Unified modelling theory for qubit representation using quantum field graph models

Vishal Sahni¹, Dayal Pyari Srivastava² AND Prem Saran Satsangi³

Abstract | Linear graph theory, a branch of topology, has been applied to such diverse systems as ranging from electrical networks through real physical systems and “conceptual” socio-economic-environmental systems to “esoteric” creational systems. Linear graph theory represents one step towards a systems modelling discipline which coordinates various branches of knowledge into one scientific order. This paper presents a quantum field graph model which is facilitated by considering a qubit as a basic building block and representing it through an appropriate linear graph. The system graph is in two separate parts corresponding to a qubit representation ($|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$), consisting of “ket 0” and “ket 1” subsystem graphs. Unit “Poynting”-like vectors $|0\rangle$ and $|1\rangle$ behave like quantum across (potential) variables specifying “direction” of information (data/energy propagation, as it were, while $\alpha$ and $\beta$ behave like quantum through (flow-rate or “force”) variables specifying probability parameters for quanta of information (data/energy flow-rate (energy flux or power flow, W/m²). For $n$ independent states, there will be precisely $n$ basis quantum potential vectors (or unit “Poynting” vectors). The model has been successfully applied for several quantum gates as well as applications such as quantum teleportation and has the potential for successfully modelling systems at the high end of complexity scale.

1. Introduction
Quantum Information Science is a broad and rapidly expanding field. The theory of classical information, computation, and communication developed extensively during the twentieth century. Though undeniably useful, this theory cannot fully characterize how information can be used and processed in the physical world — a quantum world. Some achievements of quantum information science can be described as generalizations or extensions of the classical theory that apply when information is represented as a quantum state rather than in terms of classical bits. The well-established theory of classical information and computation is actually a subset of a much larger topic, the emerging theory of quantum information and computation.

In a quantum computer, the fundamental unit of information (called a quantum bit or qubit), is not binary but rather more quaternary in nature. This qubit property arises as a direct consequence of its adherence to the laws of quantum mechanics which differ radically from the laws of classical physics. A qubit can exist not only in a state corresponding to the logical state 0 or 1 as in a classical bit, but also in
states corresponding to a blend or superposition of these classical states. In other words, a qubit can exist as a zero, a one, or simultaneously as both 0 and 1, with a numerical coefficient representing the probability for each state. This may seem counterintuitive because everyday phenomenon are governed by classical physics, not quantum mechanics – which takes over at the atomic level.

Topology implies the mathematical study of those properties of geometric forms that remain invariant under certain transformations as bending, stretching, squeezing or any continuous deformation that does not involve tearing or joining. One important branch of topology is the theory of linear graphs. The abstract graph theory has its own elegance, of course, but it is appreciation of its wide ranging application to modelling quantum systems of consciousness. It is shown that linear graph theory represents one step towards a systems of consciousness. It is shown that linear graph theory has been applied to such diverse systems as ranging from electrical networks to esoteric socio-economic-environmental systems to esoteric systems of consciousness. It is shown that linear graph theory represents one step towards a systems modelling discipline which coordinates various branches of knowledge into one scientific order [5,6,7,8].

A linear graph theoretic model had been developed [2,3] for quantum systems in which each qubit is represented by 2 nodes and entanglements are represented as edges. There is a ground node, connections to which play an important role especially in quantum measurement. However, the technique required use of hyper-edges for depicting entanglement and representation becomes difficult for applications like teleportation.

Secion 2 presents a quantum field graph model by considering a qubit as a basic building block and developing a “ket 0” subgraph and a “ket 1” subgraph. The system graph, corresponding to a qubit representation $|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$, is in two separate parts, consisting of “ket 0” and “ket 1” subsystem graphs [7,8]. Unit Poynting vectors $|0\rangle$ and $|1\rangle$ behave like quantum across (potential) variables specifying “direction” of information (data)/energy propagation, as it were, while $\alpha$ and $\beta$ behave like quantum through variables specifying probability parameters for quanta of information/energy flow-rate (energy flux or power flow, W/m²). For $n$ independent states, there will be precisely $n$ basis quantum potential vectors (or unit “Poynting” vectors) [4,7,8,9]. The conclusions are presented in Section 3.

