



## Collision-Based Computing (Paperback)

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Springer London Ltd, United Kingdom, 2002. Paperback. Condition: New. Language: English. Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*. 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, Conway s 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. Softcover reprint of the original 1st ed. 2002.



## Reviews

Basically no terms to clarify. It is actually writter in basic terms rather than confusing. I found out this ebook from my dad and i suggested this book to find out.

-- Elinore Vandervort

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