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Quantum Computing Using Chaotic Numbers

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Abstract
Quantum Mechanics and Computation has a major problem calledthe measurement problem [7, 19]. This has given physicists a very hardtime over the years when I first looked into the problem my approach wassimple find a new number system that can go with the uncertainty of aQuantum particle the paper deals with the mathematics of uncertaintywhich has solved 2 millenium prize problemsand quantum measurementproblem very efficiently[4, 5]. We divide chaos into two parts lowchaos and high chaos then we find the desired value inside the intersectionof both[19]. This helps us find something in a 3 >>>∞ this takesthe problems around us to the next level if we are able to control a chaosthen we can achieve pretty muchanything[22]. This paper is inspired by .

Keywords: Mathematics of Uncertainty, Quantum Computing,Chaotic Numbers, Quantum Information

Introduction
Mathematics of uncertainty is a new math created specifically for Quantumworld and the world we want to understand which is weird and very muchchaotic[22]. I have tested this mathematics on 2 Millennium prize problems namely.1. Riemann Hypothesisand gave different approach to solve 2. Navier StokesEquation [4,5]. And of course Quantum Mechanics and Quantum Computingproblems [19]. This is an unique approach to tackle the uncertainty of a particleor a Qubit.

This new math has new rules new numbers, new vector fields and a new wayto solve and understand chaos/. As we know there aren't many ways to tacklechaos and uncertainty and its considered as impossible to get hold of somethingwhich is uncertain in nature but this new mathematics might help us uncovermany things we didn't understood. I got into Quantum Mechanics couple ofyears back and I noticed we aren't actually really understanding what particleis telling us this whole time. It is uncertain and we need a newer method afterI turned my attention towards Quantum Computing and there I noticed thesame thing we are just calculating in terms of Probability when we can actuallystudy uncertainty I spent a good deal of time in my thought experiments and Ithink I have finally figured out a way to not calculate qubits/particles in termsof probability but treating them as they are uncertain.I know even I couldn't believe it first but when I actually put my mathematicsto test I couldn't believe it actually worked and now I thought I should publishmy findings because I believed we were using a wrong approach to get theQuantum Computing to work and I think I have found the right way.

Abbreviations and Acronyms
QC: Quantum Computers. Cplane: Chaotic Plane. Un: Uncertain Mathematicsk: k from devanagari letters and across paper devanagari numbers meanlow chaos. seen: seen from arabic letters and across paper arabic numbers meanhigh chaos. kl: k and suffix L which is low chaos. seenh: seen and suffix h whichis high chaos[22].

Literature Survey
In Quantum Mechanics there is a problem called the quantum non-locality orthe measurement problem and you must be knowing how a quantum particleworks if we observe a particle it collapses into a different state the researchersaround the globe are trying to get the solution for this insanely probabilisticproblem but in this paper we have gone through a list of papers and have foundout how the recent researchers try to tackle this very problem[7]. Almost all ofthe paper's try the probability theory to get the probabilistic solution even afterall these years of Quantum Mechanics

it seems probability is the only solutionbut this will change I have come up with a new number system a approachthat is completely new totally new even the numbers are different and thishelped me solve problems that seems impossible to the world until now for eg.Riemann Hypothesis Navier Stokes Equations [4, 5].

This number system andapproach allowed me to understand how chaos works how the unseen which isthe basis of what Quantum Technology and particles work so I used this tocreate a Quantum Computer of mine with my mathematics which goes hand inhand with our today's modern problems. The literature survey done for this isvery quality and easy as it was only a matter to find if any other method hasbeen introduced in recent papers other than the probability and I found noneso I think my method stands as the unique approach ever since the birth ofBohr's Probability approach this paper introduce you with Mathematics of
Uncertainty [7,22].

Uncertainty and Chaos

About Uncertain Space

- Uncertain space is an infinite space inside the Hilbert Space as H is infiniteand it is denoted as Un
- Un has a number system different from our regular system called ChaoticNumbers denoted as ñ
- ñ= {k, seen, p, h . . . } these are chaotic numbers one devanagri and onearabic to denote chaotic numbers this is a set of numbers each. Chaoticnumbers have 2 sides low chaos and high chaos devanagri and arabic respectively.
- Each kl(low chaos) and seenh(highchaos) has its own set [k1, k2, k3, k4, . . .]and [seen1, seen2, seen3, seen4, . . .]
- k1(first low chaos)= {0.00256,−0.035, 0.0089,−0.000659.−0.0004698, . . . }. . . k2(second low chaos) . . . kl(lowchaos)
- seen1(firsthighchaos) = {2.718, 205698,−26, 0.00089, 25+8i,−6−4i, 58, . . . }. . . seen2(secondhighchaos) . . . seenh(highchaos)
- A chaotic plane has 2 sides kl and seenh left and right respectively.

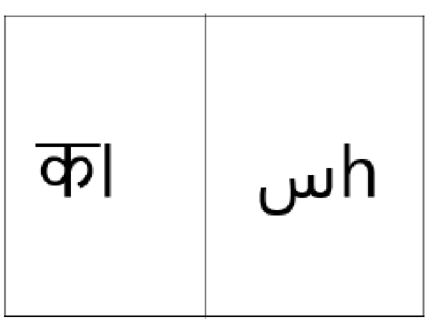

Figure (a): Low and High chaos

Rules for Chaotic Plane

1. There are two sides of a chaotic plane low chaos and high chaos kland seenh respectively.
2. Points on Cplane gets plotted with their respective chaos for eg. Lowchaotic system will be plotted on kl and high chaos will be plottedon seenh. refer
3. All the measurement point will start from initial point 0. these pointsare movable inside both high and low chaotic sides of the plane. Forwhich we have Mov function.
4. Any set operations can be performed in the Cplane as we know eachkl and seenh has numbers inside of them labelled as k1, k2 k3, . . .and seen1, seen2, seen3, . . .
5. A line, A circle, A triangle are different in this plane we will take a
look at them on Theorem 1.1.

Postulates of Uncertain Mathematics

1. There are two types of chaos low and high chaos kl and seenh respectively.In which we plot our points and use it as our coordinate system. Oncalculating in Cplane initial point starts with 0.
2. seenh has a very high chaos and seen1(firsthighchaos) = {2.718, 205698,−26, 0.00089, 25+
8i,−6 − 4i, 5852133997, . . . }, seen2, seen3, . . . ∈seenh = {3} (GeorgeCantor discovered 0 which is bigger than infinity I have discovered {3}which is even bigger than 0) and the chaos increases astoundingly by:seen1 ≤ seen2 ≤ seen3 ≤ . . . ≤ seenh and the same goes for low chaoticnumbers by: kl has a low chaos and k1, k2, k3, . . . ∈kl and the chaosincreases astoundingly by: k1 ≤ k2 ≤ k3 ≤ . . . ≤ kl
3. End points inside the chaotic plane (Cplane) stays fixed but the midpointsdon't.
4. Low chaotic points converge to ∞ and high chaotic points to {3}
5. By default Cplane is a Zero set {0} and any set operations can be performedon it.
6. You can create a collection of Cplanes kl and seenh, pl and sodh , tl andkalfh as per need. eg: k4l and seen4h which will yield 3.1 four timessimultaneously.

