



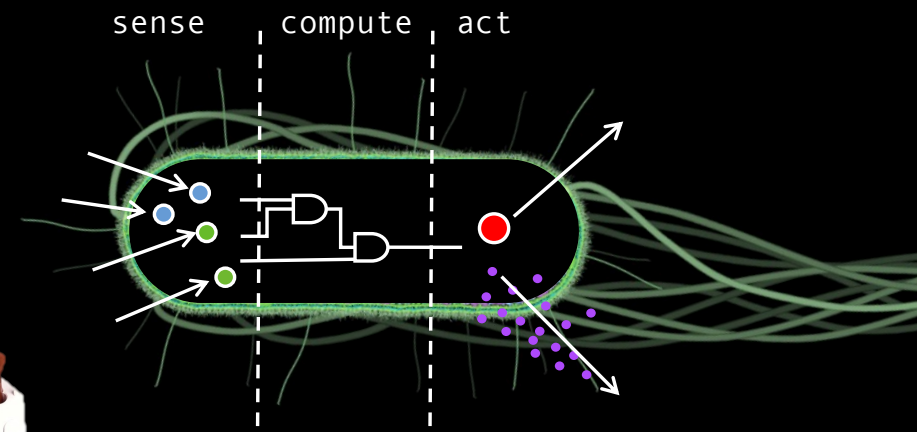
# Computing with Liquid Computing: Challenges and Promises

Jan Madsen, DTU Compute

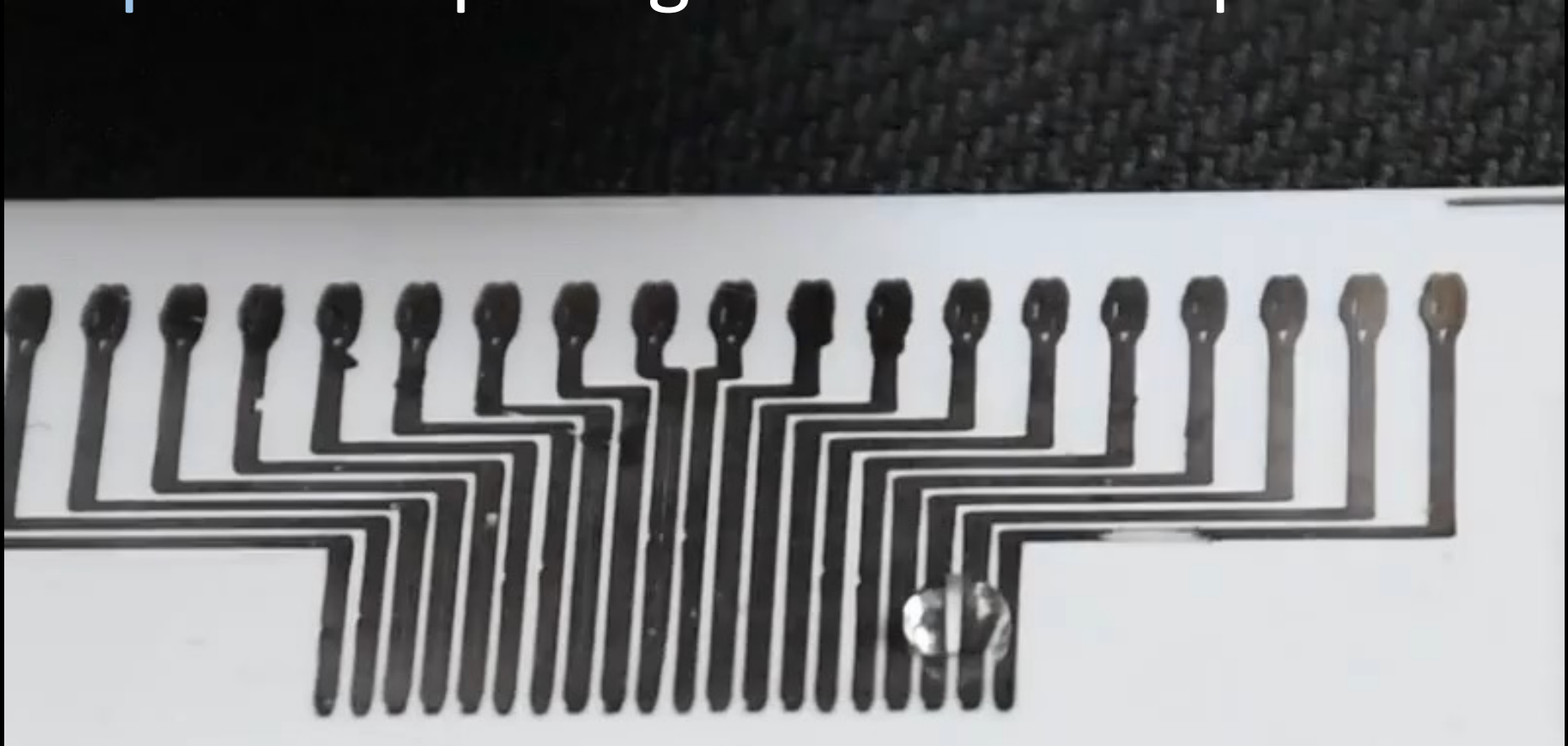
MPSoC 26, Victoria, BC, Canada, 22-6-2026

