

# CPC COOPERATIVE PATENT CLASSIFICATION

## G PHYSICS (NOTES omitted)

### INSTRUMENTS

#### G06 COMPUTING; CALCULATING OR COUNTING (NOTES omitted)

#### G06E OPTICAL COMPUTING DEVICES; {COMPUTING DEVICES USING OTHER RADIATIONS WITH SIMILAR PROPERTIES}(optical logic elements per se [G02F 3/00](#); digital storage using optical elements [G11C 13/04](#))

##### NOTES

1. This subclass covers all devices in which at least one computing function is performed by optical means.
2. If other aspects, for example mechanical, fluid pressure or electrical computing, are of interest, classification is also made in the relevant subclass for such aspects.

##### 1/00 Devices for processing exclusively digital data

- 1/02 . operating upon the order or content of the data handled
- 1/04 . . for performing computations using exclusively denominational number representation, e.g. using binary, ternary, decimal representation
- 1/045 . . . {Matrix or vector computation}
- 1/06 . . for performing computations using a digital non-denominational number representation, i.e. number representation without radix; using combinations of denominational and non-denominational number representations
- 1/065 . . . {using residue arithmetic}

##### 3/00 Devices not provided for in group [G06E 1/00](#), e.g. for processing analogue or hybrid data

- 3/001 . {Analogue devices in which mathematical operations are carried out with the aid of optical or electro-optical elements (optical elements per se [G02B](#); devices consisting of a plurality of solid state components, including light sensitive semiconductor components, formed in or on a common substrate [H01L 27/14](#); electro-, magneto- or acousto-optics, non-linear optics [G02F 1/00](#); graph reading [G06K 11/00](#)}
- 3/003 . . {forming integrals of products, e.g. Fourier integrals, Laplace integrals, correlation integrals; for analysis or synthesis of functions using orthogonal functions}
- 3/005 . . {using electro-optical or opto-electronic means}
- 3/006 . {Interconnection networks, e.g. for shuffling}
- 3/008 . {Matrix or vector computation}