Session 1: Working with PhysiCell Projects



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PhysiCell Project

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Session Goals

- Learn how to work with sample projects
 - Get a list of sample projects
 - Populate a project
 - Look at typical project structure
 - Modify settings
 - Compile and run a populated project
 - See typical model outputs
 - Clear out data and reset
- Learn how to work with user projects
 - Save a user project
 - Get a list of user projects
 - Load (populate) and recompile a user project
 - Pack a user project (for sharing)



Sample projects

- It's inefficient (and a little insane) to code new projects entirely from scratch.
- So, we provide sample projects:
 - 2D/3D template project
 - Cancer models
 - Synthetic multicellular systems
 - Viral dynamics in tissue
 - and more ...
- make [project-name]: populate a sample project
 - (puts all the source files where they belong)
 - Use make to compile it
- make data-cleanup: clean up the output data
- make reset: return to a "clean slate" (depopulate the project)
- make list-projects: display all available sample projects

PhysiCell Project Essentials (1)

- Each PhysiCell release includes sample projects. To list them:
 - make list-projects
- The first step is to populate a project.
 - make project_name>
 - Let's use biorobots-sample:
 - ♦ make biorobots-sample
 - This copies source code, a tailored make file, and configuration files

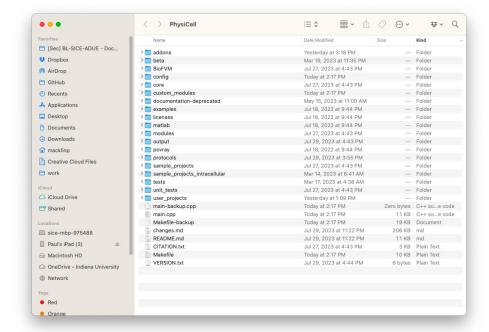
```
PhysiCell — -zsh — 102×39
(base) macklinp@sice-mbp-975488 PhysiCell % make list-projects
Sample projects: template biorobots-sample cancer-biorobots-sample cancer-immune-sample
                 celltypes3-sample heterogeneity-sample pred-prev-farmer virus-macrophage-sample
                 worm-sample interaction-sample mechano-sample rules-sample physimess-sample
Sample intracellular projects: ode-energy-sample physiboss-cell-lines-sample cancer-metabolism-sample
(base) macklinp@sice-mbp-975488 PhysiCell %
[(base) macklinp@sice-mbp-975488 PhysiCell % make biorobots-sample
cp ./sample_projects/biorobots/custom_modules/* ./custom_modules/
touch main.cpp && cp main.cpp main-backup.cpp
cp ./sample projects/biorobots/main.cpp ./main.cpp
cp Makefile Makefile-backup
cp ./sample_projects/biorobots/Makefile .
cp ./config/PhysiCell settings.xml ./config/PhysiCell settings-backup.xml
cp ./sample_projects/biorobots/config/* ./config/
(base) macklinp@sice-mbp-975488 PhysiCell %
(base) macklinp@sice-mbp-975488 PhysiCell %
```

Let's look at the project structure ...

Project directory structure

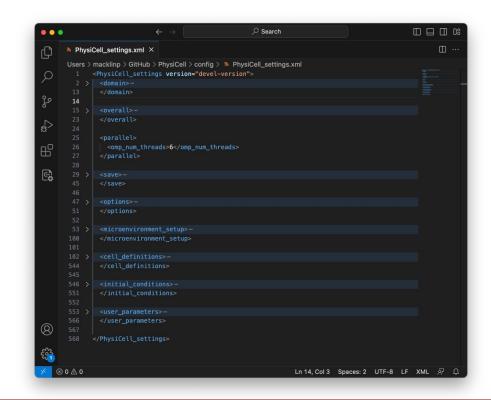
- · (key) directories:
 - ./ (root): main source, Makefile, and executable go here
 - ./addons: officially supported addons, such as PhysiBoSS and libRoadrunner
 - ./beta: for beta-testing (don't use)
 - ./BioFVM: diffusion solver
 - ./config: configuration files
 - ./core: PhysiCell core functions
 - ./custom_modules: put custom code for your project here.
 - ./documentation-deprecated: old user guide, etc.
 - ./examples: deprecated
 - ./licenses: yep
 - ./matlab: scripts and functions to load data in matlab
 - ./modules: standard add-ons for PhysiCell
 - ./output: where data are stored (by default, but can be changed)
 - ./povray: deprecated
 - ./protocols: instructions mostly for maintainers (e.g., release protocols)
 - ./sample projects: where we add sample projects
 - ./sample_projects_intracellular: where we add intracellular sample projects
 - ./tests: for automated testing (WIP)
 - ./unit tests: for automated testing (WIP)
 - ./user_projects: where we save user-driven projects

