

Systems Biology Graphical Notation: Entity Relationship language Level 1

Version 2

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Disclaimer: This is a working draft of the SBGN Entity Relationship Level 1 Version 2 specification. It is not a normative document.

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Contents

1 Introduction	1	3.3.2 Syntactic rules	30
1.1 Overview of the Entity Relationship language	1	3.4 Semantic description of Entity Relationships	31
1.2 SBGN levels and versions	3	3.4.1 Statements	31
1.3 Developments, discussions, and notifications of updates	4	3.4.2 Influences	31
1.4 Note on typographical convention	4	3.4.3 Logical Operators	31
2 Entity Relationship glyphs	5	3.4.4 Cis and trans relationships	32
2.1 Entity nodes	5	3.4.5 Use of nested entities	32
2.1.1 Interactors	5	3.4.6 (In)Validation of ER maps	33
2.1.2 Logical operators	7	4 Layout Guidelines for an Entity Relationship map	34
2.1.3 Glyph: <i>Perturbing agent</i>	10	4.1 Introduction	34
2.2 Relationships	11	4.2 Layout guidelines	35
2.2.1 Statements	11	4.2.1 Requirements	35
2.2.2 Glyph: <i>Phenotype</i>	14	4.2.2 Recommendations	37
2.2.3 Influences	14	4.2.3 Additional suggestions	37
2.3 Auxiliary units	20	5 Acknowledgments	39
2.3.1 Glyph: <i>Unit of information</i>	20	5.1 Main contributors	39
2.3.2 Glyph: <i>State variable</i>	21	5.2 Comprehensive list of contributors	39
2.3.3 Glyph: <i>Variable value</i>	23	5.3 Financial support	39
2.4 Controlled vocabularies used in SBGN Entity Relationship Level 1	24	A Complete examples of SBGN Entity Relationship Level 1 maps	41
2.4.1 Entity material types	24	B Reference card	43
2.4.2 Entity conceptual types	25	C Issues postponed to future levels	45
2.4.3 Macromolecule covalent modifications	25	C.1 Generics and instances	45
2.4.4 Miscellaneous terms	25	D Revision History	46
2.5 Glyph: <i>Annotation</i>	25	D.1 Version 1 to Version 2	46
2.6 Entity nesting	27	D.2 Version 1.1 to Version 1.2	46
3 Grammar of Entity Relationships	29	D.3 Version 1.0 to Version 1.1	46
3.1 Overview	29		
3.2 Concepts	29		
3.3 Syntax	29		
3.3.1 Interactor Nodes connectivity definition	30		

Chapter 1

Introduction

The goal of the **S**ystems **B**iology **G**raphical **N**otation (SBGN) is to standardize the graphical/visual representation of essential biochemical and cellular processes. SBGN defines comprehensive sets of symbols with precise semantics, together with detailed syntactic rules defining their use. It also describes the manner in which such graphical information should be interpreted. For a general description of SBGN goals, one can read:

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This document defines the *Entity Relationship* visual language of SBGN. Entity Relationships are one of three views of a biological process offered by SBGN, the others being Process Descriptions and Activity Flows. SBGN Entity Relationship language allows to see all the relationships in which a given entity participates, regardless of the temporal aspects. Entities are defined here in a broad sense as something that exists. Relationships can be seen as rules describing the influences of entities nodes on other relationships. An overview of Entity Relationships is given in Section 1.1.

1.1 Overview of the Entity Relationship language

To set the stage for what follows in this chapter, we first give a brief overview of some of the concepts in the Entity Relationship notation with the help of an example shown in Figure 1.1 on the following page.

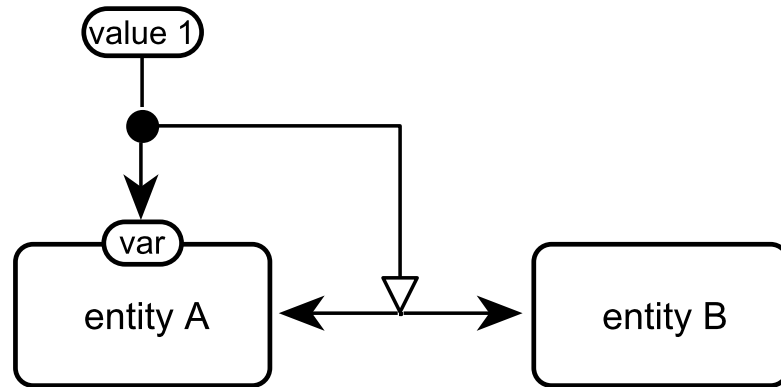


Figure 1.1: This example of an Entity Relationship map represent an entity 1 interacting with another entity 2. The assignment of value 1 to the state variable of the entity 1 stimulates the interaction.

The essence of the Entity Relationships is to depict the influences of entities upon the behaviour of others. The entities are things that exist, either on their own, or when statements become true. For instance, an entity can exist (such as “entity 1” in Figure 1.1), different entities can interact (such as “entity 1” and “entity 2” in Figure 1.1), or a value can be assigned to an entity’s property (such as “value 1” to property “var” of “entity 1” in Figure 1.1). The influences can therefore be understood as logical consequences of this existence. The stimulation of the interaction between “entity 1” and “entity 2” in Figure 1.1 takes place if ‘value 1’ is really assigned to property “var” of “entity 1”. The existence of the assignment is represented by the black dot (called *outcome*). On the contrary to the Process Description language, where the different processes affect each other in a way that the behaviour of the depicted system can only be understood taking into account the whole system, the relationships are essentially independent. One can imagine that each of the relationships represents a specific conclusion of a scientific experience reported in an article. Their addition on a map represents the knowledge we have of the effects of the entities represented upon each other. In Figure 1.1, we have three statements:

- “entity 1” can interact with “entity 2”.
- property “var” of “entity 1” can take the value “value 1”.
- if “var” is set to “value 1”, the interaction between “entity 1” and “entity 2” is stimulated.

The independence of relationships in Entity Relationships is the key to avoid the combinatorial explosions inherent to Process Descriptions.

A more complex and realistic example of Entity Relationship map is shown in Figure 1.2 on the following page. This example will be re-used throughout the description of the graphical symbols (glyphs) used by SBGN Entity Relationship Level 1 (with a few additions when the concepts are missing in the example)

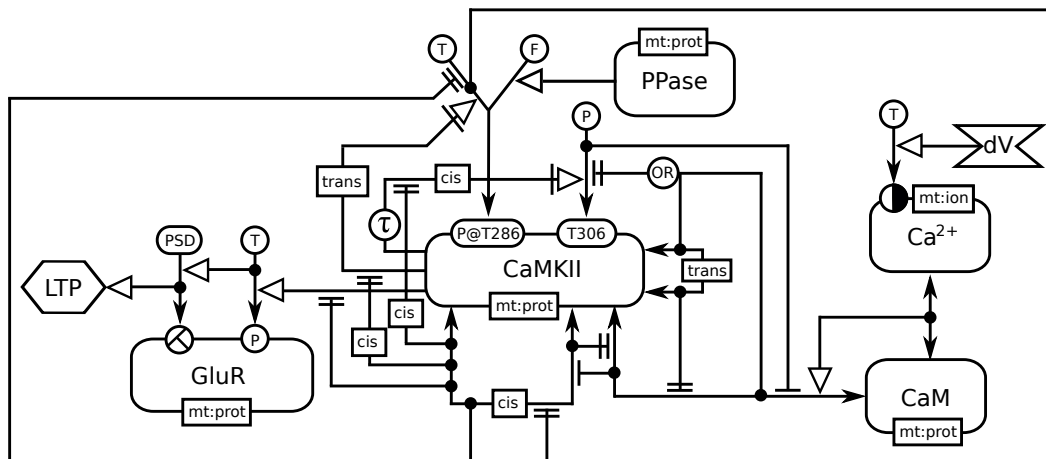


Figure 1.2: This example of an Entity Relationship map depicts the effect of a depolarisation (dV) on the intracellular calcium, that binds to calmodulin, that itself binds to the calcium/calmoduline kinase II (CaMKII). The binding of calmodulin inhibits the folding of CaMKII monomer on itself, thus relieving the inhibition on the kinase activity. The phosphorylation of the glutamate receptors finally leads to the Long Term Potentiation (LTP) of the synapses. In addition, the map shows the effect of trans-phosphorylation on threonine 286, that makes the enzyme constitutively active, and on threonine 306, that renders the kinase insensitive to calmodulin, as well as the dimerisation of the kinase.

Table 1.1 summarizes the different SBGN abstractions described in this chapter.

Component	Role	Examples
Entity node	Something that exists, whether a physical object or sets of objects, or something that happens.	An entity, the result of an interaction
Statement arc	Something that can be true or false, and affects or relate entities.	An interaction between entities, the assignment of a value to a variable
Influence	The effect of something true on the realisation of a statement or another influence.	A stimulation, an absolute inhibition

Table 1.1: *Summary of Entity Relationship components and their roles.*

1.2 SBGN levels and versions

It was clear at the outset of SBGN development that it would be impossible to design a perfect and complete notation right from the beginning. Apart from the prescience this would require (which, sadly, none of the authors possess), it also would likely require a vast language that most newcomers would shun as being too complex. Thus, the SBGN community followed an idea used in the development of other standards, i.e. stratify language development into levels.

A *level* of one of the SBGN languages represents a set of features deemed to fit together cohesively, constituting a usable set of functionality that the user community agrees is sufficient for a reasonable set of tasks and goals. Within *levels*, *versions* represent small evolution of a language, that may involve new glyphs, refined semantics, but no fundamental change of the way maps are to be generated and interpreted. Capabilities and features that cannot be agreed upon and are judged insufficiently critical to require inclusion in a given level, are postponed to a higher level or version. In this way, the development of SBGN languages is envisioned to proceed in stages, with each higher levels adding richness compared to the levels below it.

1.3 Developments, discussions, and notifications of updates

The SBGN website (<http://sbgn.org/>) is a portal for all things related to SBGN. It provides a web forum interface to the SBGN discussion list (sbgn-discuss@caltech.edu) and information about how anyone may subscribe to it. The easiest and best way to get involved in SBGN discussions is to join the mailing list and participate.

Face-to-face meetings of the SBGN community are announced on the website as well as the mailing list. Although no set schedule currently exists for workshops and other meetings, we envision holding at least one public workshop per year. As with other similar efforts, the workshops are likely to be held as satellite workshops of larger conferences, enabling attendees to use their international travel time and money more efficiently.

Notifications of updates to the SBGN specification are also broadcast on the mailing list and announced on the SBGN website.

1.4 Note on typographical convention

The concept represented by a glyph is written using a normal font, while a *glyph* means the SBGN visual representation of the concept. For instance “a biological entity is encoded by the SBGN ER *entity*”.

Chapter 2

Entity Relationship glyphs

This chapter provides a catalog of the graphical symbols available for representing entities in Entity Relationship maps. There are different classes of glyphs corresponding to different classes of entity nodes, statements and influences.

In Chapter 3 beginning on page 29, we describe the rules for combining these glyphs into legal SBGN Entity Relationships, and in Chapter 4 beginning on page 34, we describe requirements and guidelines for the way that maps are visually organized.

