

<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 — 4
1.4	Characteristics of analog computers — 9
<b>2</b>	<b>Computing elements — 11</b>
2.1	Machine units — 11
2.2	Summer — 12
2.3	Integrators — 18
2.4	Free elements — 25
2.5	Potentiometers — 26
2.6	Function generators — 32
2.7	Multiplication — 36
2.8	Comparators and switches — 38
2.9	Input/output devices — 40
<b>3</b>	<b>Analog computer operation — 43</b>
<b>4</b>	<b>Basic programming — 49</b>
4.1	Radioactive decay — 51
4.1.1	Analytical solution — 52
4.1.2	Using an analog computer — 53
4.1.3	Scaling — 56
4.2	Harmonic functions — 58
4.3	Sweep — 64

- 4.4 Mathematical pendulum — 65
- 4.4.1 Straightforward implementation — 66
- 4.4.2 Variants — 67
- 4.5 Mass-spring-damper system — 68
- 4.5.1 Analytical solution — 69
- 4.5.2 Using an analog computer — 71
- 4.5.3 RLC-circuit — 73
  
- 5 Special functions — 77**
- 5.1 Inverse functions — 77
- 5.1.1 Square root — 78
- 5.1.2 Division — 79
- 5.2  $f(t) = 1/t$  — 80
- 5.3 Powers and polynomials — 81
- 5.4 Low pass filter — 82
- 5.5 Triangle/square wave generator — 83
- 5.6 Ideal diode — 85
- 5.7 Absolute value — 86
- 5.8 Limiters — 86
- 5.9 Dead-space — 88
- 5.10 Hysteresis — 89
- 5.11 Bang-bang — 90
- 5.12 Minimum/maximum holding circuits — 91
- 5.13 Sample & Hold — 93
- 5.14 Time derivative — 94
- 5.15 Time delay — 95
- 5.15.1 Historic approaches to delay — 97
- 5.15.2 Digitization — 98
- 5.15.3 Sample and hold circuits — 99
- 5.15.4 Analog delay networks — 101
  
- 6 Examples — 109**
- 6.1 Chemical kinetics — 109
- 6.2 Damped pendulum with external force — 114
- 6.3 MATHIEU's equation — 116
- 6.3.1 Introduction — 116
- 6.3.2 Scaling and programming — 117
- 6.3.3 Results — 118
- 6.4 VAN DER POL's equation — 119
- 6.4.1 Introduction — 119
- 6.4.2 Programming — 121
- 6.4.3 Results — 123

6.5	Solving the one-dimensional SCHRÖDINGER equation —	123
6.6	Ballistic trajectory —	126
6.7	Charged particle in a magnetic field —	127
6.8	RUTHERFORD-scattering —	131
6.9	Celestial mechanics —	132
6.10	Bouncing ball —	137
6.11	Zombie apocalypse —	141
6.12	RÖSSLER attractor —	143
6.13	LORENZ attractor —	145
6.14	Another LORENZ attractor —	147
6.15	CHUA attractor —	148
6.16	Nonlinear chaos —	152
6.17	AIZAWA attractor —	153
6.18	NOSÉ-HOOVER oscillator —	155
6.19	Rotating spiral —	157
6.20	Flow around an airfoil —	157
6.21	Heat transfer —	162
6.22	Two-dimensional heat transfer —	168
6.23	Systems of linear equations —	170
6.24	Human-in-the-loop —	176
6.25	Inverted pendulum —	179
6.26	Double pendulum —	186
<b>7</b>	<b>Hybrid computing —</b>	<b>193</b>
7.1	Hybrid controllers —	194
7.2	Basic operation —	196
7.3	Shell trajectory —	198
7.4	Data gathering —	201
7.5	Training an AI with an analog computer —	204
<b>8</b>	<b>Summary and outlook —</b>	<b>211</b>
<b>A</b>	<b>Solving the heat equation with a passive network —</b>	<b>215</b>
<b>B</b>	<b>The Laplace transform —</b>	<b>221</b>
B.1	Basic functions —	222
B.1.1	Step function —	222
B.1.2	Delta function —	223
B.1.3	Ramp function —	223
B.1.4	Exponential and trigonometric functions —	224
B.2	LAPLACE transforms of basic operations —	225
B.3	Further characteristics —	226

- B.4 Inverse LAPLACE transform — 226
- B.5 Example — 227
- B.6 Block diagrams and transfers functions — 228
  
- C Mikusiński's operational calculus — 231**
  - C.1 Introduction — 231
  - C.2 Trigonometric functions — 234
  - C.3 Example — 235
  
- D An oscilloscope multiplexer — 237**
  
- E A  $\log()$  function generator — 241**
  
- F A sine/cosine generator — 243**
  
- G A simple joystick interface — 245**
  
- H The Analog Paradigm bus system — 247**
  
- I HyCon commands — 249**