Axioms of Uncertain Mathematics

Chaos Increases in the ascending order

Chaos we defined call low and high chaos respectively have their own increasingnumbers every k in low chaos and every seen in high chaos have their ownsubscript l and h respectively which increases as the chaos increase.eg: Low Chaos increasing in ascending order = k1 < k2 < k3 < k4・・・ < klHigh Chaos increasing in ascending order = seen1 < seen2 < seen3 < seen4 <・・・ < seenh

Intersection of Earth has $k_{s}een$and $seen_{k}$

As we will know more about intersection of earth and it's importance as wego to our theorems and problems just to give you an idea intersection of earthmeaning, imagine the whole universe we know in terms of chaos and uncertaintyuniverse is much much bigger than if we compare it to only earth so what I amsaying is we have a Cplane that is our universe which has low and high chaos andwe have intersection of the both low and high chaos which we call intersection of Earth region. Now what this Axiom states is that to find the exact valueinside our region of intersection of earth since it's the intersection between bothlow and high chaos we have mixed state of the two kseen and seenk. kseen haslow-high chaos meaning the value of kseen is actually computeable as it's in both-low+high chaos which means it's more inclined towards the low chaos ratherthan our bizarre high chaos. Now if we take a look at seenk which is more highchaos than that of low chaos and as kseen was a mix of low-high chaos our seenkis high-low chaos and that value is inclined towards high chaos than that of lowchaos. So you might have a question what it might mean to our mathematicshow does it relate? well kseen is a state in which the outcome is chaotic but inlow chaos which means kseen = kh1 this tells us that the value we got is closerto high chaos and will get into high chaos i.e outside intersection region. Samegoes with seenk = seenkl1 this expression tells us that we are close to low chaosand will get into low chaos i.e outside intersection region.

Chaotic Members are Zero/All Equal only if Un isZero/All Equal

This property of chaotic numbers is pretty obvious so we stating it as an axiomsince all the members like seen1, . . . , seenh and k1, . . . , kl of the chaotic setU⋉ = 0 or U⋉ has same element throughout, then members of Un are equal toeach other.

$$\bigcap_{h=1}^{\infty} Seen_h + \bigcap_{l=1}^{\infty} K_l = 0 \implies seen_h = k_l \iff \forall a \in \mathbb{U}\ltimes = 0 \quad (1)\ (2)$$

For more reference [22]

Theorem 1

Entries in Low chaos are not far apart but entries inHigh chaos are very much far apart.

Proof:

Theorem states that ñ, chaotic numbers kl and seenh low and high chaos haveentries in each

$$\bigcup_{h=1}^{\infty} Seen_h + \bigcup_{l=1}^{\infty} K_l = 0 \implies seen_h = k_l \implies seen_1 = seen_2 = \cdots = seen_h, k_1 = k_2 = k_3 \cdots = k_l \iff \forall a \in \mathbb{U}\ltimes$$

set depending on the type of chaos. we know klseenh Un bydefinition of chaotic numbers we can say that each kl in low chaos seenh hasascending increasing chaos by Axiom (1).eg: k1 < k2 < k3 < k4 . . . klseen1 < seen2 < seen3 < seen4 <· · · < seenh (By postulate (2)) each is aset and any set operations can be performed (by postulate (5)) So, we will defineentries and prove this theorem. k1 = {0.00025, 0.00002894,−0.00000975, 0.265,−0.125479,−0.125i, . . .}now if you compare 1st and 2nd entries in k1 we can see that those are not thatfar apart from each other and we can say the same for all the elements inside k1because it's chaotic number is 1 and not 2 because on k2 will have a differentchaotic entries and the speed of entries will differ.

Let's see for high chaos,

seen1 = {0.00265,−1.5698763, 0.80,−0.09654, 1.236i, . . .} Now if we compare high chaotic seen1 1st and 2nd or any other element wecan see that the elements are very far apart from each other. And you mightwant to know how a maximum high and low chaos would look like? let meshow you Low Chaos: kl = {49.365,−56.23, 8.56i,−150.6, 250,−78i, 5i, . . .} HighChaos: seenh = {0.6, 56981.598,−56i,−98i, 8,−0.23, . . .}Now as we can see Theorem 1 is proved and entries in low chaos are low andentries in high chaos are very high. **Hence Proved**

Theorem 2

Dvectors runs and fills up the space (Cplane).

Proof:

We will start by understanding what is meant by a "Dvector" well our classicalmathematics has vectors for example or these vectors only can say you adirection and magnitude and it's static meaning if I change the space in whichpointed horizontally into vertically well now the vector is useless in direction.Take an example of a car moving horizontally and and represent it's directionand magnitude a long as the car is static/constant the vectors are correct butnow I will make the car chaotic meaning now the car runs in a chaotic patternnow both the vectors are now useless. But I have a solution for this I amintroducing Dvectors vectors with 2 heads and no tails. These vectors arerepresented byxd, yd, zd.

which has endpoints xd has x, x′ and same for yd, zd which are fixed by postulate(3) and in between endpoints we have inifintly many dvectors which are low andhigh chaos depending upon movement of the chaos we are calculating. As theheorem says the Dvectors runs by runs I mean scaled, squished, curved etc alltypes of chaotic patterns are performed by the midpoints of our dvectors. Now, Let's imagine a 3D space and define our dvectors xd, yd, zd each hasendpoints xd = E(x),E(x′) and we have midpoints between them let's call them

m1,m2,m3, . . .mn so,

$$\sum_{E(x)}^{E(x')} x_d \quad (3)$$

tells us that from endpoints E(x) to E(x′) which will be summed all the midpointsbetween our endpoints and 3 tries to fill up our 3D space but it can'tthis is the reason we need all 3 dvectors to fill up our space. Now we need,

$$\sum_{E(y)}^{E(y')} y_d \quad (4)$$

which will help our ?? to fill our 3D space and the same with our last thirddvector,

$$\sum_{E(z)}^{E(z')} z_d \quad (5)$$

Our theorem stated the statement that Dvectors fills up the space and lookingat equations 3 4 5 we can see that xd, yd, zd fills up the whole 3D space with thehelp of chaotic midpoints and endpoints so our theorem here is proved. **HenceProved**.

Theorem 3

A triangle, line, circle are stable in the kland not insinhand are not static (preserve shape).

Proof:

We know by postulate 4 that end points in the chaotic plane are fixed.Let x, y, z be the points in both the space kl and sinhIn kl space, E(x) E(y) kl = EyEx (k1, k2, k3, . . .)with increase in low chaos the points between E(x) (Endpoint of x and E(y)(Endpoint of y) changes low chaotically). Since by low chaos definition we know that low chaos doesn't move fastand is slower very slower so the E(y) and E(x) being fixed the midpoints of klchanges low chaotically which in return preserves shape and if we were to dothis in sinh we know the first chaos of the sinh it changes rapidly so the shapescan't be preserved.

Hence Proved for a Line and it's stable in k_l

A circle in kl with E(x) and E(y)

We join E(x, y) to create a circle from the line which is stable in the aboveproof.