# Previously

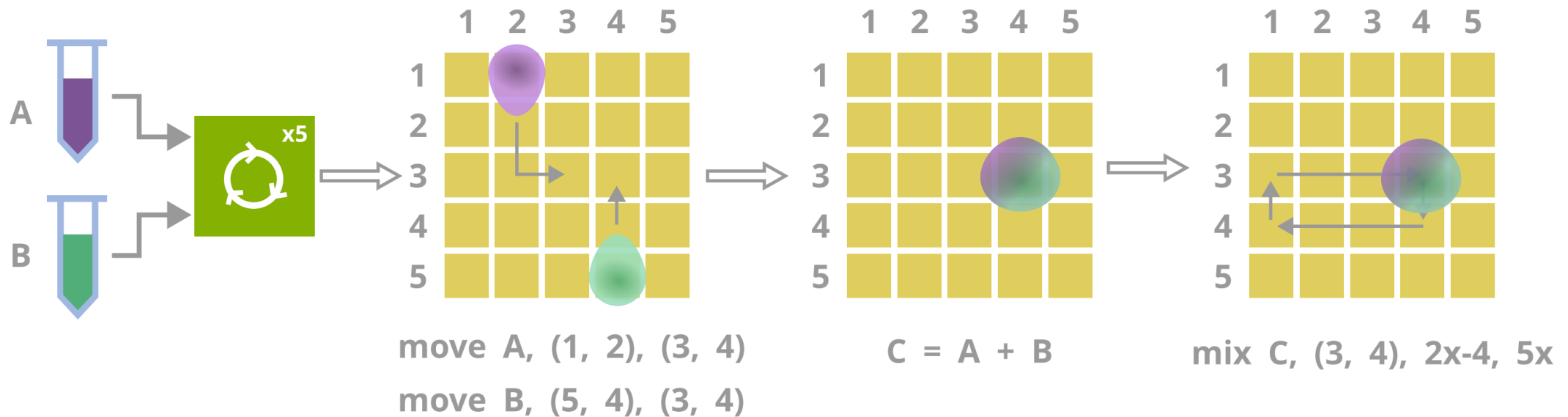
- MPSoC 2022  
Computing with Biological Circuits
- MPSoC 2024  
Liquid Computing



