

# libsbml Developer's Manual

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## 1 Quick Start

LIBSBML requires a separate XML library for low-level XML tokenizing and Unicode support. It currently supports the Xerces-C++ and Expat XML libraries on Linux, Windows, MacOS X and Solaris. Many Linux systems provide one or both of these libraries either as part of their standard distribution or as an optional RPM, Debian or Mandrake package. For more information, see <http://xml.apache.org/xerces-c/> for Xerces and <http://expat.sf.net> for Expat.

### 1.1 Linux, MacOS X and Solaris

If you have obtained the source code distribution of LIBSBML, then at your Linux, MacOS X or Solaris command prompt, unpack the distribution, `cd` into the directory created as a result (e.g., `libsbml-2.1.0/`), and type the following command to configure LIBSBML for your system:

```
./configure
```

To specify Expat explicitly rather than the LIBSBML default of Xerces, use a command such as the following instead (and make sure to read about the limitations surrounding the use of Expat explained in Section 3):

```
./configure --with-expat
```

By default, LIBSBML only builds the C and C++ API library. If you want to configure LIBSBML to build the Java, Python, Lisp and/or MATLAB API libraries as well, add the flags `--with-java`, `--with-python`, `--with-lisp`, and/or `--with-matlab` to the configure command. For example,

```
./configure --with-expat --with-java --with-python
```

Next, compile and install the LIBSBML library using the following command:

```
make
make install
```

To compile programs that use LIBSBML with GCC (for an example, see Section 5.1):

```
gcc -o myapp.c myapp.c -lsbml
```

Note: A Perl binding is available but is not yet hooked into the configuration system. See the file `bindings/perl/README.txt` for information about building and installing the Perl bindings

### 1.2 Windows

Unzip the LIBSBML distribution and open the resulting folder (which will have a name such as `libsbml-2.1.0-expat` or `libsbml-2.1.0-xerces`). There are debug (`libsbmld`) and release (`libsbml`) versions of LIBSBML, with `.dll` and `.lib` files for both versions in the `win32` subdirectory of the LIBSBML distribution. Header files are located in the subdirectory `src/sbml`.

Users of Visual C++ should make their Visual C++ projects link with the files `libsbml.lib` or `libsbmld.lib` and generate code for the Multithreaded DLL or Debug Multithreaded DLL version of the VC++ runtime, respectively.

---

## 2 Introduction

This manual describes LIBSBML, a application programming interface (API) library for reading, writing and manipulating the Systems Biology Markup Language (SBML; Hucka et al., 2001, 2003; Finney and Hucka, 2003). Currently, the library supports all of SBML Level 1 Version 1 and

Version 2, and nearly all of SBML Level 2 Version 1. (The still-unimplemented parts of Level 2 are: support for RDF, and support for MathML’s `semantics`, `annotation` and `annotation-xml` elements. These will be implemented in the near future.) For more information about SBML, please see the references or visit <http://www.sbml.org/> on the Internet. LIBSBML is entirely open-source under the terms of the GNU LGPL, and all source code and other materials are freely and publicly available.

Some of the features of LIBSBML include:

- **Complete user manual.** Documentation is available in the “docs” subdirectory in both pre-formatted and source form. Pre-formatted documents are available in PDF, TeX DVI, and HTML formats.
- **Small memory footprint and fast runtime.** The parser is event-based (SAX2) and loads SBML data into C++ structures that mirror the SBML specification. As an example of LIBSBML’s performance, the Gepasi generated 100 Yeast file (2Mb; 2000 reactions <http://www.gepasi.org/gep3sbml.html>) loads in 1.18s on a 1 GHz AMD Athlon XP and uses 1.4Mb of memory.
- **Well tested: 760 unit tests, 3426 individual assertions.** The entire library was written using the test-first approach popularized by Kent Beck and eXtreme Programming, where it’s one of the 12 principles. In LIBSBML, five test cases are responsible for reading entire SBML files (three are examples from the Level 1 specification document) into memory and verifying every field of the resulting structures.
- **Memory tests: 7536 allocations and frees, 0 leaks.** For use by developers, a custom memory trace facility tracks all memory allocated and freed in both the library and all test suites. This facility must be enabled at LIBSBML configuration time with `./configure --enable-memory-tracing`. (For performance reasons memory tracing should be turned off in production environments.)

**Interfaces for C, C++, Java, Python, Lisp, MATLAB and Perl.** C and C++ interfaces are implemented natively; the Java, Perl and Python interfaces are implemented using SWIG, the Simplified Wrapper Interface Generator.

- **Full SBML Support.** All constructs in SBML Level 1 (Versions 1 and 2) and SBML Level 2 are supported, with the exceptions noted above (i.e., RDF, and three rarely-used MathML constructs). The exceptions will be removed in the near future. LIBSBML handles such SBML differences as the alternate spellings of *species* and *annotation* between the SBML specifications.

The full-text of `<notes>` and `<annotation>` elements (the latter including namespace declarations) may be retrieved from any SBML object. For compatibility with some technically incorrect but popular Level 1 documents, the parser recognizes and stores notes and annotations defined for the top-level `<sbml>` element (logging a warning).

- **Written in portable, pure ISO C and C++.** The build system uses GNU tools (Autoconf, GNU Make) to build shared and static libraries.
- **Support for both the Expat and Apache Xerces-C++ XML Libraries.** SBML Documents are parsed and manipulated in the Unicode codepage for efficiency (this is Xerces-C++ native format); however, strings are transcoded to the local code page for SBML structures.
- **Full XML Schema Validation.** The library can use the Apache Xerces-C++ XML library, which supports full XML Schema validation. All XML and Schema warning, error and fatal error messages are logged with line and column number information and may be retrieved and manipulated programmatically. The XML Schema file used by the parser for validation is configurable.

A companion document (Bornstein, 2004) provides a detailed reference manual for the API.

## 3 Detailed Instructions for Configuring and Installing the Library

The LIBSBML distributions can be downloaded from the SBML project area on SourceForge.net, at <http://sf.net/projects/sbml>. A link to the download area is also provided on the SBML project home page, <http://www.sbml.org>.

Before you can build and use LIBSBML, you must first make sure you have on your system an XML library for low-level XML tokenizing and Unicode support. Currently, LIBSBML can use either Apache's Xerces-C++ XML library or James Clark's Expat XML library on Linux, Windows, MacOS X and Solaris. Many systems provide one or both of these libraries either as part of their standard distribution or as an optional RPM or Debian package. For Windows, DLL and LIB file distributions are available for both Xerces and Expat. For more information, see the following:

- Xerces: <http://xml.apache.org/xerces-c/>
- Expat: <http://expat.sf.net>

Note that if you use Expat instead of Xerces, LIBSBML will not be able to validate SBML input against the XML Schema for SBML because Expat is not a validating XML parser. Xerces is currently the only validating parser library usable with LIBSBML. The implication of this is that when using Expat, some syntactic errors in SBML inputs may go undetected; examples include identifiers not using the correct character set, and missing required attributes. (However, the LIBSBML consistency checks described in Section 8 can still be performed.) The tradeoff is that Expat may be faster than Xerces at parsing large models.

Unless instructed otherwise, the LIBSBML build process will **default to using Xerces**. A good way to determine whether Xerces-C++ is installed on your system is to run the configuration command (see below); it will halt if it cannot find the Xerces-C++ library. You can provide the configuration command with a flag telling it to use Expat instead of Xerces and you can indicate where the libraries are located if they are not in standard locations on your system.

### 3.1 Instructions for Linux, MacOS X and Solaris

#### 3.1.1 Configuring libsbml

After obtaining, uncompressing and unpacking the LIBSBML distribution, configure the package by typing the following command at your Linux, MacOS X or Solaris command prompt:

```
./configure
```

To specify Expat explicitly rather than the LIBSBML default of Xerces, use a command such as the following instead:

```
./configure --with-expat
```

If either Expat or Xerces is installed in a non-standard location on your computer system (e.g., a home directory), `configure` will not be able to detect it. In this case, `configure` needs to be told explicitly where to find the libraries. Use the following forms:

```
./configure --with-expat="DIR"
```

or

```
./configure --with-xerces="DIR"
```

where `DIR` is the **parent** directory of where the `include` and `lib` directories of Xerces or Expat (whichever one you are trying to use) is located. For example, on MacOS X, if you used Fink to install Expat in Fink's default software tree, you would configure LIBSBML using the following:

```
./configure --with-xerces="/sw"
```

During the installation phase (i.e., during `make install`, discussed below), the default LIBSBML installation commands will copy header files to `/usr/local/include/sbml`, the (shared and static) library files to `/usr/local/lib`, and documentation files in various formats to `/usr/local/share/doc/libsbml-version`, by default. To specify a different installation location, use the `--prefix` argument to `configure`. For example,

```
./configure --prefix="/my/favorite/path"
```

Of course, you can combine the flags to `configure`, giving both `--prefix` and `--with-expat` or `--with-xerces` to set both options. The LIBSBML configuration command also supports a number of other options described below.

### 3.1.2 Building and Installing libsbml

Once configured, building should be very easy. Simply execute the following commands at your Linux, MacOS X or Solaris command prompt:

```
make
make install
```

Note that you will probably have to perform the `make install` command as the user 'root' on your system if you used the default installation directory (`/usr/local`) or you set `--prefix` to a system directory that only root is permitted to write into.

Finally, on most platforms, you will also need to either run the command `ldconfig` as user 'root' (consult the man page for `ldconfig` if this is unfamiliar), or else set the environment variable `LD_LIBRARY_PATH` in your terminal shell window. (On MacOS X, the variable is named `DYLD_LIBRARY_PATH`.) If you do not do this, attempts to run other programs that were linked with the LIBSBML library will probably fail with errors about being unable to find the library.

If all went as it should, LIBSBML should end up compiled and installed on your system, in either the default location (`/usr/local/`) or in the location you indicated during the configuration step.

### 3.1.3 Additional Options: Interfaces to Java, Python, Lisp and MATLAB

LIBSBML includes language bindings for Java, Python, Common Lisp and MATLAB, enabling you to write Java, Python, Lisp and MATLAB programs that call LIBSBML methods, and work with LIBSBML through Python's, Lisp's and MATLAB's interactive modes. Short tutorials for how to use these facilities are available in the directory `docs/formatted`.

To enable the library extensions for Java, Python, Lisp and MATLAB, you need to supply additional options to `configure`. These options are `--with-java`, `--with-python`, `--with-lisp`, and `--with-matlab`. As with other `configure` options, these three take an optional prefix argument; for example,

```
./configure --with-java="DIR"
```

If you want to build multiple language bindings for LIBSBML, combine multiple flags together as in the following example:

```
./configure --with-java --with-python
```

The LIBSBML distribution ships with certain interface files provided, so that you do not need to have the software necessary to recreate them. However, if you obtained the LIBSBML distribution from CVS or want to recreate the files deliberately, you will need need SWIG, the Simplified Wrapper and Interface Generator. More information about SWIG is available from <http://www.swig.org>. At this time, LIBSBML is known to work *only* with the latest stable version of SWIG (1.3.24); earlier versions are known *not* to work. To tell `configure` to enable the use of SWIG to regenerate the interface files, use the `--with-swig` option to `configure`. If your copy of SWIG is installed in a non-standard location, you can specify it on the `configure`

command line like this:

```
./configure --with-swig="DIR"
```

As with Expat and Xerces, the `/sw` directory is what you would specify if you were running on MacOS X and you used Fink to install SWIG, Python, etc.

### 3.1.4 Additional Options: Unit Testing

LIBSBML provides built-in facilities for testing itself. To run the unit tests, a second library is required, `libcheck`. Check is a very lightweight C unit test framework based on the xUnit framework popularized by Kent Beck and eXtreme Programming. Check is quite small and once installed, it consists of only two files: `libcheck.a` and `check.h`. To download Check, visit <http://check.sf.net/>. *Note:* Debian users can find Check as a standard add-on package (`.deb`). MacOS X users can find and install Check using the Fink system.

To enable the unit testing facilities in LIBSBML, add the `--with-check` flag during configuration:

```
./configure --with-check
```

Following this, you must build LIBSBML and then you can run the tests:

```
make
make check
```

The `make check` step is optional and will build and run an extensive suite of unit tests to verify all facets of the library. These tests are meant primarily for developers of LIBSBML and running them is not required for the library to function properly. All tests should pass with no failures or errors. If for some reason this is not the case on your system, please submit a bug report using the facilities at <http://www.sf.net/projects/sbml>.

### 3.1.5 Additional Options: Memory Tracing

In addition to the unit tests, a custom memory tracing facility is available. It is disabled by default and must be enabled explicitly at build time, either as an argument to configure:

```
./configure --enable-memory-tracing
```

or, in your own projects, by defining the C preprocessor symbol `TRACE_MEMORY`:

```
#define TRACE_MEMORY
```

With memory tracing turned on, every piece of memory in both the library and all test suites is tracked. At the end of the test run, statistics are printed on total memory allocations, deallocations and leaks. The memory statistics for the test suites should report zero leaks. If for some reason this is not the case, please submit a report at <http://www.sf.net/projects/sbml>.

For performance reasons, memory tracing should be disabled in production environments. It is disabled by default in LIBSBML, but if enabled it, you can reconfigure and disable it as follows:

```
./configure --disable-memory-tracing
```

After doing this, make sure to rebuild and reinstall the LIBSBML library.

## 3.2 Instructions for Microsoft Windows

The Windows distributions of LIBSBML come in the form of both precompiled binaries (with a self-extracting installer), and source code. The precompiled binaries come ready-to-use and only need to be installed. The source distribution is a `.zip` file containing the LIBSBML code that must be extracted in a directory on your system, compiled and installed.

As mentioned above, LIBSBML requires that either the Xerces-C or Expat XML parsing libraries be available on your computer prior to attempting to compile LIBSBML. (See the beginning of this section for tips on obtaining these packages.) The DLL for Xerces or Expat must be placed in the `win32/bin` subdirectory of the LIBSBML directory.

The following are the steps for using Visual Studio to compile LIBSBML under Windows:

1. In Visual Studio 7, open the file `win32/libsbml.vcproj` located in the LIBSBML directory. In Visual Studio 6, the file is `win32/libsbml.dsw`.
2. Select the “Options” item out of the “Tools” pull-down menu, and select “Projects/Directories” (in VS7) or click the “Directories” tab (in VS6). The screen for indicating which directories contain project-relevant files will then be displayed.
3. For “Show Directories For:”, select “Include Files”. Add the `win32/include` directory from the LIBSBML directory if it is not already shown.
4. For “Show Directories For:”, select “Library Files”. Add the `win32/bin` directory from the LIBSBML directory if it is not already shown. (This is the directory where you should place the DLLs for Xerces or Expat.)
5. Select the “Rebuild All” option from the “Build” pull-down menu in Visual Studio.

