






## Entity Nodes

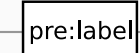

## Interactors

 entity outcome perturbing agent

## Logical Operators

 and operator or operator not operator delay operator

## Auxiliary units

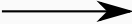
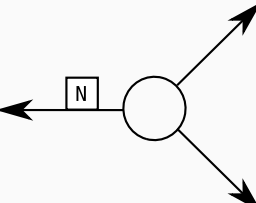
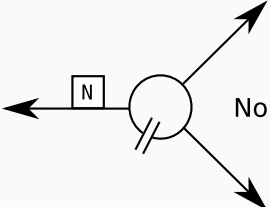

 unit of information state variable existence location

## Containers

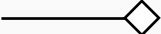
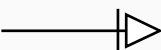
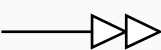
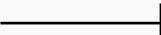
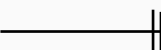
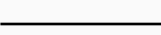
 submap

## Relationship Nodes

## Statements

 assignment interaction Non-interaction observable

## Influence

 modulation stimulation necessary stimulation absolute stimulation inhibition absolute inhibition logic arc