# Liquid Computing – Basic concept

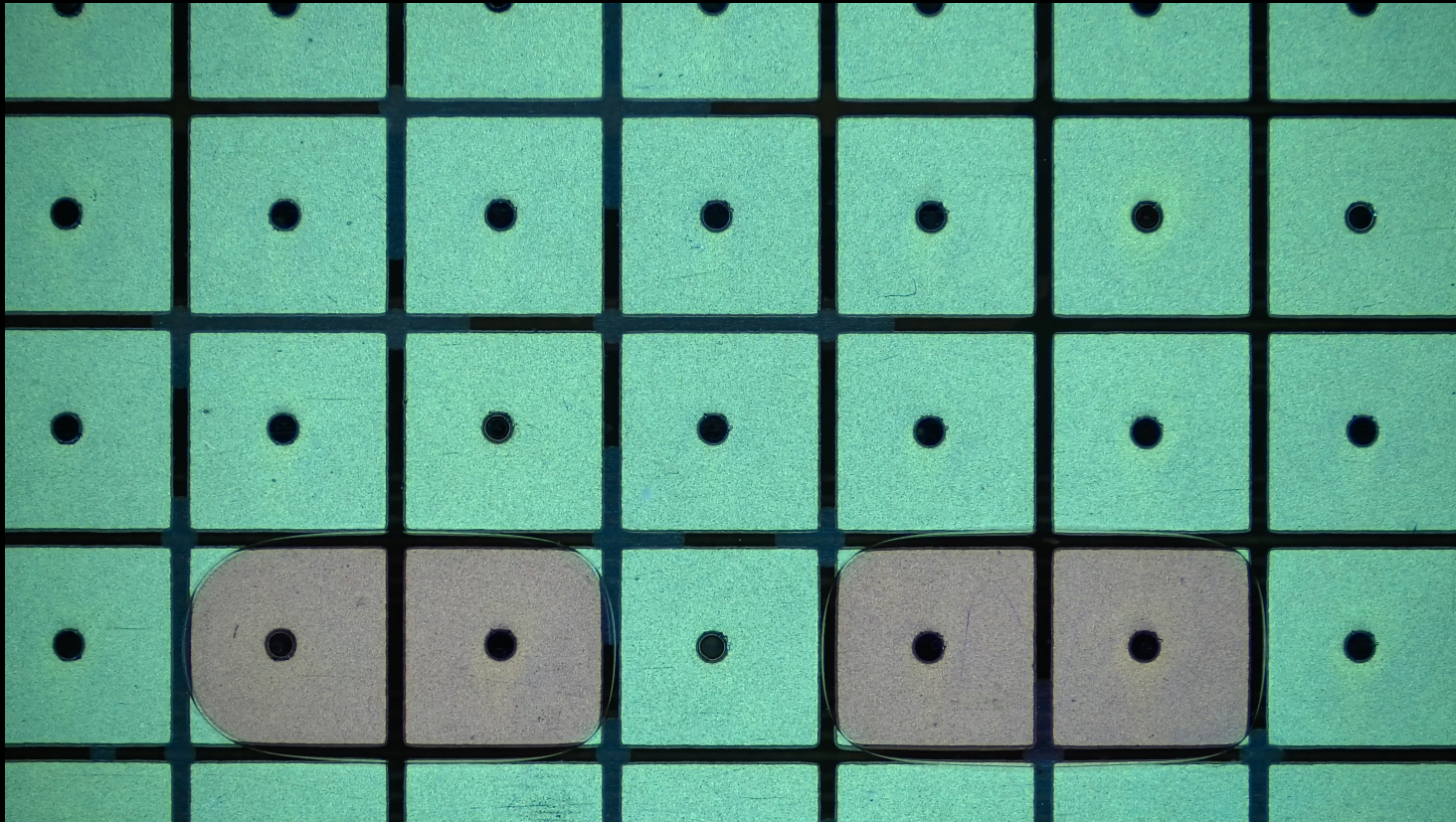


# Liquid Computing – Programming concepts

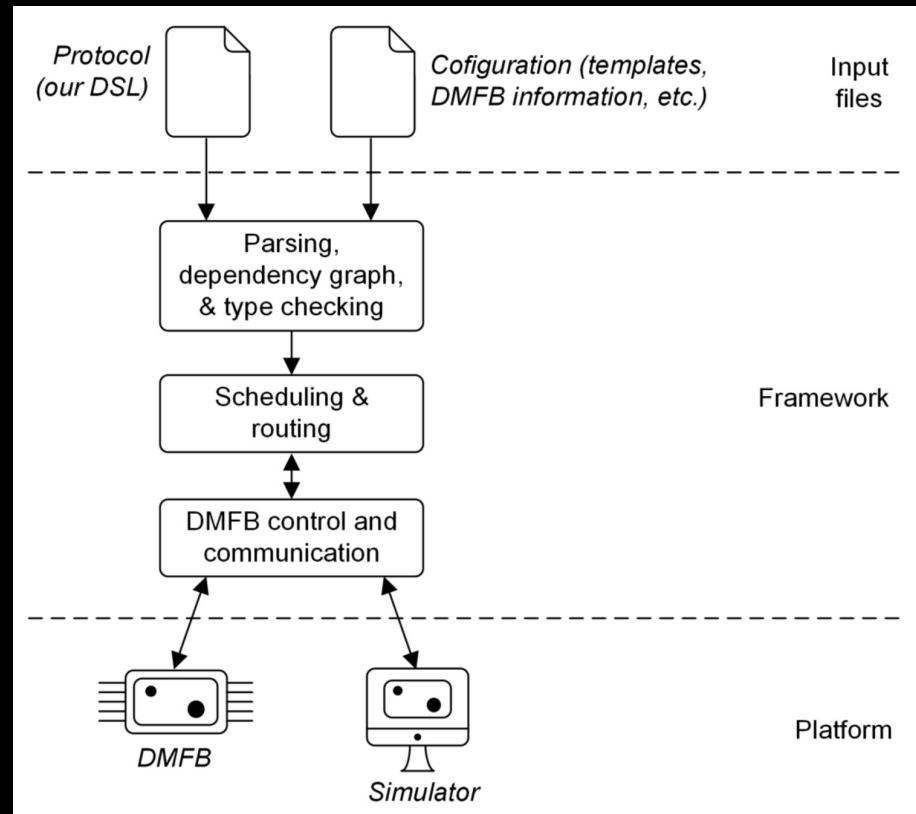




# Liquid Computing – Advanced operations



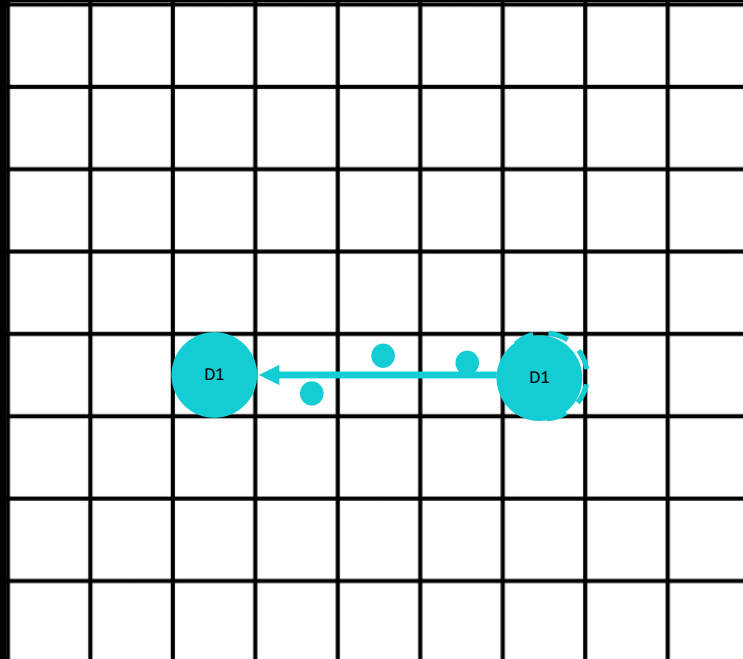
# Liquid Computing: Tool chain



- JIT compiler -> dynamic control
- Real-time monitoring and decision making based on real-time inputs
- Each droplet is an agent within a **multi-agent pathfinding** problem
- Reaching target avoiding unintended collisions and **contermination zones**

# Liquid Computing Challenges

# Droplet contamination



Contamination Table

|       | Water | Blood |
|-------|-------|-------|
| Water | F     | T     |
| Blood | F     | F     |

