

SBGB forum 4 – PD discussion

Alice Villéger talk

Edited for clarity (also added diagrams)

Please also refer to the previous Arcadia talk
to put some points in context

2008/10/16

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- Exchange format for diagrams?
 - Graphic => vector, e.g. **SVG**
 - ✓ Not linked to a specific model format
 - ✗ Lose the semantic
 - Graph => dot, **GraphML**, etc. (can be annotated)
 - ✓ Keep the graph structure => can use graph viewers
 - ✗ But doesn't know the SBGN layout constraints?
 - Annotation of biological models (e.g **SBML** layout extension)
 - ✓ Link between the data (semantic and structure) and its representation
 - ✗ Specific to a model format

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- Electronic version of the SBGN specs?
 - relationship with SBO
- Stuff about glyphs...
 - special glyphs for collapsed states???
 - transition nodes layout constraint
 - Need to emphasize it for developers
 - is it ok to overload the production arcs glyph?
 - They become production-consumption arcs if reversible

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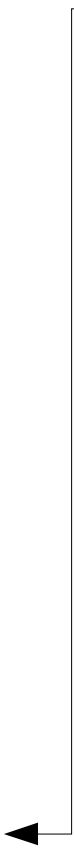
More on production arcs



Can take some time to disambiguate...
Is that a problem?

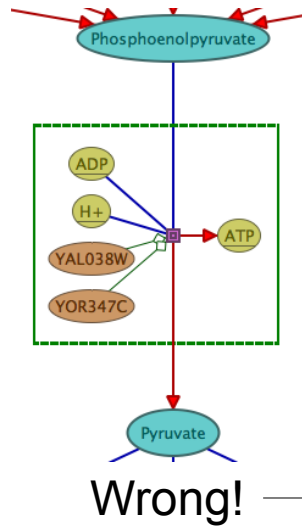
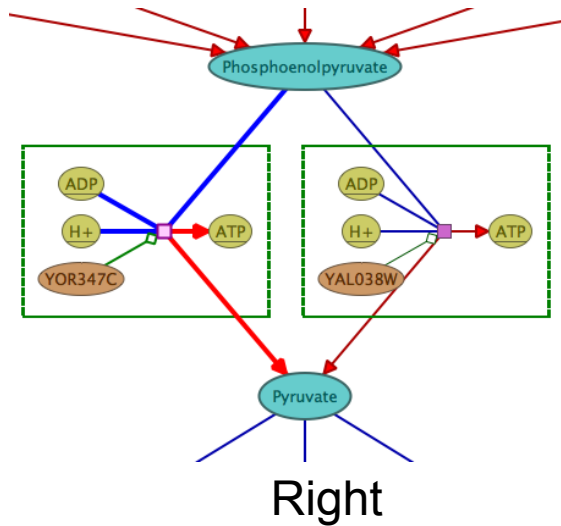
- Should reversible transitions (and the corresponding arcs) be represented with (slightly) different glyphs?
- Or is it OK to overload the meaning of the “arrow arc” symbol, since it is still possible to disambiguate eventually?

If the latter, then the dual meaning of the “arrow arc” should at least be made clear in the reference card

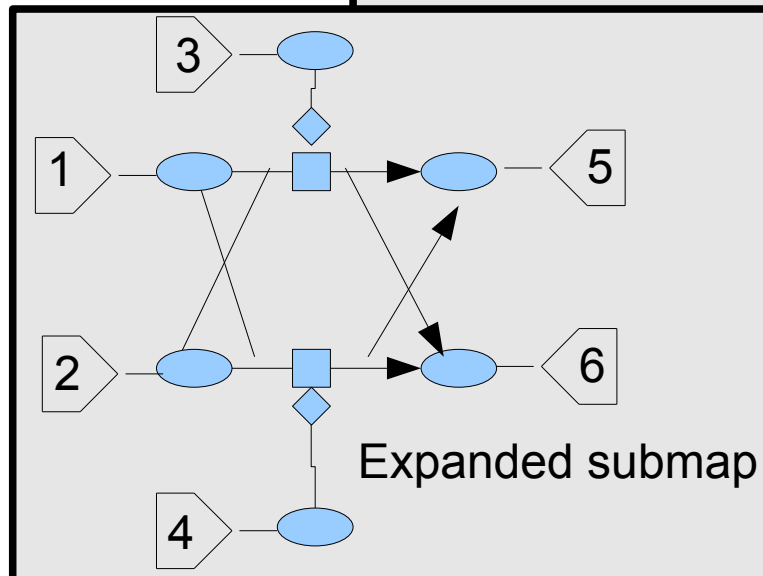
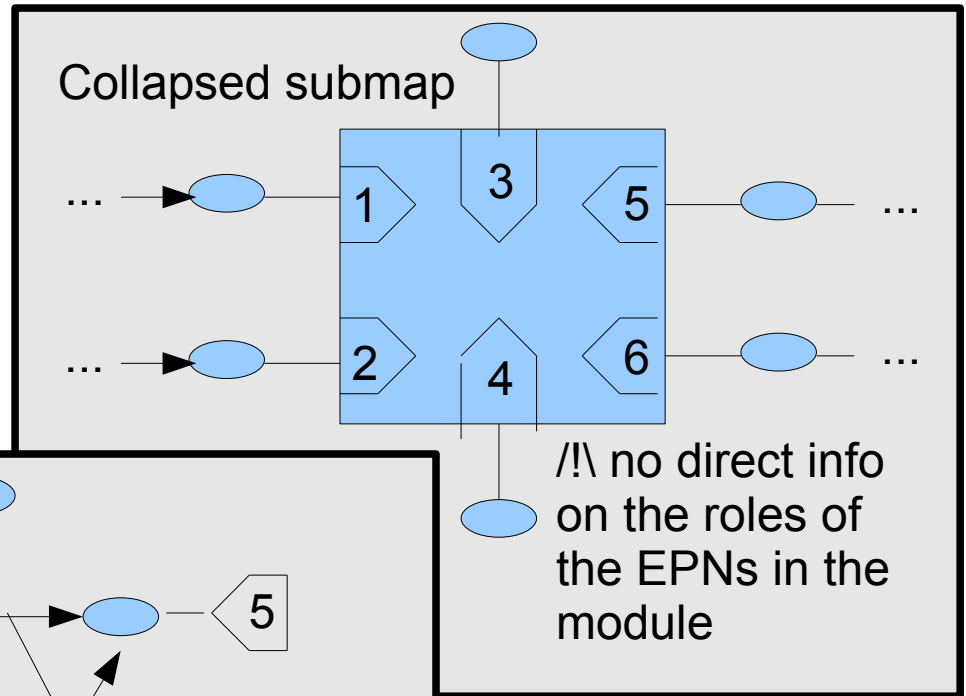


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More on “collapsing”/merging transitions



Or is it? The glyph is wrong, but the *idea* can be correctly expressed through a **submap**



Or an **omitted process**? (but loses information on what it hides)

