

# Inverse design of materials with representation learning and physics-based priors

Coarse-graining atomistic simulations with deep autoencoders.

ML<sub>4</sub>MS Workshop, Aalto University, Finland  
May 9 2019

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# Virtual discovery

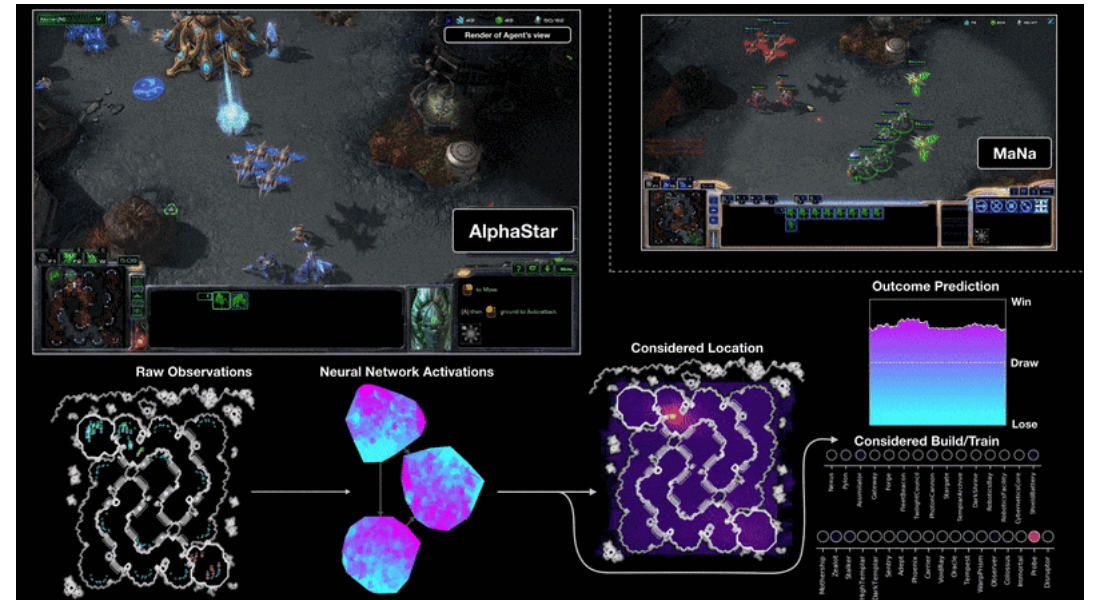
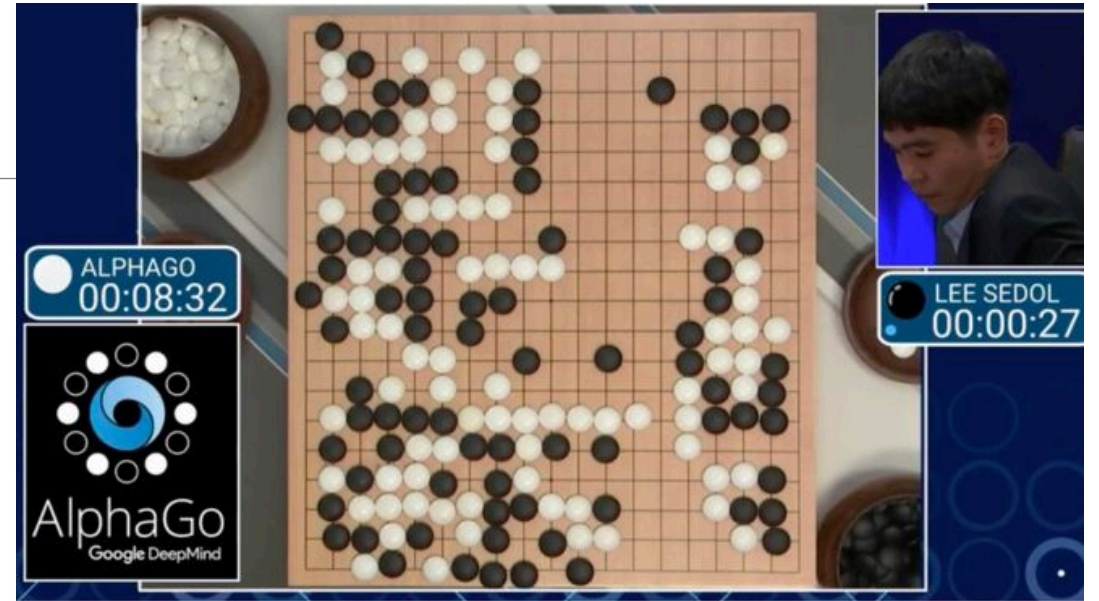
Software is already matching (or beating) humans in performance and speed

Driverless cars, AlphaGo, virtual assistants, speech & image recognition and generation, ...

Increasing computing power

Faster algorithms

More data



# Virtual discovery

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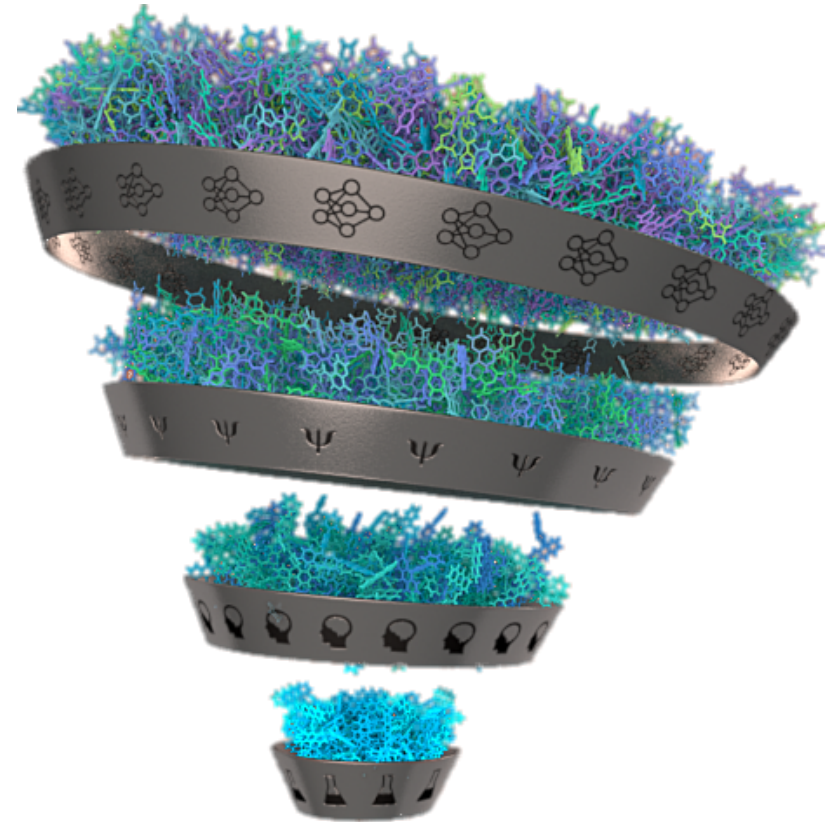
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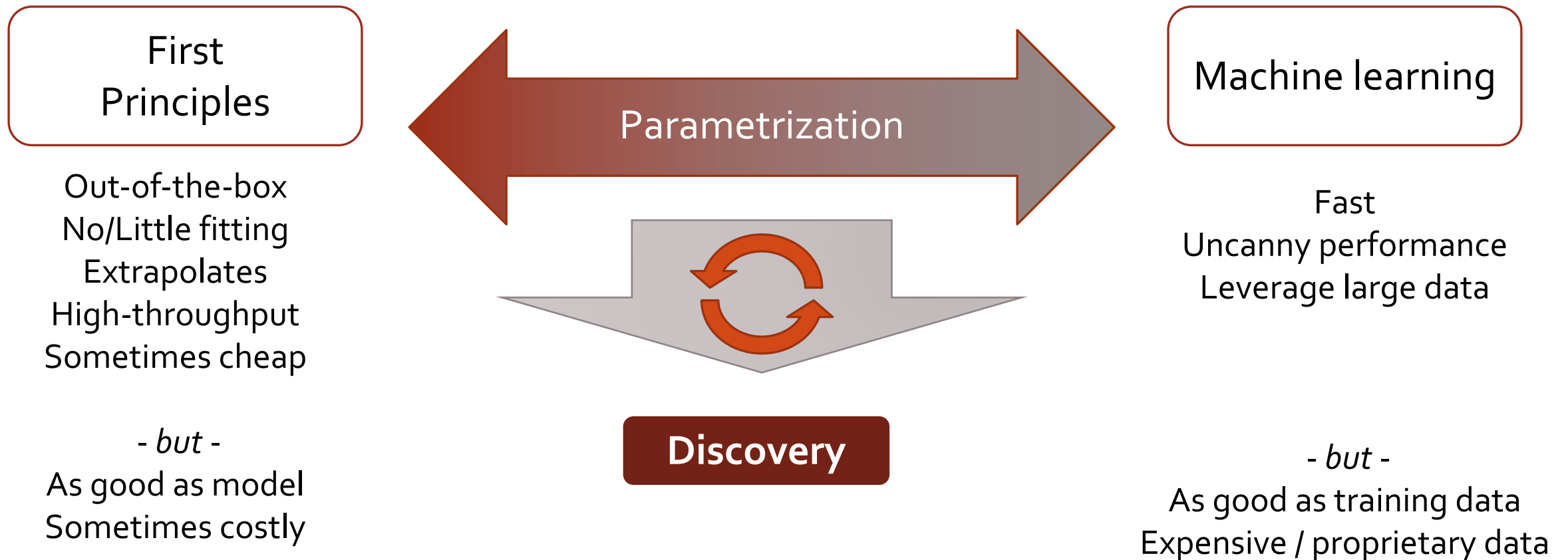
More data

What works in materials design?



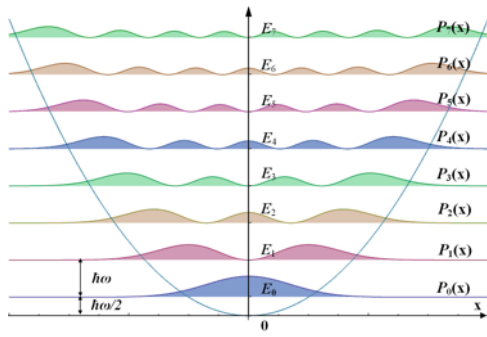
# Computational spectrum - virtuous cycle

There is essentially a continuum of higher parametrization and statistical learning connecting first principles (theory-based simulations) to black-box statistical learning over experiments.