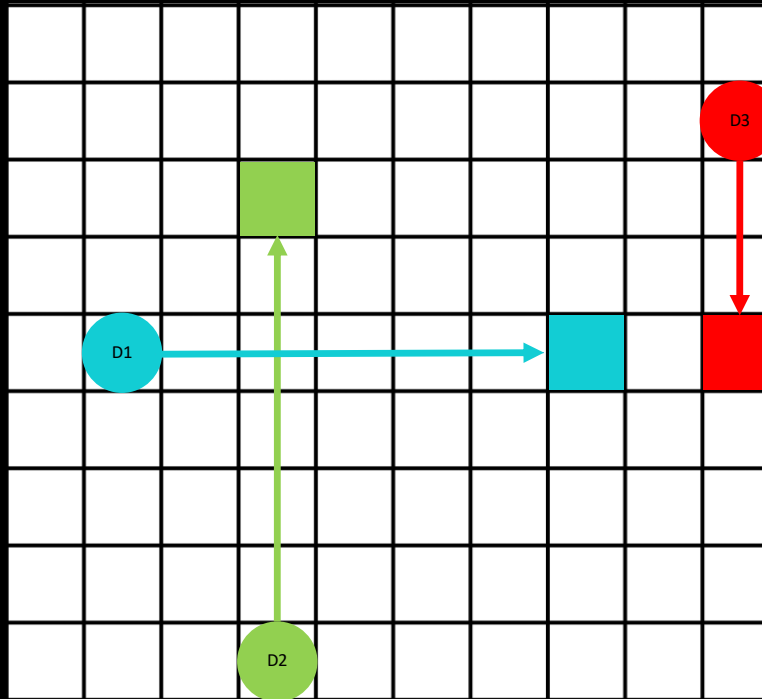
Blood contaminates  
Water

[MSc project by Joel Madsen and Alexander Collignon, 2025]

# Droplet contamination

Priority

- 1: D1
- 2: D2
- 3: D3

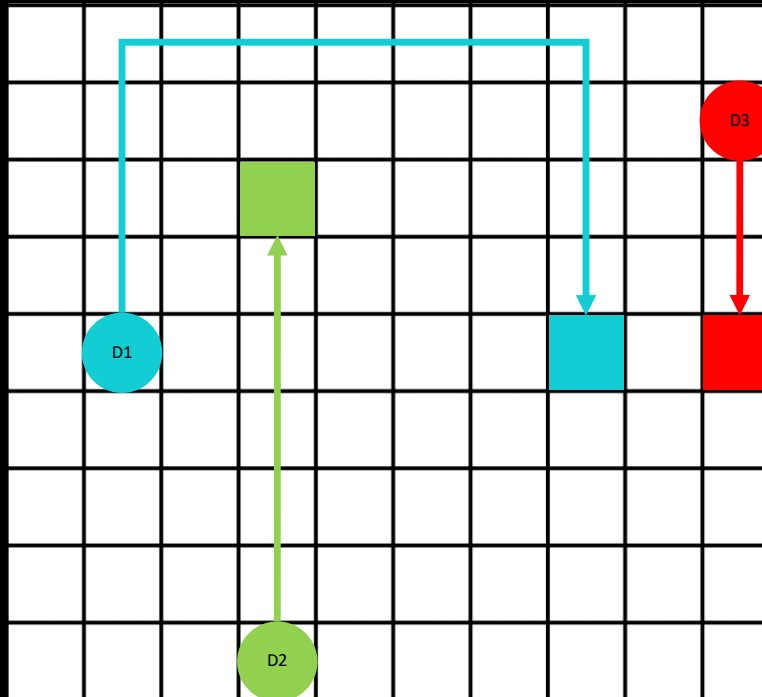


[MSc project by Joel Madsen and Alexander Collignon, 2025]

