# Supplementary Information: Understanding and improving zeroth-order optimization methods on AI-driven molecule optimization

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July 22, 2023

# A Implementation details

Winter *et al.*<sup>1</sup> showed that their CDDD autoencoder model has a high validity rate of 97%, even when traversing a large distance from the valid latent representations of randomly picked molecules. In our implementation of QMO, we dealt with decode failures by assigning a penalty score of 0.1 less than the score of the starting molecule,  $f(\mathbf{z}_0) - 0.1$ .

Also, we only considered the molecules generated after each optimization iteration. That is, we did not consider the Q molecules obtained from decoding the perturbed latent vectors  $\{\mathbf{z} + \beta \mathbf{u}_q\}_{q=1}^Q$  (used for estimating gradients) in  $\mathcal{Z}_{\text{iterate}}$  despite that they were also used to query the oracle  $\mathcal{O}$ . Especially in a realistic drug discovery scenario where oracle evaluations are highly expensive, we would of course want to also consider these molecules in case they exhibit good properties. In addition, while we considered there to be Q + 1 oracle evaluations necessary for each optimization iteration, the actual amount would be lower in practice as some of the perturbed latent vectors would decode to the same molecule since the perturbations are small (and a small number of latent vectors would also decode to no valid input).

All experiments were run using Google Colab, and code for QMO is available at: https://github. com/IBM/QMO-bench. For the Graph-GA and GPBO baseline models, we adopt the implementation of Gao *et al.*<sup>2</sup>. For Guacamol objectives, we use the implementation of the Therapeutic Data Commons (TDC)<sup>3</sup> (https://tdcommons.ai).

# **B** Additional results

### B.1 Comparing 1-point and 2-point gradient estimators

Though we ran only 2-point gradient estimators on the Guacamol tasks, we also compared 1-point gradient estimators on the QED<sup>4</sup> objective. Specifically, following the setup of Hoffman *et al.*<sup>5</sup>, we defined a minimum similarity threshold of 0.4 (and did not consider molecules with similarity less than 0.4 to the starting molecule) and set the oracle  $\mathcal{O}(x) = 4 \cdot \text{QED}(x) - \max(0.4 - \sin(x, x_0), 0)$  for molecule  $x \in \mathcal{X}$  and starting molecule  $x_0$ , where  $\sin(\cdot)$  denotes Tanimoto similarity with Morgan fingerprints. We selected 100 molecules with QED scores in [0.7, 0.8] from the test set in Jin *et al.*<sup>6</sup> (who extracted the molecules from ZINC) and optimized each with T = 20 iterations and 20 random restarts each. We consider an optimized molecule a success if its QED scores falls in [0.9, 1.0], and we visualize in Fig. B1 how many random restarts are necessary for different ZO optimization methods to achieve a given success rate. As shown, 2-point gradient estimators achieve significantly higher success rates than their 1-point counterparts given the same number of random restarts.



Figure B1: Optimization of QED with different ZO optimizers.

#### B.2 SMILES strings of molecules found by QMO

The SMILES strings  $s_1, \ldots, s_9$  from Fig. 2 and Fig. 3 of the main paper are as follows:

- $s_1 = \text{CCCC(NC(C)Cn1c(C2CCCC2)nc2cc(C(=0)0)ccc21)C(=0)OCC}$
- $s_2 = \text{CCCC(C(=0)OCC)clnc2cc(C(=0)O)ccc2nlClCCCClC(C)=0}$
- $s_3 = \text{CCCC(C)n1c(C(=0)NC(C)C(=0)OCC)cc2cc(C3CCCCC3)cc(C(=0)0)c21}$
- $s_4 = \text{COclcc(C(=0)NCC23CC=CC2C3)nc2c(C#N)cccc12}$
- $s_5 = \text{CCC1(CC)C(C(=0)Nc2cccc(F)c2)=CN=C2C=C(C\#N)C(=0)N21}$
- $s_6 = \text{CCC12CC(CO1)N(C(=0)c1cnc3cccc(C#N)c(=0)c3c1)C2}$
- $s_7 = \text{COclcc2ncnc(Nc3ccc(F)c4ncccc34)c2cclC(C)C}$
- $s_8 = \text{CCCCOclncccclC(=0)CNclncnc2cc(OC(F)F)c(F)ccl2}$
- $s_9 = \text{COc1cc(Nc2ncnc3cc(OC)c([N+](=0)[O-])cc23)ccc1F}.$

