

**SBGN-PD**

What's Next

# Release Plan

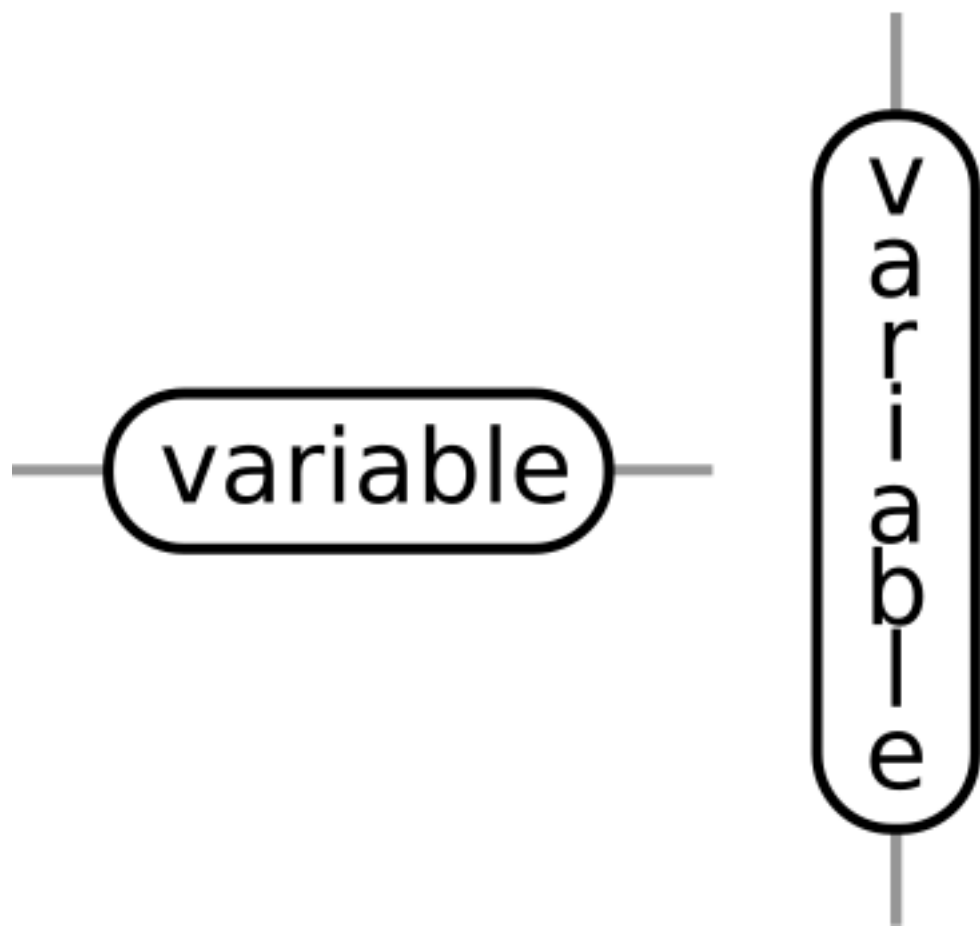
- Aim for Release 2.0 by Combine
  - Circulate draft by when? End July?

PD L1 R 2.0

# PD L1 R 2.0 Issues

- Glyphs
  - Stadium glyph
  - Comment glyph
- Numbered rules
- Complex subunits are not EPNs!
- Complex subunits can modulate
- Submap: make it a proper process
- Revisit reversible processes
- Unify Sink/Source
- Cloning

