JChemPaint - Using the Collaborative Forces of the Internet to Develop a Free Editor for 2D Chemical Structures.

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Abstract

The open source program JChemPaint for drawing 2D chemical structure, its current features, its envisioned further development and the principles enabling researchers and students at places all over the world to collaboratively develop such a program are described.

Introduction

2D chemical structure editors are central tools for chemoinformatics and computational chemistry. No matter if one wants to submit a structure query to a database, prepare a starting structure for molecular modeling, draw a set of structures for goodlists and badlists in Computer Assisted Structure Elucidation (CASE) or just sketch a reaction scheme for a publication - in any of these cases the starting point is opening a structure editor. Programs for drawing chemical structures are abundant and a number of formerly commercial programs in this area are now available free of charge for non-profit use, like Isis Draw. Nevertheless, there are no state-of-the-art programs available in source code with a free licensing scheme, which enable researchers to adapt and embed them into their own programs without paying license fees. Such an open source structure editor would be of interest for many reasons. Just not having to pay for it is certainly the weakest argument. Firstly, it would ease the work of all those developers who need to be able to change and adapt the source code of a module they use in order to integrate it into their projects. The makers of a programs that calculate NMR shifts for a given structure or generate the IUPAC name would not have to rewrite this standard piece of software again and again. Secondly, bugs are much more easily found and improvements are much more easily made if everyone can have a look at the source code.

Thus, the intriguing characteristics of the open source paradigm, the introduction of Java with its platform independence as well as the surprising lack of a free, open source, platform independent structure editor made it desirable to start the JChemPaint project.

Program description

JChemPaint is a program for drawing 2D chemical structures, written in Java. We decided to use Java because of its
unique features of being platform independent, easy to learn, highly structured and well integrated with web technology, enabling the use of JChemPaint for all kinds of web based projects.

JChemPaint (Figure 1), currently supports:

1. A subset of the regular drawing features of commercial programs, as there are
   - drawing of single, double and triple bonds (no stereo descriptors yet).
   - deletion of bonds and atoms
   - ring templates (3-8)
   - one click attachment of ring templates to an atom or a bond
   - flipping and rotating selected parts of the molecule
2. Loading and saving of structures as MDL Molfiles and in Chemical Markup Language (CML).
3. Automated Structure Layout, also known as Structure Diagram Generation.

Taking into account the fair number of programs available in this field, there seem to be no greater challenges in designing such a system. However, some aspects are nice and tricky and pose interesting problems e.g. for student education. An object oriented system like JChemPaint, with its clear and modular design, and its source code available to everyone, seems to be the ideal playground for trying new ideas and optimizing existing solutions.

Figure 1: A screen shot of JChemPaint

The most prominent solution for which an implementation in JChemPaint exists is the one for the problem of Structure Diagram Generation - comprehensively summarized in the review of Harold E. Helson at CambridgeSoft [1]. Here, a molecular graph, either without any layout information or with some layout characteristics that make a cleanup desirable, is subjected to an algorithm which places each atom in the molecule such that the resulting picture of the molecule complies with the conventions used by chemists to hand draw such structures. In JChemPaint we use a the Java module JMDraw written by one of us (CS) which is based on the C program MDraw by Ugi and coworkers [2]. While the resulting layout is sufficient in many cases there is still plenty of room for improvements and JChemPaint's open source is the ideal basis for that.
Another case for using JChemPaint for educational purposes is its capability of handling Chemical Markup Language (CML), the upcoming universal language for managing chemical information [3]. CML is an extension of XML, the Extensible Markup Language, and is likely to have a large impact on the way that chemists encode their chemical information. The process of designing CML is not yet closed and it is thus especially existing to have a look at or even take part in the ongoing development. For more details on CML and its implementation in JChemPaint and Jmol please see Egon Willighagens article on "Processing CML conventions in Java" and the references therein.

The Development Model

The JChemPaint project was started by Christoph Steinbeck and Stefan Krause from the ChemoInformatics group at the Max Planck Institute of Chemical Ecology in Jena. It was soon discovered that a complementary 3D program, Jmol, was developed within the Open Science Project of Dan Gezelter at Columbia University. It quickly became our vision that both programs should form a comprehensive system for 2D and 3D handling of chemical structures like found for example in the commercial ChemOffice suite. Egon Willighagen has joined both teams and added support for structure I/O in CML (Chemical Markup Language). New versions of the program are released frequently and early, as recommend by Eric Raymond in his brilliant analyses of the principles driving the open source development. Each announcements causes a number of new interested potential co-developers to join the developers mailing lists and a number of them contributes by discussing questions of program design. The development of JChemPaint is maintained via the Concurrent Versions System (CVS) system, a widely used computer program with a client-server architecture that allows users to independently and concurrently work on even the same parts of the source code by checking out personal copies of the software from the central repository, making their changes and checking in again the modified source code. The CVS system then tries to merge the independently modified versions of the source into...
the repository and does only in rare cases require intervention by the user for this purpose. Communication between the developers is organized via the JChemPaint web pages and electronic mailing lists, one for the program's users and one for its developers.

**Conclusion and Outlook**

We have described the program JChemPaint, a 2D molecular structure editor. While the program itself as well as most of the underlying algorithms are no scientifically thrilling material, it is its development model and the wide usability of the program that might attract the attention of a potentially large group of users and of some highly welcome new co-developers.

A great number of improvements and new features waits for implementation. Professional quality outputs are not possible at this time nor is adaptation to different types of layouts, to mention only two possible fields of potential development. A lot of work is also to be done in the area of interfacing the program with JMol. Here, a 3D model builder, the 3D analogue of JMDraw, is the first thing to mention, which, needless to say, is a whole new open source project by itself. The experiences from other open source developments show that a critical mass of working features must implemented in order to attract contributors. We hope that, as the program grows, the community also will.

**References**


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