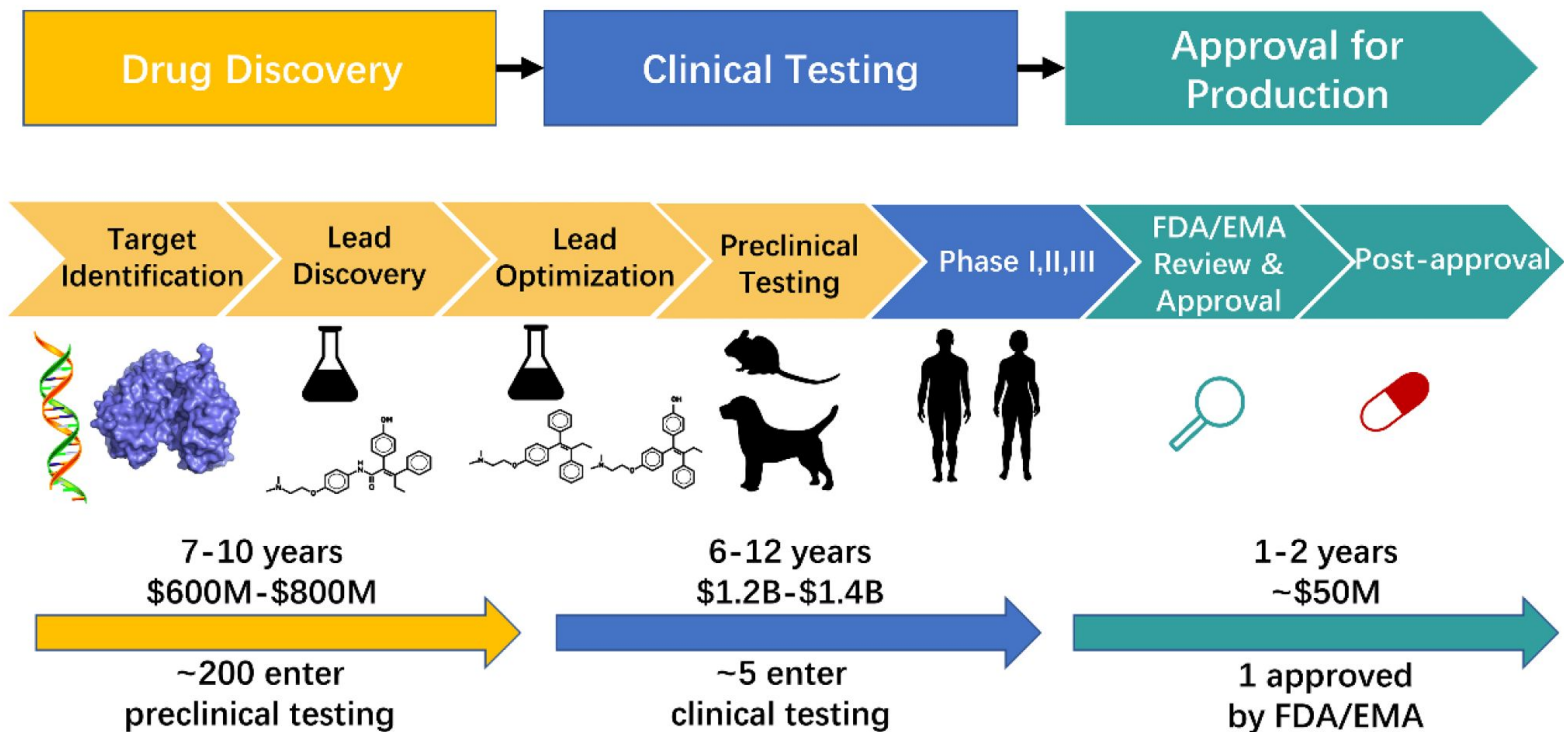


Machine learning tools in drug design

Paweł Nagórko

Traditional Methods of Drug Discovery



Two Big Problems

Time

10+ years

Fail Rate

85%

Computational Biology in Drug Design

- MM and QM simulations
- molecular docking
- Virtual Screening
- pharmacophore modeling
- QSAR
- machine learning
- deep learning
- and many more