Most of your work will be in the red directories



Project structure: main config file

- Configuration files (XML)
 - domain: domain size and resolution
 - overall: general options
 - ♦ Final simulation time
 - ♦ Time step sizes
 - parallel: parallelization options
 - ♦ Number of threads
 - save: save options
 - ♦ Save where?
 - ♦ Save SVGs? (how often?)
 - Save full data? (how often?)
 - ♦ Save legacy data (don't)
 - microenvironment_setup: diffusion settings
 - more later
 - cell_definitions: define different cell types and starting parameters
 - ♦ more later
 - user_parameters: simulation-specific settings
 - more later



Project structure: other config files

- As PhysiCell has evolved, it has migrated more setup to ./config
 - ./config/cells.csv:
 An optional comma-separated text file to specify initial cell positions
 - ./config/rules.csv:
 An optional comma-separated text file to write cell rules (based on the cell behavior grammar)
 - ./config/model_n.bnd:
 This type of file specifies Boolean network models for PhysiBoSS / MaBoSS
 - Other: libSBML, PhysiMeSS, dFBA can place additional config files here.

Project structure: custom modules

- Custom Modules
 - Setup functions
 - Cell definitions
 - Custom functions
 - any other modeling
 - Custom coloring functions

```
PhysiCell>cd custom_modules
                  PhysiCell\custom_modules>ls
terogeneity.cpp heterogeneity.
C:\GitHub\engr-MCSB\lectures\Lecture2 source\PhysiCell\custom modules\custom.h - Notepad++
<u>File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window</u>
     PhysiCell settings.xml 🗵 📙 custom.cpp 🗵 📙 custom.h 🗵
         # CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF
         # SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR
         # INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER
         # CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
         #include ... / core / PhysiCell.h"
         #include "../modules/PhysiCell standard modules.h"
         using namespace BioFVM;
         using namespace PhysiCell;
         void tumor cell phenotype with oncoprotein ( Cell* pCell, Phenotype& phenotype, double dt );
         // any additional cell types (beyond cell_defaults)
         extern Cell Definition motile cell;
         // custom cell phenotype functions could go here
         // setup functions to help us along
         void create cell types( void );
         void setup tissue( void );
         // set up the BioFVM microenvironment
         void setup microenvironment( void );
         // custom pathology coloring function
         std::vector<std::string> my coloring function( Cell* );
```

Project structure: custom modules

- Custom Modules
 - Any user-defined globals (at top)
 - ◆ Declared cell types
 - Setup functions
 - - » Do all setup on all cell types
 - Adjust phenotype
 - o Add / adjust custom data
 - Set functions
 - - » Place initial cells in microenvironment
 - » Modify each cell as needed
 - Custom functions
 - any other modeling
 - Custom coloring functions

```
PhysiCell>cd custom_modules
C:\GitHub\engr-MCSB\lectures\Lecture2 source\PhysiCell\custom modules\custom.h - Notepad++
File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window
     PhysiCell settings.xml 🗵 📙 custom.cpp 🗵 📙 custom.h 🗵
         # CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF
         # SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR
         # INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER
         # CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE)
         #include ... / core / PhysiCell.h"
         #include "../modules/PhysiCell standard modules.h"
         using namespace BioFVM;
         using namespace PhysiCell;
         void tumor cell phenotype with oncoprotein ( Cell* pCell, Phenotype & phenotype, double dt );
         // any additional cell types (beyond cell_defaults)
         extern Cell Definition motile cell;
         // custom cell phenotype functions could go here
         // setup functions to help us along
         void create cell types( void );
         void setup tissue( void );
         // set up the BioFVM microenvironment
         void setup microenvironment( void );
         // custom pathology coloring function
         std::vector<std::string> my coloring function( Cell* );
```