#### **B.3** Diversity metrics

Table B1 shows the diversity of the QMO optimized molecules from Section 3.2 of the main paper (optimized using sign\_2p\_gs with Q = 50). For each starting molecule in the test set, the best molecule found after two random restarts was used, showing the diversity of molecules that can be generated from different starting points. Hoffman *et al.*<sup>5</sup> also showed how different random restarts starting from the same starting point can find diverse candidates.

Table B1: Diversity of 20 QMO optimized molecules from different starting points.

Task	Average score	Diversity
perindopril_mpo zaleplon_mpo deco_hop	$\begin{array}{c} 0.628 \\ 0.500 \\ 0.859 \end{array}$	$\begin{array}{c c} 0.678 \\ 0.805 \\ 0.664 \end{array}$

## B.4 Query efficiency tables

Scores from Fig. 2 of the main paper are summarized below in Tables B2, B3, and B4.

Table Der Stores for permapping with various quory suagets.						
Methods	AUC	$500~{\rm q}$	1000 q	2000 q	$5000~{\rm q}$	$10000 \ q$
graph_ga	0.527	0.453	0.465	0.490	0.533	0.593
gpbo	0.502	0.446	0.478	0.478	0.494	0.583
$sign_2p_gs \ (Q = 30)$	0.456	0.219	0.327	0.408	0.490	0.544
$sign_2p_g (Q = 50)$	0.441	0.176	0.284	0.388	0.485	0.541
$sign_2p_gs \ (Q = 100)$	0.395	0.101	0.218	0.330	0.439	0.507
$graph_ga_4k + sign_2p_gs (Q = 49)$	0.522	0.466	0.491	0.501	0.531	0.572
gpbo_2k + sign_2p_gs ( $Q = 49$ )	0.487	0.435	0.438	0.438	0.508	0.555

Table B2: Scores for perindopril\_mpo with various query budgets.

Table B3: Scores for zaleplon\_mpo with various query budgets.

Methods	AUC	$500~{\rm q}$	1000 q	$2000~{\rm q}$	$5000~{\rm q}$	$10000~{\rm q}$
graph_ga	0.315	0.167	0.239	0.294	0.337	0.362
gpbo	0.241	0.172	0.244	0.244	0.253	0.261
$sign_2p_g (Q = 30)$	0.259	0.001	0.013	0.105	0.321	0.406
$sign_2p_g gs \ (Q = 50)$	0.233	0.000	0.007	0.048	0.291	0.390
sign_2p_gs ( $Q = 100$ )	0.158	0.000	0.000	0.013	0.168	0.333
$\operatorname{graph}_{\operatorname{ga}}4k + \operatorname{sign}_{\operatorname{2p}}gs (Q = 49)$	0.314	0.183	0.239	0.298	0.331	0.359
gpbo_2k + sign_2p_gs ( $Q = 49$ )	0.307	0.223	0.254	0.276	0.329	0.350

Table B4: Scores for deco\_hop with various query budgets.

