

QM Optimization

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Abstract

This document presents a novel, alternative formalism for quantum mechanics, derived from the first principles of the T0-Theory. Standard quantum mechanics, based on linear algebra in Hilbert space, is replaced by a geometric model where quantum states are points in a cylindrical phase space and gate operations are geometric transformations. This approach provides a more intuitive physical picture and intrinsically incorporates the effects of fractal spacetime, such as the damping of interactions. We first define the formalism for single- and two-qubit operations and then derive a series of advanced optimization strategies for quantum computers, ranging from gate-level corrections to system-wide architectural improvements.

1 Introduction: From Hilbert Space to Physical Space

Quantum computing currently relies on the abstract mathematical framework of Hilbert spaces. States are complex vectors, and operations are unitary matrices. While powerful, this formalism obscures the underlying physical reality and treats environmental effects like noise and decoherence as external perturbations.

The T0-Theory offers a different path. By postulating a physical reality based on a dynamic time-field and a fractal spacetime geometry [?], it becomes possible to construct a new, more direct formalism for quantum mechanics. This document details this **geometric formalism**, reconstructed from the functional logic of the `T0_QM_geometric_simulator.js` script, and explores its profound implications for quantum computing.

2 The Geometric Formalism of T0 Quantum Mechanics

2.1 Qubit State as a Point in Cylindrical Phase Space

In this formalism, a qubit is not a 2D complex vector. Instead, its state is described by a point in a 3D cylindrical coordinate system, defined by three real numbers:

- z : The projection onto the Z-axis. It corresponds to the classical basis, with $z = 1$ for state $|0\rangle$ and $z = -1$ for state $|1\rangle$.
- r : The radial distance from the Z-axis. It represents the magnitude of superposition or coherence. For a pure state, the constraint $z^2 + r^2 = 1$ holds.
- θ : The azimuthal angle. It represents the relative phase of the superposition.

Examples: State $|0\rangle \equiv \{z = 1, r = 0, \theta = 0\}$. State $|+\rangle \equiv \{z = 0, r = 1, \theta = 0\}$.

2.2 Single-Qubit Gates as Geometric Transformations

Gate operations are no longer matrices but functions that transform the coordinates (z, r, θ) .

2.2.1 Hadamard Gate (H)

The H-gate performs a basis change between the computational (Z) and superposition (X-Y) bases. Its transformation swaps the z-coordinate and the radius, and rotates the phase by $\pi/2$:

$$\begin{aligned} z' &= r \\ r' &= z \\ \theta' &= \theta + \pi/2 \end{aligned}$$

2.2.2 Phase Gate (Z)

The Z-gate rotates the state around the Z-axis by adding π to the phase coordinate θ :

$$\begin{aligned} z' &= z \\ r' &= r \\ \theta' &= \theta + \pi \end{aligned}$$

2.2.3 Bit-Flip Gate (X)

The X-gate is a rotation in the (z, r) plane, directly incorporating the T0-Theory's fractal damping. It performs a 2D rotation of the vector (z, r) by an angle $\alpha = \pi \cdot \gamma$, where $\gamma = 1 - 100$ [?]:

$$z' = z \cos(\alpha) - r \sin(\alpha) \quad (1)$$

$$r' = z \sin(\alpha) + r \cos(\alpha) \quad (2)$$

An ideal flip is a rotation by π . The fractal nature of spacetime inherently "damps" this rotation, making a perfect flip in a single step impossible. This is a core prediction.

2.3 Two-Qubit Gates: The Geometric CNOT

A controlled operation like CNOT becomes a conditional geometric transformation. For a CNOT acting on a control qubit C and a target qubit T , the rule is as follows: If the control qubit is in the $|1\rangle$ state (approximated by $C.z < 0$), then apply the geometric X-gate transformation to the target qubit T . Otherwise, the target qubit remains unchanged. Entanglement arises because the final coordinates of T become a function of the initial coordinates of C , and the state of the combined system can no longer be described as two separate points.

3 System-Level Optimizations Derived from the Formalism

The geometric formalism is not just a new notation; it is a predictive framework that leads to concrete hardware and software optimizations.

3.1 T0-Topology-Compiler: The Geometry of Entanglement

A persistent problem in quantum computing is that non-local gates require costly and error-prone SWAP operations. The T0-Theory offers a solution by recognizing that the fractal damping effect [?] is distance-dependent. This calls for a "**T0-Topology-Compiler**" which arranges qubits not to minimize SWAPs, but to minimize the cumulative "fractal path length" of all entangling operations by placing critically interacting qubits physically closer together.

3.2 Harmonic Resonance: Qubits in Tune with the Universe

Currently, qubit frequencies are chosen pragmatically to avoid crosstalk, lacking fundamental guidance. The T0-Theory provides this guidance by predicting a harmonic structure of stable states based on the Golden Ratio [?]. This implies "magic" frequencies where a qubit is maximally stable. The formula for this frequency cascade is:

$$f_n = \left(\frac{c}{\hbar}\right) \cdot 2 \cdot (2)^{-n} \quad (3)$$

For superconducting qubits, this yields primary sweet spots at approximately **6.24 GHz** ($n = 14$) and **2.38 GHz** ($n = 15$). Calibrating hardware to these frequencies should intrinsically reduce phase noise.

3.3 Active Coherence Preservation via Time-Field Modulation

Idle qubits are passively exposed to decoherence, which strictly limits the available computation time. The T0 solution arises from the dynamic time-field, a key element from the g-2 analysis [?], which can be actively modulated. A high-frequency "**time-field pump**" could be used to irradiate an idle qubit. The goal is to average out the fundamental -noise, thereby actively preserving the qubit's coherence and moving beyond the passive T_2 limit.

4 Synthesis: The T0-Compiled Quantum Computer

This geometric formalism provides a revolutionary blueprint for quantum computers. A "T0-compiled" machine would:

1. Use a simulator based on **geometric transformations** instead of matrix multiplication.
2. Implement gate pulses that are inherently **pre-compensated** for fractal damping.
3. Employ a qubit layout **topologically optimized** for the geometry of spacetime.
4. Operate at **harmonic resonance frequencies** to maximize stability.
5. Actively preserve coherence using **time-field modulation**.

Quantum computing thus transforms from a purely engineering discipline into a field of **applied spacetime geometry**.

References

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