Project structure: main.cpp

- main.cpp
 - (in the root directory)
 - calls the setup functions

```
C:\GitHub\engr-MCSB\lectures\Lecture2 source\PhysiCell\main.cpp - Notepad++
Eile Edit Search View Encoding Language Settings Tools Macro Bun Plugins Window ?
           🗟 😘 🚔 | 🕹 🐚 🐚 🗩 🗷 🛗 🛬 🤏 🥞 🖳 🚟 🕇 🏗 🐷 🔊 🗗 🖅 👁 🕨 🗩 🗈 🕦 🕍
             setup microenvironment(); // modify this in the custom code
            // set mechanics voxel size, and match the data structure to BioFVM
             double mechanics voxel size = 30;
            -Cell_Container* cell_container = create_cell_container_for_microenvironment( microenvironment, mechanics_voxel_size );
             /* Users typically start modifying here. START USERMODS */
            create_cell_types();
            setup tissue();
           →// ·set ·MultiCellDS ·save ·options
            →set save biofvm mesh as matlab( true );
            →set save biofvm data as matlab(·true·);
            >set save biofvm cell data( true );
            →set_save_biofvm_cell_data_as_custom_matlab( true );
           →//·save·a·simulation·snapshot
            →char ·filename[1024];
            >sprintf( filename · , · "%s/initial" · , · PhysiCell_settings.folder.c_str() ·);
            save PhysiCell to MultiCellDS xml puqi( filename , microenvironment , PhysiCell globals.current time );
            -// save a quick SVG cross section through z = 0, after setting its
           →// length bar to 200 microns
            PhysiCell SVG options.length bar = 200;
```

Project structure: main.cpp (continued)

- main.cpp
 - set coloring function

```
C:\GitHub\engr-MCSB\lectures\Lecture2_source\PhysiCell\main.cpp - Notepad++
   Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ?
          🗟 😘 🔝 🔏 🖟 🖺 🔝 🖺 🗩 🗷 🗷 🗷 🗷 🔀 🔀 🗷 🗷 🗷 🗷 🗷 🗷 🗷 🗷 🗷 🗷 🗷 🗷 🗷
   PhysiCell settings.xml 🗵 🔚 custom.cpp 🗵 🗎 custom.h 🗵 📑 main.cpp 🗵
            std::vector<std::string> (*cell_coloring_function) (Cell*) = my_coloring_function;
             sprintf( filename , "%s/initial.svq" , PhysiCell settings.folder.c str() );
            •SVG_plot(·filename·, ·microenvironment, ·0.0·, ·PhysiCell_globals.current_time, ·cell_coloring_function·);
            display citations();
           →//·set·the·performance·timers
            BioFVM::RUNTIME_TIC();
            →BioFVM::TIC();
            std::ofstream report file;
            if( PhysiCell settings.enable legacy saves == true )
                sprintf( filename , "%s/simulation report.txt" , PhysiCell settings.folder.c str() );
                report file<<"simulated time\tnum cells\tnum division\tnum death\twall time"<<std::endl;
          while ( PhysiCell globals.current time < PhysiCell settings.max time + 0.1*diffusion dt )
                    pif( fabs( PhysiCell globals.current time - PhysiCell globals.next full save time ) < 0.01 * diffusion dt )</pre>
                        display simulation status ( std::cout );
                        if( PhysiCell settings.enable legacy saves == true )
          Type here to search
```

Project structure: main.cpp (continued)

- main.cpp
 - insert custom routines
 - This would be a good place to put extensions.

```
C:\GitHub\engr-MCSB\lectures\Lecture2_source\PhysiCell\main.cpp - Notepad++
  Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ?
                  PhysiCell globals.next full save time += PhysiCell settings.full save interval;
                    if ( fabs ( PhysiCell globals.current time - PhysiCell globals.next SVG save time - ) < 0.01 * diffusion dt )
                        if( PhysiCell settings.enable SVG saves == true
                            sprintf(filename, "%s/snapshot%08u.svg", PhysiCell settings.folder.c str(), PhysiCell globals.SVG output index);
                            SVG plot (filename, microenvironment, 0.0, Physicell globals.current time, cell coloring function);
                            PhysiCell globals.SVG output index++:
                            PhysiCell globals.next SVG save time += PhysiCell settings.SVG save interval;
                    // update the microenvironment
                    microenvironment.simulate diffusion decay( diffusion dt );
                    ((Cell Container *)microenvironment.agent container) -> update all cells( PhysiCell globals.current time );
                    PhysiCell globals.current time += diffusion dt;
                 if( PhysiCell_settings.enable_legacy_saves == true )
                    log output (PhysiCell globals.current time, PhysiCell globals.full output index, microenvironment, report file);
                    report file.close();
```

A last word on C++ source files

- Most modelers will use the cell behavior grammar to write their models.
 - Such models will not require modifying the source files you saw.
- However, it's wise to understand the structure of PhysiCell:
 - Know which files are yours (specific to your project) and which belong to PhysiCell
 - Know where to make edits if you need to.
- PhysiCell ecosystem developers may need this technical knowledge.
 - Future workshops may split: one for users, and one for ecosystem contributors.
 - This year, developer-focused optional sessions are marked "advanced."