# State Glyph



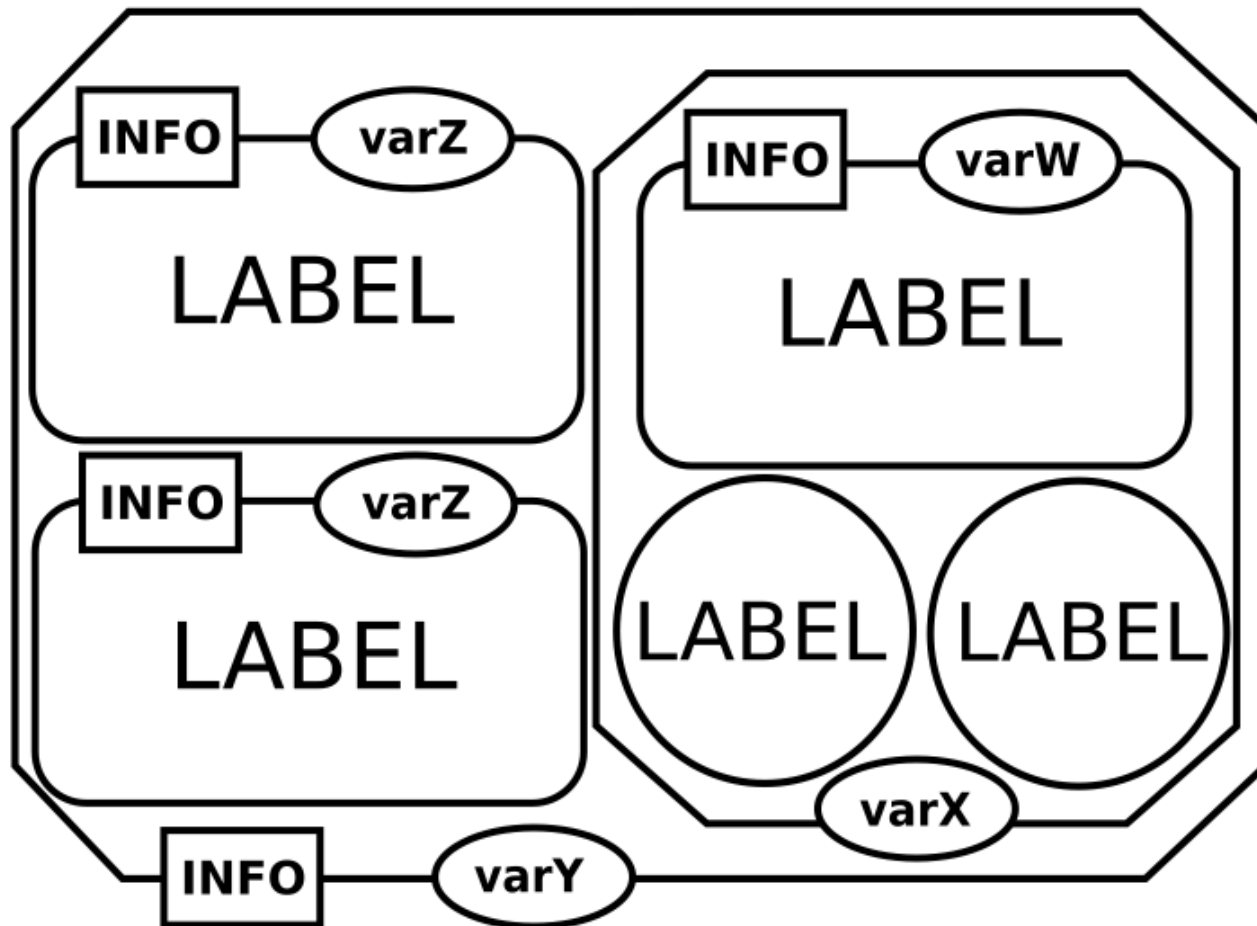
# Annotation glyph

