| Architecture | Description |
|---|---|
| **Harvard architecture** | Two busses and two memories, one for instructions and one for data, allowing instructions and data to transferred simultaneously. |
| **Reduction machine** | Performs combinatory logic calculations using graph reduction. |
| **Digital signal processor (DSP)** | Designed specifically to process analog signals and optimized to perform convolutions in real time. A convolution is a process that employs specific sequence of additions and multiplications. |
| **Media processor** | Executes a single instruction on a set of data rather than executing a single instruction on a single datum. |
| **Neural network** | Computation based on ideas from models of the brain. |
| **Cellular automata, cognitive computers** | Machines that learn by experience rather than by programming. |
| **Quantum computation** | A combination of computing and quantum physics. |
| **Parallel computers** | Computation is distributed among different processing units that act in parallel. |