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Signal Standardization in Collision based Soliton Computing

September 12th, 2018 - COLLISION BASED SOLITON COMPUTING 33 1 1 Physical
vs logical state restoration At this point we should emphasize the
difference between physical and logical state restoration In physical
state restoring systems such as solid state transistors or vacuum tubes
sufficient noise margins allow for

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from computational universality of Game of Life 9 conservative The
paradigm originates from computational universality of Game of Life 9

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