

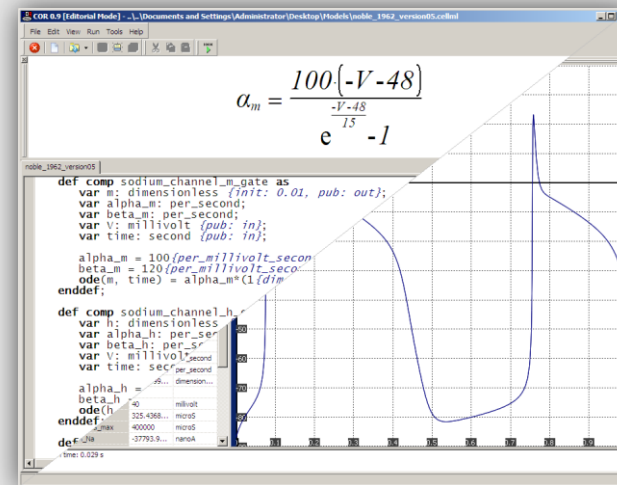
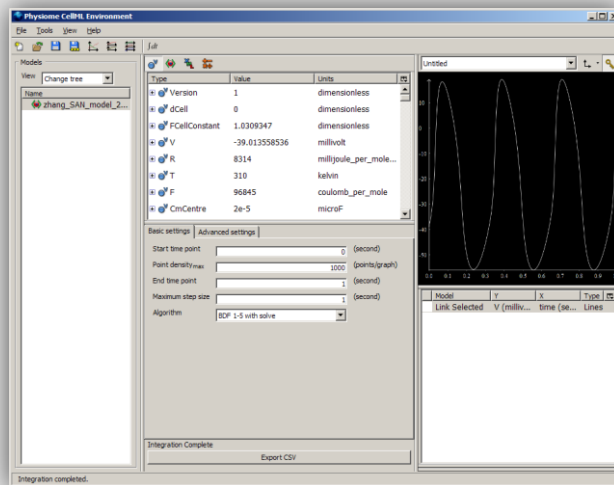
# OpenCOR

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# Background

- The two main environments for editing and simulating CellML files are **COR** (<http://cor.physiol.ox.ac.uk/>) and **OpenCell** (<http://www.opencell.org/>).



- Having very similar goals, their authors decided to work on a combined and improved environment: **OpenCOR**.

# General Information

- OpenCOR is an **open source** project.
- No **license** yet, but it might have to be **GPL** (i.e. not business friendly).
- A (very) simple **website** has been setup.  
⇒ <http://www.opencor.ws/> ⇐
- The project is hosted on **GitHub**.  
⇒ <https://github.com/opencor/opencor/> ⇐
- Currently being developed (using **Qt**), built, run and tested on:
  - **Windows 7**;
  - **Ubuntu 11.04** (Natty Narwhal; both 32-bit and 64-bit); and
  - **Mac OS X 10.7** (Lion).

# General Philosophy

- OpenCOR can be used either from the **command line** or through a **graphical user interface** (GUI).
- Everything is available as a **plugin**. This means that:
  - Features can be enabled/disabled as the user sees fit; and that
  - New features can be easily added (e.g. support for SBML).
- A four-step approach:
  - **Organise** CellML files (**CellML Model Repository**, **File Browser** and **File Organiser** plugins);
  - **Edit** CellML files using different (plugin) views (e.g. **Raw**, **Raw CellML** and **CellML Annotation**);
  - **Simulate** CellML files using the **Single Cell** (plugin) view; and
  - **Analyse** simulation data (pending).

# Plugin Approach

- OpenCOR currently offers the following **interfaces**:
  - **Core**: to initialise/finalise a plugin, as well as to load/save its settings;
  - **File**: to specify the file types supported by a plugin;
  - **GUI**: to customise OpenCOR's GUI (i.e. menus, docking windows and views);
  - **Internationalisation**: to support the translation of a plugin; and
  - **Solver**: to specify the interface to a numerical solver and make it available to other plugins.
- A plugin can have **dependencies** on other plugins.
- A user can decide whether a plugin is to be loaded (e.g. the **Raw CellML** plugin) while other plugins will only be loaded if needed (e.g. the **CellML** plugin).

# Organise CellML Files

- **CellML Model Repository** plugin: an interface to PMR2 through Web services (REST/JSON).
- This work is still in progress, so:
  - Currently: implemented a proof of technical feasibility by retrieving a list of CellML files (and allowing it to be searched and workspaces to be looked up); but
  - In the future: clone a workspace, create an exposure, etc.
- **File Browser** plugin: to get access to physical files, be they CellML files or not.
- **File Organiser** plugin: to virtually organise physical files.

# Edit CellML Files

- People work in different ways and there exist different approaches to modelling.
- It should therefore be possible to edit a CellML file in more than just one way.
- We therefore have different CellML editing views (e.g. a [Raw CellML](#) view, a COR-like view or a tree-like view).
- Those CellML views are connected to a [CellML File Manager](#) to keep track of changes to a CellML file.
- Note: a similar approach could be used to edit SBML files, SED-ML files, etc.

# Simulate CellML Files (I)

- When it comes to simulation, **speed** is paramount.
- A CellML file should therefore be **compiled**. For example:
  - **OpenCell** generates some **C code** (using the **CCGS service**) which is then compiled (using **gcc**) into a **shared library**.
  - **COR** uses its own internal compiler to generate **binary code**.
- However, to rely on **gcc** is not convenient and internal generation of binary code is tedious. So, **OpenCOR**:
  - Generates some **C code** (still using the **CCGS service**);
  - Parses that code to get an **AST representation** of the model;
  - Uses that AST rep. to generate some **LLVM assembly code**;
  - Asks LLVM to compile the assembly code into **binary code**; and
  - Executes the binary code using LLVM's **JIT execution engine**.



# Simulate CellML Files (II)

- Two types of solvers are to be supported initially:
  - ODE solvers (done); and
  - DAE solvers (pending).
- Plugins only know the following about a solver:
  - Its name;
  - Its type (i.e. ODE or DAE solver); and
  - Its parameter names and types (so it can be customised).
- An instance of the solver can also be retrieved.
- Forward Euler and CVODE are two ODE solvers which can currently be used.

# Demonstration time!

# Useful Links

- OpenCOR:
  - Web site: <http://www.opencor.ws/>; and
  - GitHub repository: <https://github.com/opencor/opencor/>.
- Other CellML environments:
  - OpenCell: <http://www.opencell.org/>; and
  - COR: <http://cor.physiol.ox.ac.uk/>.
- Miscellaneous:
  - Qt: <http://qt.nokia.com/>;
  - CellML API: <http://www.cellml.org/tools/api/>;
  - LLVM: <http://www.llvm.org/>; and
  - SUNDIALS (e.g. CVODE and IDA):  
<https://computation.llnl.gov/casc/sundials/main.html>.