2.1 Entity nodes

Entity nodes (ENs) represent element of truth, things that exist. Entity nodes are the source of *influences* (Section 2.2.3). SBGN Entity Relationship Level 1 provides three different types of *entity nodes*, the *interactors*, the *logical operators* and the *perturbing agent*.

2.1.1 Interactors

Interactors are entity nodes that are able to participate in an interaction (Section 2.2.1.2). SBGN Entity Relationship Level 1 provides two interactors, the *entity* and the *outcome* of a statement.

2.1.1.1 Glyph: Entity

SBGN Entity Relationship Level 1 defines only one glyph for all entities, whether physical entity, such as protein, a nucleic acid, metabolite or functional entity such as a gene. Indeed the exact nature of entities does not impact the rules of interactions within a map. The nature of a particular entity may then be clarified using its label and decorations, as will become clear below.

SBOTerm:

SBOT:0000245 ! entity

Container:

An *entity* is represented by a rectangular container with rounded corners, as illustrated in Figure 2.1 on the following page.

Label:

An *entity* is identified by a label placed in an unbordered box containing a string of characters. The characters can be distributed on several lines to improve readability, although this is not mandatory. The center of the label box must be located in the container. The label may spill outside of the container.

Auxiliary items:

An *entity* might carry state variables that can add information about its state (Section 2.3.2). A state variable is represented by a “stadium”, that is a rectangle capped

with two hemi-circles, with the long axis of this stadium placed on the border of the *entity*'s container, as illustrated in Figure 2.1. The label of the state variable (which can precise the type of characteristic represented by the state variable, residue type, residue number etc.) is written within the state variable's container. Particular *state variables* are the existence (Section 2.3.2) and the location (Section 2.3.2).

An *entity* can carry one or several *units of information* (Section 2.3.1). Particular *units of information* are available for describing the material type (Section 2.4.1) and the conceptual type (Section 2.4.2) of a macromolecule. The center of the bounding box of a *unit of information* is located on the mid-line of the border of the macromolecule.

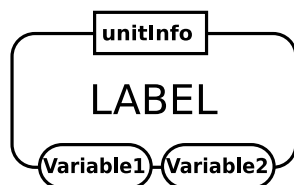


Figure 2.1: The Entity Relationship glyph for entity, showing a unit of information (Section 2.3.1), and two state variables (Section 2.3.2).

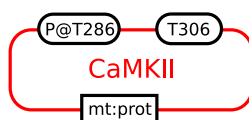


Figure 2.2: Example of an entity named *CaMKII*, that carries two state variables representing the phosphorylated residu threonine 286, and the residu threonine 306, a unit of information precisising its material status (protein).

The granularity of the representation, that is what a given *entity* actually represents, is let to the person generating the map. For instance, one could choose to represent phosphorylated and non-phosphorylated forms of a protein using a single *entity*, carrying a *state variable* representing the phosphorylation. The phosphorylated form would be represented by the *outcome* located on the *assignment*. Alternatively one could use two separate entities, carrying the *existence state variable*. The phosphorylated form would be represented by the *entity*.

[FIXME: Put an example showing the alternative above, plus a kinase phosphorylating the entities, and an influence coming from the phosphorylated forms]

2.1.1.2 Glyph: Outcome

In Entity Relationships, an *outcome* represents the actualisation of a *statement* (Section 2.2.1). For instance, if an *interaction* represents a non-covalent binding, the *outcome* represents the complex. If an *interaction* represents a genetic interaction, for instance derived from genetic screenings, the *outcome* represents the result of the presence of the two polymorphisms. If an *assignment* represents the phosphorylation of a protein, the *outcome* represents the phosphorylated form of this protein.

An *outcome* represent a particular instance of a realisation, and therefore, from one outcome must depart only one influence. An outcome being an *entity node*, it cannot receive influences. It exists. It cannot more or less exist.

SBO Term:

SBO:0000409 ! interaction outcome

Container:

An *outcome* is represented by a black dot located on the arc of a *statement* (Section 2.2.1). The diameter of the dot has to be larger than the thickness of the arc.

Label:

An *outcome* has no identity on its own and does not carry any label.

Auxiliary items:

An *outcome* does not carry any auxiliary items.



Figure 2.3: The Entity Relationship glyph for outcome.

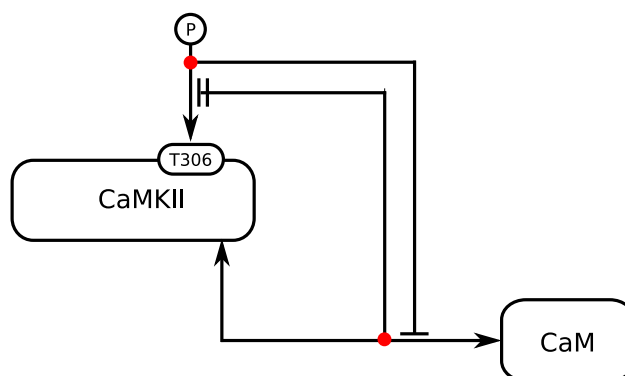


Figure 2.4: Examples of outcomes. The rightmost represents the fact that calmodulin effectively interacts (Section 2.2.1.2) with calcium/calmodulin kinase II. The leftmost represents the fact that the value phosphorylated is assigned (Section 2.2.1.1) to the variable representing threonin 306 of calcium/calmodulin kinase II.

2.1.2 Logical operators

A *logical operator* allows to combine elements of truth into another element of truth (if A exists and B exists, then A AND B exists) in order to apply influences. SBGN Entity Relationship Level 1 provides four *logical operators*, *and*, *or*, *not* and *delay*.

2.1.2.1 Glyph: And

The glyph *and* is used to denote that all the *entity nodes* linked as input are necessary to produce the output influence.

SBO Term:

SBO:0000173 ! and.

Container:

And is represented by a circle, with two connectors located at the opposite side for inputs and output.

Label:

And is identified by the label “AND” placed in an unbordered box attached to the center of the container.

Auxiliary items:

And does not carry any auxiliary items.

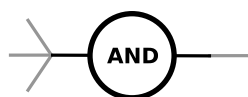


Figure 2.5: The Entity Relationship glyph for *and*. Three inputs are represented, but two or more than three would be allowed.

2.1.2.2 Glyph: Or

The glyph *or* is used to denote that any of the *entity nodes* linked as input is sufficient to produce the output influence.

SBO Term:

SBO:0000174 ! *or*.

Container:

Or is represented by a circle, with two connectors located at the opposite side for inputs and output.

Label:

Or is identified by the label “OR” placed in an unbordered box attached to the center of the container.

Auxiliary items:

Or does not carry any auxiliary items.

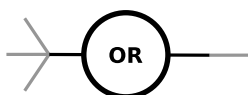


Figure 2.6: The Entity Relationship glyph for *or*. Three inputs are represented, but two or more than three would be allowed.

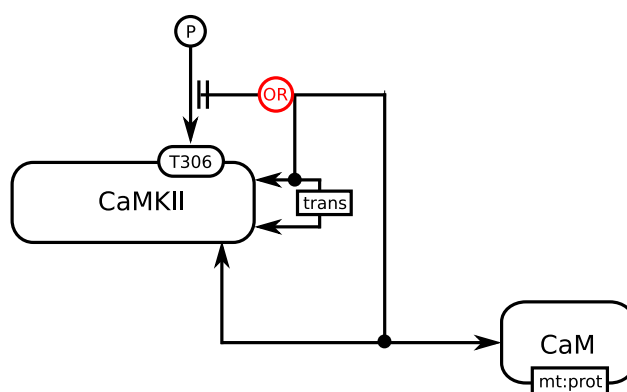


Figure 2.7: Example of the *or* logical operator, showing that either the dimerisation of CaMKII or its binding to Calmodulin preclude the phosphorylation of threonine 306.

2.1.2.3 Glyph: Not

The glyph *not* is used to denote that the output influence only happen in the absence of the input *entity node*.

SBO Term:

SBO:0000238 ! not.

Container:

Not is represented by a circle, with two connectors located at the opposite side for input and output.

Label:

Not is identified by the label “NOT” placed in an unbordered box attached to the center of the container.

Auxiliary items:

Not does not carry any auxiliary items.

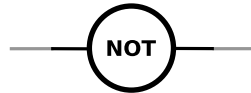


Figure 2.8: The Entity Relationship glyph for not.

2.1.2.4 Glyph: delay

The glyph *delay* is used to denote that the *entity nodes* linked as input does not produce the influence immediately, but a delay after the decision of influencing has been taken.

SBO Term:

SBO:0000225 ! delay.

Container:

Delay is represented by a circle, with two connectors located at the opposite side for input and output.

Label:

Delay is identified by the greek letter “ τ ” (“TAU”) placed in an unbordered box attached to the center of the container.

Auxiliary items:

Delay does not carry any auxiliary items.



Figure 2.9: The Entity Relationship glyph for delay.

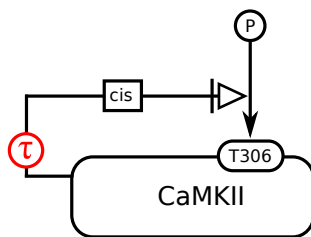


Figure 2.10: Example of the delay logical operator, showing that the stimulation of the phosphorylation of CaMKII on threonin 306 takes place a measurable amount of time after the decision of stimulation is triggered.

2.1.3 Glyph: *Perturbing agent*

Biochemical networks can be affected by external influences. Those influences can be well-defined physical perturbations, such as the effect of a light pulse or of a change in temperature; they can also be more complex and not well-defined phenomena, for instance a biological process, an experimental setup, or a mutation. For these situations, SBGN provides the *perturbing agent* glyph. We do not use the word *perturbation* to avoid the misunderstanding with the influence that the *perturbing agent* has on the map.

SBO Term:

SBO:0000405 ! perturbing agent

Container:

A *perturbing agent* is represented by a modified hexagon having two opposite concave faces, as illustrated in Figure 2.11.

Label:

A *perturbing agent* is identified by a label placed in an unbordered box containing a string of characters. The characters can be distributed on several lines to improve readability, although this is not mandatory. The label box must be attached to the center of the *perturbing agent* container. The label may spill outside of the container.

Auxiliary items:

A *perturbing agent* does not carry any auxiliary unit. In particular, its existence being not subjected to any modulation by any other *interactor*, it does not require the state variable existence. *Perturbing agent* do not have location either. pH of lysosome and mitochondria are different perturbing agents.



Figure 2.11: The Entity Relationship glyph for perturbing agent.

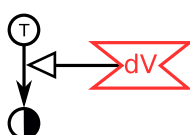


Figure 2.12: Example of a perturbing agent representing the depolarisation of a membrane, that stimulates (Section 2.2.3.2) the existence (see 2.3.2) of an interactor.

2.2 Relationships

Relationships are rules that decide of the existence of entity nodes, based on the existence of others. SBGN Entity Relationship Level 1 provides two types of relationships, the statements and the influences.

2.2.1 Statements

Statements can be true or false. *Statements* are targets of *influences*. They are not true themselves, but can carry truth element (*outcomes*, see Section 2.1.1.2). SBGN Entity Relationship Level 1 provides three types of statements, *assignment*, *interaction* and *phenotype*.

