

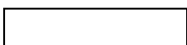




## **1.2 Scope and Limitations**

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





**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
volume	liters	liters
time	seconds	seconds



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 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



## Appendix

### A Summary of Notation

```
</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>
<!-- The following is the type definition for the top-level element in an SBML document.-->
<xsd:complexType name="sbmlDocument">
    <xsd:sequence>
        <xsd:element name="model" type="Model"/>
    </xsd:sequence>
    <xsd:attribute name="level" type="xsd:positiveInteger" use="required" fixed="1"/>

```



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





Name	Arguments	Meaning	Formula
uctr	$S, P, A_c,$ $V_f, V_r,$ $K_{mS}, K_{mP}$		

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/>.