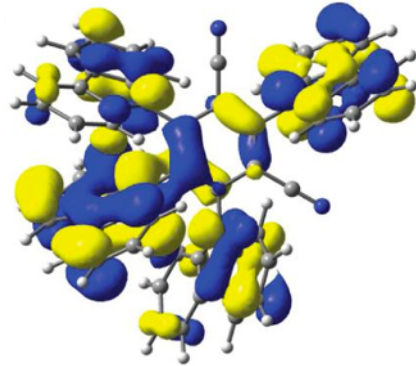


# Predictive Simulation

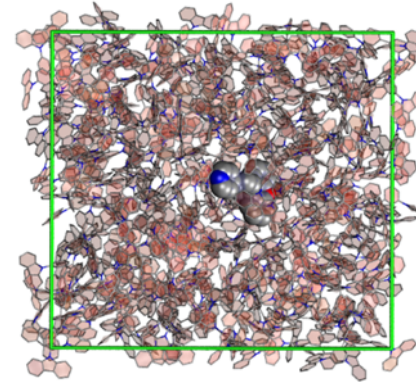
Parametrization from experiments



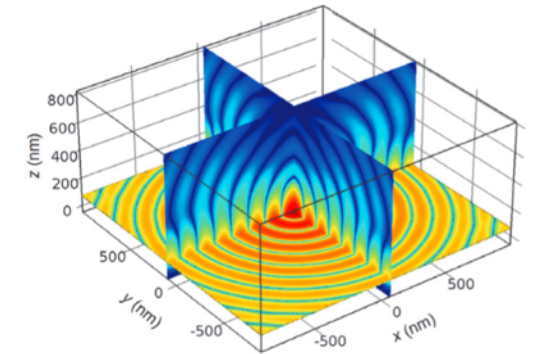
Toy models



Quantum / electronic structure



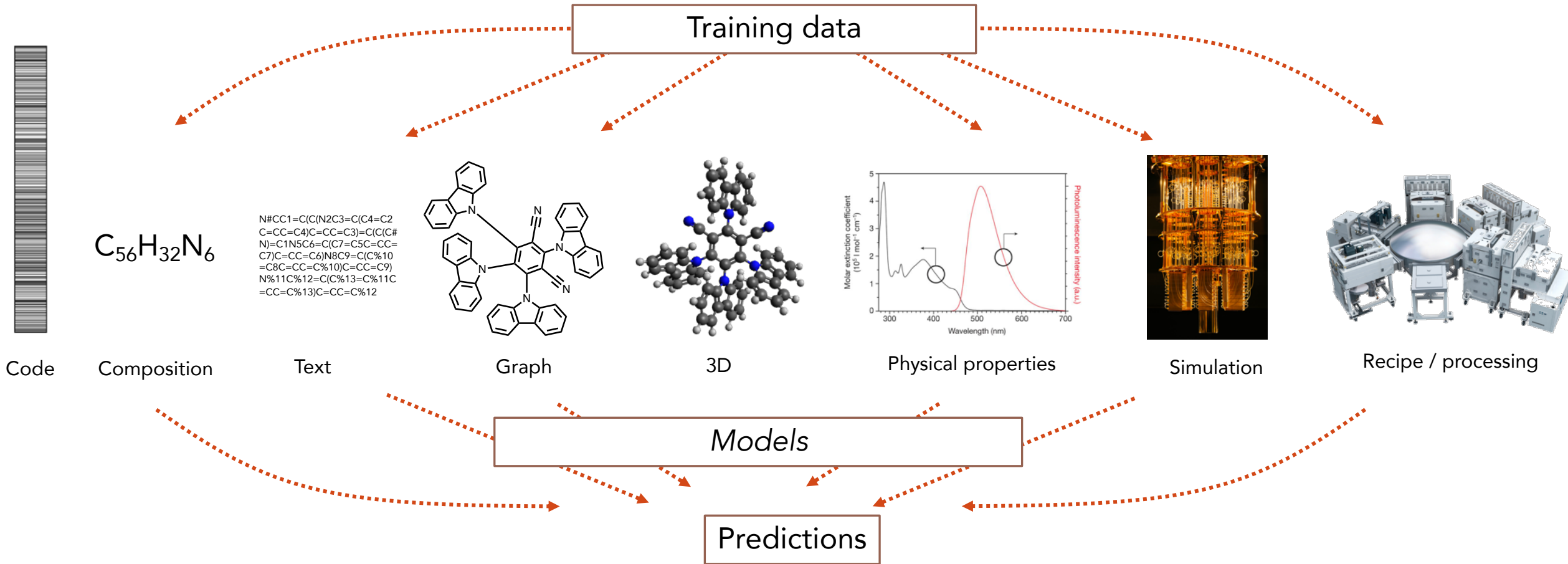
Molecular dynamics



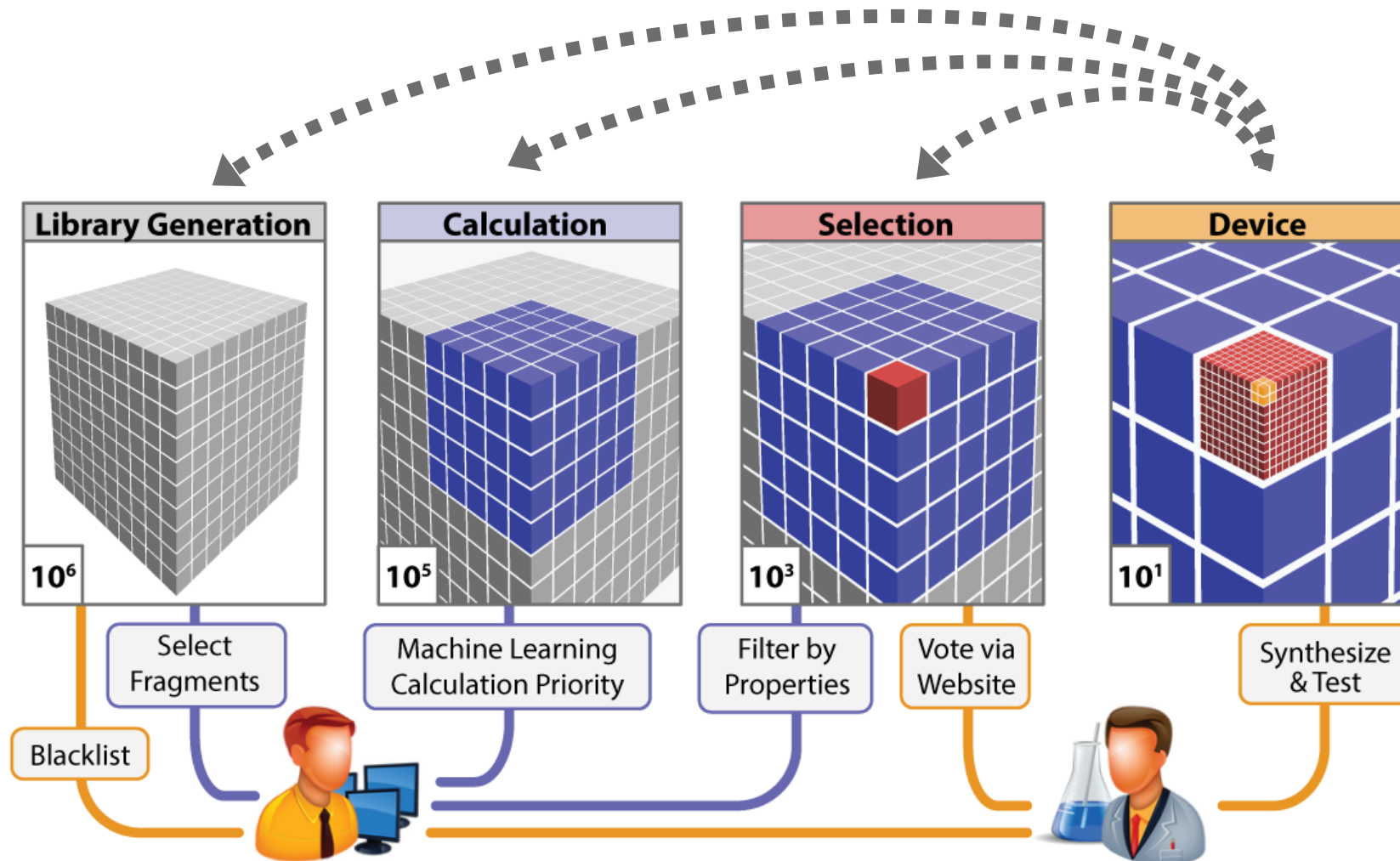
Continuum models

Experimental observation  
Design parameter

# Machine Learning for Materials



# High-throughput virtual screening

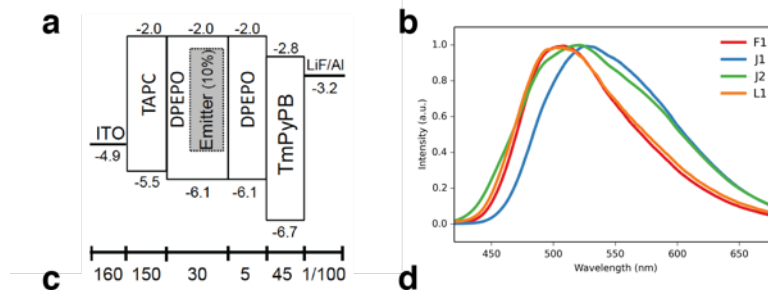
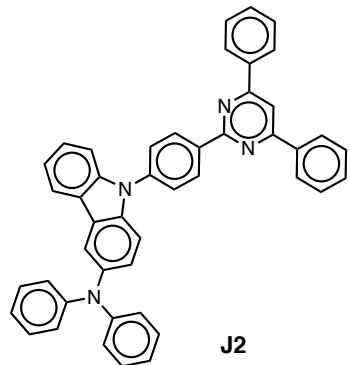
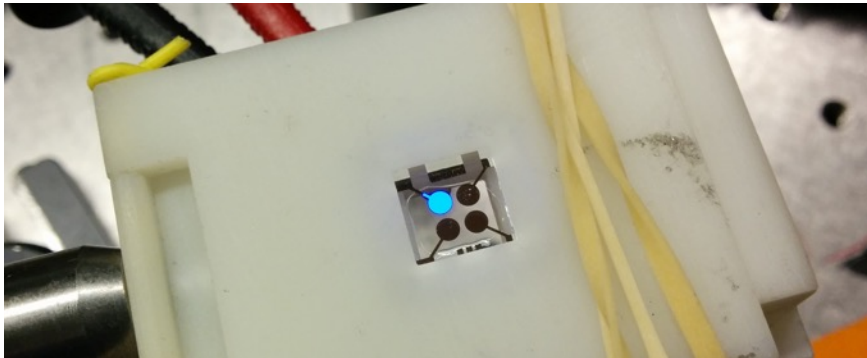




# Successful applications

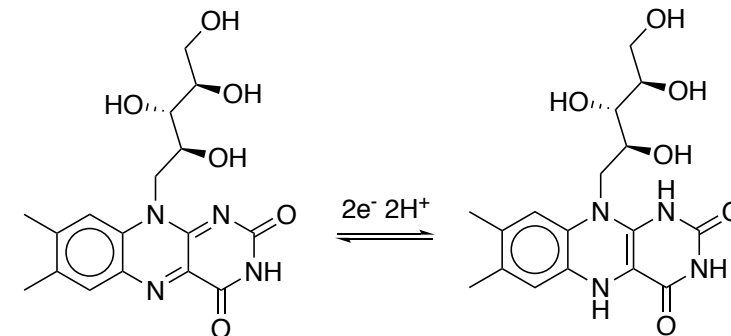
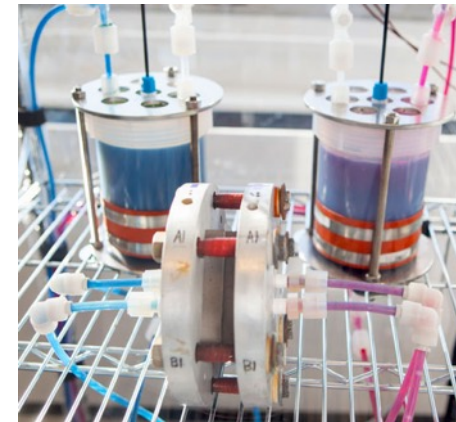
## Organic Light Emitting Diodes

- High end displays, potentially lighting.
- Lightweight, flexible, transparent, high contrast, low power



## Organic Flow battery electrolytes

- High-scale energy storage
- Emerging technology, promising low-cost



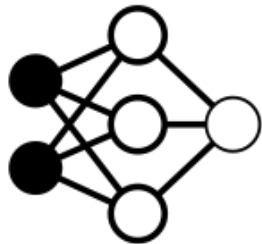
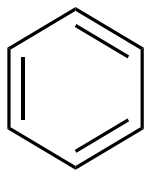
# ML for bypassing calculations

## Simulations

Are deterministic, reproducible, low-noise, and typically faster and cheaper than experiments.

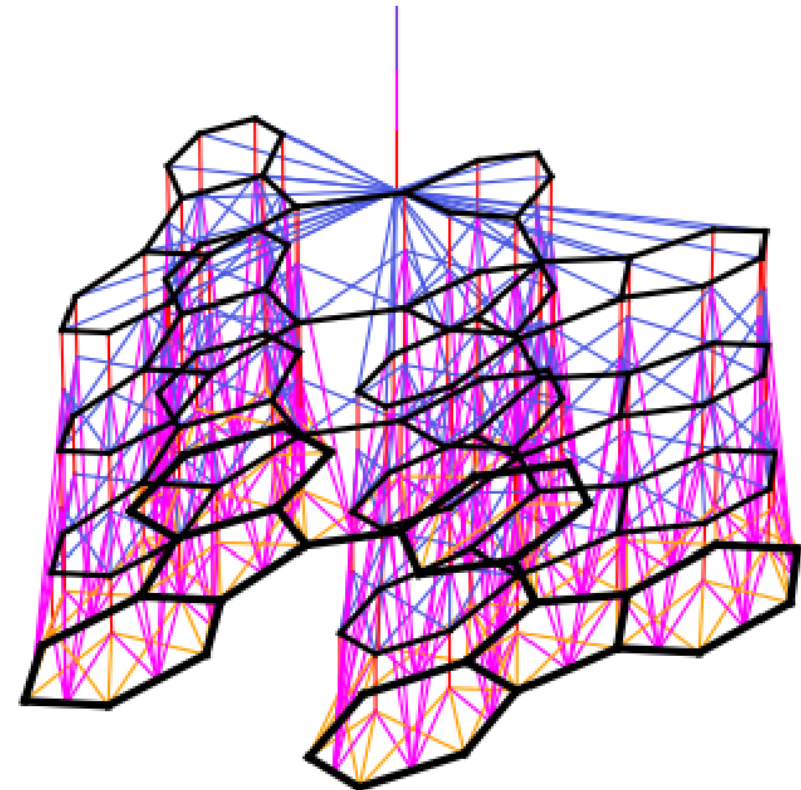
Large amounts of labeled data available.

Representations that capture physics.



Properties from expensive simulation

Message passing neural networks



# Choosing a representation

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## Representation

It is common to embed the physics using *features* extracted from first principles (electronegativity, atomic mass, electronic structure, atomic radius, xyz coordinates ...)

Allows higher data efficiency, better transferability.

*But* they are not degrees of freedom. If they are not reversible, then the search space is not represented.

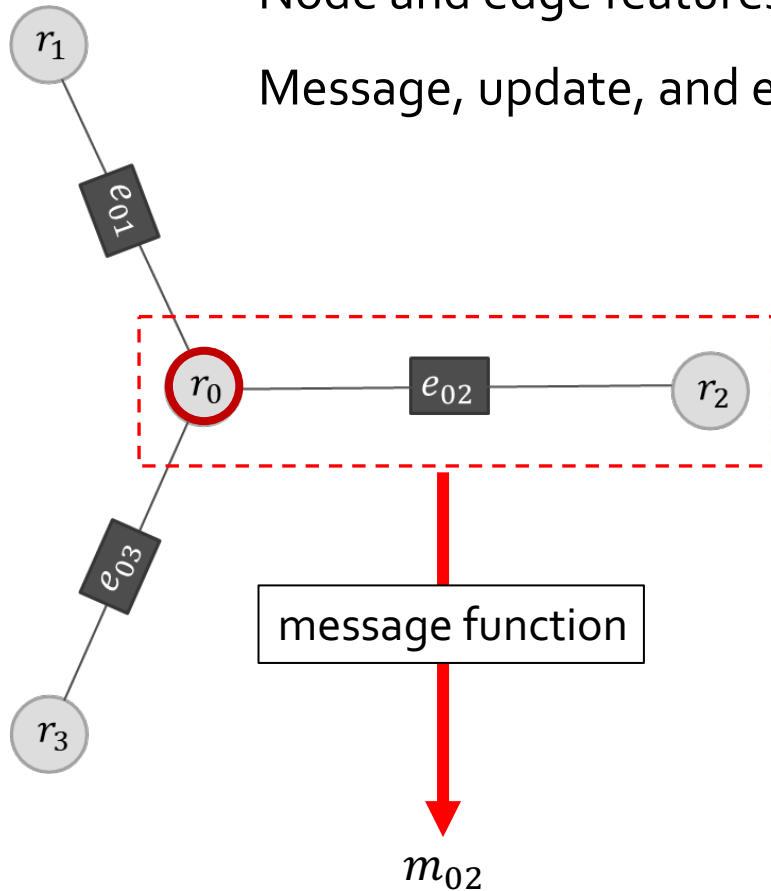
*End-to-end* learning from the most basic representations, where we can “move”

# Message-Passing Neural networks

Atoms represented as nodes and bonds as distance-labeled edges

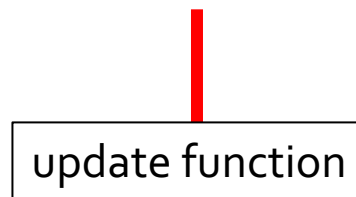
Node and edge features updated iteratively based on learned neighborhood mappings

Message, update, and embedding functions are neural networks



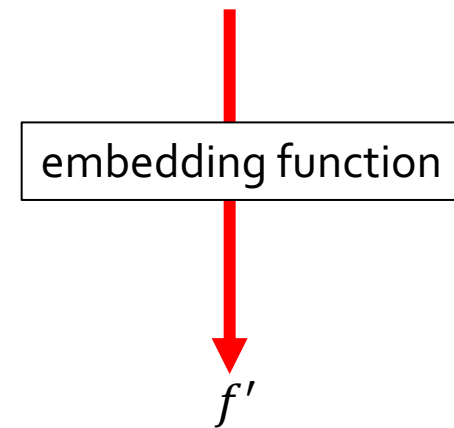
Add messages from all neighbors

$$m_0 = m_{01} + m_{02} + m_{03}$$



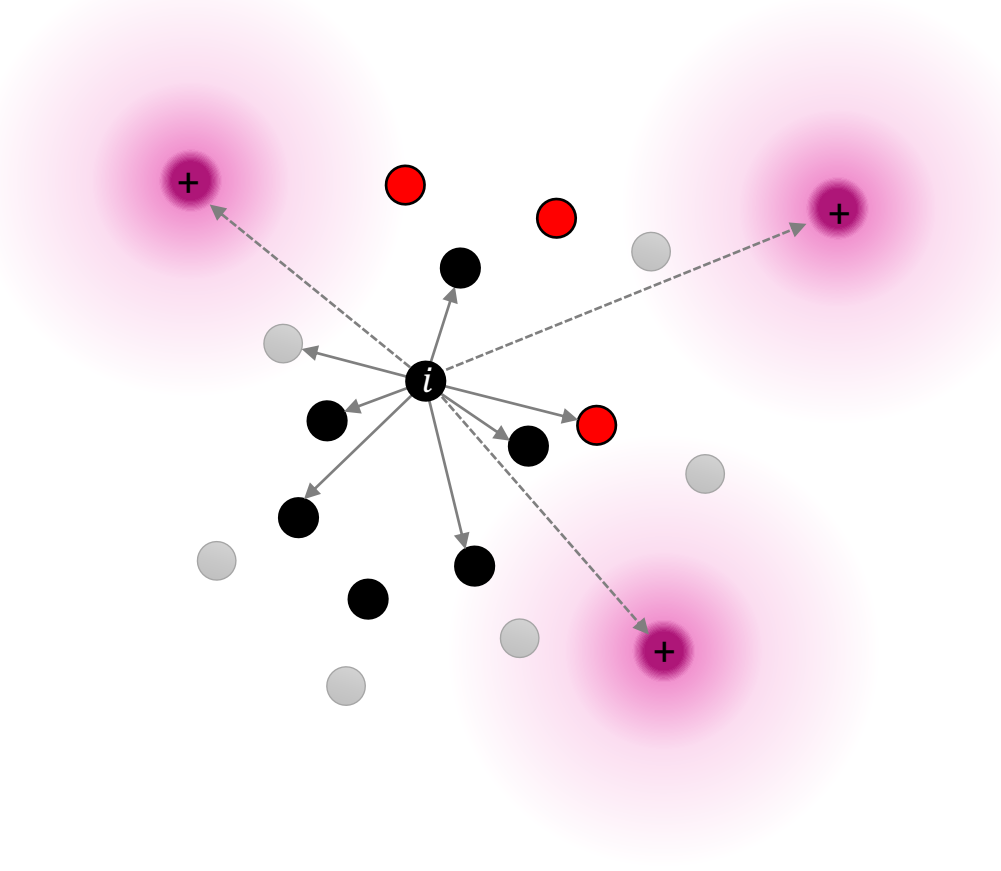
Update fingerprint

$$\{r'_0, r'_1, r'_2, r'_3\}$$



# Message-Passing Neural networks

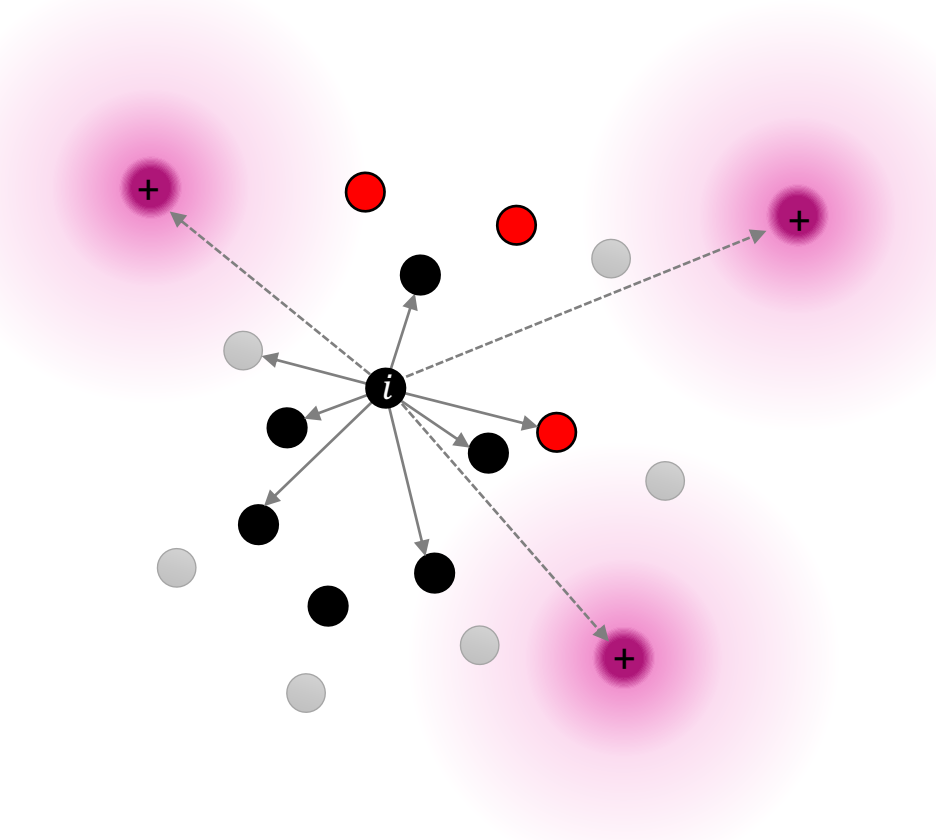
- Typically achieve state of the art performance over atomic QSPR regression problems in chemistry
  - Toxicity, solubility, optical properties, band gap, shear moduli, etc
  - Energy under 1 kcal/mol and forces under 0.1 kcal/mol/Å.
- Needing 1,000-10,000 to be really effective
- Customized for a given property
  - Transferability might not be great.



