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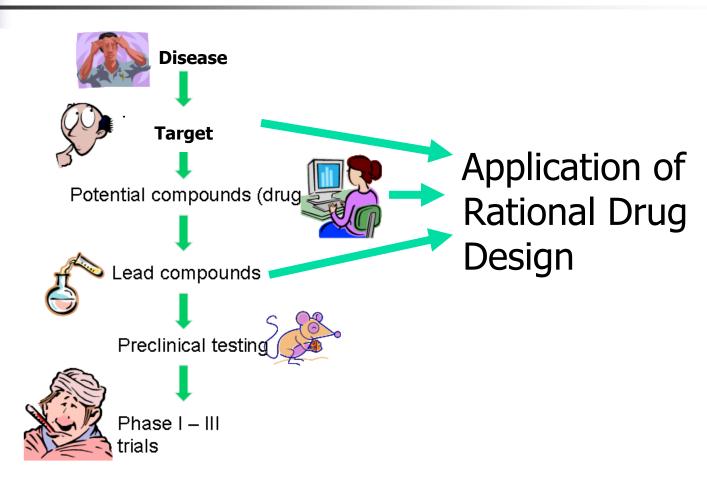
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# Outline of the Presentation

- What is rational drug design?
- Relevance of genetic algorithms
- Design Methodology
- Experimental Results
- Summary

# Drug Discovery Process



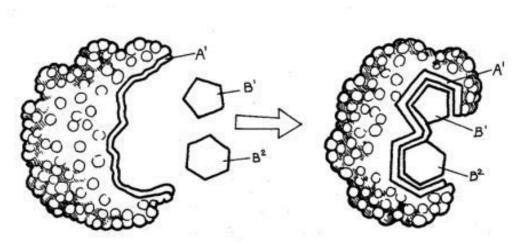
## Rational Drug Design

- Traditionally drugs were discovered by chance observations
- Alternatively large scale screening was done to identify potential drugs
  - Expensive and time consuming.
- Rational Drug Design
  - design using the information about the 3D shape of proteins
  - To inhibit protein function
- Steps
  - Step 1: Looking for protein targets in the virus
  - Step 2: Identify the active site
  - Step 3: Design drug for blocking the active site
  - Step 4: Do further studies with the designed molecule

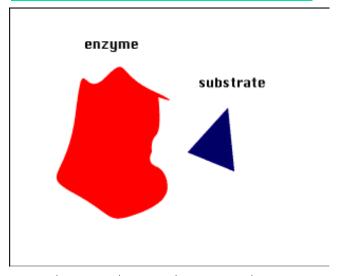
#### Active site and RDD

- Specific sites in proteins where all the action happens.
- Each protein has a specific shape so it will only perform a specific job.
- Example An enzyme that increases the rate of a reaction

#### Joining things together

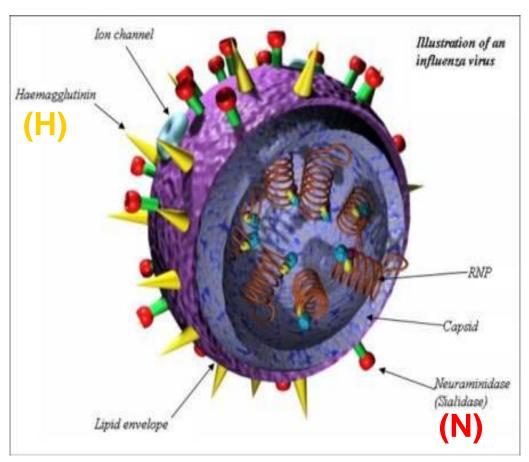


#### Ripping things apart



http://chsweb.lr.k12.nj.us/mstanley/outlines/enzymesap/Enzymesap.html http://academic.brooklyn.cuny.edu/biology/bio4fv/page/active\_.html

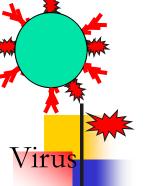
# Designing a Flu Drug Step 1: looking for protein targets



Influenza viruses are named according to the proteins sticking out of their virus coat.

