

SBGN-PD L1

What's Next

PD L1 R1.1

- Name changes
- Clarified reversible process semantics
- Made process like glyphs consistent
- Improved text

Name Changes

- Trigger -> Necessary Stimulation



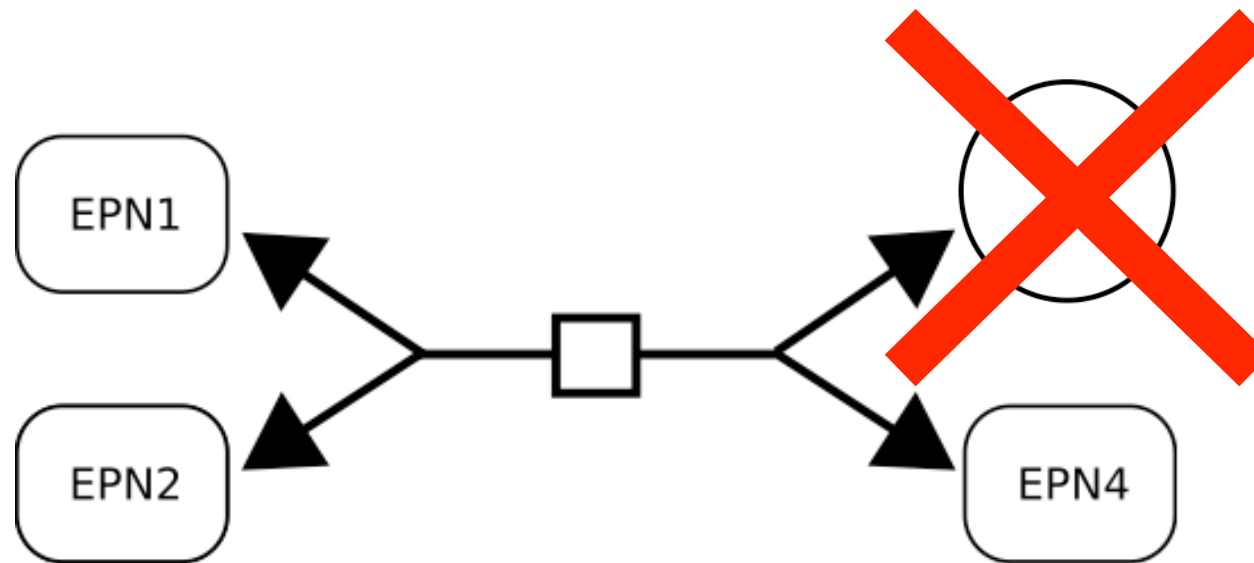
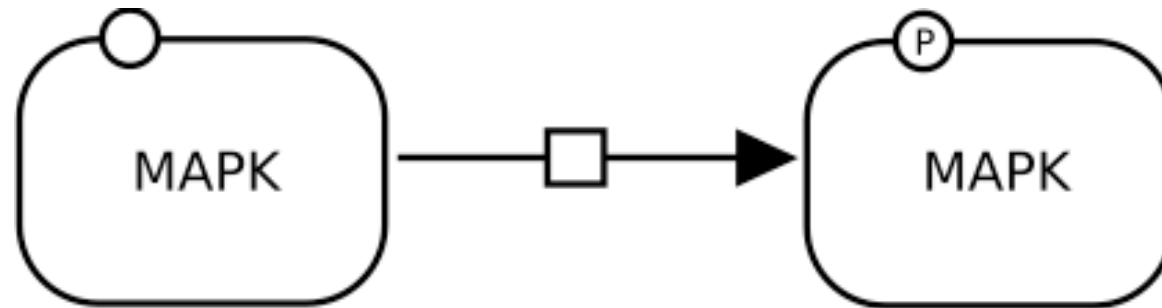
- Perturbation -> Perturbing Agent