---

## 4 SBML Classes in C

The SBML specification, with its UML diagrams, suggests an object-oriented (OO) design. An API for interacting with SBML would do well to use an object-oriented programming (OOP) style to lower the inevitable impedance mismatch between specification and implementation. Unfortunately, the C programming language was not designed with OOP in mind and therefore does not support many object-oriented concepts. It is possible, however, to construct a minimal object-like system in C with few, if any, drawbacks. For these reasons, the LIBSBML API mimics an object-oriented programming style.

The particular OOP-like style used by LIBSBML is not revolutionary. In fact, it is quite common and comprised of only a few simple stylistic conventions:

1. SBML classes are represented as C structs with a typedef shorthand. The shorthand form is derived by appending `_t` to the name of the SBML class, e.g., `Model` becomes `Model_t`.
2. C “objects” are nothing more than pointers to specific C structs in memory. These pointers, instead of the structs themselves, are passed to and returned from “methods” (functions).
3. Functions meant to represent methods of (or messages to) an object are named beginning with the SBML class, followed by an underscore and ending in the method name. The functions take the object (pointer to struct) receiving the method as their first argument. For example, the function prototype for the `addCompartment()` method of a `Model` is:

```
void Model_addCompartment(Model_t *m, Compartment_t *c);
```

4. Constructor and destructor names are similar to method names, but end in `_create()` and `_free()`, respectively.

Every SBML class defined in the specification has a corresponding C class (see Table 1 on the following page). The two SBML enumeration types, `UnitKind` and `RuleType` are represented as C enumerations, but deviate slightly from the rules above (see Section 4.5). Finally, there is one class, `SBMLDocument_t`, that exists in the LIBSBML API, but not in SBML Level 1 (though the equivalent exists in Level 2). It serves as a top-level container for models and stores warnings and error messages encountered when an SBML document was read (see Section 5).



The methods for SBML classes are declared in header files that correspond to the class name (e.g., `Model.h`). To include all methods for all classes in one fell swoop, `#include SBMLTypes.h`.

SBML Class	C Class (typedef struct)
<i>SBase</i>	SBase_t
Model	Model_t
FunctionDefinition	FunctionDefinition_t
UnitDefinition	UnitDefinition_t
Unit	Unit_t
Compartment	Compartment_t
Parameter	Parameter_t
Species	Species_t
Reaction	Reaction_t
SpeciesReference	SpeciesReference_t
ModifierSpeciesReference	ModifierSpeciesReference_t
SimpleSpeciesReference	SimpleSpeciesReference_t
KineticLaw	KineticLaw_t
<i>Rule</i>	Rule_t
<i>AssignmentRule</i>	AssignmentRule_t
RateRule	RateRule_t
AlgebraicRule	AlgebraicRule_t
CompartmentVolumeRule	CompartmentVolumeRule_t
ParameterRule	ParameterRule_t
SpeciesConcentrationRule	SpeciesConcentrationRule_t
Event	Event_t
EventAssignment	EventAssignment_t
SBML Enumeration	C Enumeration (typedef enum)
UnitKind	UnitKind_t
RuleType	RuleType_t

**Table 1:** SBML classes and enumerations and their corresponding C class. *Italicized classes are abstract, which sets their C implementation slightly apart from the others. See Section 4.6 for more information.*

## 4.1 Primitive Types

The mapping from SBML primitive types to C is straightforward, as an example will help illustrate. A Species has at least one attribute of every primitive type defined by SBML. Figure 1 shows the UML definition for Species and the corresponding C struct side-by-side. The similarity between the two demonstrates the mapping rules for primitive types:

1. In all cases, the form of UML attribute names, including their capitalization, are preserved (e.g., `initialAmount`) when mapped to C struct fields. The names of getters and setters (see below) reflect these names.
2. SName (in SBML Level 1) and SId (in SBML Level 2) are mapped to standard C strings (pointers to arrays of `char` terminated by a `NULL` or 0 character; e.g., `char *name`). Note that the syntax of SName and SId is not yet enforced in the API.
3. SBML types double and integer are mapped to C `double` and `int` respectively.
4. Boolean is mapped to C `int`, where zero represents false and non-zero represents true.

## 4.2 Object Creation and Destruction

This section and subsequent ones focus on functions or methods to create, destroy and otherwise manipulate SBML C objects. Since all functions and methods follow the same naming convention,

Species
id : SId name : string {use="optional"} compartment : SId initialAmount : double {use="optional"} initialConcentration: double {use="optional"} substanceUnits : SId {use="optional"} spatialSizeUnits : SId {use="optional"} hasOnlySubstanceUnits : boolean { use="optional" default="false"} boundaryCondition : boolean {use="optional" default="false"} charge : integer {use="optional"} constant : boolean {use="optional" default="false"}

```
typedef struct
{
    SBASE_FIELDS;
    char *id;
    char *name;
    char *compartment;
    union
    {
        double Amount;
        double Concentration;
    } initial;
    char *substanceUnits;
    char *spatialSizeUnits;
    int hasOnlySubstanceUnits;
    int boundaryCondition;
    int charge;
    int constant;
} Species_t;
```

**Figure 1:** Example: the definition of SBML's Species in UML (left) and the corresponding Species\_t C struct (right) in LIBSBML. SBASE\_FIELDS is part of the OOP-like style used to implement objects in C; it is a macro that expands into the fields defined by SBase. The use of a union for amount and concentration reflects that these two fields are mutually exclusive in the SBML Species definition.

when discussing them generically, XXX will be used to stand for some class name and YYY some class attribute.

To instantiate (create) an object use either the XXX\_create() or XXX\_createWith() constructor. To destroy (free) an object use XXX\_free().

To give a concrete example, the following are the constructors and destructors for SBML's Species objects. (The complete list of API methods for Species\_t and other data objects in LIBSBML is available in the LIBSBML API Reference Manual.)

#### **Species\_t \*Species\_create (void)**

Creates a new Species and returns a pointer to it.

#### **Species\_t \*Species\_createWith (const char \*name, const char \*compartment, double initialAmount, const char \*substanceUnits, int boundaryCondition, int charge)**

Creates a new Species object with the given name, compartment, initialAmount, substanceUnits, boundaryCondition and charge and returns a pointer to it. This convenience function is functionally equivalent to the following:

```
Species_t *s = Species_create();
Species_setId(s, id); Species_setCompartment(s, compartment); ...;
```

#### **void Species\_free (Species\_t \*s)**

Frees the given Species.

The XXX\_createWith() constructors are a convenient way both to create SBML objects and initialize many of their attributes in a single operation. If XXX\_create() is used instead, only attributes with default values (as defined by the SBML specification) will be set. All other attributes will be marked as not having been set.

When an SBML object is destroyed with XXX\_free(), all of its strings are freed (see Section 4.3 for more information) and all of its contained objects are freed (see Section 4.4 for more information).

## 4.3 Accessing Fields

Accessing fields in data structures is accomplished using functions that offer interfaces to getting and setting the values of the fields. The generic form of these is discussed in this section. To give concrete examples, we repeatedly use the SBML Species class of objects.

### 4.3.1 Getters

The getter methods follow the naming convention `XXX_getYYY()`. To give a concrete example, here are the getters for `Species_t`:

```
const char * Species_getId (const Species_t *s)
```

Returns the `id` field of this Species.

```
const char * Species_getName (const Species_t *s)
```

Returns the `name` field of this Species.

```
const char * Species_getCompartment (const Species_t *s)
```

Returns the `compartment` field of this Species.

```
double Species_getInitialAmount (const Species_t *s)
```

Returns the `initialAmount` field of this Species.

```
double Species_getInitialConcentration (const Species_t *s)
```

Returns the `initialConcentration` field of this Species.

```
const char * Species_getSubstanceUnits (const Species_t *s)
```

Returns the `substanceUnits` field of this Species.

```
const char * Species_getSpatialSizeUnits (const Species_t *s)
```

Returns the `spatialSizeUnits` field of this Species.

```
const char * Species_getUnits (const Species_t *s)
```

Returns the `units` field of this Species (SBML Level 1 only).

```
int Species_getHasOnlySubstanceUnits (const Species_t *s)
```

Returns true if this Species' `hasOnlySubstanceUnits` field is true, false (0) otherwise.

```
int Species_getBoundaryCondition (const Species_t *s)
```

Returns the `boundaryCondition` field of this Species.

```
int Species_getCharge (const Species_t *s)
```

Returns the `charge` field of this Species.

```
int Species_getConstant (const Species_t *s)
```

Returns true (non-zero) if this Species is constant, false (0) otherwise.

Notice the `Species_t` passed to each getter is `constant`. The purpose of this `constness` is twofold: (1) it reinforces the notion that a getter simply returns a value and does not modify the state of the passed-in object and (2) as a result, in certain contexts a compiler may be able to use this information to perform certain optimizations. Notice also, whenever a getter returns a string, it is constant (`const char *`); i.e., it cannot be modified or freed. The reason for this is each struct tracks and owns all of its internal memory. To modify (or especially free) this memory without using one of the sanctioned access methods could be particularly disastrous (most likely resulting in a segmentation or general protection fault). Memory management issues are elaborated in the discussion of setters in the next section.

Figure 2 provides an example of using getters.

```
1  /**
2   * Prints some basic information about an SBML Level 2 Species.
3   */
4  void
5  myPrintSpecies (Species_t *s, FILE *stream)
6  {
7      if (s == NULL)
8      {
9          fprintf(stream, "Null species pointer\n");
10         return;
11     }
12
13     const char none[] = "(none)";
14     const char *id    = Species_getId(s);
15     const char *name  = Species_getName(s);
16     const char *comp  = Species_getCompartment(s);
17
18     fprintf(stream, "    Species id: %s\n", id != NULL ? id : none);
19     fprintf(stream, "            name: %s\n", name != NULL ? name : none);
20     fprintf(stream, "compartment id: %s\n", comp != NULL ? comp : none);
21 }
```

**Figure 2:** Demonstrates accessing the fields of an SBML Level 2 object (in this case, `Species_t`) using getter methods.

### 4.3.2 Setters

A value is assigned to a field via a *set* method. Requiring all assignments to be done using setter methods allows LIBSBML to track (and the developer to query) the set or unset *state* of a field apart from its actual *value*. The need to distinguish between state and value is critical and is discussed further in Section 4.3.3. (Earlier versions of LIBSBML allowed primitive types to be set directly; however, direct access made it impossible to distinguish between set and unset states of a field, since all possible values are valid—no sentinel value exists to indicate an unset state.)

The setter methods follow the naming convention `XXX_setYYY()`. The setters for `Species_t` are:

```
void Species_setId (Species_t *s, const char *sid)
```

Sets the `id` field of this Species to a copy of `sid`.

```
void Species_setName (Species_t *s, const char *string)
```

Sets the `name` field of this Species to a copy of `string` (which must conform to `SName` syntax).

**void Species\_setCompartment (Species.t \*s, const char \*sid)**

Sets the compartment field of this Species to a copy of sid.

**void Species\_setInitialAmount (Species.t \*s, double value)**

Sets the initialAmount field of this Species object to value and marks the field as set. This method also unsets the initialConcentration field of the Species object.

**void Species\_setInitialConcentration (Species.t \*s, double value)**

Sets the initialConcentration field of this Species to value and marks the field as set. This method also unsets the initialAmount field.

**void Species\_setSubstanceUnits (Species.t \*s, const char \*sid)**

Sets the substanceUnits field of this Species to a copy of sid.

**void Species\_setSpatialSizeUnits (Species.t \*s, const char \*sid)**

Sets the spatialSizeUnits field of this Species to a copy of sid.

**void Species\_setUnits (Species.t \*s, const char \*sname)**

Sets the units field of this Species to a copy of sname (L1 only).

**void Species\_setHasOnlySubstanceUnits (Species.t \*s, int value)**

Sets the hasOnlySubstanceUnits field of this Species to value (boolean).

**void Species\_setBoundaryCondition (Species.t \*s, int value)**

Sets the boundaryCondition field of this Species to value (boolean).

**void Species\_setCharge (Species.t \*s, int value)**

Sets the charge field of this Species to value and marks the field as set.

**void Species\_setConstant (Species.t \*s, int value)**

Sets the constant field of this Species to value (boolean).

In the case of strings, requiring setter methods also enables clean and simple memory semantics. The rule is: every SBML object is responsible for its own memory, including SId and SName strings. Whenever a set method is called, the passed-in string is copied and stored. If the field being set previously contained a string, it is freed. When `XXX_free()` is called, all strings are freed.

For example, to set the compartment of a Species object stored in variable `s` to the string "cell", you could do the following:

```
Species_setCompartment(s, "cell");
```

The effect of passing a NULL pointer as the string argument is to free the previously stored string and mark the field as unset. The preferred method for doing this, however, is to use the `XXX_unsetYYY()` class of methods (see Section 4.3.3).

### 4.3.3 Field States

For each optional field **without a default value**, LIBSBML tracks both its state and value. The state of a field indicates whether the field is set (contains a valid value) or unset (contains no value at all). As mentioned before, the distinction between a set and unset field is critical for both LIBSBML and applications that depend upon it to function correctly (in accordance with the SBML specifications).

Take, for example, the case of outputting SBML for a species. The SBML Species object has an optional field named **charge** with no defined default value. Because it's optional, it need not ever be read in (specified), written or manipulated. It may not have a value for a given species in a given model. Upon writing out the definition of the species in a model, LIBSBML must be able to determine whether the field has ever been set in order to know whether to output or omit the field while writing the model.

To determine whether a particular field in a structure is set or unset, calling programs should use LIBSBML's `XXX_isSetYYY()` class of methods. For `Species_t`, the following are available:

---

**int Species.isSetId (const Species\_t \*s)**

Returns 1 if the `id` field of this Species has been set, 0 otherwise.

---

**int Species.isSetName (const Species\_t \*s)**

Returns 1 if the `name` of this Species has been set, 0 otherwise.

In SBML Level 1, a Species name is required and therefore **should always be set**. In Level 2, the name is optional and as such may or may not be set.

---

**int Species.isSetCompartment (const Species\_t \*s)**

Returns 1 if the `compartment` field of this Species has been set, 0 otherwise.

---

**int Species.isSetInitialAmount (const Species\_t \*s)**

Returns 1 if the `initialAmount` of this Species has been set, 0 otherwise.

In SBML Level 1, a Species `initialAmount` is required and therefore **should always be set**. In Level 2, the `initialAmount` field value is optional and as such may or may not be set.

---

**int Species.isSetInitialConcentration (const Species\_t \*s)**

Returns 1 if the `initialConcentration` of this Species has been set, 0 otherwise.

---

**int Species.isSetSubstanceUnits (const Species\_t \*s)**

Returns 1 if the `substanceUnits` of this Species has been set, 0 otherwise.

---

**int Species.isSetSpatialSizeUnits (const Species\_t \*s)**

Returns 1 if the `spatialSizeUnits` of this Species has been set, 0 otherwise.