2.2.1.1 Glyph: Assignment

Assignment is used to describe the setting of a state variable to a certain value. The assignment, represented by an harpoon arrow, goes from one or more *variable values* to a variable identification, represented by a *state variable* attached to the entity affected by the assignment. If an *assignment* takes several *state variable* values as input, there is an implicit XOR between them, located at the point of junction between the arcs coming from the alternative values. Since only one value can be assigned at a time, there is therefore no edge overlap in the assignment itself. The result of an assignment is represented by *outcomes*, that is by filled dots on the arrow. The result of an *assignment* can be represented by any number of *outcomes*. In the case of more than one *state variable* values, the *outcomes* must be placed on the relevant incoming branch.

SBO Term:

SBO:0000464 ! state variable assignment

Origin:

One or more state-variables (section Section 2.3.2) on their own, each containing a variable value.

Target:

A state-variable (section Section 2.3.2) carried by a interactor (section Section 2.1.1), containing a variable identification.

Symbol:

The target extremity of an *assignment* carries an harpoon arrowhead.

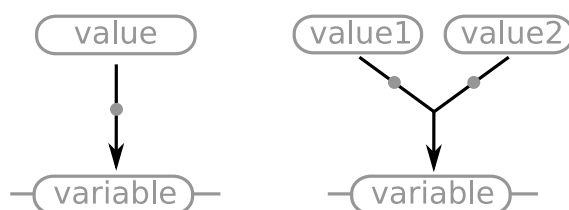


Figure 2.13: The Entity Relationship glyph for assignment.

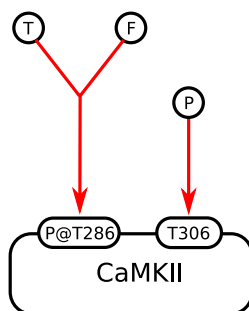


Figure 2.14: Two examples of assignment representing phosphorylation, by one value (phosphorylation) of a variable representing a residue, or two values (true or false) of a variable representing the phosphorylated residue.

2.2.1.2 Glyph: Interaction

Interaction represents an interaction between two or more *entities* or *outcomes*, whether a non-covalent physical interaction, or a functional interaction, e.g. genetic interaction. The interaction is represented by a circle which connect to arrows pointing to the interactors involved in the interaction. In the case of a binary interaction, the circle may be omitted. The realisation of the interaction is represented by *outcomes* (see section 2.1.1.2), that is by filled dots. These *outcomes* are located on the circle representing the interaction. In the case of a binary interaction represented without circle, the *outcomes* can be placed anywhere between the arrowheads. The realisations of an interaction can be represented by any number of *outcomes*. The *influences* (2.2.3) targeting an interaction end up on the external side of the circle, between the *outcomes*.

SBO Term:

SBO:0000342 molecular or genetic interaction

Origin:

Any *interactor* (Section 2.1.1).

Target:

Any *interactor* (Section 2.1.1).

Symbol:

Both origin and target extremities of an *interaction* carry an harpoon arrowhead. The arrows pointing to the *interactors* originate from a circle. In the case of a binary interaction, the circle is optional.

Auxiliary items:

A *unit of information* containing a *cardinality* (Section 2.4.4) indicates the number of instances of an entity involved in an interaction. The absence of a *cardinality* is synonymous of a cardinality of 1. A *unit of information* on a binary interaction involving only one entity carrying the mention *cis* or *trans* precises if the interaction is intra-molecular or between different instances of the same entity.

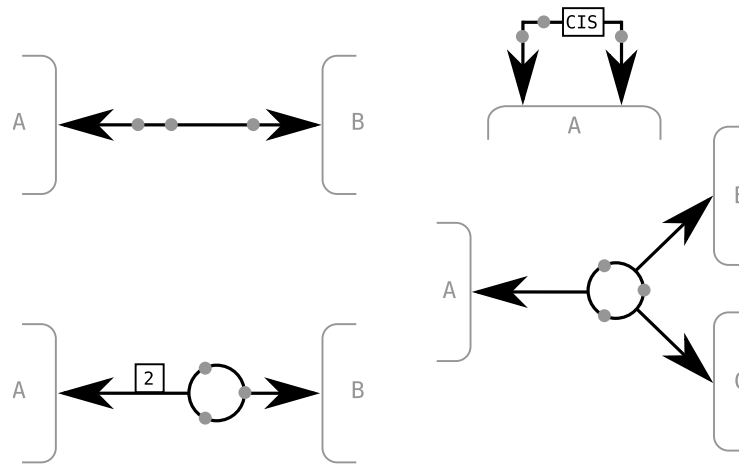


Figure 2.15: The Entity Relationship glyph for interaction. Top left, binary interaction between two entities. The circle can be omitted, and the outcomes located anywhere on the interaction. Bottom left, because the cardinality of the entity A is 2, the interaction is not a binary one, but a n -ary one. The circle cannot be omitted. Bottom right, n -ary interaction with three different entities. Top right, intra-molecular interaction;

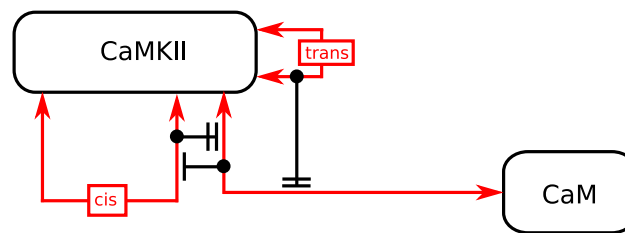


Figure 2.16: Examples of interactions, showing the effect of the binding of calmodulin to CaMKII (binary interaction) on the folding of the kinase (intra-molecular interaction), and the effect of the folding or the dimerisation of CaMKII (inter-molecular interaction) on the binding of calmodulin.

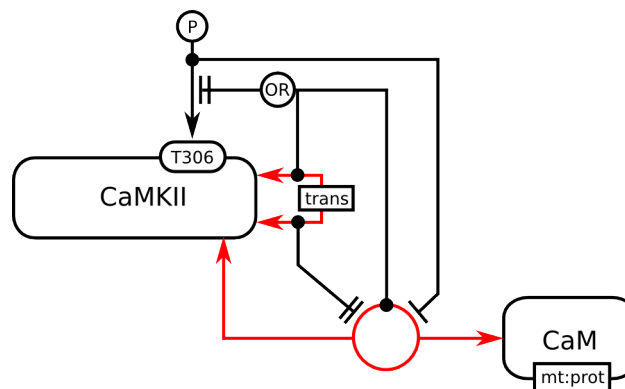


Figure 2.17: Examples of a binary interaction between CaMKII and calmodulin where the interaction is represented by a circle. Interaction between adjacent monomers of CaMKII (trans-interaction) preclude the binding of calmodulin, as represented by an absolute inhibition ending on the circle. The phosphorylation of threonine 306 also inhibits the interaction. The realisation of the interaction, represented by an outcome located on the circle, itself inhibits the phosphorylation of threonine 306.

2.2.2 Glyph: *Phenotype*

A biochemical network can generate phenotypes or affect biological processes. Such processes can take place at different levels and are independent of the biochemical network itself. To represent these processes in a map, SBGN Entity Relationship Level 1 defines the *phenotype* glyph.

SBO Term:

SBO:0000358 ! phenotype

Origin:

Non-applicable

Target:

Non-applicable

Symbol:

A *phenotype* is represented by an elongated hexagon, as illustrated in Figure 2.18. It is identified by a label placed in an unbordered box containing a string of characters. The characters can be distributed on several lines to improve readability, although this is not mandatory. The label box must be attached to the center of the *phenotype* container. The label may spill outside of the container.



Figure 2.18: The Entity Relationship glyph for phenotype.

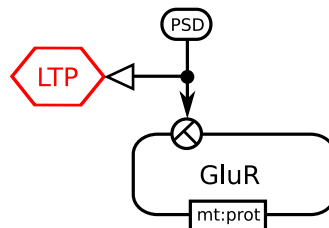


Figure 2.19: Example of a phenotype “Long Term Potentiation (LTP)” enhanced when the entity “GluR” is present in the post-synaptic density.

2.2.3 Influences

Influence arcs represent the effect of an entity on another relationship. The symbols attached to their extremities precise their semantics. SBGN Entity Relationships’ influences can be viewed as logical rules linking *ENs* and other rules. SBGN Entity Relationship Level 1 provides seven influences, *modulation*, *stimulation*, *inhibition*, *necessaryStimulation*, *absoluteInhibition*, *absoluteStimulation*, *logicArc*.

2.2.3.1 Glyph: Modulation

A *modulation* affects the strength, or the probability to exist, of the target relationship. Such a modulation can affect the relationship **positively or negatively**, or even both ways depending on the conditions. A *modulation* can also be used when one does not know the precise direction of the effect, for instance if there are conflicting evidence.

SBO Term:

SBO:0000168 ! control.

Origin:

Any *entity node* (Section 2.1).

Target:

Any *relationship* (Section 2.2).

Symbol:

The target extremity of a *modulation* carries an empty diamond.

Auxiliary items:

A *unit of information* carrying the mention *cis* or *trans* precises the relationship between the *entity node* from which the *modulation* origins and either:

- the *entity node* from which the influence targeted by the *modulation* origins
- all the relevant *interactors* of the *interaction* targeted by the *modulation*
- the *entity* subjected to the *assignment* targeted by the *modulation*



Figure 2.20: *The Entity Relationship glyph for modulation.*

2.2.3.2 Glyph: Stimulation

A *stimulation* affects **positively** the strength, or the probability, of the target relationship. This stimulation can be for instance a catalysis or a positive allosteric regulation.

SBO Term:

SBO:0000170 ! stimulation.

Origin:

Any *entity node* (Section 2.1).

Target:

Any *relationship* (Section 2.2).

Symbol:

The target extremity of a *stimulation* carries an empty arrowhead.

Auxiliary items:

A *unit of information* carrying the mention *cis* or *trans* precises the relationship between the *entity node* from which the *stimulation* origins and either:

- the *entity node* from which the influence targeted by the *stimulation* origins
- all the relevant *interactors* of the *interaction* targeted by the *stimulation*
- the *entity* subjected to the *assignment* targeted by the *stimulation*



Figure 2.21: *The Entity Relationship glyph for stimulation.*

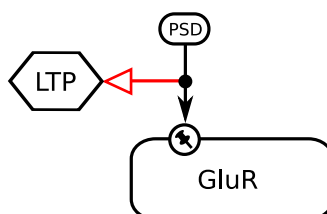


Figure 2.22: *Example of a stimulation a phenotype “Long Term Potentiation (LTP)” enhanced when the entity “GluR” is present in the post-synaptic density.*

2.2.3.3 Glyph: Inhibition

An *inhibition* **negatively** the strength, or the probability, of the target relationship. This inhibition can be for instance a steric hindrance or a negative allosteric regulation.

SBO Term:

SBO:0000170 ! inhibition.

Origin:

Any *entity node* (Section 2.1).

Target:

Any *relationship* (Section 2.2).

Symbol:

The target extremity of a *inhibition* carries a bar perpendicular to the arc.