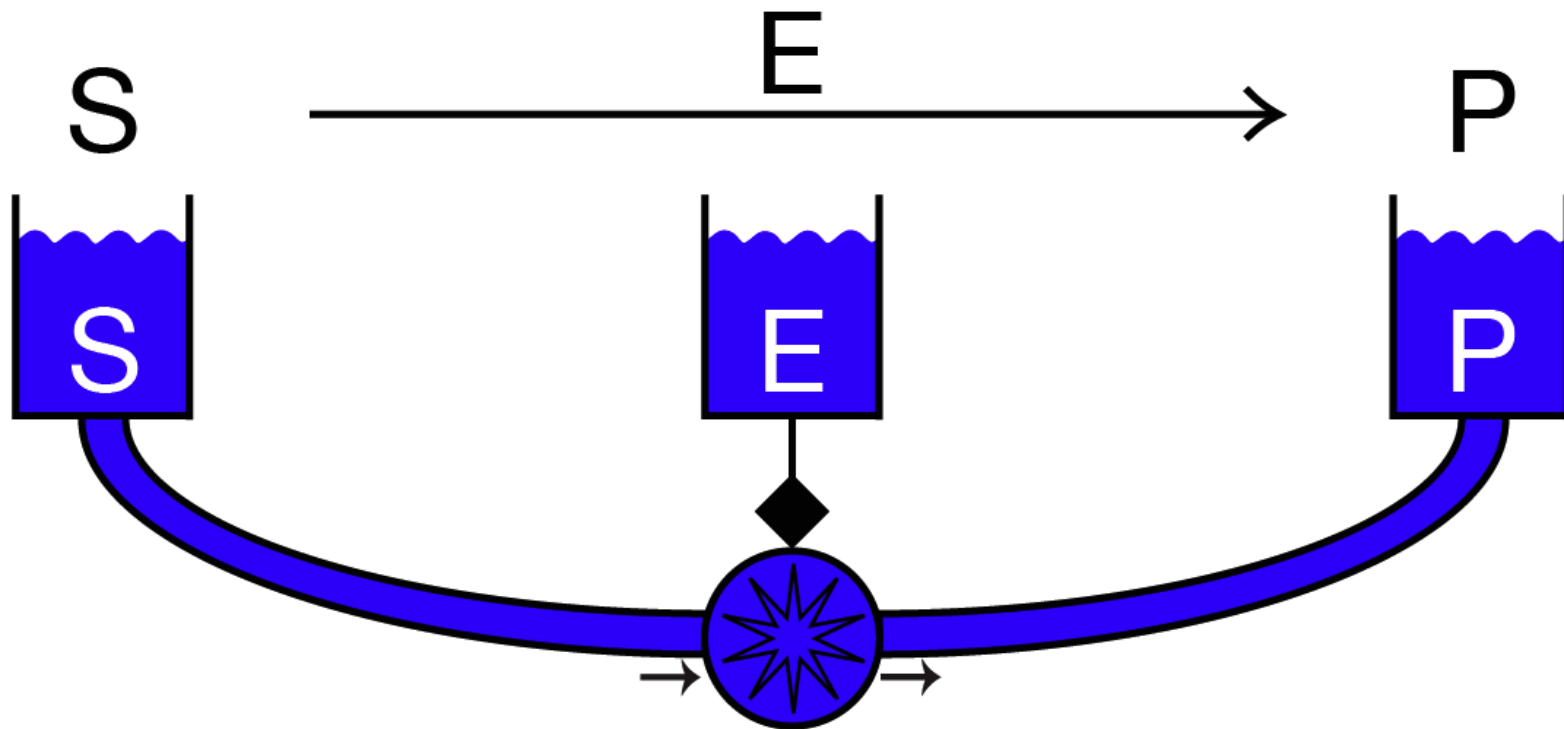


# Number rules

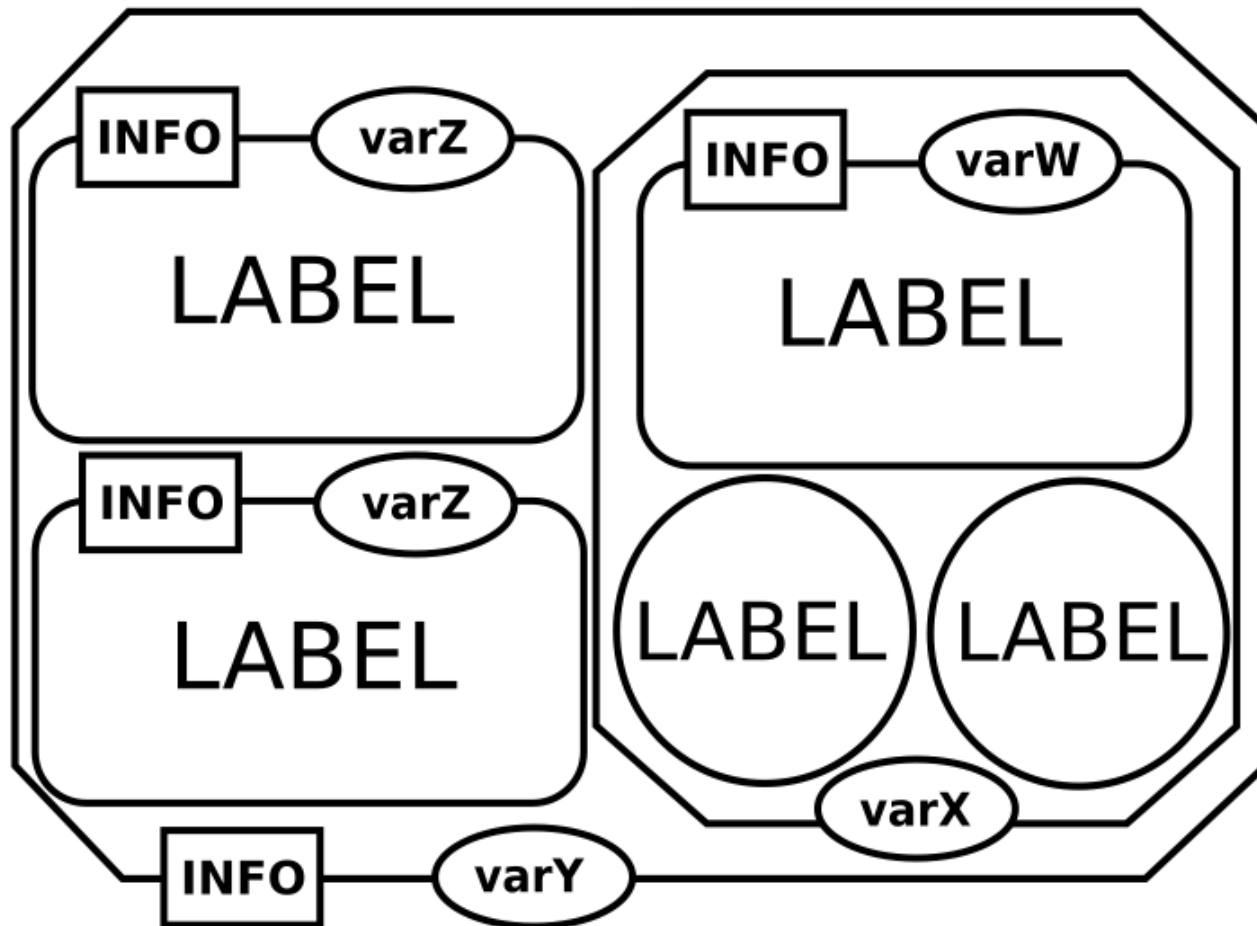
- Made a start
- Perhaps as part of libSBGN development
- [Show selection of old spec with number rules]

