

Graph Representation Learning and Application to Drug Discovery

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HEC Montreal

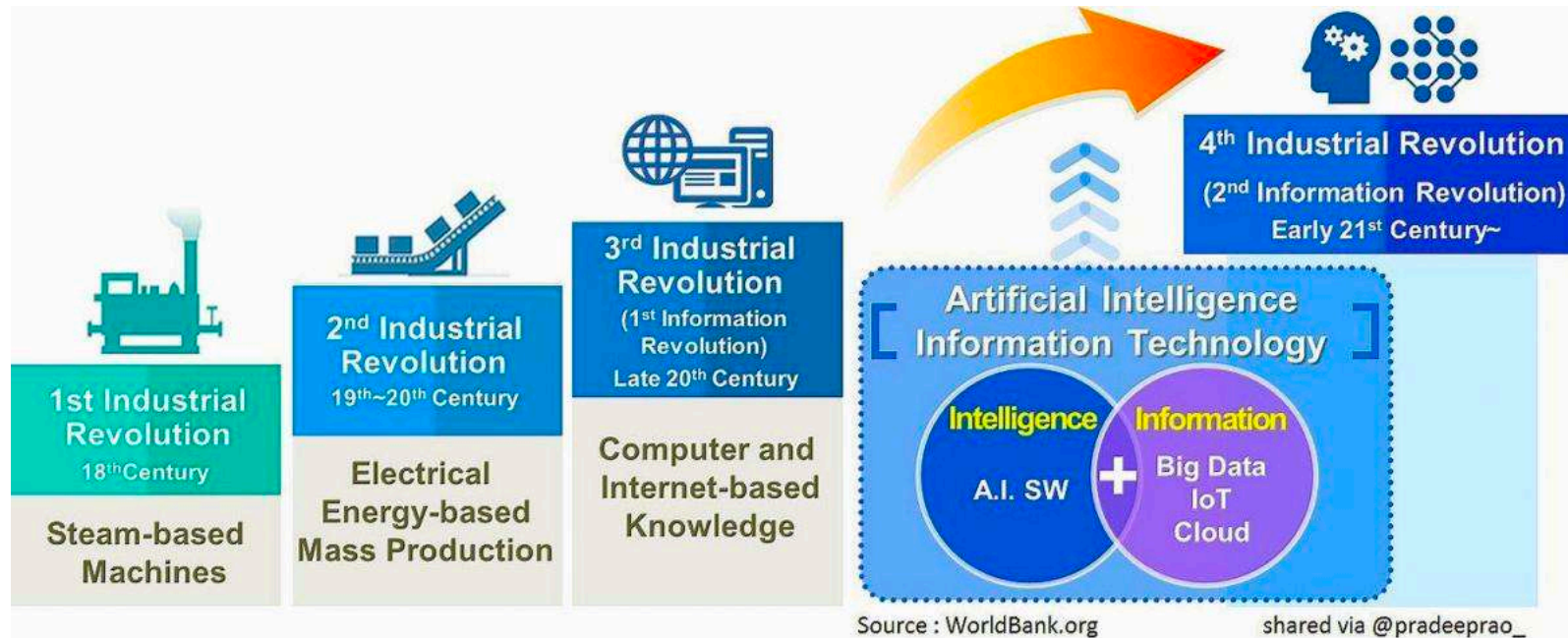
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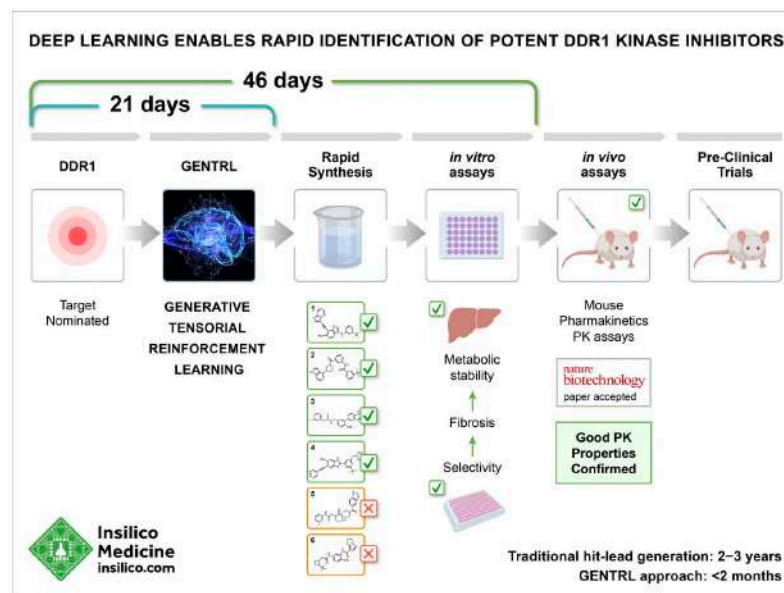
Artificial Intelligence: the Fourth Industrial Revolution

- Artificial Intelligence
 - “the term is often used to describe machines (or computers) that mimic ”cognitive“ functions that humans associate with the [human mind](#), such as ”learning“ and ”problem solving“.” -- Wikipedia



-image from Internet

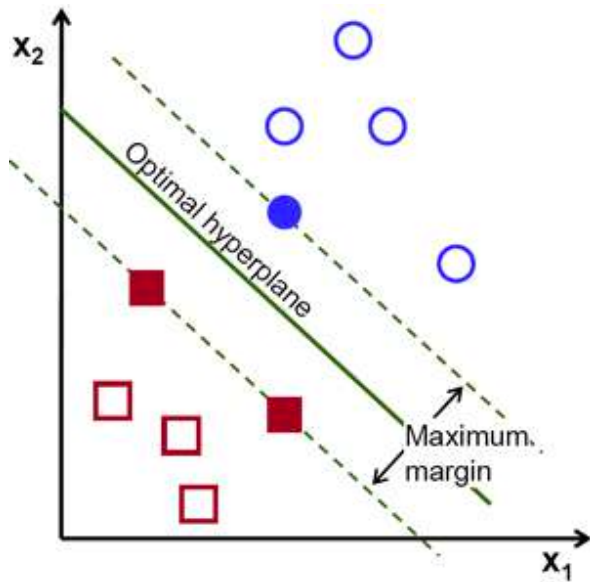
Applications



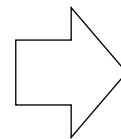
Machine Learning

- “**Machine learning** is a field of [computer science](#) that uses statistical techniques to give [computer systems](#) the ability to "learn" (i.e., progressively improve performance on a specific task) with [data](#), without being explicitly programmed.”

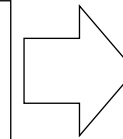
-Wikipedia



Support vector machines



Hand-crafted
Feature Extractor



Simple Trainable Classifier
e.g., SVM, LR

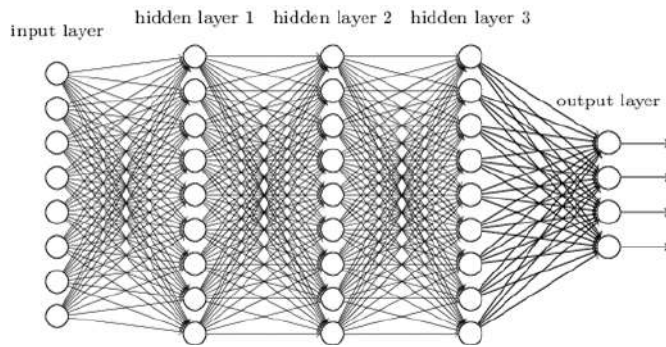


Domain experts

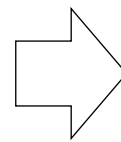


Deep Learning = Feature Representation Learning

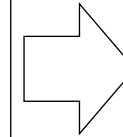
- Algorithms that allow to learn from features from data (a.k.a, End-to-end learning)