# Droplet contamination

Priority

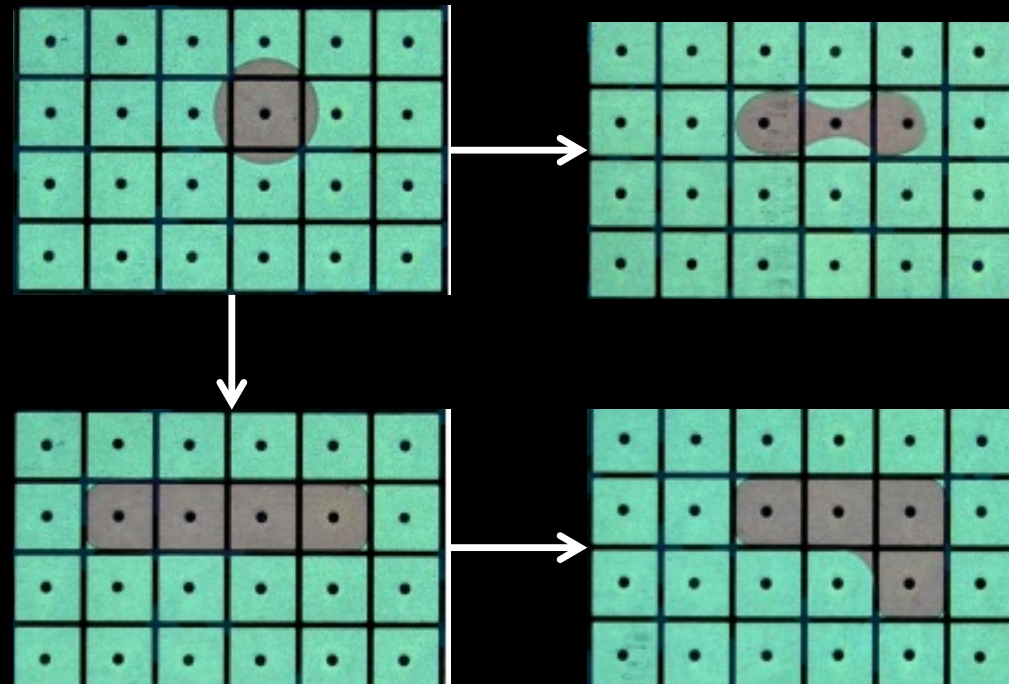
- 1: D2
- 2: D1
- 3: D3



[MSc project by Joel Madsen and Alexander Collignon, 2025]

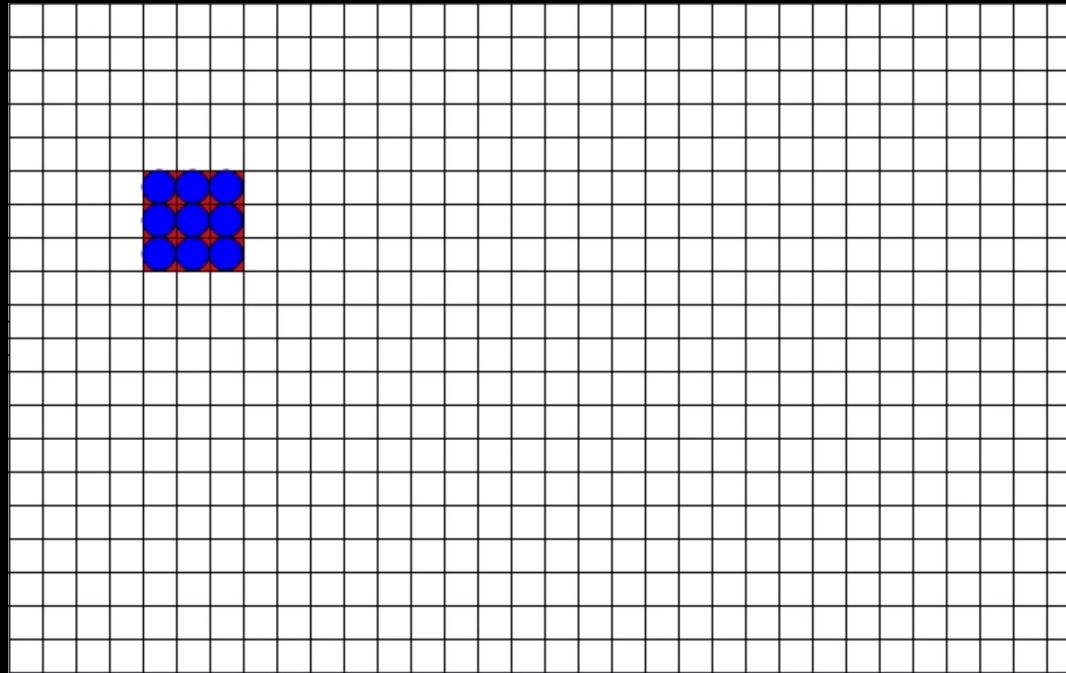


# Droplet shaping





# Large droplets



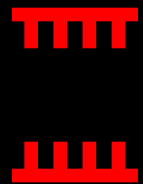
[MSc project by Joel Madsen and Alexander Collignon, 2025]