E(x, y) kl = E(x, y) (k1, k2, k3, . . .) Since we are calculating a circle in lowchaos which is not the same as our coordinate geometry circle with π r2 willwe get the same answer? I think you know we can't get it because we are nolonger in classical math where we have constant numbers like 1, 2, 3, 4, . . . weare in chaotic plane and things are different here so how can we define a circlein Cplane?we know π is Circumference / Diameter and we know for our circle whichis made of bunch of kl points and we know by postutlate 4 that end points inCplane are fixed and we already have our endpoints of our circle which wereE(x) and E(y) and for circle we made it E(x, y) which is our circumference.We can now sum up all the midpoints which are not fixed from E(x) to E(y)we gPet, E(y)E(x) kl = k3 since k3 is the third low chaotic number and by looking atset of first chaotic number above we can say we will find 3.14 around k3.Hence proved circle in klplane.

Proving triangle with Pythogarus Identity in Cplane

E(x), E(y), E(z) be the endpoints points of a triangle in a Cplane. As we did it for circle by attaching endpoints by E(x, y, z) is our triangle ina Cplane.A line is defined by E(x) E(y) kl= EyEx (k1, k2, k3, . . .)so we can define pythogarus identity in Cplane:

$$\sum_{E(x)^2}^{E(y)^2} k_l = \sum_{E(y)^2}^{E(z)^2} k_l \sum_{E(x)^2}^{E(z)^2} k_l \tag{6}$$

Base2 + Perpendicular2 = Hypotunuse2

for a unit triangle (Classical): 12 + 12 =√2

for a unit triangle (Un Math): 12 + 12 = 1.41

Hence Proved triangle with Cplane Pythogarus Identity

Theorem 4

seenhhigh chaos vector space and shapes is not preservedin seenhbecause of high chaos.

Proof:

By postulate 3 we know seenh has a very high chaos although endpoints arefixed in the chaotic plane we know midpoints are insanely chaotic in seenh (highchaos) we can never find what patterns or shapes seenh space is giving us so weintroduce Chaotic vector spaceAs we know from our linear algebra knowledge that you need □v which isa single vector in a vector space which tells you about the magnitude and adirection. if we need to show opposite directions then you need another vectorsay $\vec{w}$ which will point in opposite direction and now we have 2 different vectorsto show the same thing and of course the math we study today is staticand constant linearly we calculate something which has effected quantum worldlargely because its dynamic and chaotic in nature. As you know we are in thistheorem to prove chaotic vector space and we can't use the traditional vectorspace with multiplying scalars and vectors.

We know that by postulate 3 endpoints in a chaotic plane are fixed.

Let xand x′ be a Dvector (double vector) in seenhspace.

Let y and y′ be a Dvector in seenh space.

And z and z′ be a Dvector in seenh space.

We know seenh cardinality is 3 >>>∞

Classical math vectors have scalars that multiply with vectors to scale withsome factors. eg: 2・ $\vec{v}$ which will extend the vector □v by a factor of 2 and enlargeit. but we don't need anyscalars for our chaotic vector space since they are inchaotic nature and they scale and descale on thier own so scalars are just outof question in chaotic vector space.Now as we are in high chaotic plane we know that x and x′ (Dvectors) haveE(x) and E(x′) as endpoints and there are infinitly many midpoints betweenthem which have chaos seenh = {sin1, sin2, sin3, . . .} each sin1 has chaos biggerthat the next and all of them are midpoints inside or all Dvectors.For explaining this chaotic vector space I would like to take a bizzare exampleof a fluid any fluid water, honey, oil, with any viscosity and pressure we justwant to model our Dvectors so they can work properly.

Let's define our endpoints for our Dvectors E(x), E(x′), E(y), E(y′), E(z),E(z′) be the end points of our Dvectors x, x′, y, y′, z, z′ illustrated below is ourseenh space.

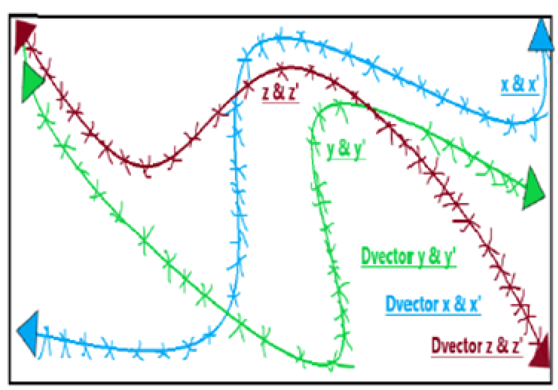

Figure (b): It illustrates all 3 Dvector with their distinct color with no tail and bothside heads of vectors and X's on the figure shows all the midpoints between theirendpoints.

Now let's throw our three Dvectors inside seenh space to model our fluid.We know endpoints are fixed and midpoints changes with high chaos in Theorem1 we proved circle for low chaos and we will use that analogy of endpointsand midpoints and summing them all up but summing doesn't mean we areadding all the seenh values but we are actually modeling by:

$$\sum_{E(y)}^{E(y')} seen_h + \sum_{E(z)}^{E(z')} seen_h = A_{seenh}$$

where A is the fluid model we are modeling. This shows that x, x′, y, y′, z, z′all the Dvectors and their respective endpoints and midpoints works togetherto fill up the whole space A. And all the midpoints also are double vectors withablity to stretch from both sides and fill up all the space A to model our fluid.Each dvector in model has equivalent midpoints and endpoints which goes to 3 ∞.midpoints changes with seenh chaos and each of them will be represented as PE(x′)E(x) seenh which says that summation of midpoints of dvector x, x′, y, y′, z, z′will yield a value which fills gaps left byby an $\sum_{E(y)}^{E(y')} seen_hand\sum_{E(z)}^{E(z')} seen_h$ we know how we can model a fluid with dvectors and chaotic vector space tosummarize we use three dvectors x, y, z and their respective endpoints E(x),E(x′), E(y), E(y′), E(z), E(z′) we sum up all the midpoints with respect toendpoints and we get our equation which is:

$$\sum_{E(x)}^{E(x')} seen_h + \sum_{E(y)}^{E(y')} seen_h + \sum_{E(z)}^{E(z')} seen_h = A_{seenh} \quad (7)$$

short note: This is not our normal summation we are not actually addingup value we are showing that between x, x′ all the chaotic points i.e seen1,10seen2, seen3, seen4 . . . are moving at high chaos and for this reason seen1 isa dvector and value of seen1 will define the trajectory of x, x′ since they arefixed.

Theorem 5
A Quantum Particle in free space can be easily calculatedin chaotic plane.
Proof:
Let A be a free quantum particle. Each movement, momentum, superpositioneverything is plotted on our chaotic plane.And since we know from 3.1 we have two sides to our chaoticplane kl andseenh low and high chaos respectively. All the movement and everything about
the particle will be plotted on their respective sides a low chaotic movement willbe plotted on kl and high chaos will be plotted on seenh. below is the 10.1.1illustrated

Figure (c): Showing the intersection of earth area and points plotted low for lowchaotic side and high for high chaotic points.

Since by postulate 5 we know we can perform any operation we want on kland seenh so we can perform intersection operation and we can call it intersectionof earth because just like in the entire universe their is high chaos andon earth their are high and low both chaos at the same time so we can call itthat as in 10.1.1 we can see points xy which are any points on the intersectionbetween kl and seenh in the middle as we only check the intersection earth area where particle was low in chaos and high that region is where our answer lies ofwhat is the position of our free particle?

So our equation is,kl$\cap$ $seen_h$= k_{seen}^{seen}k. (8)
by postulate 6 we know Cplane is a Zero set {0}.

