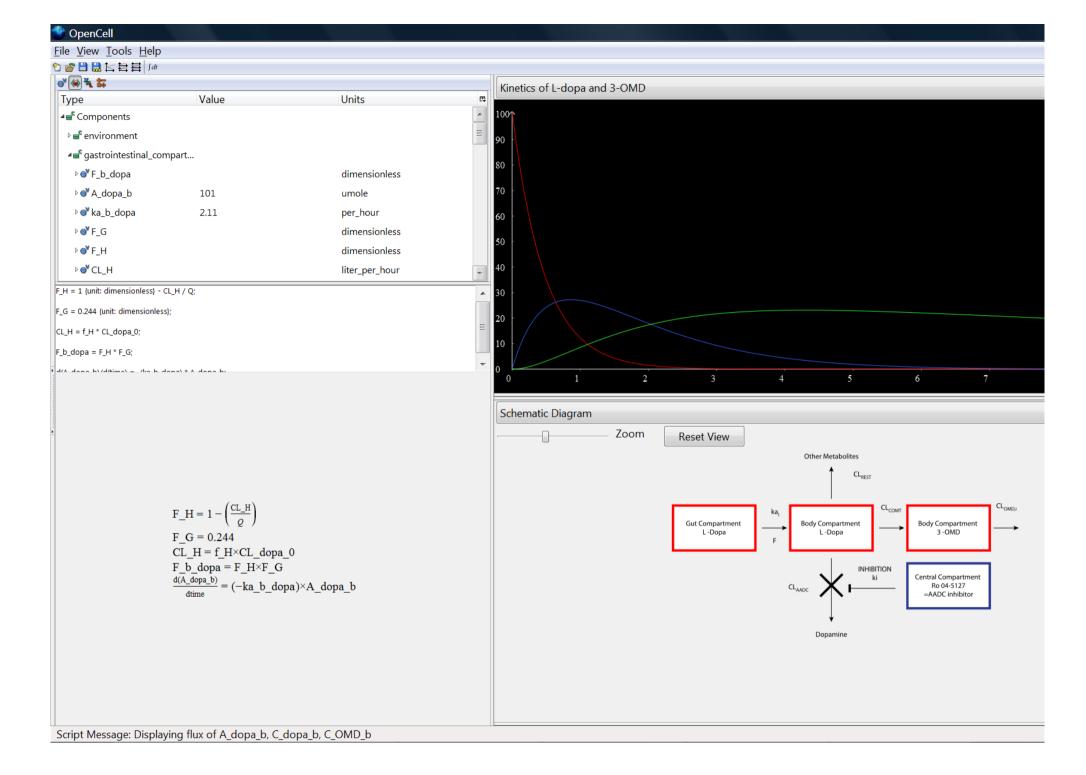
OpenCell software: CellML Libraries

By Randall Britten



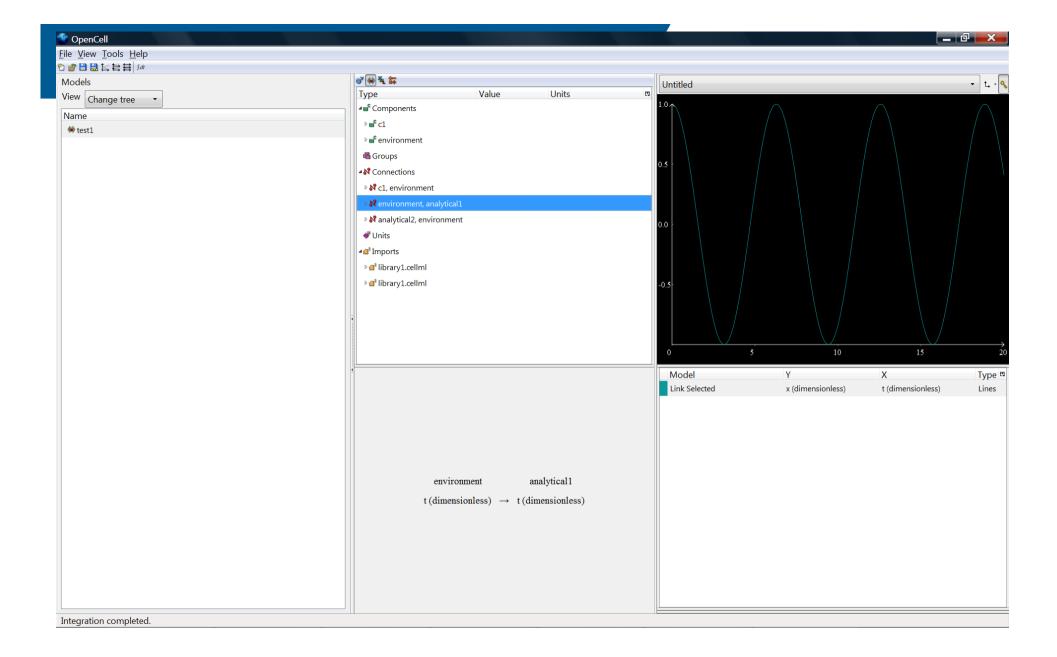
About OpenCell (briefly)