# Liquid Computing Promises

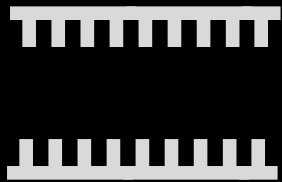


# DNA Strand Displacement

## Basic properties



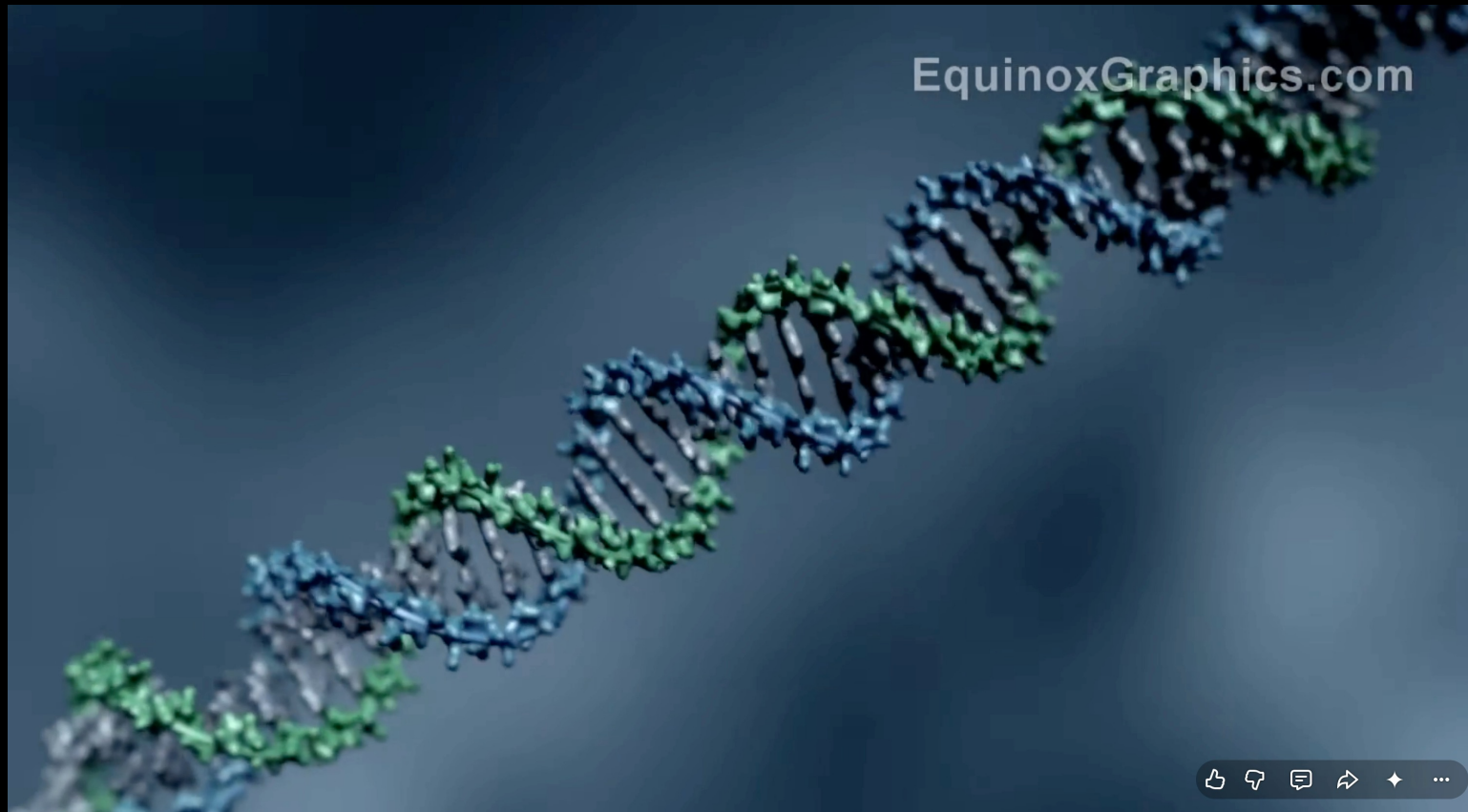
Reversible



Irreversible



# Toehold-Mediated Strand Displacement



[Source: [https://www.youtube.com/watch?v=\\_cEklwMYyp0&t=11s](https://www.youtube.com/watch?v=_cEklwMYyp0&t=11s)]