There are two types of protein =  $\mathbb{N}$  and  $\mathbb{H}$ .

N and H have special shapes to perform specific jobs for the virus.



N cuts the links between the viruses and the cell surface so virus particles are free to go and infect more cells.

H attaches to cell surface proteins so virus can enter

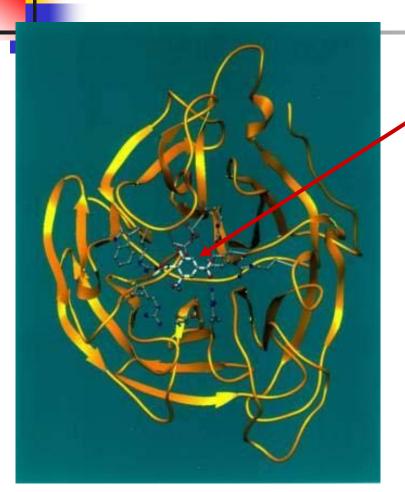
Proteins on cell surface

Virus genes are released into the cell.



The lung cell is 'tricked' into using these genes to make new virus particles.

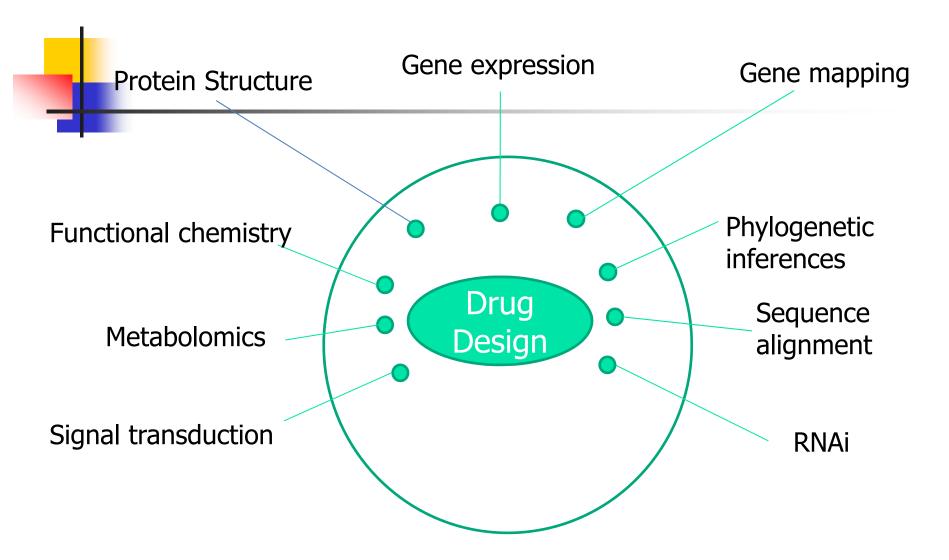
## Design of Flu Drug



#### **RELENZA**

Australian team of scientists headed by Prof Peter Coleman. They designed the flu drug, Relenza

#### Bioinformatics in Computer Based Drug Design



10/15/2013



#### **GENETIC ALGORITHMS**

#### DEFINITION

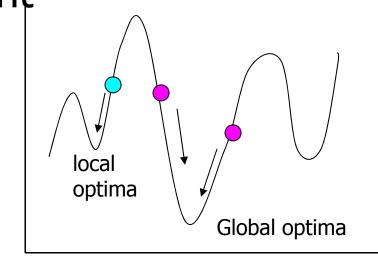
Randomized search and optimization technique guided by the principle of natural genetic systems.

- Why Genetic Algorithms (GAs) ?
  - 1. Most real life problems can not be solved in polynomial time using any deterministic algorithm
  - 2. Sometimes near optimal solutions that can be generated quickly are more desirable than optimal solutions which require huge amount of time
  - 3. When the prob. can be modeled as an optimization one.

