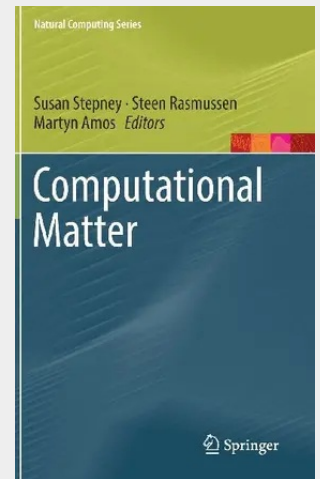


Computational Matter

This book is concerned with computing in materio: that is, unconventional computing performed by directly harnessing the physical properties of materials. It offers an overview of the field, covering four main areas of interest: theory, practice, applications and implications. Each chapter synthesizes current understanding by deliberately bringing together researchers across a collection of related research projects.

The book is useful for graduate students, researchers in the field, and the general scientific reader who is interested in inherently interdisciplinary research at the intersections of computer science, biology, chemistry, physics, engineering and mathematics.

As the silicon chip approaches its eighth decade, researchers are actively seeking alternative substrates on which to implement computations. Each chapter synthesizes current understanding, bringing together researchers from related research projects. Useful for graduate students, researchers in the field, and the general scientific reader.



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