

## Exercises: creating ASTGs from models

**Exercise 1.** Figure 1 shows a model  $M$  with an interaction graph  $I$  and a logical parameter function  $K$ . With the maximal activity levels  $\max(v_1, v_2) = \{2, 2\}$ .

Please create the ASTG of this model, and find out all the attractors. Note that, one needs to list the process of how the ASTG is achieved through the resources of each component under each state.

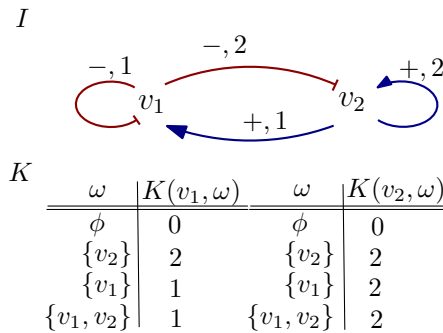


Figure 1: A model  $M = (I, K)$ .  $\max(v_1, v_2) = [2, 2]$ .

**Exercise 2.** Figure 2 shows a model  $M$  with an interaction graph  $I$  and a logical parameter function  $K$ . With the maximal activity levels  $\max(v_1, v_2, v_3) = [3, 2, 2]$ .

Please create the ASTG of this model, and find out all the attractors.

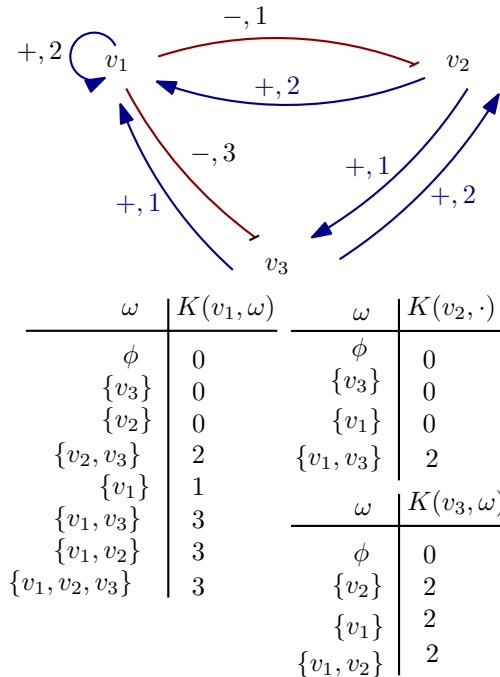


Figure 2: A model  $M = (I, K)$ .  $\max(v_1, v_2, v_3) = [3, 2, 2]$ .