https://github.com/physicell-training/ws2021

# Session 6: Custom Variables and Accessing parameters using C++



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# **PhysiCell Project**

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# **Agenda**

- Working with C++ code
  - Defining Custom variables
  - · Querying cell definitions
  - Querying for microenvironment
  - Boundary conditions
  - Cell secretion, uptake, export

#### **Need and Files to edit**

- Always add something later
- Custom Functions
- File to edit
  - custom.cpp
  - custom.h
  - PhysiCell\_settings.xml

# **Assumptions**

I assume that you have a basic Model built using quick builder and have following substrates and cell types.

#### **Biofilm Model**

- Substrates
  - Oxygen
  - Glucose
  - ECM

- Cell Types
  - Wound
  - Aerobic bacteria
  - Anaerobic bacteria

- Custom Variables
  - Energy
  - alpha

#### **Custom Variables**

- Two ways to add custom variables to Model
  - Quick builder
  - Add in C++ file

# **Defining and Initializing Custom Variables**

Where?

custom.cpp

- How?
- cell\_defaults.custom\_data.add\_variable( "energy", "dimensionless", 0.5);
- cell\_defaults.custom\_data.add\_variable( "energy", "dimensionless", parameters.doubles("cell\_default\_inital\_energy"));
- cell\_defaults.custom\_data.add\_variable( "alpha", "none", parameters.doubles("cell\_default\_aplha"));

# **Accessing custom Vriables**

- Where ?
- · custom.cpp
- How?
- static int nE = pCell->custom\_data.find\_variable\_index( "energy" );
- pCell->custom\_data[nE]

# **Boundary conditions** microenvironment

# Sampling the microenvironment (1)

- There is a global microenvironment called **microenvironment**. You can access it anywhere from inside a PhysiCell model.
- Each cell is in some computational voxel in the microenvironment.
  - pCell->get\_current\_voxel\_index( void );
    - ♦ Get the index of the voxel
- You can query the microenvironment to determine which index corresponds to a variable.
  - microenvironment.find\_density\_index( "resource" ); // Find the index of "resource".
    - ♦ This function returns -1 if it can't find your substrate.
- Each cell can access the vector of chemical substrates in its voxel
  - pCell->nearest\_density\_vector();
    - Vector of all the substrates
  - pCell->nearest\_density\_vector()[2]
    - substrate with index 2 in the cell's voxel
    - often, you'll want to use the search above to figure out which index

# Sampling the microenvironment (2)

- Each cell can access the gradients of the substrates in its voxel
  - pCell->nearest gradient(2);
    - gradient of substrate #2

- We can access the mesh
  - microenvironment.mesh
  - microenvironment.mesh.voxels

We can iterate through all voxels

```
for( int i=0; i < microenvironment.mesh.voxels.size() ; i++ )
{ std::cout << microenvironment.mesh.voxels[i].center << std::endl; }</pre>
```

#### **Dirichlet's nodes**

- void Microenvironment::add dirichlet node( int voxel index, std::vector<double>& value )
- microenvironment.add\_dirichlet\_node( n,bc\_vector\_air );
- Where n is the voxel number and bc\_vector\_air is double vector of size 3 since we have 3 substrates in the environment.

# Cell secretion, uptake, export

#### **Secretion**

Get Substrate index

```
int oxygen_substrate_index = microenvironment.find_density_index( "oxygen" );

Set Uptake Rate

cell_defaults.phenotype.secretion.uptake_rates[oxygen_substrate_index] = 
   parameters.doubles("cell_default_oxygen_uptake_rate");

Set Secretion Rate

cell_defaults.phenotype.secretion.secretion_rates[oxygen_substrate_index] = 
   parameters.doubles("cell_default_oxygen_secretion_rate");

Set Saturation Density

cell_defaults.phenotype.secretion.saturation_densities[oxygen_substrate_index] = 
   parameters.doubles("cell_default_oxygen_saturation_density");
```

# Accessing internalized substrates

- By default, PhysiCell keeps track of the net amount of internalized substrates. (They have dimensions of "total stuff", not stuff/volume.)
- Each environmental substrate has a corresponding internalized substrate with the same index.
- · Access via:

```
phenotype.molecular.internalized_total_substrates[ index ]
```

· Cells can release their contents at death. Set this (on a per-substrate basis) via

```
phenotype.molecular.fraction_released_at_death[ index ]
```

Similarly, if the cell is eaten, the attacking cell can acquire some or all of the contents

```
phenotype.molecular.fraction transferred when ingested[ index ]
```

WARNING: If cells are secreting (or exporting), the internalized substrates can go to negative values unless you write code to internally generate this quantity. Use the "at death / when ingested" options with caution.

#### **Best Practices**

 In any customized cell function, you can access the microenvironment at its location.

- For best practices, you *don't* want to hard-code the index substrate. If somebody adds a substrate to the XML or reorders them, it could break your code.
- Instead, search for the index of the substrate and store the result in a static variable.
- Code Available:https://github.com/furkankurtoglu/Biofilm-Project

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