# Toehold-Mediated Strand Displacement

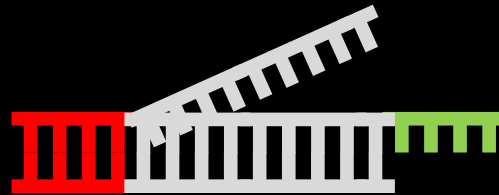


input



Component

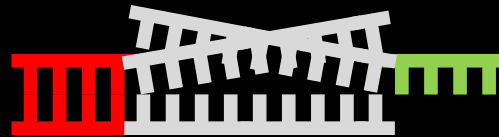
# Toehold-Mediated Strand Displacement



Component



# Toehold-Mediated Strand Displacement

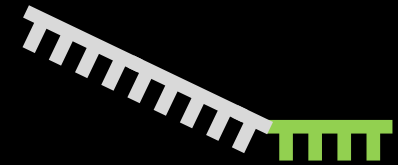


Component

# Toehold-Mediated Strand Displacement



Component



output

# Toehold-Mediated Strand Displacement

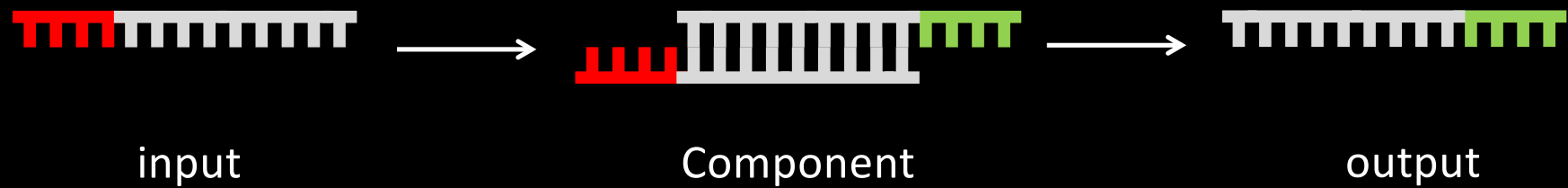


Component



output

# Toehold-Mediated Strand Displacement





# TMSD Logic: AND

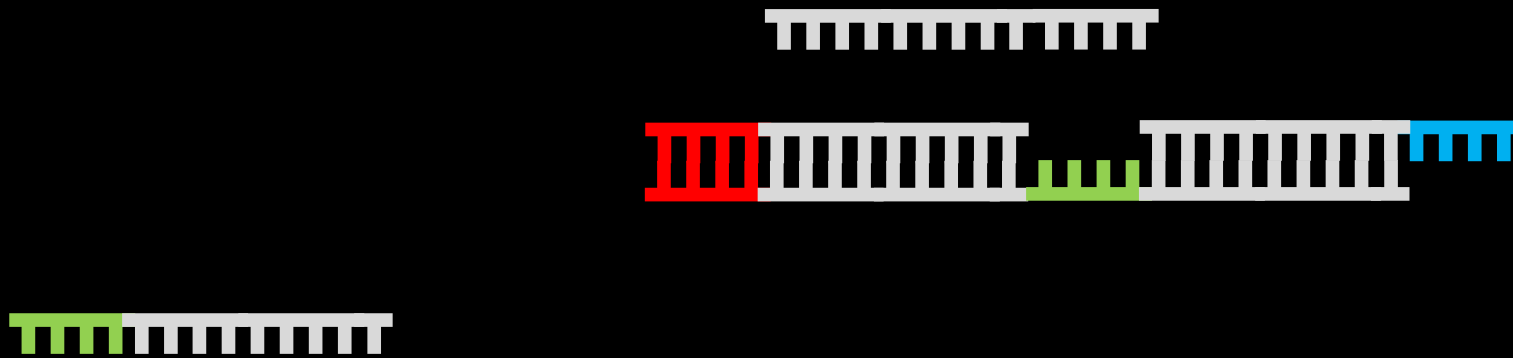
AND: **A** and **B** = **C**





# TMSD Logic: AND

AND: **A** and **B** = **C**





# TMSD Logic: AND

AND: **A** and **B** = **C**





# TMSD Circuits: Scaling

- Cascading Logic
- 4-bits square-root circuit using 130 DNA strands
- Simple neural network

# Thank You!

## Acknowledgements

- Luca Pezzarossa
- Georgi Tanev
- Joel A.V Madsen
- Alexander M. Collignon,