Auxiliary items:

A *unit of information* carrying the mention *cis* or *trans* precises the relationship between the *entity node* from which the *inhibition* origins and either:

- the *entity node* from which the influence targeted by the *inhibition* origins
- all the relevant *interactors* of the *interaction* targeted by the *inhibition*
- the *entity* subjected to the *assignment* targeted by the *inhibition*



Figure 2.23: *The Entity Relationship glyph for inhibition.*

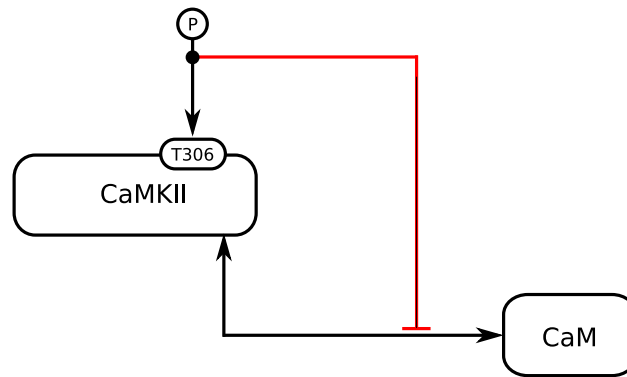


Figure 2.24: In this example, the phosphorylation of the threonine 306 of the regulatory domain of CaMKII inhibits the interaction between Calmodulin and the kinase.

2.2.3.4 Glyph: Necessary stimulation

A *necessary stimulation* is an influence that has to be present for a relationship to take place (to become true). A relationship modulated by a necessary stimulation can only exist when this stimulation is true, whatever are the other influences this relationship is subjected to.

SBO Term:

SBO:0000171 ! necessary stimulation.

Origin:

Any *entity node* (Section 2.1).

Target:

Any *relationship* (Section 2.2).

Symbol:

The target extremity of a *necessary stimulation* carries an open arrow (to remind that it is a *stimulation*) coming after a larger vertical bar.

Auxiliary items:

A *unit of information* carrying the mention *cis* or *trans* precises the relationship between the *entity node* from which the *necessary stimulation* origins and either:

- the *entity node* from which the influence targeted by the *necessary stimulation* origins
- all the relevant *interactors* of the *interaction* targeted by the *necessary stimulation*
- the *entity* subjected to the *assignment* targeted by the *necessary stimulation*



Figure 2.25: The Entity Relationship glyph for necessaryStimulation.

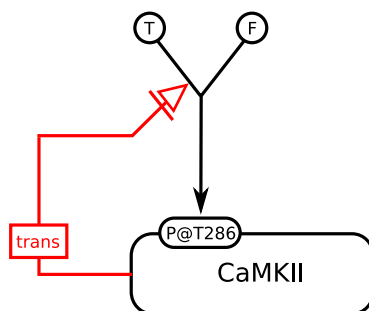


Figure 2.26: This example shows how threonine 286 of CaMKII is only phosphorylated by the kinase itself, but in a trans-fashion, meaning a molecule of CaMKII does not phosphorylate itself, but another molecule of CaMKII.

2.2.3.5 Glyph: Absolute inhibition

An *absolute inhibition* precludes the existence of another relationship. A relationship modulated by an absolute inhibition can only exist when an absolute inhibition is false, whatever are the other influences this relationship is subjected to.

SBO Term:

SBO:0000407 ! absolute inhibition.

Origin:

Any *entity node* (Section 2.1).

Target:

Any *relationship* (Section 2.2).

Symbol:

The target extremity of a *absolute inhibition* carries a double bar perpendicular to the arc (to remind that it is an *inhibition*).

Auxiliary items:

A *unit of information* carrying the mention *cis* or *trans* precises the relationship between the *entity node* from which the *absolute inhibition* origins and either:

- the *entity node* from which the influence targeted by the *absolute inhibition* origins
- all the relevant *interactors* of the *interaction* targeted by the *absolute inhibition*
- the *entity* subjected to the *assignment* targeted by the *absolute inhibition*



Figure 2.27: The Entity Relationship glyph for absoluteInhibition.

Target:

Any *logical operator* (Section 2.1.2).

Symbol:

No particular symbol is used to represent a logic arc.

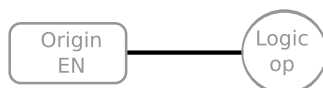


Figure 2.30: The Entity Relationship glyph for logic arc.

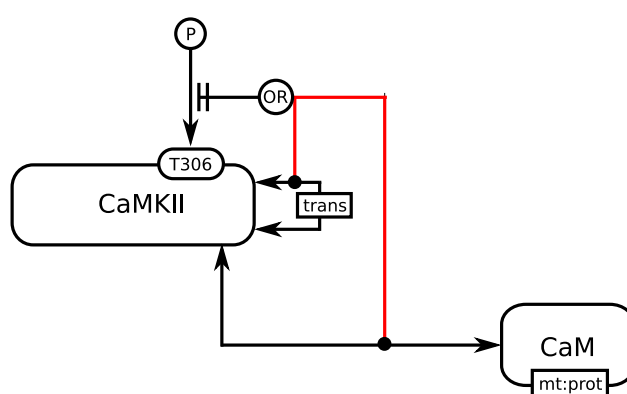


Figure 2.31: In this example, two logic arcs reflect the fact that the phosphorylation of threonine 306 on CaMKII is precluded either by a dimerisation or the binding of calmodulin.

2.3 Auxiliary units

Auxiliary units are decorations used on *entities* (Section 2.1.1.1) and *interactions* (Section 2.2.1.2) to further refine their semantics. SBGN Entity Relationship Level 1 provides two *auxiliary units*, the *unit of information* and the *state variable*.

2.3.1 Glyph: Unit of information

When representing biological entities, it is often necessary to convey some abstract information about the entity's function or structure. The SBGN *unit of information* is a decoration that can be used in this situation to add information to a glyph. Some example uses of a *unit of information* include (but are not limited to) specifying is an interaction is intra or intermolecular, information about the physical environment, or the specific type of biological entity it is decorating.

SBO Term:

Not applicable.

Container:

A unit of information is represented by a rectangle. The long side of the rectangle should be oriented parallel to the border of the *entity*, or the edge, being annotated by the *unit of information*. The center of the bounding box of a *unit of information* should be located on the mid-line of the border of the carrying *entity* or the carrying edge.

Label:

A *unit of information* is identified by a label placed in an unbordered box containing a string of characters. The characters can be distributed on several lines to improve readability, although this is not mandatory. The label box must be attached to the center of the container. The label may spill outside of the container.

The label defines the information carried by the *unit of information*. SBGN Entity Relationship Level 1 defines several reserved labels, such as “cis” and “trans”, or specific prefixes that must be included in the label to indicate the type of information (Section 2.4).

Auxiliary items:

A *unit of information* does not carry any auxiliary items.

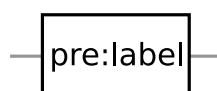


Figure 2.32: The Entity Relationship glyph for unit of information.

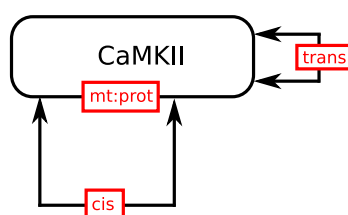


Figure 2.33: Using units of information to represent the fact that the entity “CaMKII” is a protein, and can display intra- (*cis*) and inter- (*trans*) molecular interactions.

2.3.2 Glyph: State variable

Many biological entities such as molecules can exist in different *states*, meaning different physical or informational configurations. These states can arise for a variety of reasons. For example, macromolecules can be subject to post-synthesis modifications, wherein residues of the macromolecules (amino acids, nucleosides, or glucid residues) are modified through covalent linkage to other chemicals. Other examples of states are alternative conformations as in the closed/open/desensitized conformations of a transmembrane channel, and the active/inactive forms of an enzyme.

SBGN provides a means of associating one or more *state variables* with an entity; each such variable can be used to represent a dimension along which the state of the overall entity can vary. When an entity can exist in different states, the state of the whole entity (i.e., the SBGN object) can be described by the current values of all its *state variables*, and the values of the *state variables* of all its possible components, recursively.

In SBGN Entity Relationship Level 1, *state variables* are also used to describe the localisation in compartments (a transport is therefore described as a state variable assignment, see Section 2.2.1.1).

SBO Term:

Not applicable.

Container:

A *state variable* is represented by a “stadium” container, that is two semicircles of same

radius joined by parallel segments, as shown in Figure 2.34. The parallel segment axis should be tangent to the border of the glyph of the *EN* being modified by the *state variable*. The center of the bounding box of a *state variable* should be located on the mid-line of the border of the *EN*.

Label:

A *state variable* is identified by a label placed in an unbordered box containing a string of characters. The characters can be distributed on several lines to improve readability, although this is not mandatory. The label box must be attached to the center of the container. The label may spill outside of the container.

Auxiliary items:

A *state variable* does not carry any auxiliary items.

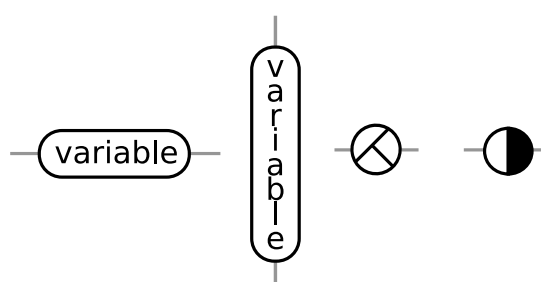


Figure 2.34: The Entity Relationship glyph for state variable. From left to right, horizontal state variable, vertical state variable, Location, existence.

Two state variables are predefined. The variable *existence* is used to represent the creation or destruction of entities, as seen on Figure 2.35. *Existence* can take two values, true (T) or false (F). The variable is represented by a circle vertically divided in two. One hemicycle is black, and the other white.

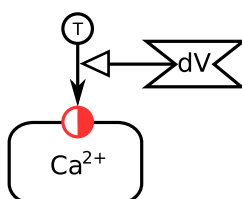


Figure 2.35: Using the state variable existence to represent the appearance of calcium following a depolarisation.

The variable *location* is used to represent the physical location of an entity, as seen on Figure 2.36 on the following page. *Location* can take any value, but there can be only one *location* per entity. The variable is represented by a circle containing two perpendicular segments, an abstract version of the usual slanted pin.

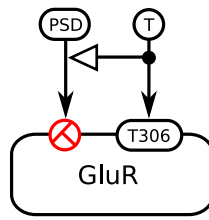


Figure 2.36: Using the state variable location to represent the fact that phosphorylation of glutamate receptors stimulate their incorporation in the post-synaptic density.

2.3.3 Glyph: *Variable value*

SBO Term:

Not applicable.

Container:

A *variable value* is represented by a "stadium" container, that is two hemicircles of same radius joined by parallel segments, as shown in Figure 2.37.

Label:

A *variable value* is identified by a label placed in an unbordered box containing a string of characters. The characters can be distributed on several lines to improve readability, although this is not mandatory. The label box must be attached to the center of the container. The label may spill outside of the container.

Auxiliary items:

A *state variable* does not carry any auxiliary items.

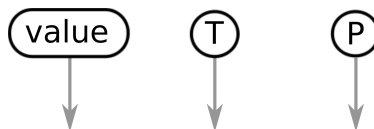


Figure 2.37: The Entity Relationship glyph for state variable. From left to right, horizontal state variable, vertical state variable, Location, existence.