Deep Neural Networks



Trainable
Feature Extractor

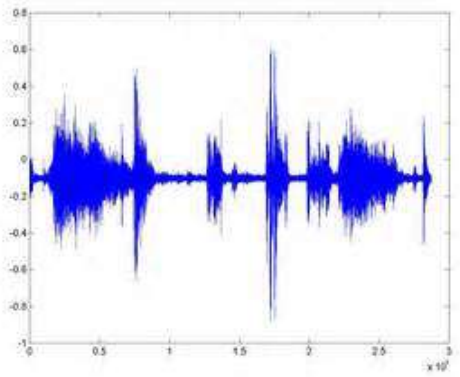


Simple Trainable Classifier
e.g., SVM, LR



Domain experts

Applications of Deep Learning



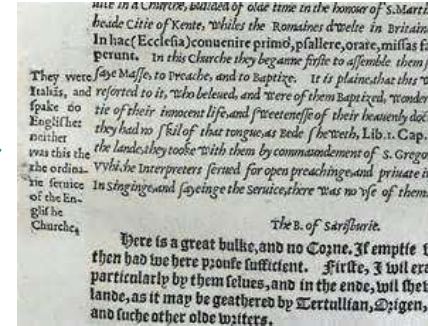
Speech



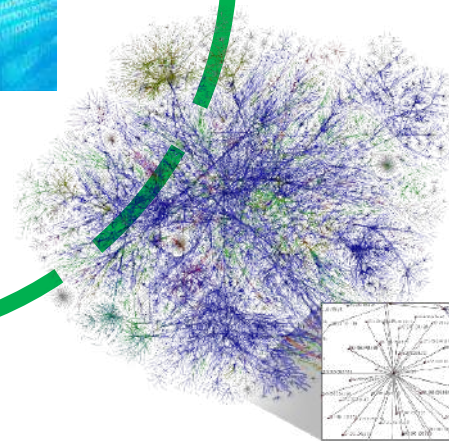
Image



Deep Learning

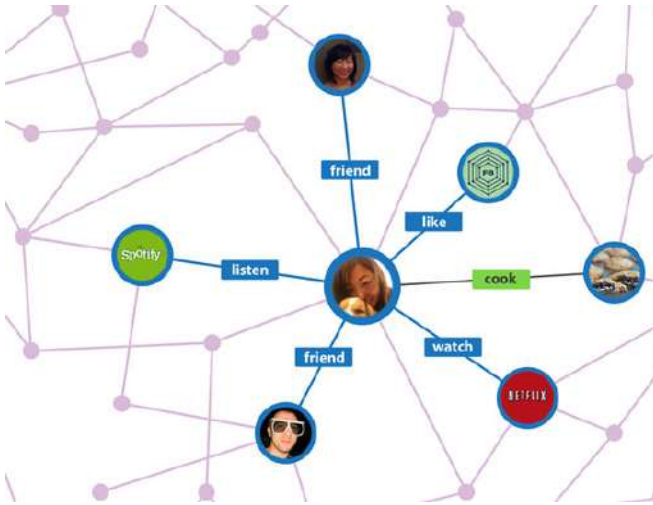


Natural language

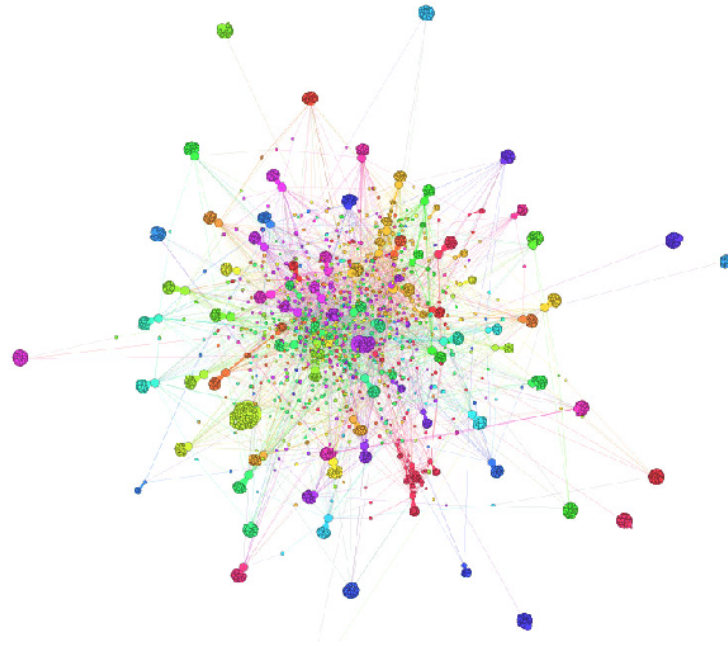


Graphs

Social Networks



Facebook



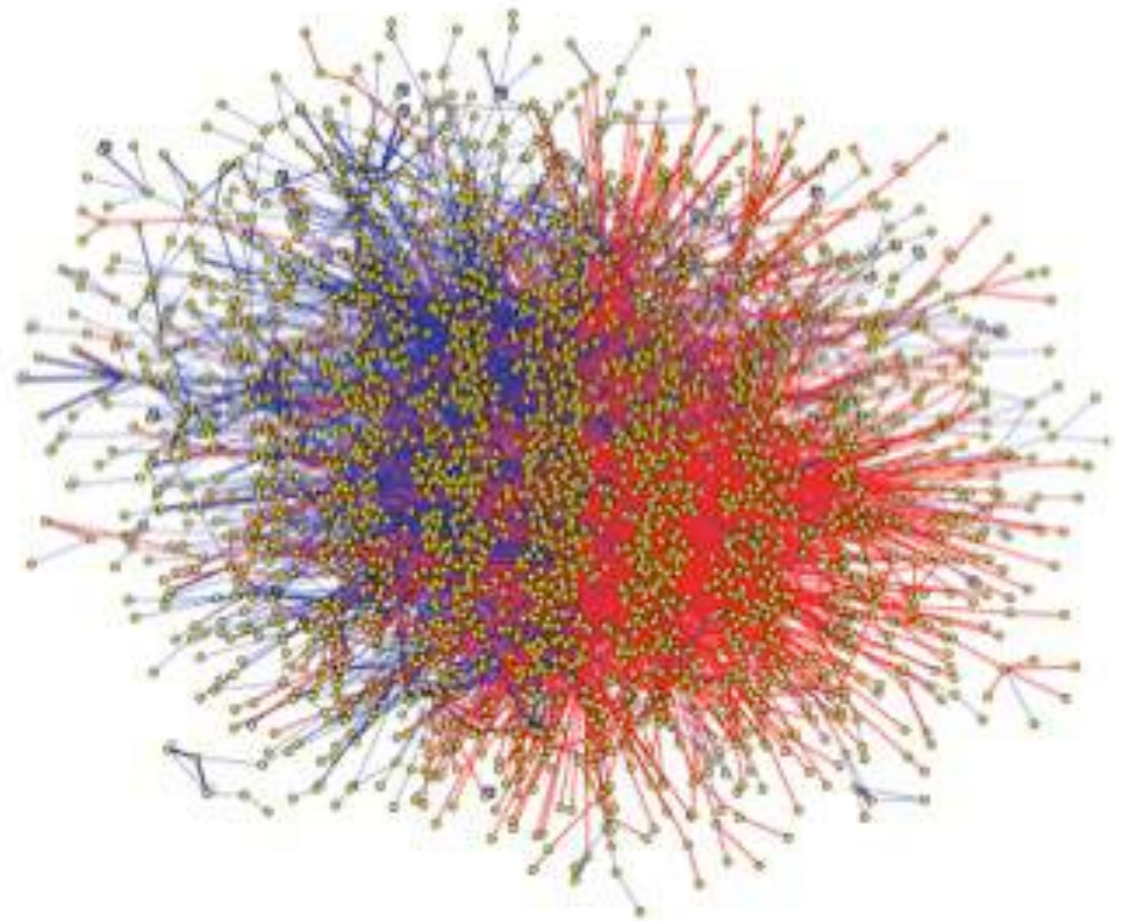
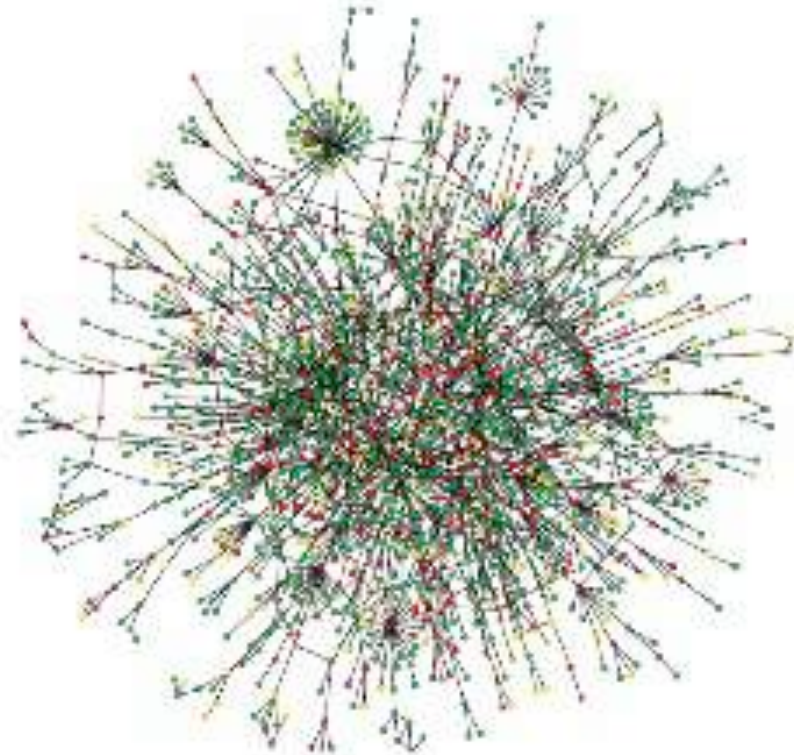
Twitter



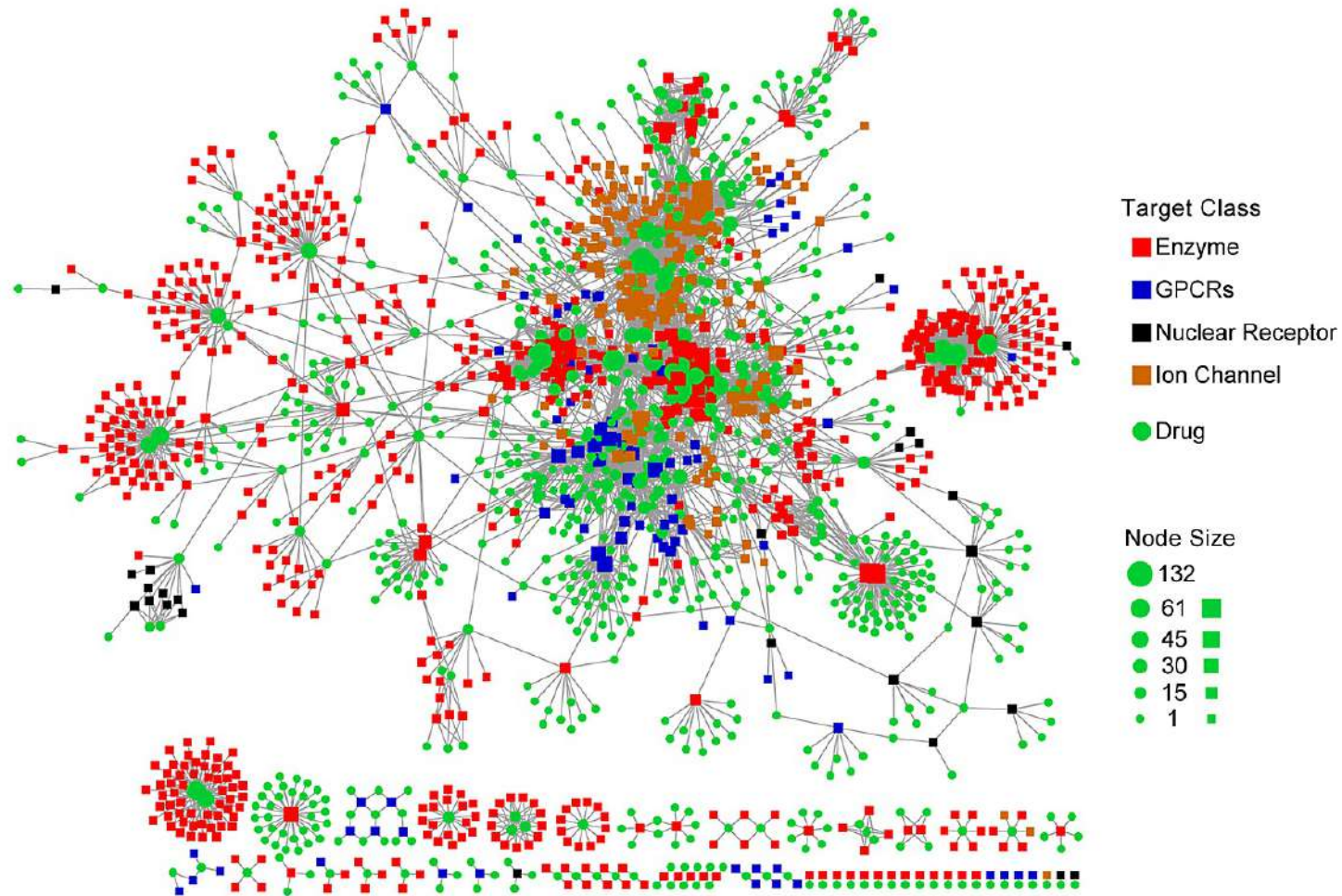


Graph from Albert-László Barabási' s SIGIR09 keynote

Protein-Protein Interaction Graph

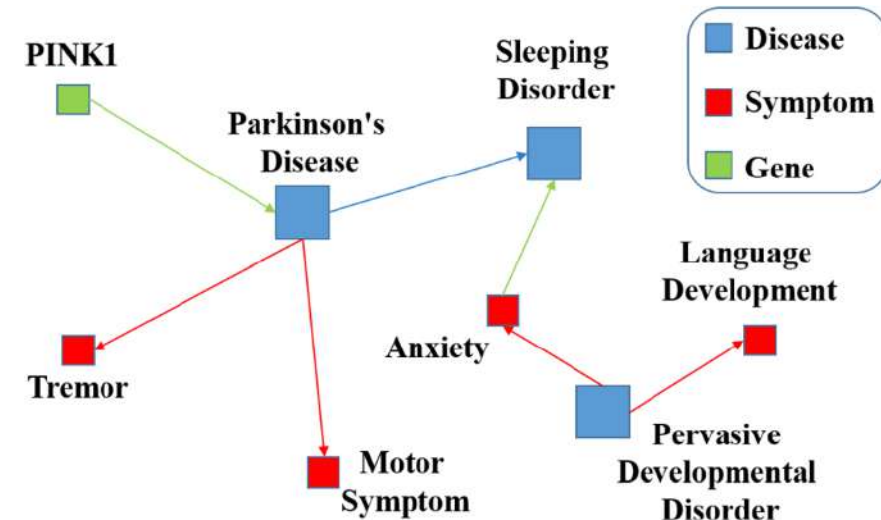
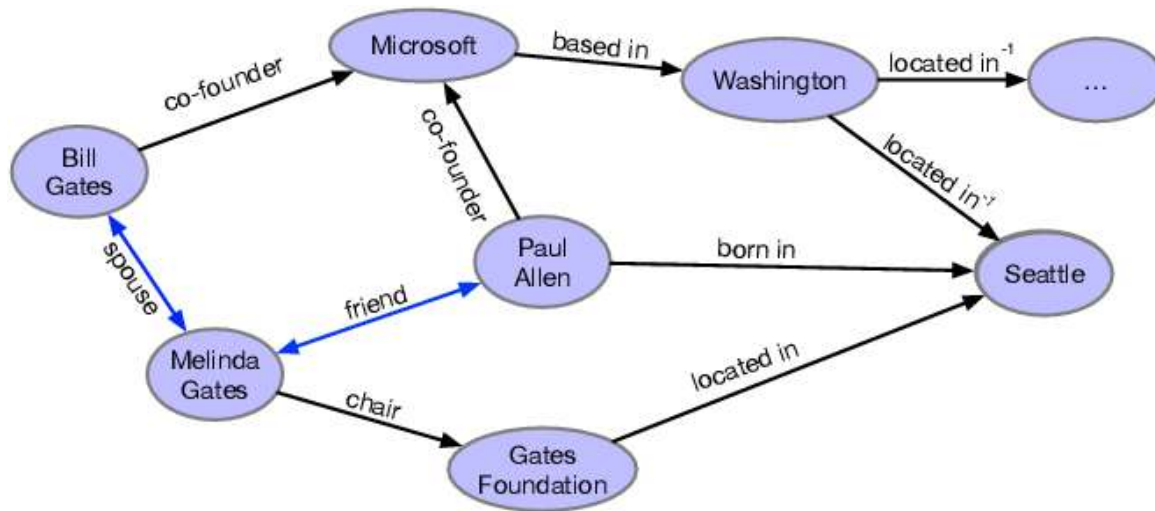


