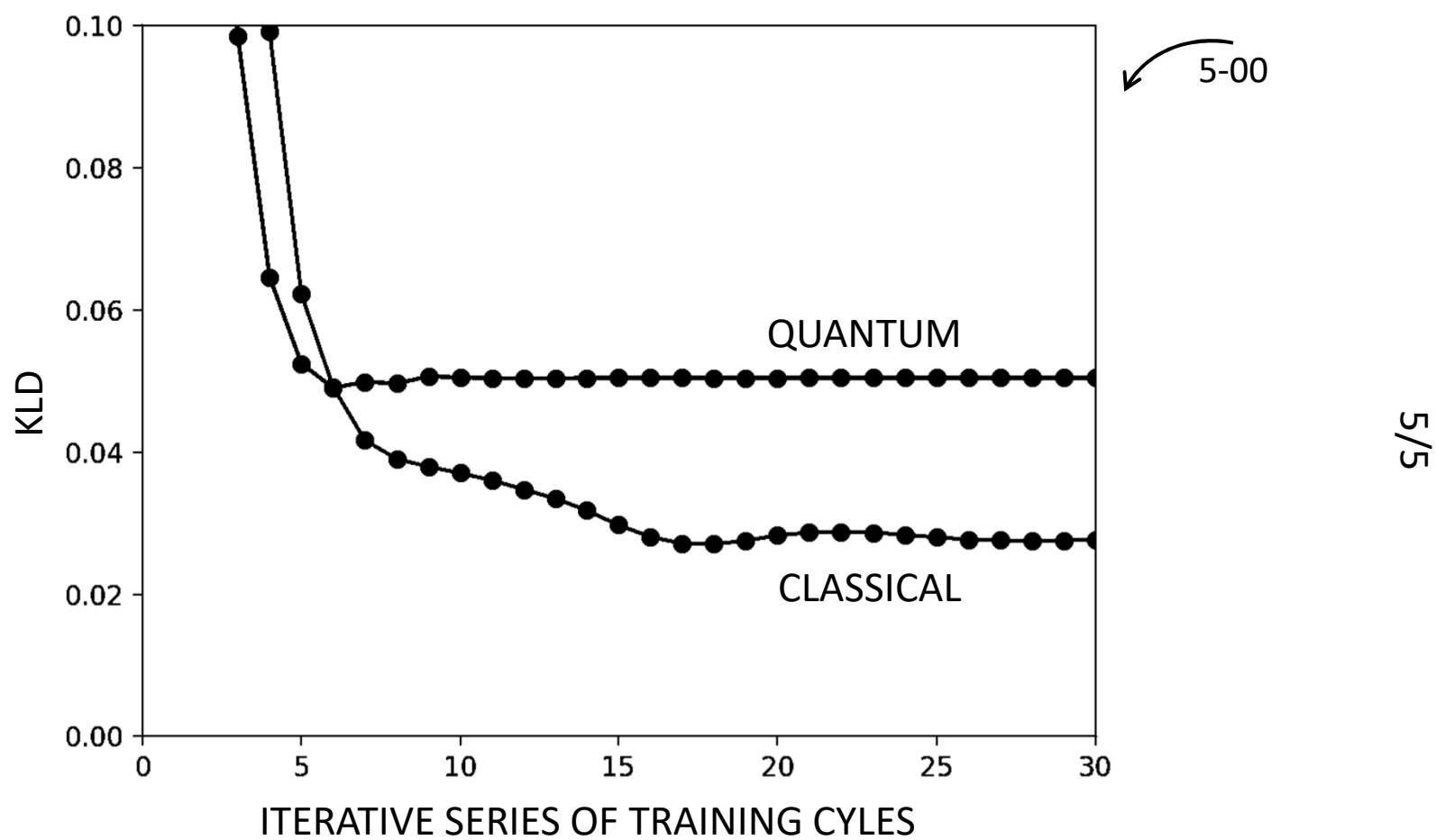


FIG. 5