Lets pose a question about about our quantum mechanical particle A findit's exact position which is the position which is most visited in superpositionand have most visits in entire intersection earth area. Lets name our region Zand now assume x, y any point on Z region which will help us get our desiredanswer we know x, y ∈Z Now we will use x, y to our advantage and with thehelp of these points ∈Z we can find the state ⟨↑ | ↓⟩which in classical math iscalled superposition state. and we need to find our particle A in the same stateand position at which it visited the most in our chaotic plane.

which means wehave in our chaotic plane all the collapsed state a quantum particle collapses toeither of these states ⟨↑ | ↓⟩and we have all the collapsed states with us whichare points on chaotic plane instead of finding positions of particle visited themost we can find the most collapsed state between |0⟩, |1⟩which state occursthe most and we need a generalize state of our free particle in space. and weknow wave function collapses and its probability is given by |a|2 + |b|2 = 1where a, b ∈C. Now we know that intersection of Earth region has low chaosplus high chaos points which will have state ⟨↑ | ↓⟩and as we know we havecollapsed states inside Cplane so we need to find collapsed generalized state andposition of A we will name that i.

$$Mov_{x,y} \to \imath Z = A \quad (9)$$

Equation 4 states that take points x, y ∈Z region endpoints which are fixedby postulate 4 making intersection of Earth infinitely smaller till it goes toi which is the desired point we need from intersection of Earth region and Movfunction moves the points x, y → i.To Summarize the theorem we use our chaotic plane to find the exactstate/position of a particle by focusing on the intersection of earth sectionwhere you have low and high chaos and you can guarantee that the desiredstate/position of the particle is inside our Z region and we name our desiredstate/position i which will now have a particular point in Z region where i isour exact output and we now take endpoints of Z region and and name them x, yand use our Mov function to move x, y → i to i which is the point in questionour 8 has the information about intersection of chaotic plane and 9 finds thedesired output.

Hence Proved

Chaotic Normed Space

As mentioned [13] in the rules of functional analysis a space can only be consideredas a normed space only if these conditions satisfy So X is consired to benormed space or vector space only if,

$$(a) x + y \leq x + y \forall x, y \in X \quad (10)$$
$$(b) \alpha x = \alpha x if x \in X and \alpha is a scalar. \quad (11)$$
$$(c) x > 0 if x \neq 0 \quad (12)$$

For a chaotic normed space. Let's call it cX be a non abelian vector spacewith dvectors (double vectors) xd, yd, zd ∈cX ⊂U⋉ eqns 10 11 12 are therequirements for this to be a normed space lets start with (a) or eqn 10.

$$x_d = \sum_{x}^{x'} (seen_1 \to seen_h)(k_1 \to k_l) x_d \quad (13)$$

The dvectors 1where xd is a double vector with 2 heads and zero tails x and x′are the position of the 2 heads whereas seen1 → seenh says that between x andx′ there are chaotic numberswhich are midpoints of xd and k1 → kl is the lowchaotic midpoints with high chaosPis used from initial point of xd i.e x tillthe x′ the final or latest point of xd. This sums up till the space is filled 2 Nowfor yd,

$$y_d = \sum_{y}^{y'} (seen_1 \to seen_h)(k_1 \to k_l) y_d \quad (14)$$

So eqn 10 is the property of normed space on X and we will use eqn 13 and eqn14 to define norm space on cX,

$$xd + yd \leq xd + yd \forall xd and yd \in cX \quad (15)$$

Now for property (b) or eqn 11 since we know that we don't need a scalar soα is out of the chaotic norm property we only need our xd that will define ourchaotic scaling, squishing, multiplying and everything a vector should do butwith a very very minimal calculation errors or parameters. So (b) or eqn 11 isgiven by,

$$xd = xd/yd since xd, yd \in cX \quad (16)$$

And now for the final property (c) eqn 12 we get,

$$xd > 0 if x = 0. \quad (17)$$

Hence chaotic normed space (cX) is a Linear Space or Vector Space.

Navier Usama Stokes Equation using Chaotic NormedSpace

Navier Stokes Equations demand a solution to a equation that both navier andstokes given and as for now only 2D problem of this has been solved I am not1or Double vectors are the vectors which squishes squeezes or scales on it's on which meanswe don't need any scalars or anyscalar multiplication to specify where dvectors should gothey go with the flow of nature.2filled: this word is used to describe a movement of double vectors the simple vectors onlypoints in one direction whereas double vectors can point in ∞ number of direction so if wehave a space Y the space Y is filled with xd meaning the space Y has xd filling up the spaceneeded for calculation.gonna give the exact answer to this Millennium problem as I solved for butI will give you a different approach to see at this problem[4]. I thought maybewe are looking at the problem in a wrong way so I just gave my theorem of 3DCplane and I thought maybe I have solved but again I won't claim I solvedit I just gave an idea. Let A be a space of fluid, gas or any smooth viscousdense quantity[5].

By chaotic norm space we know, eqn 15 and this equation alone xd + yd ≤xd + yd∀xdandyd ∈cX proves that individual dvector norms fills more spaceand much better than combined norm of dvectors so we will define Aas,

$$A = xd + yd + zd + ad + bd + \cdot \cdot \cdot + nd \quad (18)$$

A has infinitly many dvectors and all of them are given by,

$$A = {}^{X}(seen_1 \to seen_h)(k_1 \to k_l) xd + {}^{X}(seen_1 \to seen_h)(k_1 \to k_l) yd + {}^{X}(seen_1 \to seen_h)(k_1 \to k_l) zd + x\ y\ z \quad (19)$$

$$(seen1 \to seenh)(k1 \to kl)ad + (seen1 \to seenh)(k1 \to kl)bd + \cdots + (seen1 \to seenh)(k1 \to kl)nd\ a\ b\ \ n$$

A has like all the dvectors each dvector has a capacity to fill and run tillinfinity and when all of these dvectors combine and keep moving in space andtime this will model the true nature in R3 3 Dimensions the problem of NavierStokes Equation was the equation was going through a hard time if tried for R3this is the reason I propose this method and a way to look at physics mathematicswith the lens of chaotic numbers. This section introduced with chaotic normwhich help us look at Navier Stokes Equation with a new perspective. HenceProved Navier Usama Stokes Equation new approach.