Drug-Protein Interaction Graph

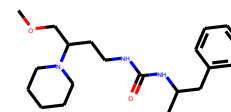
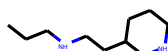
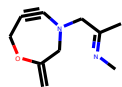
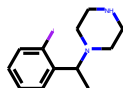
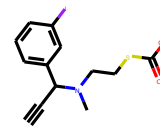
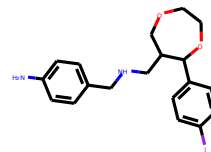
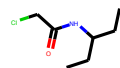
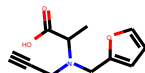
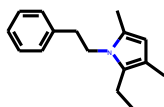
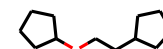
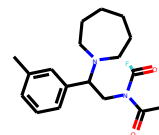
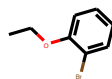
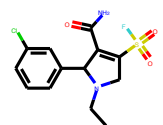
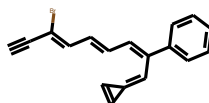
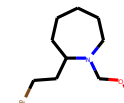
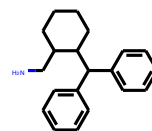
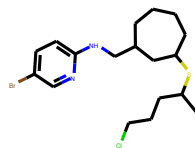
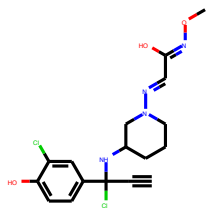
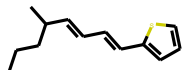
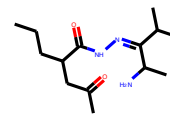
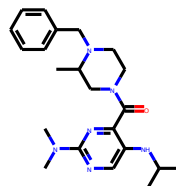
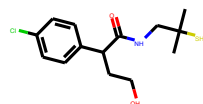
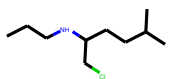


Knowledge Graphs

- Multiple types of edges
 - E.g. Co_founder, Based_in, Located_In
- A set of facts represented as triplets
 - (Bill_Gates, Co_founder, Microsoft)



Molecules

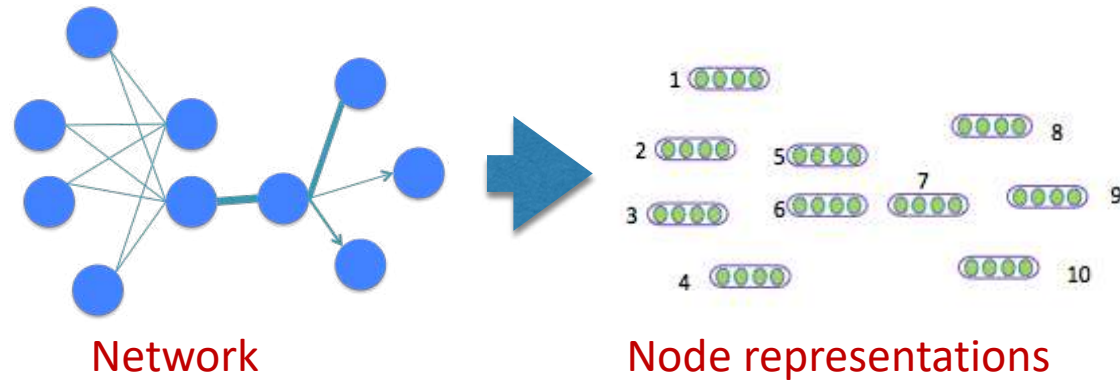


Various Applications on Graphs

- Predicting **political preference** of Facebook users?
- **Recommending** friends in social networks
- Predicting the **roles of proteins** in a protein-protein interaction graphs
- Predicting the effective drugs for a target disease in a biomedical knowledge graph, a.k.a. **drug repurposing**
- Predicting the **chemical properties** of molecules
- ...
- **Most of these applications require good feature representation of graphs!!**

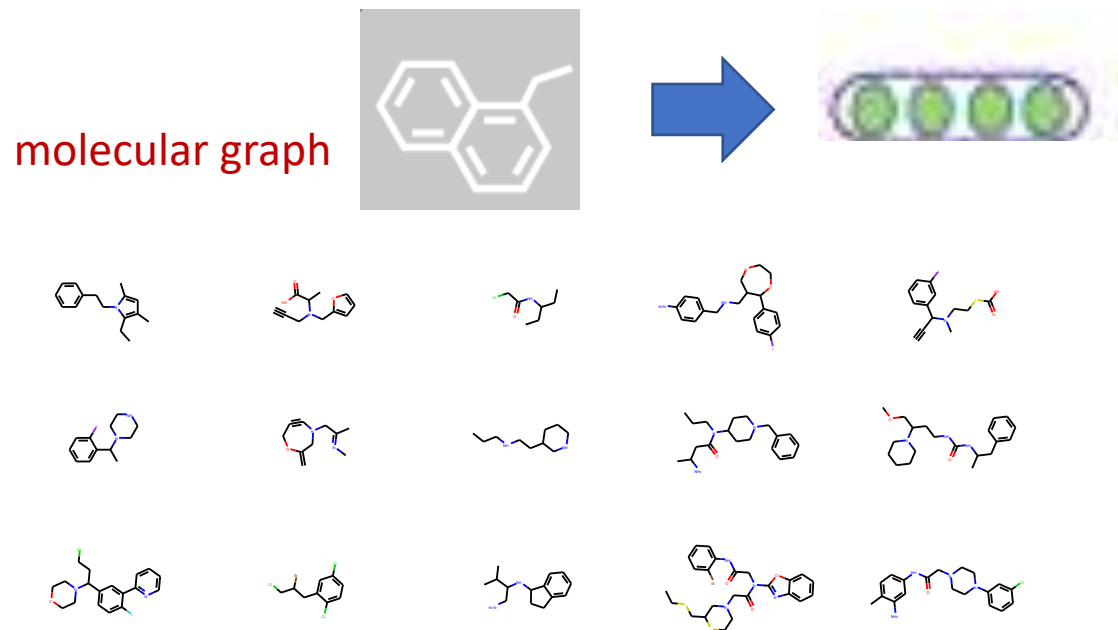
Research Problem (1): Node Representation Learning

- Represent each node as a low-dimensional vector
 - E.g. social networks
 - Biomedical knowledge graphs (relationships between diseases, proteins, drugs and symptoms)



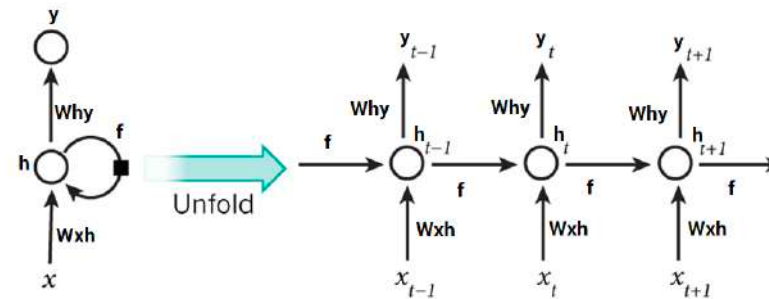
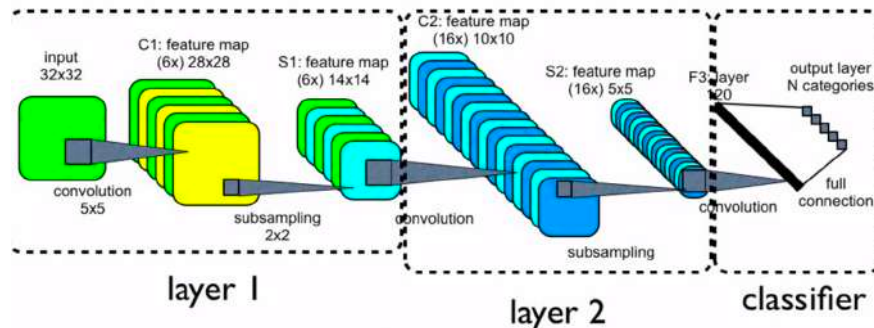
Research Problem (2): Whole-Graph Representation Learning and Generation

- Represent the whole graph as a low-dimensional vector
 - Predicting the chemical properties of molecules
- Generate graphs (e.g., molecular structures)
 - e.g., molecule design



Challenges of Graph Representation Learning

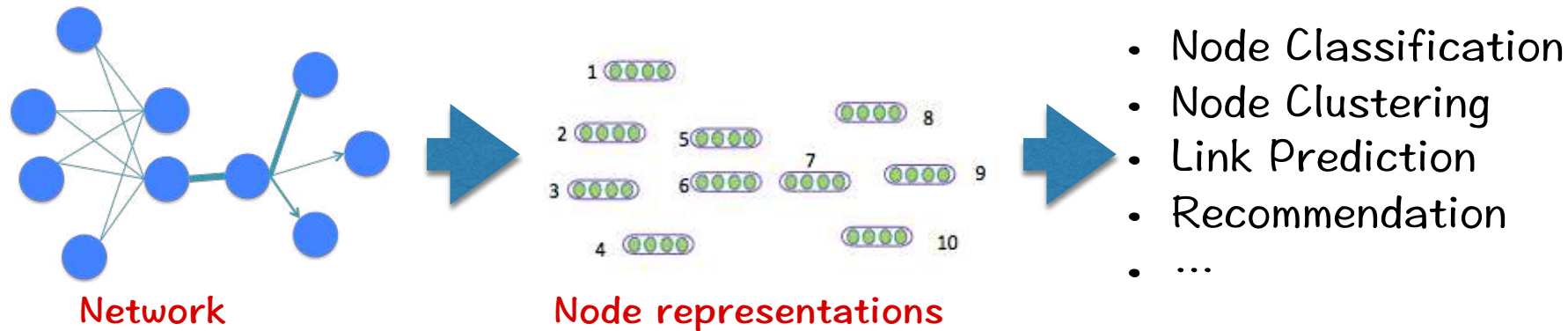
- Existing deep neural networks are designed for data with regular-structure
 - images, text, and speech



- Graphs are very complex
 - Arbitrary structures
 - Large-scale: more than millions of nodes and billions of edges
 - Heterogeneous: directed/undirected, binary/weighted/typed

Part I: Graph Representation Learning

Learning Node Representations (LINE, Tang et al. 2015)

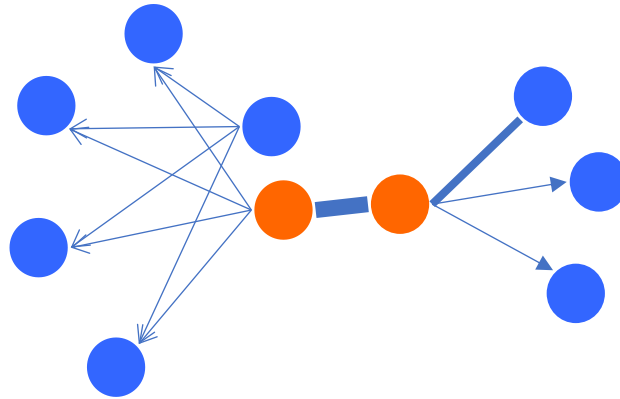


- E.g., Facebook social network -> user representations (features)-> friend recommendation
- Protein-Protein network/Gene-gene network -> protein/gene representations

LINE: Large-scale Information Network Embedding (Tang et al. 2015, >2,600 citations)

- Arbitrary types of networks
 - Directed, undirected, and/or weighted
- Clear objective function
 - Preserve the first-order and second-order proximity
- Scalable
 - Asynchronous stochastic gradient descent
 - Millions of nodes and billions of edges: a couple of hours on a single machine