# Search Techniques

The traditional vs. the unconventional

Calculus based techniques – gradient descent



(hill climbing)

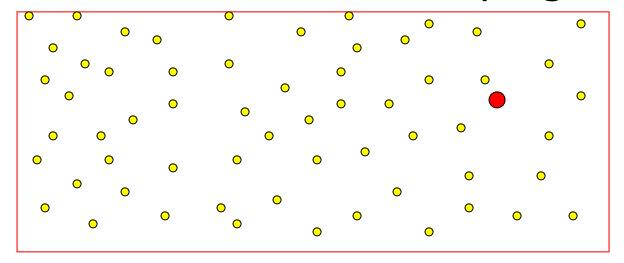
Continuous domain, quadratic optimization – best method



# Search Techniques

The traditional vs. the unconventional

Enumerative technique – dynamic programming



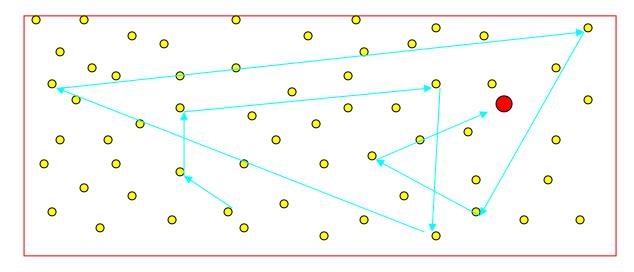
*n* points

What if *n* very very large? Quite likely in practice.



The traditional vs. the unconventional

Random technique – hoping to find the optimal

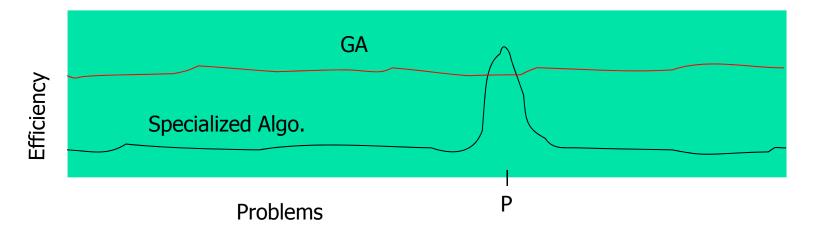


No better than enumerative in the long run

# Randomized Algorithms

- Guided random search technique
- Uses the payoff function to guide search

Genetic Algorithms (GAs)



Specialized algorithms – best performance for special problems Genetic algorithms – good performance over a wide range of problems



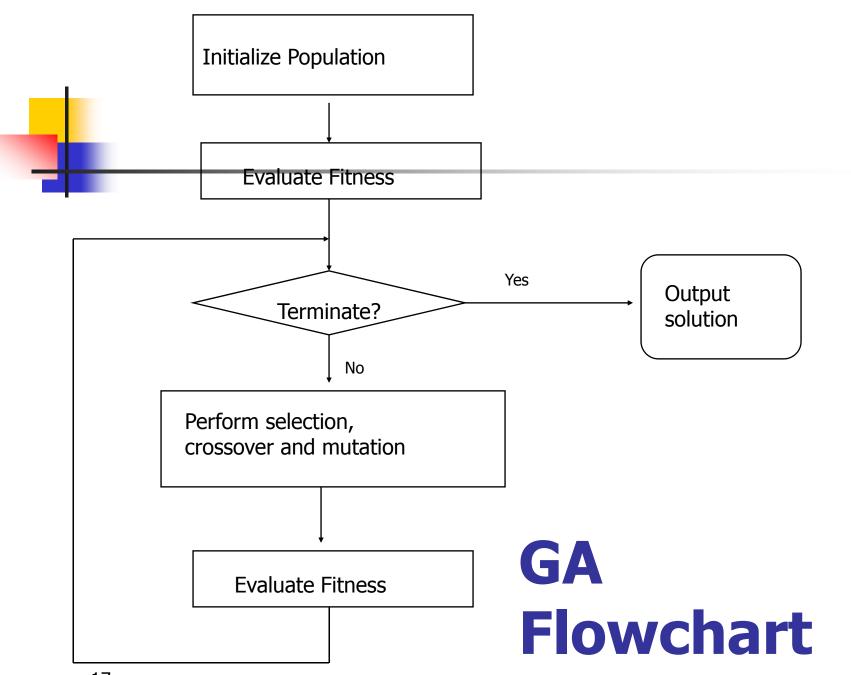
- Evolutionary Search and Optimization Technique
- Principles of Evolution (survival of the fittest and inheritance)
- Work with coding of the parameter set
- Searches from a population of points
- Uses probabilistic transition rules