# Message-Passing Neural networks

All sorts of bells and whistles.

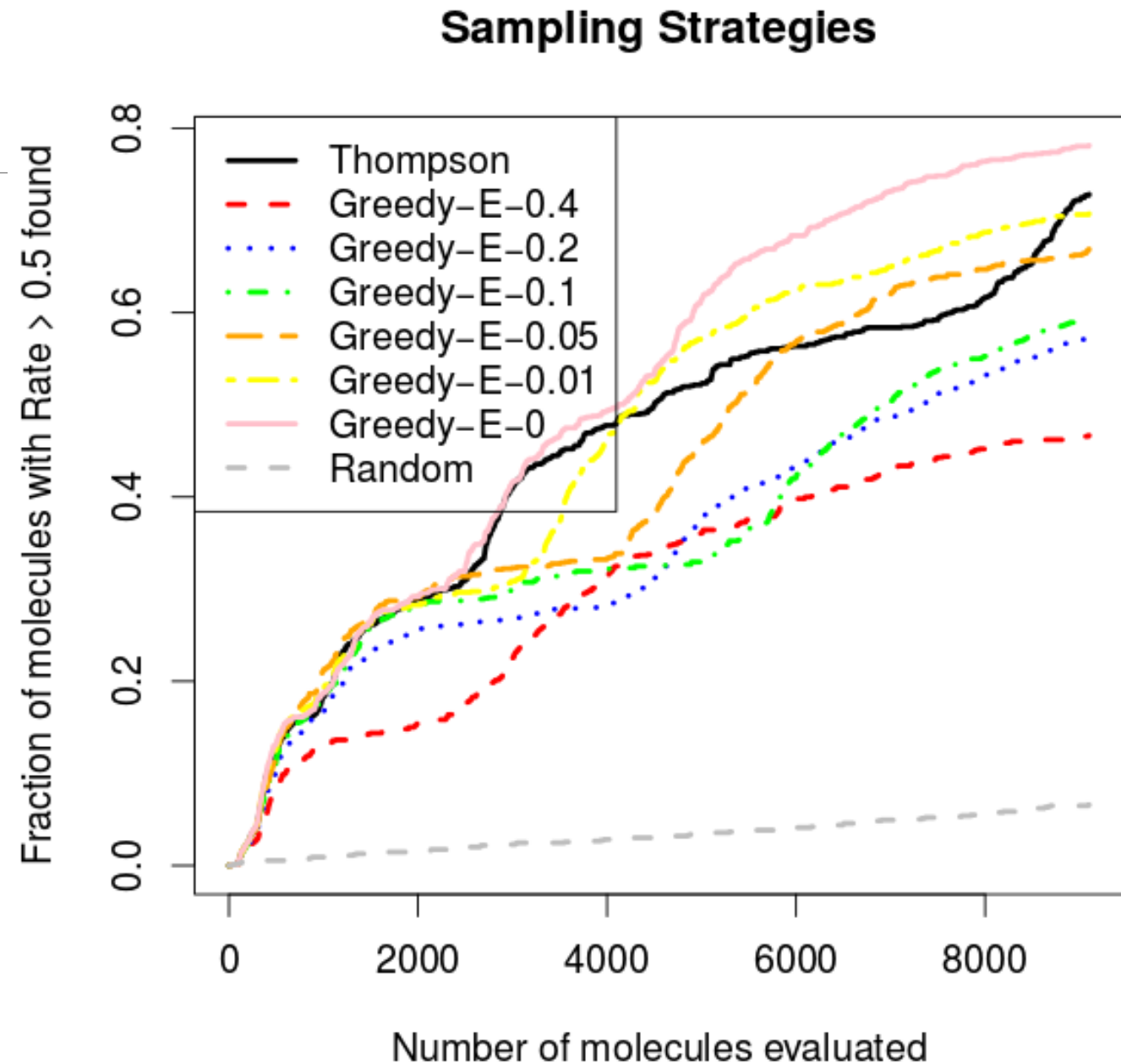
- Edge features with Gaussian basis expression of distance  
Schutt et al J. Chem. Phys. 148, 241722 (2018)
- Edge updates
- k-GNN (combine with k-neighbor rather than first order)  
Morris et al, arXiv:1810.02244
- Use mean/addition pooling function for very additive properties (energies) and concatenation for non-additive properties
- Version of periodic crystals  
T Xie et al, Physical review letters 120 (14), 145301



# Explore/exploit

Balancing **exploration** and **exploitation**.

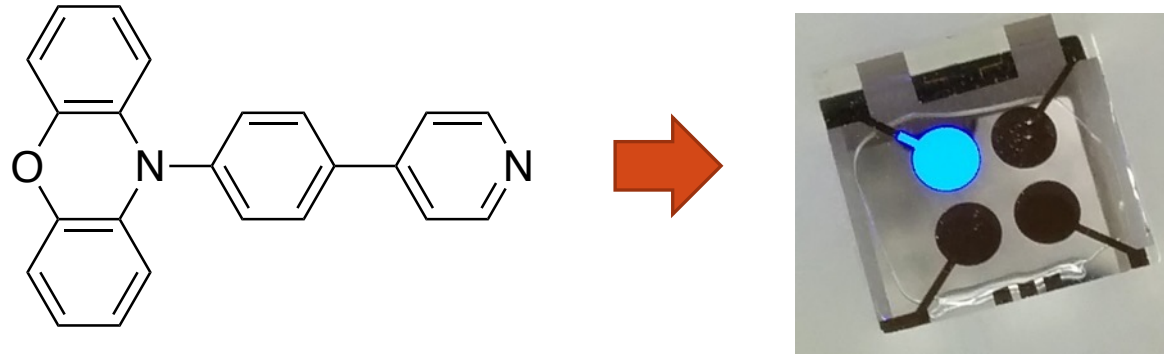
- Greedy and epsilon greedy do a good job
- Thompson sampling is pretty much equivalent



# Inverse design

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Progress in predicting performance given candidate



Can we generate candidate based on design targets?

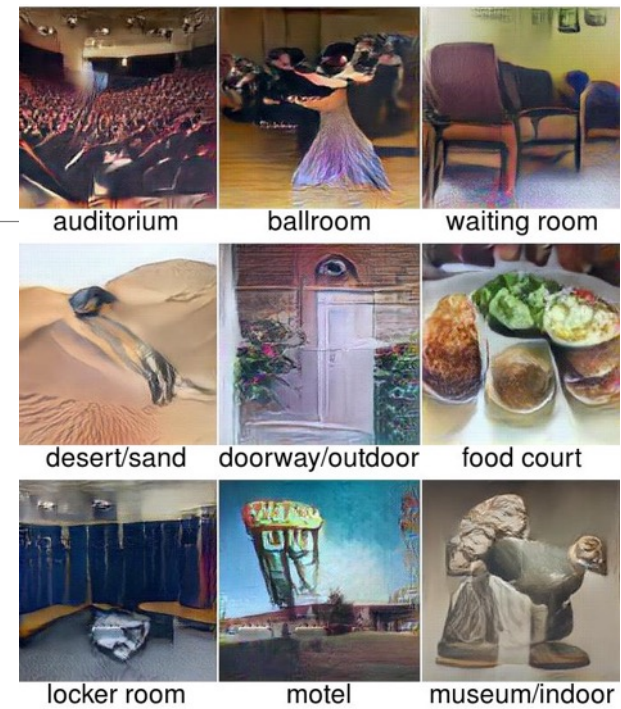




# Deep generative models

**Unsupervised learning:** Learning from data that has not been labeled, classified or categorized. Find a common denominator in the data.

In a generative model, we then use that commonality to generate novel realistic synthetic samples.



Nguyen, Dosovitskiy, Yosinski, Brox, Clune 2016



Karras, Aila, Laine, Lehtinen 2018



# Variational Autoencoder

Artificial neural network used for learning efficient codings.

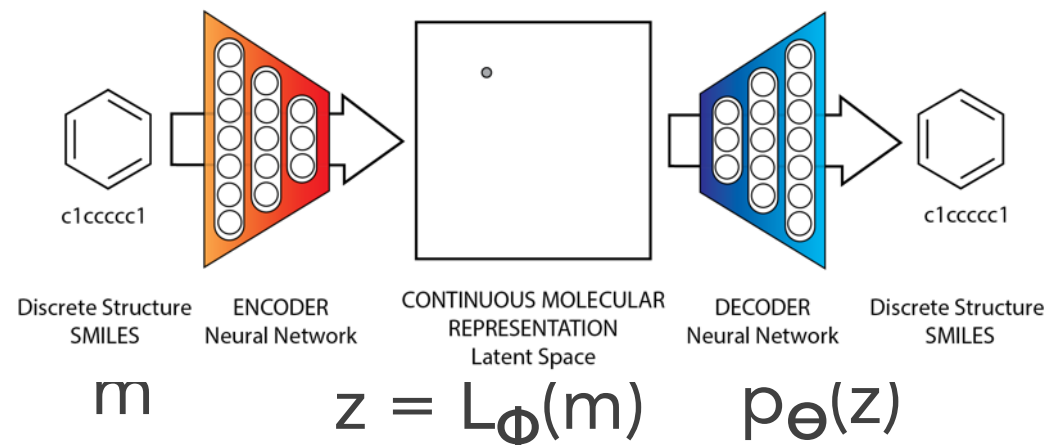
Dimensionality reduction or to learn generative models.

The latent space is continuous, derivable and low dimension.

Try to learn identity function through information bottleneck.

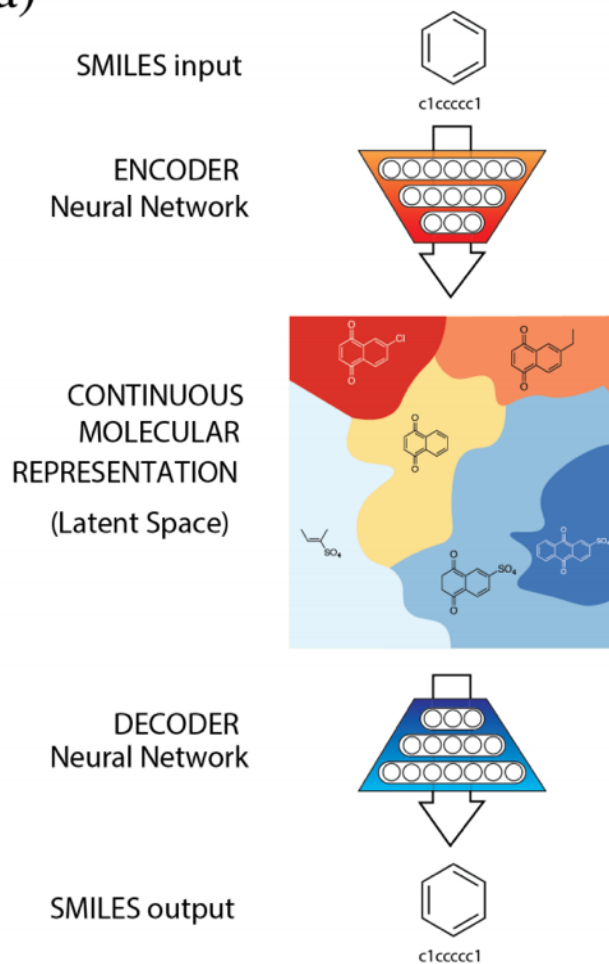
The latent representation of an input is not a single value, but a distribution:

- Acts as a regularizer, enforcing a more homogeneous latent representation
- Need a prior about the distribution of  $z$  (Gaussian,  $\mu = 1, \sigma = 1$ )

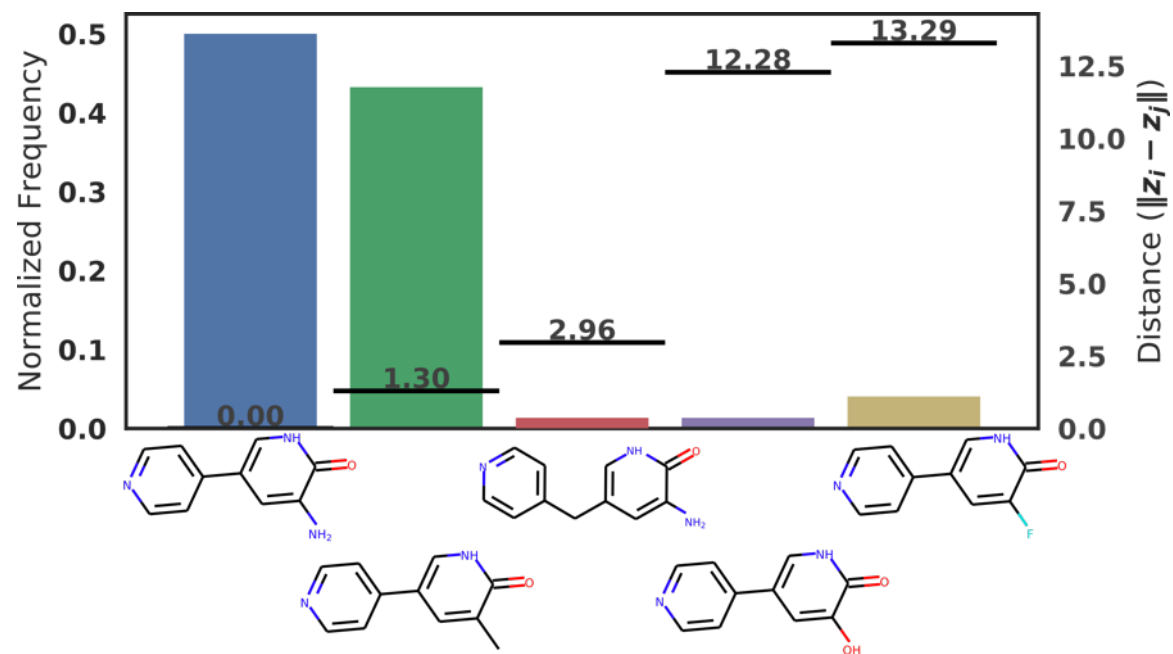


# Chemical Variational Autoencoder

(a)

