

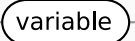


Entity Nodes

Interactors

 entity outcome

Auxiliary units

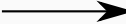
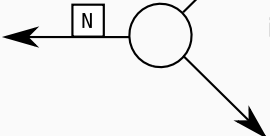
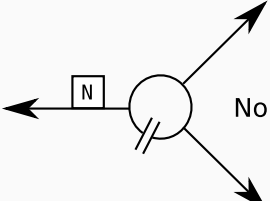

 unit of information state variable existence location

reference nodes


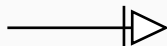
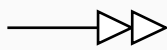
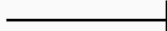
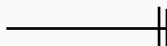
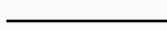
 annotation

Relationship Nodes



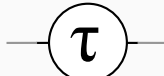
Statements

 assignment interaction Non-interaction observable

Influence

 modulation stimulation necessary stimulation absolute stimulation inhibition absolute inhibition logic arc

Logical Operators

 and operator or operator not operator delay operator