

MathSBML: A Mathematica Package For Systems Biology

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SBML: A Tool-Neutral Model Definition Format

SBML – the Systems Biology Markup Language – is a computer-readable format for representing models of biochemical reaction networks, applicable to:

- metabolic networks,
- cell-signaling pathways,
- genomic regulatory networks, and
- other modeling problems in systems biology.

SBML is based on XML, a standard medium for representing and transporting data that is widely supported on the Internet as well as in computational biology and bioinformatics.

Because SBML is tool-independent, it enables

- use of multiple simulation and analysis tools in a single research project without rewriting models for each tool;
- publication of models in peer-reviewed journals – other researchers can download and use your model even if they use a different software environment;
- survival of models – they can outlive the software used to create them, making your work still useful even if a particular simulation package is no longer supported;

SBML is well on its way to becoming the *lingua franca* of computational systems biology. SBML is currently supported by over 60 tools including the following:

BASIS	BSolve	LION Target Engine	SPath
Biocharon	D <small>o</small> llz	M <small>ath</small> SBML	SigPath
bio2cytSBML	E <small>CELL</small>	M <small>esh</small> R <small>D</small>	SigPath
BioGrid	E <small>CELL</small>	M <small>etab</small> olica	SigPath
BioNetGen	F <small>lux</small> h <small>an</small> alyz <small>er</small>	M <small>odel</small> 2	SimW <small>iz</small>
BioSketchPad	G <small>e</small> p <small>a</small> s <small>i</small>	M <small>odel</small> izer	StochSim
Dashboard	I <small>N</small> SILIC <small>O</small> Discovery	M <small>ON</small> A	STOCKS
BioSpreadsheet	J <small>ar</small> nac	M <small>onad</small>	Trelis
BioUML	J <small>o</small> designer	N <small>et</small> Builder	VirtuAGC <small>H</small>
BTSI Lab	JigCell	PathArt	ViXsuite
CADLIVE	JSM	PathScout	WinSCAMP
CellDesigner	JWS	P <small>ar</small> ViS <small>y</small>	
Cellerator	Karyote	PathwayBuilder	
Cellware	KEGG 2SBML	ProcessB <small>B</small>	*under development
COPASI	KinSolver	PySCeS	
Cytoscape	libSBML	SBW	

Model Schematic

```
<?xml version="1.0" encoding="UTF-8"?>
<sbml xmlns="http://www.sbml.org/sbml/level2"
      level="2" version="1">
<model id="ex1">
<listOfFunctionDefinitions>
...
</listOfFunctionDefinitions>
<listOfUnitDefinitions>
...
</listOfUnitDefinitions>
<listOfCompartments>
...
</listOfCompartments>
<listOfSpecies>
...
</listOfSpecies>
<listOfParameters>
...
</listOfParameters>
<listOfRules>
...
</listOfRules>
<listOfReactions>
...
</listOfReactions>
<listOfEvents>
...
</listOfEvents>
</model>
</sbml>
```

MathSBML: A Package for Manipulating SBML Files

MathSBML is an open-source *Mathematica* package that facilitates working with SBML models. Features include:

- Import of SBML models to Mathematica
- Simulation and plotting of SBML models
- Simulation of models with events
- Simulation of differential-algebraic systems
- Export of models to SBML, LATME, XPP, Fortran formats
- Complete API for creating and modifying models
- Tabular model display and export to LATME
- Ability to use any Mathematica capability
- Open source / freely downloadable (GPL)

Model Interoperability

With MathSBML investigators can explore SBML models with the full range of *Mathematica* features. *Mathematica* is one of several platforms widely used by biological modelers and is available in many academic and commercial environments (e.g., over 500 US colleges and universities have site licenses).

MathSBML provides full model interoperability with this environment as well as a candidate reference implementation of SBML. Support of other general-purpose languages, including C/C++, Java, Python, Perl, LISP and MATLAB have been developed separately using libSBML, a platform-independent library that is not part of MathSBML.

MathSBML supports SBML Level 1, Versions 1 and 2, and SBML Level 2. The MathSBML Model Editor supports SBML Level 2.

MathSBML will run on any platform that has *Mathematica* 4.1 or higher installed. The solution of differential-algebraic systems (SBML models that have algebraic rules) requires *Mathematica* 5.0 or higher; purely differential systems (SBML without algebraic rules) can be solved on *Mathematica* 4.1.