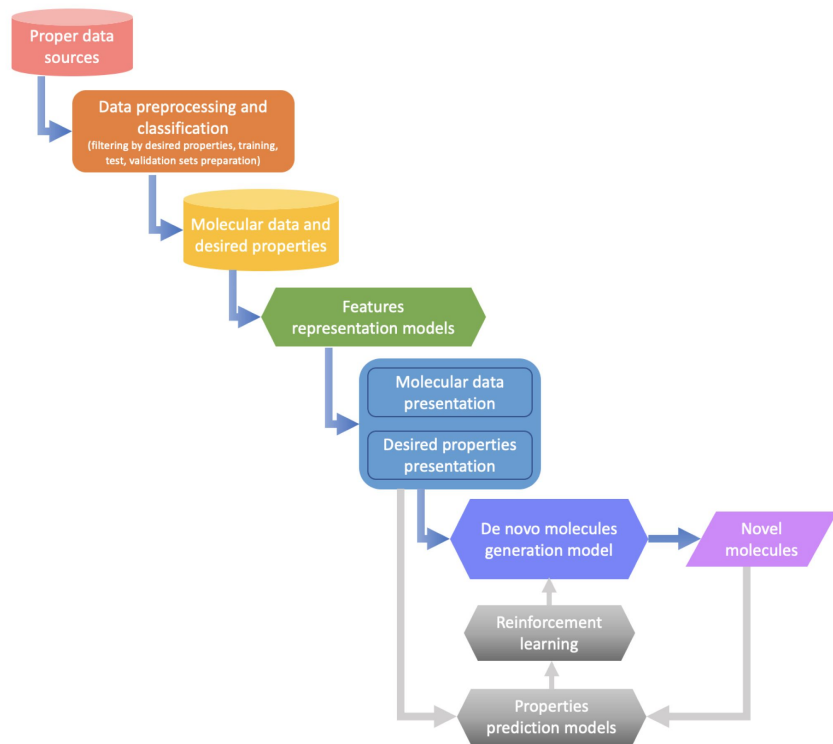
Today's topic: machine learning, specifically neural networks that create novel drug candidates

Goals

Create a new molecule that:

- has good pharmacokinetic properties
- is synthesizable
- is novel
- functions as a drug

