Assignment 1.
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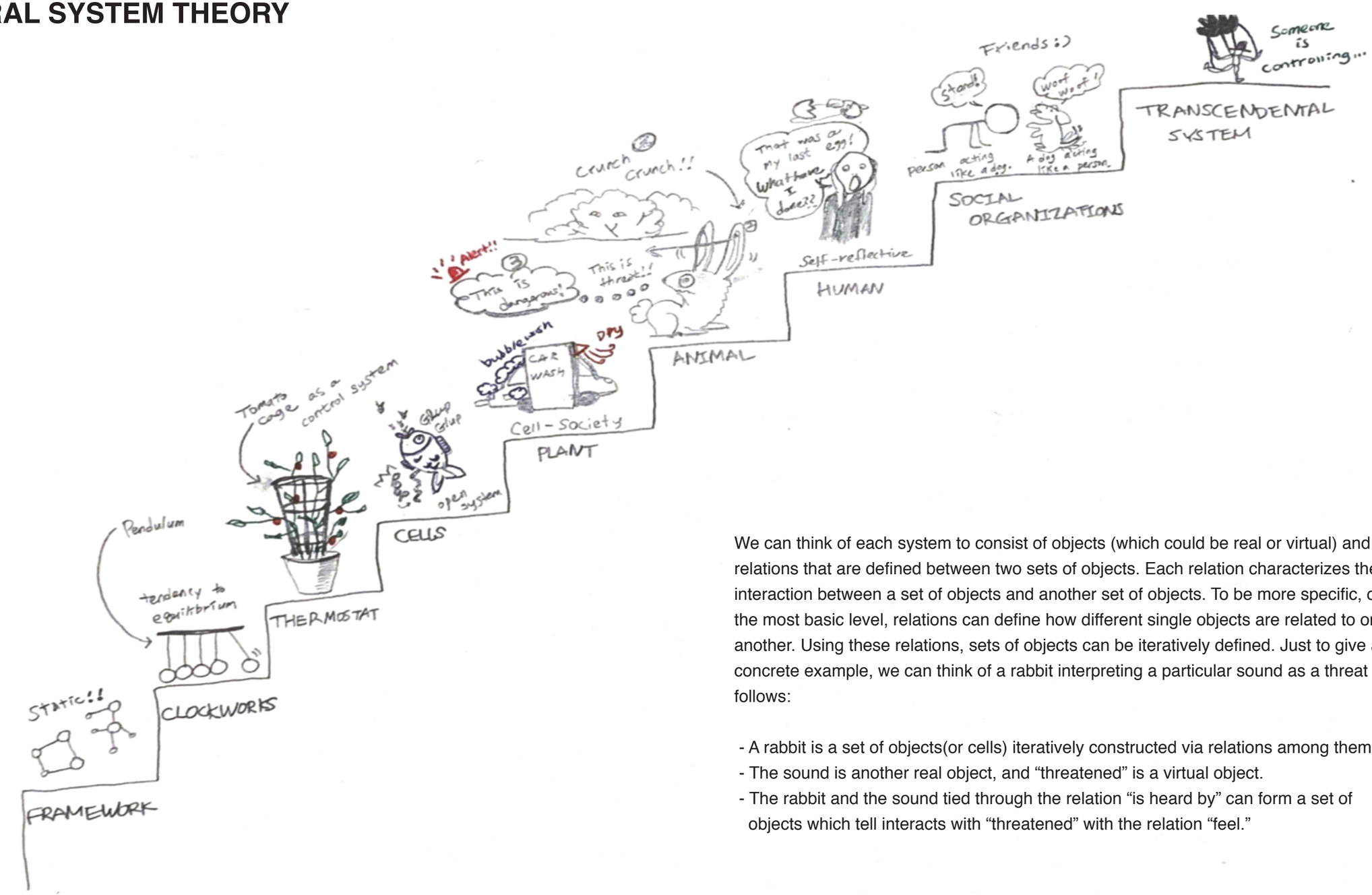
GENERAL SYSTEM THEORY



We can think of each system to consist of objects (which could be real or virtual) and relations that are defined between two sets of objects. Each relation characterizes the interaction between a set of objects and another set of objects. To be more specific, on the most basic level, relations can define how different single objects are related to one another. Using these relations, sets of objects can be iteratively defined. Just to give a concrete example, we can think of a rabbit interpreting a particular sound as a threat as follows:

- A rabbit is a set of objects(or cells) iteratively constructed via relations among them.
- The sound is another real object, and “threatened” is a virtual object.
- The rabbit and the sound tied through the relation “is heard by” can form a set of objects which tell interacts with “threatened” with the relation “feel.”