

from eigenvalues point of view, and it is left as further research. From many simulations and experimental understanding, since (10)-(11) are in algebraic form, we conjecture that the eigenvalues,  $\lambda$ , of  $R_x$  matrix look like satisfying the equation in the form of

$$\lambda^{s_0}(\lambda - 1)^{s_1} \prod_{i \in I} (\lambda^{s_{c_i}} - 1)^{s_{m_i}} = 0,$$

where  $s_0$  represents the number of eigenvalues at 0,  $s_1 + \sum_{i \in I} s_{m_i}$  is the number of real eigenvalues at 1 on the real axis, and  $s_{c_i} - 1$  and  $s_{m_i}$  represent  $s_{c_i} - 1$  number of eigenvalues on the unit circle in the complex plane repeated  $s_{m_i}$  number of times for each  $i$  in some set  $I$  forming the related subset of nodes in the Boolean network. It is expected that

$$s_0 + s_1 + \sum_{i \in I} s_{c_i} s_{m_i} = 2^n$$

condition holds.

One can conjecture for trivial and special cases, when  $R_x$  is a permutation matrix, or a matrix containing blocks of permutation matrices of different dimensions, that the above condition will hold. This conjecture is yet to be proven for general cases of  $R_x$  matrices, and it is left as a further research topic.

#### 4.2.4 Feedback Properties and Feedback Design

Given that there are  $u$  and  $w_u$  inputs to introduce state and output feedback in Boolean networks, we consider  $v$  as the new input and identify that the following vehicles are available to introduce feedback into the three forms, Forms 2-3 and 4, as

$$w_u = K_w P_{w_v} w_x,$$

and

$$u = K_x x + v$$

where  $K_x$  is  $m \times n$  and  $K_w$  is  $2^m \times 2^{n+q}$  stochastic matrix, and  $v \in \mathbf{B}^q$  is the  $q$  dimensional new input. Using Lemma 2.3 and Lemma 2.4,  $u = K_x x + v$  feedback law can be restated as

$$\begin{aligned} w_u &= \overline{M_u(K_x L_x Q_x + L_v Q_v) + \bar{M}_u \bar{K}_x L_x Q_x + L_v Q_v} w \\ &= \overline{M_u(K_x L_x Q_x + L_v Q_v) + \bar{M}_u \bar{K}_x L_x Q_x + L_v Q_v P_{w_v}} w_x. \end{aligned}$$

Therefore, the above two feedback laws are related as

$$K_w = \overline{M_u(K_x L_x Q_x + L_v Q_v) + \bar{M}_u \bar{K}_x L_x Q_x + L_v Q_v}.$$

From practical point of view, the design of feedback laws are naturally done by assigning the input  $u$  auto-control through state  $x$  feedback, and new controls are added into the network. The above equivalence relations in terms of feedback laws provide an easy and direct way to analyse the effect of feedback at  $w_u$  level. It is quite un-natural and impractical way to apply a feedback as  $w_u$  is a vector with components which are in conjunctive form of the input  $u$ .

To see the effect of feedback laws, if we apply the above feedback laws to Form 2 and Form-4 given in (3)-(4), (14)-(15), respectively, from Form-2, using Lemma 3.2, we obtain:

$$\begin{aligned} w_x(k+1) &= \overline{\bar{M}_x \bar{R} + M_x R} P_{K_w} P_{w_v} w_x(k) \\ y(k) &= S P_{K_w} P_{w_v} w_x(k). \end{aligned}$$