# Arrays Package

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#### SBML Current Limitations

- Currently, mathematical operations in SBML are restricted to operations on scalar values.
- Regular structures cannot be represented efficiently.
- This motivated the development of the arrays package.

#### Extensions to MathML

- constructors:
  - vector
- element referenced operator.
  - selector

# **Vector Examples**

#### **Empty Vector**

Infix Notation	MathML
{}	<vector></vector>

# **Vector Examples**

#### 1-D Vector

Infix Notation	MathML
	<vector></vector>
	<pre><cn type="integer">1</cn></pre>
{1,2,3}	<pre><cn type="integer">2</cn></pre>
	<pre><cn type="integer">3</cn></pre>

#### Vector Examples

#### 2-D Vector

#### Infix Notation MathML <vector> <vector> <cn type="integer">0</cn> <ci>X</ci> </vector> <vector> <cn type="integer">1</cn> $\{\{0,X\},\{1,X+1\}\}$ <apply> <plus /> <ci>X</ci> <cn type="integer">1</cn> </apply> </vector> </vector>

# Selector Examples

#### Selector for selecting an object from a 1-D array

Infix Notation	MathML
	<apply></apply>
	<selector></selector>
X[0]	<ci>X</ci>
	<pre><cn type="integer">0</cn></pre>

## Selector Examples

#### Selector for selecting an object from a 2-D array

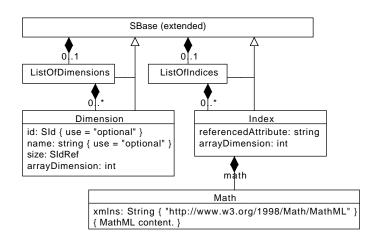
#### Infix Notation MathML <apply> <selector /> <ci>X</ci> <apply> <minus /> <apply> <minus /> X[(n-1)-i][i]<ci>n</ci> <cn type="integer">1</cn> </apply> <ci>i</ci> </apply> <ci>j</ci> </apply>

# Selector Examples

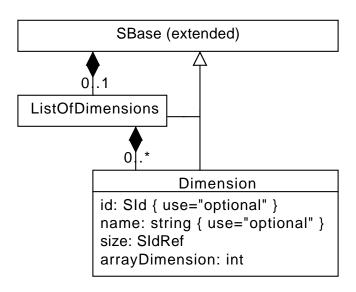
#### Selector for selecting an object from a vector

#### 

#### **Arrays Extension**



#### Dimension



## **Dimension Example**

Example how you would create a 10x10 compartment array in SBML.

## **Dimension Example**

Create parameter to be used as the dimension size.

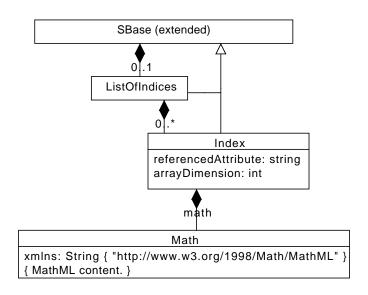
## Dimension Example

Create two dimension objects of size n.

#### SBML Elements That Can Have List Of Dimensions

- In SBML Core, ListOf objects are not allowed to have a ListOfDimensions.
- All SBML objects defined that inherit from SBase are permitted to have a ListOfDimensions unless it is explicitly disallowed in the corresponding specification.
- In SBML Core, the elements that can have a ListOfDimensions are:
  - Compartments
  - Species, Parameters
  - Initial assignments
  - Rules
  - Constraints
  - Reactions
  - Species references
  - Events
  - Event assignments

#### Index



# Index Example

```
n = 10;
x[n], y[n];
for (d0=0; d0 < n; d0++) {
  y[(n-1) - d0] = x[d0];
}
```

# Index Example

```
n = 10;
x[n], y[n];
for (d0=0; d0 < n; d0++) {
  y[(n-1) - d0] = x[d0];
}
```

Create parameter to be used as the size of the arrays.