# Simple Generational GA

- Randomly generate a population of chromosomes
- Decode each chromosome to get an individual

- Evaluate the fitness of Care Perform selection, crossover and mutation.
  Repeat steps 2, 3 and 4 until a stop condition is true.

*Note:* There is no overlapping between generations.



# **Encoding Strategy and Population**

- Chromosome encodes a solution in the search space
  - Usually as strings of 0's and 1's
  - If /is the string length, number of different chromosomes (or strings) is 2/

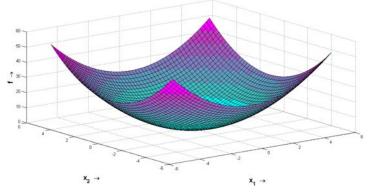
#### Population

- A set of chromosomes in a generation
- Population size is usually constant
- Common practice is to choose the initial population randomly.

## **Encoding and Population - Example**

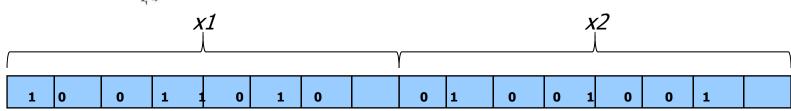
#### Optimization Problem DeJong F1 - Sphere:

Minimize 
$$fsphere(x) = \sum xi^{\epsilon}$$
,  $i=1,2,...,p$ ,  $xi \in [-5.12,5.12]$ , Solution:  $x^* = [0 \ 0 \ ... \ 0]$ ,  $fsphere(x^*) = 0$ 



Binary String of 8 bits used to represent each  $xi \rightarrow 0$ -255, should map to -5.12 to 5.12

Example, p=2, Chromosome encodes x1 and x2



Value of 
$$x1 = 154$$

$$(5.12*2)/255*154+(-5.12)=1.06415$$

Value of 
$$x^2 = 73$$

$$(5.12*2)/255*73+(-5.12)=-2.1885$$

# Encoding and Population – Example contd...

Population (size = 4)	Corresponding x			
10011010 01001001 [154 73]	[1.06415 -2.1885]			
01100111 11101001 [103 233]	[-0.98384 4.23654]			
00010101 01011100 [21 92]	[-4.2767 -1.4255]			
10111100 11000011 [188 195]	[2.42949 2.71058]			



- Fitness/objective function associated with each chromosome
- Indicates the degree of goodness of the encoded solution
- Only problem specific information (also known as the payoff information) that GAs use

# Fitness Evaluation - Example

Minimize  $fsphere(x) = \sum_{i=1}^{n} x_i^2$ 

Population	(size = 4)		Corresponding x	Objective fn.	Fitness fn.=1/Obj
10111100	11000011	[188 195]	[2.42949 2.71058]	13.2898	0.0752
10011010	01001001	[154 73]	[1.06415 -2.1885]	5.12194	0.16886
00010101	11011100	[21 220]	[-4.2767 3.7145]	32.0877	0.03116
01100111	11101001	[103 233]	[-0.98384 4.23654]	18.9162	0.05286

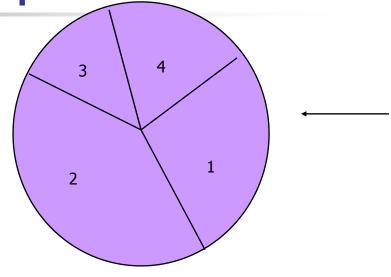


### Selection

- More copies to good strings
- Fewer copies to bad string
- proportional selection scheme
  - Number of copies taken to be directly proportional to its fitness
  - mimics the natural selection procedure to some extent.
  - Roulette wheel parent selection and stochastic universal selection selection are two frequently used selection procedures.

