

# PhysiCell Training Apps Integration With Google Colab for Enhance Accessibility

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## Introduction

- Google Colab provides a cloud base platform by
  - Utilizing Jupyter notebooks for projects
  - Allows execution through a browser
  - Works great with simulations without local installations
- PhysiCell is an open-source cell simulator that is used to develop tissue-scale models in biology
  - Flexible and scalable for modeling cellular systems
  - Simulations require a local environment setup

## Objective

Our goal was to continue polishing, migrate, and fix and GUI issues. We also needed to speed up the process of loading the models, as well as add more export options and running times to the user.

## Methods

### Environment Setup

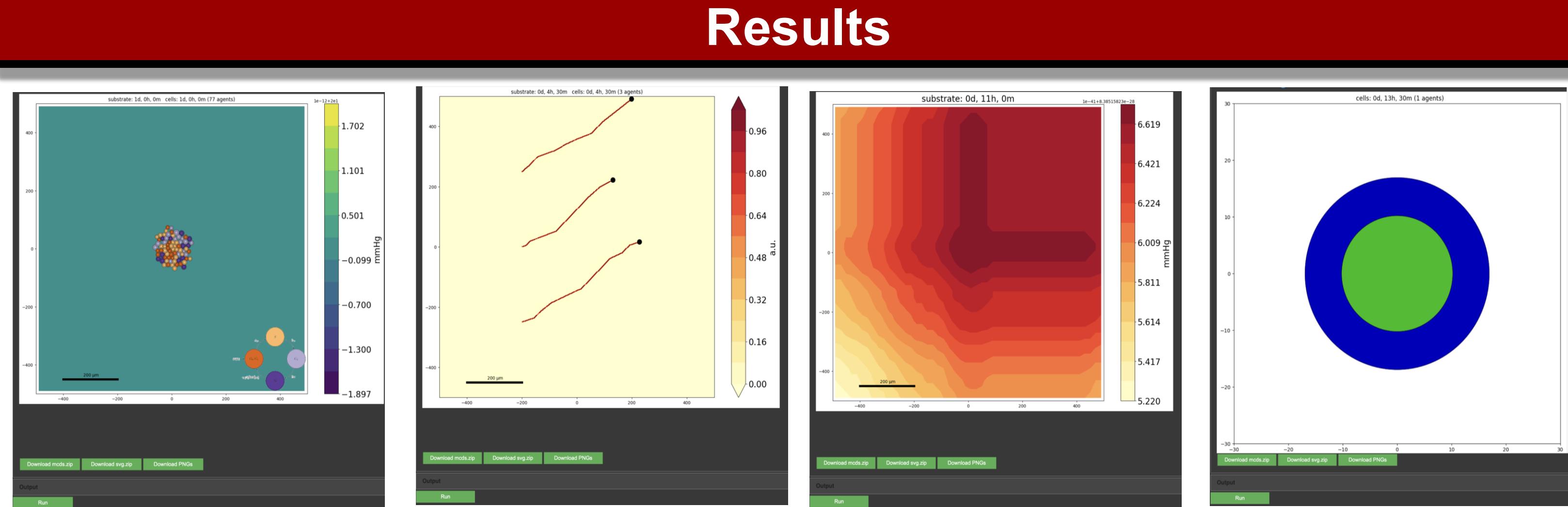
PhysiCell Training applications were used and adapted to Colab. The Github link was used to import the notebook, for a seamless experience.

### Programming and Compilation:

Pre-compiling the executable file to ensure a speed up, adding functionality to download PNGs, adding a separate window to show model running time, and integrate all this with the current GUI

