

Biocellion Model Specification in XML

Biocellion models can be represented using the XML tags and attributes discussed in this document. Use `biocellion.py` to translate the XML model specification into C++ for compilation and execution.

1 XML Tags

The following tags are currently supported. Some tags are required.

1.1 `<?xml?>`

Begin every model XML file with the XML versioning tag.

```
<?xml version="1.0" encoding="utf-8" ?>
```

1.2 `<model>`

Every model must be contained in the `<model></model>` tag, with exactly one model per XML file. Each `<model>` may contain the following tags.

1.2.1 Allowed Subtags

Tag	Required Count	Notes
<code><simulator></code>	1	
<code><input></code>	0 or 1	Not supported yet.
<code><solute></code>	≥ 0	
<code><molecule></code>	≥ 0	
<code><particle></code>	≥ 0	
<code><interaction></code>	≥ 0	
<code><world></code>	1	
<code><reaction></code>	≥ 0	
<code><molecularReactions></code>	0	Not supported yet.
<code><solver></code>	≥ 1	
<code><agentGrid></code>	1	
<code><species></code>	≥ 0	

1.2.2 Allowed Attributes

No attributes are allowed.

1.2.3 Allowed Text Values

No text values are allowed, only subtags.

1.2.4 Example

```
<model>
...
</model>
```

1.3 <param>

<param> tags are used for specifying various parameters to define the model. For example, how many simulated hours to run the simulation. Parameters have a name attribute, and a text value. Most parameters also expect a unit attribute. Many unit conversions are supported.

1.3.1 Allowed Subtags

No subtags are allowed.

1.3.2 Allowed Parameters

No parameters are allowed.

1.3.3 Allowed Attributes

Attribute	Required	Notes
name	Yes	Name of the parameter.
unit	Recommended	Units of the value.

1.3.4 Allowed Text Values

The text values is usually a floating point number, but could be an integer, or a boolean specification.

1.3.5 Examples

```
<model>
...
<simulator>
  <param name="outputPeriod" unit="hour">0.1</param>
  <param name="agentTimeStep" unit="hour">0.1</param>
  <param name="numStateAndGridTimeStepsPerBaseline">1</param>
```

```

    ...
  </simulator>
  ...
</model>

```

1.4 <simulator>

Every <model> must contain one <simulator> tag. This tag is used to control high-level time related settings for the simulation.

1.4.1 Allowed Subtags

Tag	Required Count	Notes
<param>		See required parameters below.
<timeStep>	1	

1.4.2 Allowed Parameters

Parameter	Required	Type	Units	Notes
outputPeriod	Yes	float	time	Simulated time between data output.
agentTimeStep	Yes	float	time	Simulated time delta per baseline timestep
numStateAndGridTimeStepsPerBaseline	Yes	integer		Internal timesteps per baseline timestep.
restartPreviousRun	No	boolean		Not supported yet.
randomSeed	No	integer		Not supported yet.
chemostat	No	boolean		Not supported yet.
diffusionReactionOnAgentTime	No	boolean		Not supported yet.

1.4.3 Allowed Attributes

No attributes are allowed.

1.4.4 Allowed Text Values

No text values are allowed, only subtags.

1.4.5 Example

```

<model>
  ...
  <simulator>
    <param name="outputPeriod" unit="hour">0.1</param>
    <param name="agentTimeStep" unit="hour">0.1</param>
    <param name="numStateAndGridTimeStepsPerBaseline">1</param>
    ...
  </simulator>
</model>

```

```

    </simulator>
    ...
</model>

```

1.5 <timeStep>

The <simulator> must contain one <timeStep> tag. This tag is used to control the end of the simulation.

1.5.1 Allowed Subtags

Tag	Required Count	Notes
<param>		See required parameters below.

1.5.2 Allowed Parameters

Parameter	Required	Type	Units	Notes
endOfSimulation	Yes	float	time	Simulated time to end the simulation.
adaptive	No	boolean		Not supported yet.
timeStepIni	No	float	time	Not supported yet.
timeStepMin	No	float	time	Not supported yet.
timeStepMax	No	float	time	Not supported yet.

1.5.3 Allowed Attributes

No attributes are allowed.

1.5.4 Allowed Text Values

No text values are allowed, only subtags.

1.5.5 Example

```

<model>
  ...
  <simulator>
    ...
    <timeStep>
      <param name="endOfSimulation" unit="hour">1.0</param>
    </timeStep>
  </simulator>
  ...
</model>

```