A *variable value* is linked to a *state variable* (see Section 2.3.2) through *assignment* (see Section 2.2.1.1).

A *state variable* does not necessarily have to be Boolean-valued. For example, an ion channel can possess several conductance states; a receptor can be inactive, active and desensitized; and so on. As another example, a *state variable* "ubiquitin" could also carry numerical values corresponding to the number of ubiquitin molecules present in the tail.

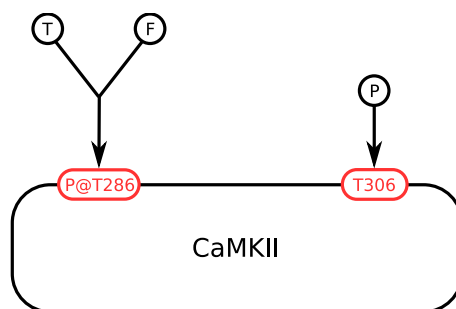


Figure 2.38: Two examples of state variables used to represent phosphorylation of a threonine residue. While only the value “phosphorylated” is assigned to *T306*, the variable *T286P* can take the values *true* or *false*, which allow for representing dephosphorylation as well as phosphorylation.

2.4 Controlled vocabularies used in SBGN Entity Relationship Level 1

Some glyphs in SBGN Entity Relationships can contain particular kinds of textual annotations conveying information relevant to the purpose of the glyph. These annotations are carried by *units of information* (Section 2.3.1) or *state variable values* (Section 2.3.2).

The text that appears as the unit of information decorating an entity must be prefixed with a controlled vocabulary term indicating the type of information being expressed. The prefixes are mandatory. Without the use of controlled vocabulary prefixes, it would be necessary to have different glyphs to indicate different classes of information; this would lead to an explosion in the number of symbols needed.

In the rest of this section, we describe the controlled vocabularies (CVs) used in SBGN Entity Relationship Level 1. In each case, some CV terms are predefined by SBGN, but unless otherwise noted, *they are not the only terms permitted*. Authors may use other CV values not listed here, but in such cases, they should explain the terms’ meanings in a figure legend or other text accompanying the map.

2.4.1 Entity material types

The material type of an *Entity* indicates its chemical structure. A list of common material types is shown in Figure 2.39, but others are possible. The values are to be taken from the Systems Biology Ontology (<http://www.ebi.ac.uk/sbo/>), specifically from the branch having identifier **SBO:0000240** (*material entity*). The labels are defined by SBGN Entity Relationship Level 1.

Name	Label	SBO term
Non-macromolecular ion	mt:ion	SBO:0000327
Non-macromolecular radical	mt:rad	SBO:0000328
Ribonucleic acid	mt:rna	SBO:0000250
Deoxyribonucleic acid	mt:dna	SBO:0000251
Protein	mt:prot	SBO:0000297
Polysaccharide	mt:psac	SBO:0000249

Figure 2.39: A sample of values from the material types controlled vocabulary (Section 2.4.1).

The material types are in contrast to the *conceptual types* (see below). The distinction is that material types are about physical composition, while conceptual types are about functions. For example, a strand of RNA is a physical artifact, but its use as messenger RNA is a function.

2.4.2 Entity conceptual types

An *entity's conceptual type* indicates its function within the context of a given Entity Relationship map. A list of common conceptual types is shown in Figure 2.40, but others are possible. The values are to be taken from the Systems Biology Ontology (<http://www.ebi.ac.uk/sbo/>), specifically from the branch having identifier **SBO:0000241** (*functional entity*). The labels are defined by SBGN Entity Relationship Level 1.

Name	Label	SBO term
Gene	ct:gene	SBO:0000243
Transcription start site	ct:tss	SBO:0000329
Gene coding region	ct:coding	SBO:0000335
Gene regulatory region	ct:grr	SBO:0000369
Messenger RNA	ct:mRNA	SBO:0000278
Functional domain	ct:domain	SBO:0000493
Binding site	ct:bind	SBO:0000494
Catalytic site	ct:cat	SBO:0000495
Transmembrane domain	ct:tm	SBO:0000496

Figure 2.40: A sample of values from the conceptual types vocabulary (Section 2.4.2).

2.4.3 Macromolecule covalent modifications

A common reason for the introduction of state variables on an entity is to allow access to the configuration of possible covalent modification sites on that entity. For instance, a macromolecule may have one or more sites where a phosphate group may be attached; this change in the site's configuration (i.e., being either phosphorylated or not) may factor into whether, and how, the entity can participate in different processes. Being able to describe such modifications in a consistent fashion is the motivation for the existence of SBGN's covalent modifications controlled vocabulary.

Figure 2.41 on the following page lists a number of common types of covalent modifications. The most common values are defined by the Systems Biology Ontology in the branch having identifier **SBO:0000210** (*addition* under *events*→*reaction*→*biochemical reaction*→*conversion*→*addition*). The labels shown in Figure 2.41 on the next page are defined by SBGN Entity Relationship Level 1; for all other kinds of modifications not listed here, the author of an Entity Relationship map must create a new label (and should also describe the meaning of the label in a legend or text accompanying the map).

2.4.4 Miscellaneous terms

SBGN Entity Relationship Level 1 requires several reserved characters. A special unit of information usable on interactions describe the number of identical interactors involved. Note that the value is a unitary number, and not (for example) a range. There is no provision in SBGN Process Description Level 1 for specifying a range in this context because it leads to problems of entity identifiability. Other reserved characters are used in state variable assignments to represent truth or falsehood. Two reserved words are used in units of information carried by relationships: *cis* and *trans*.

2.5 Glyph: Annotation

SBGN Entity Relationship Level 1 defines a glyph to add additional information to a map, that does not modify the semantic of the the graph. This glyph can be used to add free text, or

Name	Label	SBO term
Acetylation	Ac	SBO:0000215
Glycosylation	G	SBO:0000217
Hydroxylation	OH	SBO:0000233
Methylation	Me	SBO:0000214
Myristoylation	My	SBO:0000219
Palmytoylation	Pa	SBO:0000218
Phosphorylation	P	SBO:0000216
Prenylation	Pr	SBO:0000221
Protonation	H	SBO:0000212
Sulfation	S	SBO:0000220
Ubiquitination	Ub	SBO:0000224

Figure 2.41: A sample of values from the covalent modifications vocabulary (Section 2.4.3).

Name	Label	SBO term
cardinality	#	SBO:0000364
true	T	SBO:0000416
false	F	SBO:0000417
cis	cis	SBO:0000414
trans	trans	SBO:0000415

Table 2.1: Miscellaneous controlled terms. For the cardinality, # stands for a number, for example, “5”.

links to external information.

SBO Term:

SBO:NEW

Container:

An *annotation* is represented by a rectangular container with a folded corner, as illustrated in Figure 2.42. This container is linked to the annotated element with a callout. The link ends up on the border of the annotated element.

Label:

An *annotation* contains information placed in an unbordered box containing a string of characters. The characters can be distributed on several lines to improve readability, although this is not mandatory. The label box must be attached to the center of the container. The label may spill outside of the container.

Auxiliary items:

An *annotation* does not carry any auxiliary unit.



Figure 2.42: The Entity Relationship glyph for annotation.

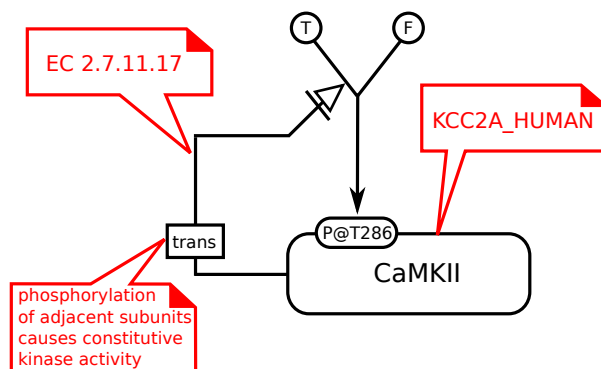


Figure 2.43: Example of annotations adding information to the description of the trans-phosphorylation of CaMKII.

2.6 Entity nesting

SBGN Entity Relationship Level 1 Version 2 allows *entities* to be nested. The relationships between the enclosed *entity* and the enclosing *entity* is partship. Note that this relation between *entities* of different levels does not imply anything about *entities* of the same level. In the Figure 2.44, A is part of X and B is part of X. However, nothing is said about A and B. A and B could be of different nature (transmembrane domain and transduction domain) or could be overlapping (binding domain and catalytic domain sharing some amino-acids).

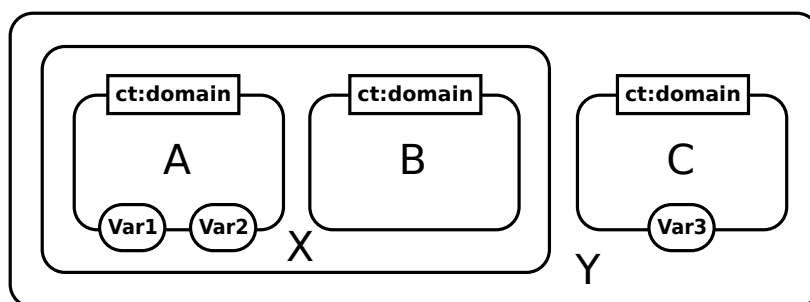


Figure 2.44: The Entity Relationship glyph for domain.

As any other *entity*, a nested *entity* can carry *state variables* and *units of information*. The contour of the containing *entity* must surround the totality of all contained *entities* including their *state variables* and *units of information*. This does not include the *assignments* and the *variable values*. A nested *entity* can participate to *interactions*, with “sibling” *entities* (part of the same containing *entity*), or others. They can also generate *influences*. For more information about the use and interpretation of domains, see Section 3.4.5

[FIXME: put a figure showing two domains of the same protein interacting within the enclosing entity, and an outcome affecting something outside (an assignment on the container?)]

Chapter 3

Grammar of Entity Relationships

3.1 Overview

In this chapter, we describe how the glyphs of SBGN Entity Relationship Level 1 can be combined to make a valid Entity Relationship map. To do this, we must at the very least define what glyphs can be connected to each other. This is called syntax. Next, we must define additional rules, such as whether duplicate symbols are permitted. In addition, we must define what the notation “means” — how does it represent a body of biological knowledge? This is semantics, and it is essential if a reader is to understand an SBGN map without external help, and a writer is to create a map that reflects his understanding of a biological system.

In this section we start off by describing the concepts of the Entity Relationship language. A detailed description of the syntax is provided next, followed by a description of the syntactic rules of the language.

3.2 Concepts

The SBGN Entity Relationship language is more than a collection of symbols. It is a visual language that uses specific abstractions to describe the biological processes that make up e.g. a quantitative model, a signalling pathway or a metabolic network. This abstraction is the semantics of SBGN, and to describe it requires more than a definition of the symbols and syntax of the language. We first need to define the abstractions we are using.

SBGN Entity Relationships describe biological interactions involving biological entities. An *entity node* (Section 2.1), such as a molecule, influences the behaviour of other *entity nodes* via a relationships.

It may be convenient to think of a SBGN Entity Relationships as listing independent rules that describe influences between *entity nodes*. Map can then be analysed with “what if?” queries.