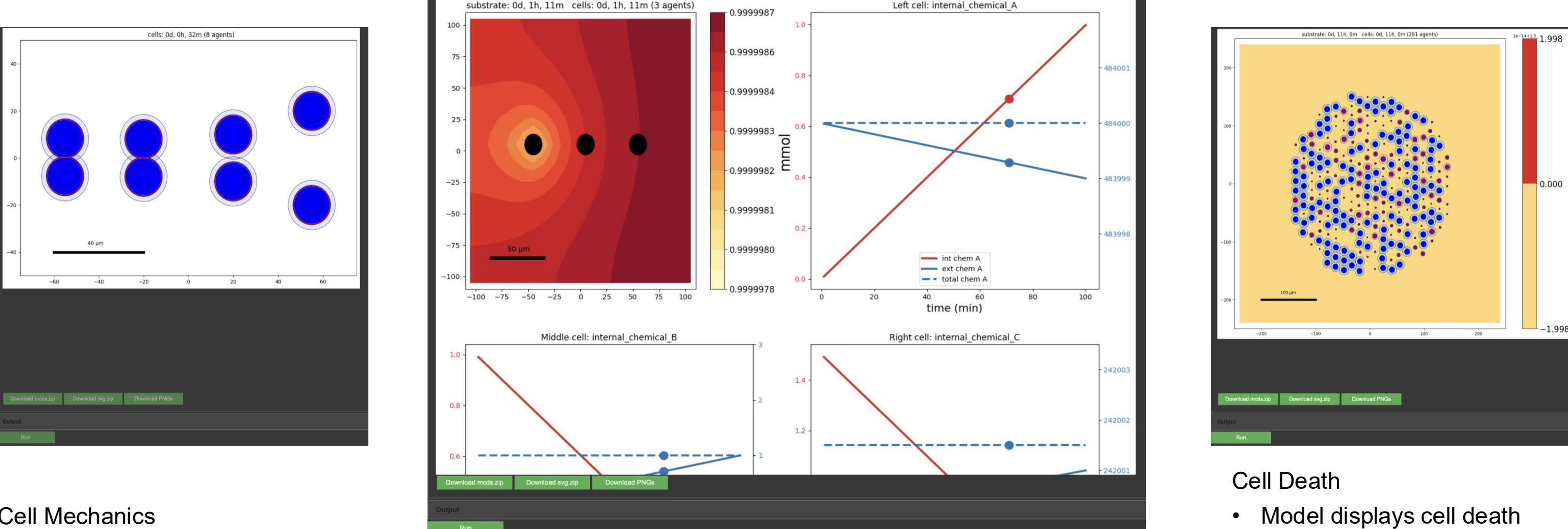
### Testing and Validation

Each application was tested within the Colab environment to verify functionality and model usability. Outputs were used as validation to confirm a successful update.



### Cell Cycle

- Output displays cycle growth over a period
- PNG output option and pre-compiled added
- Runtime reduction from 7 to 3 mins

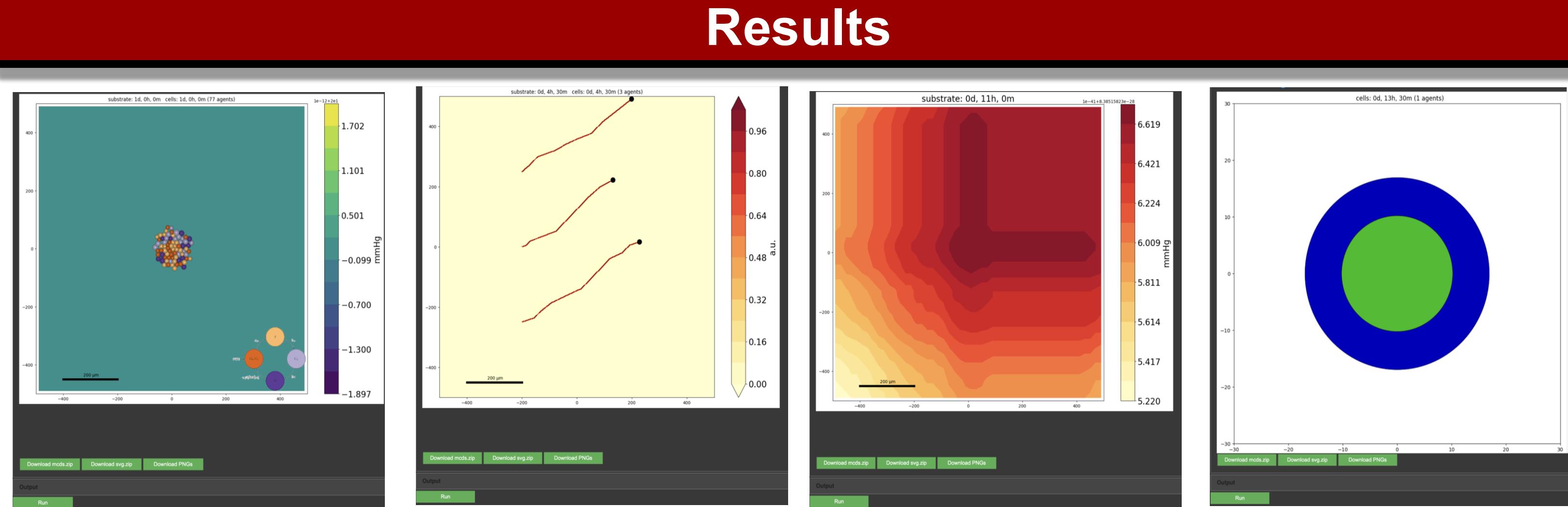


### Cell Mechanics

- Simulation displays physical interactions such as adhesion and repulsion
- PNG output option and pre-compiled added
- Runtime reduction from 5 to 3 mins

- Cell secretion model displays diffusion of chemical signals
- PNG output option and pre-compiled added
- Runtime reduction from 9 to 3 mins

- Model displays cell death processes including apoptosis and necrosis
- PNG output option and pre-compiled added
- Runtime reduction from 7 to 3 mins



## Results

## Discussion and Future Work

- Fixed some of the UI elements
- Speed up the process of PNG downloads for some apps
- Possible enabling Animations tab for specific apps



(Link takes you to PhysiCell Training Apps)

## References

- Aneequa Sundus, et al. "PhysiCell Training Apps: A Case Study for Creating Interactive Training Materials for Scientific Software Packages." *BioRxiv* (Cold Spring Harbor Laboratory), 28 June 2022, <https://doi.org/10.1101/2022.06.24.497566>. Accessed 8 Dec. 2024.
- Heiland, Randy, et al. "PhysiCell Studio: A Graphical Tool to Make Agent-Based Modeling More Accessible." *BioRxiv* (Cold Spring Harbor Laboratory), 27 Oct. 2023, <https://doi.org/10.1101/2023.10.24.563727>. Accessed 12 Dec. 2024.
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- Computational work was performed using Google Colaboratory (Google LLC).

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