2. Quantum Field Graph Models

2.1. Single Qubit

This is the simplest case of representation involving a single qubit $|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$ as shown in Figure 1. A single qubit representation is physically realizable as an “infinitesimal” (nanoscale) element of quantum force-field (e.g. electromagnetic force-field).

$|\psi\rangle = \alpha|0\rangle + \beta|1\rangle$

where $\alpha$ and $\beta$ are complex numbers such that $|\alpha|^2 + |\beta|^2 = 1$ to conform with probability interpretation

and where $|\psi\rangle$ is the “Poynting”-like information/energy-flux or power vector (W/m²)

$|0\rangle$ and $|1\rangle$ are the Orthogonal Unit “Poynting”-like vectors

$\alpha$—Scalar probability parameter for information/Power flow along $|0\rangle$ unit “Poynting”-like vector

$\beta$—Scalar probability parameter for information/Power flow along $|1\rangle$ unit “Poynting”-like vector

$\bar{x}_0 \triangleq |0\rangle$  $\bar{x}_1 \triangleq |1\rangle$  $y_0 \triangleq \alpha$  $y_1 \triangleq \beta$

$Y = \begin{bmatrix} y_0 \\ y_1 \end{bmatrix}$

$X = \begin{bmatrix} \bar{x}_0 \\ \bar{x}_1 \end{bmatrix}$

$|\psi\rangle = \text{Information/Power Flow Vector} = Y^T \bar{X}$

$= \begin{bmatrix} y_0 & y_1 \end{bmatrix} \begin{bmatrix} |0\rangle \equiv \bar{x}_0 \\ |1\rangle \equiv \bar{x}_1 \end{bmatrix}$

$|\psi\rangle = \langle Y|X\rangle = Y^T \bar{X}$
We can generalize Poynting vector in W/m² as active and reactive power flow (as in electrical power systems) for completeness, considering $\alpha$ and $\beta$ as complex numbers.

$\vec{Y}$ – Classical vector  
$\vec{X}$ – Quantum vector

### 2.2. Superposition of two independent qubits

The next case is of two independent qubits which would be mathematically represented as $|\psi_1\rangle = (\alpha_1|0\rangle + \beta_1|1\rangle)$; $|\psi_2\rangle = (\alpha_2|0\rangle + \beta_2|1\rangle)$ and is shown in Figure 2.

$|\psi\rangle = |\psi_1\rangle + |\psi_2\rangle$

$= (\alpha_1 + \alpha_2)|0\rangle + (\beta_1 + \beta_2)|1\rangle \equiv \alpha|0\rangle + \beta|1\rangle$

where $\alpha = \alpha_1 + \alpha_2$ and $\beta = \beta_1 + \beta_2$

such that $|\alpha_1|^2 + |\beta_1|^2 = 1$ and $|\alpha_2|^2 + |\beta_2|^2 = 1$

$|\psi_1\rangle = \langle Y_1|\vec{X}_1\rangle = Y_{10}^T \vec{X}_1$

where $Y_1 = \begin{bmatrix} y_{10} \\ y_{11} \end{bmatrix}$  
$y_{10} = \alpha_1$

$y_{11} = \beta_1$

$\vec{x}_{10} \triangleq |0\rangle$  
$\vec{x}_{11} \triangleq |1\rangle$  
$\vec{X}_1 = \begin{bmatrix} \frac{x_{10}}{x_{11}} \end{bmatrix}$

$Y_1^T \vec{X}_1 = \begin{bmatrix} y_{10} & y_{11} \end{bmatrix} \begin{bmatrix} |0\rangle \langle 0| \\ |1\rangle \langle 1| \end{bmatrix} = \begin{bmatrix} \frac{x_{10}}{x_{11}} \end{bmatrix}$

$|\psi_2\rangle = \langle Y_2|\vec{X}_2\rangle = Y_{20}^T \vec{X}_2$

where $Y_2 = \begin{bmatrix} y_{20} \\ y_{21} \end{bmatrix}$  
$y_{20} = \alpha_2$  
$y_{21} = \beta_2$
2.3. NOT Gate Operation
A NOT gate converts an input of $|0\rangle$ to a $|1\rangle$ and vice versa. For the superposition state, $\alpha|0\rangle + \beta|1\rangle$, the output would be $\alpha|1\rangle + \beta|0\rangle$ which is represented using quantum graph in Figure 3.