#### Index Example

```
n = 10;
x[n], y[n];
for (d0=0; d0 < n; d0++) {
  y[(n-1) - d0] = x[d0];
}</pre>
```

#### Create parameter array X.

#### Create parameter array Y.

# Index Example

```
n = 10;
x[n], y[n];
for (d0=0; d0 < n; d0++) {
  y[(n-1) - d0] = x[d0];
}
```

#### Create an array of assignment rules with size n.

# Index Example

```
n = 10;
x[n], y[n];
for (d0=0; d0 < n; d0++) {
  y[(n-1) - d0] = x[d0];
}
```

#### Assign a value to y.

```
<arrays:listOfIndices>
       <arrays:index referencedAttribute="variable"</pre>
         arrayDimension="0">
           <math>
               <apply>
                   <apply>
                       <minus/>
                       <apply>
                          <minus/>
                          <ci> n </ci>
                          <cn type="integer"> 1 </cn>
                      </apply>
                       <ci> d0 </ci>
                   </apply>
               </apply>
           </mat.h>
       </arrays:index>
   </arrays:listOfIndices>
```

#### Assign a value to y at (n-1)-d0.

```
<arrays:listOfIndices>
       <arrays:index referencedAttribute="variable"</pre>
         arrayDimension="0">
           <math>
               <apply>
                   <apply>
                       <minus/>
                       <apply>
                          <minus/>
                          <ci> n </ci>
                          <cn type="integer"> 1 </cn>
                      </apply>
                      <ci> d0 </ci>
                   </apply>
               </apply>
           </mat.h>
       </arrays:index>
   </arrays:listOfIndices>
```

#### Assign the value of x[d0] to y[(n-1)-d0].

#### SBML Core Elements That Can Have List of Indices

- Only SBML objects that include defined attributes of type SIdRef are permitted to have a List of Indices.
- The following SBML Core objects can have a List of Indices:
  - Model conversionFactor
  - Species compartment, conversionFactor
  - Initial assignments symbol
  - Rules variable
  - Species references species
  - Events assignments variable

## **Arrays Validation**

- A validation routine for the Arrays package is implemented in JSBML.
- The arrays specification defines a set of rules that models using the arrays extension must not violate.
- The validation routine checks if every validation rule is met.

# Arrays Validation Rules Examples (MathML)





(Ragged)



(OK) {{1,2,3}, {4,5,6}}





{{{1}},{2},3}}



(Vectors do not match in size)



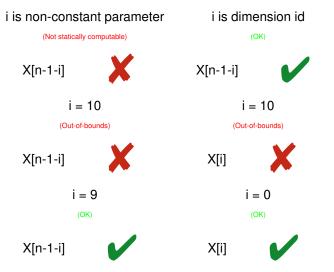


(0)



# Arrays Validation Rules Examples (MathML)

• n is a constant parameter of size 10 and X is an array of size n.



#### (Multiple Dimension objects with the same array dimension attribute)

```
<arrays:listOfDimensions
xmlns:arrays="http://www.sbml.org/sbml/level3/version1/arrays/version1">
    <arrays:dimension arrays:size="n" arrays:arrayDimension="0"/>
    <arrays:listOfDimensions></arrays:listOfDimensions></arrays:listOfDimensions></arrays:arrayDimension="0"/></arrays:listOfDimensions></arrays:arrayDimension="0"/></arrays:listOfDimensions></arrays:arrayDimension="0"/></arrays:listOfDimensions></arrays:arrayDimension="0"/></arrays:listOfDimensions></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrayDimension="0"/></arrays:arrays:arrays:arrays:arrays:arrays:arrays:arrays:arrays:arrays:arrays:arrays:arrays:arra
```



(OK)

```
<arrays:listOfDimensions
  xmlns:arrays="http://www.sbml.org/sbml/level3/version1/arrays/version1">
  <arrays:dimension arrays:size="n" arrays:arrayDimension="0"/>
  <arrays:dimension arrays:size="n" arrays:arrayDimension="1"/>
  </arrays:listOfDimensions></arrays:arrayDimension="1"/></arrays:listOfDimensions></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrays:arrayDimension="1"/></arrays:arrays:arrays:arrays:arrays:arrays:arrays:arrays:arrays:arrays:arrays:arrays:arrays:arrays
```



#### (Must have a Dimension object with array dimension of value 0)

<arrays:listOfDimensions
 xmlns:arrays="http://www.sbml.org/sbml/level3/version1/arrays/version1">
 <arrays:dimension arrays:size="n" arrays:arrayDimension="1"/>
 </arrays:listOfDimensions></arrays:listOfDimensions></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrayDimension="1"/></arrays:arrays:arrayDimension="1"/></arrays:arrays:arrayDimension="1"/></arrays:arrays