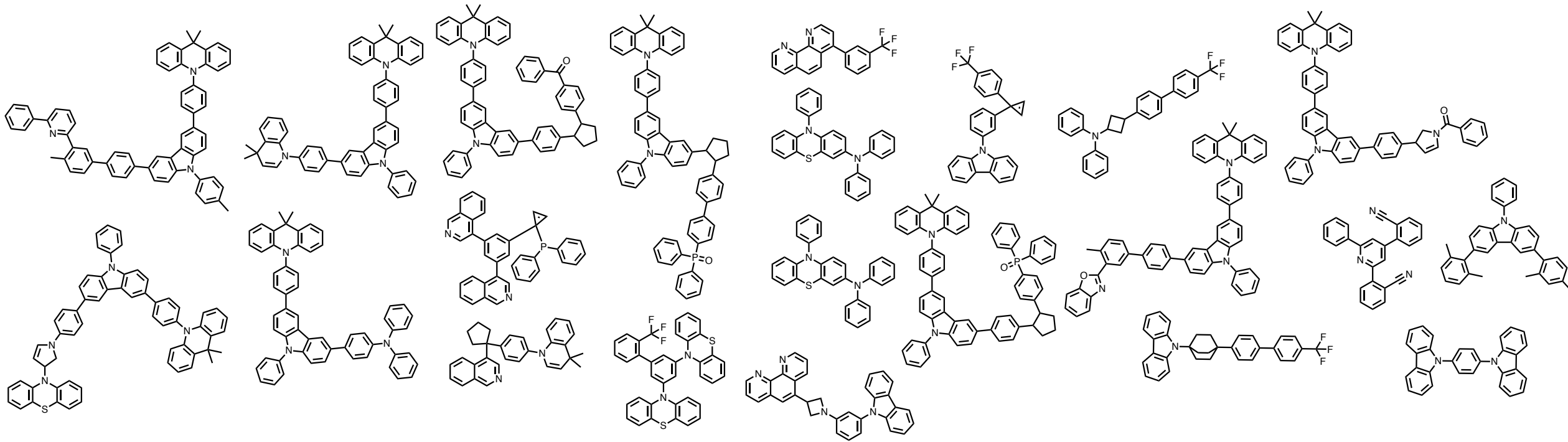


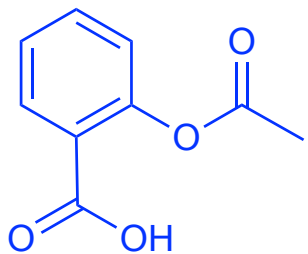
Trained on 250,000 drug-like molecules from ZINC database



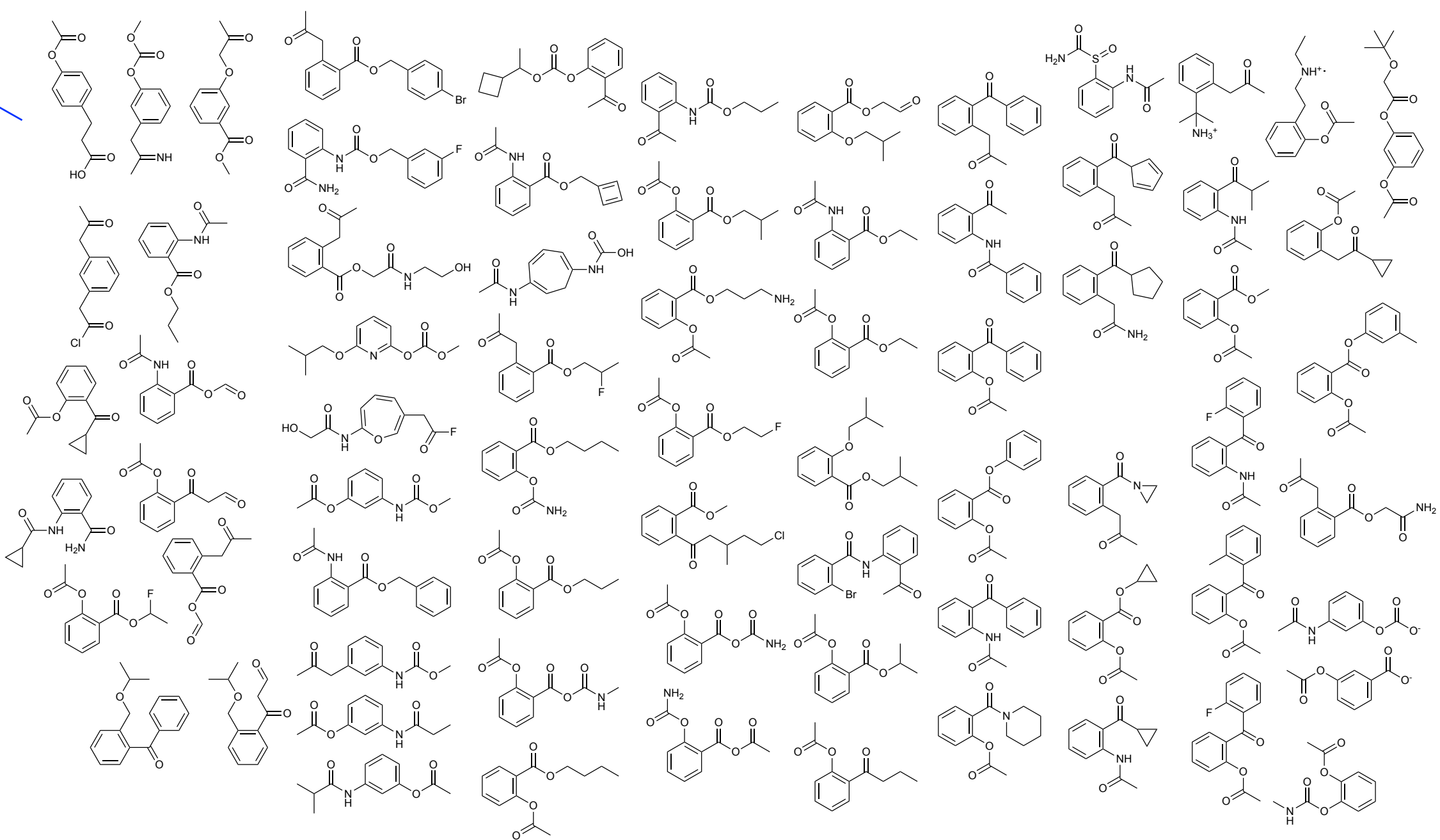
# Dreaming OLEDs

Trained on HTVS library and patented OLED  
No bias, just generation



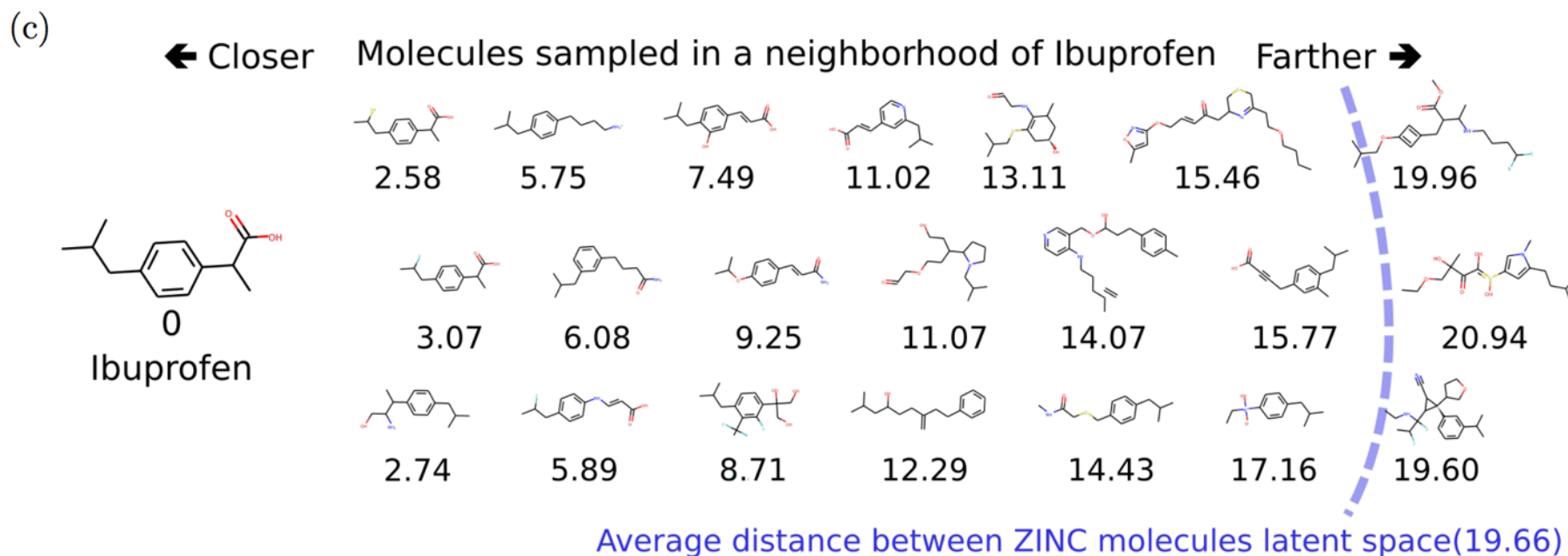


Aspirin

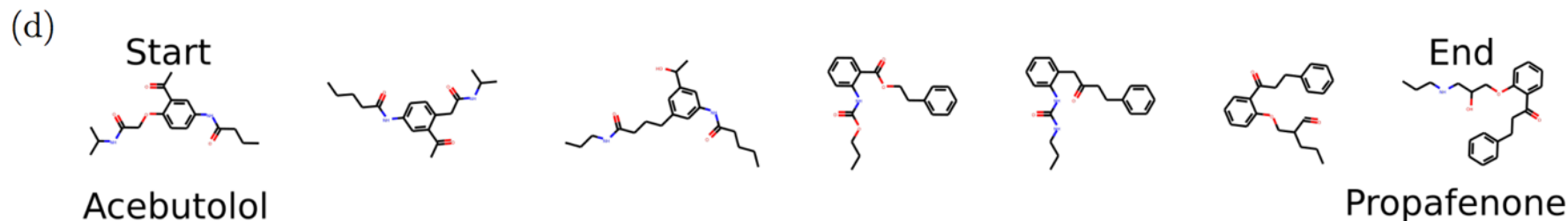


# Non-linear avigation

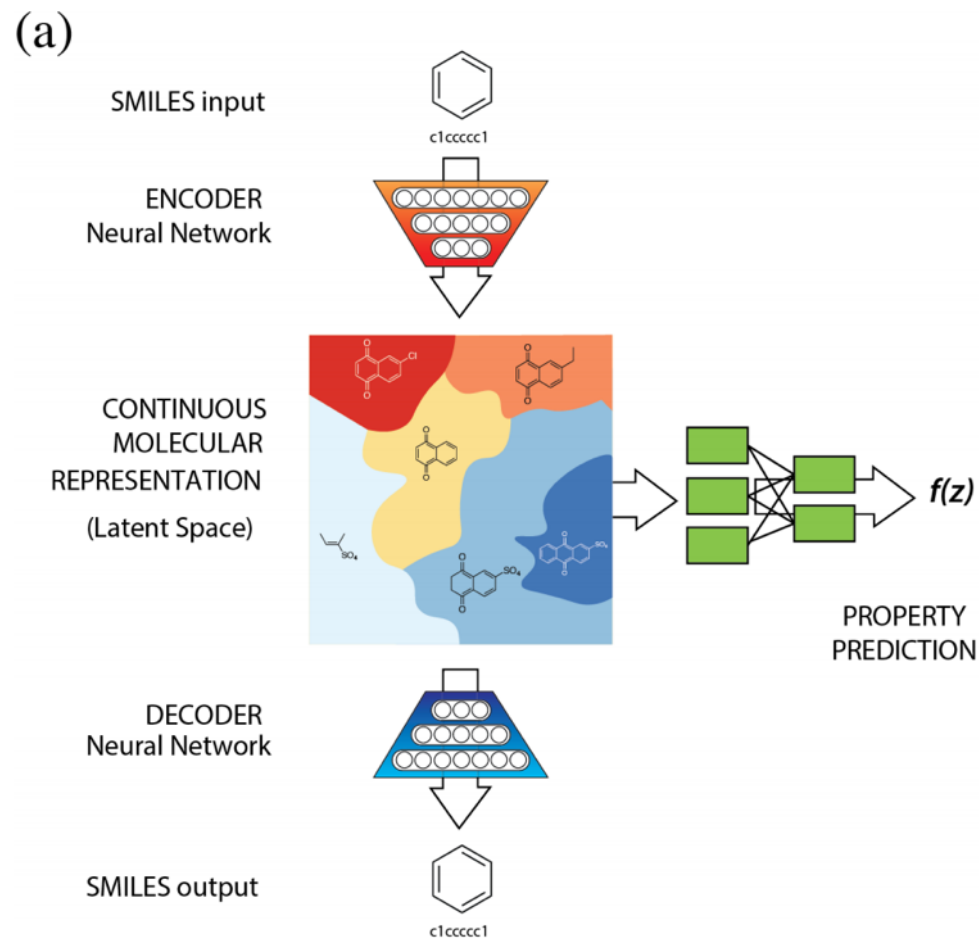
The space is very much not linear. Most molecules are in an annulus far from the mean.



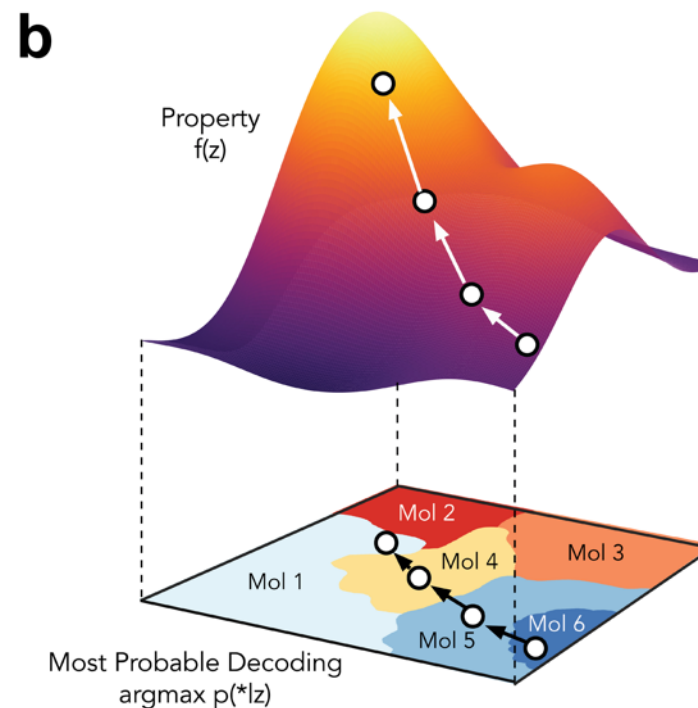
SLERP (Spherical interpolation) allows taking much more sensible steps