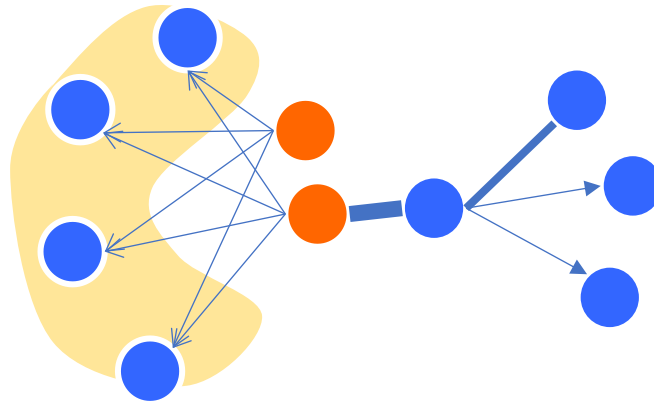
First-order Proximity



- The local pairwise proximity between the nodes
- However, many links between the nodes are not observed
 - Not sufficient for preserving the entire network structure

Second-order Proximity

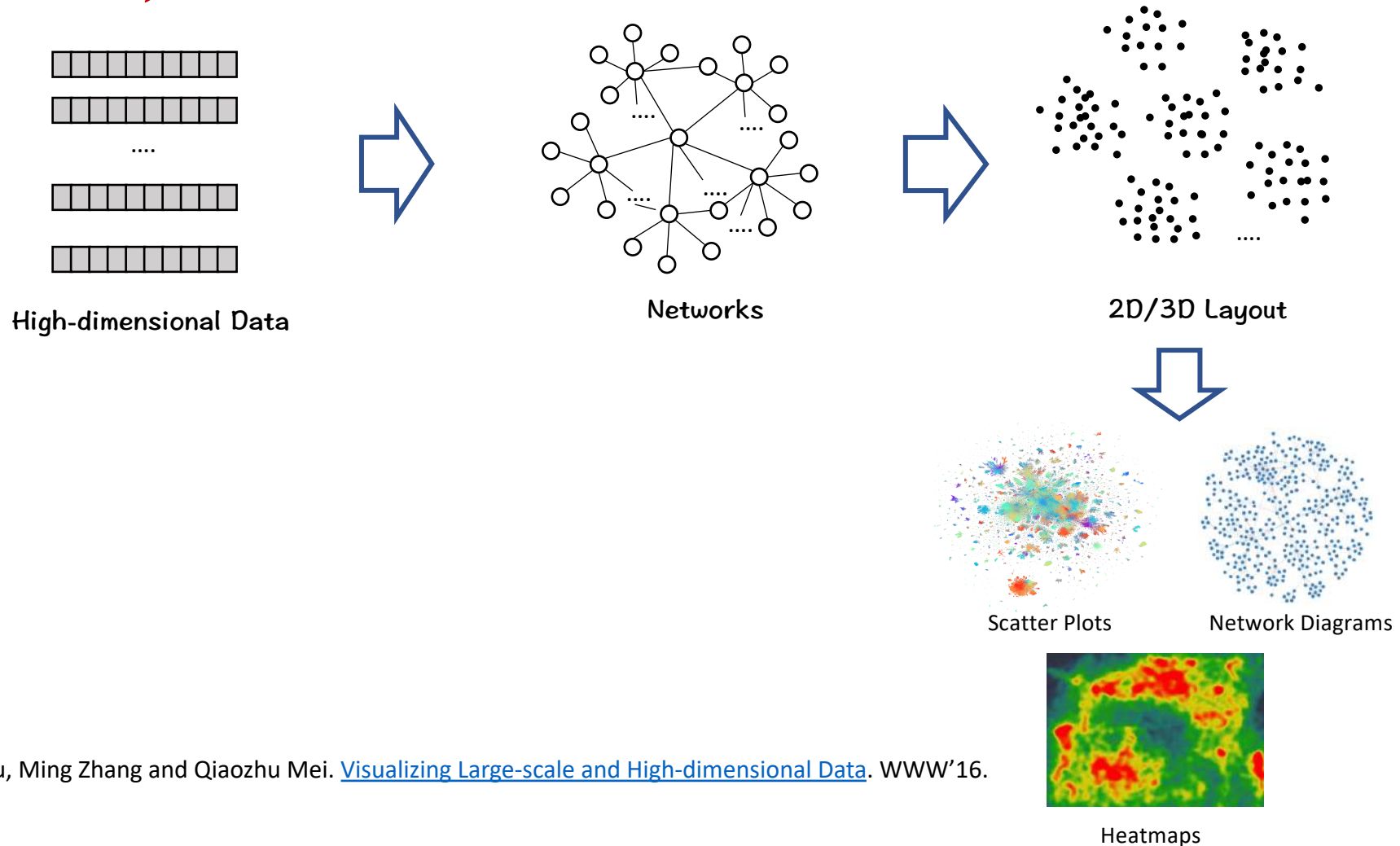
"The degree of overlap of two people's friendship networks correlates with the strength of ties between them" --Mark Granovetter



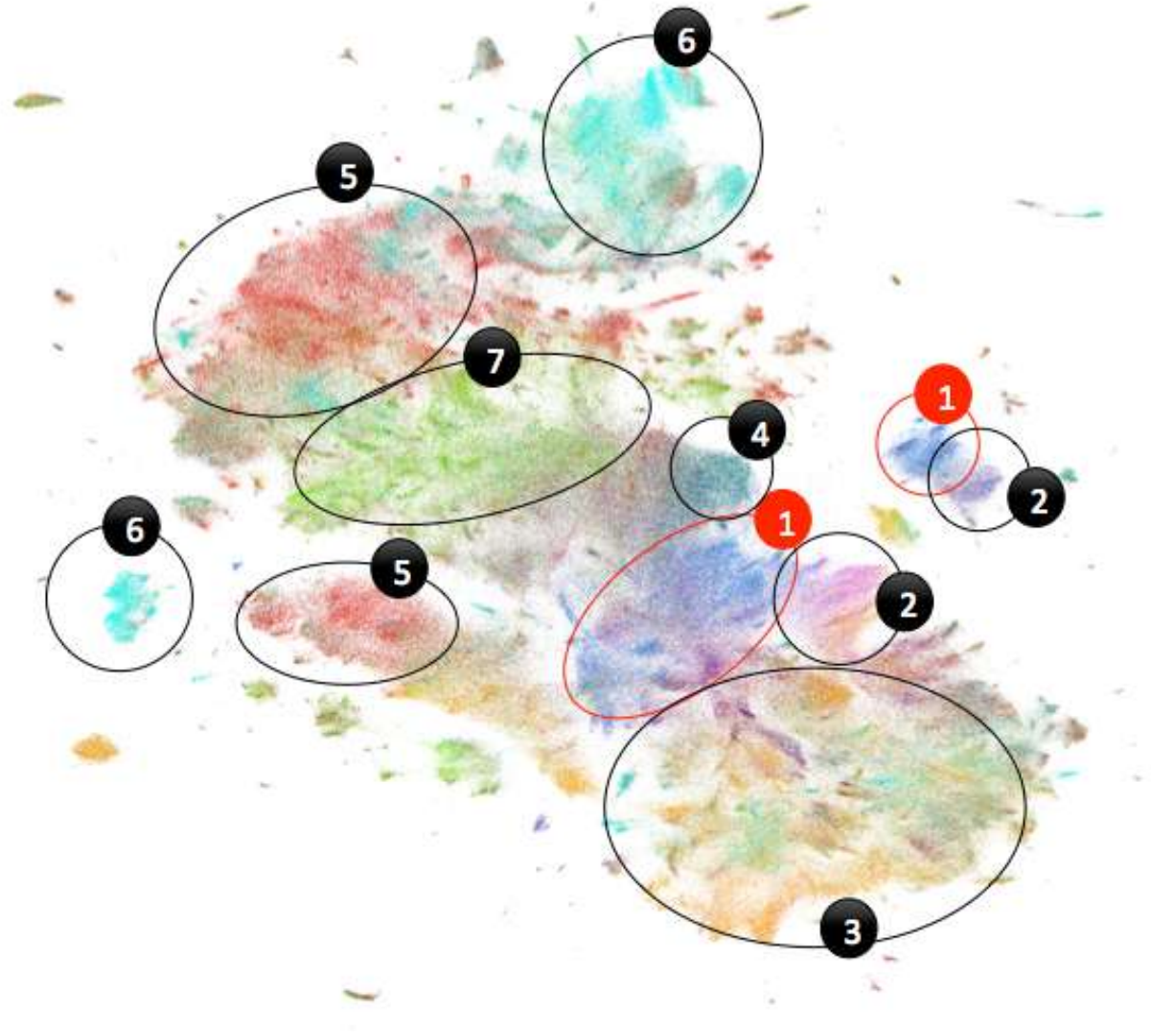
"You shall know a word by the company it keeps" --John Rupert Firth

- Proximity between the **neighborhood structures** of the nodes

Extremely Low-dimensional Representations: 2D/3D for Visualizing Graphs (LargeVis, Tang et al. 2016)



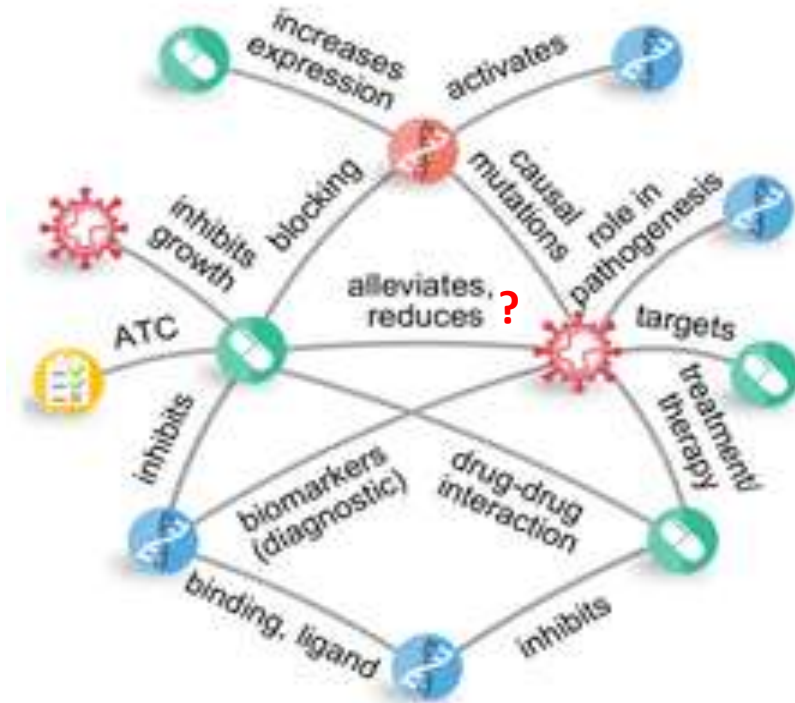
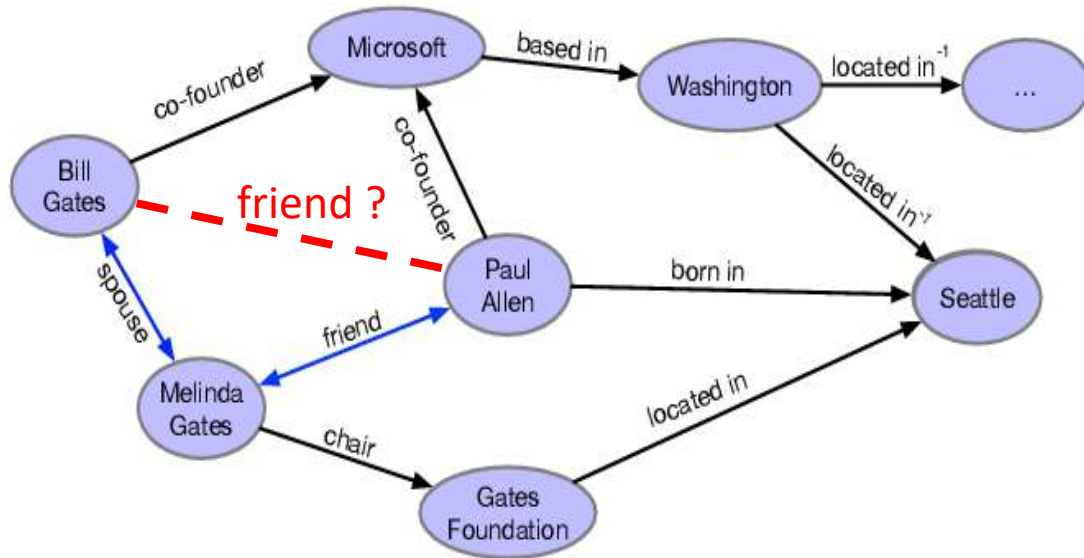
10M Scientific Papers on One Slide