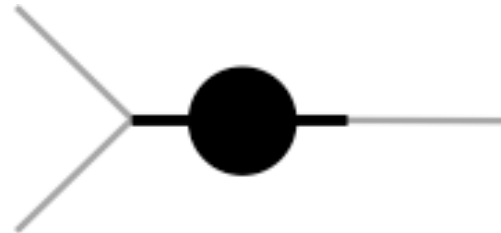
- Observable -> Phenotype



Reversible Process Semantics



Made process-like glyphs consistent



Improved Text

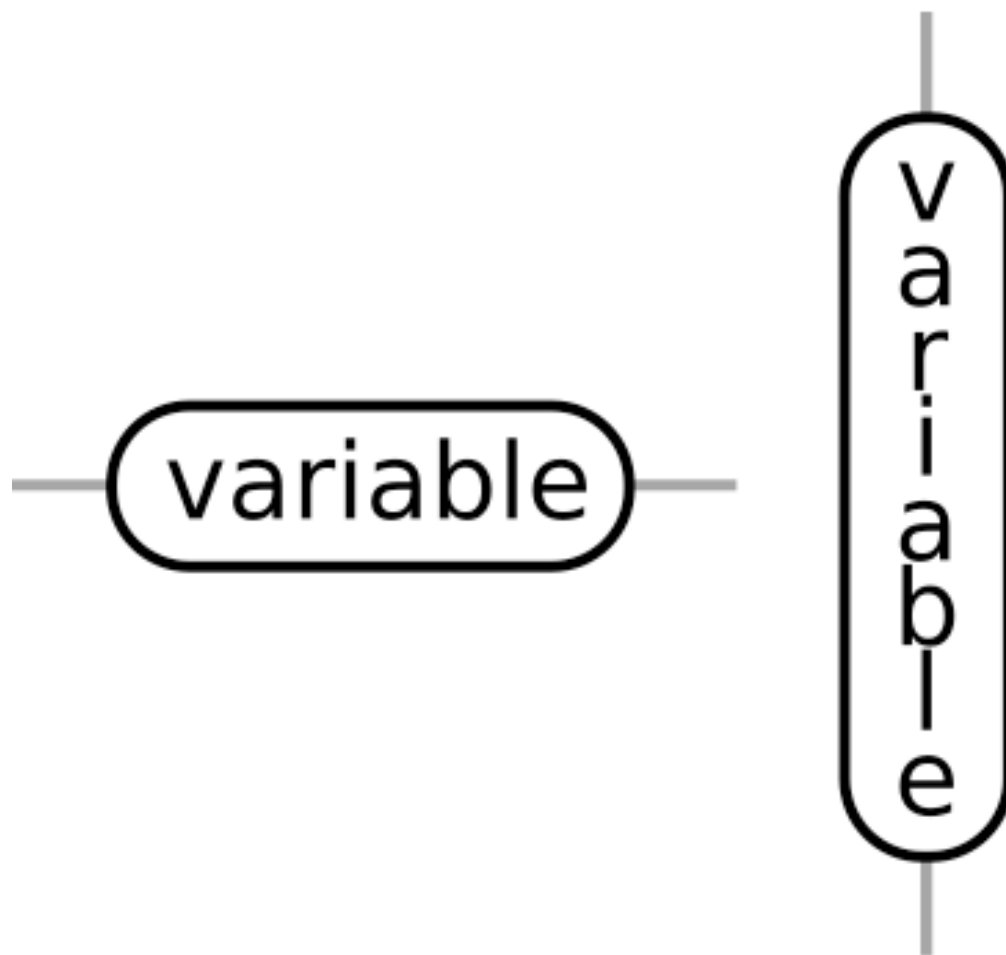
- New introduction
- Reorganised glyphs
- Clearer grammar section
 - UML diagram simplified

PD L1 R 2.0

PD L1 R 2.0 Issues

- Glyphs
 - Stadium glyph
 - Comment glyph
- Numbered rules
- Complex subunits are not EPNs!
- Submap: make it a proper process
- Revisit reversible processes
- Unify Sink/Source
- RISC notation – remove some glyphs

