

1.2 Scope and Limitations

SBML Level 1 is meant to support non-spatial biochemical models and the kinds of operations that are

The meaning of each component is as follows:

Unit definition: A name for a unit used in the expression of quantities in a model. Units may be supplied

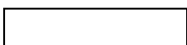


Figure 1:

reference is "http://www.mysim.org/ns" and the prefix is mysim

```
letter ::= 'a' .. 'z' , 'A' .. 'Z'
digit  ::= '0' .. '9'
name   ::= ( letter | '_' ) ( letter | digit | '_' )*
```

Figure 3: *The definition of the type SName, expressed in the variant of Extended Backus-Naur Form (EBNF) used by the XML 1.0 specification (Bray et al., 2000). The characters (*

Name	Allowable Units	Default Units
substance	moles <i>or</i> number of molecules	moles
vol ume		

The optional boolean field boundaryCondition

The following is an example of parameters defined at the Model level:

```
<model >
  ...
  <listOfSpecies>
    ...
  </listOfSpecies>
  <listOfParameters>
    <parameter name="Km1" value="2.3" units="second"/>
    <parameter name="Km2" value="10.7" units="second"/>
  </listOfParameters>
  <listOfReactions>
    ...
  </listOfReactions>
  ...
</model >
```

Figure 9: *The definition of Rule and derived types.*

4.6.1 AlgebraicRule

The rule type AlgebraicRule is used to express equations whose left-hand sides are zero. AlgebraicRule does not add any fields to the basic Rule; its role is simply to distinguish this case from the other cases.

4.6.2 SpeciesConcentrationRule

The SpeciesConcentrationRule structure adds one field, **species**, to the basic AssignmentRule type. The field **species** has type SName and is used to identify the **species** affected by the rule. The effect of the rule depends on the value of type

Figure 10: *The definitions of Reaction, Kinetic Law and*

4.7.2 Kineti cLaw

A kineti cLaw


```

        </listOfProducts>
        <kineticLaw formula="(vm * s1)/(km + s1)"/>
    </reaction>
    <reaction name="v2">
        <listOfReactants>
            <speciesReference species="s1"/>
        </listOfReactants>
        <listOfProducts>
            <speciesReference species="s2"/>
        </listOfProducts>
        <kineticLaw formula="(vm * s2)/(km + s2)"/>
    </reaction>
    <reaction name="v3">
        <listOfReactants>
            <speciesReference species="s2"/>
        </listOfReactants>
        <listOfProducts>
            <speciesReference species="x1"/>
        </listOfProducts>
        <kineticLaw formula="(vm * s1)/(km + s1)"/>
    </reaction>
</listOfReactions>
</model>
</sbml>

```

5.3 An Example of Using Rules

This section illustrates the use of rules in a system of compartmental models. The model is a compartmental model with three compartments: X_0 , S_1 , and S_2 . The model is defined by the following rules:

$$\begin{aligned}
 X_0 &\xrightarrow{k_1} S_1 \\
 S_1 &\xrightarrow{k_f} S_2 \\
 S_2 &\xrightarrow{k_2} X_1
 \end{aligned}$$

The model is defined by the following parameters:

$$k_1 = 0.1, \quad k_2 = 0.15, \quad k_f = K_{eq}10000, \quad k_r = 10000, \quad K_{eq} = 2.5.$$

Our vision for SBML is to create an open standard that will enable simulation software to exchange models. SBML is not static; we continue to develop and experiment with it, and we interact with other groups who seek to develop similar markup languages. We plan on continuing to evolve SBML with the help of the systems biology community to make SBML increasingly more powerful, flexible and useful.

6.1 Future Enhancements to SBML: Level 2 and Beyond

As mentioned above, SBML Level 1 is intended to provide the most basic foundations for modeling bio-eion

SBML is closer to the internal object model used in a number of common model simulation packages. Because SBML Level 1 is being developed in the context of interacting with a number of existing software packages, it is a more concrete language than CellML and may be better suited to its purpose of enabling interoperability with existing simulation tools. However, CellML offers viable alternative ideas and the developers of SBML and CellML are actively engaged in ensuring that the two representations can be translated between each


```
</xsd:annotation>
<xsd:restriction base="xsd:string">
  <xsd:pattern value="(_|[a-z]|[A-Z])(_|[a-z]|[A-Z]|[0-9])*"/>
</xsd:restriction>
</xsd:simpleType>
<!--The definition of SBase follows.-->
<xsd:complexType name="SBase" abstract="true">
  <xsd:annotation>
    <xsd:documentation>The SBase type is the base type of all main
      components in SBML. It supports attaching notes and annotations
      to components.
    </xsd:documentation>
  </xsd:annotation>
  <xsd:sequence>
    <xsd:element name="notes" minOccurs="0">
```

</xsd:restriction></xsd:simpleType><!--The definition of Unit follows.--><xsd:complexType name="Unit"><xsd:comp

```
</xsd:restriction>
</xsd:simpleType>
<xsd:complexType name="Rule" abstract="true">
  <xsd:complexContent>
    <xsd:extension base="SBase">
      <xsd:attribute name="formula" type="xsd:string" use="required"/>
    </xsd:extension>
  </xsd:complexContent>
</xsd:complexType>
```



```

        <xsd:element name="parameterRule" type="ParameterRule" minOccurs="0"/>
      </xsd:choice>
    </xsd:complexType>
  </xsd:element>
  <xsd:element name="ListOfReactions" minOccurs="0">
    <xsd:complexType>
      <xsd:sequence>
        <xsd:element name="reaction" type="Reaction" maxOccurs="unbounded"/>
      </xsd:sequence>
    </xsd:complexType>
  </xsd:element>
</xsd:sequence>
<xsd:attribute name="name" type="SName" use="optional"/>
</xsd:extension>
</xsd:complexContent>
</xsd:complexType>
<!-- Th</xsvxmplwigh</xsi se" Th</xs5(tyh</xsdefi n="")-i opti h</xsvxre" Th</xs5op-l evel h</xsd:element>
<xsd:complexType namesbml Docul emee="
</xsd:sequence>

```


Name	Arguments	Meaning	Formula
mass	S_i, k	Mass Action Kinetics	$v =$

Name	Arguments	Meaning	Formula
uctr	$S, P, A_c,$		

Symbol	Meaning
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References

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W3C (2000a). Naming and addressing: URIs, URLs, ... Available via the World Wide Web at <http://www.w3.org/Addressing/>.

W3C (2000b). W3C's math home page. Available via the World Wide Web at <http://www.w3.org/Math/>.