- 1 Computer Science
- 2 Mathematics
- 3 Physics
- 4 Economics
- 5 Biology
- 6 Chemistry
- 7 Medicine

Knowledge Graph Embedding (Sun et al. 2019)

- Learning low-dimensional representations of **entities** and **relations**
- Preserve the relationships between entities in low-dimensional spaces
- Task: Link prediction on knowledge graphs



Knowledge Graph Completion

- A fundamental task: **predicting missing links**
- Key Idea: model and infer the **logical rules** in knowledge graphs according to observed knowledge facts.
- Example:
 - **Parents** of **Parents** are **Grandparents**
 - **Husband** and **wife** are inverse to each other
 - A compound **treats** disease1, disease1 **resembles** disease 2
=> the compound **treats** disease 2

Relation Patterns

- **Symmetric/Antisymmetric** Relations
 - Symmetric: e.g., Marriage
 - Antisymmetric: e.g., Filiation
- **Inverse** Relations
 - Husband and wife
- **Composition** Relations
 - My mother's husband is my father

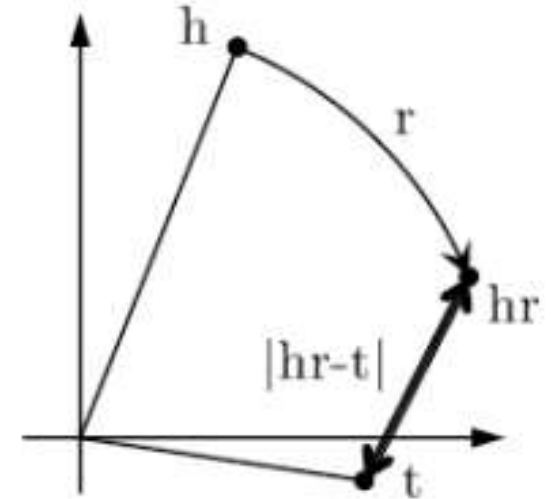
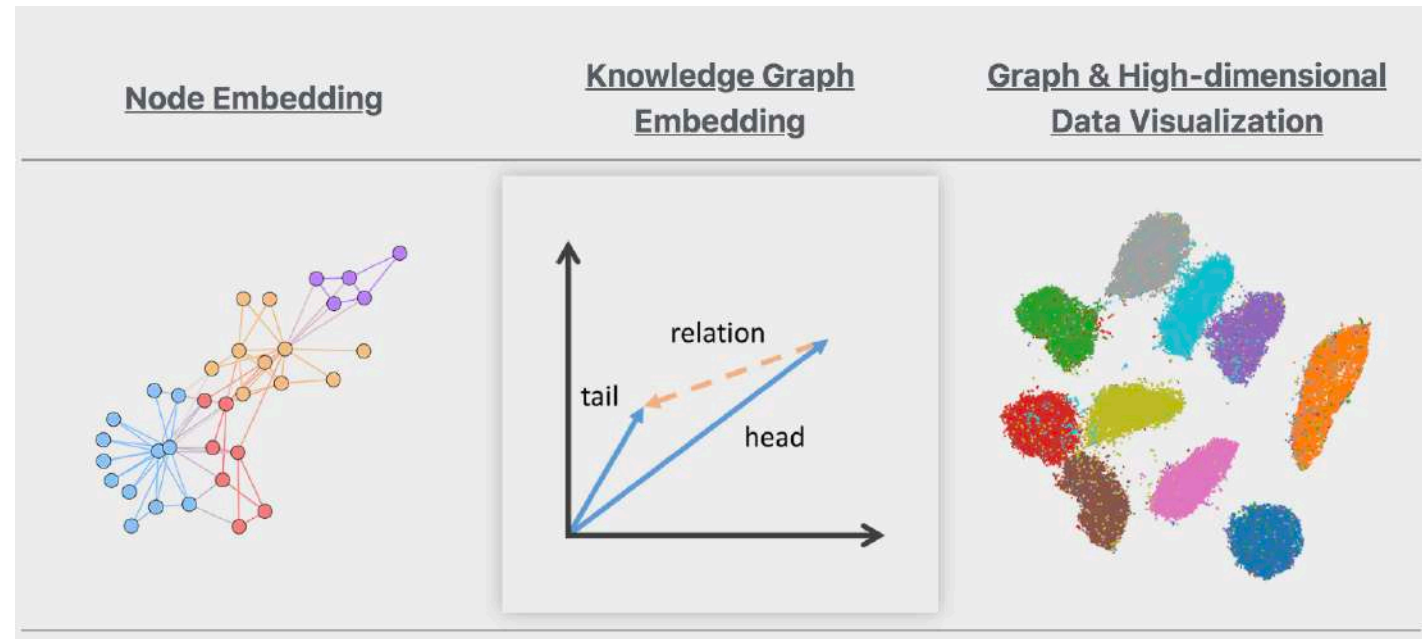


Figure: RotatE (Sun et al. 2019)

GraphVite: A High-performance and General Graph Embedding System (Zhu et al. 2019)

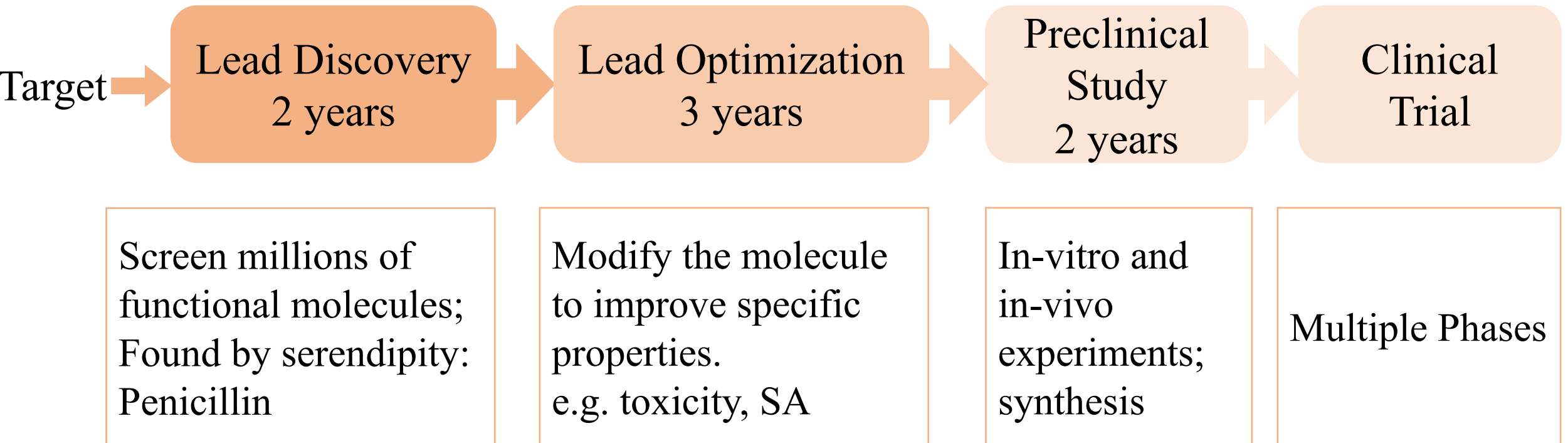
- A system specifically designed for learning graph embeddings with GPUs
- Super efficient!! Take only one minute for learning node representations of a graph with one-million nodes
- <https://graphvite.io>



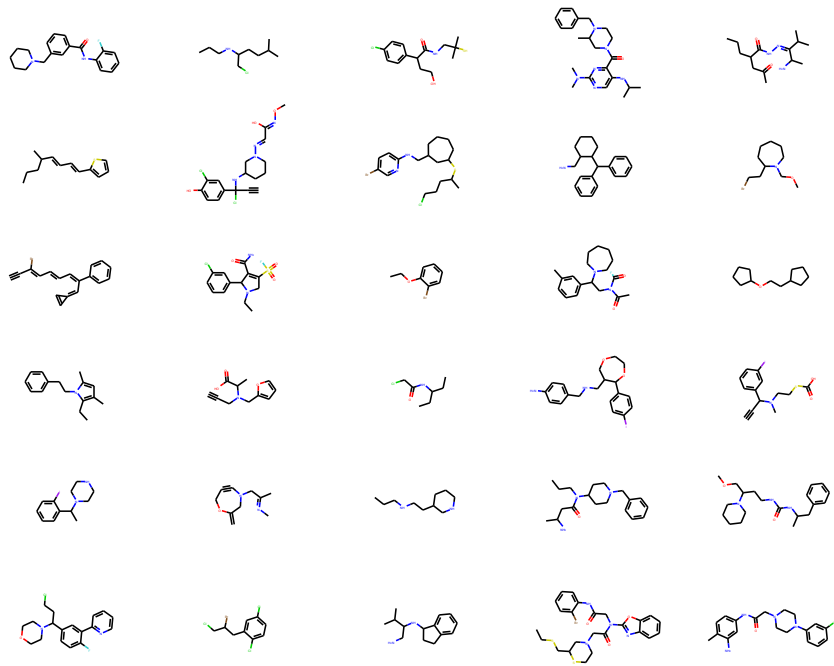
Part II: Graph Representation Learning for Drug Discovery

The Process of Drug Discovery

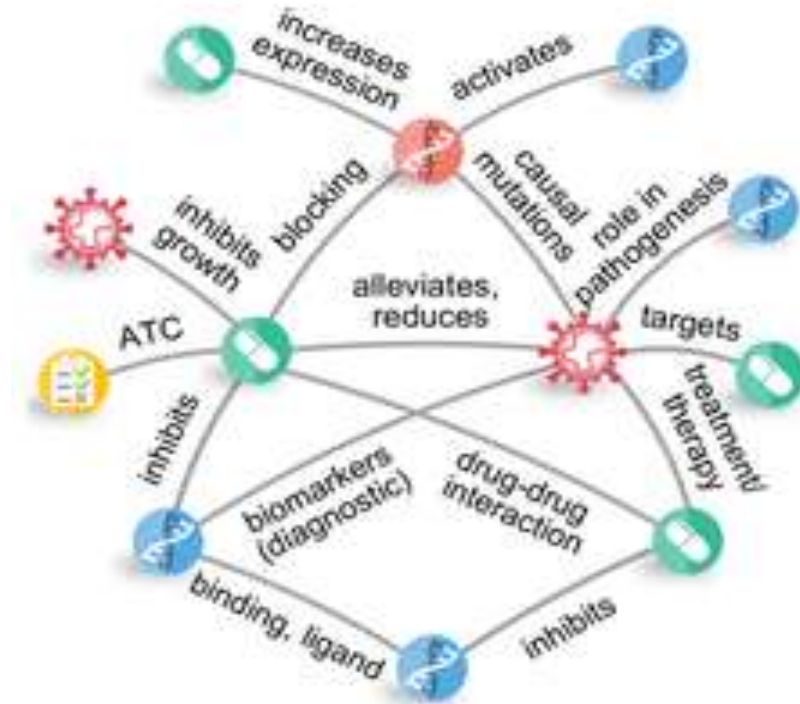
- A very long and costly process
 - On average takes more than 10 years and \$2.5B to get a drug approved
- Big opportunities for AI to accelerate this process