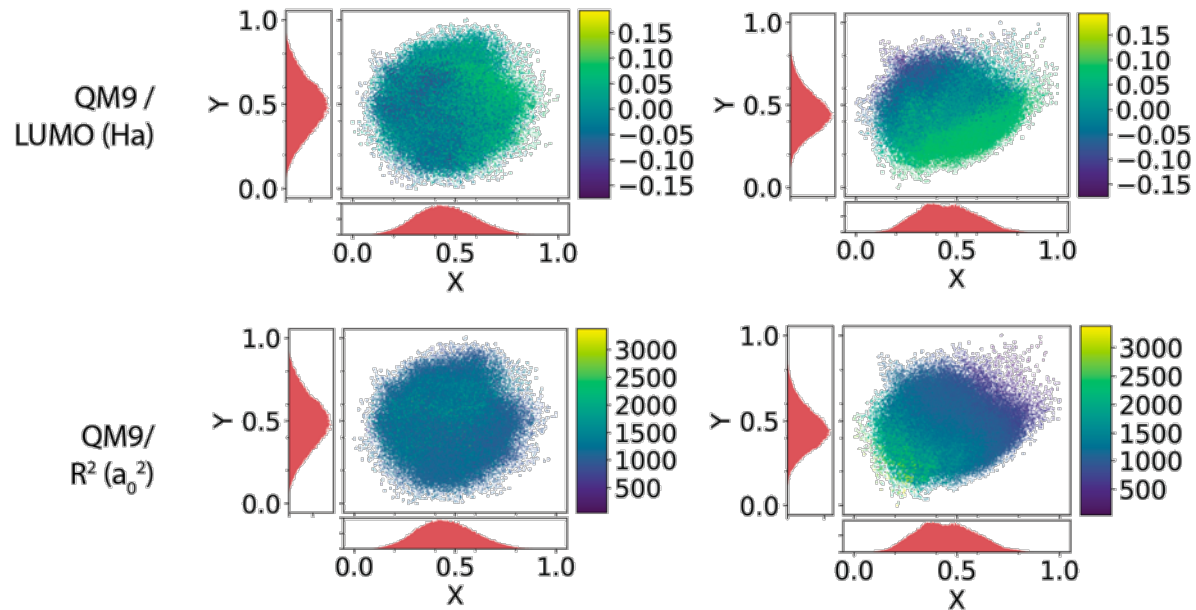
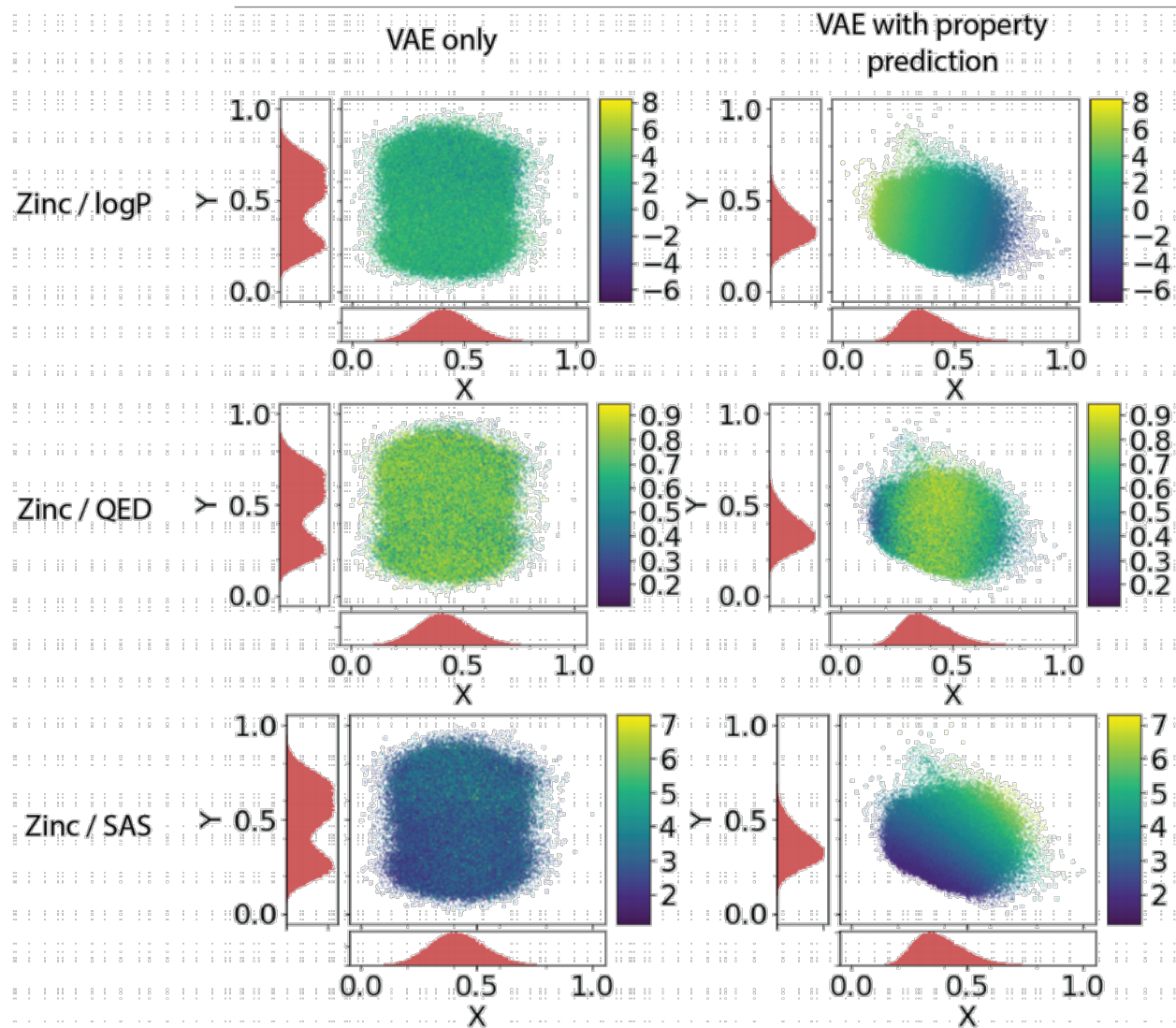
# Semisupervised Molecular VAE



The latent representation now encodes mapping to one or more properties.



# Semisupervised performance



1D Convolutions over SMILES strings afford similar performance to neural convolutions and graph-based representations.

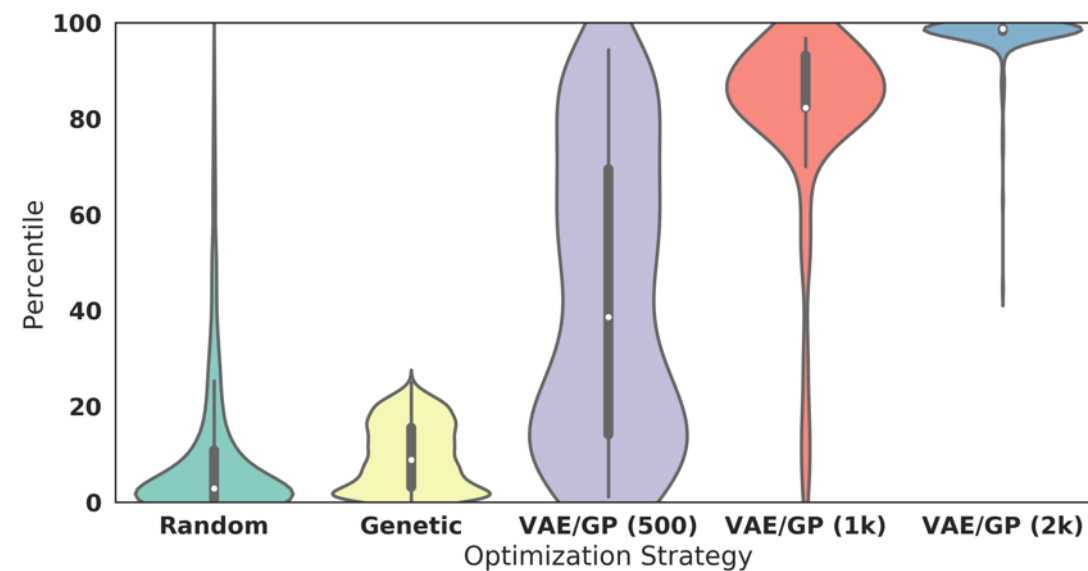
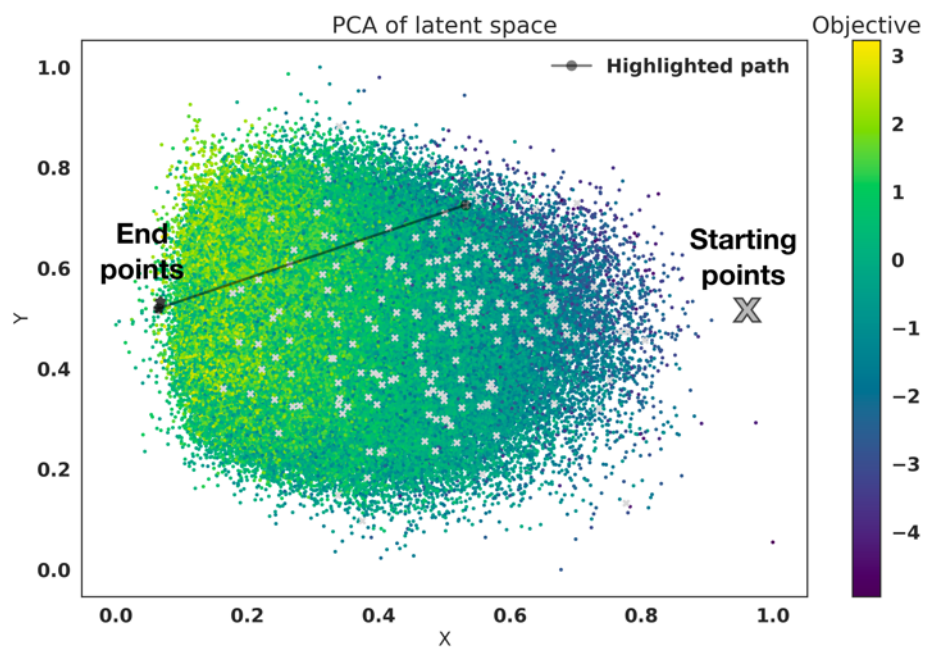


# Optimization

Leverage gradients to inform optimization

Leverage smooth, continuous QSPR

Mix with optimizer of choice



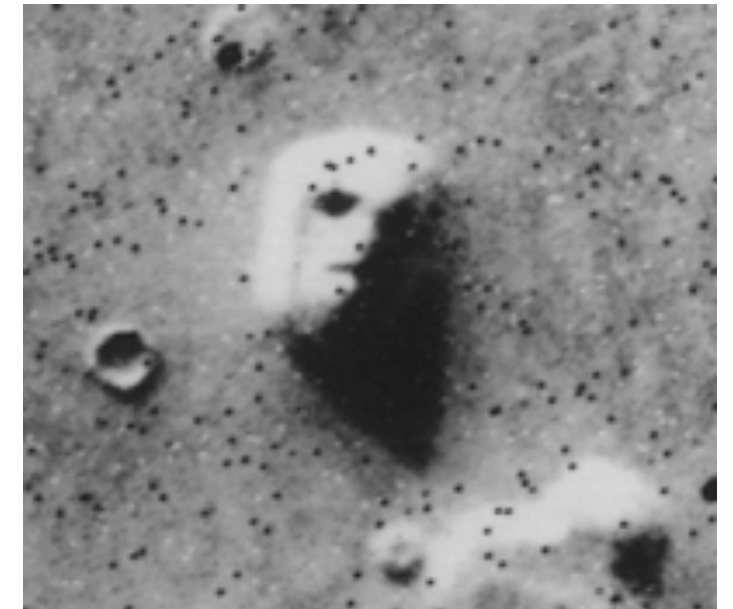
# Chemical space is different

Generative models of images rely on human's prowess in pattern-recognition.

This works ...



... a bit like this works



Radford, Metz, Chintala arXiv:1511.06434v2 2016

# Extensions, upgrades and alternatives

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## Character-by-character RNN

*Generating Focused Molecule Libraries for Drug Discovery with Recurrent Neural Networks*, ACS Cent. Sci., **2018**, 4 (1), pp 120–131

*SMILES Enumeration as Data Augmentation for Neural Network Modeling of Molecules*, arXiv:1703.07076 [cs.LG]

*Molecular de-novo design through deep reinforcement learning*, Journal of Cheminformatics **2017** 9:48

*Generative Recurrent Networks for De Novo Drug Design*, Molecular informatics **2018** 37, - Whole issue!

## Better decoder

*Grammar Variational Autoencoder*, arXiv:1703.01925

*Bayesian molecular design with a chemical language model*, J Comput Aided Mol Des **2017** 31 379.

*Syntax-Directed Variational Autoencoder for Structured Data* arXiv:1802.08786

*Population-based de novo molecule generation, using grammatical evolution*, arXiv:1804.02134

# Extensions, upgrades and alternatives

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## **Generative adversarial networks**

*Optimizing distributions over molecular space. An Objective-Reinforced Generative Adversarial Network for Inverse-design Chemistry (ORGANIC) ChemRxiv*

*Objective-Reinforced Generative Adversarial Networks (ORGAN) for Sequence Generation Models, arXiv:1705.10843*

*Adversarial Threshold Neural Computer for Molecular de Novo Design, Mol. Pharmaceutics*

## **Graph decoding**

*Junction Tree Variational Autoencoder for Molecular Graph Generation, arXiv:1802.04364*

*GraphRNN: A Deep Generative Model for Graphs, arXiv:1802.08773*

*Designing Random Graph Models Using Variational Autoencoders With Applications to Chemical Design, arXiv:1802.05283*

*Towards Variational Generation of Small Graphs, ICLR 2018*

## **Optimization**

*Latent Constraints: Learning to Generate Conditionally from Unconditional Generative Models, arXiv:1711.05772*

*Sequence to Better Sequence: Continuous Revision of Combinatorial Structures PMLR 70:2536-2544, 2017*

# Coarse-graining MD

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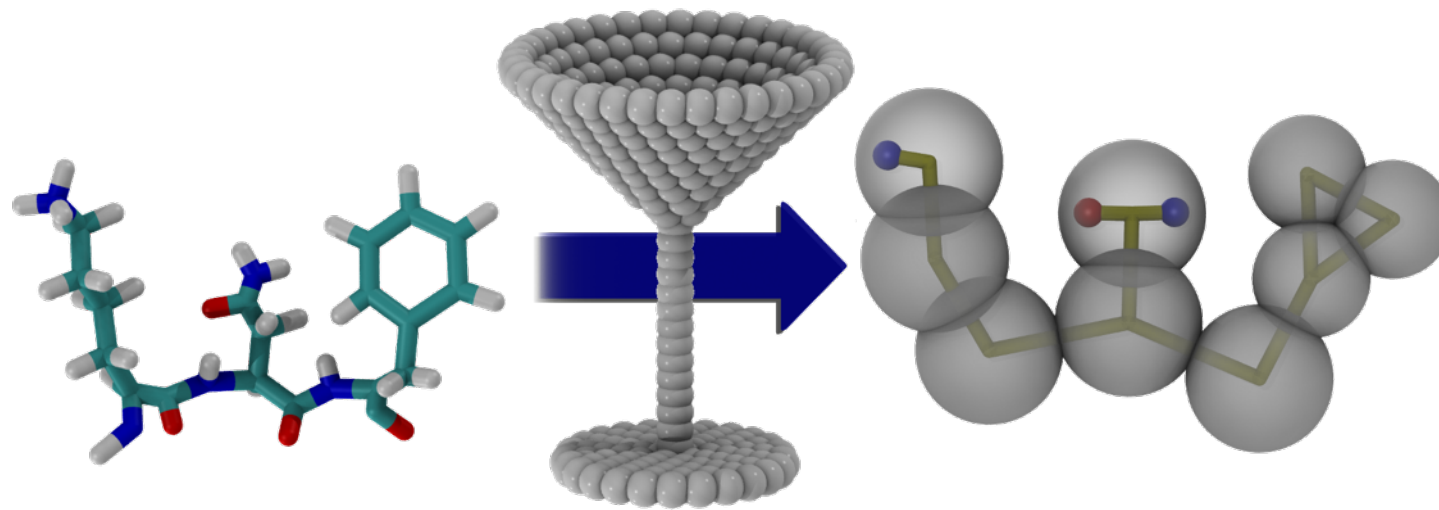
INVERSE DESIGN IN 3D

# Coarse Grained Methods

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Coarse Graining MD simulates coarse grained variables that represents **slow collective atomistic motions** derived from full atomistic simulations

Coarse Graining methods find the “effective” coarse grained potential **given** a predetermined coarse graining mapping

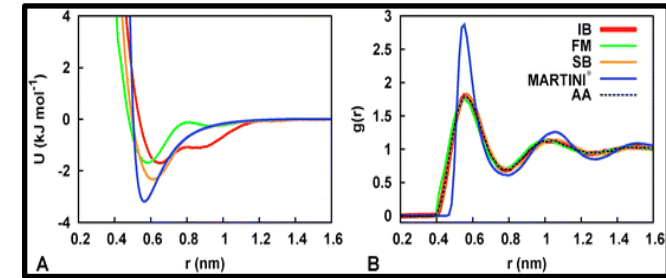


# Coarse Grained Methods

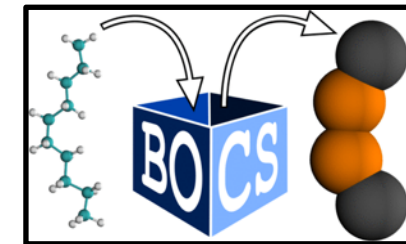
Extensively studied how to find the coarse graining potentials that reproduces *equilibrium* structural correlation function from atomistic simulations given a pre-determined CG mapping

Methods to approximate Coarse Grained Force Fields: Relative Entropy, Force Matching, g-YBG (implemented in VOTCA, BOCS, etc.)