Methods	AUC	500 q	1000 q	2000 q	5000 q	10000 q
graph_ga	0.634	0.580	0.600	0.638	0.650	0.676
gpbo	0.663	0.587	0.615	0.615	0.626	0.792
$sign_2p_gs \ (Q = 30)$	0.582	0.529	0.539	0.572	0.638	-
sign_2p_gs ( $Q = 50$ )	0.652	0.529	0.548	0.576	0.669	0.783
$sign_2p_gs \ (Q = 100)$	0.604	0.522	0.537	0.558	0.622	0.702
$\operatorname{graph}_{\operatorname{ga}}4k + \operatorname{sign}_{\operatorname{2p}}s(Q = 49)$	0.661	0.592	0.602	0.637	0.655	0.741
gpbo_2k + sign_2p_gs ( $Q = 49$ )	0.716	0.591	0.597	0.597	0.772	0.859

# C Other ZO optimization methods

Other than the ZO optimization methods considered here, ZO stochastic coordinate descent (ZO-SCD)<sup>7</sup> was also tested. However, because the coordinate-wise gradient estimator relies on perturbing coordinates individually, the perturbed vector embeddings used to estimate gradients almost always decoded back to the same molecule as the original non-perturbed vector. In other words, the autoencoder almost always perceived the embedding vectors with all coordinates the same but one coordinate to be the same molecule, so the coordinate-wise gradient estimates were almost always zero.

## D Hyperparameter tuning

Aside from the number of random perturbations Q, there are two other main hyperparameters for each of the ZO optimization methods compared: function smoothing parameter  $\beta$ , and learning rate  $\alpha$ . The value  $\beta = 10$  was used for all tasks as it was found to work well with the CDDD model. Consistent with Hoffman *et al.*<sup>5</sup>, we find that  $\beta = 1$  or below does not work well (as gradients cannot be accurately approximated without sufficient smoothing) and  $\beta = 100$  or above results in many decode failures. When trying a few molecules with  $\beta$  values between this range (including  $\beta = \{5, 10, 20, 50\}$  for each task,  $\beta = 10$  still performed best for the majority of molecules. The values of  $\alpha$  used in experiments are shown in Figure D1 while the tuning of  $\alpha$  is shown in Table D2 and Table D3. As a note,  $\alpha$  larger than the largest tested values for each optimization method often resulted in many decode failures, so even if the best  $\alpha$  was the largest value tested, choosing notably larger  $\alpha$  (greater by more than a factor of 2) may not be a good idea. Also, for ZO-Adam, two additional hyperparameters are used for the adaptive learning rate: the exponential averaging parameters  $\beta_1$  and  $\beta_2 = 0.999$ .

Task	Methods	Q = 30	Q = 50	Q = 100
	adam_2p_bes-shrink	0.2	0.3	0.3
	adam_2p_gs	0.1	0.2	0.3
n onin donnil non o	grad_2p_bes-shrink	50.0	30.0	30.0
perindoprii_inpo	grad_2p_gs	2.0	2.0	5.0
	sign_2p_bes-shrink	0.1	0.1	0.1
	sign_2p_gs	0.1	0.1	0.1
	adam_2p_bes-shrink	0.1	0.2	0.2
zalanlan mpo	adam_2p_gs	0.1	0.1	0.2
zaiepion_mpo	sign_2p_bes-shrink	0.1	0.1	0.2
	sign_2p_gs	0.1	0.1	0.1
	adam_2p_bes-shrink	0.3	0.2	0.3
	adam_2p_gs	0.3	0.3	0.3
daga han	grad_2p_bes-shrink	70.0	70.0	70.0
decolliop	grad_2p_gs	5.0	10.0	10.0
	sign_2p_bes-shrink	0.2	0.2	0.2
	sign_2p_gs	0.1	0.2	0.2
	adam_1p_bes-shrink	0.2	0.2	0.2
	adam_1p_gs	0.2	0.2	0.2
	adam_2p_bes-shrink	0.2	0.2	0.2
	adam_2p_gs	0.2	0.2	0.2
	grad_1p_bes-shrink	1.5	1.5	1.5
qed	grad_1p_gs	0.2	0.2	0.2
	grad_2p_bes-shrink	20.0	20.0	20.0
	$grad_2p_gs$	1.5	2.0	2.0
	sign_1p_bes-shrink	0.2	0.2	0.2
	sign_1p_gs	0.2	0.2	0.2
	sign_2p_bes-shrink	0.2	0.2	0.2
	sign_2p_gs	0.2	0.2	0.2

Table D1: Learning rates  $\alpha$  used for Guacamol tasks in Figure 4.