(OK)

<arrays:listOfDimensions

xmlns:arrays="http://www.sbml.org/sbml/level3/version1/arrays/version1">
<arrays:dimension arrays:size="n" arrays:arrayDimension="0"/>
</arrays:listofDimensions></arrays:listofDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrayDimensions></arrays:arrays:arrayDimensions></arrays:arrays:arrayDimensions></arrays:array



#### (Cannot have multiple Index objects with the same array dimension value)



(OK)



## Arrays Validation Rules Examples (SBase)

#### (Needs an Index with array dimension of value 0)

```
<arrays:listOfIndices
   xmlns:arrays="http://www.sbml.org/sbml/level3/version1/arrays/version1">
   <arrays:index arrays:referencedAttribute="species" arrays:arrayDimension="1">
       <math
          xmlns="http://www.w3.org/1998/Math/MathML">
          <ci>) 0 </ci>
       </arravs:index>
</arravs:listOfIndices>
                                     (OK)
<arrays:listOfIndices
   xmlns:arrays="http://www.sbml.org/sbml/level3/version1/arrays/version1">
   <arrays:index arrays:referencedAttribute="species" arrays:arrayDimension="0">
       <math
          xmlns="http://www.w3.org/1998/Math/MathML">
          <ci> 0 </ci>
       </arrays:index>
</arravs:listOfIndices>
```





#### (Parameter size does not exist) <listOfParameters> <parameter id="n" constant="true" value="10"/> <parameter id="X" value="1"> <arrays:listOfDimensions xmlns:arrays="http://www.sbml.org/sbml/level3/version1/arrays/version1"> <arrays:dimension arrays:id="d0" arrays:size="m" arrays:arrayDimension="0"/> </arrays:listOfDimensions> </parameter> </listOfParameters> (Parameter size is not constant) <listOfParameters> <parameter id="n" constant="false" value="10"/> <parameter id="X" value="1"> <arrays:listOfDimensions xmlns:arrays="http://www.sbml.org/sbml/level3/version1/arrays/version1"> <arrays:dimension arrays:id="d0" arrays:size="n" arrays:arrayDimension="0"/> </arrays:listOfDimensions> </parameter> </listOfParameters>





#### (Size cannot be negative)



#### (Size must be a scalar Parameter)





#### (Referenced attribute is not valid)

```
stOfParameters>
   <parameter id="n" constant="true" value="10"/>
   <parameter id="X" value="1">
       <arrays:listOfDimensions...>
          <arravs:dimension arravs:id="d0" arravs:size="n" arravs:arravDimension="0"/>
      </arrays:listOfDimensions>
   </parameter>
</listOfParameters>
tOfInitialAssignments>
   <initialAssignment symbol="X">
       <math xmlns="http://www.w3.org/1998/Math/MathML">
          <ci> d0 </ci>
       <arrays:listOfDimensions...>
          <arrays:dimension arrays:id="d0" arrays:size="n" arrays:arrayDimension="0"/>
       </arrays:listOfDimensions>
       <arrays:listOfIndices...>
          <arrays:index arrays:referencedAttribute="variable" arrays:arrayDimension="0">
             <math...>
                 <ci> d0 </ci>
             </arravs:index>
       </arrays:listOfIndices>
   </initialAssignment>
</listOfInitialAssignments>
```



#### (Index math is not statically computable)

```
<listOfParameters>
   <parameter id="n" constant="true" value="10"/>
   <parameter id="var" constant="false" value="10"/>
   <parameter id="X" value="1">
       <arrays:listOfDimensions...>
          <arrays:dimension arrays:id="d0" arrays:size="n" arrays:arrayDimension="0"/>
      </arrays:listOfDimensions>
   </parameter>
</listOfParameters>
stOfInitialAssignments>
   <initialAssignment symbol="X">
       <math xmlns="http://www.w3.org/1998/Math/MathML">
          <ci> d0 </ci>
       <arrays:listOfDimensions...>
          <arrays:dimension arrays:id="d0" arrays:size="n" arrays:arrayDimension="0"/>
       </arrays:listOfDimensions>
       <arrays:listOfIndices...>
          <arravs:index arravs:referencedAttribute="symbol" arravs:arravDimension="0">
             <math...>
                 <ci> var </ci>
             </arravs:index>
       </arrays:listOfIndices>
   </initialAssignment>
</listOfInitialAssignments>
```



