Optimizing Qiskit Runtime Primitives for Noise-Resilient Quantum Computing

Mariana Bernagozzi IBM Quantum

Paula Tristán IBM Quantum





MOTIVATION

Primitives programming model

Optimizing Qiskit Runtime <u>Primitives</u> for Noise-Resilient Quantum Computing

- +number of qubits,
 +complexity of workflows
- Not practical to work with individual qubits
- Need for more abstraction layers
- Qiskit proposes two primitives: Sampler and Estimator

QISKIT PRIMITIVES

Sampler

Estimator

Inputs:

• Circuits (optionally parametrized)

Outputs:

• Sampling quantum states

Inputs:

- Circuits (optionally parametrized)
- Observables

Outputs:

• Expectation values



2

Qiskit SDK VS. Qiskit Runtime

Optimizing <u>Qiskit Runtime</u> Primitives for Noise-Resilient *Quantum Computing*

Open-source package

SDK

QISKIT

RUNTIME

QISKIT

QISKIT

Qiskit SDK is an open-source Python package (package name: qiskit).



Cloud-based service

Qiskit Runtime is a cloudbased service for executing quantum computations on IBM hardware.

TLSIC 2024

Manage circuits and operators

The Qiskit SDK facilitates working with quantum computers at the level of quantum circuits, operators, and primitives.



Primitives interface

Qiskit SDK defines the interface for the primitives. It also provides reference implementation, from which different quantum hardware providers can derive their own.

Fast classical-quantum executions

Qiskit Runtime is strategically located near Quantum computing units (QPUs) allowing for low-latency classical-quantum executions.



Primitives implementation

Qiskit Runtime provides an efficient implementation of the primitives, leveraging techniques such as error suppression and error mitigation.







MOTIVATION

Error suppression and error mitigation embedded in Qiskit **Runtime Primitives**

Optimizing Qiskit Runtime Primitives for <u>Noise-Resilient</u> *Quantum Computing*

- Quantum executions are susceptible to noise and errors.
- Very active area of research.
- Leverage low-latency between classical and quantum world to implement these techniques.

TECHNIQUES

Error suppression

- Low quantum computational overhead
- Aims to minimize the \bullet occurrence of errors in the first place rather than detecting and correcting them after the execution.
- Modifies the input circuits in ulleta targeted way
- Examples: dynamical ulletdecoupling, twirling, and gate optimization.

Error mitigation

- Introduces additional quantum computational overhead
- Allows errors to occur and then infers better results from multiple noisy calculations.
- Classical post-processing is typically used to combine the outputs and infer better results
- Examples: TREX, ZNE, PEC, PEA.



The long journey to Primitives V2

Backend.run

- No encapsulation of common behavior.
- Too low level for developing applications.
- No error mitigation.

- Introduction of Sampler and Estimator.
- Provide an abstraction layer.
- Embedded error mitigation (non-flexible options).
- Non-scalable transformation of abstract circuits to ISA circuits.

Primitives V1

Primitives V2

- Introduction of Primitives Unified Blocs (PUBs).
- More configurable error mitigation options.
- Transformation to ISA circuits implemented as a service, outside the Primitives.



Primitives V2: Primitive Unified Blocs (PUBs) and broadcasting rules

A PUB is a single circuit along with auxiliary data required to execute the circuit relative to the primitive in question.

Interface change drastically	
Estimator V1	Estimator V2
List-based interface:	PUB-based interface:
<pre>Estimator.run([circuit1, circuit2, circuit3], [obs1, obs2, obs3], [params1, params2, params3])</pre>	Estimator.run((circuit1, [obs1, obs2], [par (circuit2, [obs3], [par (circuit3, [obs1, obs2], [ps1)



EstimatorPub

- 1. Single circuit
- 2. An ObervablesArray
- 3. A BindingsArray

SamplerPub

- 1. A single circuit
- 2. A BindingsArray

Broadcasting rules in a PUB



6

Primitives V2: Configurable error suppression and error mitigation

Dynamical Decoupling options	Twirling options
Options for dynamical decoupling, such as the <i>sequence</i> and <i>scheduling</i> <i>method</i> to use.	Twirling options, such as whether to apply twirling to gates and/or measurement and the number of shots to for each random sample.
Resilience options	Execution options
Advanced options for configuring error mitigation methods such as ZNE, PEC, or PEA.	Including whether to <i>initia qubits</i> and the <i>repetition</i> d





Key Takeaways

The *Qiskit Runtime Primitives* have evolved over time and will continue to do so.

Embedded error mitigation in *Qiskit Runtime Primitives* benefits from low-latency between classical world and QPUs.

The computational model introduced by Qiskit consists of two primitives: *Sampler* and Estimator.

Primitive interfaces are defined in Qiskit SDK and there can be many implementations. The ones managed by IBM are called *Qiskit Runtime* Primitives.

PUB-based interface is more adequate for majority of workflows.

6

Primitives V2 allows for more customizable error suppression and error mitigation.

Thank you!

Feedback

Questions?

TLSIC 2024

Thank you for attending our presentation!

Have you used *Qiskit Runtime Primitives* before? We'd love to hear your feedback.

Feel welcome to pose your question now or reach out later.