---

**int Species.isSetUnits (const Species\_t \*s)**

Returns 1 if the `units` of this Species has been set, 0 otherwise (SBML Level 1 only).

```
int Species.isSetCharge (const Species.t *s)
```

Returns 1 if the **charge** of this Species has been set, 0 otherwise.

Fields with default values do not have a **isSetYYY()** method. If the value for such a field is never supplied by an SBML document or user, the default is used. Therefore, if an **isSetYYY()** method did exist, it would always return true (1).

Required fields, on the other hand, *do* have **isSetYYY()** methods. There are two points worth mentioning here. First, it is possible that a value for a required field is not given and a program may want to check for and handle this case (especially if the program is an SBML validator). Second, please be aware that in the transition from SBML Level 1 to Level 2, some fields changed from being required to being optional. If this is the case for a particular field, the documentation for the corresponding **isSetYYY()** will state it (as above).

Just as fields may be set and their set state queried, they may also be unset. Unset methods are named (predictably) **XXX\_unsetYYY()**. The methods for unsetting fields in Species are:

```
void Species.unsetName (Species.t *s)
```

Unsets the **name** field of this Species.

In SBML Level 1, a Species **name** is required and therefore **should always be set**. In Level 2, **name** is optional and as such may or may not be set.

```
void Species.unsetInitialAmount (Species.t *s)
```

Unsets the **initialAmount** field of this Species.

In SBML Level 1, a Species **initialAmount** is required and therefore **should always be set**. In Level 2, **initialAmount** is optional and as such may or may not be set.

```
void Species.unsetInitialConcentration (Species.t *s)
```

Unsets the **initialConcentration** field of this Species.

```
void Species.unsetSubstanceUnits (Species.t *s)
```

Unsets the **substanceUnits** field of this Species.

```
void Species.unsetSpatialSizeUnits (Species.t *s)
```

Unsets the **spatialSizeUnits** field of this Species.

```
void Species.unsetUnits (Species.t *s)
```

Unsets the **units** field of this Species (Level 1 only).

```
void Species.unsetCharge (Species.t *s)
```

Unsets the **charge** field of this Species.

Again, for the reason mentioned above, fields with default values do not have **unsetYYY()** methods. Similarly, required fields have **unsetYYY()** methods only if they are declared optional in at least one of SBML Level 1 and Level 2. Notice, for example, there is an **isSetCompartment()** method but no corresponding **unsetCompartment()** (because a compartment is required for a Species in both SBML Level 1 and Level 2).

## 4.4 Lists

The Species class of object only contains fields having types SId, SName and primitive types, but many SBML classes also contain lists of other objects. For example, a UnitDefinition contains a list of Units, as shown in Figure 3.

UnitDefinition	Unit
id : SId name : string { use="optional" } unit : Unit[1..*]	kind : UnitKind exponent : integer {use="optional" default="1"} scale : integer {use="optional" default="0"} multiplier : double {use="optional" default="1"} offset : double {use="optional" default="0"}

Figure 3: SBML Level 2's UnitDefinition and Unit.

To help manage this containment relationship, three standard functions are provided by LIBSBML: `XXX_addYYY()`, `XXX_getYYY()` and `XXX_getNumYYY()`. For example, the methods for UnitDefinition are:

```
void UnitDefinition_addUnit (UnitDefinition_t *ud, Unit_t *u)
```

Adds the given Unit to this UnitDefinition.

```
Unit_t *UnitDefinition_getUnit (const UnitDefinition_t *ud, unsigned int n)
```

Returns the nth Unit of this UnitDefinition.

```
unsigned int UnitDefinition_getNumUnits (const UnitDefinition_t *ud)
```

Return the number of Units in this UnitDefinition.

Furthering the example, creating the UnitDefinition *mmol/l/s* with an identifier of "mmls", corresponding to the following SBML,

```
<listOfUnitDefinitions>
  <unitDefinition id="mmls">
    <listOfUnits>
      <unit kind="mole" scale="-3"/>
      <unit kind="litre" exponent="-1"/>
      <unit kind="second" exponent="-1"/>
    </listOfUnits>
  </unitDefinition>
</listOfUnitDefinitions>
```

could be accomplished with the following C:

```
UnitDefinition_t *ud = UnitDefinition_createWith("mmls");

UnitDefinition_addUnit(ud, Unit_createWith(UNIT_KIND_MOLE , 1, -3) );
UnitDefinition_addUnit(ud, Unit_createWith(UNIT_KIND_LITRE , -1, 0) );
UnitDefinition_addUnit(ud, Unit_createWith(UNIT_KIND_SECOND, -1, 0) );
```

List items are numbered starting at zero. For the case above, `UnitDefinition_getNumUnits(ud)` would return 3 and `UnitDefinition_getUnit(ud, 1)` would return the *second* Unit structure. (The `UNIT_KIND_XXX` enumerations are discussed later.)

Related to lists is a set of convenience methods for creating and adding SBML objects to a Model object in a single operation. The rationale is that since a Model is the top-level container for all other SBML objects, programmers are likely to have handles to them. Another way to construct the above `UnitDefinition_t` object, but this time inside a `Model_t`, is:



```

Model_t      *m = Model_createWith("MyModel");
UnitDefinition_t *ud = Model_createUnitDefinition(m);

UnitDefinition_setName(ud, "mmls");

Model_createUnit(m, Unit_createWith(UNIT_KIND_MOLE , 1, -3) );
Model_createUnit(m, Unit_createWith(UNIT_KIND_LITRE , -1, 0) );
Model_createUnit(m, Unit_createWith(UNIT_KIND_SECOND, -1, 0) );

```

`Model_createUnit()` creates a new `Unit` inside the `Model m` and returns a pointer to it (in this case the result is discarded). The `Unit_t` is added to the last `UnitDefinition_t` created. One caveat to be aware of with these methods is the case where no intermediate container exists; e.g., if no `UnitDefinition_t` were created above. In that case, the call to `Model_createUnit()` does nothing. More specifically, no `Unit_t` is created, nothing is added to the model, and `NULL` is returned.

For more detailed information on lists in LIBSBML and the `ListOf_t` utility type provided in the library, see [Appendix A](#).

## 4.5 Enumerations

SBML has two enumeration types, `UnitKind` and `RuleType` (the latter only for SBML Level 1). These translate directly to C `enums` with a few support functions for equality testing and converting to and from strings.

```

typedef enum
{
    UNIT_KIND_AMPERE
    , UNIT_KIND_BECQUEREL

    /* Omitted for space */

    , UNIT_KIND_WEBER
    , UNIT_KIND_INVALID
} UnitKind_t;

```

The following are the methods available for `UnitKind`:

### **int UnitKind\_equals (UnitKind\_t uk1, UnitKind\_t uk2)**

Tests for logical equality between two `UnitKinds`. This function behaves exactly like C's `==` operator, except for the following two cases:

- `UNIT_KIND_LITER == UNIT_KIND_LITRE`
- `UNIT_KIND_METER == UNIT_KIND_METRE`

where C would yield false (since each of the above is a distinct enumeration value), `UnitKind_equals(...)` yields true. Returns true (!0) if `uk1` is logically equivalent to `uk2`, false (0) otherwise.

### **UnitKind\_t UnitKind\_forName (const char \*name)**

Returns the `UnitKind` with the given name (case-insensitive).

### **const char \*UnitKind\_toString (UnitKind\_t uk)**

Returns the name of the given `UnitKind`. The caller does not own the returned string and is therefore not allowed to modify it.

The last item in the enumeration, `UNIT_KIND_INVALID`, is used whenever, as the name implies, the `UnitKind` is invalid or unknown. The corresponding string representation is “(Invalid UnitKind)”. When a `Unit` is created, its `kind` field is initialized to `UNIT_KIND_INVALID`. Also, `UnitKind_forName()` will return `UNIT_KIND_INVALID` if the passed-in name does not match any known `UnitKind`.

The same ideas apply to `RuleType`, except there is no need for `RuleType_equals()`. See `RuleType.h` for more information.

*Implementation Note:* The internal table of `UNIT_KIND_STRINGS` is sorted alphabetically and `UnitKind_t` matches this sort order. Because of this, `UnitKind_forName()` is able to perform a binary search to find a matching name, making its complexity  $O(\log(n))$ . That is, `UnitKind_forName()` is implemented efficiently.

## 4.6 Abstract Classes

The SBML specification defines three classes that have no representation apart from subclasses that specialize (inherit from) them. In OOP parlance, these types are termed abstract. The abstract SBML classes are listed in Table 2.

SBML Class	C Class (typedef struct)	SBML Level
<i>SBase</i>	<code>SBase_t</code>	all
<i>Rule</i>	<code>Rule_t</code>	all
<i>AssignmentRule</i>	<code>AssignmentRule_t</code>	Level 1
<i>SimpleSpeciesReference</i>	<code>SimpleSpeciesReference_t</code>	Level 2

**Table 2:** Abstract SBML classes their corresponding C class. Although all classes are present in LIBSBML at the same time, some of the classes only have meaning for certain levels of SBML.

The conventions for abstract classes in the LIBSBML API are similar to that of other classes with a few modifications and additions.

Since abstract classes cannot be created or destroyed directly, they have no `XXX_create()` or `XXX_free()` methods. Instead they have `XXX_init()` and `XXX_clear()` methods which subclasses use to initialize and free their memory, respectively. Users of the API do not need to worry about the create and free operations on these classes.

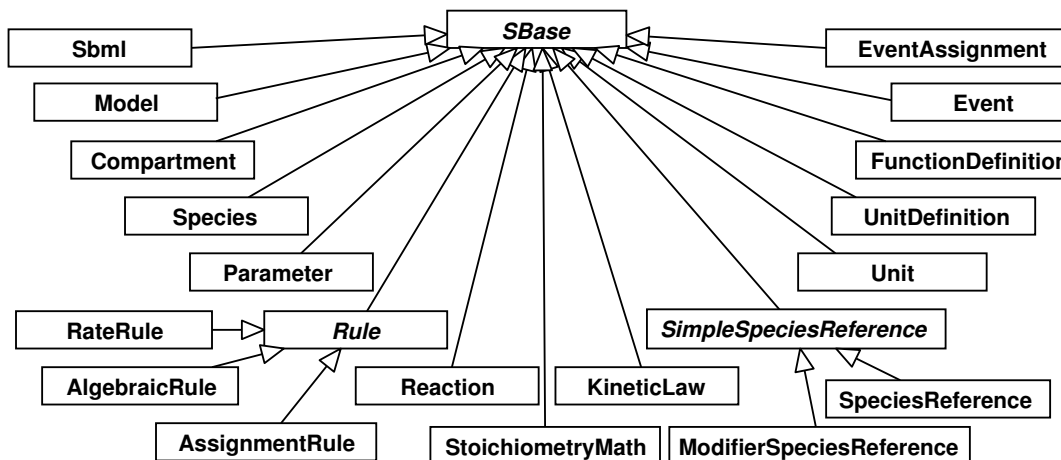
## 4.7 Fields Inherited from SBase

Every major structure in SBML is derived from an abstract base type called `SBase`. Figure 4 shows the pseudo-UML definition of `SBase` itself, while Figure 5 on the next page shows the overall inheritance hierarchy of SBML. In addition to the relationships shown in Figure 5, all substructures such as `trigger` on `Event` and the `listOf_____` lists in SBML are also derived from `SBase`.

<b>SBase</b>
metaid : ID {use="optional"} notes : (ANY : {namespace="http://www.w3.org/1999/xhtml"}) {minOccurs="0"} annotation : (ANY) {minOccurs="0"}

**Figure 4:** The definition of `SBase` in SBML Level 2. See the SBML specifications for an explanation of the notation.

The practical implication is that every class has methods for working with the `metaid`, `notes` and `annotation` fields. However, the methods to work with these fields in LIBSBML are generic:



**Figure 5:** A UML diagram of the inheritance hierarchy of major data types in SBML. Open arrows indicate inheritance, pointing from inheritors to their parents. In addition to these types, all substructures in SBML (including, for example, all the `listOf` lists) are also derived from `SBase`.

```
const char * SBase_getMetaId (const SBase_t *sb)
```

Returns the `metaid` field for this SBML object.

```
const char * SBase_getNotes (const SBase_t *sb)
```

Returns the `notes` field for this SBML object.

```
const char * SBase_getAnnotation (const SBase_t *sb)
```

Returns the `annotation` field for this SBML object.

```
unsigned int SBase_getColumn (const SBase_t *sb)
```

Returns the column number for this SBML object.

```
unsigned int SBase_getLine (const SBase_t *sb)
```

Returns the line number for this SBML object.

```
int SBase_isSetMetaId (const SBase_t *sb)
```

Returns 1 if the `metaid` for this SBML object has been set, 0 otherwise.

```
int SBase_isSetNotes (const SBase_t *sb)
```

Returns 1 if the `notes` for this SBML object has been set, 0 otherwise.

```
int SBase_isSetAnnotation (const SBase_t *sb)
```

Returns 1 if the `annotation` for this SBML object has been set, 0 otherwise.

```
void SBase_setMetaId (SBase_t *sb, const char *metaid)
```

Sets the `metaid` field of the given SBML object to a copy of `metaid`. If object already has a `metaid`, the existing string is freed before the new one is copied.

```
void SBBase_setNotes (SBBase_t *sb, const char *notes)
```

Sets the notes field of the given SBML object to a copy of notes. If object already has notes, the existing string is freed before the new one is copied.

```
void SBBase_setAnnotation (SBBase_t *sb, const char *annotation)
```

Sets the annotation field of the given SBML object to a copy of annotations. If object already has an annotation, the existing string is freed before the new one is copied.

```
void SBBase_unsetMetald (SBBase_t *sb)
```

Unsets the metald for this SBML object.

```
void SBBase_unsetNotes (SBBase_t *sb)
```

Unsets the notes for this SBML object.

```
void SBBase_unsetAnnotation (SBBase_t *sb)
```

Unsets the annotation for this SBML object.

The first argument to these functions is, of course, an object of type `SBBase`. Since `Species` inherits from `SBBase`, i.e., *Species\_t is an SBBase*, it can be used as the first argument to these functions. Beware, however, that a cast is required. For example, to set the notes field of some `Species` held in variable `s`, cast the variable to type `SBBase_t`:

```
SBBase_setNotes( (SBBase_t *) s, "My Favorite Species" );
```

The same applies to all other SBML objects.