# Roulette Wheel Selection –

Example



Spin 1	Chromosome 2 selected
Spin 2	Chromosome 1 selected
Spin 3	Chromosome 2 selected
Spin 4	Chromosome 4 selected



0	1 1	0 0	1	1	1
1	0 0	11	0	1	0
0	11	0 0	1	1	1
1	0 1	11	1	0	0

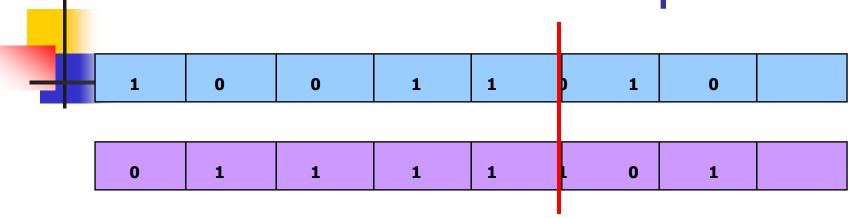


### Crossover

#### Exchange information

- between randomly selected parent chromosomes
- Single point crossover is one of the most commonly used schemes.
- probabilistic operation

# Crossover – Example



Here /(string length) = 8. Let k(crossover point) = 5

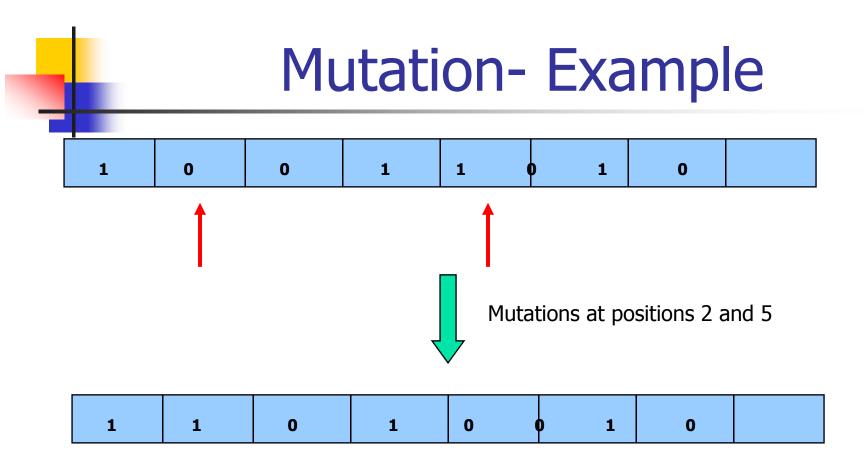
Offspring formed:

1	0	0	1	1	1	0	1
0	1	1	1	1	0	1	0
26							



#### Mutation

- random alteration in the genetic structure
  - introduce genetic diversity into the population.
  - Exploration of new search areas
  - Mutating a binary gene involves simple negation of the bit,
  - Mutating a real coded gene defined in a variety of ways
  - probabilistic operation





#### Parameters ...

- population size (usually fixed)
- string length (usually fixed)
- probabilities of performing crossover ( $\mu$ c) and mutation( $\mu$ m),
  - $\mu c$  is kept high and  $\mu m$  is kept low
- the termination criteria
  - •Generally a maximum number of iterations
- parameters are user determined
- parameters are problem dependent
- no firm guidelines
- •parameters can be kept variable and/or adaptive.



# Parameters – Example

For the example being considered,

$$P = 4$$
,  $l = 8$ .