3.3 Syntax

The syntax of SBGN Entity Relationships can be defined in the form of an incidence matrix. This incidence matrix has symbols as rows and arcs as columns. Each element of the matrix represents the role of a symbol in connection to an arc. Input (I) means that the arc can begin on that symbol. Output (O) indicates that the arc can end on that symbol. Numbers in parenthesis represent the maximum number of arcs of a particular type to have this specific connection role with the node. No numbers means any number is allowed. Empty cells means the arc is not able to connect to the symbol.

3.3.1 Interactor Nodes connectivity definition

symbols \ Arc	<i>assignment</i>	<i>interaction</i>	<i>modulation</i>	<i>stimulation</i>	<i>inhibition</i>	<i>necessary stimulation</i>	<i>absolute stimulation</i>	<i>absolute inhibition</i>	<i>logic arc</i>
<i>entity</i>		IO	I	I	I	I	I	I	I
<i>outcome</i>		I(1)O(1)	I(1)	I(1)	I(1)	I(1)	I(1)	I(1)	I(1)
<i>and</i>			I(1)	I(1)	I(1)	I(1)	I(1)	I(1)	I(1)O
<i>or</i>			I(1)	I(1)	I(1)	I(1)	I(1)	I(1)	I(1)O
<i>not</i>			I(1)	I(1)	I(1)	I(1)	I(1)	I(1)	I(1)O(1)
<i>delay</i>			I(1)	I(1)	I(1)	I(1)	I(1)	I(1)	I(1)O(1)
<i>perturbing agent</i>			I	I	I	I	I	I	I
<i>unit of information</i>		IO							
<i>state variable</i>	I(1)O(1)								
<i>modulation</i>				O	O	O	O	O	
<i>stimulation</i>				O	O	O	O	O	
<i>inhibition</i>				O	O	O	O	O	
<i>necessary stimulation</i>				O	O	O	O	O	
<i>absolute stimulation</i>				O	O	O	O	O	
<i>absolute inhibition</i>				O	O	O	O	O	
<i>assignment</i>				O	O	O	O	O	
<i>interaction</i>				O	O	O	O	O	
<i>phenotype</i>				O	O	O	O	O	

3.3.2 Syntactic rules

In addition to the incidence matrix, additional rules refine the syntax of Entity Relationships.

1. From an *outcome* can only originate one relationship, whether influence or interaction. The relationships being seen as independent rules, separate consequences of an assignment or an interaction have to originate from different outcomes, that is assestion of truth of this assignment or interaction.
2. There cannot be both an *absoluteStimulation* and an *absoluteInhibition* targeting the same statement.
3. In the case of a non-binary interaction, the “cis” or “trans” *unit of information* must be carried by the circle representing the n-ary interaction, and not the arc connecting this circle and a given interactor.
4. If an *influence* targeting an *interaction* carries a “cis” or “trans” unit of information, at least one of the *interactors* must be the same *entity* than the origin of the influence.
5. If more than one instance of an *entity* is involved in an *interaction*, a *unit of information cardinality* (Section 2.4.4) must be associated with each entity involved in the statement.
6. A *cis* or *trans* unit of information can only be carried by a relationship involving a single *entity*.

3.4 Semantic description of Entity Relationships

3.4.1 Statements

An *interaction* (Section 2.2.1.2) linking the *interactors* A and B means: “ A interacts with B ”. An *outcome* on an *interaction* represents the cases when the statement is true, that is when the interaction effectively exists. If the interaction is a physical interaction between molecules, the *outcome* represents the complex resulting from the interaction. It is used as follow: “when (or if) A interacts with B then ...”.

An *assignment* (Section 2.2.1.1) linking a state variable value v to a *state-variable* V of an *entity* E means: “ v is assigned to V of E ” or “ V of E takes the value v ”. An *outcome* on an *assignment* represents the cases when the statement is true, that is when the variable effectively displays the value. It is used as follows: “when (or if) V of E takes the value v then ...” or more succinctly “when (or if) $E\{V \Rightarrow v\}$ then ...”.

A *phenotype* (Section 2.2.2) P means: “ P exists”.

3.4.2 Influences

A *modulation* (Section 2.2.3.1) linking an *entity node* E and a relationship R means: “If E exists then R is either reinforced or weakened”.

A *stimulation* (Section 2.2.3.2) linking an *entity node* E and a relationship R means: “If E exists then R is reinforced” or “If E exists then the probability of R is increased”.

An *absolute stimulation* (Section 2.2.3.6) linking an *entity node* E and a relationship R means: “If E exists then R always takes place”.

A *necessary stimulation* (Section 2.2.3.4) linking an *entity node* E and a relationship R means: “ R only takes place if E exists”.

An *inhibition* (Section 2.2.3.3) linking an *entity node* E and a relationship R means: “If E exists then R is weakened” or “If E exists then the probability of R is lowered”.

An *absolute inhibition* (Section 2.2.3.5) linking an *entity node* E and a relationship R means: “If E exists then R never takes place”.

3.4.3 Logical Operators

An *and* (Section 2.1.2.1) linking several *logic arcs* originating from *entity nodes* E_i and an influence F means: “if for each i , E_i exists, then F ”.

An *or* (Section 2.1.2.2) linking several *logic arcs* originating from *entity nodes* E_i and an influence F means: “if for any i , E_i exists, then F ”.

A *not* (Section 2.1.2.3) linking a *logic arc* originating from an *entity node* E and an influence F means: “if E does not exist, then”.

A *delay* (Section 2.1.2.4) linking a *logic arc* originating from an *entity node* E and an influence F means: “If E exists then F takes place, but not immediately”.

3.4.4 Cis and trans relationships

The use of cis and trans units of information on a combination of relationships brings power and versatility to Entity Relationships. However, the resulting semantics may be difficult to grasp. Here are the basic rules that permit to understand the graphs.

- The unit of information “cis” or “trans” carried by an *interaction* refers to the *interactors* targeted by the *interaction*.
- The unit of information “cis” or “trans” carried by an *influence* targeting a state variable *assignment* refers to the origin of the *influence* and to the *entity* carrying the target of the *assignment*.
- The unit of information “cis” or “trans” carried by an *influence* targeting another *influence* refers to the origin of the carrying *influence* and to the origin of the targeted *influence*.
- The unit of information “cis” or “trans” carried by an *influence* targeting an *interaction* refers to the origin of the *influence* and all the relevant *interactors* targeted by the *interaction* (see Section 3.3.2).

3.4.5 Use of nested entities

The relationship between an *entity* and the *entities* it contains is a partonomy (meronymy). Any instance of the contained *entity* is part of an instance of the containing *entity*.

No functional relationship are implied between *entities* that are part of the same *entity*. Such relationships if any must be explicit. In particular, there is no implied disjunction.

Entity nesting is transitive. If $E1$ contains $E2$ and $E2$ contains $E3$, then any instance of $E3$ is part of an instance of $E2$ and any instance of $E2$ is part of an instance of $E1$, therefore any instance of $E3$ is part of an instance of $E1$.

The assignment of a certain value to the variable *location* of the containing *entity* effectively assigns this value to the variable *location* of all contained *entities*. For instance, a protein that translocates from the cytosol to the nucleus causes the translocation of all its domains.

The assignment of a certain value to the variable *location* of a contained *entity* does not assign this value to the variable *location* of the containing *entity*. For instance a protein domain can translocate from the cytosol into the plasma membrane, but the whole protein still belong to the cytosol.

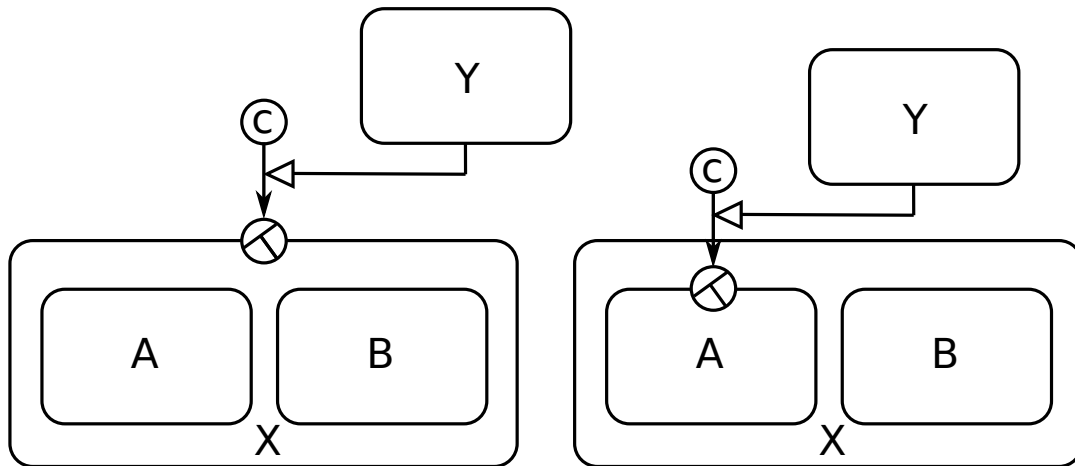


Figure 3.1: On the left, the entity *Y* causes the whole entity *X* to translocate to the location *c*, including its *A* and *B* components. On the right, only the entity *A* is translocated, without effect on *B* and *X*.

The assignment of a certain value to the variable *existence* of the containing *entity* effectively assigns this value to the variable *existence* of all contained *entities*. For instance, the degradation of a protein implies the degradation of all its domains.

The assignment of a certain value to the variable *existence* of a contained *entity* does not assign this value to the variable *existence* of the containing *entity*. For instance the degradation of a protein domain does not imply the degradation of the entire protein.

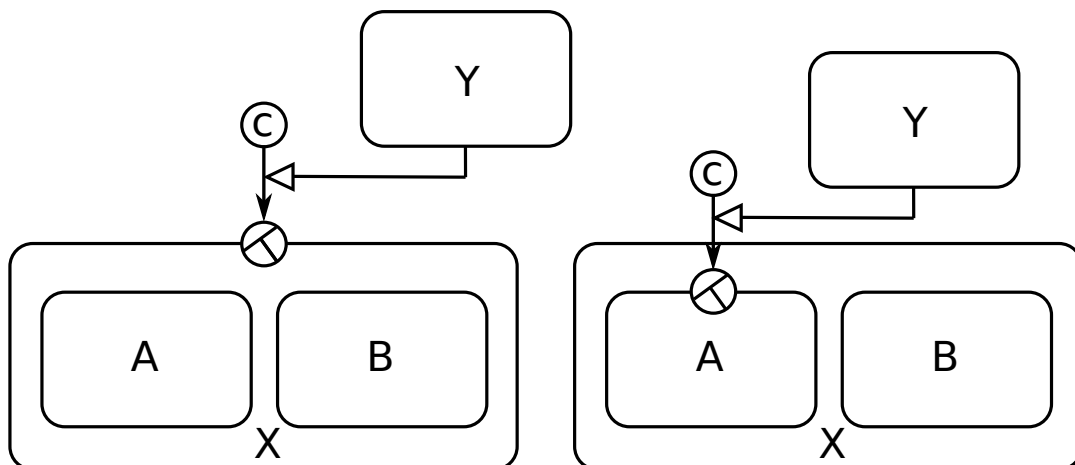


Figure 3.2: On the left, the entity *Y* causes the disappearance of the whole entity *X*, including its *A* and *B* components. On the right, only the entity *A* disappear, without effect on *B* and *X* as a whole.

