

# Contents

|          |                                         |
|----------|-----------------------------------------|
| <b>1</b> | <b>Introduction — 1</b>                 |
| 1.1      | What is an analog computer? — 1         |
| 1.2      | Direct vs. indirect analogies — 2       |
| 1.3      | A short history of analog computing — 3 |
| 1.4      | Characteristics of analog computers — 8 |
| <br>     |                                         |
| <b>2</b> | <b>Computing elements — 11</b>          |
| 2.1      | Machine units — 11                      |
| 2.2      | Summer — 12                             |
| 2.3      | Integrators — 17                        |
| 2.4      | Free elements — 24                      |
| 2.5      | Potentiometers — 25                     |
| 2.6      | Function generators — 30                |
| 2.7      | Multiplication — 33                     |
| 2.8      | Comparators and switches — 35           |
| 2.9      | Input/output devices — 36               |
| <br>     |                                         |
| <b>3</b> | <b>Analog computer operation — 39</b>   |
| <br>     |                                         |
| <b>4</b> | <b>Basic programming — 47</b>           |
| 4.1      | Radioactive decay — 49                  |
| 4.1.1    | Analytical solution — 50                |
| 4.1.2    | Using an analog computer — 51           |
| 4.1.3    | Scaling — 54                            |
| 4.2      | Harmonic functions — 56                 |

|          |                                       |            |
|----------|---------------------------------------|------------|
| 4.3      | Sweep —                               | <b>61</b>  |
| 4.4      | Mathematical pendulum —               | <b>62</b>  |
| 4.4.1    | Straightforward implementation —      | <b>63</b>  |
| 4.4.2    | Variants —                            | <b>64</b>  |
| 4.5      | Mass-spring-damper system —           | <b>65</b>  |
| 4.5.1    | Analytical solution —                 | <b>66</b>  |
| 4.5.2    | Using an analog computer —            | <b>69</b>  |
| 4.5.3    | RLC-circuit —                         | <b>70</b>  |
| <b>5</b> | <b>Special functions —</b>            | <b>73</b>  |
| 5.1      | STIELTJES integral —                  | <b>73</b>  |
| 5.2      | Inverse functions —                   | <b>74</b>  |
| 5.2.1    | Square root —                         | <b>75</b>  |
| 5.2.2    | Division —                            | <b>76</b>  |
| 5.3      | $f(t) = 1/t$ —                        | <b>77</b>  |
| 5.4      | Powers and polynomials —              | <b>77</b>  |
| 5.5      | Low pass filter —                     | <b>78</b>  |
| 5.6      | Triangle/square wave generator —      | <b>80</b>  |
| 5.7      | Ideal diode —                         | <b>80</b>  |
| 5.8      | Absolute value —                      | <b>82</b>  |
| 5.9      | Limiters —                            | <b>83</b>  |
| 5.10     | Dead zone —                           | <b>84</b>  |
| 5.11     | Hysteresis —                          | <b>85</b>  |
| 5.12     | Maximum and minimum —                 | <b>85</b>  |
| 5.13     | Bang-bang —                           | <b>86</b>  |
| 5.14     | Minimum/maximum holding circuits —    | <b>87</b>  |
| 5.15     | Sample & Hold —                       | <b>88</b>  |
| 5.16     | Time derivative —                     | <b>89</b>  |
| 5.17     | Time delay —                          | <b>91</b>  |
| 5.17.1   | Historic approaches to delay —        | <b>92</b>  |
| 5.17.2   | Digitization —                        | <b>93</b>  |
| 5.17.3   | Sample and hold circuits —            | <b>94</b>  |
| 5.17.4   | Analog delay networks —               | <b>96</b>  |
| 5.18     | Transfer functions —                  | <b>103</b> |
| 5.19     | Exponentially mapped past —           | <b>103</b> |
| <b>6</b> | <b>Examples —</b>                     | <b>109</b> |
| 6.1      | Displaying polynomials —              | <b>109</b> |
| 6.2      | Chemical kinetics —                   | <b>110</b> |
| 6.3      | SEIR model —                          | <b>114</b> |
| 6.4      | Damped pendulum with external force — | <b>117</b> |
| 6.5      | MATHIEU's equation —                  | <b>119</b> |