$$\text{NOT}\{\alpha|0\rangle + \beta|1\rangle\} = \{\beta|0\rangle + \alpha|1\rangle\}$$

2.4. Hadamard Gate Operation
This example demonstrates a Hadamard gate operation in which qubit $|0\rangle$ is transformed to $\frac{|0\rangle + |1\rangle}{\sqrt{2}}$ and $|1\rangle$ to $\frac{|0\rangle - |1\rangle}{\sqrt{2}}$. Figure 4.1 shows the graph representation for both these cases.

$$|\psi_i\rangle = \frac{1}{\sqrt{2}} |0\rangle + \frac{1}{\sqrt{2}} |1\rangle$$

$\nu_{10} = 1 \quad \nu_{11} = 0$$

Figure 4.1: Hadamard Gate Operation
Unified modelling theory for qubit representation using quantum field graph models

Figure 4.2: (a) Hadamard Gate Operation (b) Transfer function representation

(a) Given $|\psi_{\phi}\rangle = \{\alpha |0\rangle + \beta |1\rangle\}$

$$
\begin{align*}
|\psi_{\phi}\rangle &= \frac{\alpha}{\sqrt{2}} |0\rangle + \frac{\beta}{\sqrt{2}} |1\rangle \\
&= \frac{\alpha + \beta}{\sqrt{2}} |0\rangle + \frac{\alpha - \beta}{\sqrt{2}} |1\rangle \\
|\psi_{\phi}\rangle &= \frac{\alpha}{\sqrt{2}} Y |0\rangle + \frac{\beta}{\sqrt{2}} Y |1\rangle \\
&= \frac{\alpha}{\sqrt{2}} \left[ \begin{array}{c} 1 \\ 1 \\ -1 \\ 1 \\ \end{array} \right] + \frac{\beta}{\sqrt{2}} \left[ \begin{array}{c} 1 \\ 1 \\ -1 \\ 1 \\ \end{array} \right]
\end{align*}
$$

(b)

$$
Y_{\phi} = \frac{Y}{\sqrt{2}}
$$

where $H = \frac{1}{\sqrt{2}} \left[ \begin{array}{cc} 1 & 1 \\ 1 & -1 \\ \end{array} \right] = H^T$

2.5. Controlled NOT gate

A Controlled NOT gate has got two qubits, the first one is the control qubit and the second one is the target qubit. If the control qubit is $|0\rangle$, the target qubit is left unchanged. If the control qubit is $|1\rangle$, the target qubit is flipped like a NOT gate. Graph models for both cases are shown in Figure 5(a) and for superposition of states in Figure 5(b).

$$
\begin{align*}
CNOT\{\alpha |0\rangle + \beta |1\rangle\} &= \{\alpha |0\rangle + \beta |1\rangle\} \\
&\text{if } C = |0\rangle \\
CNOT\{\alpha |0\rangle + \beta |1\rangle\} &= \{\beta |0\rangle + \alpha |1\rangle\} \\
&\text{if } C = |1\rangle
\end{align*}
$$
Figure 5: (a) CNOT Gate Operation; (b) CNOT Gate Operation for superposition of states.

(a)
\[
\begin{array}{c}
\text{CONTROL} \\
C|0\rangle \\
\end{array}
\quad
\begin{array}{c}
\text{INPUT} \\
|A\rangle \\
\end{array}
\quad
\begin{array}{c}
\text{CNOT} \\
\text{TARGET} \\
|A\rangle \\
\end{array}
\quad
\begin{array}{c}
\text{OUTPUT} \\
|B\rangle \\
\end{array}
\quad
\begin{array}{c}
\text{CONTROL} \\
C|1\rangle \\
\end{array}
\quad
\begin{array}{c}
\text{INPUT} \\
|B\rangle \\
\end{array}
\quad
\begin{array}{c}
\text{CNOT} \\
\text{TARGET} \\
|B\oplus A\rangle \\
\end{array}
\quad
\begin{array}{c}
\text{OUTPUT} \\
|B\oplus A\rangle \\
\end{array}
\]