Systematic Coarse Grained force fields for Biomolecules: MARTINI



[1]

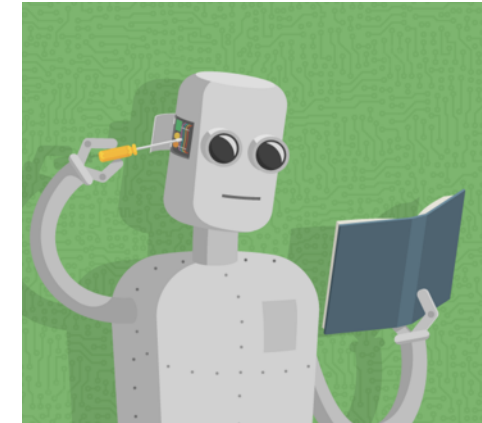
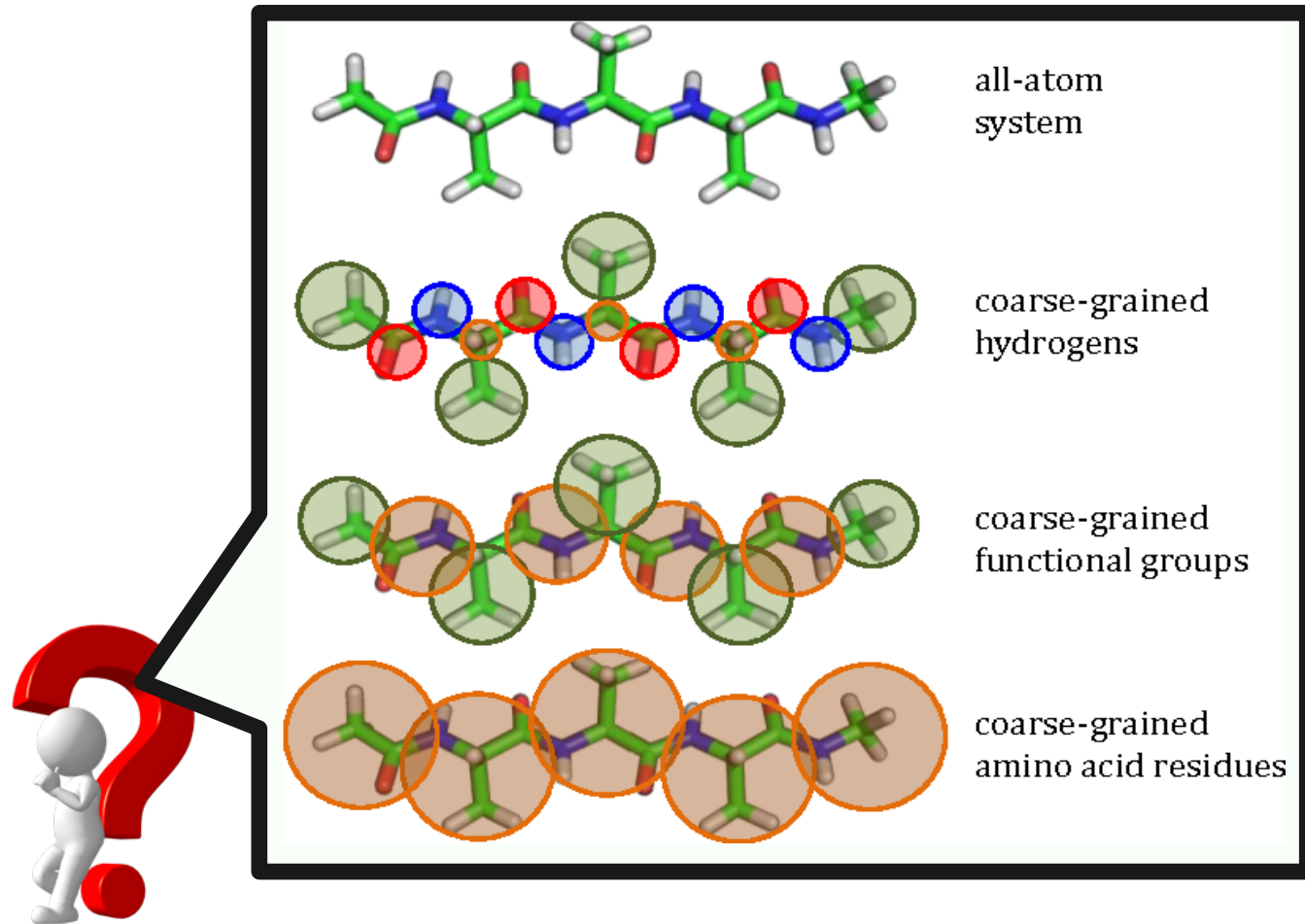


[2]



[3]

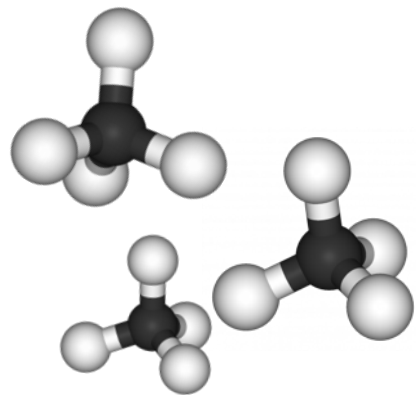
# Learning to Coarse-Grain



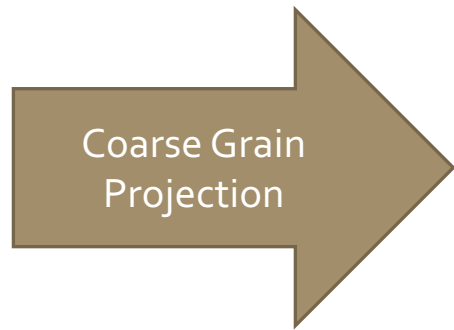
A learning problem



# Coarse-graining framework

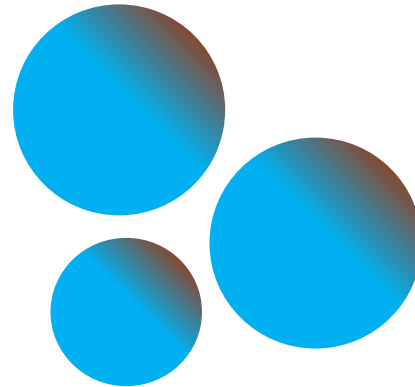


$\{x, V(x)\}$



Coarse Grain  
Projection

$z = E(x)$



$\{z, V_{CG}(z)\}$

$x$ : atomistic coordinates  
 $V(x)$ : All-Atom Potential  
 $z$ : coarse grained coordinates  
 $V_{CG}(z)$ : coarse grained Potential

Instead of

given  $x, V(x), E(x) \rightarrow$  find  $V_{CG}(z)$

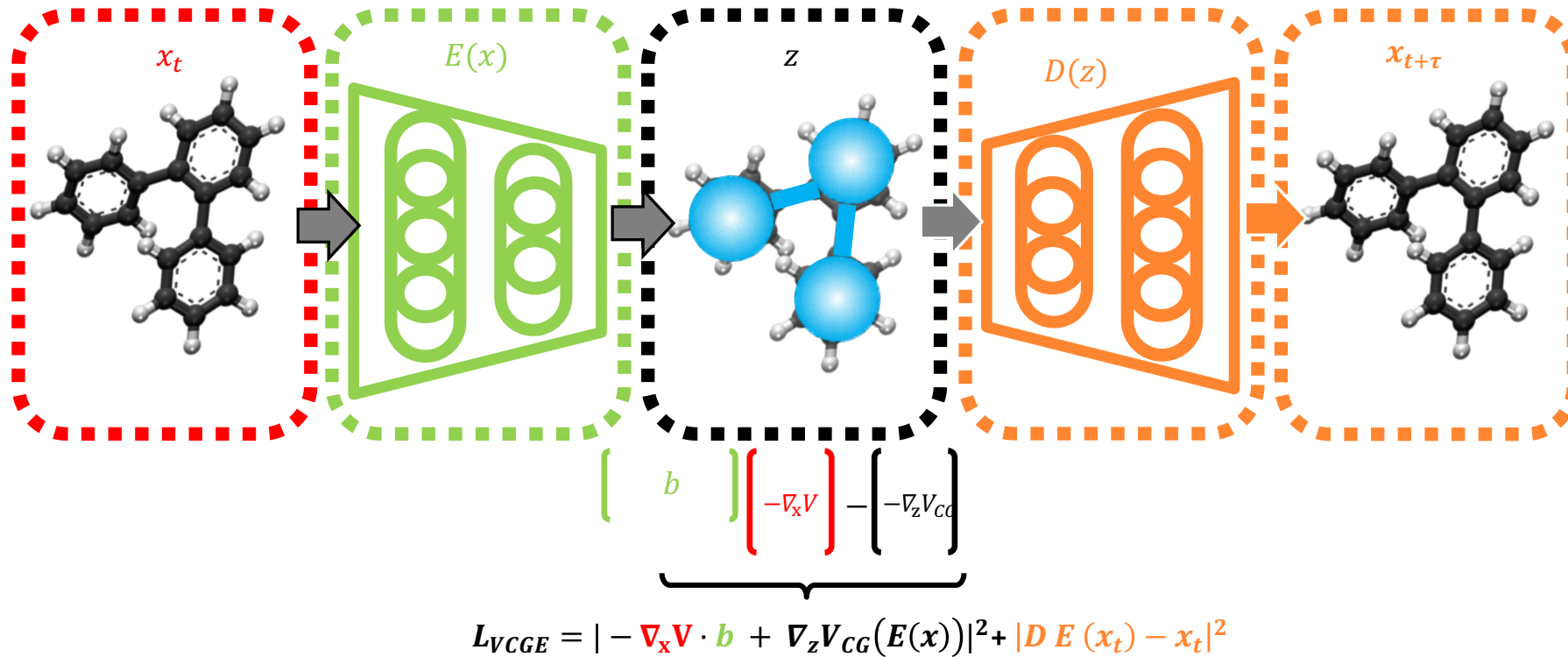
We propose

given  $x, V(x) \rightarrow$  find  $E(x)$  and  $V_{CG}(z = E(x))$

$V_{CG}(z)$  can have an arbitrary functional form

- Classical  
 $V_{CG}(z) = V_{bonded}(z) + V_{non-bonded}(z)$
- Neural (using MPNN)

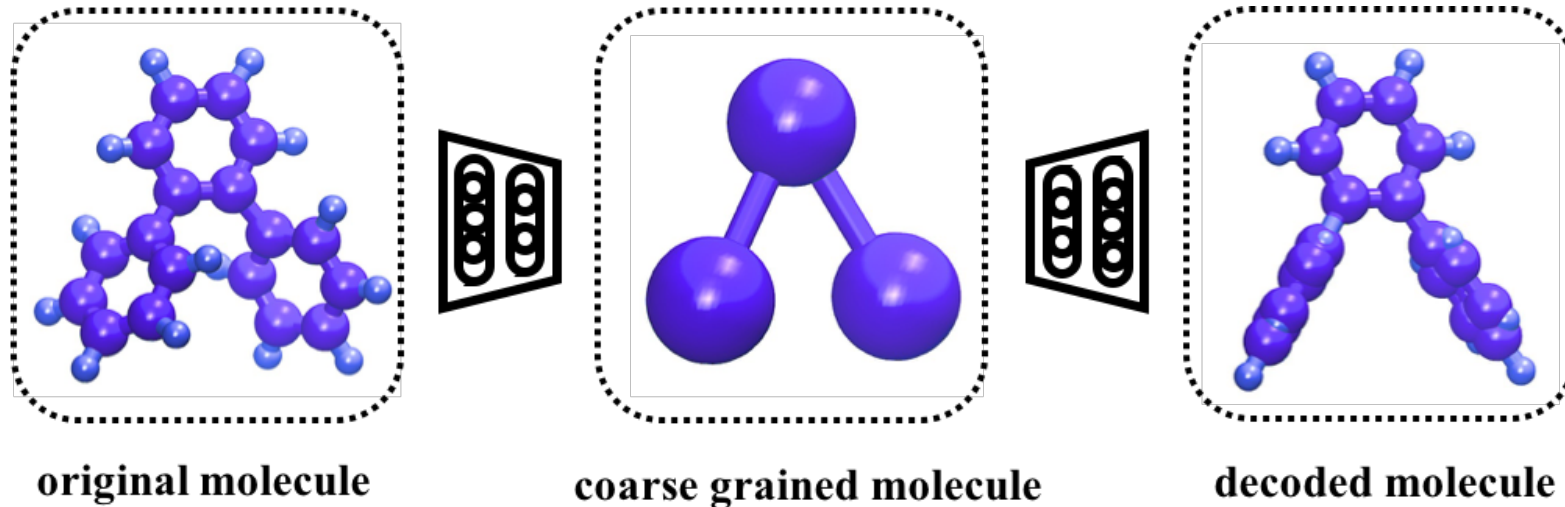
# Coarse Graining Auto-Encoding Framework



- **AutoEncoder** automatically coarse-grains atomistic coordinates to CG coordinates in a data-driven way
- **Force matching** also helps to shape the learning of CG and obtain  $V_{CG}(z = E(x))$  for CG simulations



# Decoding structures

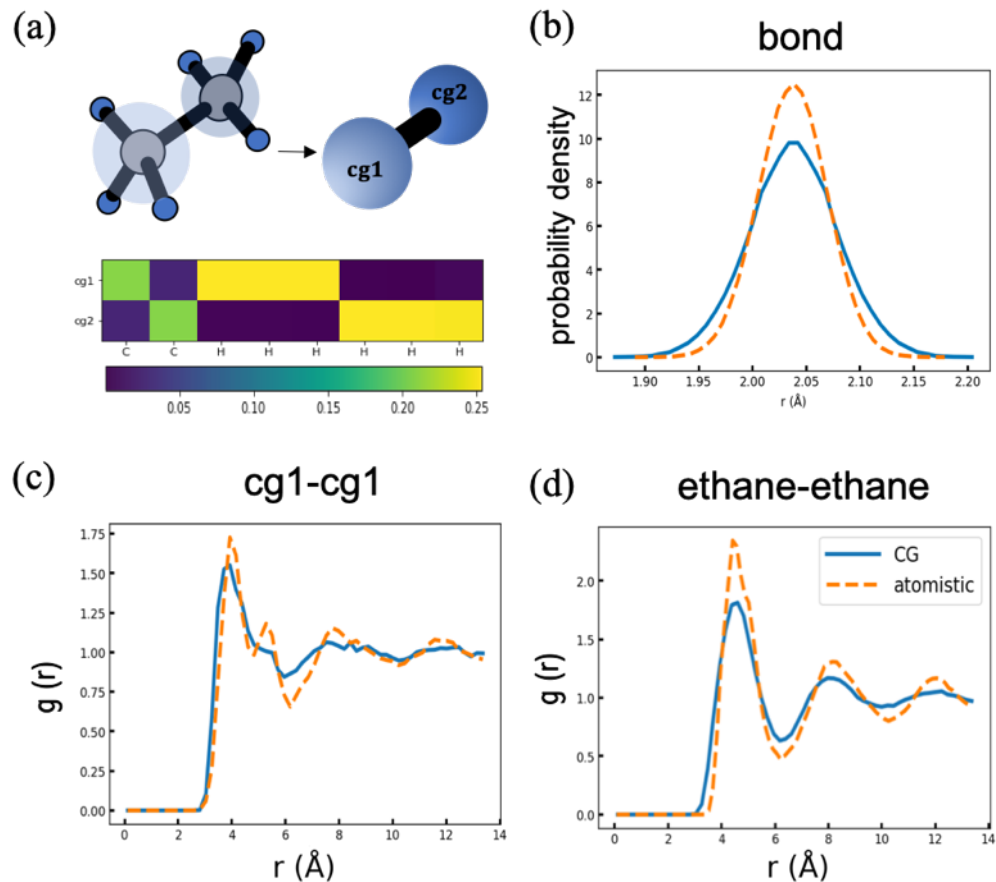


We have sacrificed degrees of freedom, the information is gone and only an average is decoded.