#### (Index math has out-of-bounds problems)

```
stOfParameters>
   <parameter id="n" constant="true" value="10"/>
   <parameter id="X" value="1">
       <arrays:listOfDimensions...>
          <arravs:dimension arravs:id="i" arravs:size="n" arravs:arravDimension="0"/>
      </arrays:listOfDimensions>
   </parameter>
</listOfParameters>
tOfInitialAssignments>
   <initialAssignment symbol="X">
       <math xmlns="http://www.w3.org/1998/Math/MathML">
          <ci> d0 </ci>
       <arrays:listOfDimensions...>
          <arrays:dimension arrays:id="d0" arrays:size="n" arrays:arrayDimension="0"/>
       </arrays:listOfDimensions>
       <arrays:listOfIndices...>
          <arrays:index arrays:referencedAttribute="symbol" arrays:arrayDimension="0">
             <math...>
                 <ci> d0+1 </ci>
             </arravs:index>
       </arrays:listOfIndices>
   </initialAssignment>
</listOfInitialAssignments>
```



```
(OK)
<listOfParameters>
   <parameter id="n" constant="true" value="10"/>
   <parameter id="X" value="1">
       <arrays:listOfDimensions...>
          <arravs:dimension arravs:id="d0" arravs:size="n" arravs:arravDimension="0"/>
      </arrays:listOfDimensions>
   </parameter>
</listOfParameters>
tOfInitialAssignments>
   <initialAssignment symbol="X">
       <math xmlns="http://www.w3.org/1998/Math/MathML">
          <ci> d0 </ci>
       <arrays:listOfDimensions...>
          <arrays:dimension arrays:id="d0" arrays:size="n" arrays:arrayDimension="0"/>
       </arrays:listOfDimensions>
       <arrays:listOfIndices...>
          <arravs:index arravs:referencedAttribute="symbol" arravs:arravDimension="0">
             <math...>
                 <ci> d0 </ci>
             </arravs:index>
       </arrays:listOfIndices>
   </initialAssignment>
</listOfInitialAssignments>
```



### **Arrays Flattening**

- Arrays package is syntatic sugar for SBML models.
- An SBML document using Arrays constructs can be converted to a new SBML document with objects inlined.
- Assumption: The flatten routine takes a valid SBML document and produces a valid flattened SBML document.

# Flattening Example

```
n = 5;
x[n], y[n];
for (d0=0; d0 < n; d0++) {
  y[(n-1) - d0] = x[d0];
}
```

### Flattening Example (Expanding Rules)

```
n = 5;
x[n], y[n];
y[(n-1) - 0] = x[0];
y[(n-1) - 1] = x[1];
y[(n-1) - 2] = x[2];
y[(n-1) - 3] = x[3];
y[(n-1) - 4] = x[4];
```

## Flattening Example (Expanding Parameters)

```
n = 5;

x_0, x_1, x_2, x_3, x_4;

y_0, y_1, y_2, y_3, y_4;

y[(n-1) - 0] = {x_0, x_1, x_2, x_3, x_4}[0];

y[(n-1) - 1] = {x_0, x_1, x_2, x_3, x_4}[1];

y[(n-1) - 2] = {x_0, x_1, x_2, x_3, x_4}[2];

y[(n-1) - 3] = {x_0, x_1, x_2, x_3, x_4}[3];

y[(n-1) - 4] = {x_0, x_1, x_2, x_3, x_4}[4];
```

# Flattening Example (Evaluating Indices)

```
n = 5;

x_0, x_1, x_2, x_3, x_4;

y_0, y_1, y_2, y_3, y_4;

y_4 = {x_0, x_1, x_2, x_3, x_4}[0];

y_3 = {x_0, x_1, x_2, x_3, x_4}[1];

y_2 = {x_0, x_1, x_2, x_3, x_4}[2];

y_1 = {x_0, x_1, x_2, x_3, x_4}[3];

y_0 = {x_0, x_1, x_2, x_3, x_4}[4];
```