The LIBSBML library's handling of `annotation` elements merits further explanation. The method `SBBase_getAnnotation()`, listed above, returns the entire annotation string attached to an SBML data object, *including* the opening `<annotation>` XML element. This is useful when reading SBML model files because it gives access to any XML namespaces defined on the annotation element. For example, if a model had the following on a structure,

```
<annotation xmlns:mstb="http://www.sbml.org/2001/ns/matlab-sbmltoolbox">
  <mstb:timestamp>2004-May-13 10:30 PST</mstb:timestamp>
  <mstb:message>These are my annotations</mstb:message>
</annotation>
```

then `SBBase_getAnnotation()` would return all of the above as one string. (In other words, it would not return simply what is being the `<annotation>` `</annotation>` tags. Similarly, when creating/setting an annotation, programs should pass the entire annotation string including the opening `<annotation>` element to `SBBase_setAnnotation()`. Here is an example C program setting the same annotation string as in the example above:

```
const char *annotation =
  "<annotation xmlns:mstb=\"http://www.sbml.org/2001/ns/matlab-sbmltoolbox\">"
  "  <mstb:timestamp>2004-May-13 10:30 PST</mstb:timestamp>\n"
  "  <mstb:message>These are my annotations</mstb:message>\n"
  "</annotation>";

SBBase_setAnnotation(model, annotation);
```

## 4.8 Typecodes

Each SBML class has a **typecode** that is initialized when an object is instantiated. The **typecode** is a simple C enumeration, defined in `SBMLTypeCodes.h` (which is included by the main LIBSBML include file, `SBMLTypes.h`, so client code does not need to include it separately):

```
/**
 * An enumeration of SBML Level 2 types to help identify SBML objects at runtime.
 * Abstract types do not have a typecode since they cannot be instantiated.
 */
typedef enum
{
    SBML_COMPARTMENT
    , SBML_DOCUMENT
    , SBML_EVENT
    , SBML_EVENT_ASSIGNMENT
    , SBML_FUNCTION_DEFINITION
    , SBML_KINETIC_LAW
    , SBML_LIST_OF
    , SBML_MODEL
    , SBML_PARAMETER
    , SBML_REACTION
    , SBML_SPECIES
    , SBML_SPECIES_REFERENCE
    , SBML_MODIFIER_SPECIES_REFERENCE
    , SBML_UNIT_DEFINITION
    , SBML_UNIT
    , SBML_ALGEBRAIC_RULE
    , SBML_ASSIGNMENT_RULE
    , SBML_RATE_RULE
    , SBML_SPECIES_CONCENTRATION_RULE
    , SBML_COMPARTMENT_VOLUME_RULE
    , SBML_PARAMETER_RULE
} SBMLTypeCode_t;
```

The primary reason for the **typecode** is distinguish specific types of rules in a Model. A `Model_t` contains a list of rules, but a `Rule_t` in SBML Level 1 may be of one of four specific types: `AlgebraicRule`, `SpeciesConcentrationRule`, `CompartmentVolumeRule` and `ParameterRule`. Having a type code associated with each object allows calling programs to distinguish its type. Without type codes, it would be impossible.

## 5 Reading and Writing SBML Files

SBML may be read from a file or an in memory string into an `SBMLDocument`. LIBSBML defines two basic read functions:

**SBMLDocument\_t \*readSBML (const char \*filename)**

Reads the SBML document from the file named by `filename` and returns a pointer to it.

**SBMLDocument\_t \*readSBMLFromString (const char \*xml)**

Reads the SBML document from the given XML string and returns a pointer to it. The XML string must be complete and legal XML document. Among other things, it must start with an XML processing instruction. For example,

```
<?xml version='1.0' encoding='UTF-8'?>
```

These functions return a pointer to an `SBMLDocument_t` object. This object represents the whole

SBML model; it corresponds to the `Sbml` class object in the SBML Level 2 specification, but does not have a direct correspondence in SBML Level 1. (But, it is created by LIBSBML no matter whether the model is Level 1 or Level 2.)

`SBMLDocument_t` in Level 2 is derived from `SBase`, so that it contains the usual `SBase` fields of `metaid`, `notes` and `annotation`, as well as two other fields defined by `Sbml`: `level` and `version`. The following methods provide access to information about the level and version of the SBML input:

```
unsigned int SBMLDocument_getLevel (const SBMLDocument_t *d)
```

Returns the SBML level of this SBML document.

```
unsigned int SBMLDocument_getVersion (const SBMLDocument_t *d)
```

Returns the SBML version of this SBML document.

Of course, the whole point of reading an SBML file or data stream is to get at the SBML model it contains. The following method allows access to the Model object within an SBML document:

```
Model_t * SBMLDocument_getModel (const SBMLDocument_t *d)
```

Returns the Model associated with this `SBMLDocument_t` object.

LIBSBML stores warnings and error messages that may be encountered while parsing the XML input. Each warning or error is a `ParseMessage_t` object. To access the lists of diagnostic messages in an `SBMLDocument_t` object, use the following methods:

```
ParseMessage_t *SBMLDocument_getWarning (SBMLDocument_t *d, unsigned int n)
```

Returns the `n`th warning encountered during the parse of this `SBMLDocument` or `NULL` if `n > getNumWarnings() - 1`.

```
ParseMessage_t *SBMLDocument_getError (SBMLDocument_t *d, unsigned int n);
```

Returns the `n`th error encountered during the parse of this `SBMLDocument` or `NULL` if `n > getNumErrors() - 1`.

```
ParseMessage_t *SBMLDocument_getFatal (SBMLDocument_t *d, unsigned int n)
```

Returns the `n`th fatal error encountered during the parse of this `SBMLDocument` or `NULL` if `n > getNumErrors() - 1`.

```
unsigned int SBMLDocument_getNumWarnings (SBMLDocument_t *d)
```

Returns the number of warnings encountered during the parse of this `SBMLDocument`.

```
unsigned int SBMLDocument_getNumErrors (SBMLDocument_t *d)
```

Returns the number of errors encountered during the parse of this `SBMLDocument`.

```
unsigned int SBMLDocument_getNumFATALs (SBMLDocument_t *d)
```

Returns the number of fatal errors encountered during the parse of this `SBMLDocument`.

**void SBMLDocument\_printWarnings (SBMLDocument\_t \*d, FILE \*stream)**

Prints all warnings encountered during the parse of this SBMLDocument to the given **stream**. If no warnings have occurred, i.e. `SBMLDocument_getNumWarnings(d) == 0`, no output will be sent to **stream**. The format of the output is:

```
%d Warning(s):
  Line %d, Col %d: %s
...
```

This is a convenience function to aid in debugging. For example:  
`SBMLDocument_printWarnings(d, stdout).`

**void SBMLDocument\_printErrors (SBMLDocument\_t \*d, FILE \*stream)**

Prints all errors encountered during the parse of this SBMLDocument to the given **stream**. If no errors have occurred, that is, if `SBMLDocument_getNumErrors(d) == 0`, no output will be sent to **stream**. The format of the output is:

```
%d Error(s):
  Line %d, Col %d: %s
...
```

This is a convenience function to aid in debugging. For example:  
`SBMLDocument_printErrors(d, stdout).`

**void SBMLDocument\_printFATALs (SBMLDocument\_t \*d, FILE \*stream)**

Prints all FATALs encountered during the parse of this SBMLDocument to the given **stream**. If no FATALs have occurred, that is, if `SBMLDocument_getNumFATALs(d) == 0`, no output will be sent to **stream**. The format of the output is:

```
%d Fatal(s):
  Line %d, Col %d: %s
...
```

This is a convenience function to aid in debugging. For example:  
`SBMLDocument_printFATALs(d, stdout).`

There are a few other methods defined by `SBMLDocument_t`, but their discussion is left to [Section 7](#)

## 5.1 A Simple Example of Reading SBML

The following example is included in the LIBSBML distribution as `readSBML.c` in the subdirectory `examples`. It is not compiled as part of the normal build process, but a Makefile is provided in the `examples` subdirectory that can be used to build `readSBML.c` and other examples. Once LIBSBML itself is installed, you should be able to compile the examples by simply typing the following command in the `examples` directory:

```
make
```

The `readSBML` program takes a single command-line argument, the name of an SBML file, reads it into memory and reports some basic information about the file and any warnings or errors generated by LIBSBML while parsing the file. Here is an example of using it on some of the sample SBML files provided in the `src/test-data` subdirectory of the LIBSBML distribution. In this example, the current directory is assumed to be `examples`.

```
./readSBML ../src/test-data/l1v1-branch.xml
./readSBML ../src/test-data/l1v1-minimal.xml
./readSBML ../src/test-data/l1v1-rules.xml
# etc...
```

```

1  #include <stdio.h>
2
3  #include "sbml/SBMLTypes.h"
4
5  int
6  main (int argc, char *argv[])
7  {
8      SBMLDocument_t *d;
9      Model_t      *m;
10
11     unsigned int level, version;
12
13
14     if (argc != 2)
15     {
16         printf("\n usage: printSBML <filename>\n\n");
17         return 1;
18     }
19
20     d = readSBML(argv[1]);
21     m = SBMLDocument_getModel(d);
22
23     level  = SBMLDocument_getLevel (d);
24     version = SBMLDocument_getVersion(d);
25
26     printf("\n");
27     printf("File: %s (Level %u, version %u)\n", argv[1], level, version);
28
29     printf(" ");
30     if (level == 1)
31     {
32         printf("model name: %s\n", Model_getName(m));
33     }
34     else
35     {
36         printf(" model id: %s\n", Model_isSetId(m) ? Model_getId(m) : "(empty)");
37     }
38
39     printf("functionDefinitions: %d\n", Model_getNumFunctionDefinitions(m));
40     printf("  unitDefinitions: %d\n", Model_getNumUnitDefinitions(m) );
41     printf("  compartments: %d\n", Model_getNumCompartments(m) );
42     printf("    species: %d\n", Model_getNumSpecies(m) );
43     printf("    parameters: %d\n", Model_getNumParameters(m) );
44     printf("    reactions: %d\n", Model_getNumReactions(m) );
45     printf("      rules: %d\n", Model_getNumRules(m) );
46     printf("    events: %d\n", Model_getNumEvents(m) );
47     printf("\n");
48
49     SBMLDocument_printWarnings(d, stdout);
50     SBMLDocument_printErrors (d, stdout);
51     SBMLDocument_printFatals (d, stdout);
52
53     SBMLDocument_free(d);
54     return 0;
55 }

```

**Figure 6:** The text of the program `printSBML.c` provided in the `examples` subdirectory of the `LIBSBML` distribution.

The complete text of `readSBML` is shown in Figure 6.



## 5.2 XML Schema Validation

To have LIBSBML validate an SBML document against an SBML (XML) Schema when using a Schema-aware parser such as Xerces requires creating an `SBMLReader` object and setting the appropriate schema filename and validation level. The functions for doing this are:

---

**SBMLReader\_t \*SBMLReader\_create (void)**

Creates a new `SBMLReader` and returns a pointer to it. By default schema validation is off (`XML_SCHEMA_VALIDATION_NONE`) and `schemaFilename` is `NULL`.

---

**void SBMLReader\_free (SBMLReader\_t \*sr)**

Frees the given `SBMLReader`.

---

**void SBMLReader\_setSchemaFilenameL1v1 (SBMLReader\_t \*sr, const char \*filename)**

Sets the file containing the XML Schema used by this `SBMLReader` to validate SBML Level 1 Version 1 documents. The `filename` should be either (1) an absolute path or (2) a path relative to the directory containing the SBML file(s) to be read.

---

**void SBMLReader\_setSchemaFilenameL1v2 (SBMLReader\_t \*sr, const char \*filename)**

Sets the file containing the XML Schema used by this `SBMLReader` to validate SBML Level 1 Version 2 documents. The `filename` should be either (1) an absolute path or (2) a path relative to the directory containing the SBML file(s) to be read.

---

**void SBMLReader\_setSchemaFilenameL2v1 (SBMLReader\_t \*sr, const char \*filename)**

Sets the file containing the XML Schema used by this `SBMLReader` to validate SBML Level 2 Version 1 documents. The `filename` should be either (1) an absolute path or (2) a path relative to the directory containing the SBML file(s) to be read.

---

**void SBMLReader\_setSchemaValidationLevel (SBMLReader\_t \*sr, XMLSchemaValidation\_t level)**

Sets the level of schema validation used by this `SBMLReader`. The possible values for `level` are:

- `XML_SCHEMA_VALIDATION_NONE` (0) turns schema validation off.
- `XML_SCHEMA_VALIDATION_BASIC` (1) validates an XML instance document against an XML Schema. Those who wish to perform schema checking on SBML documents should use this option.
- `XML_SCHEMA_VALIDATION_FULL` (2) validates both the instance document itself *and* the XML Schema document. The XML Schema document is checked for violation of particle unique attribution constraints and particle derivation restrictions, which is both time-consuming and memory intensive. Few users will be interested in this.

Note that the `SBMLReader_setXYZ` methods above have no effect when using a parser such as Expat, because it is not a validating XML parser and the settings have no meaning for it.

Once an `SBMLReader_t` object has been created, two variants of the functions `readSBML()` and `readSBMLFromString()` previously discussed in Section 5 become available. These variants can be thought of as methods of the `SBMLReader_t` class:

```
SBMLDocument_t *SBMLReader_readSBML (SBMLReader_t *sr, const char *filename)
```

Reads the SBML document using the `SBMLReader_t` object passed in argument `sr` from the given `filename` and returns a pointer to it.

```
SBMLDocument_t *SBMLReader_readSBMLFromString (SBMLReader_t *sr,  
const char *xml)
```

Reads the SBML document using the `SBMLReader_t` object passed in argument `sr` from the character string passed in variable `xml` and returns a pointer to it. The XML string in `xml` must be complete and legal XML document. Among other things, it must start with an XML processing instruction, i.e.,

```
<?xml version='1.0' encoding='UTF-8'?>
```

Schema violations are reported in the `SBMLDocument_t`'s list of `ParseMessages_t`, according to the principles discussed in Section 5.

## 5.3 Writing SBML Files

Writing SBML is, in the end, a very simple matter in LIBSBML. The library provides the following two methods for this purposes.

```
int writeSBML (SBMLDocument_t *d,  
const char *filename)
```

Writes the given SBML document to the given `filename`. Returns 1 on success and 0 on failure (e.g., if the file named by `filename` could not be opened for writing).

```
char *writeSBMLToString (SBMLDocument_t *d)
```

Writes the given SBML document to an in-memory string and returns a pointer to it. The string is owned by the caller and should be freed (with `free()`) when no longer needed. Returns NULL on failure.

# 6 Handling of Mathematical Formulas and MathML

LIBSBML can read and write MathML 2.0 (Ausbrooks et al., 2001) content in SBML documents and data streams, as well as translate between MathML and the text-string formulas used in SBML Level 1. This section describes the library's capabilities for handling MathML and mathematics.

## 6.1 Reading and Writing Formulas in Text-String Form

In SBML Level 1, mathematical formulas are expressed as text strings using a simple C-like syntax. In SBML Level 2, mathematical formulas are expressed in MathML syntax. LIBSBML helps calling programs smooth over this difference by providing an API that allows working with formulas in both text-string and MathML form, and to interconvert mathematical expressions between these forms (to the extent possible by the differences between SBML Levels 1 and 2.)