3.4.6 (In)Validation of ER maps

Based on the definitions above, it should be possible to use the toolkit of formal logic to analyse Entity Relationships. In particular, one can envision to build truth tables describing the consequences of the existences of the various entities. Those table should point to inconsistencies leading to contradictory predicates.

Chapter 4

Layout Guidelines for an Entity Relationship map

4.1 Introduction

The previous chapters describe the appearance and meaning of SBGN Entity Relationship Level 1 components which are *entity nodes* as well as *relationships*. The components of an Entity Relationship map have to be placed in a meaningful way – a random distribution with spaghetti-like connections will most likely hide the information encoded in the underlying model, whereas an elegant placement of the objects, giving a congenial appearance of the maps, may reveal new insights. The arrangement of components in a map is called a *layout*.

SBGN Entity Relationship maps should be easily recognizable not only by the glyphs used, but also by the general style of the layout. However, the arrangement of the components is a complex art in itself, and there is no simple rule which can be applied to all cases. Therefore this section provides guidelines for the layout of Entity Relationships, divided into two categories:

1. requirements, i. e. rules which **must** be fulfilled by a layout, and
2. recommendations, i. e. rules which **should** be followed if possible.

In addition, we provide a list of additional suggestions which may help in producing aesthetically more pleasant layouts, possibly easier to understand.

Those layout guidelines are independent of the method used to produce the map, and apply to both manually drawn maps as well as maps produced by an automatic layout algorithm. The guidelines do not deal with interactive aspects (e. g. the effect of zooming). Further information about automatic network layout (graph drawing) can be found, for example, in the books of Di Battista and co-authors [1] and Kaufmann and Wagner [2].

Please note that the color of objects do not carry any meaning in SBGN. Although one can use colors to emphasize part of a map or encode additional information, the meaning of the map should not depend on the colors. Furthermore, objects can have different sizes and size is also meaningless in SBGN. For example, a transition node may be larger than a protein node. Also the meaning of a graph should be conserved upon scaling as far as possible.

4.2 Layout guidelines

4.2.1 Requirements

Requirements are rules which **must** be fulfilled by a layout to produce a valid SBGN Entity Relationship Level 1 graph.

4.2.1.1 Node-node overlaps

Nodes are only allowed to overlap in the case that the overlapping nodes define a glyph. Examples are stacking auxiliary items such as an *unit of information* on top of an *entity*, or an *interaction* and nesting *entities* to represent domains (Section 2.6). In other cases, nodes are not allowed to overlap (Figure 4.1). This includes the touching of nodes.

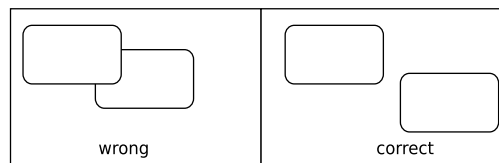


Figure 4.1: Nodes must not overlap.

In the case of domain nesting, the internal *entities* must be completely included in the enclosing *entities*.

4.2.1.2 Node-edge crossing

In case of node-edge crossing the edge must be drawn on the top of the node (Figure 4.2). See also recommendation 4.2.2.2 (crossing between edges and nodes should be avoided).

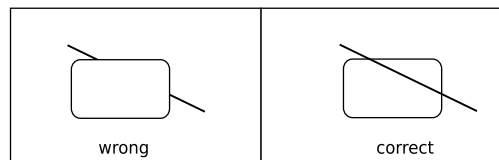


Figure 4.2: If an edge crosses a node, the edge must be drawn on top of the node.

4.2.1.3 Node border-edge overlaps

Edges are not allowed to overlap the border lines of nodes (Figure 4.3 on the following page).

4.2.1.4 Edge-edge overlaps

Edges are not allowed to overlap (Figure 4.4 on the next page). This includes touching of edges. Furthermore, an edge is neither allowed to cross itself nor to cross a boundary of node more than twice or other edges more than once.

4.2.1.5 Node orientation

Nodes have to be drawn horizontally or vertically, any other rotation of elements is not allowed (Figure 4.5 on the following page).

4.2.1.6 Interactions

The *interaction arcs* linking more than two *interactor nodes* are attached to a circle. Several outcomes of an interaction are not allowed to overlap (Figure 4.6 on the next page).

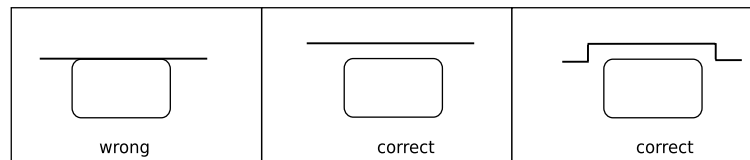


Figure 4.3: *Edges must not overlap node borders.*

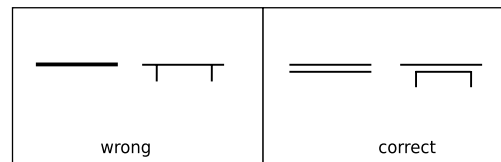


Figure 4.4: *Edges must not overlap.*

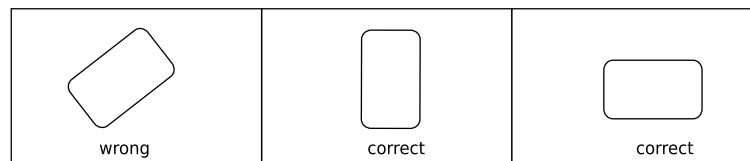


Figure 4.5: *The node orientation must be horizontally or vertically.*

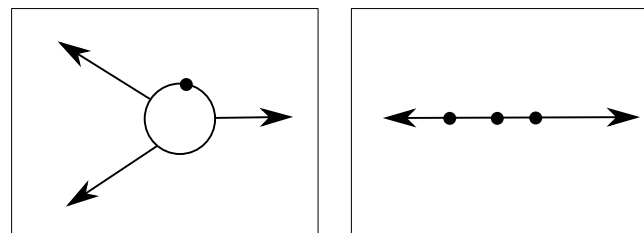


Figure 4.6: *Arcs linking more than two interactor nodes are attached to a circle and outcomes of an interaction are not allowed to overlap.*

4.2.1.7 Node labels

At least a part of the label (unbordered box containing a string of characters) has to be placed inside the node it belongs to. Node labels are not allowed to overlap nodes or other labels (this includes touching of other nodes or labels).

4.2.1.8 Edge labels

Edge labels are not allowed to overlap nodes. This includes touching of nodes.

4.2.1.9 Annotation links

The links between an annotation and the annotated element should be clearly different from the relationships. They can be callouts, thick edges, dashed edges etc. as long as they differ from the continuous lines used for statements and influences.

4.2.2 Recommendations

Recommendations are rules which should be followed if possible to produce layouts may be easier to understand.

4.2.2.1 Multiple entities to represent the same concept

Because rules (the influence of one entity node on a relationship) are independent of each other, a given “entity” (the concept) can be represented by many *entities* (the symbols). If a map is particularly large and an entity highly influenced or influential, it may be a good idea to represent the entity several time, limiting the influences to or from each instance. However, if systematised, such a procedure would lead to disconnected maps difficult to read and interpret. It is recommended to adopt a parsimonious approach, and multiply the symbols representing an entity only when the map become unreadable without doing so.

4.2.2.2 Node-edge crossing

Crossings between edges and nodes should be avoided. See also requirement 4.2.1.2 (in case of node-edge crossings the edge must be drawn on the top of the node).

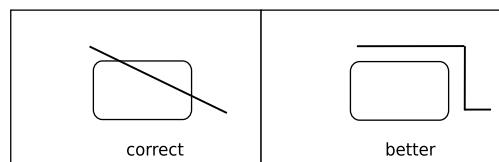


Figure 4.7: Edges should not cross node.

4.2.2.3 Labels

Labels should be horizontal. Node labels should be placed completely inside the node if possible. Edge labels should be placed close to the edge and avoid overlapping the edge as well as other edge labels.

4.2.2.4 Avoid edge crossings

The amount of crossings between edges should be minimized.

4.2.2.5 Units of information

Units of information should not hide the structure of the corresponding node and should not overlap other elements.

4.2.3 Additional suggestions

Here is a list of additional layout suggestions which may help in producing aesthetically more pleasing layouts which may be easier to understand.

- Angle of edge crossings: If edge crossings are not avoidable edges should cross with an angle close to 90 degrees.
- Drawing area and width/height ratio: The drawing should be compact and the ratio between the width and the height of the drawing should be close to 1.
- Edge length: Long edges should be avoided.
- Number of edge bends: Edges should be drawn with as few bends as possible.
- Similar and symmetric parts: Similar parts of a map should be drawn in a similar way, and symmetric parts should be drawn symmetrically.

- Proximity information: Related elements (e. g. nodes connected by an arc or all elements within a submap) should be drawn close together.

Chapter 5

Acknowledgments

SBGN specifications are developed by many people, and with the support of many organisations.

5.1 Main contributors

In addition to the SBGN editors, the specification of SBGN PD benefited enormously from the contribution of many people. In particular, the specification of SBGN Entity Relationship Level 1 benefited much from deep discussions with Mirit Aladjem, Kurt Kohn, Emek Demir, Augustin Luna, Sohyoung Kim, Yukiko Matsuoka and Hiroaki Kitano.

5.2 Comprehensive list of contributors

Here is a more comprehensive list of people who have been actively involved in SBGN development, either by their help designing the languages, their comments on the specification, help with development infrastructure or any other useful input. We aim this list to be rather complete. We are very sorry if we forgot someone, and will be grateful if you notified us of any omission.

Mirit Aladjem, Frank Bergmann, Michael Blinov, Sarah Boyd, Laurence Calzone, Melanie Courtot, Tobias Czauderna, Emek Demir, Ugur Dogrusoz, Tom Freeman, Akira Funahashi, Ralph Gauges, Peter Ghazal, Samik Ghosh, Igor Goryanin, Michael Hucka, Akiya Jouraku, Hideya Kawaji, Douglas Kell, Sohyoung Kim, Hiroaki Kitano, Kurt Kohn, Fedor Kolpakov, Nicolas Le Novère, Lu Li, Augustin Luna, Yukiko Matsuoka, Huaiyu Mi, Stuart Moodie, Sven Sahle, Chris Sander, Herbert Sauro, Esther Schmidt, Falk Schreiber, Jacky Snoep, Anatoly Sorokin, Jessica Stephens, Linda Taddeo, Steven Watterson, Martijn van Iersel, Alice Villéger, Katja Wegner, Sarala Wimalaratne, Guanming Wu.

The authors are also grateful to all the attendees of the SBGN meetings, as well as to the subscribers of the `sbgn-discuss@sbgn.org` mailing list.

5.3 Financial support

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network aspect of SBGN, and from the Engineering and Physical Sciences Research Council (EPSRC, <http://www.epsrc.ac.uk>) during the redaction of the specification.

Appendix A

Complete examples of SBGN Entity Relationship Level 1 maps

The following maps present complete examples of SBGN Entity Relationships representing biological processes. They by no mean exhaust the possibilities of SBGN Entity Relationship Level 1.