(b)
\[
\begin{array}{c}
\text{CONTROL} \\
|0\rangle \\
|1\rangle \\
\end{array}
\quad
\begin{array}{c}
\text{INPUT} \\
\begin{array}{c}
a_0 \\
b_0 \\
1 \\
G
\end{array}
\end{array}
\quad
\begin{array}{c}
\text{CNOT} \\
\text{TARGET} \\
\begin{array}{c}
a_1 \\
b_1 \\
\phi
\end{array}
\end{array}
\quad
\begin{array}{c}
\text{OUTPUT} \\
\begin{array}{c}
a_1 \\
b_1 \\
\phi
\end{array}
\end{array}
\quad
\begin{array}{c}
\text{CONTROL} \\
|0\rangle \\
|1\rangle \\
\end{array}
\quad
\begin{array}{c}
\text{INPUT} \\
\begin{array}{c}
a_0 \\
b_0 \\
1 \\
G
\end{array}
\end{array}
\quad
\begin{array}{c}
\text{CNOT} \\
\text{TARGET} \\
\begin{array}{c}
a_1 \\
b_1 \\
\phi
\end{array}
\end{array}
\quad
\begin{array}{c}
\text{OUTPUT} \\
\begin{array}{c}
a_1 \\
b_1 \\
\phi
\end{array}
\end{array}
\]

If \( C = |0\rangle \)
\[
CNOT\left\{ y^T X \right\} = \begin{bmatrix} y_0 & y_1 \end{bmatrix} \begin{bmatrix} |0\rangle \triangleq x_0 \\ |1\rangle \triangleq x_1 \end{bmatrix} = \begin{bmatrix} y_0 & y_1 \end{bmatrix} |0\rangle = Y^T X
\]

If \( C = |1\rangle \)
\[
CNOT\left\{ y^T X \right\} = \begin{bmatrix} y_0 & y_1 \end{bmatrix} \begin{bmatrix} |0\rangle \triangleq x_0 \\ |1\rangle \triangleq x_1 \end{bmatrix} = \begin{bmatrix} y_1 & y_0 \end{bmatrix} |1\rangle = Y^T X
\]

Truth Table of a CNOT gate

<table>
<thead>
<tr>
<th>Input</th>
<th>Output</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>00\rangle</td>
</tr>
<tr>
<td></td>
<td>01\rangle</td>
</tr>
<tr>
<td></td>
<td>10\rangle</td>
</tr>
<tr>
<td></td>
<td>11\rangle</td>
</tr>
</tbody>
</table>

\[
Y_\phi = U_{CN} Y_i
\]

\[
Y_\phi = U_{CN} Y_i = \begin{bmatrix} y_0^{\phi_1} \\ y_1^{\phi_2} \\ \phi_1 \end{bmatrix}
\]

\[
\begin{bmatrix} I_{4x4} & 0 & 0 & 0 \\ 0 & I_{4x4} & 0 & 0 \\ 0 & 0 & 0 & I_{4x4} \\ 0 & 0 & I_{4x4} & 0 \\ \end{bmatrix} \begin{bmatrix} Y_0^{\phi_1} \\ Y_1^{\phi_2} \\ \phi_1 \end{bmatrix} \triangleq Y_i
\]
Figure 6: Swap Gate Operation

Figure 7: Bell (Entangled States)

Figure 8: Circuit for teleporting a qubit
\[
\mathbf{Y}_i \triangleq \begin{bmatrix}
1 & 0 & 1 & 0 \\
1 & 0 & 0 & 1 \\
0 & 1 & 1 & 0 \\
0 & 1 & 0 & 1 \\
\end{bmatrix}^T
\]

and \[
\mathbf{Y}_\phi \triangleq \begin{bmatrix}
1 & 0 & 1 & 0 \\
1 & 0 & 0 & 1 \\
0 & 1 & 0 & 1 \\
0 & 1 & 1 & 0 \\
\end{bmatrix}^T
\]