# Flattening Example (Evaluating Vectors and Selectors)

```
n = 5;

x_0, x_1, x_2, x_3, x_4;

y_0, y_1, y_2, y_3, y_4;

y_4 = x_0;

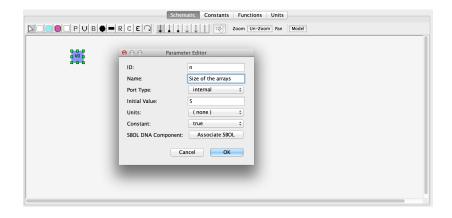
y_3 = x_1;

y_2 = x_2;

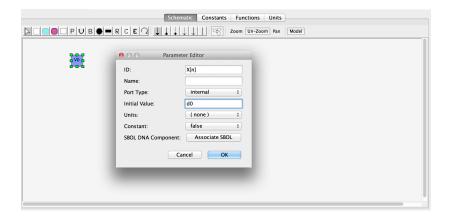
y_1 = x_3;

y 0 = x 4;
```

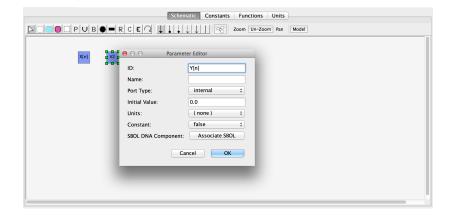
# iBioSim and Arrays package (Creating Constant Parameter)



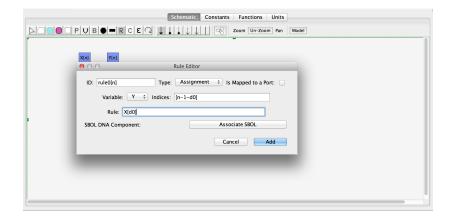
# iBioSim and Arrays package (Creating Array X)



# iBioSim and Arrays package (Creating Array Y)



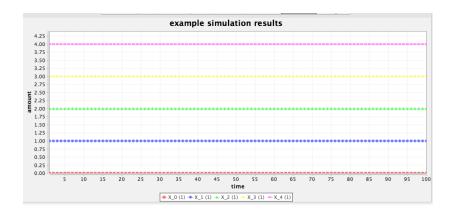
# iBioSim and Arrays package (Creating Array of Rule)



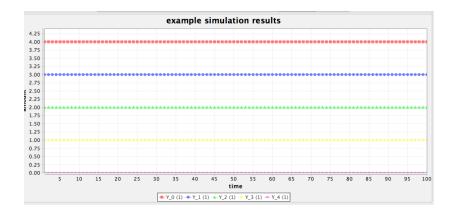
### iBioSim and Arrays package (Full Model)



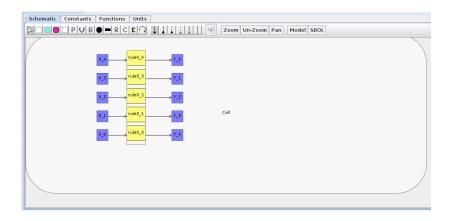
#### iBioSim Simulation Results



# iBioSim Simulation Results (cont.)



#### Flattened Model



## Challenges

- Arrays package is not as easy as it seems.
- Implemented a compiler for evaluating vector operations.
- Determining whether vector operations are valid is not easy.
- Event and reactions need a special case for validation and flattening.
- Trigger/Delay/Priority, if vector, need to match the parent's dimensions.
- The same applies for Kinetic Law and Reaction.
- Event's dimension ids can appear in the math of the children.
- The same applies for Reaction.
- Species References need implicit dimensions.

#### Discussion

- Should we allow arrays of size 0?
- Is having implicit dimensions on species references acceptable?
- Is it acceptable to have every dimension explicit other than for species references?
- Should we support more MathML operators?
- Should functions be allowed to have dimensions?

### Summary

- JSBML has arrays support.
- Project has helped solidify the specification.
- JSBML has a routine that checks whether an arrayed model is valid.
- Tools can "simulate" arrayed models using the flattening routine.
- Need other tools to implement the Arrays package.

#### **Future Work**

- More testing.
- Extend flattening to work with other packages.
- Implement a simulator.
- Use cases.

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