Figure A.1 presents the different relations between the four entities involved in a Polymerase Chain Reaction (PCR). This exemplifies the use of the *entity*, the logical operator *or*, the *state variable* “existence”, the *unit of information*, as well as the relationships *interaction*, *assignment*, *necessary stimulation* and *absolute inhibition*.

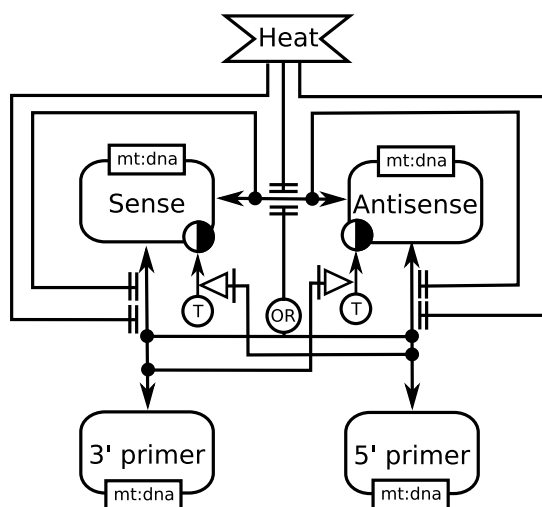


Figure A.1: Principle of the Polymerase Chain Reaction.

Figure A.2 on the next page depicts the effect of a depolarisation (dV) on the intracellular calcium, that binds to calmodulin, that itself binds to the calcium/calmodulin kinase II (CaMKII). The binding of calmodulin inhibits the folding of CaMKII monomer on itself, thus relieving the inhibition on the kinase activity. The phosphorylation of the glutamate receptors finally leads to the Long Term Potentiation (LTP) of the synapses. In addition, the map shows the effect of trans-phosphorylation on threonine 286, that makes the enzyme constitutively active, and on threonine 306, that renders the kinase insensitive to calmodulin, as well as the dimerisation of the kinase.

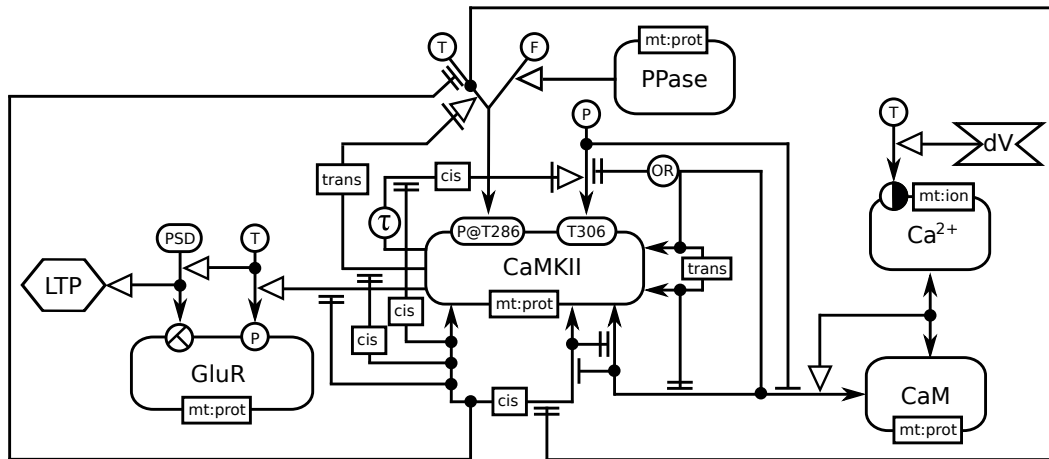


Figure A.2: Regulation of calcium/calmodulin kinase II effect on synaptic plasticity.

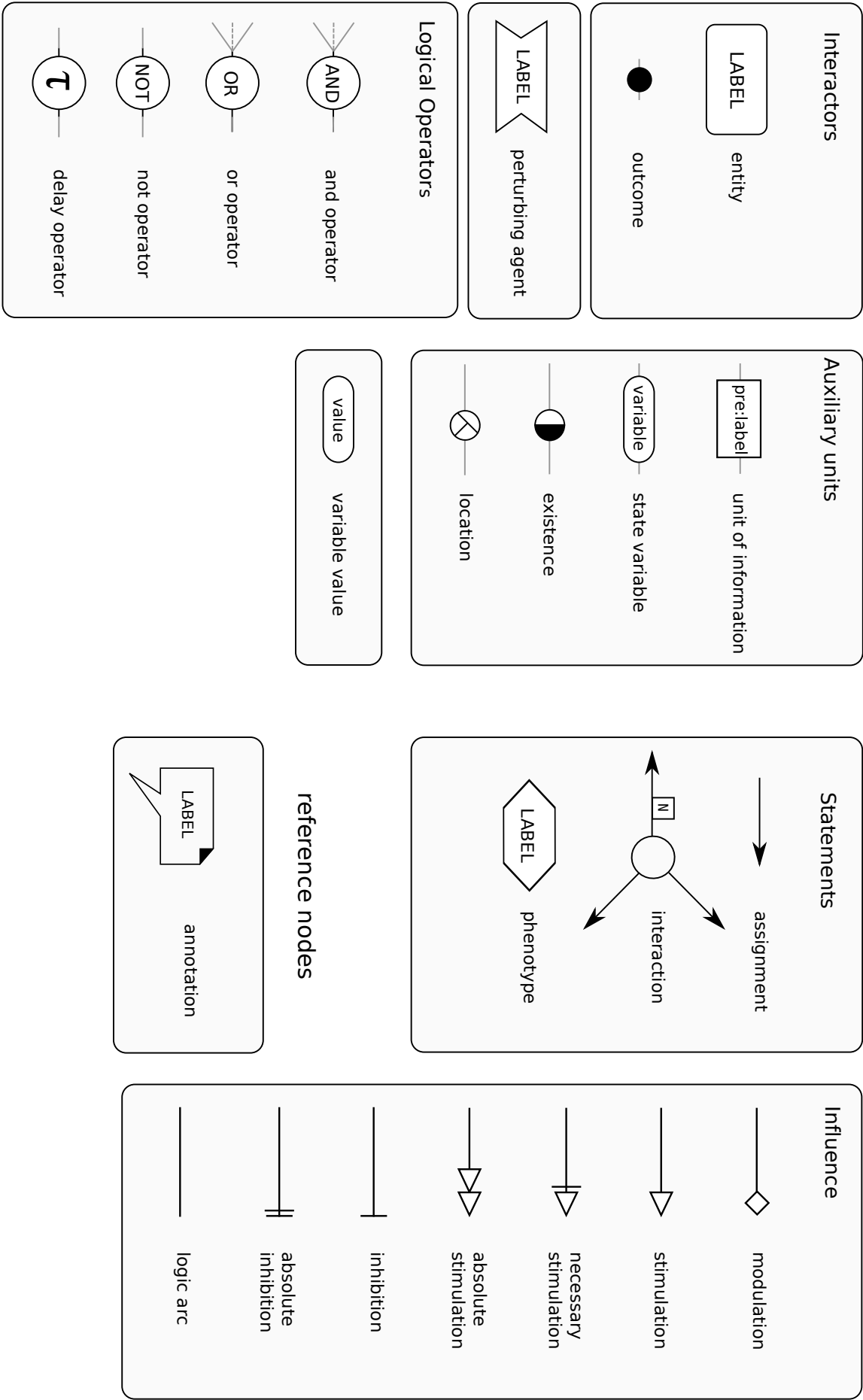
Appendix B

Reference card

Print this summary of SBGN Entity Relationship symbols for a quick reference.

Entity Nodes

Relationship Nodes



Appendix C

Issues postponed to future levels

C.1 Generics and instances

In SBGN Entity Relationship Level 1, an entity is represented only once. One cannot explicitly represent different instances of the “same” entity. Several instances can be inferred from relationships acting in *trans*. However, one cannot generally express the fact that several relationships involving the same entity actually involve the same, or different, instances of this entity. This problem is tied to the problem of generics. Indeed, if one discriminate between classes of instances, how can one represent, in the same map, the generic entity?

Appendix D

Revision History

D.1 Version 1 to Version 2

Below are the changes incorporated into Version 2 of the SBGN Entity Relationship Level 1 specification. The Tracker IDs correspond to the sourceforge tracker “SBGN ER L1” (http://sourceforge.net/tracker/?group_id=178553&atid=1170625). The message IDs correspond to the “sbgn-discuss” mailing list (<https://utils.its.caltech.edu/pipermail/sbgn-discuss/>).

Description	Message or Tracker ID
	track:

D.2 Version 1.1 to Version 1.2

Below are the changes incorporated into Version 1.2 of the SBGN Entity Relationship Level 1 specification. The Tracker IDs correspond to the sourceforge tracker “SBGN ER L1” (http://sourceforge.net/tracker/?group_id=178553&atid=1170625). The message IDs correspond to the “sbgn-discuss” mailing list (<https://utils.its.caltech.edu/pipermail/sbgn-discuss/>).

Description	Message or Tracker ID
The section “annotation links” of the layout chapter has been removed	
Clarification that the link between annotation and annotated must be a callout	track: 3240913
Clarification that an outcome cannot be targeted by an influence, and must carry only one influence	track: 3211399
Clarification that an interaction contour is always a circle	track: 3178637
Explanation that binary interaction can use a circle	track: 3178631
Clarification of what is an entity throughout	track: 2921526
Added caption ‘Auxiliary items’ for <i>necessary stimulation</i> and <i>absolute inhibition</i>	track: 3115480
A section has been added to describe the <i>variable value</i> as a proper glyph	
Mentions of <i>non-interaction</i> have been removed from 6 places	track: 3115477
A section has been added to describe the <i>variable value</i> as a proper glyph	

D.3 Version 1.0 to Version 1.1

Below are the changes incorporated into Version 1.1 of the SBGN Entity Relationship Level 1 specification. The Tracker IDs correspond to the sourceforge tracker “SBGN ER L1” (http://sourceforge.net/tracker/?group_id=178553&atid=1170625).

sourceforge.net/tracker/?group_id=178553&atid=1170625). The message IDs correspond to the “sbgn-discuss” mailing list (<https://utils.its.caltech.edu/pipermail/sbgn-discuss/>).

Description	Message or Tracker ID
The state variable value has been added on the reference card, as an entity node	
Auxiliary units have been moved after relationships, to avoid misunderstanding that they are only relevant for entities	track: 3051017 3051017
The description of a variable assignment with several alternative value has been clarified	track: 3004692 track: 3069103
The figures containing influences on logic arcs have been fixed	track: 2915856
The “fossil” mention a glyph <i>non-interaction</i> has been removed from the reference card	track: 2915853
The figures containing unit of informations on logic arc have been fixed	track: 2915852
Following a vote from the community, the link from an annotation to the annotated symbol is no longer undefined but is a callout. The example figure has been amended accordingly	msg: 000245
A revision history has been added at the end of the document	

Bibliography

- [1] G. Di Battista, P. Eades, R. Tamassia, and I. G. Tollis. *Graph Drawing: Algorithms for the Visualization of Graphs*. Prentice Hall, New Jersey, 1998.
- [2] M. Kaufmann and D. Wagner. *Drawing Graphs: Methods and Models*, volume 2025 of *Lecture Notes in Computer Science Tutorial*. Springer, 2001.