

Render Extension

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Introduction

- The SBML Layout extension allows preserving the layout of SBML models
- What is not specified is how to render the SBML elements
- What I want to present is an approach to a Render Extension
- SBW Development

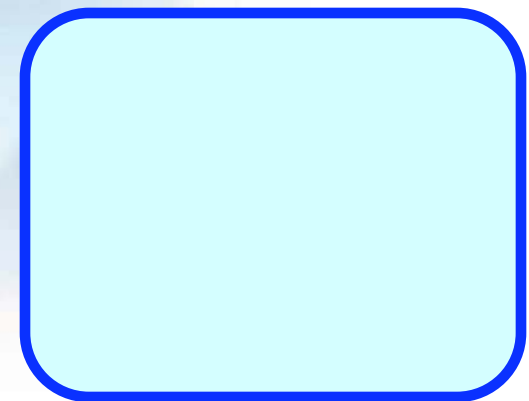
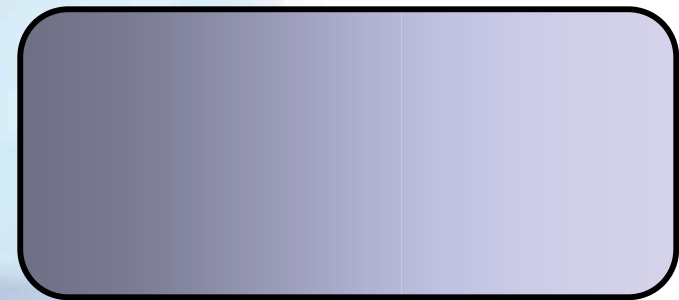
Render Extension

- The Render Extension consists of a list of Render styles where each Render styles consists of:
 - List of Compartment styles
 - List of Species styles
 - List of Reaction styles
 - List of Text styles
 - List of Groups

Compartment Styles

- Consists of:
 - List of Shape styles
 - Fill style
 - Bounding box
 - Edge style
 - Type
 - Edge Style
 - Thickness
 - Color
 - Style
 - Inner Style
 - Thickness
 - Color
 - Style

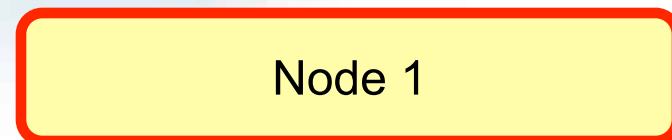
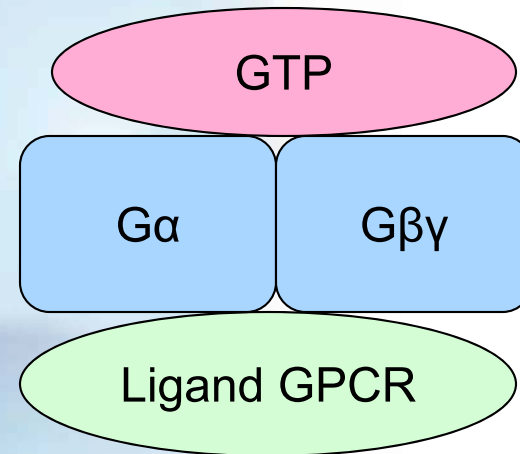
Examples:



Species Styles

- Consists of:
 - List of Shape Styles
 - Fill style
 - Bounding box
 - Edge style
 - Type

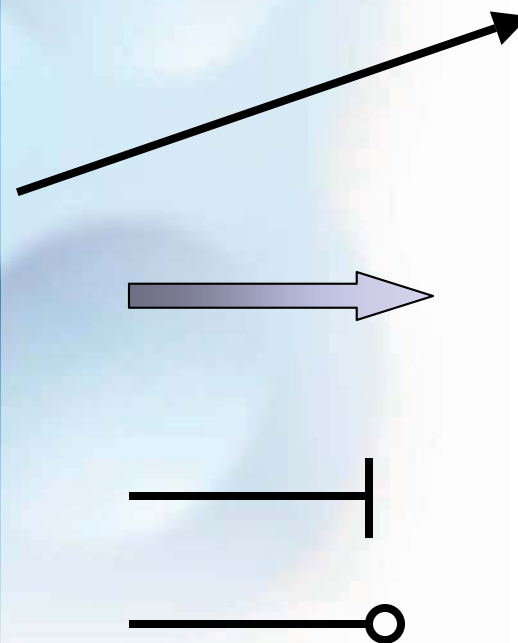
Examples:



Reaction Styles

- Consists of:
 - Line style
 - Arrow Style

Examples:



Text Styles

Examples:

- Consists of:
 - Fill style
 - Font
 - Size
 - Style
 - calculateSize?
- Groups:
 - Used for Alias nodes



ATP

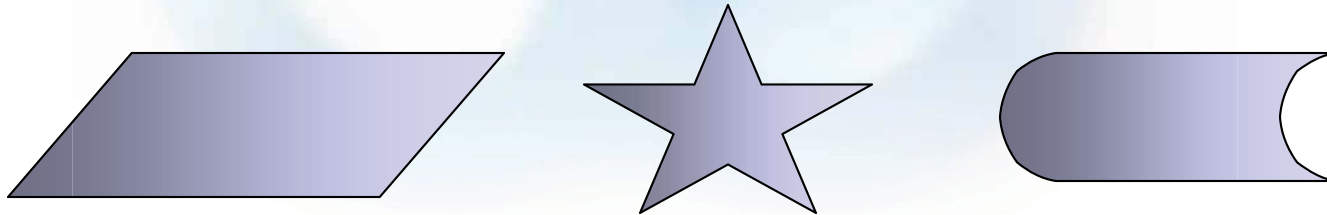


ATP

Further plans

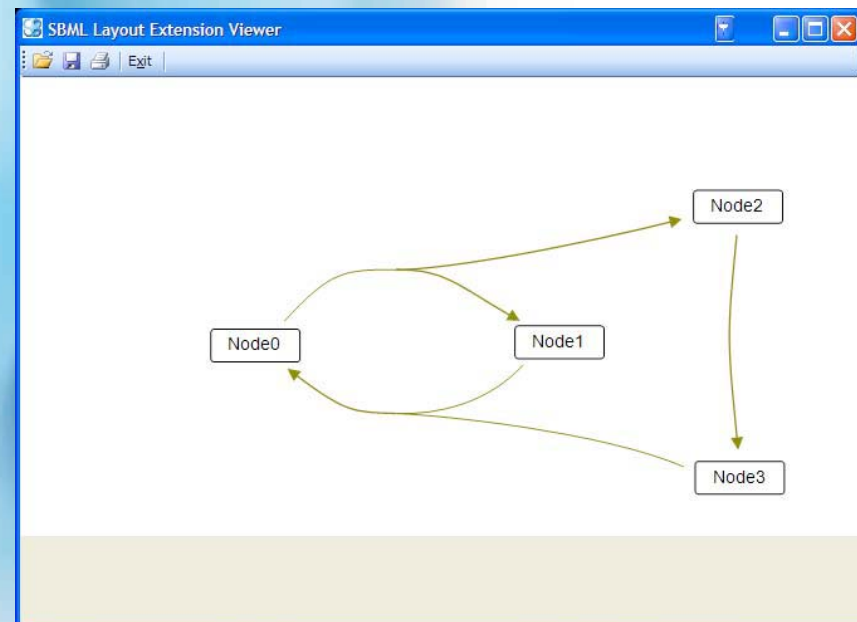
- The current specification lacks the following points that will be added:
 - Custom shapes
 - Defining shapes via paths (straight lines & arcs/beziers)
 - Adopt SBGN for default styles

Examples



Current Implementations

- The Render Extension is currently implemented as Win32 application and as a Web Application
- <http://134.173.97.95/SBMLLayout.aspx>