State Glyph



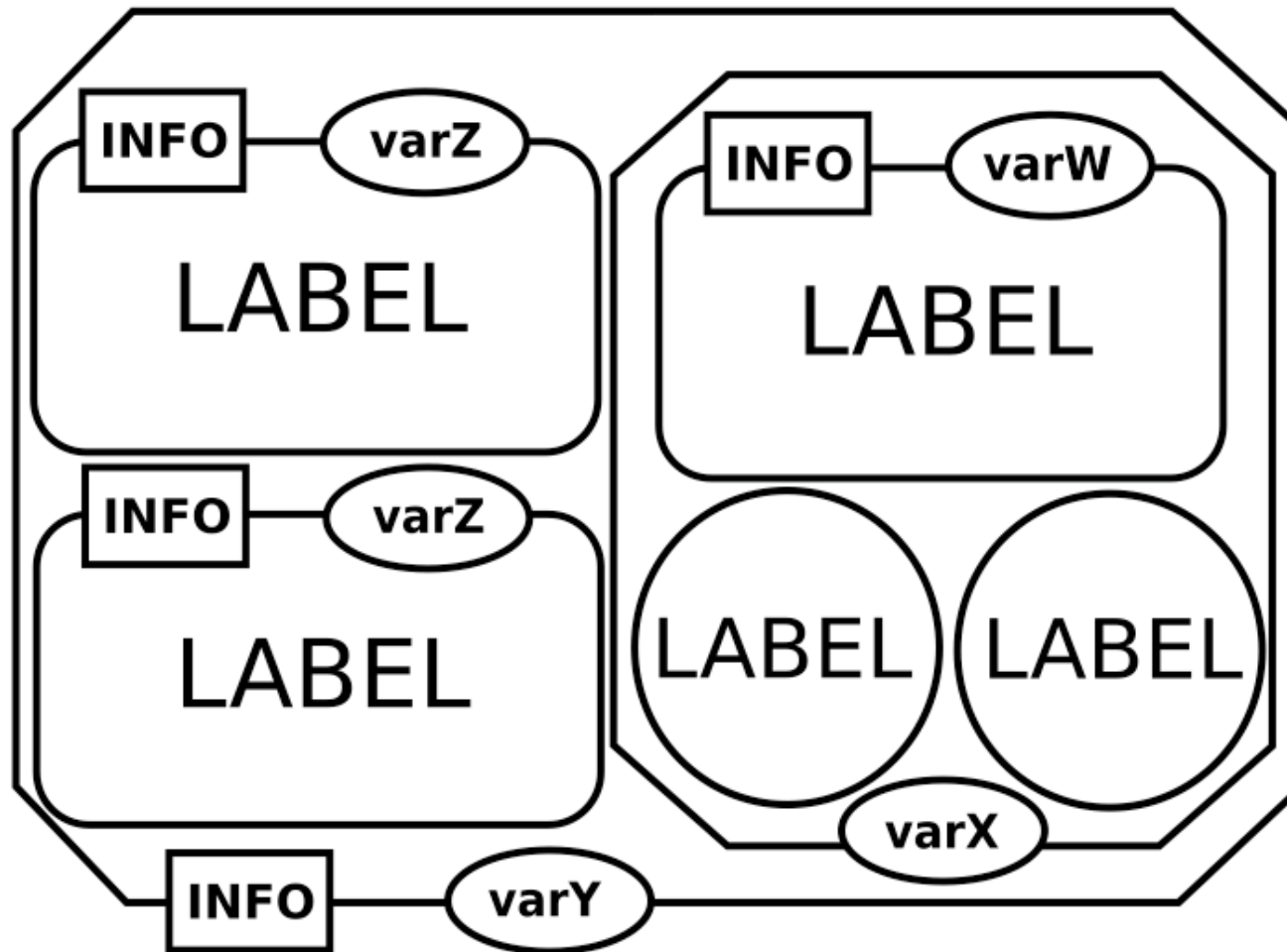
Annotation glyph



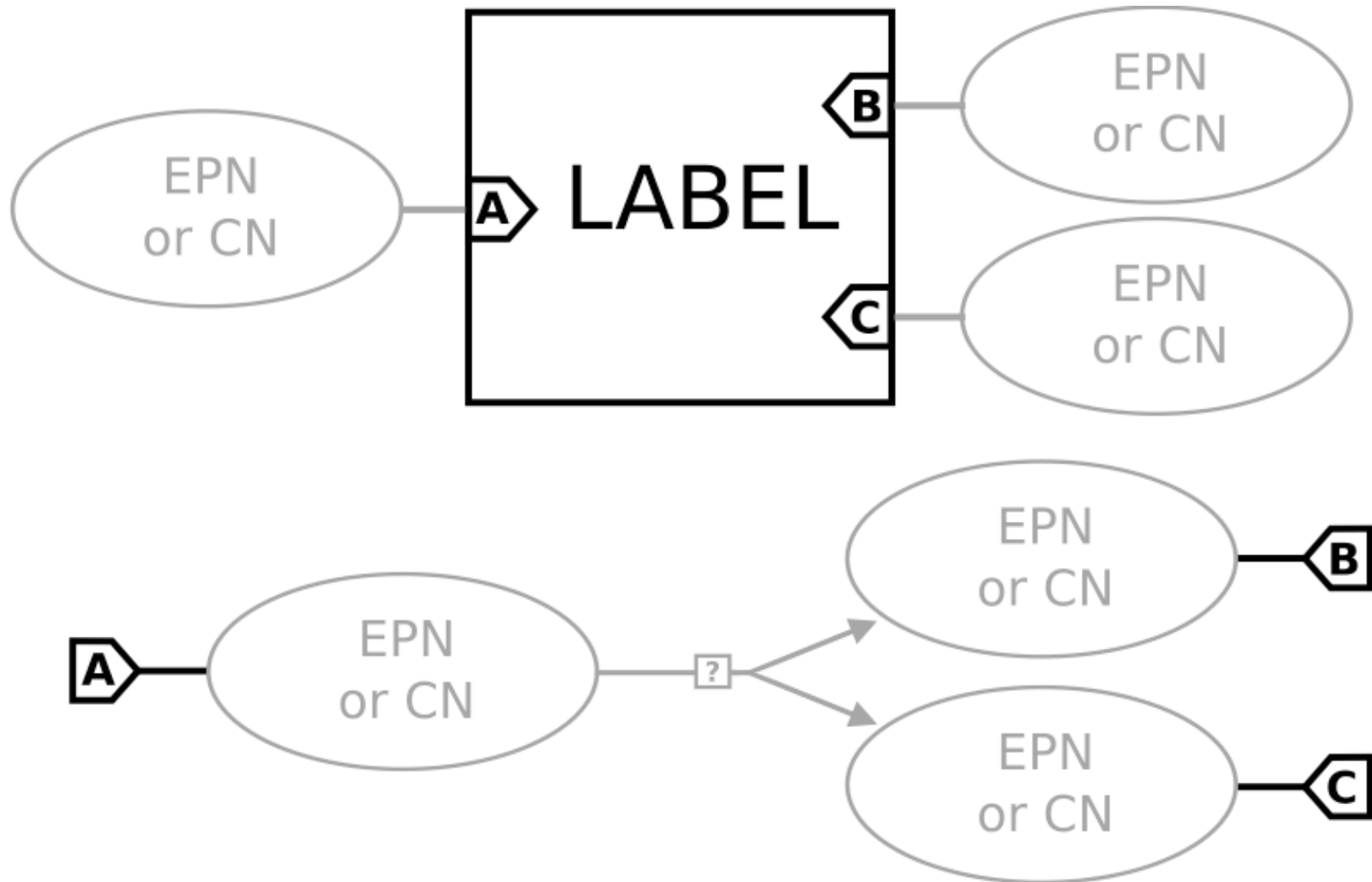
Number rules

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

Complex Subunits are not EPNs