The ModelBuilder: An SBML API

MathSBML contains a simple model editor, allowing users to create SBML models compatible with other simulators, as well as a *Mathematica* text-command based API that can be used to produce arbitrarily complex SBML files. The model editor contains a suite of commands to add, modify, or remove single SBML objects (such as a reaction, chemical species, or equation) from the current model. The model may be either created de-novo or read from a file. After building the model, the user can test it by running simulations, continue to modify it, or write the results as an SBML file, in any order.

An Example

The following example illustrates a growing cell with a mitotic oscillator [Goldbeter, 1991] in which cell division is initiated when a variable passes a threshold. Cell division is indicated by defining a variable "Mass" that divides in half when both of the following tests are true at the same time: $M > 0.7$ and $\text{Mass} > 0.6$. The API commands to build and save the model to a file are shown in the box to the right. To read this file into the simulator, one could enter

```
s = SBMLRead["gmo.xml"];
A file on disk can be read to htm via
```

```
SBMLWrite[inputfile->"gmo.xml", outputfile->
  "gmo.html", format -> "HTML"];
```

The output is illustrated in the large figure below. Other output formats include XPP, Berkeley Madonna and Fortran. When building a model, the user can save it to a file, or test it with the simulator, at any time. For example,

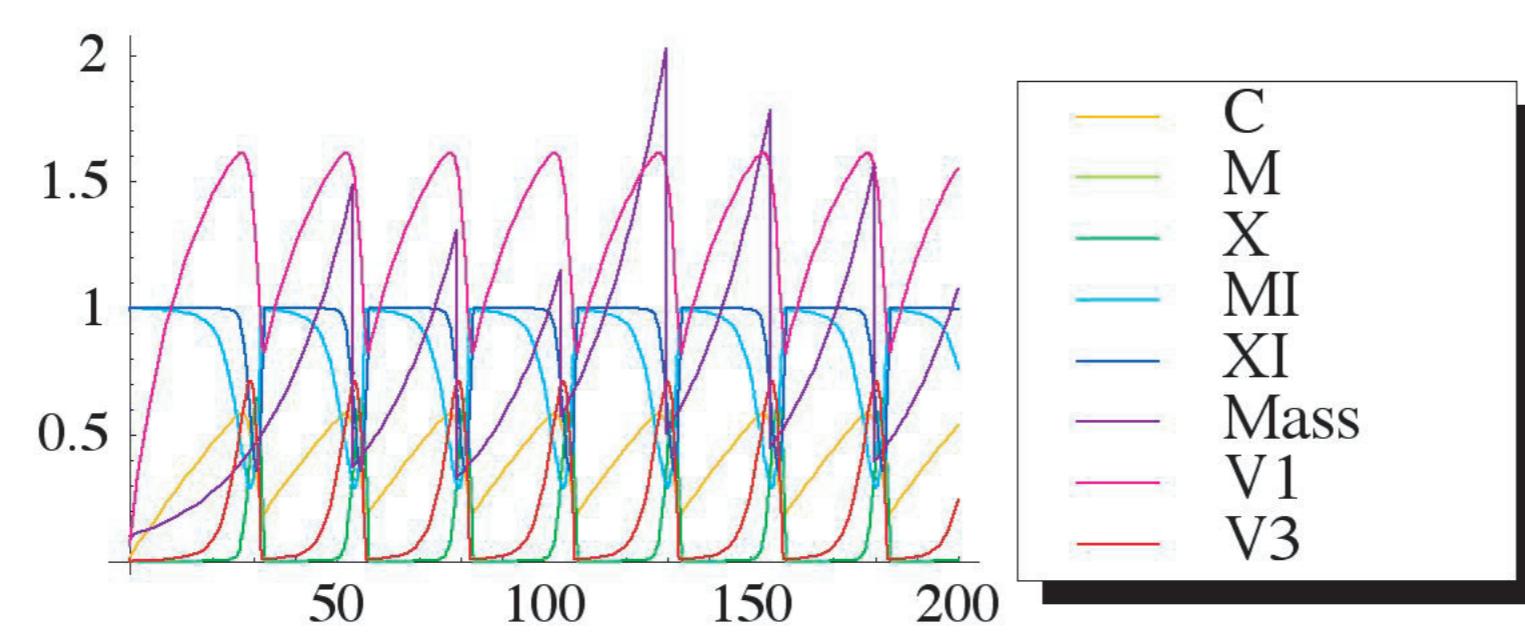
```
s = loadSimulator[];
```

returns a data structure (called s, in this case) that is compatible with the simulator; experienced Mathematica users can manipulate this data structure directly.