Graphs in Biomedical Domains



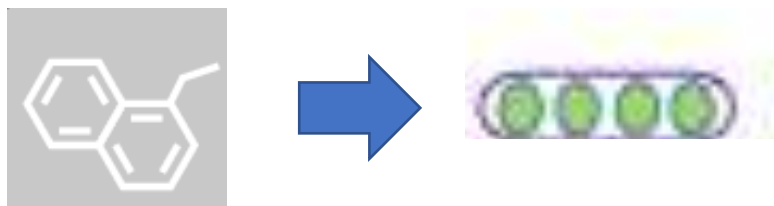
Molecules



Biomedical Knowledge Graphs

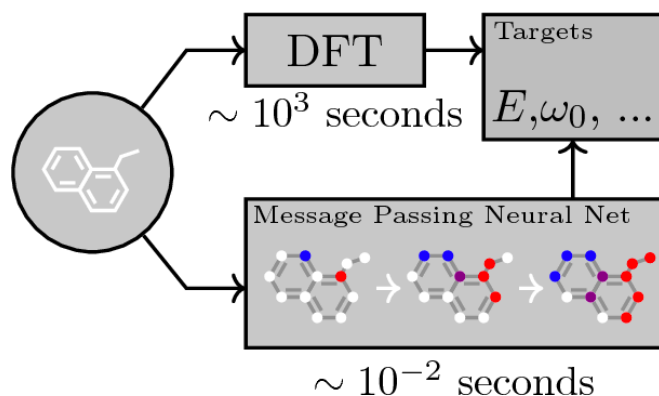
Molecule Properties Prediction

- Predicting the properties of molecules is very important in many stages of drug discovery
 - Virtual screening
- Represent the whole molecule (graph) as a feature vector



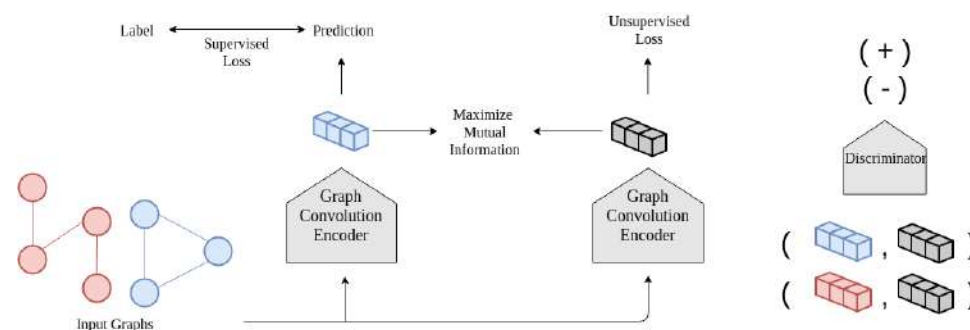
Unsupervised and Semi-supervised Learning for Molecular Graph Representation (Sun et al. ICLR 20)

- Most existing work on molecular representation are based on supervised learning with graph neural networks
 - Require a large number of labeled data
- However, the number of labeled data is very limited
- Leverage the unlabeled data!!



Supervised Methods (Gilmer et al. 17)

Gilmer et al. Neural Message Passing for Quantum Chemistry. ICML'17.



Unsupervised and semi-supervised methods (Sun et al. 19)

Sun et al. InfoGraph: Unsupervised and Semi-supervised Graph-Level Representation Learning via Mutual Information Maximization. ICLR'20

De Novo Molecule Design and Optimization

- Deep generative models for data generation



Image generation
(by StyleGAN, From Internet)

SYSTEM PROMPT (HUMAN-WRITTEN) *In a shocking finding, scientist discovered a herd of unicorns living in a remote, previously unexplored valley, in the Andes Mountains. Even more surprising to the researchers was the fact that the unicorns spoke perfect English.*

MODEL COMPLETION (MACHINE-WRITTEN, TO TRAIN) *The scientist named the population, after their distinctive horn, Ovid's Unicorn. These four-horned, silver-white unicorns were previously unknown to science.*

Now, after almost two centuries, the mystery of what sparked this odd phenomenon is finally solved.

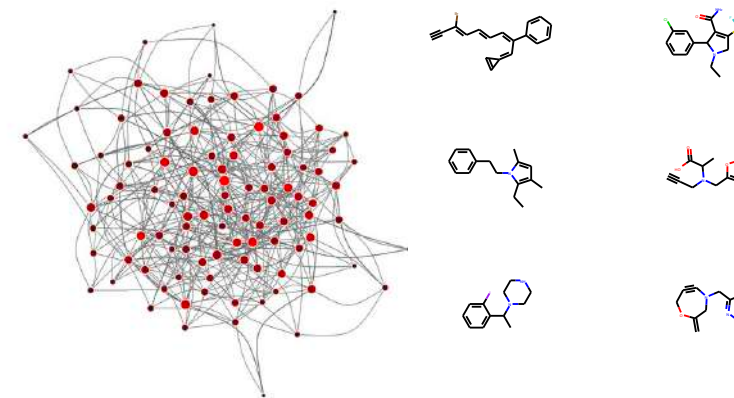
Dr. Jorge Pérez, an evolutionary biologist from the University of La Paz, and several companions, were exploring the Andes Mountains when they found a small valley, with no other animals or humans. Pérez noticed that the valley had what appeared to be a natural fountain, surrounded by two peaks of rock and silver snow.

Pérez and the others then ventured further into the valley. "By the time we reached the top of one peak, the water looked blue, with some crystals on top," said Pérez.

Pérez and his friends were astonished to see the unicorn herd. These creatures could be seen from the air without having to move too much to see them – they were so close they could touch their horns.

While examining these bizarre creatures the scientists discovered that the creatures also spoke some fairly regular English. Pérez stated, "We can see, for example, that they have a common 'language,' something like a dialect or dialectic."

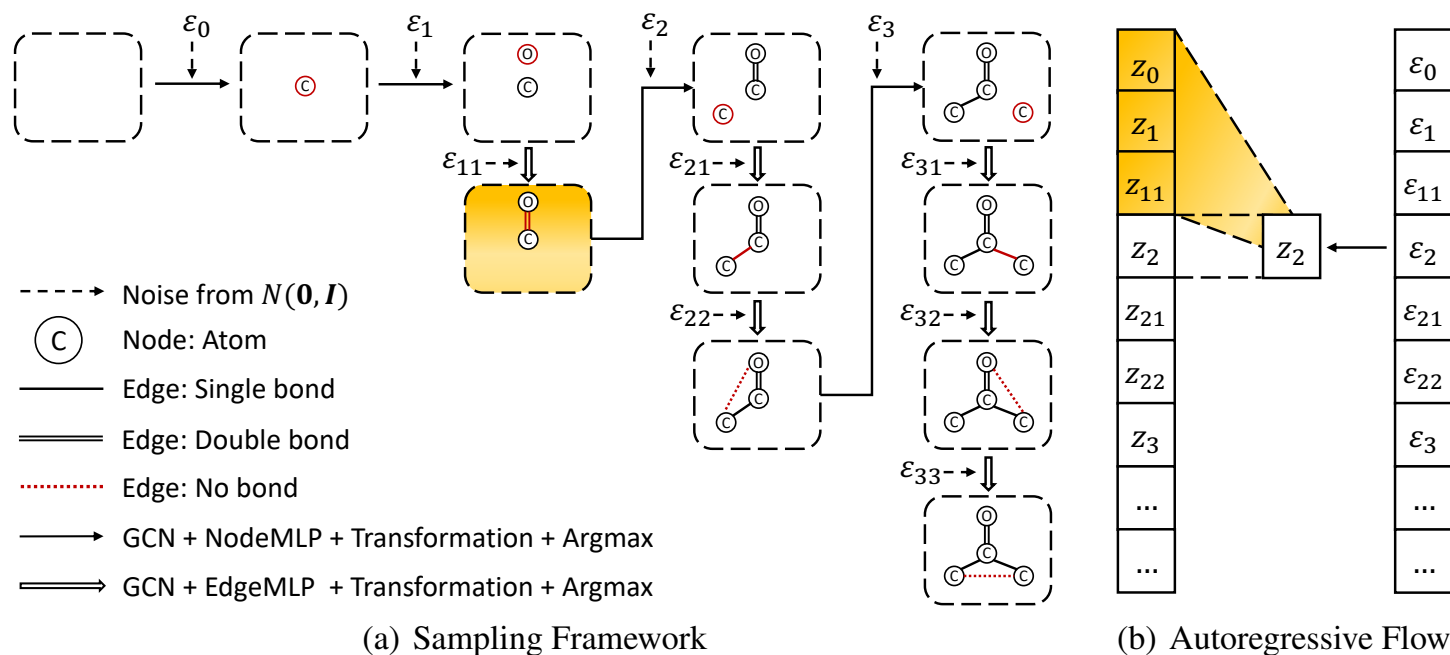
Text generated by by GPT-2,
Examples from Internet



Graphs?

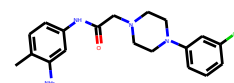
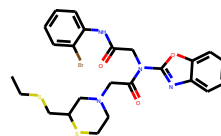
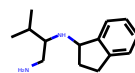
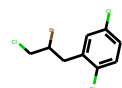
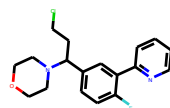
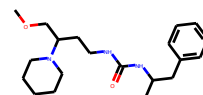
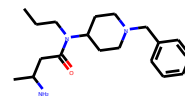
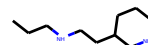
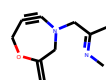
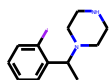
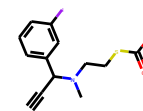
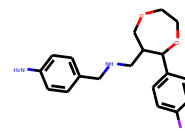
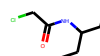
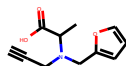
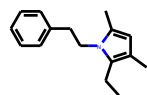
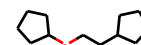
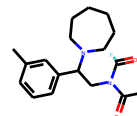
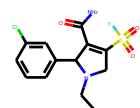
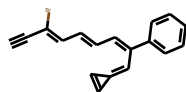
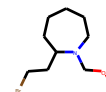
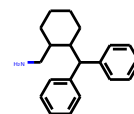
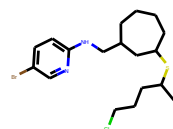
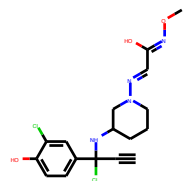
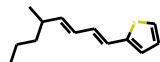
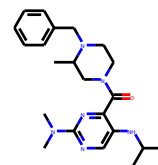
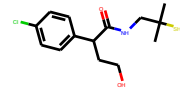
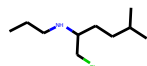
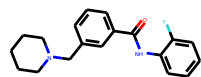
GraphAF: a Flow-based Autoregressive Model for Molecular Graph Generation (Shi & Xu et al. ICLR'20)

- Formulate graph generation as a sequential decision process
 - In each step, generate a new atom
 - Determine the bonds between the new atoms and existing atoms



Molecule Generation

Method	Validity	Validity w/o check	Uniqueness	Novelty	Reconstruction
JT-VAE	100%	—	100% [‡]	100% [‡]	76.7%
GCPN	100%	20% [†]	99.97% [‡]	100% [‡]	—
MRNN	100%	65%	99.89%	100%	—
GraphNVP	42.60%	—	94.80%	100%	100%
GraphAF	100%	68%	99.10%	100%	100%



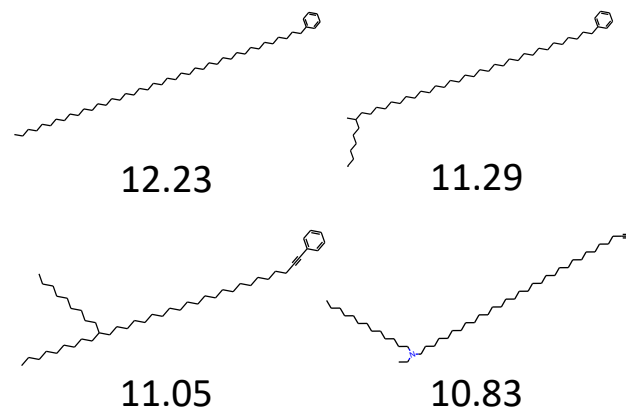
Goal-Directed Molecule Generation with Reinforcement Learning