Theorem 6

Using More than one 3 dimensional chaotic plane tocalculate bigger uncertainty:

Proof:

Consider a big uncertainty, weather, fractrals, fluid, smoke, etc any uncertaintywhich is big in size and seems to be impossible task to solve.Let's call that space V Now as we know we have a chaotic plane with twosides low and high chaos kl and seenh respectively and its a single plane withchaotic sides each plane has dvectors uncertain points plotted as per need andthat single plane can calculate a free particle uncertainty as we did in theorem3.Now we know by postulate 7 that we can take more than one Cplane andarrange them any way we like so I would like to take infinitely many Cplanesand arrange them one below the other and beside each other so low and highchaos don't mix up in the process just like shown in the ??.

for a single Cplane in terms of double vector chaotic plane is.

$$A_{seen}h + B_{kl} = 0 \tag{20}$$

we got 7 from theorem 4 and the 9. As we got Aseenh we can get for low chaosas well we will call it Bkl. 20 states that low and high chaos are together toform single chaotic plane.In V we have infinitely many 20 single planes all over the space V every pointin the space is filled with infinitely many and small our 3D Cplanes and simplifiedequation 5 remember that each

$$A_{seenh} = \sum_{E(x)}^{E(x')} seen_h + \sum_{E(y)}^{E(y')} seen_h + \sum_{E(z)}^{E(z')} seen_h$$

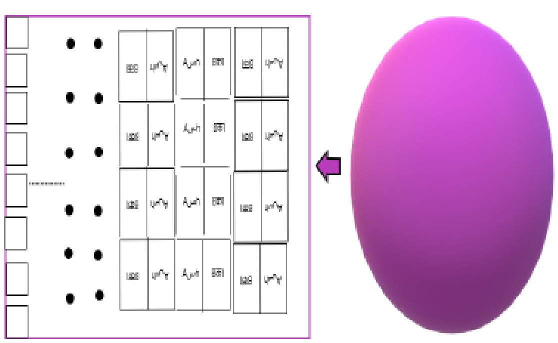

Figure (d): The purple sphere is our V space which is opened up for better view wecan see Cplanes arranged infinitely many and small to cover our V space.

In 12.1.1 we can see infinitely many Cplanes arranged such a way we willnow add up all the infinitly many Cplanes we can write as,

$$\mathbb{V} \approx (A_{1seenh}+B_{1kl})_1+(A_{2seenh}+B_{2kl})_2+(A_{3seenh}+B_{3kl})_3+\ldots(A_{nseenh}+B_{nkl})_n$$

$$\mathbb{V} \approx \sum_{n=1}^{\infty}(A_{nseenh} + B_{nkl})_n \tag{21}$$

$$\mathbb{V} = \int_l^h \mathbb{V} dV \tag{24}$$

21 describes all the planes add up withPto get (Anseenh + Bnkl) nV space has infinitely many of these single Cplanes and as I mentionedabove we will be using integration so we need upper and lower bounds for ourintegration to work. Now we get,

$$l = (A_{1seenh} + B_{1kl})1 - \text{LowerBound}. \tag{22}$$

$$15h = (A_{nseenh} + B_{nkl})n - \text{UpperBound}. \tag{23}$$

Now that we have lower and upper bounds from which plane to plane we aregoing to calculate;

This integral will calculate all the Cplanes in each frame and get us volume ofthe whole space V.

To let you know what we just defined let me elaborate more to you on aclassical math vector field we know that you have one vector say $\vec{v}$ this vectoris single vector with only one information, direction and magnitude now we aredoing this in Cplane and we have Dvectors (double vectors) and each plane i.e$(A_{1seenh}+B_{1kl})1$ has 3 endpoints x, x′, y, y′, z, z′ and their respective dvectorsx, y, z which will yield chaos in just that space as we have n number of theseplanes and dvectors the amount of chaos is actually huge and equation 8 lookssimple but you know the amount of chaos and uncertain information it carries.and we know by postulate 2 this is bigger than infinity <<< 3 so the chaosand uncertainty it carries has numbers we don't even know yet.Hence Proved

Quantum Computing with Uncertain Mathematics.

U-QC Gates and Un Equations for QC.

Traditional Bell States:

This section is with the help of, Our hadamard has the equation 1/√2 |0⟩+|1⟩where 1/√2is the amplitude of our quantum qubit[19]. and |0⟩+ |1⟩is knowmas superposition of the states. This is represented on the bloch sphere z axisin bloch sphere represents |0⟩and the south pole is our |1⟩which makes ourhadamard gate equation also known as bell states in between our bloch sphere.Now I would like to talk to you about "Erwin Schr¨odinger" and his thoughtexperiment, a hypothetical cat may be considered simultaneously both alive anddead as a result of its fate being linked to a random subatomic event that mayor may not occur[7].

This really explains our superposition state of bell states.In quantum computing we use the concepts of quantum mechanics andcomputer science to compute and this method was first proposed by RichardFeynman and now that we are where IBM and Google and China are makingquantum computers where we are using more than hundred qubits but we arenot even close to achieving a commercial quantum computer so I originallymade this mathematics to solve our quantum computing problems.The errorswhile working on QC are very high 90% of the time you are encountered witherrors per cycle of qubit calculation imagine the amount of error now[19]. So I havedeveloped some of these techniques that might reduce errors by 90% to 95% intheory it's working absolutely fine but as the independent researcher I lack theexperimental side. Now let's start by defining our Un mathematics for QC my proposed method.

Quantum Computing concepts for classical math

Let's look at our theorem 5 8 where we can see kl ∩ seenh = kseens˙eenk. Whichsays that inside intersection of earth region we have low-high and high-low chaosrefer Axiom (2). Now that I have layed down what we have and what we areup against we will formulate some algebra for Un Math for QC before this Iwould like to compare some of the traditional QC methods with classical mathand then we will see for my Math.

Traditional QC concepts

The things you need to know are prettybasic so there are Qubits one or more, Qubits are in superposition state, Qubitsare entangled, Qubits are represented on bloch sphere, Qubits have probability amplitude whose norm squared is always 1 like $|\alpha|2$, $\alpha \in C$ pretty much thissums it up now when we use these methods it really gets messier and messier asyou need phase factors and inner products of states outer products then if youhave $|1\rangle$or $|0\rangle$and you wanna represent it in the hadamard gates and CNOTgates the things are really messy but they workit out and still we have bunchproblems ahead of us[19].

Defining Superposition on Cplane

Let A = q1 (q1 = single qubit). As q1 is a qubit it has superposition and if ithas superposition then it will be uncertain while using it as a computable bit.so we denote our quantum qubit in terms of quantum mechanics as $|0\rangle+|1\rangle$which has probabilty amplitude attached to each say α and β which $\in C$ nowas we saw in the theorem 5 we had our 9 which uses Mov function to get ourdesired value that theorem will be very useful in our QC with Un Math.We place q1 inside our Cplane which will contain all the possibility plotted(this paper shows how marginal probabilities of locality condition but mymethod is much better) on our Cplane (Chaotic Plane) till 3 by theorem3 we know that Cplane has intersection of earth region and x, y points as pointswhich will close and approach the limit provided by you[18,19].

$$\text{so,kl} \cap \text{seenh} = q1 \tag{25}$$

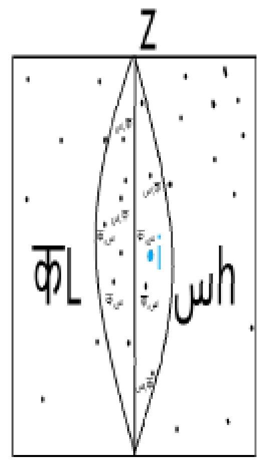

Figure (e): kseen and seenk are inside the intersection of earth called Z regionand points outside Z region are chaos which is unseen and unwanted. point inblue is i the point we want for our q1 qubit equation.And we know that our q1 is a single qubit which is in superposition. Nowlet's call our intersection of earth Z region.. If q1 $\in Z$ then $\exists i \in Z$ which isequal to q1 = $|1\rangle$OR $|0\rangle$which we will denote by,

$$(i{=}1q1 = 1 \tag{26}$$

$$(i{=}0q1 = 0 \tag{27}$$

As seen in the above figure Z region is the intersection of both low andhigh chaos and as I have given the definition of intersection of earth beforeexplaining why we named that you might have an idea what's really going onlet me explain.