To run a simulation for, say, 200 time units, and plot all model variables, one would enter

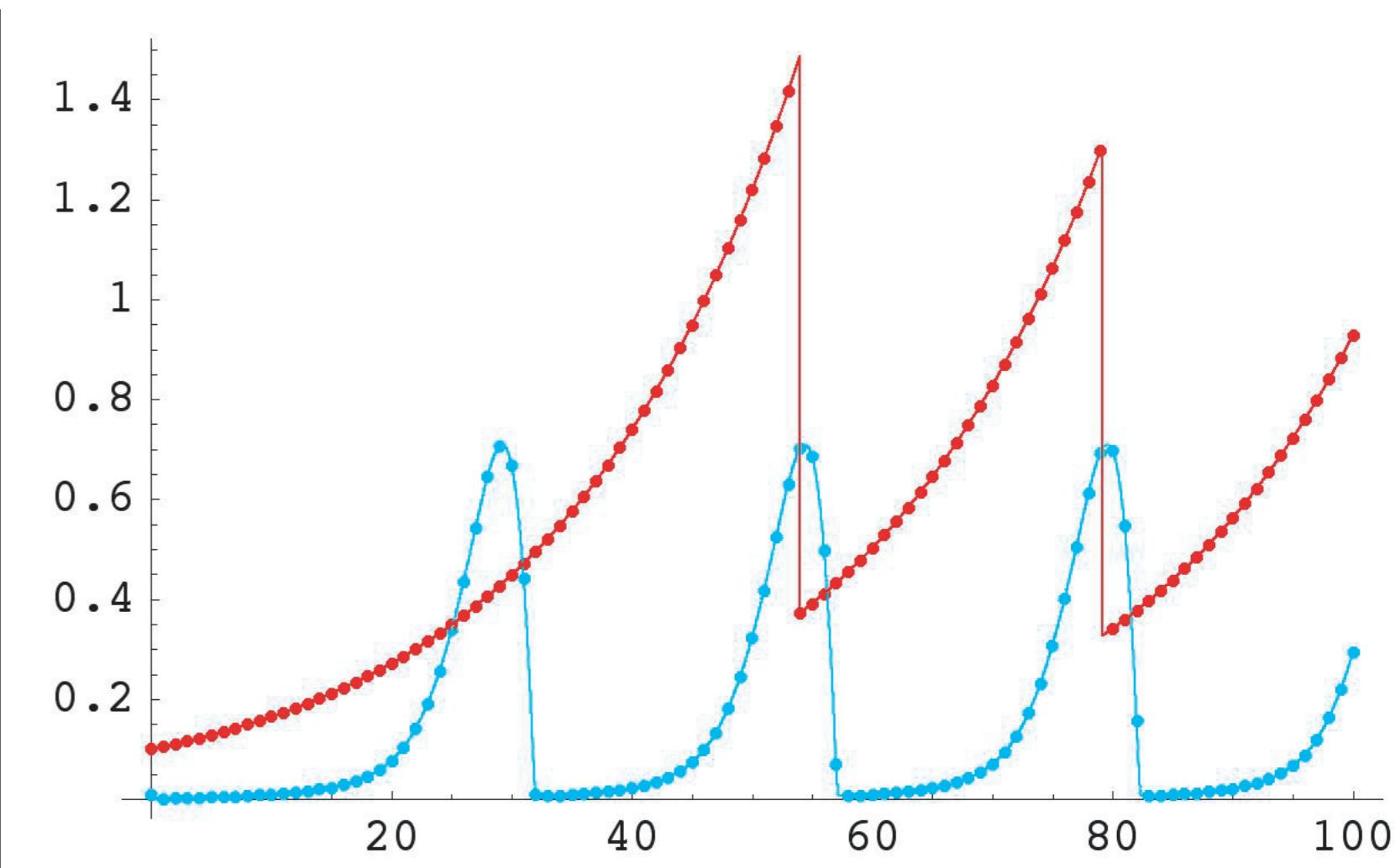
```
n = SBMLNSolve[s, 200];
plt = SBMLPlot[n];
```

The resulting screen plot is shown below.