Now, let's get back to working with sample projects.

PhysiCell Project Essentials (2)

- Now, compile the project
 - make

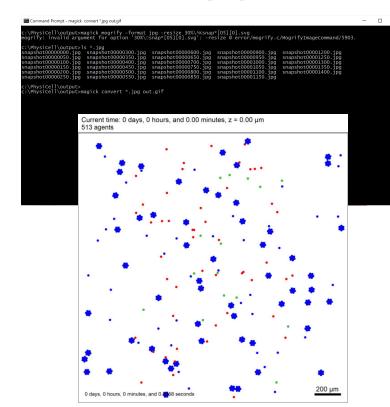
- Then, run the project
 - ./biorobots (Linux, MacOS)
 - biorobots.exe (Windows)
- This should take about 5 minutes





PhysiCell Project Essentials (3)

- Look at saved data
 - Most projects save data to ./output
 - ♦ XML files give metadata, mesh, and substrate info
 - ◆ MAT file save (compressed) substrate and cell data
 - ♦ SVG files are visual quick snapshots
 - ♦ More on loading XML / MAT files in Python later
- Let's convert SVG to rescaled JPEG
 - magick mogrify -format jpg -resize 30% snap*.svg
 - ♦ Convert snapshot00000000.svg, snapshot00000001.svg, ...
 - magick mogrify -format jpg -resize 30% snap*[05][0].svg
 - ♦ Convert snapshot00000000.svg, snapshot00000050.svg, ...
- Now, let's create an animated GIF
 - magick convert *.jpg out.gif



Working with the images

- To convert all the SVG files to PNG format magick mogrify -format png snap*.svg
- To convert every SVG file ending in 0 or 5 to JPG format magick mogrify -format jpg snap*[05].svg
- To convert the JPG files to an animated GIF
 magick convert *.jpg out.gif

Handy tricks!

Use make jpeg to create a full set of JPGs

Use make movie easily create the mp4.

To create an mp4 movie:

```
ffmpeg -r 24 -f image2 -i snapshot%08d.jpg -vcodec libx264 -pix_fmt yuv420p -strict -2 -tune animation -crf 15 -acodec aac out.mp4
```

PhysiCell Project Essentials (4)

Data cleanup

- Clean up data to get ready for another run
- make data-cleanup

- Reset to a clean slate
 - De-populate the project
 - Get ready for another project
 - make reset

```
c:\Physicell>make data-cleanup
rm = f *.mat
rm = f *.mat
rm = f *.xml
rm = f *.xml
rm = f *.xml
rm = f *.svg
rm = f .Output/*
touch ./Output/empty.txt

c:\Physicell>make reset
rm = f *.cpp
rm = f .Output/empty.txt

c:\Physicell>make reset
rm = f *.cpp
rm = f .Output/empty.txt

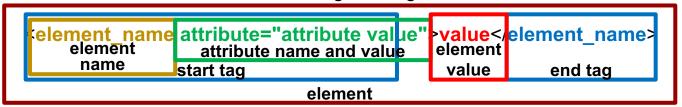
c:\Physicell>make reset
rm = f *.cpp
rm = f .Output/empty.txt

touch .ALL_CITATIONS.txt
touch .ALL_CITATIONS.txt
rm ALL_CITATIONS.txt
couch AIL_CITATIONS.txt
cp ./config/Physicell_settings-backup.xml ./config/Physicell_settings.xml
c:\PhysiCell>|
```

Changing settings in a project

XML Refresher (1)

- XML stands for eXtensible Markup Language
 - (Think of it as a generalization of HTML.)
- Information in XML are stored in elements. Key elements are:
 - element name in a start tag
 - attributes and values
 - element value
- If an element has a value, it must have a matching end tag:



• If an element has attributes but no value, you can use a more compact form:

<element name attribute1="attribute 1 value" attribute2="attribute 2 value" />



XML Refresher (2)

Just like HTML, XML can have sub-elements:

- By convention:
 - the name of the element is a parameter name
 - the element's value is the parameter value
 - attributes are used to store metadata or other clarifications (e.g., units)

