






Entity Nodes

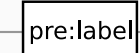
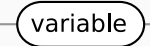
Interactors

 entity outcome perturbing agent

Logical Operators

 and operator or operator not operator delay operator

Auxiliary units

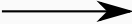
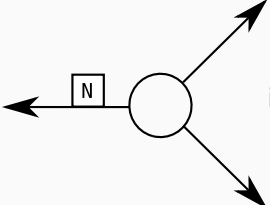
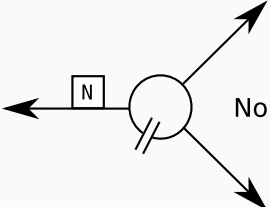

 unit of information state variable existence location

reference nodes


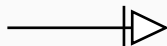
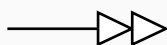
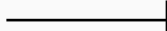
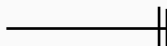

 annotation

Relationship Nodes

Statements

 assignment interaction Non-interaction observable

Influence

 modulation stimulation necessary stimulation absolute stimulation inhibition absolute inhibition logic arc