Formulas in LIBSBML are represented internally using Abstract Syntax Trees (ASTs). ASTs are described in detail in Appendix B. When LIBSBML reads an SBML model, it converts the expressions into ASTs and stores the ASTs in the corresponding data structures that have mathematical formulas (such as in an SBML `KineticLaw`). Thus, the `KineticLaw_getMath()` method, for example, returns a pointer to the root of an AST corresponding to the formula stored there.

Many software packages provide users with the ability to express formulas for such things as reaction rate expressions, and these packages' interfaces often let users type in the formulas directly as strings. LIBSBML provides two high-level functions for working with mathematical expressions in the form of strings: `SBML_parseFormula()` and `SBML_formulaToString()`.

**ASTNode\_t \*SBML\_parseFormula (const char \*formula)**

Parses the given string as a mathematical formula in SBML Level 1 syntax form, and returns a representation of it as an Abstract Syntax Tree (AST). This function returns the root node of the AST. If the formula contains a syntax error, this function returns NULL instead.

**char \*SBML\_formulaToString (ASTNode\_t \*tree)**

Returns a text-string mathematical expression corresponding to the Abstract Syntax Tree given as the argument. The caller owns the memory allocated for the returned string and is responsible for freeing it when it is no longer needed.

Using these methods is easy. The following is a code fragment that illustrates calling the parser function repeatedly with different formula strings, taking the ASTs returned each time and handing them back to the formula generator and comparing the strings to make sure they matched. (This is not something a real application would ever need to do, but it does simply illustrate the use of these two methods.)

```
const char *formulae[] =
{
    "1",
    "2.1",
    "2.1e+10",
    "foo",
    "1 + foo",
    "1 + 2",
    "1 + 2 * 3",
    "(1 - 2) * 3",
    "1 + -2 / 3",
    "1 + -2e-100 / 3",
    "1 - -foo / 3",
    "2 * foo^bar + 3.1",
    "foo()",
    "foo(1)",
    "foo(1, bar)",
    "foo(1, bar, 2^-3)",
    ""
};

ASTNode_t *n;
char *s;
int i;

for (i = 0; i < *formulae[i]; i++)
{
    n = SBML_parseFormula( formulae[i] ); /* Convert string to AST */
    s = SBML_formulaToString(n);          /* Convert AST back to string */

    if ( strcmp(s, formulae[i]) != 0 )
    {
        printf("Formula '%s' parsed incorrectly\n", formulae[i] );
    }

    ASTNode_free(n);
    free(s);
}
```

Section 6.4 describes some additional points that are worth knowing about the mathematical formula handling in LIBSBML. For example, Level 1 formula strings and Level 2 MathML expressions can be interconverted.

## 6.2 Reading Formulas in MathML Form: `MathMLDocument_t` and ASTs

There may arise situations in which an application needs to convert MathML directly into an AST. LIBSBML provides the utility function `readMathMLFromString()` for this purpose:

**`MathMLDocument_t *readMathMLFromString (const char *xml)`**

Reads a string containing an XML MathML expression, constructs the corresponding Abstract Syntax Tree and returns a pointer to a `MathMLDocument_t` object holding the tree structure.

The object returned by `readMathMLFromString()` is a simple container for an AST. The class of this object, `MathMLDocument`, is not defined by the SBML language standard but is provided in LIBSBML as a utility class. `MathMLDocument` serves as a top-level container for XML documents containing only MathML; in some ways it mirrors the `SBMLDocument` class, which acts as a container for XML documents containing SBML. The definition of `MathMLDocument_t` is as follows:

```
/**
 * The MathMLDocument
 */
typedef struct
{
    ASTNode_t *math;
} MathMLDocument_t;
```

The following are the functions defined for the `MathMLDocument` class:

**`MathMLDocument_t *MathMLDocument_create ()`**

Creates a `MathMLDocument_t` object.

**`void MathMLDocument_free (MathMLDocument_t *d)`**

Frees the given `MathMLDocument_t` object.

**`ASTNode_t *MathMLDocument_getMath (const MathMLDocument_t *d)`**

Returns the Abstract Syntax Tree representation of the mathematical formula stored in this `MathMLDocument_t` object.

**`int MathMLDocument_isSetMath (const MathMLDocument_t *d)`**

Returns 1 if the math of this `MathMLDocument` has been set, 0 otherwise.

**`void MathMLDocument_setMath (MathMLDocument_t *d, ASTNode_t *math)`**

Sets the math of this `MathMLDocument` to the given AST node. The node is **not copied** and this `MathMLDocument` **takes ownership** of it; i.e., subsequent calls to this function or a call to `MathMLDocument_free()` will free the AST node (and any child nodes attached to it).

Note that because the content passed to `readMathMLFromString()` is handed to an XML parser,

the string given as argument must be a complete XML (though not necessarily SBML) document. The following example illustrates the use of this function with a valid MathML input.

```
MathMLDocument_t *doc;
ASTNode_t        *ast;
char              *result;

const char* s = "<?xml version='1.0' encoding='UTF-8'?'>"
               "<math xmlns='http://www.w3.org/1998/Math/MathML'>"
               "<apply><arccos/><ci> x </ci></apply>"
               "</math>";

doc  = readMathMLFromString(s);
ast  = MathMLDocument_getMath(doc);
```

The code above would create an AST structure stored in the variable `ast`. This tree structure could then be inspected using the AST node methods described in [Appendix B](#).

Finally, LIBSBML provides two utility methods for writing out MathML represented in ASTs. Both of the following take a `MathMLDocument_t` class object, convert the expression tree stored there, and write out the appropriate text in MathML syntax.

```
int writeMathML (MathMLDocument_t *d, const char *filename)
```

Writes the given MathML document to filename. Returns 1 on success and 0 on failure (e.g., if filename could not be opened for writing or the MathMLWriter character encoding is invalid).

```
char * writeMathMLToString (MathMLDocument_t *d)
```

Writes the given MathML document to an in-memory string and returns a pointer to it. The string returned is owned by the caller and should be freed (with `free()`) when no longer needed. Returns NULL on failure

## 6.3 Differences between SBML Level 1 Formulas and MathML

The text-string based mathematical formula syntax of SBML Level 1 is *mostly* compatible with the representation of formulas in MathML. A few differences exist in the names of predefined functions such as `arccos`. [Table 3](#) on the next page gives the mapping between SBML Level 1 and Level 2 function names.

## 6.4 Additional Notes about the Handling of Mathematical Formulas

The LIBSBML formula parser has been carefully engineered so that transformations from MathML to infix string notation *and back* is possible with a minimum of disruption to the structure of the mathematical expression.

[Figure 7](#) on [page 31](#) shows a simple program that, when run, takes a MathML string compiled into the program, converts it to an AST, converts *that* to an infix representation of the formula, compares it to the expected form of that formula, and finally translates that formula back to MathML and displays it. The output displayed on the terminal should have the same structure as the MathML it started with. The program is a simple example of using the various MathML and AST reading and writing methods, and shows that LIBSBML preserves the ordering and structure of the mathematical expressions.

The string form produced by `SBML_formulaToString()` and written by `writeMathMLToString()` is in SBML Level 1 formula string syntax, a simple C-inspired infix notation defined in the SBML Level 1 specification [Hucka et al. \(2001\)](#). It can therefore be handed to a program that understands SBML Level 1 mathematical expressions, or used as part of a translation system.

SBML Level 1	SBML Level 2
abs	abs
acos	<u>arccos</u>
asin	<u>arcsin</u>
atan	<u>arctan</u>
ceil	<u>ceiling</u>
cos	cos
exp	exp
floor	floor
log	<u>ln</u>
log10(x)	<u>log(10, x)</u>
pow(x, y)	<u>power(x, y)</u>
sqr(x)	<u>power(x, 2)</u>
sqrt(x)	<u>root(2, x)</u>
sin	sin
tan	tan

**Table 3:** Basic mathematical functions defined in SBML Levels 1 and 2. The underlined functions are different between the two levels of SBML.

The LIBSBML distribution comes with an example program in the `examples` subdirectory called `translateMath` that implements an interactive command-line demonstration of translating infix formulas into MathML and vice-versa.

LIBSBML offers the ability to translate entire SBML Level 1 models to SBML Level 2, as explained below, and hopefully in the future will also provide the ability to translate a subset of Level 2 models to Level 1 (though this latter capability is not yet implemented).

## 7 Levels of SBML

At the time of this writing, there exist 3 flavors of SBML: Level 1 Versions 1 and 2, and SBML Level 2 Version 1. A software application may need to read and/or write any of these versions, depending on its purpose. LIBSBML provides support for all three definitions of SBML.

Along with the methods discussed in Section 5, the `SBMLDocument_t` object class also defines the following methods that impact how a model is written out:

**void SBMLDocument\_setModel (SBMLDocument\_t \*d, Model\_t \*m)**

Sets the Model of this SBML document to the given `Model_t` object. Any previously defined model in `d` is unset and freed.

**void SBMLDocument\_setLevel (SBMLDocument\_t \*d, unsigned int level)**

Sets the level of this SBML document to `level`. Valid levels are currently 1 and 2.

**void SBMLDocument\_setVersion (SBMLDocument\_t \*d, unsigned int version)**

Sets the version of this SBML document to the given `version` number. Valid versions are currently 1 and 2 for SBML Level 1 and 1 for SBML Level 2.

Setting the level using `SBMLDocument_setLevel()` affects the possible fields and values available when setting and reading fields. Certain translations take place immediately upon changing levels. For example, if one starts with a Level 1 model and then calls `SBMLDocument_setLevel()`

to set the level to 2, the model structure at that moment is translated internally so that such things as object names are converted to id's (which do not exist in Level 1).

The C program listed in Figure 8 is provided in the LIBSBML distribution in the `examples` subdirectory. This command-line program takes two arguments: the name of an input file and the name of an output file. It then translates the SBML in the input file into SBML Level 2 and writes it out to the named output file. It may be surprising to see how short this program is.

```

1  #include <stdio.h>
2  #include <string.h>
3  #include "sbml/SBMLTypes.h"
4
5  int
6  main (int argc, char *argv[])
7  {
8      MathMLDocument_t *doc;
9      ASTNode_t      *ast;
10     char            *result;
11     MathMLDocument_t *new_doc;
12     ASTNode_t      *new_mathml;
13     char            *new_s;
14
15     const char* expected = "1 + f(x)";
16
17     const char* s = "<?xml version='1.0' encoding='UTF-8'?>"
18         "<math xmlns='http://www.w3.org/1998/Math/MathML'>"
19         "  <apply> <plus/> <cn> 1 </cn>"
20         "    <apply> <ci> f </ci> <ci> x </ci> </apply>"
21         "  </apply>"
22         "</math>";
23
24     doc = readMathMLFromString(s);
25     ast = MathMLDocument_getMath(doc);
26     result = SBML_formulaToString(ast);
27
28     if ( strcmp(result, expected) == 0 )
29     {
30         printf("Got expected result\n");
31     }
32     else
33     {
34         printf("Mismatch after readMathMLFromString()\n");
35     }
36
37     new_mathml = SBML_parseFormula(result);
38     new_doc = MathMLDocument_create();
39     MathMLDocument_setMath(new_doc, new_mathml);
40     new_s = writeMathMLToString(new_doc);
41
42     printf("Result of writing AST:\n");
43     printf(new_s);
44
45     return 0;
46 }

```

**Figure 7:** Short program to translate MathML into a formula string and back.

```

1  #include <stdio.h>
2  #include "sbml/SBMLTypes.h"
3
4  int
5  main (int argc, char *argv[])
6  {
7      unsigned int errors = 0;
8      SBMLDocument_t *d;
9
10     if (argc != 3)
11     {
12         printf("\nusage: convertSBML <input-filename> <output-filename>\n\n");
13         return 1;
14     }
15
16     d = readSBML(argv[1]);
17
18     errors = SBMLDocument_getNumWarnings(d) + SBMLDocument_getNumErrors(d) +
19             SBMLDocument_getNumFATALs(d);
20
21     if (errors > 0)
22     {
23         printf("Error(s):\n");
24
25         SBMLDocument_printWarnings(d, stdout);
26         SBMLDocument_printErrors (d, stdout);
27         SBMLDocument_printFATALs (d, stdout);
28
29         printf("Conversion skipped. Please correct the above and re-run.\n");
30     }
31     else
32     {
33         SBMLDocument_setLevel(d, 2);
34         writeSBML(d, argv[2]);
35     }
36
37     SBMLDocument_free(d);
38     return errors;
39 }

```

**Figure 8:** The text of the example C program *convertSBML.c*.

## 8 Checking the Consistency of SBML Models

LIBSBML performs a certain amount of validation of SBML inputs at the time of parsing files and data streams. However, the checks performed are mostly syntactic in nature, based on the XML Schema for SBML (and as noted elsewhere, using this validation capability requires using an XML Schema-aware parser such as Xerces).

The LIBSBML library also implements more extensive semantic tests and consistency checks than those represented by the XML Schema for SBML. At the time of this writing, over 30 tests are implemented. Examples of these consistency checks include: testing that compartments' `spatialSizeUnits` fields are consistent with their `spatialDimensions`; testing that species with `hasOnlySubstanceUnits` set to true do not also have an `initialConcentration`; and others.

Consistency checking rules in LIBSBML (and indeed, in SBML in general) are still experimental; for this reason, the library does not perform them automatically. Calling programs must request consistency checking to be invoked explicitly by calling the following method.



```
unsigned int SBMLDocument.checkConsistency (const SBMLDocument_t *d)
```

Performs consistency checking on the given SBML document. Calling programs can query the results of doing the checking by calling `SBMLDocument.getNumWarnings()`, `SBMLDocument.getNumErrors()`, `SBMLDocument.getNumFataIs()`, and related methods. This method returns (as an integer) the number of consistency errors detected.

**Deprecation note:** this method was originally named `SBMLDocument.validate()`. The older name was judged confusing and has been deprecated in favor of the new name.

Here is some additional information about the LIBSBML procedures for checking the consistency of an SBML model. The program contains an internal list of consistency checks. These checks are run sequentially when `SBMLDocument.checkConsistency()` is invoked. LIBSBML keeps track of every consistency check executed; if a check returns a negative value (i.e., a failure), it increments an internal counter and also logs an error message returned by the check. That error message is logged to the same list of error messages where XML Schema validation errors are stored (that is, the list kept in the `SBMLDocument`). The method `SBMLDocument.checkConsistency()` returns the count of checks failed, and the method `SBMLDocument.getNumErrors()` returns the length of the list on `SBMLDocument`.

## 9 Special Considerations and Known Issues

This section summarizes special considerations, known issues and caveats surrounding the use and behavior of LIBSBML.

