Corrigendum

Cities as biological computers – CORRIGENDUM
Claudia Pasquero and Marco Poletto
doi: 10.1017/S135913551600018X,
Published by Cambridge University Press, 20 July 2016.

A note from the authors:
Physarum Machine in the context of this article refers to a bio-digital design apparatus developed by the authors and their post-graduate students within the framework of the Urban Morphogenesis Lab at the Bartlett school of Architecture, UCL. The Authors recently discovered the definition 'Physarum Machine' as part of Andrew Adamatzky's work on unconventional computing; this footnote acknowledges such parallel development in the field of computer science. For further research in the topic refer to *Physarum Machines – Computers from Slime Mould*, by Andrew Adamatzky published by World Scientific Publishing, part of the World Scientific Series on Nonlinear Science, Series A – Vol.74

Reference
Claudia Pasquero and Marco Poletto. Cities as biological computers. *arq: Architectural research Quarterly*. Published by Cambridge University Press, 20 July 2016. *doi:* 10.1017/S135913551600018X.

https://doi.org/10.1017/S1359135517000355 Published online by Cambridge University Press