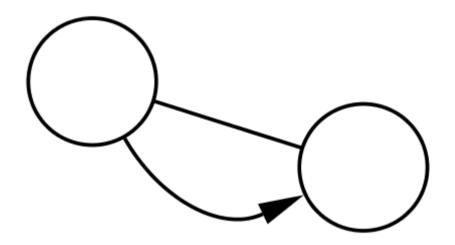
Undirected edges support in Cytoscape 3.0



Daniel Abel, Dept. of Biological Physics, Eötvös University, Hungary GSoC student, mentor: Mike Smoot

abli@freemail.hu

http://cytoscape.org/cgi-bin/moin.cgi/DanielAbel/EdgeDirectionality

- currently all edges directed
 - even if API claims otherwise
 - UI inconsistent
 - need for workarounds
- libraries support undirected edges
- Cytoscape 3.0 breaks many other things

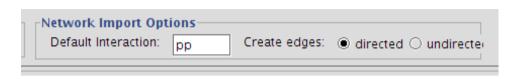
UI Changes:

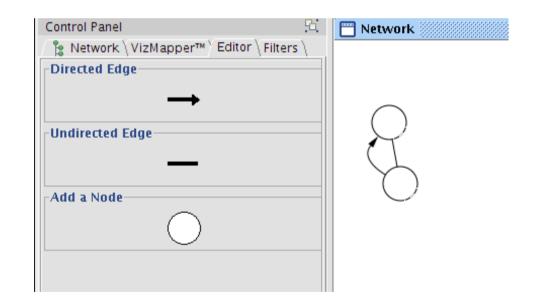
I/O:

- not all file formats supported
- Table Import
- XGMML, GML (caveats)

Other:

- is directed attribute
- Vizmapper (hack)
- Default Editor
- Filters





Note:

- directionality is part of identity, not extra attribute
- interaction should mean same directionality

XGMML

- store all data (native data format)
- compatibility with pre-3.0 Cytoscape
- compatibility with "upstream" standard (if possible):
 - http://www.cs.rpi.edu/~puninj/XGMML/

Incompatibilities:

- need mixed networks
- defaults
 - in XGMML: undirected edges
 - in Cytoscape: directed edges

GML semantically same

possibility for data loss but this is not new, and nobody complained

XGMML standard

XGMML, extended

API changes

- getCyEdge(Node source, Node target,
 String attribute, Object attribute_value,
 boolean create, boolean directed)
 - default: directed
 - addEdge(source, target, directed) in cytoscape3 API proposal
- Editor: directed flag in ShapePalette.addShape()
 - directionality of given interaction

Semantic changes:

directionality is part of identity but with SUID, this will be natural Questions?

Objections?

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