### 9.1 Conformance to SBML

Currently, LIBSBML supports all of SBML Level 1 Version 1 and Version 2, and nearly all of SBML Level 2 Version 1. The still-unsupported parts of the Level 2 specification are:

- Support for RDF
- Support for MathML's `semantics` elements
- Support for MathML's `annotation` elements
- Support for MathML's `annotation-xml` elements

### 9.2 Issues Related to XML Parsers

Using Expat prevents LIBSBML from performing XML Schema-based validation of SBML input. This removes a number of verification checks from the parsing stage and may cause unexpected behavior in the face of malformed or invalid SBML content. Here are some implications of not performing XML Schema validation:

- The syntax of identifiers (i.e., conformance to SId syntax) will not be verified. This means that identifiers that are not in conformance to SBML SId specifications will be passed through without being flagged as invalid.
- Data types of values assigned to fields in a model will not be verified for conformance to the SBML specification. In some cases this means that those values will not be assigned to the corresponding object structures created by LIBSBML. For example, reading a model containing a compartment definition having a volume of "mumble" (a string instead of a number) will result in LIBSBML simply ignoring the value and treating the input as if no value was supplied.
- Elements present in an SBML input file or data stream, but that are not actually defined by the SBML specification, will not be noticed. (Such SBML input should be flagged as invalid, but will not be.)

- XML entity references (e.g. XML's `&#160;`), which are most likely to occur in XHTML `<notes>` sections, will be output as their UTF-8 byte sequence instead of the more human readable entity reference. This is a bug in the Expat support in LIBSBML, stemming from a limitation in the API of Expat. (While Expat reads and writes UTF-8 by default, it comes with no APIs to manipulate or translate Unicode encodings. Writing such a conversion routine and ensuring it is cross-platform is non-trivial.)
- The methods discussed in Section 5.2, namely the `SBMLReader.setSchemaFilename****()` methods and `SBMLReader.setSchemaValidationLevel()`, have no effect.

Although it is poorly documented, SBML XML documents **must use only** the UTF-8 encoding. Parsing a non-UTF-8 document may fail unpredictably and this particular error may be difficult to diagnose, because it will happen in the underlying XML parser and not LIBSBML itself.

## 10 Java Tutorial

### 10.1 Setting Up

To run Java programs that access LIBSBML, you must set up environment variables as described below. The exact environment variables depend on your operating system.

#### 10.1.1 Linux

To run Java programs that access LIBSBML under Linux:

**CLASSPATH** must include the `libsbmlj.jar` file from the LIBSBML java bindings directory. For example:

```
CLASSPATH=./home/bkovitz/libsbml/bindings/java/libsbmlj.jar
```

**LD\_LIBRARY\_PATH** must include the directory that contains the `libsbmlj.so` file. For example:

```
LD_LIBRARY_PATH=/home/bkovitz/libsbml/bindings/java
```

#### 10.1.2 Mac OS X

To run Java programs that access LIBSBML under Mac OS X:

**CLASSPATH** must include the `libsbmlj.jar` file from the LIBSBML java bindings directory. For example:

```
CLASSPATH=./home/bkovitz/libsbml/bindings/java/libsbmlj.jar
```

**DYLD\_LIBRARY\_PATH** must include the directory that contains the `libsbmlj.jnilib` file. For example:

```
DYLD_LIBRARY_PATH=/home/bkovitz/libsbml/bindings/java
```

#### 10.1.3 Windows

To run Java programs that access LIBSBML under Windows:

**CLASSPATH** must include the `sbmlj.jar` file in the Java SWIG bindings directory. For example:

```
CLASSPATH=C:\libsbml\bindings\java\sbmlj.jar
```

**PATH** must include the directory that contains the `sbmlj.dll` file. An easy way to achieve this is to copy this file to the Windows system directory. For example:

```
CD <libsaml directory>
COPY SBMLJ.DLL C:\WINDOWS\SYSTEM32
```

## 10.2 A Simple Java `libsaml` Program

Here is a very simple program that reads in an SBML model:

```
1 import org.sbml.libsaml.*;
2
3 public class Demo1
4 {
5     public static void main(String args[])
6     {
7         System.loadLibrary("sbmlj");
8
9         SBMLReader reader = new SBMLReader();
10        SBMLDocument document = reader.readSBML(
11            "/home/bkovitz/libsaml/src/test-data/l1v1-rules.xml");
12        Model model = document.getModel();
13        ListOf listOfSpecies = model.getListOfSpecies();
14
15        for (int i = 0; i < model.getNumSpecies(); i++) {
16            Species species = (Species)listOfSpecies.get(i);
17            System.out.println(
18                species.getName() + " " +
19                species.getCompartment() + " " +
20                species.getInitialAmount()
21            );
22        }
23    }
24 }
```

Here is the output of the program:

```
s1 cell 4.0
s2 cell 2.0
x0 cell 1.0
x1 cell 0.0
```

Key LIBSBML-related elements:

```
import org.sbml.libsaml.*;
```

Brings all the LIBSBML classes and constants into the present namespace.

```
System.loadLibrary("sbmlj");
```

Loads LIBSBML and its Java SWIG binding into memory.

```
SBMLReader reader = new SBMLReader();
```

Creates the object that will read in an SBML document.

```
SBMLDocument document = reader.readSBML(
    "/home/bkovitz/libsaml/src/test-data/l1v1-rules.xml");
```

Reads in the SBML document. See section 2.1 for the full text of the document.

```
Model model = document.getModel();
```

Extracts the model from the document.

```
ListOf listOfSpecies = model.getListOfSpecies();
```

Gets a `ListOf` object that holds references to all the species in the model. A `ListOf` object does not operate the same way as a Java `List`. You need to call it with the same method names as the C/C++ `ListOf` class in the LIBSBML library.

```
for (int i = 0; i < model.getNumSpecies(); i++) {
    Species species = (Species)listOfSpecies.get(i);
    System.out.println(
        species.getName() + " " +
        species.getCompartment() + " " +
        species.getInitialAmount()
    );
}
```

Notice the `(Species)` cast on the object returned by `listOfSpecies.get()`. As usual in Java, when extracting items from a list that can hold objects of a variety of classes, we must know the class of the object we're extracting so we can make the cast.

Here's the raw XML of the model:

```
1 <?xml version="1.0" encoding="UTF-8"?>
2 <sbml xmlns="http://www.sbml.org/sbml/level1" level="1" version="1">
3   <model>
4     <listOfCompartments>
5       <compartment name="cell" volume="1"/>
6     </listOfCompartments>
7     <listOfSpecies>
8       <specie name="s1" compartment="cell" initialAmount="4"/>
9       <specie name="s2" compartment="cell" initialAmount="2"/>
10      <specie name="x0" compartment="cell" initialAmount="1"/>
11      <specie name="x1" compartment="cell" initialAmount="0"/>
12    </listOfSpecies>
13    <listOfParameters>
14      <parameter name="k1" value="1.2"/>
15      <parameter name="k2" value="1000"/>
16      <parameter name="k3" value="3000"/>
17      <parameter name="k4" value="4.5"/>
18    </listOfParameters>
19    <listOfRules>
20      <parameterRule name="t" formula="s1 + s2"/>
21      <parameterRule name="k" formula="k3/k2"/>
22      <specieConcentrationRule specie="s2" formula="k * t/(1 + k)"/>
23      <specieConcentrationRule specie="s1" formula="t - s2"/>
24    </listOfRules>
25    <listOfReactions>
26      <reaction name="j1">
27        <listOfReactants>
28          <specieReference specie="x0"/>
29        </listOfReactants>
30        <listOfProducts>
31          <specieReference specie="s1"/>
32        </listOfProducts>
33        <kineticLaw formula="k1 * x0"/>
34      </reaction>
35      <reaction name="j3">
36        <listOfReactants>
37          <specieReference specie="s2"/>
38        </listOfReactants>
39        <listOfProducts>
40          <specieReference specie="x1"/>
41        </listOfProducts>
42        <kineticLaw formula="k4 * s2"/>

```

```

43     </reaction>
44   </listOfReactions>
45 </model>
46 </sbml>

```

### 10.3 Converting a Model from Level 1 to Level 2

Now that we know how to read SBML in from a file, let's do something useful: let's convert `l1v1-rules.xml` from Level 1 to Level 2.

To do this, we only need to know two more things: how to modify an `SBase` object, and how to write an SBML document to disk. Here is the complete program:

```

1  import org.sbml.libsbml.*;
2
3  public class Demo
4  {
5      public static void main(String args[])
6      {
7          System.loadLibrary("sbmlj");
8          SBMLReader reader = new SBMLReader();
9          SBMLDocument document = reader.readSBML(
10             "/home/bkovitz/libsbml/src/test-data/l1v1-rules.xml");
11
12         document.setLevel(2);
13         libsbml.writeSBML(document, "l2v1-rules.xml");
14     }
15 }

```

That's all there is to it! We changed the level of the SBML document by calling its `setLevel()` method. All LIBSBML objects that inherit from `SBase`—that is, all LIBSBML objects that represent entities in an SBML document—are modified by a "setter" function whose name is `setXxx`, where `Xxx` is the name of the data element (with the first letter capitalized).

Then we wrote the document to a new file by calling the static function `libsbml.writeSBML()`.

This works because, internally, LIBSBML stores the model as a data structure that represents the information in the model without regard to the format in which the model is stored on disk. The `SBMLDocument`'s `level` data member just tells `writeSBML()` the format in which to save the model.

The Level 2 version of the model is longer than the Level 1 version, so we'll only show the beginning here. Notice that `specie` got changed to `species` and the `parameterRules` are now expressed in MathML inside `assignmentRules`:

```

1  <?xml version="1.0" encoding="UTF-8"?>
2  <sbml xmlns="http://www.sbml.org/sbml/level2" level="2" version="1">
3    <model>
4      <listOfCompartments>
5        <compartment id="cell" size="1"/>
6      </listOfCompartments>
7      <listOfSpecies>
8        <species id="s1" compartment="cell" initialAmount="4"/>
9        <species id="s2" compartment="cell" initialAmount="2"/>
10       <species id="x0" compartment="cell" initialAmount="1"/>
11       <species id="x1" compartment="cell" initialAmount="0"/>
12     </listOfSpecies>
13     <listOfParameters>
14       <parameter id="k1" value="1.2"/>
15       <parameter id="k2" value="1000"/>
16       <parameter id="k3" value="3000"/>
17       <parameter id="k4" value="4.5"/>
18     </listOfParameters>

```

```

19     <listOfRules>
20       <assignmentRule variable="t">
21         <math xmlns="http://www.w3.org/1998/Math/MathML">
22           <apply>
23             <plus/>
24             <ci> s1 </ci>
25             <ci> s2 </ci>
26           </apply>
27         </math>
28       </assignmentRule>
29     . . .

```

## 11 Python Tutorial

### 11.1 Setting Up

In this tutorial, we'll assume that you're running on some variant of Unix. (That includes Linux and Mac OS X.) On Windows, you may need to use backslashes in place of forward slashes, or use a Unix-like shell such as Cygwin. (See Section 11.1.1 for notes on running with ActiveState Python under Windows.)

When you installed LIBSBML, you already installed the Python interface.

First, set your PYTHONPATH environment variable to include the LIBSBML Python directory. For example:

```
$ export PYTHONPATH=/home/bkovitz/libsbml/bindings/python
```

The relevant file is named `libsbml.py`.

You'll also need to be sure that your LD\_LIBRARY\_PATH (DYLD\_LIBRARY\_PATH on Mac OS X) includes both the main LIBSBML library (`libsbml.so`) and the `_libsbml.so` library that contains the interface code for Python. For example:

```
$ export LD_LIBRARY_PATH=/home/bkovitz/software/libsbml:/home/bkovitz/libsbml/bindings/python
```

If you have trouble running the examples below, then most likely there is a problem with your installation or one or more of your environment variables needs to be set differently. If you still have troubles, try reinstalling LIBSBML. If that doesn't work, try the LIBSBML discussion list:

```
https://utils.its.caltech.edu/mailman/listinfo/libsbml-discuss
```

#### 11.1.1 Building and Running with ActiveState Python under Windows

The different versions of Python under Windows are not compatible with each other, so, to run on Windows, you will need to build the LIBSBML libraries in a way that is specific to the version of Python that you're using. In this section, we show how to build and run LIBSBML using ActiveState Python.

To build the LIBSBML libraries to run with ActiveState Python:

1. Set the following environment variables:

**PYTHON\_INCLUDE** must contain the name of the directory containing the Python Win32 "include" files. For example:

```
C:\Python23\include
```

**PYTHON\_LIB** must contain the full pathname of the Python Win32 library. For example:

```
C:\Python23\libs\python23.lib
```

To set an environment variable in Windows, use the System option on the Control Panel.

2. Start Microsoft Visual C++ and build this project file, from the LIBSBML download for Windows:

```
Python_binding_Win32
```

This builds all the LIBSBML library files.

(Note that ActiveState Python says that the only C compiler on Windows that their code is tested on is Microsoft Visual C++.)

Building with `Python_binding_Win32` generates `_libsbml.dll`.

To run ActiveState Python with LIBSBML:

1. Copy `_libsbml.dll` into the windows system directory:

```
C:\WINDOWS\SYSTEM32
```

This ensures that `_libsbml.dll` is on the system `PATH` and accessible anywhere.

2. Set the environment variable `PYTHONPATH` to include the LIBSBML Python directory. For example:

```
C:\libsbml\bindings\python
```

You should now be able to run the examples in this section from your Python shell or command line.

## 11.2 Python in Interactive Mode

To get started, we'll run Python in interactive mode:

```
$ python
>>> from libsbml import *
>>> r = SBMLReader()
>>> d = r.readSBML("/home/bkovitz/libsbml/src/test-data/l1v1-rules.xml")
>>> print d
SBMLDocument:
  level:      1
  model:      <C Model instance at _0031a580_p_Model>
  numErrors:  0
  numFataals: 0
  numWarnings: 0
  version:    1
>>>
```

Here's what we just did. This command:

```
>>> from libsbml import *
```

imports the names of all the classes and public functions from the LIBSBML library into the Python namespace. That means that we can now call anything in LIBSBML just by typing its name.