2.6. **Swap Gate**
A swap gate is also a 2-input gate. It takes two qubits as inputs and interchanges them. Thus, it transforms \((\alpha_1 |0\rangle + \beta_1 |1\rangle) \rightarrow (\alpha_2 |0\rangle + \beta_2 |1\rangle); (\alpha_1 |0\rangle + \beta_1 |1\rangle)

\[
S((\alpha_1 |0\rangle + \beta_1 |1\rangle)) \rightarrow ((\alpha_2 |0\rangle + \beta_2 |1\rangle); (\alpha_1 |0\rangle + \beta_1 |1\rangle))
\]

2.7. **Bell (Entangled States)**
Bell states are called as *EPR states* or *EPR pairs* after Einstein, Podolsky and Rosen who first pointed out the strange properties of these states which find use in several quantum applications like quantum teleportation. These states are entangled and have the property that their state \(|a\rangle \otimes |b\rangle\) cannot be decomposed as \(|ab\rangle\). The four Bell states can also be expressed in graph form as shown in Figure 7. The technique improves upon those presented earlier [1,2] in that no hyper-edges are needed to denote entanglement.

2.8. **Quantum Teleportation**
Quantum teleportation is a technique of moving quantum states around, even in the absence of a quantum communications channel linking the sender of the quantum bit to the recipient. Suppose Alice and Bob are two friends who met a long time ago. Before they separated, they generated an EPR pair and each one of them took one qubit of the EPR pair as they went different ways. After several years, Alice wants to send a qubit |ψ⟩ to Bob. However, she can send only classical information to Bob. The solution lies in quantum teleportation with the quantum circuit employed and the graph models of states at their qubits in the three stages shown in Figure 8 and Figure 9 respectively.

**Step I**
\[|\psi_0\rangle = |\psi\rangle \beta_{00} \]
\[= \frac{1}{\sqrt{2}} (\alpha |0\rangle (|00\rangle + |11\rangle) + \beta |1\rangle (|00\rangle + |11\rangle)) \]

Figure 9: Quantum Teleporation – Step I

\[|\psi_1\rangle = \frac{1}{\sqrt{2}} [\alpha |0\rangle (|00\rangle + |11\rangle) + \beta |1\rangle (|10\rangle + |01\rangle)] \]
\[= \frac{\alpha}{\sqrt{2}} |000\rangle + \frac{\alpha}{\sqrt{2}} |011\rangle + \frac{\beta}{\sqrt{2}} |110\rangle + \frac{\beta}{\sqrt{2}} |101\rangle \]

Figure 9: Quantum Teleporation – Step II

where QE stands for Quantum Entanglement Union (or Mutual Coupling)

**OR ALTERNATIVE REPRESENTATION**

**Step III**
\[|\psi_2\rangle = \frac{1}{\sqrt{2}} [\alpha(|0\rangle + |1\rangle)(|00\rangle + |11\rangle) + \beta(|0\rangle - |1\rangle) \times (|10\rangle + |01\rangle)] \]

(depicted in Figure 9: Quantum Teleporation – Step III)
Unified modelling theory for qubit representation using quantum field graph models

Figure 9: Quantum Teleportation – Step III

\[
\begin{align*}
|\psi_2\rangle &= \frac{1}{\sqrt{2}} \left[ |00\rangle (\alpha|0\rangle + \beta|1\rangle) + |01\rangle (\alpha|1\rangle + \beta|0\rangle) + |10\rangle (\alpha|1\rangle - \beta|0\rangle) + |11\rangle (\alpha|0\rangle - \beta|1\rangle) \right] \\
&\equiv \frac{\alpha}{\sqrt{2}} |000\rangle + \frac{\alpha}{\sqrt{2}} |011\rangle + \frac{\alpha}{\sqrt{2}} |100\rangle + \frac{\alpha}{\sqrt{2}} |111\rangle + \frac{\beta}{\sqrt{2}} |010\rangle + \frac{\beta}{\sqrt{2}} |001\rangle - \frac{\beta}{\sqrt{2}} |110\rangle - \frac{\beta}{\sqrt{2}} |101\rangle
\end{align*}
\]

Can also be re-arranged as:

Condition (i)

If \( \text{CC} = |00\rangle \), apply Pauli I gate

Condition (ii)

If \( \text{CC} = |01\rangle \), apply Pauli X gate

Condition (iii)

If \( \text{CC} = |10\rangle \), apply Pauli Z gate
Figure 9: Quantum Teleportation – Step III (Another Alternative Representation)
Unified modelling theory for qubit representation using quantum field graph models