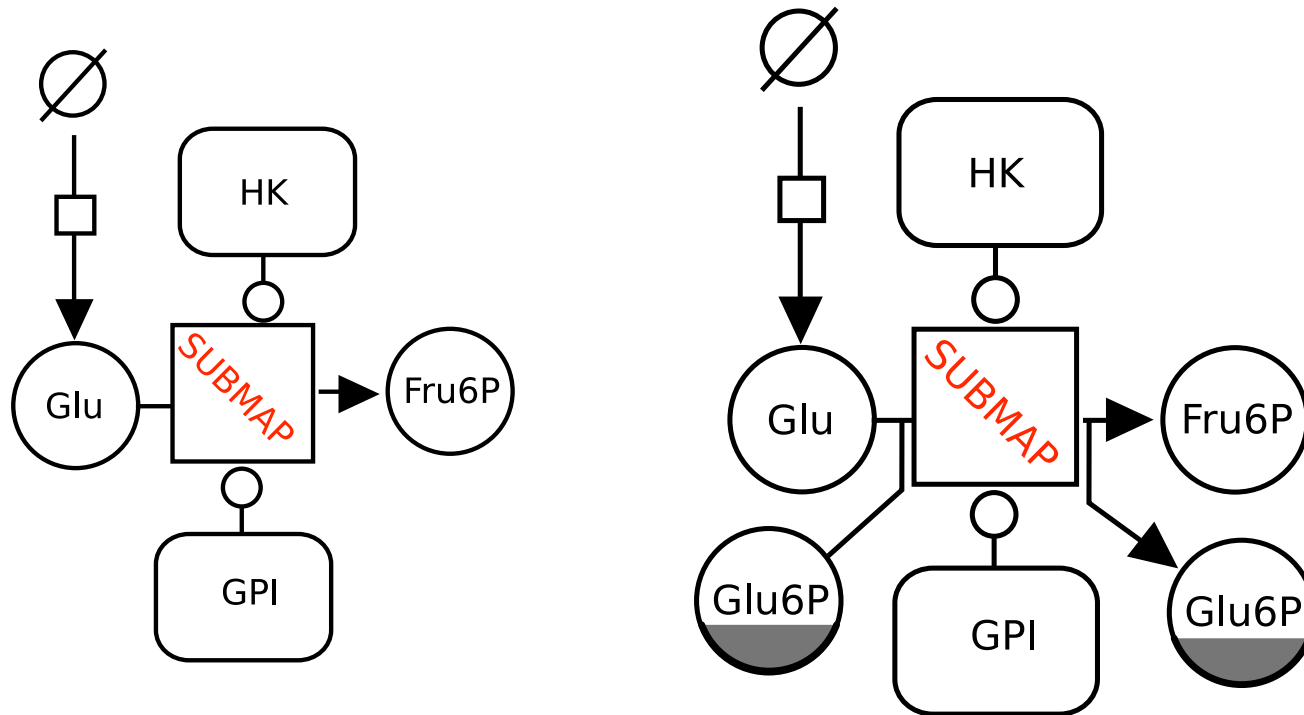
Submaps as process



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?

Unify Source/Sink?

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

RISC PD

- Get rid of “redundant” glyphs