This command:

```
>>> r = SBMLReader()
```

creates an `SBMLReader` object and names it `r`. We need an `SBMLReader` object in order to read in and parse an SBML document, which is what we do in this command:

```
>>> d = r.readSBML("/home/bkovitz/libsbml/src/test-data/l1v1-rules.xml")
```

Here's the raw XML of this model:

```

1 <?xml version="1.0" encoding="UTF-8"?>
2 <sbml xmlns="http://www.sbml.org/sbml/level1" level="1" version="1">
3   <model>
4     <listOfCompartments>
5       <compartment name="cell" volume="1"/>
6     </listOfCompartments>
7     <listOfSpecies>
8       <specie name="s1" compartment="cell" initialAmount="4"/>
9       <specie name="s2" compartment="cell" initialAmount="2"/>
10      <specie name="x0" compartment="cell" initialAmount="1"/>
11      <specie name="x1" compartment="cell" initialAmount="0"/>
12    </listOfSpecies>
13    <listOfParameters>
14      <parameter name="k1" value="1.2"/>
15      <parameter name="k2" value="1000"/>
16      <parameter name="k3" value="3000"/>
17      <parameter name="k4" value="4.5"/>
18    </listOfParameters>
19    <listOfRules>
20      <parameterRule name="t" formula="s1 + s2"/>
21      <parameterRule name="k" formula="k3/k2"/>
22      <specieConcentrationRule specie="s2" formula="k * t/(1 + k)"/>
23      <specieConcentrationRule specie="s1" formula="t - s2"/>
24    </listOfRules>
25    <listOfReactions>
26      <reaction name="j1">
27        <listOfReactants>
28          <specieReference specie="x0"/>
29        </listOfReactants>
30        <listOfProducts>
31          <specieReference specie="s1"/>
32        </listOfProducts>
33        <kineticLaw formula="k1 * x0"/>
34      </reaction>
35      <reaction name="j3">
36        <listOfReactants>
37          <specieReference specie="s2"/>
38        </listOfReactants>
39        <listOfProducts>
40          <specieReference specie="x1"/>
41        </listOfProducts>
42        <kineticLaw formula="k4 * s2"/>
43      </reaction>
44    </listOfReactions>
45  </model>
46 </sbml>

```

## 11.3 Looking Inside an SBase Object

Now, to look inside the document, we just print it:

```

>>> print d
SBMLDocument:
  level:      1
  model:      <C Model instance at _0031a580_p_Model>
  numErrors:  0
  numFataIs:  0
  numWarnings: 0
  version:    1

```



Each line above shows one of the data members of an `SBMLDocument` object. You can retrieve the value of any data member by calling a `get` function on the object. Each “getter’s” name includes the name of the data member that it retrieves. For example:

```
>>> d.getNumErrors()
0
>>> d.getVersion()
1
```

Most of the classes in LIBSBML that represent SBML documents or parts of SBML documents are descendants of a class called `SBase`. You can `print` any `SBase` object and `get` the data members of any `SBase` object following this same pattern.

The `model` data member of an `SBMLDocument` is itself another LIBSBML object. Now we’ll `get` the model and look inside:

```
>>> m = d.getModel()
>>> print m
Model:
  id:                                     ''
  listOfCompartments:                    [<C Compartment instance at _0031a9e0_p_Compartment>]
  listOfEvents:                           []
  listOfFunctionDefinitions:              []
  listOfParameters:                      [<C Parameter instance at _0031b030_p_Parameter>, ...
  listOfReactions:                       [<C Reaction instance at _0031b7f0_p_Reaction>, <C...
  listOfRules:                           [<C ParameterRule instance at _0031b390_p_Paramete...
  listOfSpecies:                         [<C Species instance at _0031ac90_p_Species>, <C S...
  listOfUnitDefinitions:                 []
  name:                                   ''
  numCompartments:                       1
  numEvents:                             0
  numFunctionDefinitions:                 0
  numParameters:                         4
  numReactions:                          2
  numRules:                              4
  numSpecies:                            4
  numSpeciesWithBoundaryCondition: 0
  numUnitDefinitions:                    0
```

## 11.4 Modifying an `SBase` Object

For many “getters”, there is a “setter.” By calling a “setter,” you can change an attribute of an `SBase` object. For example:

```
>>> m.setName("sample model")
>>> m.getName()
'sample model'
```

Some data members are not simply variables, but calculated from other information inside the `SBase` object. You can’t set these:

```
>>> m.setNumSpecies(5)
Traceback (most recent call last):
  File "<stdin>", line 1, in ?
  File "/home/bkovitz/libsbml/bindings/python/libsbml.py", line 393, in <lambda>
    __getattr__ = lambda self, name: _swig_getattr(self, Model, name)
  File "/home/bkovitz/libsbml/bindings/python/libsbml.py", line 21, in _swig_getattr
    raise AttributeError,name
AttributeError: setNumSpecies
>>> m.getNumSpecies()
4
```

To find out all the methods and data members in an `SBase` object, call the Python built-in function `dir()`:

```
>>> dir(m)
['__class__', '__cmp__', '__del__', '__delattr__', '__dict__', '__doc__',
 '__getattr__', '__getattribute__', '__hash__', '__init__', '__module__',
 '__new__', '__reduce__', '__reduce_ex__', '__repr__', '__setattr__',
 '__str__', '__swig_getmethods__', '__swig_setmethods__', '__weakref__',
 '_getClass', '_memberLines', '_memberName', '_memberline', '_s',
 'addCompartment', 'addEvent', 'addFunctionDefinition', 'addParameter',
 'addReaction', 'addRule', 'addSpecies', 'addUnitDefinition',
 'createAlgebraicRule', 'createAssignmentRule', 'createCompartment',
 'createCompartmentVolumeRule', 'createEvent', 'createEventAssignment',
 'createFunctionDefinition', 'createKineticLaw', 'createKineticLawParameter',
 'createModifier', 'createParameter', 'createParameterRule', 'createProduct',
 'createRateRule', 'createReactant', 'createReaction', 'createSpecies',
 'createSpeciesConcentrationRule', 'createUnit', 'createUnitDefinition',
 'getAnnotation', 'getColumn', 'getCompartment', 'getEvent',
 'getFunctionDefinition', 'getId', 'getLine', 'getListOfByTypecode',
 'getListOfCompartments', 'getListOfEvents', 'getListOfFunctionDefinitions',
 'getListOfParameters', 'getListOfReactions', 'getListOfRules',
 'getListOfSpecies', 'getListOfUnitDefinitions', 'getMetaId', 'getName',
 'getNotes', 'getNumCompartments', 'getNumEvents', 'getNumFunctionDefinitions',
 'getNumParameters', 'getNumReactions', 'getNumRules', 'getNumSpecies',
 'getNumSpeciesWithBoundaryCondition', 'getNumUnitDefinitions', 'getParameter',
 'getReaction', 'getRule', 'getSpecies', 'getTypeCode', 'getUnitDefinition',
 'init', 'isSetAnnotation', 'isSetId', 'isSetMetaId', 'isSetName',
 'isSetNotes', 'setAnnotation', 'setId', 'setMetaId', 'setName', 'setNotes',
 'this', 'thisown', 'toSBML', 'unsetAnnotation', 'unsetId', 'unsetMetaId',
 'unsetName', 'unsetNotes', <class 'libsbml.ModelPtr'>]
```

Details on all of the methods are in [Section 4](#).

## 11.5 The ListOf Class

Several of the data members of a `Model` are objects of class `ListOf`. A `ListOf` is LIBSBML's internal equivalent of a Python list. We can treat it pretty much the same as a Python list. For example:

```
>>> lsp = m.getListOfSpecies()
>>> print lsp
<C Species instance at _0031ac90_p_Species>, <C Species instance at _0031acf0_p_Species>, <C Species insta
>>> len(lsp)
4
>>> lsp[0]
<C Species instance at _0031ac90_p_Species>
>>> print lsp[0]
Species:
  boundaryCondition: 0
  charge: 0
  compartment: 'cell'
  constant: 0
  hasOnlySubstanceUnits: 0
  id: 's1'
  initialAmount: 4.0
  initialConcentration: 4.0
  name: ''
  spatialSizeUnits: ''
  substanceUnits: ''
  units: ''
```

You can also access a `ListOf` using the same methods that are defined in [Section A](#).

```
>>> lsp.getNumItems()
```

```

4
>>> lsp.get(0)
<C Species instance at _0031ac90_p_Species>
>>> print lsp.get(0)
Species:
  boundaryCondition: 0
  charge: 0
  compartment: 'cell'
  constant: 0
  hasOnlySubstanceUnits: 0
  id: 's1'
  initialAmount: 4.0
  initialConcentration: 4.0
  name: ''
  spatialSizeUnits: ''
  substanceUnits: ''
  units: ''

```

## 11.6 Converting a Model from Level 1 to Level 2

Now that we know how to read SBML in from a file, and how to inspect and modify LIBSBML objects, let's do something useful: let's convert `l1v1-rules.xml` from Level 1 to Level 2.

To do this, we only need to know one more thing: how to write an SBML document to disk.

```

>>> d.setLevel(2)
>>> writeSBML(d, "l2v1-rules.xml")
1

```

That's all there is to it! We changed the level of the SBML document by calling its `setLevel()` method. And then we wrote it to a new file by calling `writeSBML()`. The 1 at the end is the value returned by `writeSBML()`. A nonzero value indicates success.

This works because internally, LIBSBML stores the model as a data structure that represents the information in the model independently of the format in which the model is stored. The `level` data member just tells `writeSBML()` the format in which to save the model.

The Level 2 version of the model is longer than the Level 1 version, so we'll only show the beginning here. Notice that `specie` got changed to `species` and the `parameterRules` are now expressed in MathML inside `assignmentRules`:

```

1 <?xml version="1.0" encoding="UTF-8"?>
2 <sbml xmlns="http://www.sbml.org/sbml/level2" level="2" version="1">
3   <model>
4     <listOfCompartments>
5       <compartment id="cell" size="1"/>
6     </listOfCompartments>
7     <listOfSpecies>
8       <species id="s1" compartment="cell" initialAmount="4"/>
9       <species id="s2" compartment="cell" initialAmount="2"/>
10      <species id="x0" compartment="cell" initialAmount="1"/>
11      <species id="x1" compartment="cell" initialAmount="0"/>
12    </listOfSpecies>
13    <listOfParameters>
14      <parameter id="k1" value="1.2"/>
15      <parameter id="k2" value="1000"/>
16      <parameter id="k3" value="3000"/>
17      <parameter id="k4" value="4.5"/>
18    </listOfParameters>
19    <listOfRules>
20      <assignmentRule variable="t">
21        <math xmlns="http://www.w3.org/1998/Math/MathML">
22          <apply>
23            <plus/>

```

```

24         <ci> s1 </ci>
25         <ci> s2 </ci>
26     </apply>
27 </math>
28 </assignmentRule>
29 . . .

```

## 11.7 Writing a Python Program that Calls libsbml

The Python SWIG binding enables you to exploit Python’s syntax to do some sophisticated processing of SBML models in fairly simple programs.

The following program reads all the SBML models in the test-data directory and lists the ones that contain a parameter with an id of `tau`:

```

1 import libsbml, os
2
3 def hasTauParameter(doc):
4     for parameter in doc.getModel().getListOfParameters():
5         if parameter.getId() == "tau":
6             return True
7     return False
8
9 reader = libsbml.SBMLReader()
10 dirname = "/home/bkovitz/libsbml/src/test-data/"
11 for filename in os.listdir(dirname):
12     if filename.endswith(".xml"):
13         if hasTauParameter(reader.readSBML(dirname + filename)):
14             print filename

```

Here are a few things to notice about this program:

- This syntax:
 

```
for item in items:
```

 is a Python idiom for “iterate the variable `item` through all the elements of the list `items`.” LIBSBML’s `ListOf` objects, like the object returned by `Model.getListOfParameters()`, are compatible with this syntax.
- The program code does not care if the models are Level 1 or Level 2. The directory can contain both kinds of models and the program will read through them all.
- The program did an `import libsbml` rather than `from libsbml import *`. This is standard good form in Python, since it’s faster and can’t lead to surprising name clashes. It requires us, however, to refer to LIBSBML classes by prefixing them with “`libsbml.`” Notice the line in the program where the variable `reader` is set.

You can also create a model from scratch and write it out as SBML. This enables you to do things like create thousands of models with slightly varying elements in order to run them through your simulator or analyzer. For example:

```

1 import libsbml
2
3 class CreatedModel(libsbml.Model):
4
5     def __init__(self, k1, k2, s1Boundary, s2Boundary):
6         libsbml.Model.__init__(self)
7
8         c = self.createCompartment()
9         c.setId("c")
10

```

```

11     s1 = self.createSpecies()
12     s1.setCompartment("c")
13     s1.setId("s1")
14     s1.setBoundaryCondition(s1Boundary)
15
16     s2 = self.createSpecies()
17     s2.setCompartment("c")
18     s2.setId("s2")
19     s2.setBoundaryCondition(s2Boundary)
20
21     r1 = self.createReaction()
22     r1.setId("r1")
23     r1.addReactant(libsbml.SpeciesReference("s1"))
24     r1.addProduct(libsbml.SpeciesReference("s2"))
25     kineticLaw = libsbml.KineticLaw("k1 * s1")
26     kineticLaw.addParameter(libsbml.Parameter("k1", float(k1)))
27     r1.setKineticLaw(kineticLaw)
28
29     r2 = self.createReaction()
30     r2.setId("r2")
31     r2.addReactant(libsbml.SpeciesReference("s2"))
32     r2.addProduct(libsbml.SpeciesReference("s1"))
33     kineticLaw = libsbml.KineticLaw("k2 * s2")
34     kineticLaw.addParameter(libsbml.Parameter("k2", float(k2)))
35     r2.setKineticLaw(kineticLaw)
36
37
38     modelId = 1
39     doc = libsbml.SBMLDocument()
40     for k1 in [ 0.0, 0.25, 1.5 ]:
41         for k2 in [ 0.0, 0.25, 1.5 ]:
42             for s1Boundary in [ False, True ]:
43                 for s2Boundary in [ False, True ]:
44                     doc.setModel(CreatedModel(k1, k2, s1Boundary, s2Boundary))
45                     libsbml.writeSBML(doc, "model%d.xml" % modelId)
46                     modelId += 1

```

This program generates 36 models, each having a different combination of parameter values and species boundary conditions.

Another way to create lots of similar models is to read in a “template” model, make a few changes to it, and then write out the result. This enables you to systematically generate thousands of similar models in only a few lines of Python. In this case, the constructor of the `CreatedModel` class would read the template model each time and perform the modifications according to its arguments.

## 11.8 Known Bugs

You can’t copy a LIBSBML object in either of the usual Python ways: `obj[:]` or `copy.copy(obj)`. The reason is that each LIBSBML object in Python actually just holds a pointer to the LIBSBML object that’s managed by the underlying C++ code. When you copy the object in Python, you are actually just copying the pointers to the same underlying C++ object.

## 12 Acknowledgments

Thanks to Mike Hucka for updating and editing this manual for versions 2.0 and 2.1 of LIBSBML, for developing the look-and-feel and the LaTeX style used for this and other SBML-related manuals, and for developing the LaTeX2HTML macros used to create the HTML version.

---

## A Lists and ListOf\_t

While list-based convenience methods (e.g., `XXX_getNumYYY()`) are provided for every class, it is possible to access and manipulate each list directly. All lists are themselves objects of type `ListOf_t`. The full set of list methods are:

```
unsigned int ListOf_getNumItems (const ListOf_t *lo)
```

Returns the number of items in this list.

```
void ListOf_append (ListOf_t *lo, void *item)
```

Adds item to the end of this list.

```
void * ListOf_get (const ListOf_t *lo, unsigned int n)
```

Returns the *n*th item in this list. If *n* > `ListOf_getNumItems(list)`, it returns NULL.

```
void ListOf_prepend (ListOf_t *lo, void *item)
```

Adds item to the beginning of this `ListOf_t` object.

```
void * ListOf_remove (ListOf_t *lo, unsigned int n)
```

Removes the *n*th item from the given list and returns a pointer to that item. If *n* > `ListOf_getNumItems(list)`, it returns NULL.