But for most realistic cases

*P* is usually chosen in the range 50-100.

$$\mu_{c} = [0.6-0.9],$$

$$\mu_m = [0.01 \text{-} 0.1].$$

/usually depends on the required precision



#### **Termination Criterion**

The cycle of selection, crossover and mutation is repeated a number of times till one of the following occurs :

- the average fitness value of a population becomes more or less constant over a specified number of generations,
- a desired objective function value is attained by at least one string in the population,
- the number of generations (or iterations) is greater than some threshold --most commonly used.



### Elitist Model of GAs

The best string (in terms of fitness) seen up to the current generation is preserved in a location either inside or outside the population.

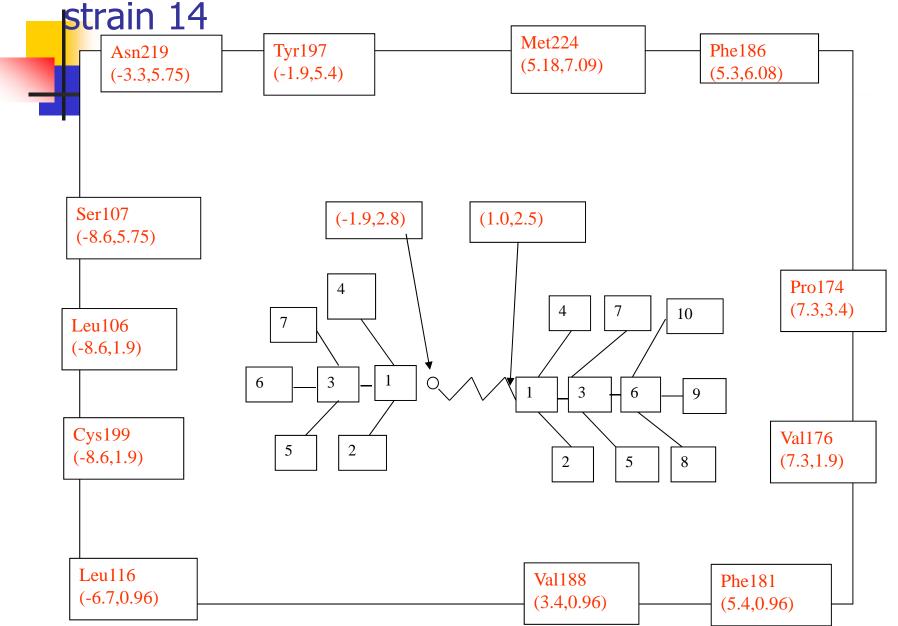
## Drug Design – Relevance of GAs

- Identify/design a suitable ligand which can bind to the active site of a protein to prevent its proliferation.
- Design the ligand using groups from a library of chemical groups
  - Such that interaction energy is minimized
- Drug design problem can be modeled as one of optimization
- Application of GAs becomes relevant.



- Design of molecules that can bind to the active site of harmful protein (e.g., those crucial for the proliferation of microbial organisms, cancer cells or viruses).
- Such molecules can destroy the action of the target protein
  - thereby nullifying its activity which can be lethal to us.
- Accurate prediction of the structure of the potential inhibitors, while utilizing the knowledge about the structure of a target protein, is important in *drug design*.

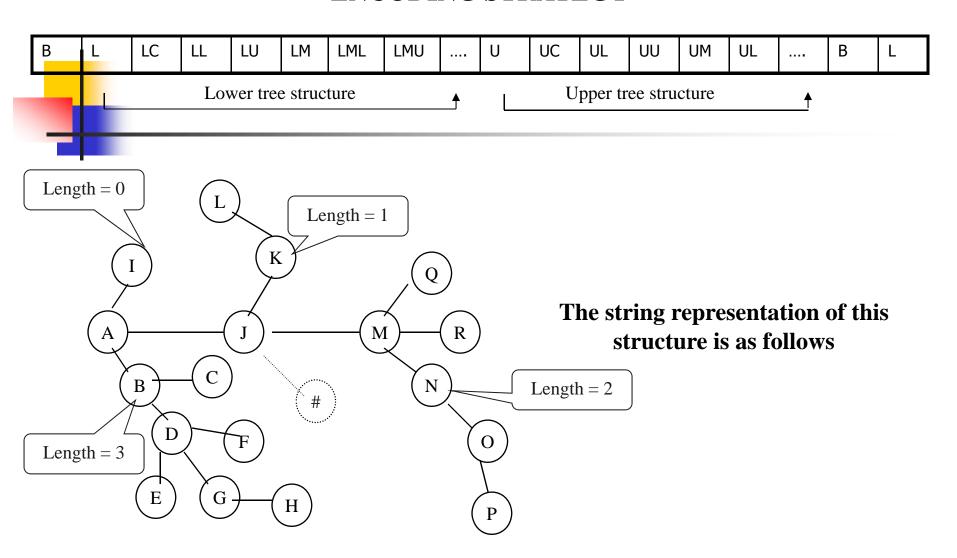
## Barrel shaped active site of human rhino virus



