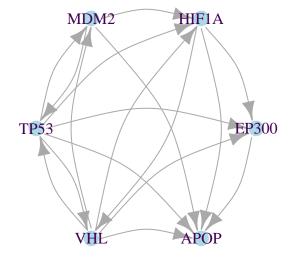
Theoretical Network: BoolNet

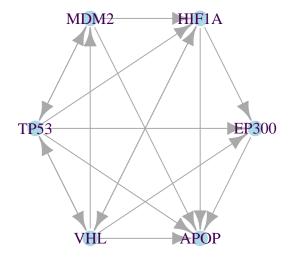
Boolean network from HIFaxis

```
net <- loadNetwork("../data/ATOTS.bn")</pre>
net
## Boolean network with 6 genes
##
## Involved genes:
## EP300 HIF1A MDM2 TP53 VHL APOP
## Transition functions:
## EP300 = ((TP53 & HIF1A) & !VHL) | (!(TP53 & HIF1A) & VHL)
## HIF1A = !VHL | (!TP53 & MDM2)
## MDM2 = TP53 & !VHL
## TP53 = !MDM2 | VHL
## VHL = HIF1A & !TP53
## APOP = TP53 & EP300 & (!HIF1A | !VHL | !MDM2)
HIFaxis.p <- plotNetworkWiring(net, plotIt=F)</pre>
plot(HIFaxis.p, vertex.label.color="#440154ff", vertex.color="lightblue", vertex.frame.color="white",
    main="HIF axis Network\n Theoretical")
```

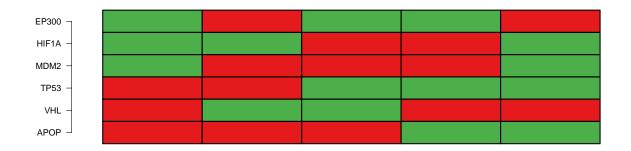
HIF axis Network Theoretical



HIF axis Network Theoretical



Attractors with 5 state(s)

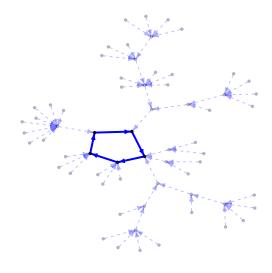


■ active ■ inactive

```
## $`5`
        Attr1.1 Attr1.2 Attr1.3 Attr1.4 Attr1.5
##
## EP300
                     0
            1
                            1
                            0
                                    0
## HIF1A
             1
                                            1
## MDM2
             1
                     0
                            0
                                    0
                                            1
## TP53
              0
                     0
                                    1
                            1
## VHL
              0
                     1
                            1
                                    0
                                            0
## APOP
              0
```

```
# # plot attractors in "graph" mode
# par(mfrow=c(1, length(attr.syn$attractors)))
# plotAttractors(attr.syn, mode="graph")
#
# identify asynchronous attractors
# attr.asyn <- getAttractors(net, type="asynchronous")
#
# # plot attractors in "graph" mode
# par(mfrow=c(1, length(attr.asyn$attractors)))
# plotAttractors(attr.asyn, mode="graph")</pre>
```

```
plotStateGraph(attr.syn)
```



```
## States reached at the end of the simulation:
    EP300 HIF1A MDM2 TP53 VHL APOP Probability
## 1
         1
                         0
                             0
                                  0
                                         0.1875
              1
                    1
## 2
         0
                                  0
                                         0.4375
               1
                         0
                             1
## 3
               0
                             1
                                  0
                                         0.1250
         1
                    0
                         1
## 4
         1
               0
                    0
                         1
                             0
                                  1
                                         0.1250
## 5
         0
               1
                         1
                             0
                                  1
                                         0.1250
```

Attractor 1