Figure 10: Block Diagram for Quantum Teleportation

Condition (iv)

If $CC = |11\rangle$, first apply Pauli $X$ Gate and then Pauli $Z$ Gate

Conclusion

Quantum information science has arisen in response to a variety of converging scientific challenges. At present, quantum computers and quantum information technology remains in its pioneering stage. Quantum computers will emerge as the superior computational devices at the very least, and perhaps one day make today’s modern computer obsolete. Quantum computation has its origins in highly specialized fields of theoretical physics, but its future undoubtedly lies in the profound effect it will have on the lives of all mankind. It may be inferred that a modelling theory founded on linear graph theory and quantum force-fields is indeed capable of modelling a large variety of Quantum Information Processing systems and will have a profound impact on the development of the budding field.

For more than last one century, modern scientists, particularly the modern physicists, have been enamoured of development of ‘theory of everything’. Although they had succeeded in unifying the three fundamental forces of nature, gravity has continued to elude them. There is a promise so far as M-string theory is concerned, that it might deliver something on this front, but it is still to be proved by experimentation.

In terms of systems modelling, instead of the system scientists and practitioners getting bogged down with similar dreams of modelling theory of everything, one could perhaps look for ‘modelling theory of many things’. There is certainly a possibility of founding such a unified modelling theory of many things, not everything, based on linear graph theory and unified field theory, not just quantum or string theory but perhaps some futuristic M-string theory or whatever that qualifies as the grand unified theory of so-called everything. This ‘modelling...
theory of many things', will then span perhaps all kinds of systems, including natural systems, designed physical systems, designed abstract systems and human-activity systems [8]. Various kinds of systems can give rise to their own peculiar problems, which can be attempted to be resolved to the extent possible. Kristy Kitto [1] prepared a complexity scale for systems ranging from simple (e.g. projectile motion, billiard balls, thermodynamic equilibrium, microeconomics etc. amenable to chaos / fractals, statistical systems successfully [8].

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References

Dr. Vishal Sahni is Lecturer in Faculty of Engineering at Dayalbagh Educational Institute and is presently Visiting Scientist at Institute for Quantum Computing, University of Waterloo, Canada on Dept. of Science and Technology (DST) BOYSCAST Fellowship. He obtained Bachelor’s degree in Electrical Engineering in 1999, M.Tech. in Engineering Systems in 2001 and Ph.D. in Evolvable Hardware Systems in 2004, all from Dayalbagh Educational Institute. His research interests are quantum and nano computing. He has authored a book entitled “Quantum Computing” published by McGraw Hill and co-authored another book on “Nano Computing”. He is the Coordinator of the Memorandum of Understanding (MoU) for research collaboration between Dayalbagh Educational Institute and University of Waterloo, Canada.

Ms. Dayal Pyari Srivastava obtained her Bachelor’s degree in Physics and Master’s degree in Electronics from Dayalbagh Educational Institute in 1985 and 1988 respectively. She has won numerous awards and honours and was recently presented with the Best Teacher Award in the college and Best Paper Award at Second Indian Students Systems Conference, Paritantra 2009. She is an avid researcher and is currently pursuing Ph.D. in Computer Science from Dayalbagh Educational Institute under collaboration with IIT Delhi under their MoU. Her research interests include quantum teleportation, quantum dots and nanoscale quantum systems.

Professor Prem Saran Satsangi obtained his B.Sc. (Electrical Engineering) from Banaras Hindu University in 1957, M.S. (Electrical Engineering) from Michigan State University in 1961 and Ph.D. (Electrical Engineering) from University of Waterloo in 1969. Professor Satsangi served Indian Institute of Technology, Delhi for 28 years before joining Dayalbagh Educational Institute (Deemed University) as its Director from 1993 to 2002. Professor Satsangi has been holding his current position since August 2002 as Chairman, Advisory Committee on Education, Dayalbagh Educational Institutions, a think-tank, constituted to suggest inter-alia, steps necessary for achieving highest levels of excellence in the institutions at all levels. He is the Founder President of Systems Society of India (1981–84) and the first Chief Editor of its Journal of Systems Science and Engineering, called “Paritantra”.

362