## The Design Methodology

- Building ligands from a fragment library
- Optimizing the energy components
  - Van der Waals energy =  $[(C_n/r^6) (C_m/r^{12})]$
  - Electrostatic energy =  $(q_1q_2)/(4\pi\epsilon_0r^2)$ 
    - $\epsilon_0 = 8.854185 \times 10^{-12} \text{ coulomb}^2/(\text{N m}^2)$
  - Bond stretching energy =  $[k_l \times (l_{xy} l_{xy,0})^2]/2$
  - Angle bending energy =  $[k_{\theta} \times (\theta \theta_0)^2]/2$
  - Torsional energy =  $k_{\phi} \times (1 \cos n \times (\phi \phi_0))$
- GA is used for minimization

#### **ENCODING STRATEGY**



AB3#CDEFG#H#I0J#0K1#L#MN2##0P##Q0R

### Fragment Details

Number of bonds a fragment can make is given below

Fragment Number	Number of connectivity	Fragment number	Number of connectivity
0	4	1	6
2	4	3	6
4	6	5	2
6	4	7	4
8	4	9	3
10	5	11	7
12	2	13	4
14	6	15	2
16	4	17	6
18	2	19	4
20	4	21	6
22	3	23	5
24	5	25	7
26	4	27	10
28	8	29	12
30	8	31	6
32	6	33	7
34	7	35	10
36	9	37	8
38	12	39	4
40	1		



### Some Fragments in the Library

- Group 0 Alkyl 1C
  - Bond length ~0.65 along x-axis
- Group 1 Alkyl 3C
  - Bond length ~ 1.75 along x-axis
- Group 2 Alkyl 1C Polar
  - Bond length ~ 1.1 along x-axis



#### **Groups Considered**

- Group 3 Alkyl 3C Polar
  - Bond length ~ 2.2 along x-axis
- Group 4 Polar



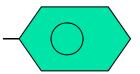
■ Bond length ~1.9 along x-axis



■ Bond length ~ 2.7 along x-axis



-OH

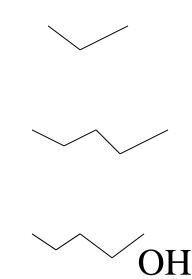


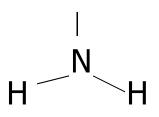




#### **Groups Considered**

- Group 7 Alkyl 2C
  - Bond length ~ 1.2 along x-axis
- Group 8 Alkyl 4C
  - Bond length ~ 2.5 along x-axis
- Group 9 Alkyl 4C Polar
  - Bond length ~ 2.9 along x-axis
- Group 10 Amine NH<sub>2</sub>
  - Bond length ~ 0.5 along x-axis







#### **Groups Considered**

- Group 11Alkyl 5C
  - Bond length ~ 3.1 along x-axis
- Group 12 Alkyl 2C Polar
  - Bond length ~ 1.68 along x-axis
- Group 13 Alkyl 5C Polar
  - Bond length ~ 3.58 along x-axis