Now as you know q1 is in superposition state that is interacting with thesurrounding and it's position as well as the momentum is not stable at alland of course it's state is also not stable. In Quantum Mechanics we haveHeisenberg's uncertainty principle which says that there is a limit to accuracy onfinding the position of a particle and the momentum. These traits of a Quantumparticle is what stops us from achieving a functional quantum computer. Andwe have a lot of complexity surrounding gates of QC and their circuits thestruggle is real. But what I just proposed in 25 and 26 we can get the state q$|0\rangle$, $|1\rangle$, $\langle 0|$, $\langle 1|$, $|0\rangle+ |1\rangle$, $\langle 0| + \langle 1|$ all the possibility of a single qubit withoutany hassle.

U-Z Gate for QC

We can find the exact collapsed state of our q1 by choosing any x, y → i this termmeans that moving our endpoints E(x),E(y) approaching to i to our desiredcollapsed value. Which gives you Ak,seen we will call it just A so it will be easierto perform some algebra.

$$\text{Mov}x,y{\to}i{=}|o\rangle,|1\rangle Z = Aq1 \tag{28}$$

This equation actually tells us that, Mov points x, y to the desired point in Zi.e i and our i = $|o\rangle$or $|1\rangle$or any other state of our qubit. So our qubit can bein kseen or seenk refer Axiom (2).

U-Z Gate for single qubit q1

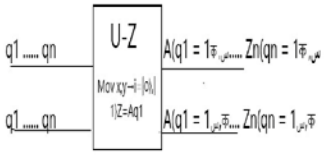

Figure (f): Our input is q1 and it gives out the output Aq1. Z gate in our traditionalQC math consists of Pauli matrices Z from X, Y,Z both are very different as Zgate gives you the phase change in traditional QC math. U-Z gate will give youthe precise value of qubit we desire.

Truth Table for U-Z Gate

heightq_1	Z	A(q1
$0k_{seen}$	$Mov_{x,y} \rightarrow$i=0Z = 0	0
$1k_{seen}$	$Mov_{x,y} \rightarrow$i=$_1$Z = 1	1

Looking at our truth table and 13.1.3 you can have a pretty geometric intuitionon what we just defined. Given a single qubit gate in traditional QC and classicalmath we have vectors those vectors have braket notation and we perform Paulimatrices on them namely X, Y,Z then we have a bloch sphere representationon that qubit we have to keep track of the phase we have to keep track of thequbit not changing so we build up circuits on them using hadamard, X gate, Ygate and Z gate but all those worries have disappeared. In theory and on paperthis methodcertainly works. We will next define Two Qubit states on Cplaneand Un math.

Cplane Two Qubit States and Algebra

Cplane has all possible states of any number of qubits you need and are plottedon the our Cplane as we need 2 qubits now to define our 2 qubit state. Let'scall our 2 qubits q1, q2 each qubit is on a different Cplane we defined our singlequbit above as A(q1 which means that our qubit q1 is inside our Cplane A andnow that we have 2 qubits we can call it's

Cplane's as A and B.
(q1+ (q2= A(q1+ B(q2
= A(i=00 + B(i=1^1
= AB(00 + AB(01 + AB(10 + AB(11

As I said and you can refer 13.1.3 that we have our Cplane our Z region andwhich consists of kseen and seenk and variable i represents our desired stateof q1 the same we are applying to our 2 qubit state in the above algebra donewe can see that there are 2 Cplanes namely A and B which is then attachedto our 2 qubits q1 for A and q2 for B which means that all the states of q2 isinside Cplane B and we are taking the classical bits formation 00, 01, 10, 11 torepresent our Un QC algebra so it's easier for us to understand what really isgoing on. Now that we have our equations in place I will build a Truth tablefor our 2 qubit state.

Truth Table of 2 Qubit states

q1	*q2*	*Z*	*Aq1, Bq2*
(0	(0	*Movx²,y²*→i*=0,0Z*= 00	*AB*(00
(0	(1	*Movx²,y²*→i*=0,1Z*= 01	*AB*(01
(1	(0	*Movx²,y²*→i*=1,0Z*= 10	*AB*(10
(1	(1	*Movx²,y²*→i*=1,1Z*= 11	*AB*(11

You can see in the table abovethat we are using x2, y2 that 2 indicates we took 2 Cplanes and those Cplaneshad 2 different x, y points to approach to our variable i. Now our equation is, (q1 + (q2 = A(q1 + B(q2(29)

Multi-Qubit States in Un Mathematics

We defined single qubit equation, truth table, symbol and we moved to 2 qubitstate and we did the same with 2 qubit states now I will define n number ofqubits in other words multiple qubit states in a Equation.

SingleQubit= (q1= A(q1
TwoQubit = (q1(q2= A(q1B(q2

As we gave names to our Cplanes as A,B for n number of qubits we will defineA,B,C,D, . . .Z,An,Bn,Cn, . . .Zn. each of them is a Cplane which has a singlequbit inside each Cplane. So as we have n number of Cplanes we need n numberof xn, yn points to approach our i. we can define this by as our qubits increaseq1, q2, q3, . . . we have A· · · → Zn(0 . . . 0 → 1 . . . 1) and it's endpoints xn, yn andn number of Cplanes. Our equation is.

(q1 + (q2 + · · · + (qn = A + B + C+ · · · + Zn(qn (30)

All Quantum Gates in Un Mathematics representation.

Usama's Z Gate:

Creating a U-Z gate with N number of inputs and N number of outputs whereU stands for both Un Math and my name Usama. The Z gate in traditional QChas a phase change operation butwhen you talk about my Z gate it takes qubitsin whatever state we don't care about that and perform a Mov operation whichwill give us any state you desired. Since our Cplane has all states of qubits andwe just take intersection of low and high chaos this actually yields 2 outputs by Axiom (2) one being 0kseen called low-high state which is actually a correctstate (desired)and one being 0seenk called high-low this gives us a state whichis more in high chaos than in low so we can't rely on that state but it will beused in entanglement. How you ask? well you already know that q1 throughqn n number of qubits goes into U-Z gate and you get what you wanted andthere is the high-low part of the U-Z gate and all Un math gates as it's theonly method we have to get the exact state of a qubit so that part of our U-Zgate is always remained but as you might be knowing entanglement is when ourqubit is actually connected to it's entangled state which means in traditionalQC entangled states can be explained as

$1/\sqrt{2}$ |00⟩+ |11⟩which is saying whenthe state |00⟩is given which means the entangled state of this state is |11⟩which is understood due to the same reason as entanglement is just this what we explained the qubits actually talk to each other and that's what made QC sopowerful than our classical computers and also difficult due to the same reasonbut worry not I got a brilliant solution to this. Since what we are making nowis a U-Z Gate with n number of qubits. I will show you can refer 13.2.1. Inthe first input we have q1 → qn qubits which are feeded into U-Z gate whichoutputs kseen (low-high) states/chaos which are the states that you told U-Zgateto find in Cplane now the entanglement happens when you have maximalpure/mixed state in the second output where the output yeilds seenk (high-low)states/chaos. Now both of them are entangled one with high-low and secondwith low-high. Remember that second input only outputs the high-low chaoswhich is why in 13.2.1 we see the output as 1seenk .