Since `UnitDefinitions` maintains a list of `Units`, the `UnitDefinition` example presented in Section 4.4 could also be written as:

```
UnitDefinition_t *ud = UnitDefinition_createWith("mmls");

UnitDefinition_addUnit(ud, Unit_createWith(UNIT_KIND_MOLE , 1, -3) );
UnitDefinition_addUnit(ud, Unit_createWith(UNIT_KIND_LITRE , -1, 0) );
UnitDefinition_addUnit(ud, Unit_createWith(UNIT_KIND_SECOND, -1, 0) );
```

However, this approach is not the preferred one. The best reason to use specific `XXX_getYYY()` methods over the list API in LIBSBML is that the former are typed to specific items, whereas `ListOf_get()` returns a void pointer that must be cast to a specific type. Moreover, the code resulting from using the `XXX_getYYY()` methods is arguably more readable.

Although many specialized methods are available for accessing various data objects in SBML, the list API is necessary for accessing such things as the content of `notes` and `annotation` elements on SBML's `listOf***` elements. In addition, the only way to remove an item from a list is to use the API directly.

---

## B Abstract Syntax Trees and ASTNode\_t

Abstract Syntax Trees (ASTs) in LIBSBML are a simple data structure for storing mathematical expressions. For many applications, the details of ASTs are irrelevant because the applications can use the text-string based translation functions described in Sections 6.1 and 6.2. However, other applications do need to read and manipulate ASTs directly. This section describes LIBSBML's AST in detail so software authors can write code to work with them.

An AST *node* is a recursive structure containing a pointer to the node's value (e.g., a number or a symbol) and a list of children nodes. LIBSBML provides a number of methods for manipulating `ASTNode_t` objects, the full set of which is documented in the LIBSBML API Reference Manual. The following discussion only covers a subset of all the possible methods.

## B.1 Methods for Manipulating AST Nodes

First, there is a set of methods for creating and manipulating LIBSBML AST nodes and their children structures:

### **`ASTNode_t * ASTNode_create (void)`**

Creates a new `ASTNode_t` object and returns a pointer to it. The returned node will have a type of `AST_UNKNOWN` and should be set to something else as soon as possible.

### **`void ASTNode_free (ASTNode_t *node)`**

Frees the given `ASTNode_t` including any child nodes.

### **`unsigned int ASTNode_getNumChildren (const ASTNode_t *node)`**

Returns the number of children of this AST node or 0 if this node has no children.

### **`void ASTNode_addChild (ASTNode_t *node, ASTNode_t *child)`**

Adds the given node as a child of this AST node. Child nodes are added in left-to-right order.

### **`void ASTNode_prependChild (ASTNode_t *node, ASTNode_t *child)`**

Adds the given node as a child of this AST node. This method adds child nodes in right-to-left order.

### **`ASTNode_t * ASTNode_getChild (const ASTNode_t *node, unsigned int n)`**

Returns the *n*th child of this AST node or `NULL` if this node has no *n*th child ( $n > \text{ASTNode\_getNumChildren}() - 1$ ).

### **`ASTNode_t * ASTNode_getLeftChild (const ASTNode_t *node)`**

Returns the left child of this AST node. This is equivalent to `ASTNode_getChild(node, 0)`;

### **`ASTNode_t * ASTNode_getRightChild (const ASTNode_t *node)`**

Returns the right child of this AST node or `NULL` if this node has no right child. If `ASTNode_getNumChildren(node) > 1`, then this is equivalent to:

```
ASTNode_getChild(node, ASTNode_getNumChildren(node) - 1);
```

AST nodes are typed. The list of possible types is quite long, because it covers all the mathematical functions that are permitted in SBML. Table 4 on the next page shows the list of type names which are part of the enumeration `ASTNodeType_t`. Most of the names are hopefully fairly-self explanatory; e.g., `AST_PLUS` stands for the “+” operator, `AST_REAL` signifies a real number, etc. The following methods can be used to interrogate the type of a given AST node:

AST_PLUS	AST_FUNCTION_ARCCOTH	AST_FUNCTION_POWER
AST_MINUS	AST_FUNCTION_ARCCSC	AST_FUNCTION_ROOT
AST_TIMES	AST_FUNCTION_ARCCSCH	AST_FUNCTION_SEC
AST_DIVIDE	AST_FUNCTION_ARCSEC	AST_FUNCTION_SECH
AST_POWER	AST_FUNCTION_ARCSECH	AST_FUNCTION_SIN
AST_INTEGER	AST_FUNCTION_ARCSIN	AST_FUNCTION SINH
AST_REAL	AST_FUNCTION_ARCSINH	AST_FUNCTION_TAN
AST_REAL_E	AST_FUNCTION_ARCTAN	AST_FUNCTION_TANH
AST_RATIONAL	AST_FUNCTION_ARCTANH	AST_LOGICAL_AND
AST_NAME	AST_FUNCTION_CEILING	AST_LOGICAL_NOT
AST_NAME_DELAY	AST_FUNCTION_COS	AST_LOGICAL_OR
AST_NAME_TIME	AST_FUNCTION_COSH	AST_LOGICAL_XOR
AST_CONSTANT_E	AST_FUNCTION_COT	AST_RELATIONAL_EQ
AST_CONSTANT_FALSE	AST_FUNCTION_COTH	AST_RELATIONAL_GEQ
AST_CONSTANT_PI	AST_FUNCTION_CSC	AST_RELATIONAL_GT
AST_CONSTANT_TRUE	AST_FUNCTION_CSCH	AST_RELATIONAL_LEQ
AST_LAMBDA	AST_FUNCTION_EXP	AST_RELATIONAL_LT
AST_FUNCTION	AST_FUNCTION_FACTORIAL	AST_RELATIONAL_NEQ
AST_FUNCTION_ABS	AST_FUNCTION_FLOOR	AST_UNKNOWN
AST_FUNCTION_ARCCOS	AST_FUNCTION_LN	
AST_FUNCTION_ARCCOSH	AST_FUNCTION_LOG	
AST_FUNCTION_ARCCOT	AST_FUNCTION_PIECEWISE	

**Table 4:** The list of AST node types in the enumeration `ASTNodeType_t`.

#### **ASTNodeType\_t ASTNode\_getType (const ASTNode\_t \*node)**

Returns the type of this AST node.

#### **int ASTNode\_isConstant (const ASTNode\_t \*node)**

Returns true (non-zero) if this AST node is a MathML constant (true, false, pi, exponential), false (0) otherwise.

#### **int ASTNode\_isFunction (const ASTNode\_t \*node)**

Returns true (non-zero) if this AST node is a function in SBML L1, L2 (MathML) (everything from `abs()` to `tanh()`) or user-defined, false (0) otherwise.

#### **int ASTNode\_isInteger (const ASTNode\_t \*node)**

Returns true (non-zero) if this AST node is of type `AST_INTEGER`, false (0) otherwise.

#### **int ASTNode\_isLambda (const ASTNode\_t \*node)**

Returns true (non-zero) if this AST node is of type `AST_LAMBDA`, false (0) otherwise.

#### **int ASTNode\_isLog10 (const ASTNode\_t \*node)**

Returns true (non-zero) if the given AST node represents a `log10()` function, false (0) otherwise.

More precisely, the node type is `AST_FUNCTION_LOG` with two children the first of which is an `AST_INTEGER` equal to 10.



---

**int ASTNode\_isLogical (const ASTNode\_t \*node)**

Returns true (non-zero) if this AST node is a MathML logical operator (and, or, not, xor), false (0) otherwise.

---

**int ASTNode\_isName (const ASTNode\_t \*node)**

Returns true (non-zero) if this AST node is a user-defined variable name in SBML L1, L2 (MathML) or the special symbols delay or time, false (0) otherwise.

---

**int ASTNode\_isNumber (const ASTNode\_t \*node)**

Returns true (non-zero) if this AST node is a number, false (0) otherwise. This is functionally equivalent to:

```
ASTNode_isInteger(node) || ASTNode_isReal(node)
```

---

**int ASTNode\_isOperator (const ASTNode\_t \*node)**

Returns true (non-zero) if this AST node is an operator, false (0) otherwise. Operators are: +, -, \*, / and ^ (power).

---

**int ASTNode\_isRational (const ASTNode\_t \*node)**

Returns true (non-zero) if this AST node is of type AST\_RATIONAL, false (0) otherwise.

---

**int ASTNode\_isReal (const ASTNode\_t \*node)**

Returns true (non-zero) if the value of this AST node can be represented as a real number, false (0) otherwise. To be represented as a real number, this node must be of one of the following types: AST\_REAL, AST\_REAL\_E or AST\_RATIONAL.

---

**int ASTNode\_isRelational (const ASTNode\_t \*node)**

Returns true (non-zero) if this AST node is a MathML relational operator (==, >=, >, <=, <, !=), false (0) otherwise.

---

**int ASTNode\_isSqrt (const ASTNode\_t \*node)**

Returns true (non-zero) if the given AST node represents a `sqrt()` function, false (0) otherwise. More precisely, the node type is AST\_FUNCTION\_ROOT with two children the first of which is an AST\_INTEGER equal to 2.

---

**int ASTNode\_isUMinus (const ASTNode\_t \*node)**

Returns true (non-zero) if this AST node is a unary minus, false (0) otherwise. For numbers, unary minus nodes can be "collapsed" by negating the number. In fact, `SBML_parseFormula()` does this during its parse. However, unary minus nodes for symbols (AST\_NAMES) cannot be "collapsed", so this predicate function is necessary. A node is defined as a unary minus node if it is of type AST\_MINUS and has exactly one child.

---

**int ASTNode\_isUnknown (const ASTNode\_t \*node)**

Returns true (non-zero) if this AST node is of type AST\_UNKNOWN, false (0) otherwise.

---

Programs manipulating AST node structures should check the type of a given node before calling methods that return a value from the node. The following methods are available for returning values from nodes:

---

**char ASTNode\_getCharacter (const ASTNode\_t \*node)**

Returns the value of this AST node as a single character. This function should be called only when `ASTNode_getType()` is one of `AST_PLUS`, `AST_MINUS`, `AST_TIMES`, `AST_DIVIDE` or `AST_POWER`.

---

**long ASTNode\_getInteger (const ASTNode\_t \*node)**

Returns the value of this AST node as a (long) integer. This function should be called only when `ASTNode_getType() == AST_INTEGER`.

---

**const char \* ASTNode\_getName (const ASTNode\_t \*node)**

Returns the value of this AST node as a string. This function may be called on nodes that are not operators (in which case, `ASTNode_isOperator(node) == 0`) or numbers (in which case, `ASTNode_isNumber(node) == 0`).

---

**long ASTNode\_getNumerator (const ASTNode\_t \*node)**

Returns the value of the numerator of this AST node. This function should be called only when `ASTNode_getType() == AST_RATIONAL`.

---

**long ASTNode\_getDenominator (const ASTNode\_t \*node)**

Returns the value of the denominator of this AST node. This function should be called only when `ASTNode_getType() == AST_RATIONAL`.

---

**double ASTNode\_getReal (const ASTNode\_t \*node)**

Returns the value of this AST node as a real (double). This function should be called only when `ASTNode_isReal(node) != 0`. This function performs the necessary arithmetic if the node type is `AST_REAL_E` (mantissa  $10^{\text{exponent}}$ ) or `AST_RATIONAL` (numerator / denominator).

---

**double ASTNode\_getMantissa (const ASTNode\_t \*node)**

Returns the value of the mantissa of this AST node. This function should be called only when `ASTNode_getType()` is `AST_REAL_E` or `AST_REAL`. If `AST_REAL`, this method is identical to `ASTNode_getReal()`.

---

**long ASTNode\_getExponent (const ASTNode\_t \*node)**

Returns the value of the exponent of this AST node. This function should be called only when `ASTNode_getType()` is `AST_REAL_E` or `AST_REAL`.

---

**int ASTNode\_getPrecedence (const ASTNode\_t \*node)**

Returns the precedence of this AST node (as defined in the SBML L1 specification).

---

Finally (and rather predictably), LIBSBML provides methods for setting the values of AST nodes.

**void ASTNode\_setCharacter (ASTNode.t \*node, char value)**

Sets the value of this AST node to the given character. If character is one of +, -, \*, / or ^, the node type will be set accordingly. For all other characters, the node type will be set to AST\_UNKNOWN.

**void ASTNode\_setName (ASTNode.t \*node, const char \*name)**

Sets the value of this AST node to the given name. The node type will be set (to AST\_NAME) **only if** the AST node was previously an operator (ASTNode\_isOperator(node) != 0) or number (ASTNode\_isNumber(node) != 0). This allows names to be set for AST\_FUNCTIONS and the like.

**void ASTNode\_setInteger (ASTNode.t \*node, long value)**

Sets the value of this AST node to the given (long) integer and sets the node type to AST\_INTEGER.

**void ASTNode\_setRational (ASTNode.t \*node, long numerator, long denominator)**

Sets the value of this AST node to the given rational in two parts: the numerator and denominator. The node type is set to AST\_RATIONAL.

**void ASTNode\_setReal (ASTNode.t \*node, double value)**

Sets the value of this AST node to the given real (double) and sets the node type to AST\_REAL. This is functionally equivalent to:

```
ASTNode_setRealWithExponent(node, value, 0);
```

**void ASTNode\_setRealWithExponent (ASTNode.t \*node, double mantissa, long exponent)**

Sets the value of this AST node to the given real (double) in two parts: the mantissa and the exponent. The node type is set to AST\_REAL\_E.

**void ASTNode\_setType (ASTNode.t \*node, ASTNodeType.t type)**

Sets the type of this AST node to the given AST node type.

## B.2 Notes about ASTNode

The following are noteworthy about the AST node representation in LIBSBML:

- A numerical value represented in MathML as a real number with an exponent is preserved as such in the AST node representation, even if the number could be stored in a C `double` data type. This is done so that when an SBML model is read in and then written out again, the amount of change introduced by LIBSBML to the SBML during the round-trip activity is minimized.
- Rational numbers are represented in an AST node using separate numerator and denominator values. These can be retrieved using the `ASTNode.t` methods `ASTNode_getNumerator()` and `ASTNode_getDenominator()`.
- The `children` field of `ASTNode.t` is a list of pointers to other `ASTNode.t` objects. This list is empty for AST nodes that are leaf elements, such as numbers. For AST nodes that are actually roots of expression subtrees, the list of children points to the parsed objects that make up the rest of the expression.

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