- Fine tune the generation policy with reinforcement learning to optimize the properties of generated molecules
- **State:** current subgraph G_i
- **Action:** generating a new atom (i.e. $p(X_i|G_i)$) or a new edge ($p(A_{ij}|G_i, X_i, A_{i,1:j-1})$).
- **Reward Design:** the properties of molecules (final reward) and chemical validity (intermediate and final reward)

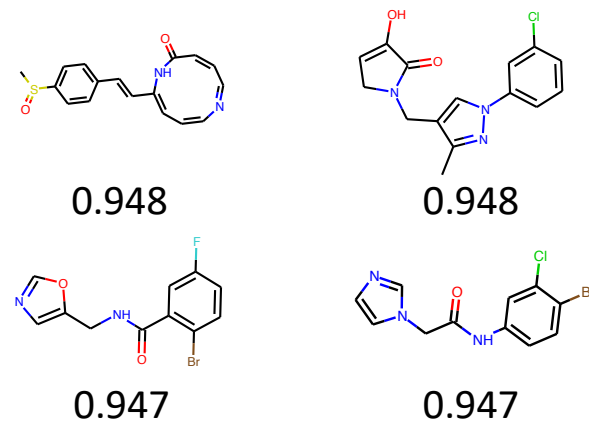
Molecule Optimization

- Properties
 - Penalized logP
 - QED (druglikeness)

Method	Penalized logP				QED			
	1st	2nd	3rd	Validity	1st	2nd	3rd	Validity
ZINC (Dataset)	4.52	4.30	4.23	100.0%	0.948	0.948	0.948	100.0%
JT-VAE (Jin et al., 2018)	5.30	4.93	4.49	100.0%	0.925	0.911	0.910	100.0%
GCPN (You et al., 2018a)	7.98	7.85	7.80	100.0%	0.948	0.947	0.946	100.0%
MRNN ¹ (Popova et al., 2019)	8.63	6.08	4.73	100.0%	0.844	0.796	0.736	100.0%
GraphAF	12.23	11.29	11.05	100.0%	0.948	0.948	0.947	100.0%

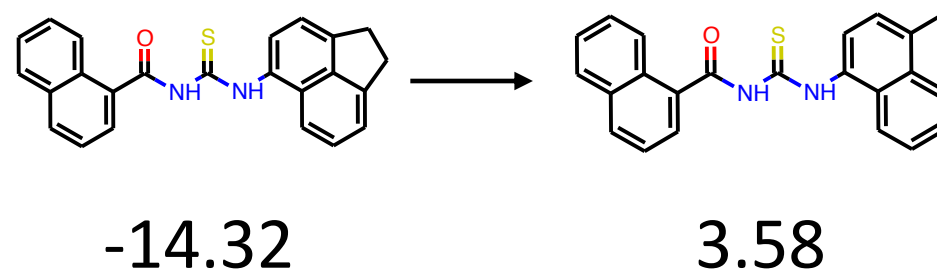
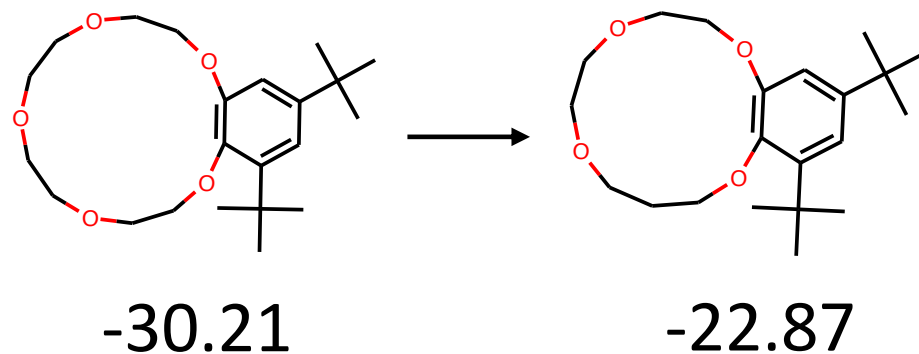


(a) Penalized logP optimization



(b) QED optimization

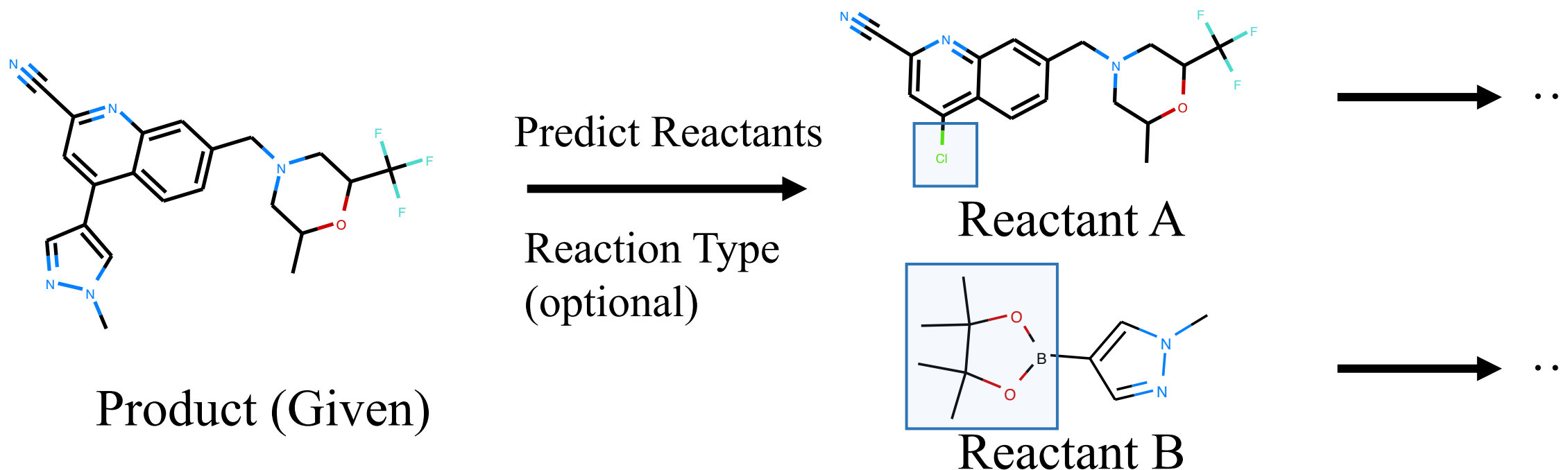
Constrained Optimization



(c) Constrained optimization

Retrosynthesis Prediction

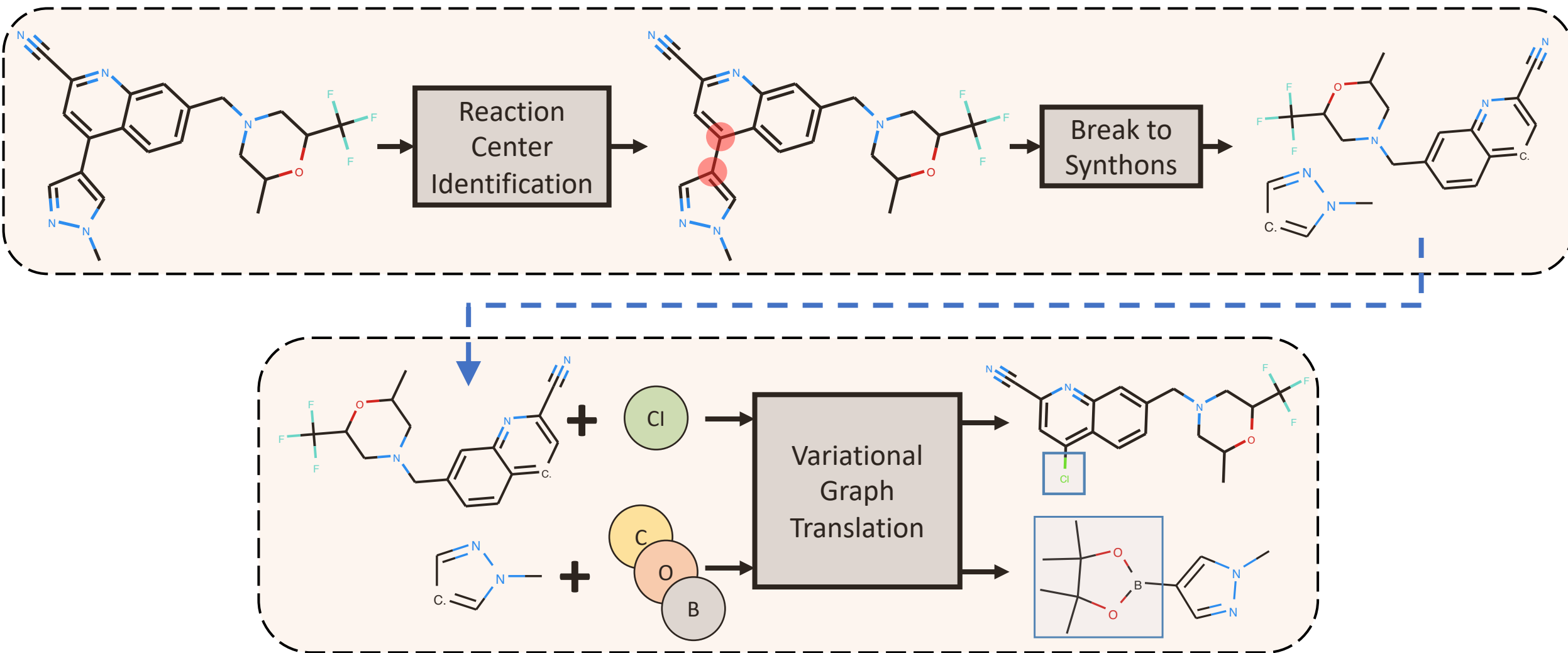
- Once a molecular structure is designed, how to synthesize it?
- Retrosynthesis planning/prediction
 - Identify a set of reactants to synthesize a target molecule



A Graph to Graphs Framework for Retrosynthesis Prediction (Shi et al. 2020)

- Each molecule is represented as a molecular graph
- Formulate the problem as a graph (product molecule) to a set of graphs (reactants)
- The whole framework are divided into two stages
 - Reaction center identification
 - Graph Translation

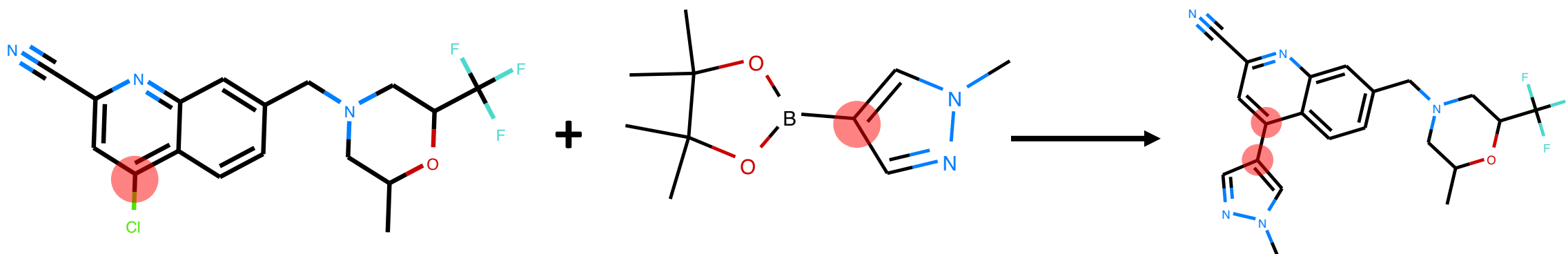
The G2Gs Framework (Shi et al. 2020)



