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Sommario/riassunto	A Physarum machine is a programmable amorphous biological computer experimentally implemented in the vegetative state of true slime mould Physarum polycephalum. It comprises an amorphous yellowish mass with networks of protoplasmic veins, programmed by spatial configurations of attracting and repelling gradients. This book demonstrates how to create experimental Physarum machines for

computational geometry and optimization, distributed manipulation and transportation, and general-purpose computation. Being very cheap to make and easy to maintain, the machine also functions on a wide range of s