# Results

HIV-1 Protease		HIV-1 Nef Protein	
VGA	IVGA3	VGA	IVGA3D
	D		
4.724	-3.862	-2.616	-3.873
-1.408	-4. 190	0.764	-3.691
3.316	-8.052	-1.852	-7.564
	VGA 4.724 -1.408	VGA IVGA3 D 4.724 -3.862 -1.408 -4.190	VGA IVGA3 D VGA D -3.862 -2.616 -1.408 -4.190 0.764

# 4

#### Results for similar CSD molecules

Name of the protein	Method used	CSD Ref code of the molecule	Energy (kcal)
HIV-1 Nef	VGA	IFEFOO	-11.43518
	IVGA3D	ADAPII	-18.39
HIV-1 Protease	VGA	VEHMUQ	-17.7638
	IVGA3D	SEWZOJ	-24. 76

# Hydrogen Bond details

- Hydrogen Bonds For HIV-1 Nef Protein
  - IVGA3D

Donor Acceptor Distance (Å)

Ligand:1:HH Protein:83:N 1.92

Ligand:3:HH Protein:120:0 1.87

VGA

Donor Acceptor Distance (Å)

Ligand:2:HH Protein:83:NH 2.32



#### Hydrogen Bond details

contd...

- Hydrogen Bonds For HIV-1 Protease
  - IVGA3D

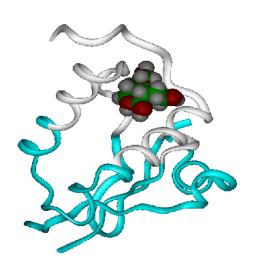
Acceptor	<b>Distance</b>
Protein:87:NH	2.14
Protein:27:0	0.25
Protein:48:0	2.48
	Protein:87:NH Protein:27:0

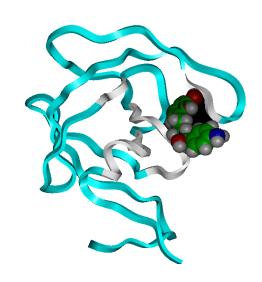
VGA

Donor	Acceptor	Distance
(Å)		
Protein:87:HH	Ligand:4:OH	2.13
Ligand:4:HH	Protein:87:NH	1.46



## HIV-1 Nef protein and HIV-1 Protease docked with a molecule designed by IVGA3D





- Color code for Proteins: Cyan: protein, White: Active site
- Color code for ligands: White: Hydrogen, Red: Oxygen, Green: Carbon

### **Observations**

- It is found that VGA designed molecule is associated with lower Van der Waals energy values as compared to the fixed string length GA based method.
- Moreover, it is found that the structure of the evolved molecule is such that it is amenable to stable configurations because of the presence of hydrogen bonds.
- Molecule designed using fixed length GA had heavier molecules
  - therefore, may be unstable.

### Conclusions and Further Work

- An Improved VGA based technique for ligand design is proposed
  - no assumption regarding the size of the tree
  - Modified crossover and mutation operators are used.
- Proposed method found to provide solutions having characteristics amenable to stability
- Scope for further work
  - Need to analyze in 3 dimensions
  - Consider other optimizing criteria and multi-objective optimization algorithms
  - Consider structures other than tree

#### **Publications**

#### **Books**

- S. Bandyopadhyay and S. K. Pal, Classification and Learning Using Genetic Algorithms: Applications in Bioinformatics and Web Intelligence, Springer, Heidelberg, 2007.
- S. Bandyopadhyay, U. Maulik and J. T. L. Wang, (eds.), Analysis of Biological Data: A Soft Computing Approach, World Scientific, Singapore, 2007.

#### Articles

- S. Bandyopadhyay, A. Bagchi and U. Maulik, ``Active Site Driven Ligand Design: An Evolutionary Approach", *Journal of Bioinformatics and Computational Biology*, vol. 3, No. 5, pp. 1053-1070, 2005.
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- S. S. Ray, S. Bandyopadhyay, and S. K. Pal, "Genetic Operators for Combinatorial Optimization in TSP and Microarray Gene Ordering", *Applied Intelligence* (accepted).
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## Thank you...

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