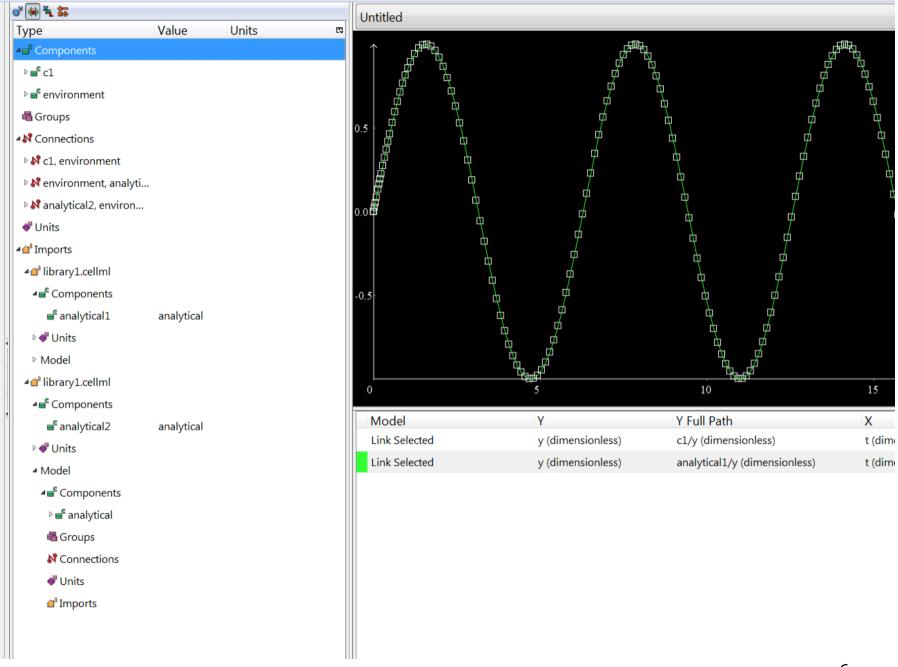
- Current developers:
 - Auckland Bioengineering Institute
 - Andrew Miller
 - Justin Marsh
 - Oxford:
 - Alan Garny
- Free and Open Source
- Windows, Linux, MacOS
- Based on CellML API
- Previously known as
- "Physiome CellML Environment" (PCEnv).

