



# Exponentially Long Orbits in Boolean Networks with Exclusively Positive Interactions

W. Just<sup>1\*</sup> and G.A. Enciso<sup>2</sup>

<sup>1</sup> *Department of Mathematics, Ohio University, Athens, OH 45701, USA*

<sup>2</sup> *Mathematics Department, University of California, Irvine, CA 92617 USA*

Received: May 5, 2011; Revised: July 28, 2011

**Abstract:** The absence of negative feedback in Boolean networks tends to result in systems with relatively short orbits. We present a construction of  $N$ -dimensional Boolean networks that use only AND, OR, COPY gates and nevertheless have an exponentially large orbit (of size  $c^N$  for arbitrary  $c < 2$ ). The construction is based on pseudorandom number generation algorithms. A previously obtained nontrivial upper bound on the orbit length under certain limitations on the number of outputs per node is shown to be optimal.

**Keywords:** *Boolean networks; monotone systems; gene networks; systems biology.*

**Mathematics Subject Classification (2000):** 06E99, 34C12, 39A33, 92B99, 94C10.

## 1 Introduction

The concept of a *Boolean network* was originally proposed in the late 1960's by Stuart Kauffman to model gene regulatory behavior at the cell level [13]. This type of modeling can sometimes capture the general dynamics of continuous systems in a simplified framework without the choice of specific nonlinearities or parameter values; see for instance [1]. Boolean networks are used in several other disciplines such as electrical engineering, computer science, and control theory, and analogous definitions are known under various names such as sequential dynamical systems [16] or Boolean difference equations [6].

An  $N$ -dimensional *Boolean dynamical system* or *Boolean network*  $(\Pi, g)$  consists of  $N$  variables  $s_1, \dots, s_N$ , each of which can have value 0 or 1 at any given time step  $t$ . The variables are updated according to  $s_i(t+1) = g_i(s_1(t), \dots, s_N(t))$ .

---

\* Corresponding author: <mailto:mathjust@gmail.com>