The entanglement in generalexplains the phenomenon of one qubit entangled with another in a way thatboth have similar or opposite properties if one is 1 state other is definitely inzero state same goes with spin of a particle. Now as the second input only hasthe seenk state/chaos we will take the second output and put it through U-NOTgate which will be entangled with our output of kseen since NOT operation justinverts the operation like 1 → 0 and 0 → 1 this method will be different fromour traditional NOT operation we need to entangle our first output of U-Z gatewith the output of U-NOT gate so output of U-NOT gate will be explained next.Here is the Symbol, operation, and equation for our U-Z gate and we alreadyshowed this gate in both single and two qubit gates above:

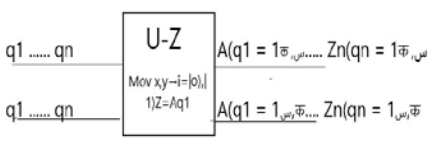

Figure (g): Multi-Qubit U-Z gate Equation/Representation for U-Zgate:

$$q1 \ldots qn = A \ldots Zn = A(q1 \ldots Zn(qn \qquad (31)$$

Usama's U-NOT Gate:The U-Z gate will be used first then comes the U-NOT gate to perform entanglementfor a simple calculation of extraction of bits from a qubit our U-Z gateis enough but for entanglement and use the real beauty of quantum computingin action we need the combination of both gates and we have our first quantumcircuit. Seeing the 13.2.1 and 13.2.2 the output from the second input givedyou seenk chaos/state which then goes as a input to U-NOT gate and it outputsthe flipped state as a NOT operation q2(1seenk → q2(0kseen which invertsthe output from 0 → 1 or 1 → 0 and also NOTs the operation of chaos fromseenk → kseen which tells us that the q1 and q2 are entangled and we can usethis to our advantage to have faster calculations.

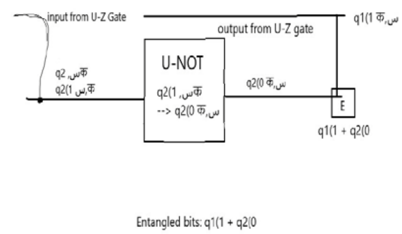

Figure (h): U-NOT gate for Entanglement between 2 qubits:

Grover's Search Algorithm with My Gates

Grover's search algorithm is like the first algorithm to really capture the essenceof Quantum Computers it uses a lot of traditional QC gates and mathematics toget the best search algorithm which finds the elements from the random set ofnumbers. And you know my mathematics itself is random so we will design ourfirst oracle which is nothing but Usama's Z gate. Which gives us the desiredoutput from the set of all uncertain qubits that is nothing but the definition oftraditional oracle we use in today's QC.

We will use our kseen and seenk as our set of random numbers and bydefinition of our ñnumbers we can definitely use those as our set and now wewill use our Cplane and Intersection of Earth concept to get our Grover's searchwork in my method.

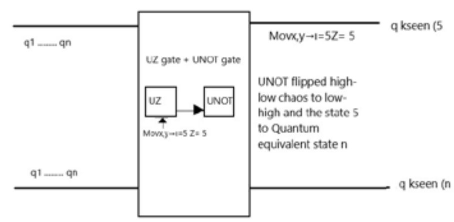

Figure (i): U-Oracle for Grover's Search Algorithm:

Looking the figure above we can see that we are using U-Z Gate and UNOT
gate are added together to get our oracle which will take both seen and k chaos
and find the desired value quickly.

$$kl \cap seenh = kseen, seenk \qquad (32)$$

Intersection of Earth of low and high chaos is taken to get 2 values which isour U-Z gate equation to get the low-high and high-low values from U-Z gatenow this is taken and addedto our UNOT gate to entangle the qubits now ourGrover's Search Algorithm demands the search in the random set we got ourdesired value from the first output of U-Z gate which finds any value we desirebut also gives us the high-low chaotic terms which is then fed into the input ofUNOT gate which flips the chaos and the state in which we found which is thesame result as doing a entanglement in today's QC math and methods.

Now for example we need the number 5 inside our set of random numbersor ñnumbers we will set the value of i = 5 which will help us find the exactnumber inside that random/chaosnow we use our Mov function:

$$\text{Mov}x,y \rightarrow \imath=5Z = 5 \qquad (33)$$

We have already solved the Grover's Search algorithm without any non-intuitive
method.

Shor's Algorithm with My Method

As you know Shor's algorithm is the algorithm which really outperforms classicalcomputers on the classical computer it takes the complexity exponential whichis very large and on QC it will be polynomial time complexity. Now keep inmind we use what is called QFT (find's period of a function) to solve shor'salgorithm with the combination of Hadamard gates and UROT (rotation) gatesto get QFT and use QPE (Quantum Phase Estimation) to inverse that operationnow we use that and perform calculations on our traditional QC which givesusvarious states for say |x⟩= |x1⟩, |x2⟩, . . . , |xn⟩which is then passed to ahadamard and then to the UROT gate this cycle continues which a really longprocess just for the QFT then we perform actual Shor's algorithm which takesmore time approximately O(n3) roughly.

Remember we don't even care for measurement in my method we just getwhat we want with U-Z gate or U-Oracle (used in grover's search algorithm)so my method is much much easier no excess use and abusive notations andunnecessary use of gates. And please keep in mind I won't do the classical partof the algorithm you can check the classical part.Now how will my method work? There are 2 parts to calculate the shor'salgorithm one is the classical part done by a classical computer and another withof course our quantum computer now the part in traditional quantum computingmeaning the method we use now uses superposition and entanglement to getthe period of our algorithm. As you know any odd prime number when dividedgets stuck in a period some might explain it as 1 → 1 which means wheneveryou got 1 the next in line 1 is our whole period from one to one.

So now thatyou know what period is I will go through the traditional method very quicklynow we take any number say N that number will have a period the period forlet's say 15 is |0⟩, |4⟩, |8⟩, |12⟩. Now these are the only values that are left dueto calculations from the Oracle of traditional QC so these values are called theequally likely probability of getting every number which in my opinion a lazyguess, So that's how we got the period which is the hardest part of our algorithmthis alone takes exponential time classically now let's see my method:

Now the steps to calculate with My method of shor's algorithmincludes

• We will use our U-Z gate to get all the values that is a period say |0⟩, |4⟩, |8⟩, |12⟩.
• This U-Z gate as you know has 2 output register the second output registerget's the samevalues but in high-low chaos which will next sent to theU-NOT gate to flip the chaos and the values.
• Together they formed the U-Oracle which yeilds values that are neededin our case the period and the next register yeilds the same values whichmeans the second register output and the first register outputs are entangledso we have our CONFIRMED answer as we got our period.

This should have cleared how powerful my mathematics and theories are thisconcludes the Quantum Computation with Uncertain Mathematics section nextwe will see Quantum Register, Quantum Capacitor and a Quantum Processor.

Quantum Resistor

This component was important to add to my quantum computer as I think practicallythe computation on my QC will be a little slow because we are searchingand getting the desired state inside a U-Z gate or U-Oracle the practical approachmight be a little slow so I decided to add a necessary component tomy QC a Quantum Resister though sounds familiar to the traditional resistorcomponent used in electrical circuits though has a different functionality. Quantum Resistor will be used before Quantum Capacitor which we will lookat in next section that stores healthy qubits inside just like a electrical capacitorstores current now before this process we need to go through our Quantumresistor which will filter out damaged quantum particles/qubits by damaged Imean very much affected by environment which will create numorous problemswhen any Un gates applied so wee need clean qubits to work with that are notdamaged.