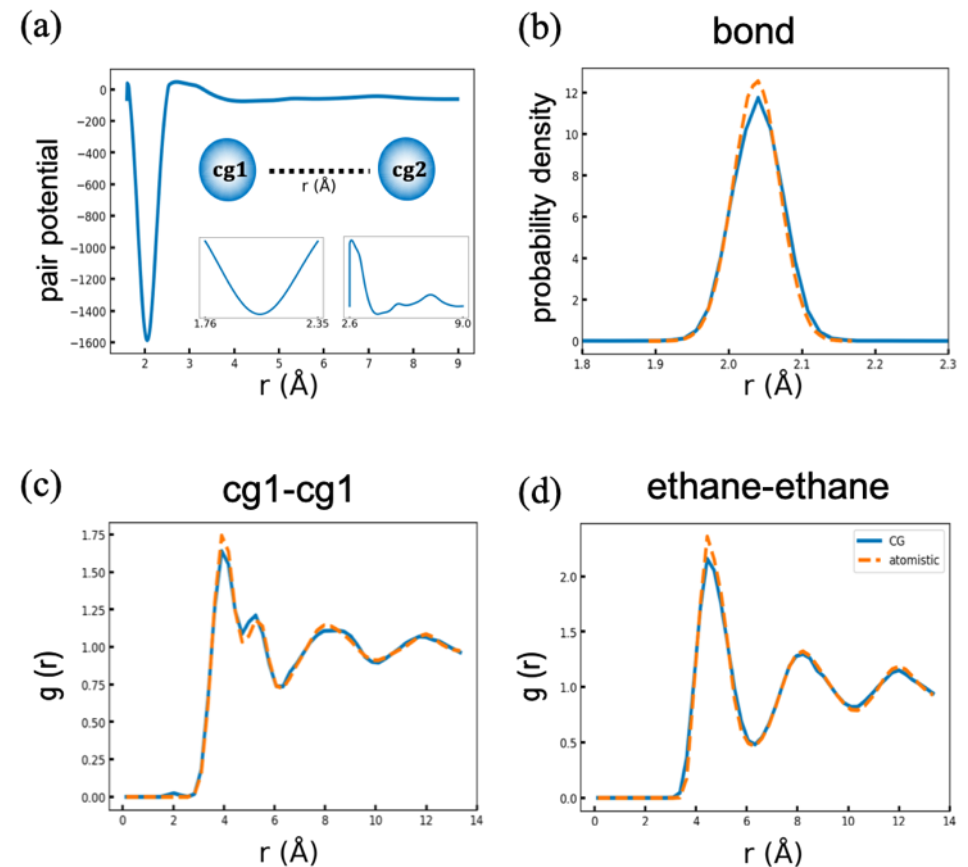
Adding stochastic noise to the decoder is a promising avenue to sample instantaneous configurations.

# CG of liquid ethane

## Classical potential



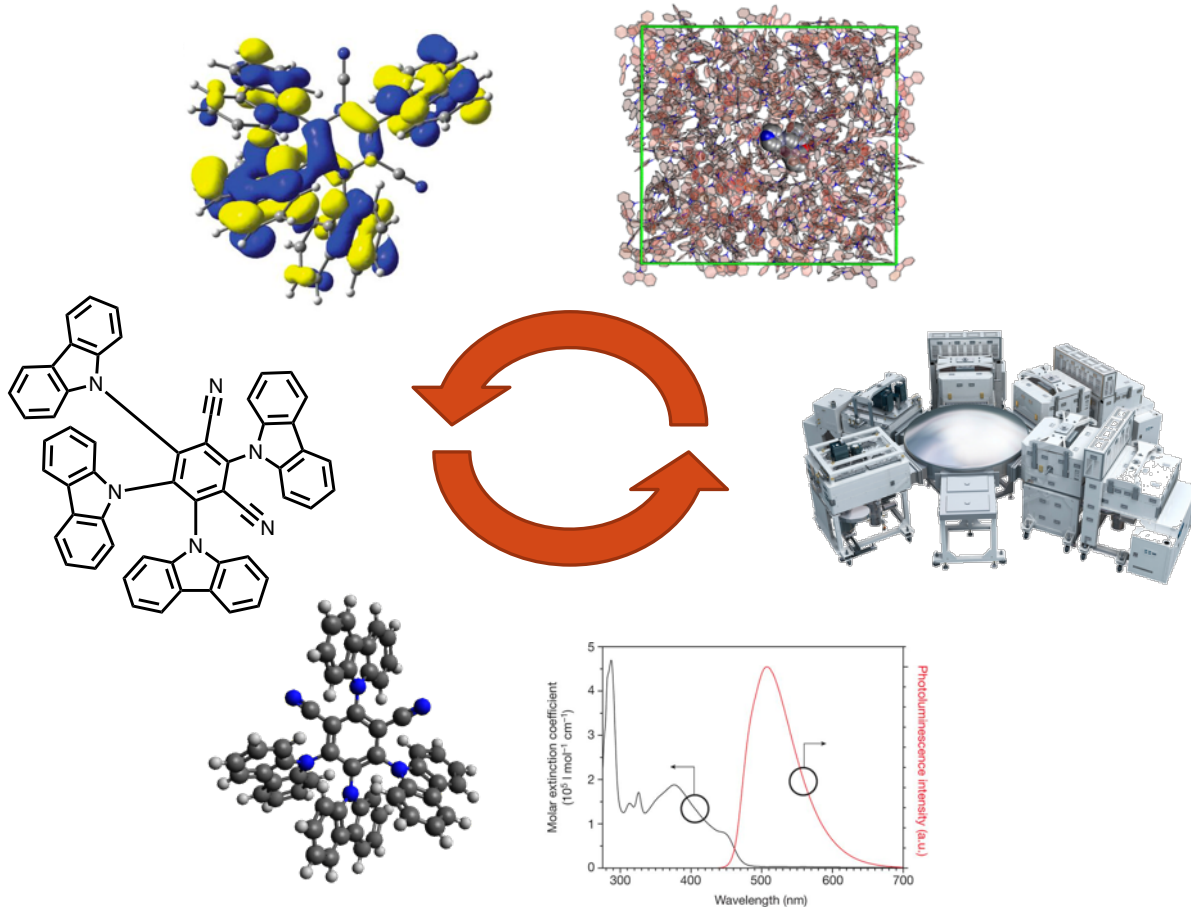
## MPNN neural potential



# Conclusions and outlook

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# Blurring lines between ML and simulation

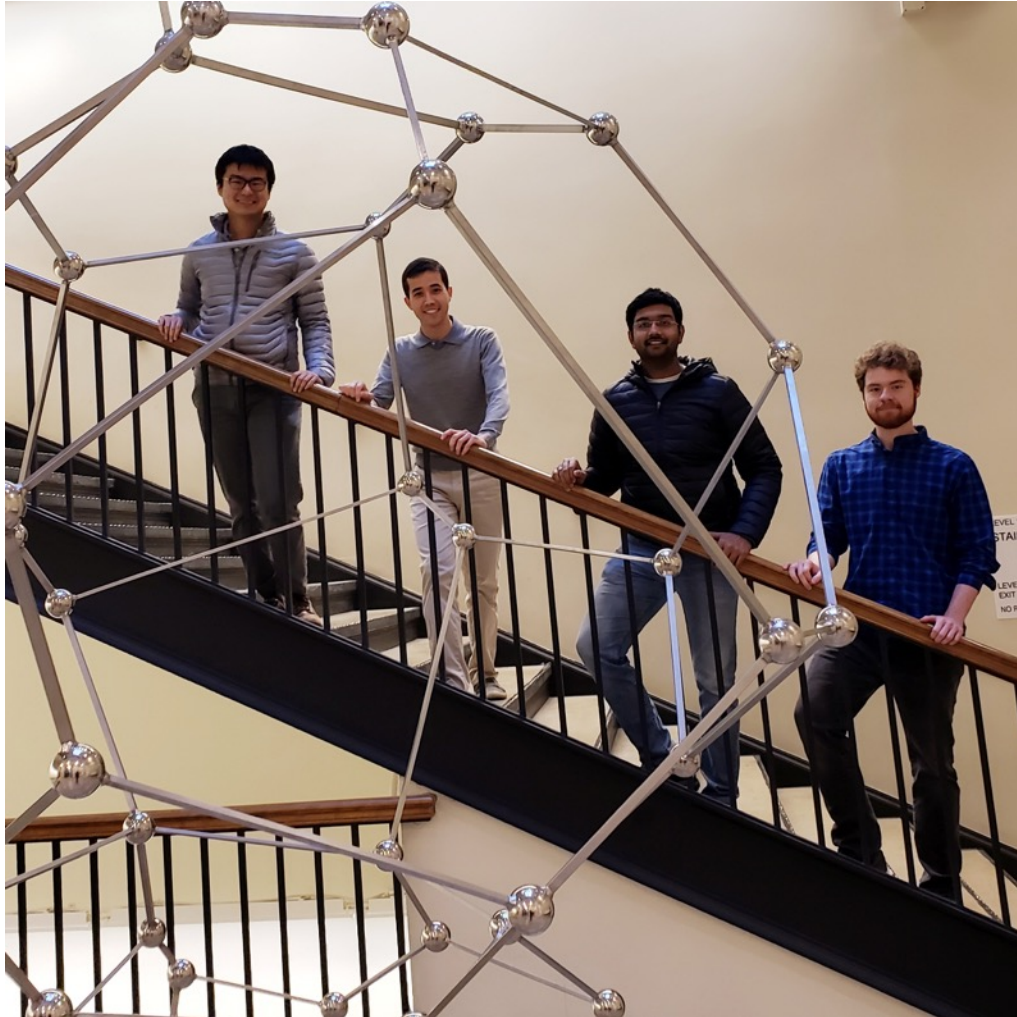


Parametrization of a physics model is a learning problem. Even building a physics model may be a learning problem

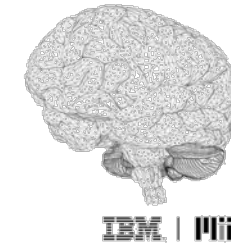
Machine learning over matter is an issue of representation: how to input a system in a way that captures known physics and chemistry

*Simulations and machine learning are two sides of the same coin.*

# Thanks!



Wujie Wang (CG)  
Wil Harris  
Daniel Schwalbe Koda  
Somesh Mohapatra  
James Damewood  
Shi Jun Ang

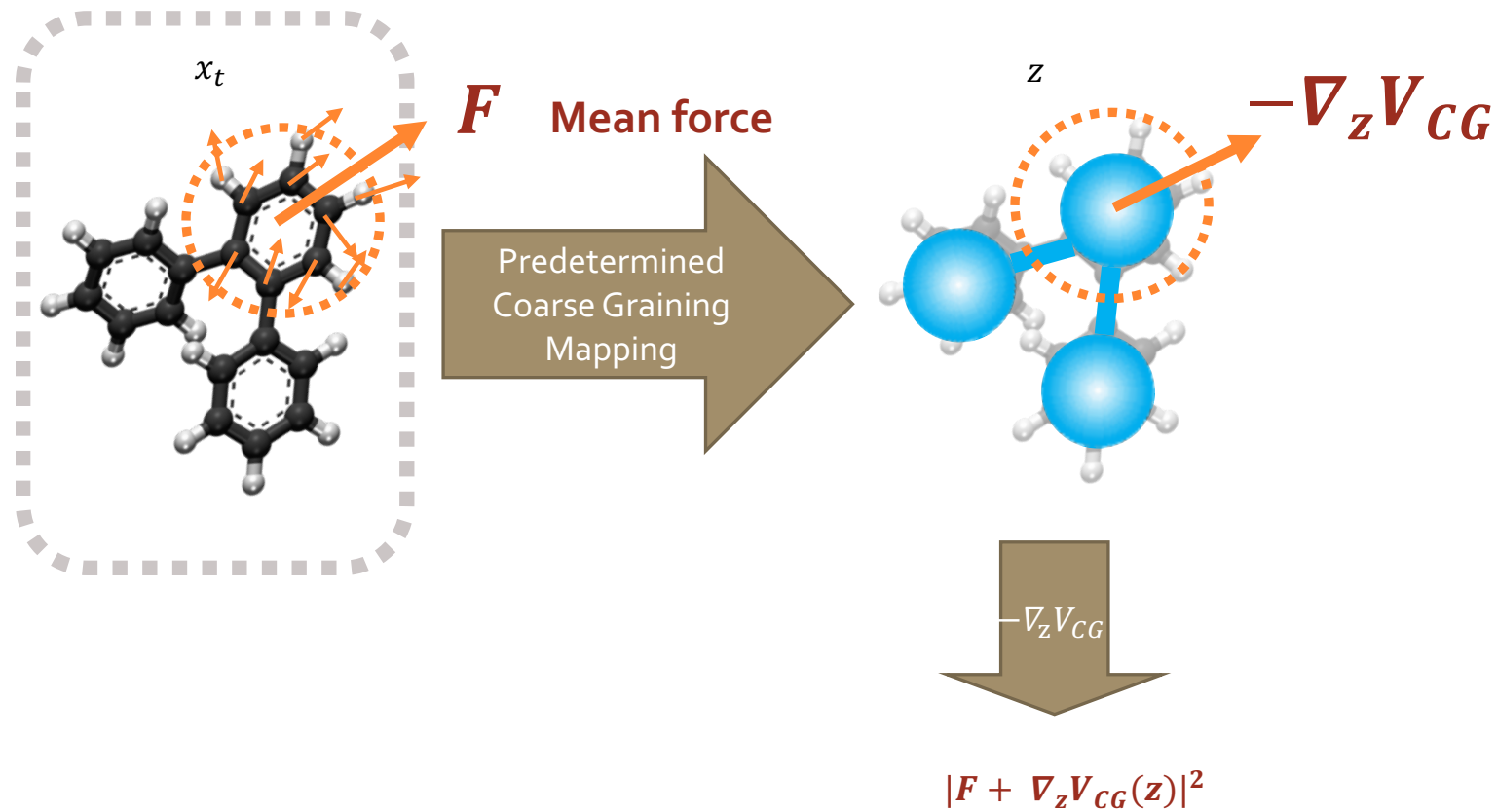


**MITei**  
MIT Energy Initiative





# Force matching

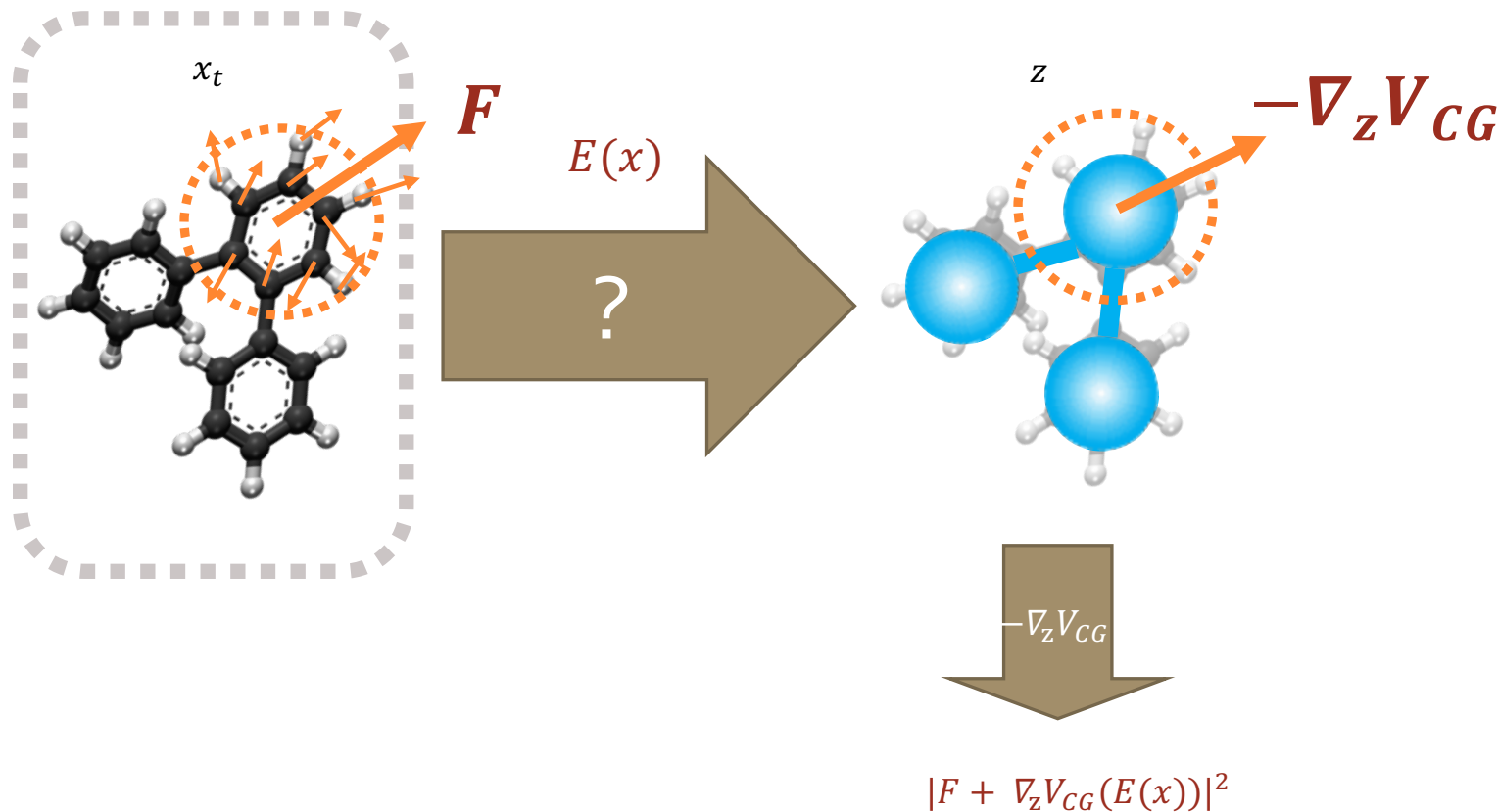


- Force matching finds  $\nabla V_{CG}(z)$  that best approximates the mean force  $F$ .
- We also want to optimize the optimization target  $L$  :