# Complex Subunits are not EPNs

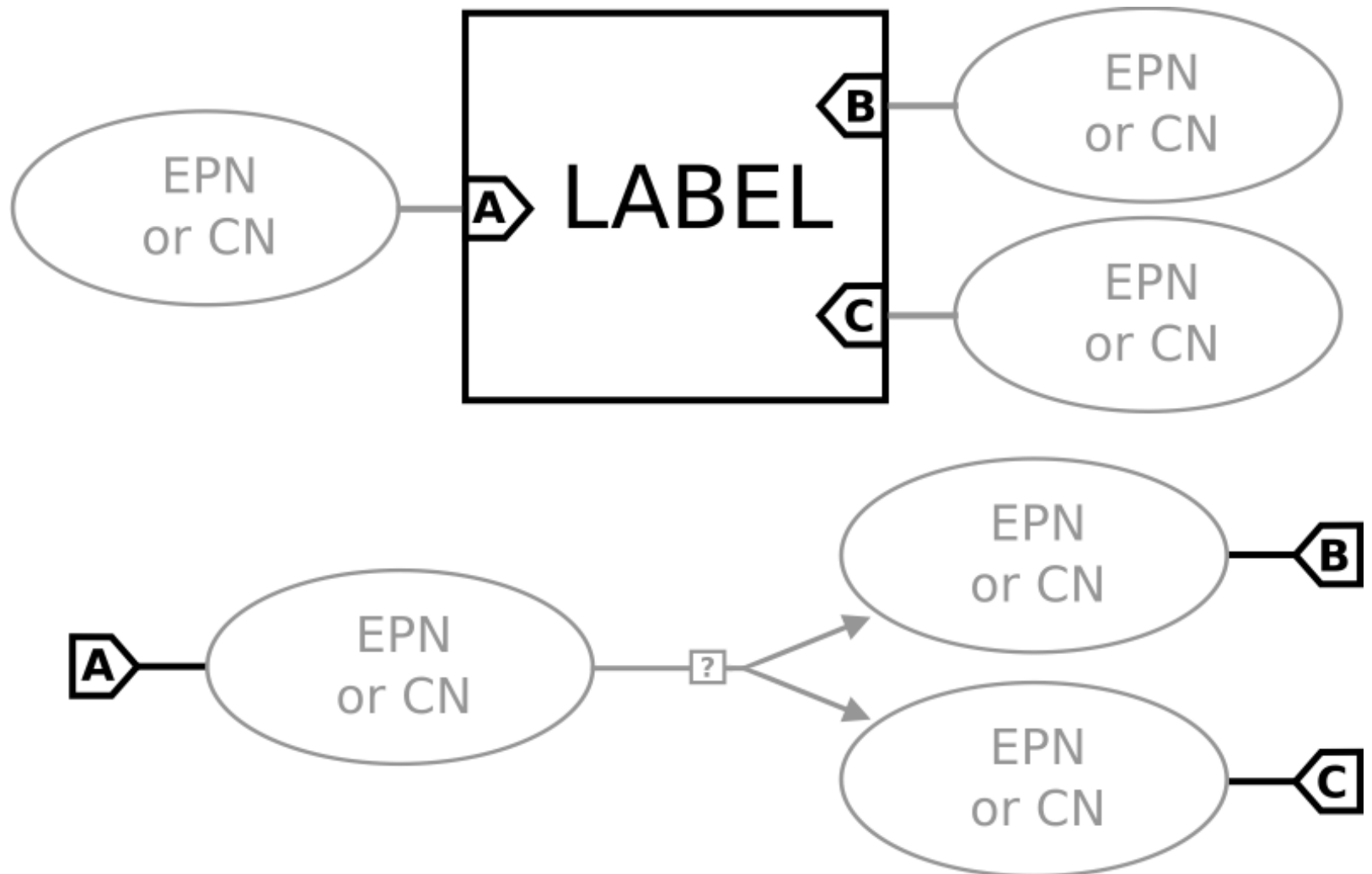




# Complex Subunits are not EPNs



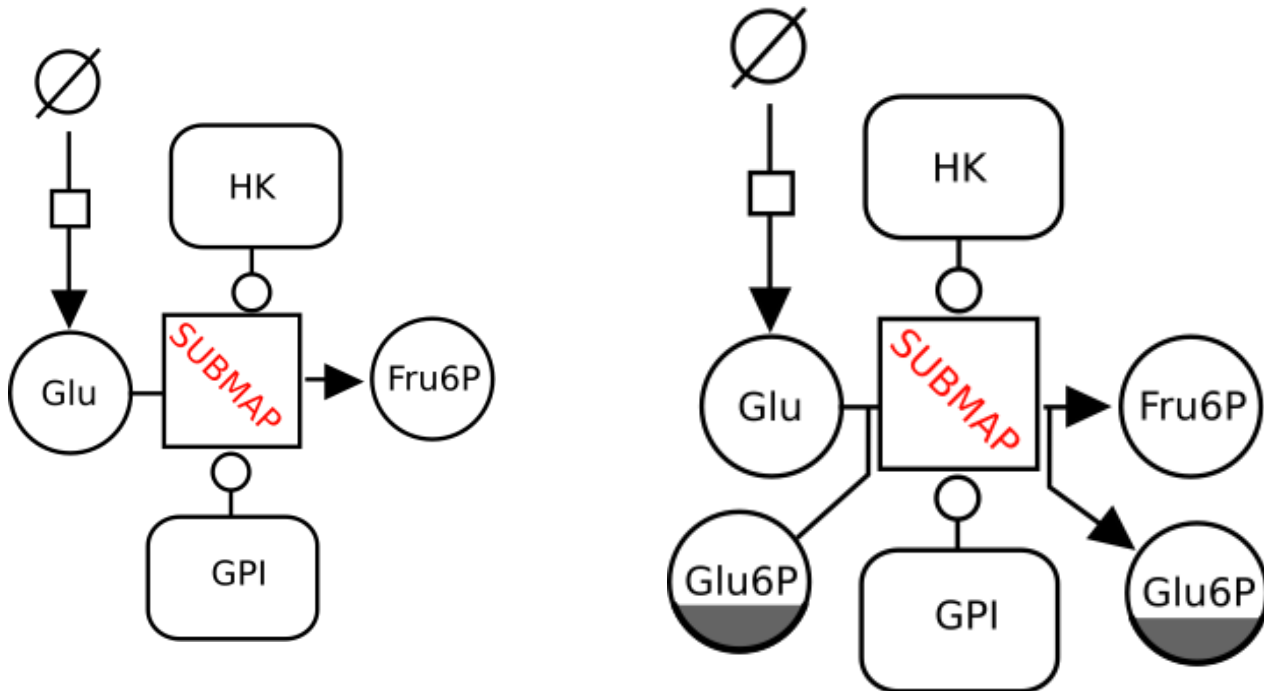
# Submaps as process



# Submap as Process

- Current situation bad:
  - Map is not self consistent and complete without sub map.
  - Tagging a hassle
- Benefits
  - Natural way to decompose the map
  - Precedents -> DFDs