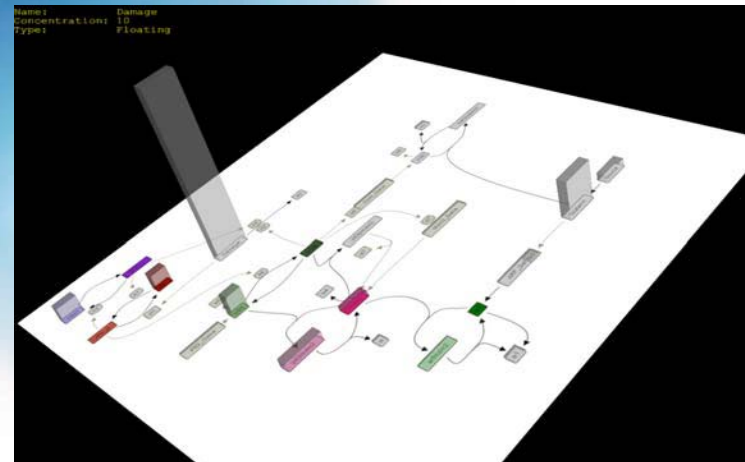
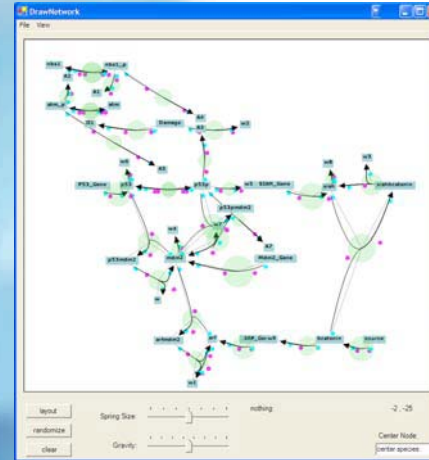


A large, blue, stylized number '8' is centered on the page. The number has a thick, rounded appearance with a slight shadow effect. A semi-transparent white rectangular box is overlaid horizontally across the middle of the '8', containing the text 'SBW Update' in a dark blue, sans-serif font.

SBW Update

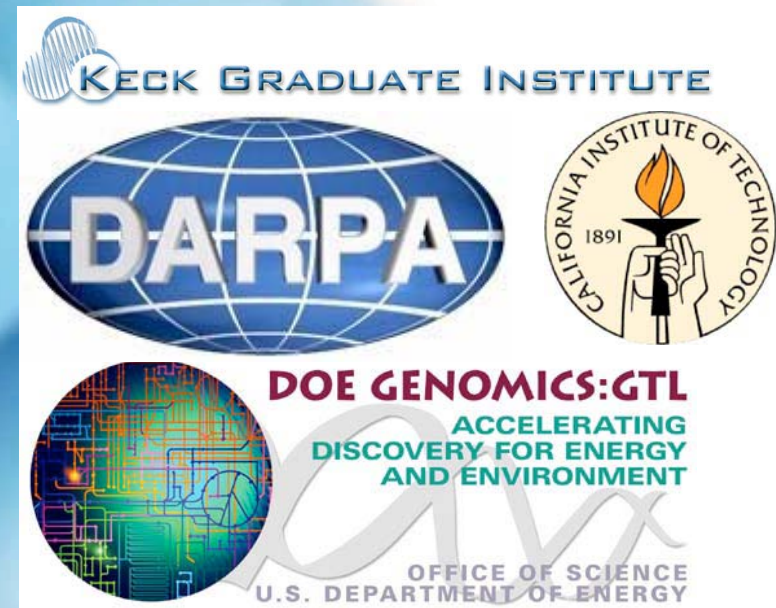
SBW Update

- New Modules:
 - Structural Analysis tool
 - Oscill8 (Bifurcation analysis)
 - SBML Layout
 - generate Layouts
 - displaying Layout/Render information
 - 3D Time course simulation
- Binary SBW installers for:
 - Win32
 - Mac OSX Panther & Tiger
 - Linux
- Focus on creating platform independent tools



Acknowledgement

- Herbert Sauro, KGI
- Funded through the generous support of ERATO, DARPA (contract number MIPR 03-M296-01) and the DOE (under Grand No. DE-FG02-04ER63804, “Computational Resources for GTL”).
- Original Program Investigators: Hiroaki Kitano, John Doyle, in collaboration with Hamid Bolouri, Andrew Finney and Mike Hucka



More Information

- Render Extension schema:
 - <http://sbw.kgi.edu/xml/render/level1.xsd>
- SBML Layout viewer:
 - <http://134.173.97.95/SBMLLayout.aspx>
- SBW
 - <http://www.sys-bio.org>



Questions ?

<http://www.sys-bio.org>