Pseudo-code implementation of lattice model.

```
count is array of (position, molecule)
rate is array of (position, process, molecule)
do loop
  # accumulate a total rate for all processes (in the bulk
      and all lattice sites)
  total_rate = 0
  # reset the bulk counts of resources according to the
  # current "universe" state; these are generally constant
  # or pulsed functions of E_i
  for each i in resources
    count(bulk, i) = universe(E_i, time)
  end
  # AB complex in the bulk decays
  rate(bulk, decay_AB) = k_decay * count(bulk, AB)
  # increment the total rate with the decay rate in the bulk
  total_rate += rate(bulk, decay_AB)
  for each s in lattice sites
    for each i in molecules
      rate(s, diffusion, i) = D_lattice * count(s, i)
      rate(s, bind, i) = k_on * count(bulk, i) / area
      rate(s, unbind, i) = k off * count(s, i)
    end
    # increment the binding rates of agents with the input
        resource mediated cooperative binding
    #
    rate(s, bind, A) += k_coop * count(s, 1) * count(bulk, A) / area
    rate(s, bind, B) += k_coop * count(s, 2) * count(bulk, B) / area
    rate(s, bind, AB) += k_coop * count(s, 1) * count(bulk, AB) / area
    # the resource conversion reactions
    rate(s, reaction, A) = k_1_2 * \text{count}(s, A) * \text{count}(s, 1)
    rate(s, reaction, B) = k_2_3 * \text{count}(s, B) * \text{count}(s, 2)
    rate(s, reaction, AB) = k_{1_3} * count(s, AB) * count(s, 1)
    # formation and decay of the AB complex
    rate(s, form, AB) = k_form * count(s, A) * count(s, B)
    rate(s, decay, AB) = k_{decay} * count(s, AB)
    # increment the total rate with the summed rate of all
       processes at this lattice site
    #
    total_rate += sum(rate(s, *))
  end
  # Gillespie algorithm to choose when and what event happens next
  # the time increment for this event
  time += (1 / total-rate) * log(1.0 / random(0, 1))
```

```
# what the event is.
  # position: bulk or specific lattice site
  # process: what happens at that position (binding, unbinding, etc)
  # molecule: what agent or resource binds, unbinds, etc
  choose (position, process, molecule)
      with probability = rate(position, process, molecule) /
total_rate
  # now perform the chosen event:
  if process = diffusion:
    count(position, molecule) -= 1
    count(random_adjacent_position(position), molecule) += 1
  end
  if process = bind:
    count(bulk, molecule) -= 1
    count(position, molecule) += 1
  end
  if process = unbind:
    count(position, molecule) -= 1
    count(bulk, molecule) += 1
  end
  if process = reaction:
    if molecule = A:
      count(position, 1) -= 1
      count(position, 2) += 1
    end
    if molecule = B:
      count(position, 2) -= 1
      count(position, 3) += 1
    end
    if molecule = AB:
      count(position, 1) -= 1
      count(position, 3) += 1
    end
  end
  if process = form:
    count(position, A) -= 1
    count(position, B) -= 1
    count(position, AB) += 1
  end
  if process = decay:
    count(position, AB) -= 1
    count(position, A) += 1
    count(position, B) += 1
  end
end
```