|      |                                                        |
|------|--------------------------------------------------------|
| 6.6  | VAN DER POL's equation — 122                           |
| 6.7  | Generating BESSEL functions — 125                      |
| 6.8  | Solving the one-dimensional SCHRÖDINGER equation — 127 |
| 6.9  | Ballistic trajectory — 130                             |
| 6.10 | Charged particle in a magnetic field — 131             |
| 6.11 | RUTHERFORD-scattering — 135                            |
| 6.12 | Celestial mechanics — 138                              |
| 6.13 | Bouncing ball — 141                                    |
| 6.14 | Zombie apocalypse — 144                                |
| 6.15 | RÖSSLER attractor — 146                                |
| 6.16 | LORENZ attractor — 148                                 |
| 6.17 | Another LORENZ attractor — 149                         |
| 6.18 | CHUA attractor — 151                                   |
| 6.19 | Nonlinear chaos — 155                                  |
| 6.20 | AIZAWA attractor — 156                                 |
| 6.21 | NOSÉ-HOOVER oscillator — 157                           |
| 6.22 | The $SQ_M$ model — 160                                 |
| 6.23 | The DUFFING oscillator — 161                           |
| 6.24 | Rotating spiral — 163                                  |
| 6.25 | Generating an EULER spiral — 165                       |
| 6.26 | HINDMARSH-ROSE model — 168                             |
| 6.27 | Simulating the flight of a glider — 171                |
| 6.28 | Flow around an airfoil — 176                           |
| 6.29 | Heat transfer — 180                                    |
| 6.30 | Two-dimensional heat transfer — 186                    |
| 6.31 | Systems of linear equations — 187                      |
| 6.32 | Human-in-the-loop — 193                                |
| 6.33 | Inverted pendulum — 198                                |
| 6.34 | Elastic pendulum — 204                                 |
| 6.35 | Double pendulum — 206                                  |
| 6.36 | Making Music — 210                                     |
| 6.37 | Neutron kinetics — 214                                 |
| 6.38 | Smooth sorting — 216                                   |

|          |                                                      |
|----------|------------------------------------------------------|
| <b>7</b> | <b>Hybrid computing — 219</b>                        |
| 7.1      | Hybrid controllers — 220                             |
| 7.2      | Basic operation — 222                                |
| 7.3      | Shell trajectory — 224                               |
| 7.4      | Data gathering — 227                                 |
| 7.5      | Training an AI with an analog computer — 230         |
| 7.6      | Hybrid solution of systems of linear equations — 236 |
| 7.7      | Solving PDEs with random walks — 238                 |

|          |                                                               |
|----------|---------------------------------------------------------------|
| <b>8</b> | <b>Summary and outlook — 243</b>                              |
| <b>A</b> | <b>The Laplace transform — 247</b>                            |
| A.1      | Basic functions — 247                                         |
| A.1.1    | Step function — 248                                           |
| A.1.2    | Delta function — 249                                          |
| A.1.3    | Ramp function — 249                                           |
| A.1.4    | Exponential and trigonometric functions — 250                 |
| A.2      | LAPLACE transforms of basic operations — 251                  |
| A.3      | Further characteristics — 252                                 |
| A.4      | Inverse LAPLACE transform — 252                               |
| A.5      | Example — 253                                                 |
| A.6      | Block diagrams and transfers functions — 254                  |
| <b>B</b> | <b>Solving the heat equation with a passive network — 256</b> |
| <b>C</b> | <b>A simple hybrid controller for THE ANALOG THING — 261</b>  |
| <b>D</b> | <b>An oscilloscope multiplexer — 265</b>                      |
| <b>E</b> | <b>A <math>\log()</math> function generator — 269</b>         |
| <b>F</b> | <b>A sine/cosine generator — 271</b>                          |
| <b>G</b> | <b>A simple joystick interface — 273</b>                      |
| <b>H</b> | <b>The Analog Paradigm bus system — 275</b>                   |
| <b>I</b> | <b>HyCon commands — 277</b>                                   |