# How to do it?



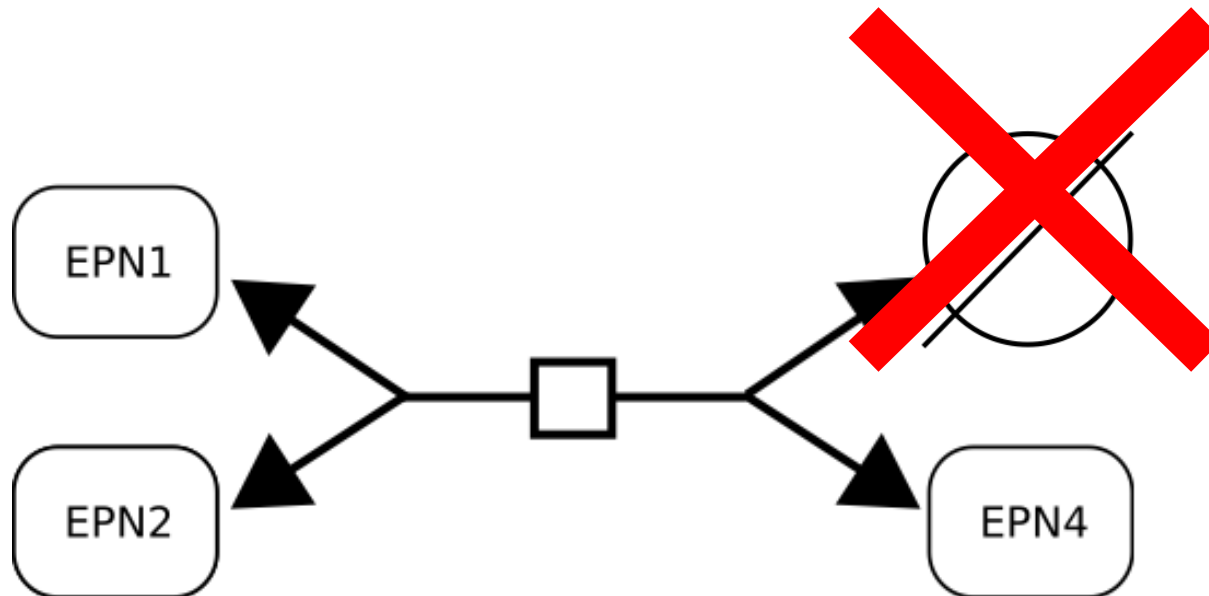
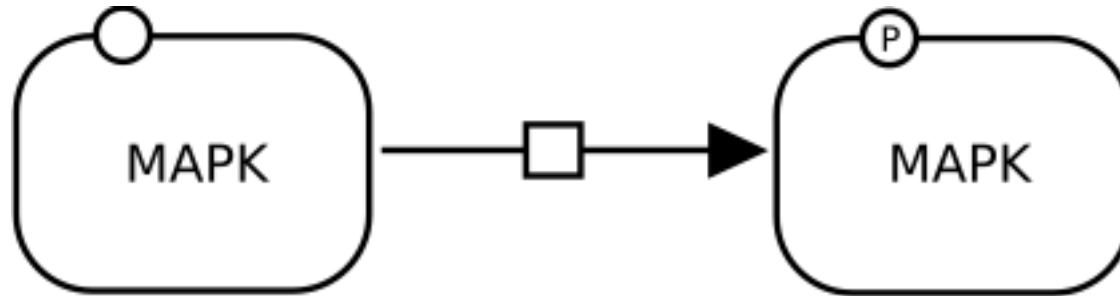
# Questions to resolve

- What should the glyph be?
- Shares same namespace?
  - Compartment names?
- How do we identifier external nodes?

# Reversible processes

- Are we happy with current semantics?
- Should we define a reversible process specifically?

# Reversible Process Semantics



# Unify Source/Sink?

- Do we need to distinguish between the different semantics – is it important?
- Different glyphs?
- Single glyph – combined semantics?