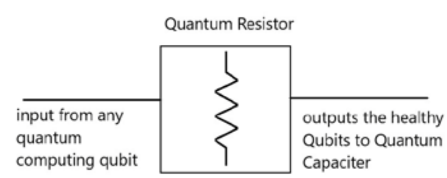

Figure (j): Quantum Resistor:

In the above figure you can observe that we are taking input as any quantummechanical particle/qubit and it outputs a healthy qubit which is perfect forour Un gates to compute information in that qubit. If qn(0, 1 any state q is inqϕ(× state which means the state was noisy and QR will get rid of that stateto get noiseless calculations.q1 + q2 + . . . + qn = qϕ(× (34)where q1 → qn are the qubits passed through quantum resistor and it outputsthe qϕ(× state (ϕ is any qubit with noise between the q1 → qn) which was thequbit with noise and was eliminated from the n qubits passed through the QR.

Quantum Capacitor

This component is placed after the quantum resistor which will store the healthy qubits and pass it to the Un Quantum Computer/ Gates.

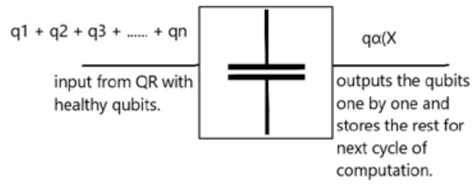

Figure (k): Quantum Capacitor:

Above figure states clearly that the inputs from the QR are all the healthynoiseless qubits our Quantum Capacitor stores them and passes one by one tothe Quantum Gates or Computer. Which helps the Quantum Computer bebusy and don't have to worry about the "bad states" coming to it.$Q_c = q_1 + q_2 + q_3 + \ldots + q_n = q_\alpha(\times$ (35) where (α is any qubit outputed) qubits $q_1 \rightarrow q_n$ are stored inside our QCapacitorwhich then will be outputing each q_α one by one to our Quantum Computer.

Results and Experiments

I am 22 years old living in a small town in India when I stumbled upon avideo on Youtube called "Quantum Machine Learning" by Siraj Raval and Isaw him explain what qubits and Quantum Computing was. I was immediatelyattracted to the idea of faster calculations few months passed and I failed inEngineering Mathematics in my diploma in Computer Engineering after thatfailure I started to watch Professor Leonard Youtube channel and the way hetaught mathematics was when I fully understood how amazing Newton andLeibniz were to create Calculus a mathematics of change. I started my journeyof learning quantum mechanics and I saw how they use probability to solvea particle non locality problem then some lectures of Prof.

John Preskill andNPTEL lectures for Quantum Computation how big of a deal it was to solvea Quantum Measurement problem then in the vaccation after semester I gavemyself a deadline to find a new number system which will define uncertaintyand chaos that's where this paper was born.I first looked at this method as hook and point method the approach was toattach a bunch of hooks to every movement of a quantum mechanical particleand plot those movement on a plane and then find where particle visited themost but then I realised how unintutive the idea of hook point is and it's notunique it's yet another statistical technique but then I found out how a chaosis by looking at a smoke from a debris the smoke was very less and when thatgas was sent into air the chaos was so high we can't even see the gas particles.
This was the birth of low chaos and high chaos and then I was finding theproof of Riemann Hypothesis in the midst of my experiments with QuantumComputation that's when I realised how 3 infinitly many numbers have beenplotted onto a Cplane and in the collection of such large chaos how can onefind if all the numbers on critical line is zero then that experiment gave birthto the idea of intersection as in the middle of such large numbers and quantityI observed how a chaos is whatever is happening no matter how many numbersare governing this universe only the actions of present matters and I came upwith intersection of low and high chaos which gives low-high and high-low valuesinside the intersection the high-low which will enter into the region of low chaosand low-high into high. This gave a meaning to my work of finding a newmathematics for quantum mechanics and computation.

The results I received after such intense experimentation's was amazing thismethod and approach opened a lot of new doors in my mind I found peace withthe chaos and I was able to propose this method and solve Riemann Hypothesisand gave new meaning to Navier Stokes Equation. Most importantly I was ableto just find any state of a particle with just getting the intersection of the valuesof particle as particle is uncertain and chaotic the particle has speed of eitherhigh chaos or low chaos or both which is our intersection region you see when we take intersection and find let's say $|0\rangle+|1\rangle/\sqrt{2}$ which is our $|+\rangle$state insidebloch sphere we don't even care about collapsing of this state as we will just getthe exact collapsed state of a particle inside my intersection region.This is justa proposed method of course with no experimental proof's but I believe this isthe only way we can give meaning to chaos and uncertainty.

Conclusion

This paper deals with how in quantum mechanics and computation there is ahuge problem of measurement as we try to measure any particle it just collapsesto a state opposite to it or any other this is the major problem in quantumcomputing which has stopped the growth of Quantum Technologies I tried todevelop a new method other the probability to understand this quantum phenomenonwith my new number system called chaotic numbers ñwhich has it'sown rules and techniques. This new method divides chaos into two parts calledthe low and high chaos and then if we need any state of a particle in the presentstate we can find by intersecting both and getting any desired value this alsohelped me to solve Riemann Hypothesis also Navier Stokes Equation. In Riemann hypothesis we just place my Cplane inside the critical strip which thensees if the region is empty as Cplane is a all the plotted points till $\aleph 3$ if it'sempty the Riemann Hypothesis is true and for Navier Stokes we just take oneCplane place it on any Big Uncertainty fluid gas anything and we place Dvectors(Double Vectors) which has low and high chaos midpoints which increases andwe place infinitely many Cplanes on that space and simply integrate it to getthe movement of that at every point in that space.Future of my method's I encourage researcher's to look into my mathematicsas it is immature and as a result of it's birth and I being alone working on thisI couldn't finish all the parameters in my mathematics I did till I was satisfiedto complete this research it has Dvectors Chaotic numbers (ñ) it's postulateCplane the distribution the operations on these numbers the maturity of thismathematics will take many many years but it does the work for now.

I requestto work more on my approach many of the things I didn't mention but can beachieved think about the applications of cryptography in this if we can controlrandomness many problems which can be solved. The control of QuantumParticles once we know it's next position, The weather predictions and so manymore applications.We started by showing how today's number system is so fragile and whywe need a new number system and we saw how it helped us solve problems wewere just waiting for years someone would solve and I have started this newnumber system which has potential to do much more this is just my ideas and approach. I was only able to apply them with the questions I found on googlelike millennium prize problems as they are so famous I live in a very small townin India where not many people are even literate. I found my knowledge throughyoutube and online lectures and I was able to try these problems there might bea different problem that would become easy with this. This paper has a lot totake in and many new things to digest but if this work were to ever go public itwill be a new opportunity for researchers to use this tool shape it the way theylike, I would encourage researchers to work on this number system and make itrobust enough as it's just a proposed method from my small mind what morecould I have done and what the world might do with this new mathematicaltool which is so different in nature. For more information on chaotic numbersrefer [22].

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