



Collision-Based Computing

By Andrew Adamatzky

Springer. Paperback. Book Condition: New. Paperback. 556 pages. Dimensions: 9.2in. x 6.1in. x 1.5in.Collision-Based Computing presents a unique overview of computation with mobile self-localized patterns in non-linear media, including computation in optical media, mathematical models of massively parallel computers, and molecular systems. It covers such diverse subjects as conservative computation in billiard ball models and its cellular-automaton analogues, implementation of computing devices in lattice gases, Conways Game of Life and discrete excitable media, theory of particle machines, computation with solitons, logic of ballistic computing, phenomenology of computation, and self-replicating universal computers. Collision-Based Computing will be of interest to researchers working on relevant topics in Computing Science, Mathematical Physics and Engineering. It will also be useful background reading for postgraduate courses such as Optical Computing, Nature-Inspired Computing, Artificial Intelligence, Smart Engineering Systems, Complex and Adaptive Systems, Parallel Computation, Applied Mathematics and Computational Physics. This item ships from multiple locations. Your book may arrive from Roseburg,OR, La Vergne,TN. Paperback.



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