

Interactors



entity



outcome

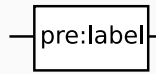


observable

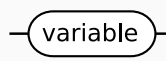


perturbation

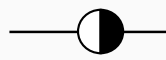
Auxiliary units



unit of information



state variable



existence

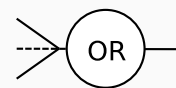


location

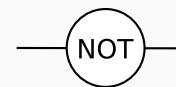
Logical Operators



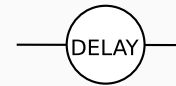
and operator



or operator

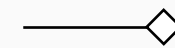


not operator

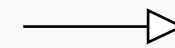


delay operator

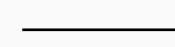
Control arc



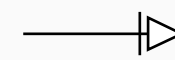
modulation



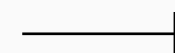
stimulation



inhibition

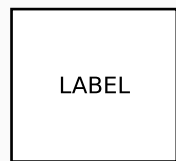


necessary stimulation



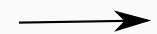
absolute inhibition

Containers

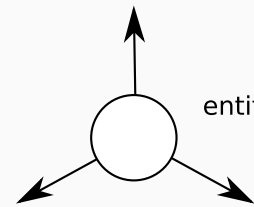


submap

Predicate arcs



variable assignment



entity interaction