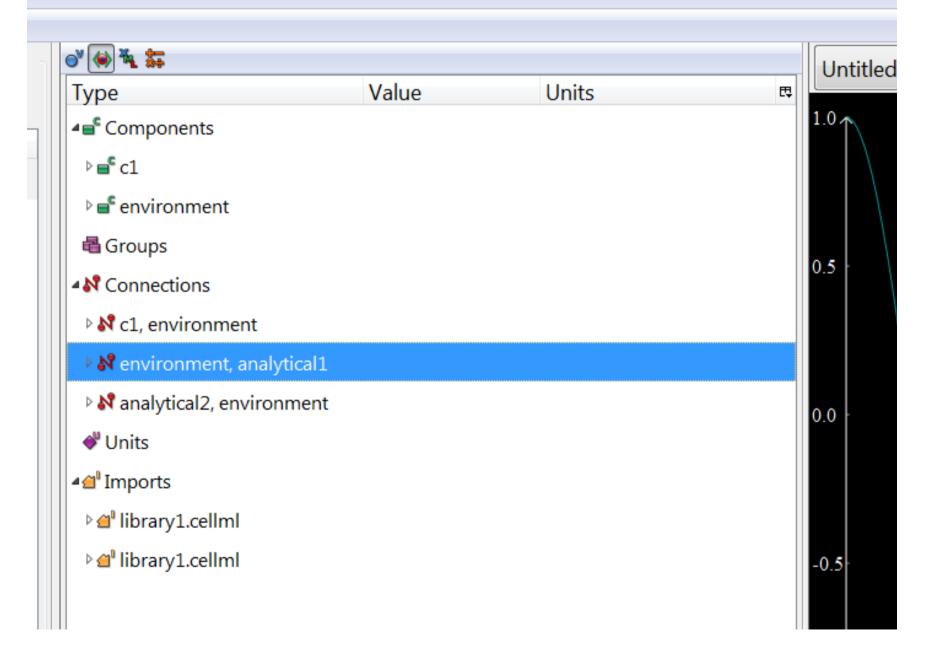


Features of OpenCell that support CellML 1.1

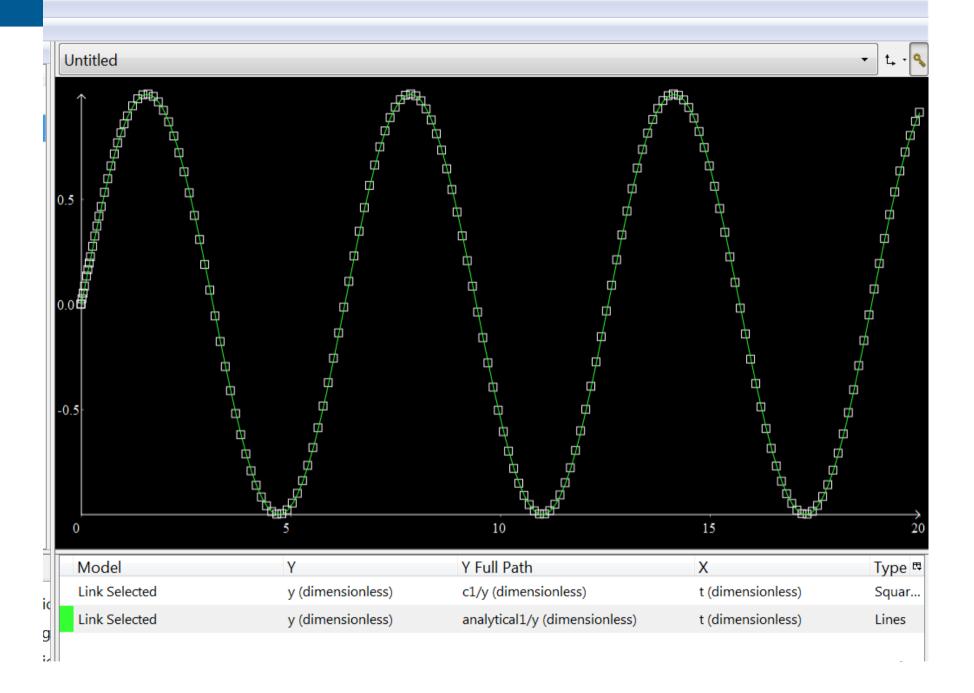
- Supports files that use imports
 - Relative URLs
 - Absolute URLs
- Uses CellML API
 - Subtleties of encapsulation: instantiate encapsulated connected components.
- User interface displays variables via "import path"











Improvements ideas

- Components instantiated via import should appear in model tree so that "drag-n-drop" features can be used:
 - Drag to make connections
 - Drag to view graphs
- View/edit **metadata** (e.g. Variable or component annotation)
- Allow semi-automated connections to be based on metadata

Improvements ideas

SBGN or other Graphical view

- Mathematical display of model including enough info to see compartmentalisation
- Link with PMR2:
 - Browse for components/libraries

Automated Refactoring

- Decompose 1.0 model into 1.1 models with imports (prototype script exists)
- To extract reusable parts of models into components and libraries
- Reconnect (e.g. change to different parameters)

Improvement ideas

- CellML API: address issues to improve uptake by developers.
- Model assemblies:
 - Currently imports refer to files.

Discussion