De Novo Design by AI



Generative approach

Structure oriented generation

Ligand oriented generation

Important models

Structure oriented

- DeepLigBuilder
- G-SchNet
- RELATION
- Pocket2Mol
- FLAG ICLR23

Ligand oriented

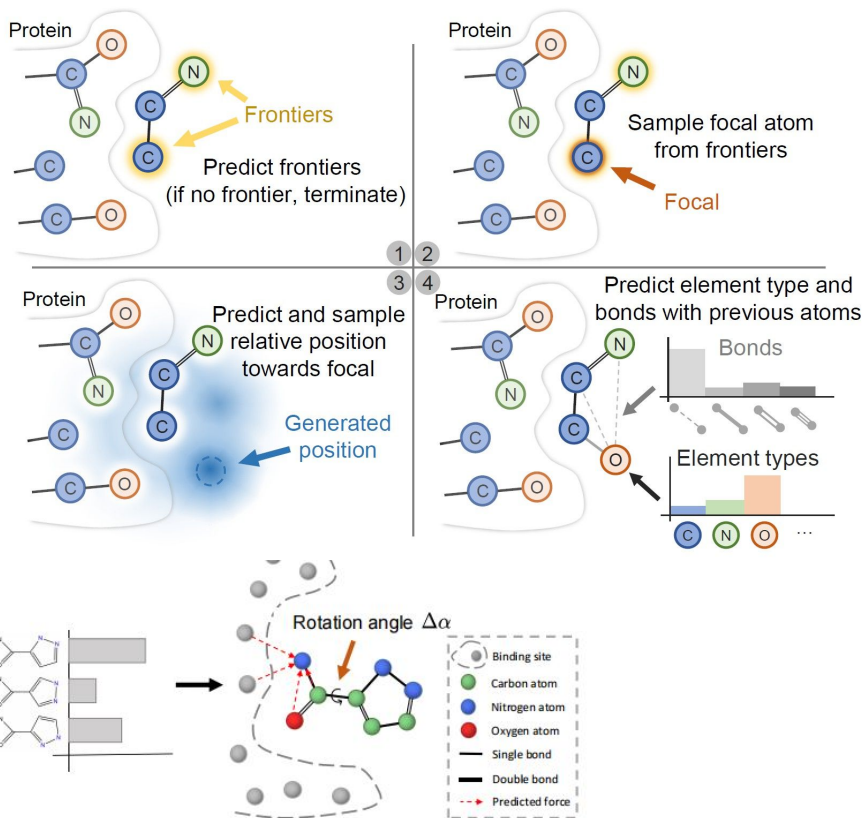
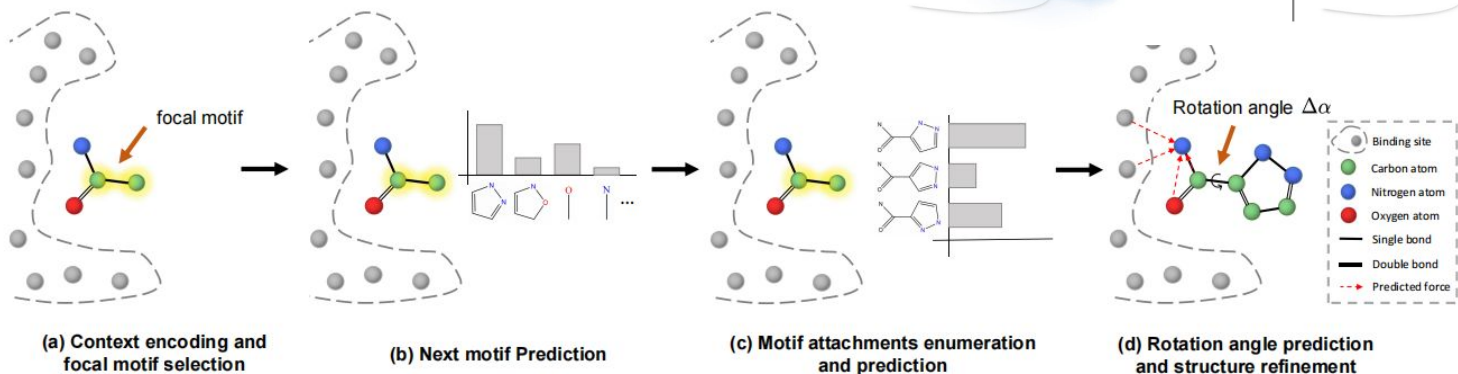
- CogMol
- MolFlow

Pocket2Mol vs FLAG

Different approaches to generation

Pocket2Mol →

FLAG ↓



Peng, Xingang, et al. "Pocket2mol: Efficient molecular sampling based on 3d protein pockets." *International Conference on Machine Learning*. PMLR, 2022.

Zhang, Zaixi, and Qi Liu. "Learning subpocket prototypes for generalizable structure-based drug design." *International Conference on Machine Learning*. PMLR, 2023.

Problems

molecules can be unsynthesizable

molecules can lack novelty

GNN specific problems

Lack of good datasets for benchmarking

it's changing, for example: <https://tdcommons.ai>

Representation of molecules

Bibliography

FLAG: <https://github.com/zaixizhang/FLAG>

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