$$L = |F + \nabla_z V_{CG}(E(x))|^2$$

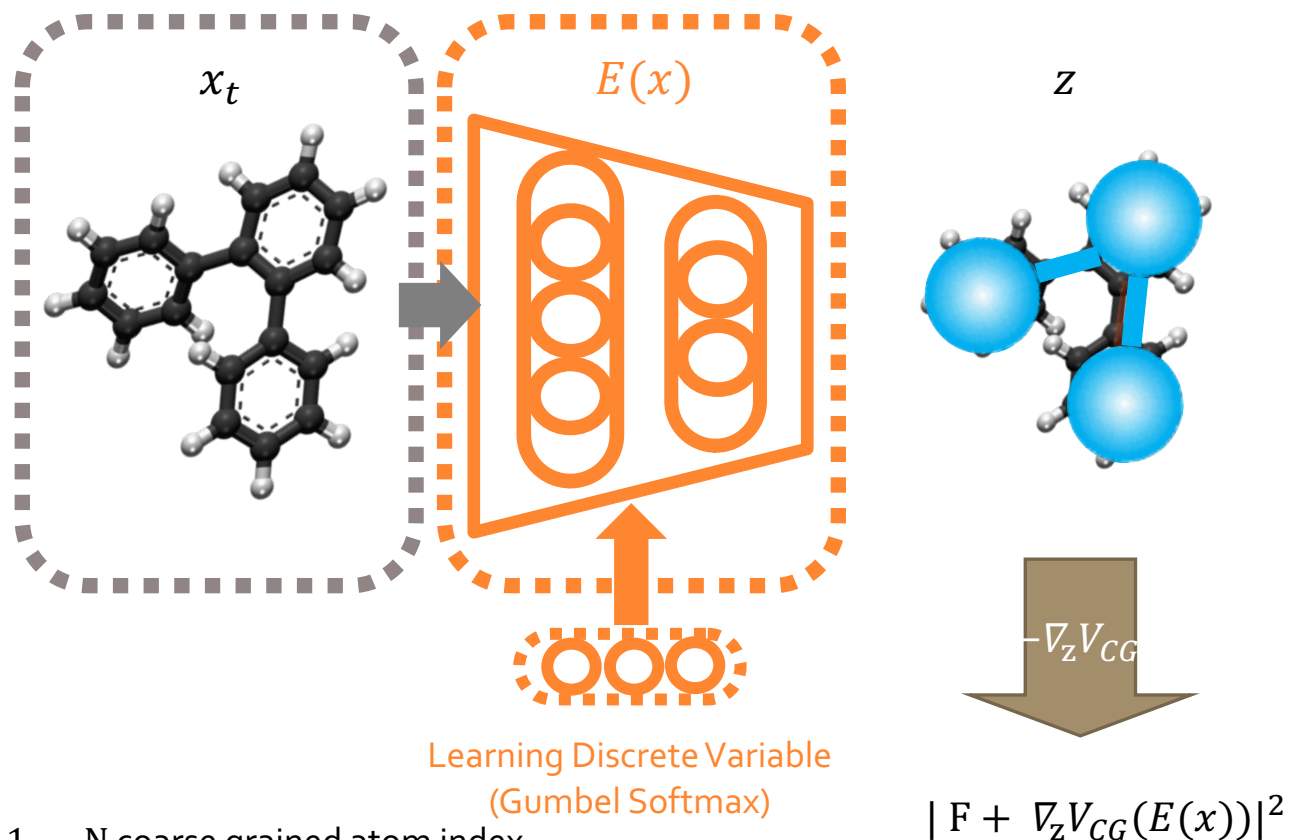
# Towards learned CG

The requirements to design a physically intuitive and rigorous encoding function:



- 1) The coarse graining variable is a statistical averaging of the positions/motions from contributing atoms
- 2) Perform a dimension reduction :  $z_I = E_I(x), E: \mathbb{R}^{3n} \rightarrow \mathbb{R}^{3N}$
- 3) Need to systematically redefine coarse grained mass to conserve kinetic energy
- 4) Each atom contributes to at most one coarse grained variable, to ensure consistency in the momentum space

# The encoding function



In order to make a physically intuitive and rigorous encoding function, we propose a neural network like encoding with the following constraints

$$1) z_I = E_I(x) = \sum_j E_{Ij} x_j \quad [1]$$

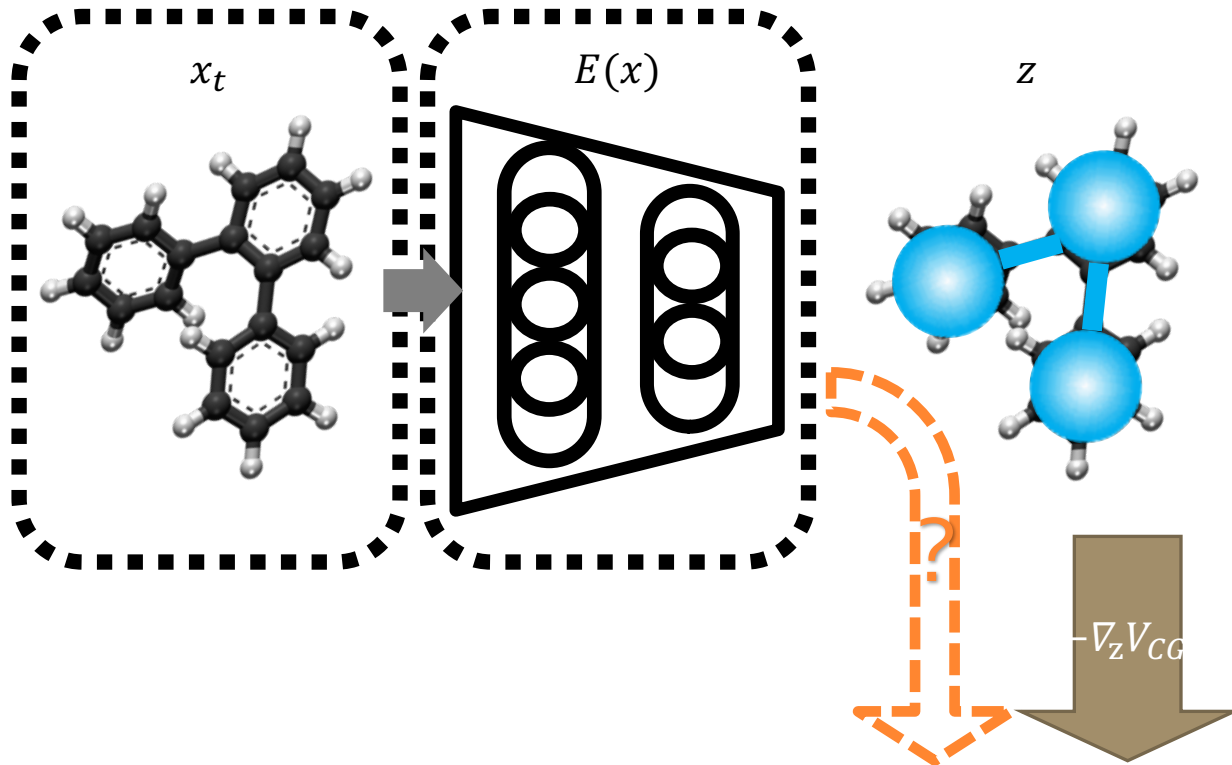
$$2) \sum_j E_{jI} = 1 \quad \text{and} \quad E_{jI} \geq 0$$

$$3) M_I = (\nabla E^{-1})^T M_j \nabla E^{-1}$$

4) We use tricks in training neural network to enforce the learning of **discrete** coarse graining variables to ensure that each atom only contributes to one CG atom

[1] I: 1 ... N coarse grained atom index  
j: 1 ... n atom index

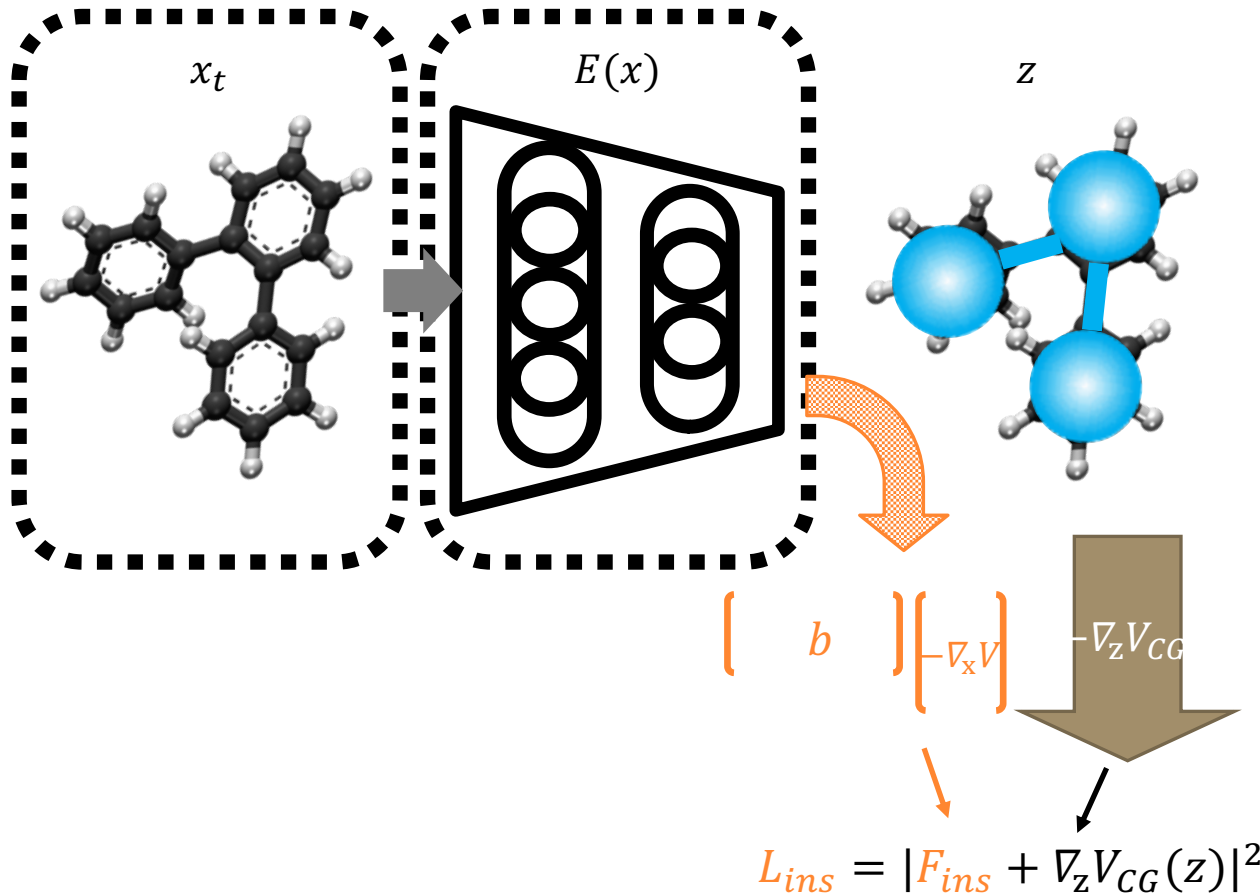
# “Coarse Graining” Forces



$$|\langle -b \cdot \nabla V \rangle + \nabla_z V_{CG}(E(x))|^2$$

- We also need a function that variationally determines  $F$
- $F = \langle -b \cdot \nabla V(x) \rangle_{E(x)=z}$  where  $b$  is the **force coarse graining function**
- A consistent choice for  $b$  from statistical mechanics:  $b = \frac{\nabla E(x)^T}{\nabla E(x)^T \cdot \nabla E(x)} [1]$
- Computing the mean force  $F$  requires constrained dynamics.
- However, we want a one-shot optimization stack without running extra MD simulations.

# Stochastic Force Matching



- Instead we compute the instantaneous stochastic “coarse grained” force  $F_{ins}$  [1]
- $F_{ins} = -b \cdot \nabla V(x)$  (instantaneous force)
- $F = \langle F_{ins} \rangle_{E(x)=z}$  (mean force)

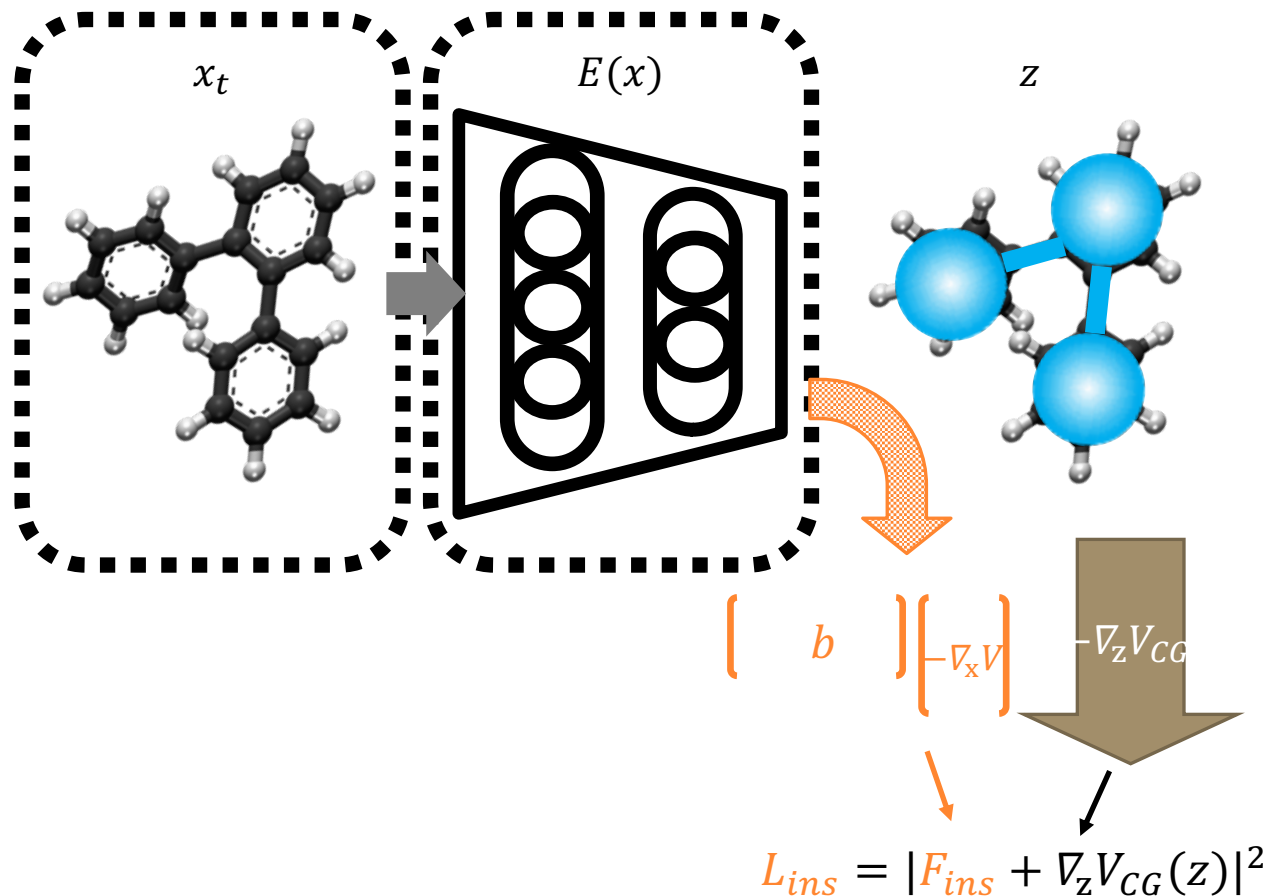
$$L = |F + \nabla_z V_{CG}(E(x))|^2$$



$$L_{ins} = |F_{ins} + \nabla_z V_{CG}(E(x))|^2$$

# Stochastic Force Matching

- We train by **propagating forward** the atomistic trajectories in the model to obtain the energy
- The optimization is done by **backpropagation** using auto-differentiation framework



$$L = |F + \nabla_z V_{CG}(E(x))|^2$$



$$L_{ins} = |F_{ins} + \nabla_z V_{CG}(z)|^2$$

# Supervised Coarse Graining Framework