Reaction Center Prediction

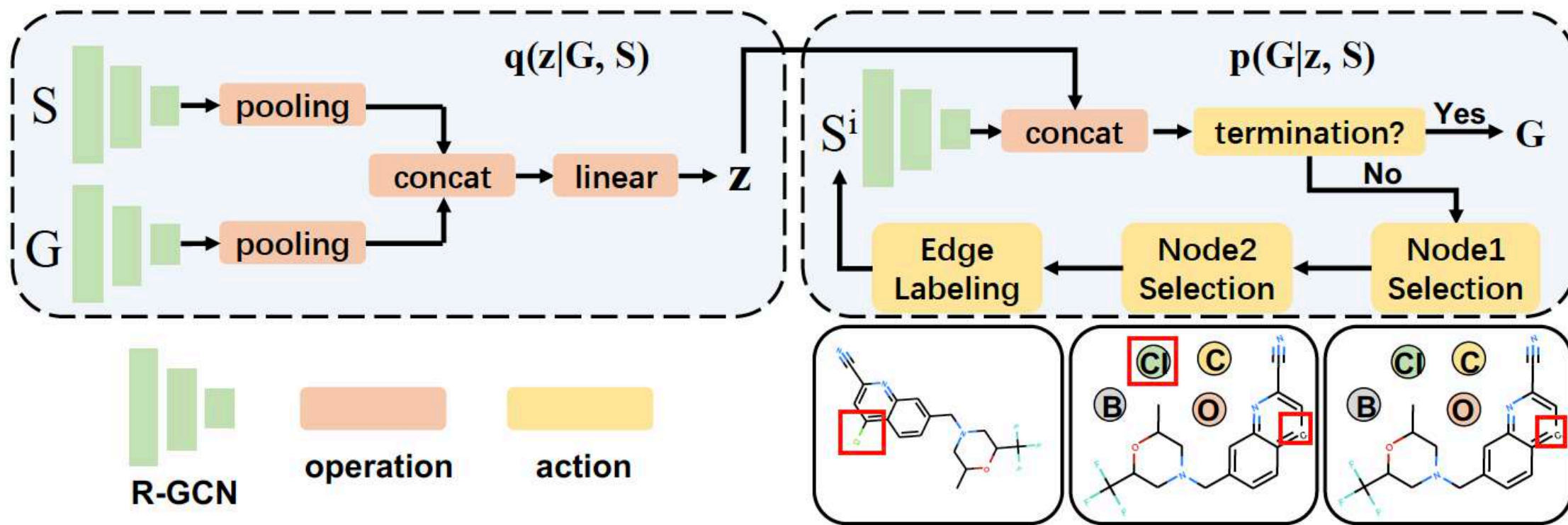
An atom pair (i, j) is a reaction center if:

- There is a bond between atom i and atom j in product
- There is no bond between atom i and atom j in reactants



Graph Translation

- Translate the incomplete synthon to the final reactant
- A variational graph to graph framework
 - A latent variable z is introduced to capture the uncertainty during translation



Experiments

- Experiment Setup
 - Benchmark data set USPTO-50K, containing 50k atom-mapped reactions
 - Evaluation metrics: top- k exact match (based on canonical SMILES) accuracy

Table 1. Top- k exact match accuracy when reaction class is given. Results of all baselines are directly taken from (Dai et al., 2019).

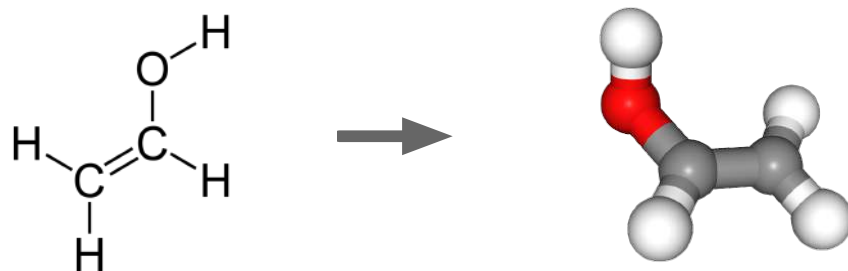
Methods	Top- k accuracy %			
	1	3	5	10
Template-free				
Seq2seq	37.4	52.4	57.0	61.7
G2Gs	61.0	81.3	86.0	88.7
Template-based				
Retrosim	52.9	73.8	81.2	88.1
Neuralsym	55.3	76.0	81.4	85.1
GLN	64.2	79.1	85.2	90.0

Table 2. Top- k exact match accuracy when reaction class is unknown. Results of all baselines are taken from (Dai et al., 2019).

Methods	Top- k accuracy %			
	1	3	5	10
Template-free				
Transformer	37.9	57.3	62.7	/
G2Gs	48.9	67.6	72.5	75.5
Template-based				
Retrosim	37.3	54.7	63.3	74.1
Neuralsym	44.4	65.3	72.4	78.9
GLN	52.5	69.0	75.6	83.7

Going Beyond 2D Graphs: 3D Structures

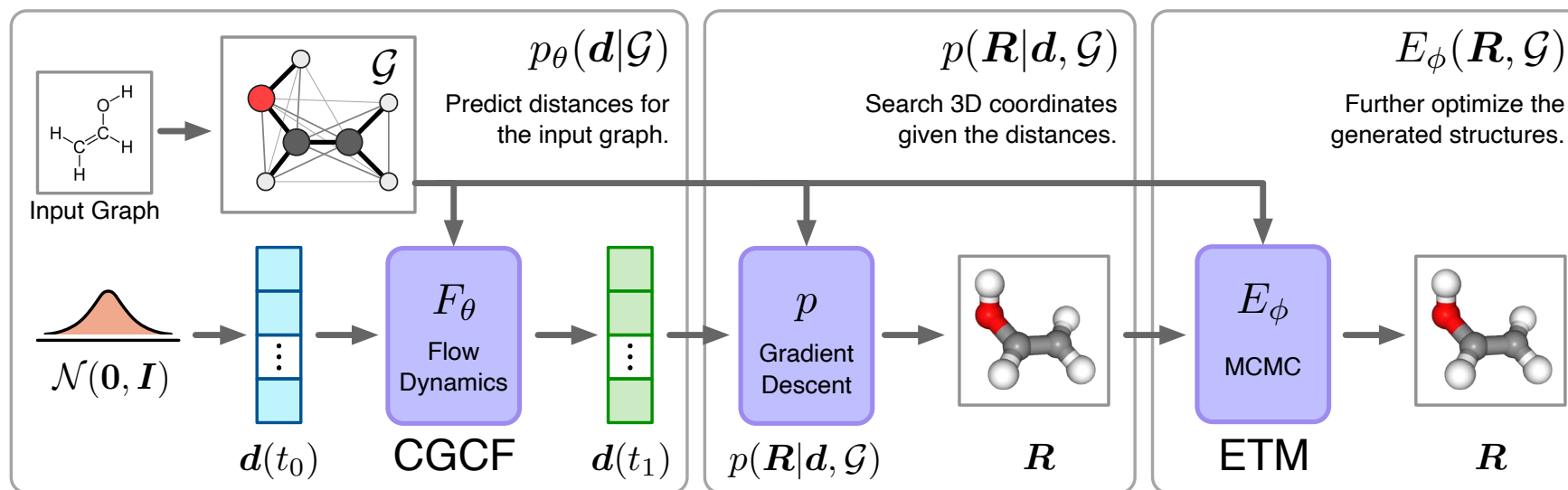
- The chemical/physical properties of molecules are determined by their 3D structures (a.k.a. conformations)
- Predicting stable 3D conformations given a molecular approach



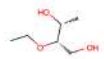










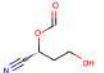











































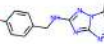










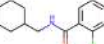










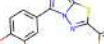










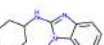










- Traditional approaches
 - Molecular dynamics, Markov chain Monte Carlo
 - Very computational Expensive

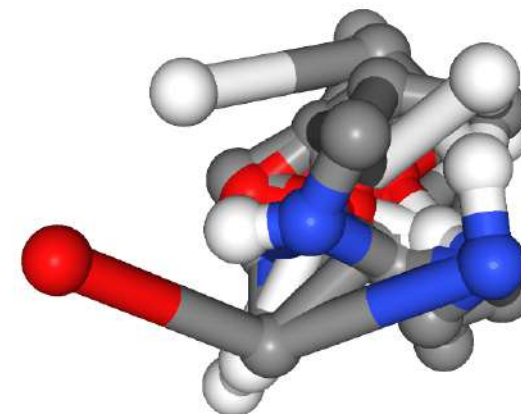
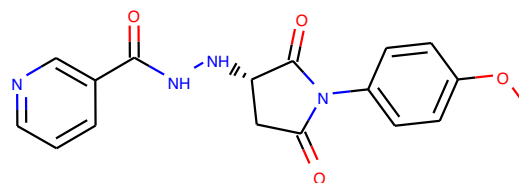
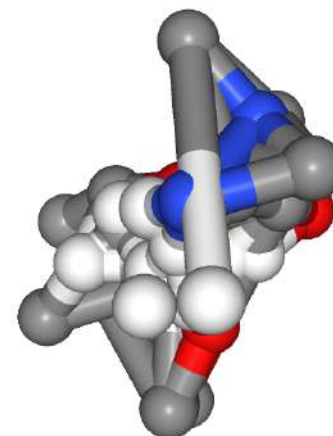
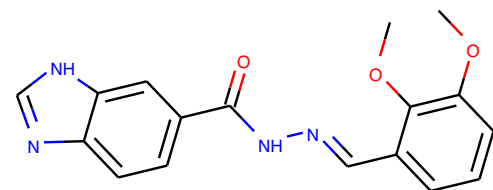
Our Solution: Data-Driven Approaches with Deep Generative Models

- Train a probabilistic model over conformations R given a molecular graph G , i.e., $\mathbf{P(R|G)}$



Examples

Graph	Conformations									
										
										
										
										
										
										
										
										
										



Medical Knowledge Graph Construction (Ongoing)

- >7M Entities, ~300M facts
 - Disease
 - Drug
 - Phenotype
 - Gene
 - Protein
 - Side effect
- Biomedical literature



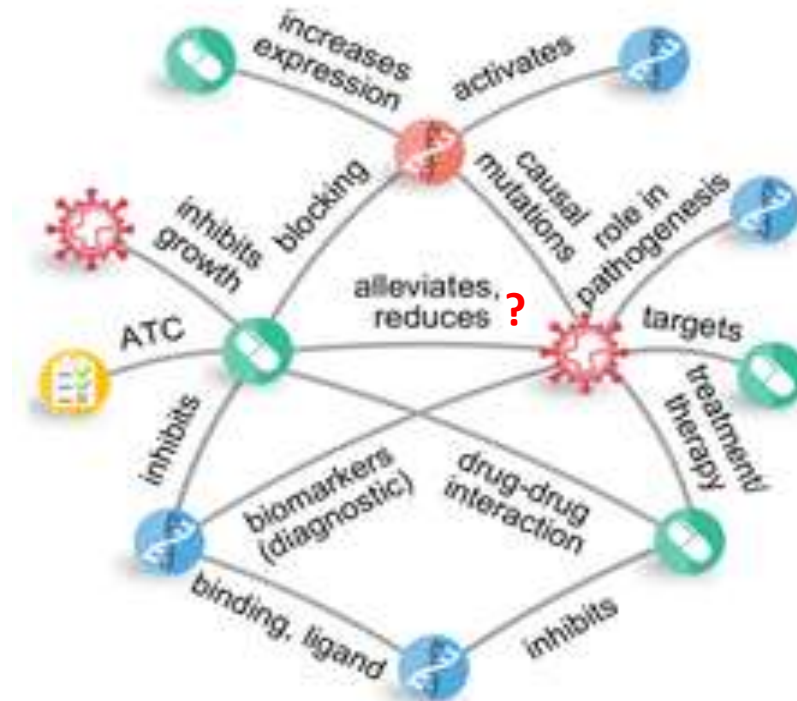
Comparative Toxicogenomics
Database

STITCH



Drug Repurposing with Biomedical Knowledge Graph (Ongoing)

- Represent each entity with a feature vector
 - Diseases, drugs, genes, ...



Take Away

- Graph representation learning
 - A growing research topic in machine learning focusing on deep learning for graph-structured data
- Graph representation learning for drug discovery
 - Unsupervised and semi-supervised molecule properties prediction
 - De novo drug design and optimization
 - Retrosynthesis prediction
 - Drug repurposing based on medical knowledge graph
- A huge opportunity for biomedical applications
 - Looking forward to collaborating with you!

Thanks!

- **Current Students**

- Meng Qu
- Zhaocheng Zhu
- Andreea Deac
- Louis-Pascal Xhonneux
- Shengchao Liu
- Chence Shi
- Minkai Xu

- **Collaborators and previous students:**

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