




Entity Nodes

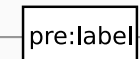
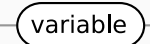
Interactors

 entity outcome perturbing agent

Logical Operators

 and operator or operator not operator delay operator

Auxiliary units

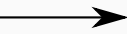
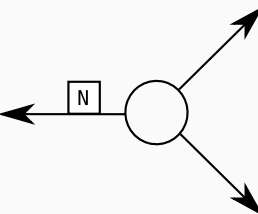
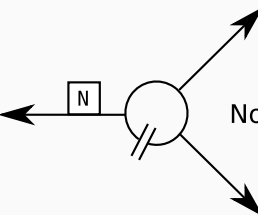

 unit of information state variable existence location

Containers

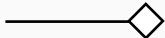
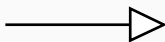
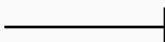
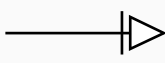
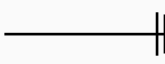
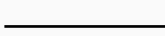
 submap

Relationship Nodes

Statements

 assignment interaction Non-interaction observable

Influence

 modulation stimulation inhibition necessary stimulation absolute inhibition logic arc