API Commands to Build the Model

```
<<mathsbml.m;
newModel["GMO"];
addCompartment["cell"];
addFunction[id->mitosis, arguments->{m,mpf},math-
  (>0.6)&(>mpf>0.7));
addSpecies[C,initialConcentration->0.01];
addSpecies[M,initialConcentration->0.01];
addSpecies[X,initialConcentration->0.01];
addSpecies[MI,initialConcentration->0.99];
addSpecies[XI,initialConcentration->0.99];
addParameter[Mass,value->0.1,constant->False];
addParameter[mu,value->0.05];
addParameter[V1,constant->False];
addParameter[V3,constant->False];
addParameter[VMI,value->1];
addParameter[VW3,value->1];
addParameter[Kc,value->0.5];
addRule[type->"RateRule",variable->Mass,
  math->mu*Mass];
addRule[type->"AssignmentRule",variable->V1,
  math->C*V1/(Kc+C)];
addRule[type->"AlgebraicRule",math->M*V3-V3];
addReaction[products->{C},kineticLaw->(vi-kd*c),
  parameters->{vi->0.025,kd>0.01},
  reversible->False];
addReaction[reactants->{C},modifiers->{x},
  kineticLaw->vd*x*(Kd+c),parameters->{vd->0.25,
  x->.02},reversible->False];
addReaction[mi->MI,kineticLaw->
  (V1*MI/(K1+MI)),reversible->False,parameters->
  {K1->.005}];
addReaction[M->MI,kineticLaw->V2*M/(K2+M),
  parameters->{V2->1.5,K2->.005},
  reversible->False];
addReaction[XI->X,kineticLaw->V3*XI/(K3+XI),
  parameters->{K3->.005},reversible->False];
addReaction[X->XI,kineticLaw->V4*X/(K4+X),
  parameters->{K4->.005,V4->.5},reversible->False];
addEvent["CellDivision",trigger->mitosis[Mass,M],
  eventAssignment->{Mass->(Mass/2)}];
createModel["gmo.xml"];
```



To generate a comma-separated value table of the four variables C, M, X and Mass for 50 to 60 at an interval of dt=1,

```
dataTable[{GMO`C, GMO`M, GMO`X, GMO`Mass}, {t, 50,
  60, 1}, n, format -> "CSV", file -> "data.csv"];
```

The contents of data.csv are illustrated:

```
time,GMO`C,GMO`M,GMO`X,GMO`Mass
50,0.553196014058784,0.32297675462959335,0.008544577847197967,1.218249503953895
51,0.5694625611260513,0.41758093719068,0.012920985883036,1.2807104916813272
52,0.585801257071,0.4393326718074,0.015880780700,1.3022206612345718,1.4154337888442
53,0.575660123874749,0.4528161080700,0.015206612345718,1.4154337888442
54,0.5373906493972498,0.701354935550314,0.3324825534021163,0.37199332637414895
55,0.4527248304099748,0.6847319906364804,0.535432700009962,0.39106581205863366
56,0.330194470482806,0.498181440685105,0.6415980510429778,0.4111620620234223
57,0.21784614594566,0.0696098591427386,0.4447815018356824,0.43219458464420035
58,0.19338295786478647,0.06216087295053213,0.008306387669812787,0.454353678467455
59,0.21631184026085276,0.007508819159890513,0.00075620499651549,0.4776488740450335
60,0.2390241960847276,0.0089377465413641,0.0000908879484853492,0.50238469914823
```

Availability and Documentation

MathSBML is available free of charge from SourceForge under an LGPL license. It is open source and may be downloaded with a single click from our download site at:

<http://sf.net/projects/sbml>

Extensive documentation is included with the download, and is also available online at the SBML web site:

<http://www.sbmll.org/software/mathsbml/>

For example, the site map contains links to documentation on all API function points, as illustrated in the figure below.

Acknowledgements

MathSBML was developed at the California Institute of Technology. Support has been provided by ERATO Kitano Project, the US National Institutes of Health, and the US National Science Foundation.

References

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<http://sbml.org>

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