<diffusion coefficient units="micron/min^2">1000</diffusion coefficient>

First, populate the cancer heterogeneity project

- List all available sample projects
- Populate the cancer heterogeneity project
- Build the project
- Change some settings (next slide)

```
PS C:\Users\PaulT\Downloads\PhysiCell-1.7.1\PhysiCell-1.7.1> make list-projects
Sample projects: template2D template3D biorobots-sample cancer-biorobots-sample heterogeneity-sample
cancer-immune-sample virus-macrophage-sample template
PS C:\Users\PaulT\Downloads\PhysiCell-1.7.1\PhysiCell-1.7.1> make heterogeneity-sample
cp ./sample_projects/heterogeneity/custom_modules/
touch main.cpp &c p main-backup.cpp
cp ./sample_projects/heterogeneity/main-heterogeneity.cpp ./main.cpp
cp Makefile Makefile-backup
cp ./sample_projects/heterogeneity/Makefile .
cp ./config/PhysiCell_settings.xml ./config/PhysiCell_settings-backup.xml
cp ./sample_projects/heterogeneity/config/* ./config/
PS C:\Users\PaulT\Downloads\PhysiCell-1.7.1\PhysiCell-1.7.1> make __
```

How to change settings in XML

- Open config/PhysiCell_settings.xml
- Major sections:
 - domain -- how big of a region to simulate
 - overall -- how long to simulate, time step sizes
 - parallel -- OpenMP settings
 - save -- how often to save SVG images and full data
 - microenvironment -- settings on diffusing substrates
 - user_parameters -- model-specific settings
 - cell_definitions -- set baseline cell properties

Exercise: change settings and run

• Let's set the maximum simulation time to 2160 minutes

• Let's set the domain to [-500,500] x [-500,500] to speed it up

- Let's set the oncoprotein standard deviation to 3
- Let's set the max oncoprotein to 10 (mean + 3 standard deviations)
- Compile and run as before.

Let's set options and run (1)

- Open ./config/PhysiCell-settings.xml
- Let's set the domain size in the domain block
 - Switch to [-500,500] x [-500,500] x [-10,10] to speed it up

Let's set options and run (2)

- Let's also look at the user_parameters block
 - Let's change the oncoprotein standard deviation (oncoprotein_sd) to 3 (more variation)
 - Let's change the max oncoprotein (oncoprotein_max) to mean + 3 sds = 1 + 9 = 10

Let's set options and run (3)

- Let's look at the overall block
 - Set max time to 1.5 days = 1.5 x 24 x 60 = 2160 minutes

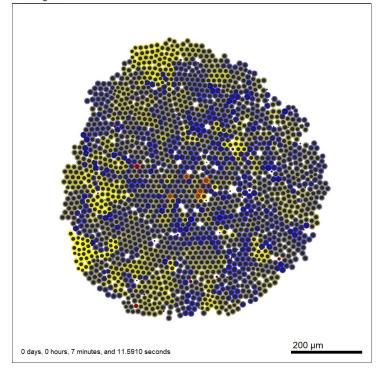
- Let's look at the save block
 - Set the full save interval to 6 hours = 360 minutes

• Now, run! (./heterogeneity)

Let's do a quick visualization

- make gif
- We can see that the yellow cells eventually "win": they grow faster and form microcolonies within the tumor
- The effect is greatest on the outside edge: They have access to more O₂ here

Current time: 5 days, 0 hours, and 0.01 minutes, z = 0.00 μ m 1996 agents



A last word on configuration files

- PhysiCell is migrating its model specification into markup and configuration files.
- Most of these will be edited graphically, as in the next session.
- However, it's wise to understand the structure of PhysiCell:
 - Know which files are yours (specific to your project) and which belong to PhysiCell
 - Know where to make edits if you need to.
- PhysiCell ecosystem developers may need this technical knowledge.
 - Future workshops may split: one for users, and one for ecosystem contributors.
 - This year, developer-focused optional sessions are marked "advanced."

User Projects

- We now support saving and loading user projects.
- make save PROJ= [project-name]: save a user project
 - saves user project files in ./user_projects/[project-name]
 - files currently saved:
 ./config/* main.cpp Makefile ./custom_modules/*
- make load PROJ=[project-name]: load a user project
 - loads user project files from ./user_projects/[project-name]
 - Use make to compile and run the project
- make list-user-projects:
 list all prior user projects

Packing and Sharing User Projects

- You may want ot share your PhysiCell project with another scientist. This is not yet developed, but here's a method:
 - 1. zip the contents of your project (stored in ./user_projects/[my-project])
 cd ./user_projects && zip -r \$[my-project].zip [my-project]
 - 2. Share / email the zip file with another user
 - 3. Instruct them to unzip it in their ./user_projects folder
- Note: PhysiCell 1.13.1 will probably have a make pack PROJ=[my-project] rule
- Future development direction:
 - Create a true XML format for PhysiCell projects
 - ♦ Provenance
 - ♦ Versioning (e.g., version of PhysiCell used)
 - ♦ Desired executable name
 - ♦ Project instructions / documentation ...



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