## References

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Task	Methods	Learning rate $\alpha$	Q = 30	Q = 50	Q = 100
		0.1	0.555	0.598	0.607
	adam_2p_bes-shrink	0.2	0.578	0.617	0.635
		0.3	0.564	0.617	0.654
		0.1	0.600	0.600	0.604
	adam_2p_gs	0.2	0.589	0.611	0.635
		0.3	0.560	0.605	0.637
	grad 2n bog shrink	30.0	0.429	0.585	0.611
perindopril_mpo	grad_2p_bes-smink	50.0	0.466	0.555	0.598
	grad 2n gs	2.0	0.584	0.582	0.571
	ps	5.0	0.500	0.566	0.630
		0.05	0.531	0.593	0.602
	sign_2p_bes-shrink	0.1	0.598	0.630	0.629
		0.2	0.531	0.575	0.615
		0.05	0.583	0.595	0.593
	sign_2p_gs	0.1	0.585	0.610	0.635
		0.2	0.534	0.564	0.617
	adam_2p_bes-shrink	0.1	0.386	0.445	0.449
		0.2	0.208	0.447	0.483
		0.3	0.151	0.376	0.470
	adam_2p_gs	0.1	0.455	0.465	0.472
		0.2	0.374	0.453	0.491
$zaleplon_mpo$		0.3	0.321	0.425	0.483
	sign_2p_bes-shrink	0.05	0.382	0.398	0.429
		0.1	0.478	0.485	0.477
		0.2	0.410	0.445	0.485
		0.05	0.436	0.442	0.429
	sign_2p_gs	0.1	0.460	0.487	0.488
		0.2	0.399	0.441	0.483
		0.1	0.544	0.564	0.605
	adam_2p_bes-shrink	0.2	0.578	0.636	0.722
		0.3	0.585	0.628	0.738
		0.1	0.564	0.585	0.603
	adam_2p_gs	0.2	0.603	0.638	0.735
		0.3	0.612	0.669	0.741
	grad 2n bog shrink	50.0	0.480	0.587	0.666
deco_hop	grad_2p_bes-smink	70.0	0.508	0.634	0.739
		2.0	0.554	0.544	0.543
	arad 2n as	5.0	0.608	0.597	0.584
	grau_2p_gs	7.0	0.596	0.681	0.653
		10.0	0.592	0.696	0.688
		0.1	0.645	0.709	0.784
	sign_2p_bes-shrink	0.2	0.663	0.748	0.860
		0.3	0.613	0.670	0.746
		0.1	0.676	0.763	0.762
	sign_2p_gs	0.2	0.657	0.783	0.865
		0.3	0.616	0.621	0.763

Table D2: Tuning of learning rate  $\alpha$  for Guacamol tasks in Figure 4. Scores correspond to the average scores after optimizing 20 molecules with 2 random restarts each (40 trials total) for T = 1000 iterations.

Methods	Learning rate $\alpha$	Q = 30	Q = 50	Q = 100
	0.05	0.007	0.013	0.050
adam_1p_bes-shrink	0.1	0.193	0.193	0.290
	0.2	0.287	0.277	0.403
	0.05	0.003	0.010	0.030
adam_1p_gs	0.1	0.180	0.200	0.237
	0.2	0.317	0.290	0.350
	0.05	0.187	0.363	0.497
adam_2p_bes-shrink	0.1	0.443	0.577	0.730
	0.2	0.623	0.730	0.777
	0.05	0.337	0.400	0.507
$adam_2p_gs$	0.1	0.627	0.707	0.777
	0.2	0.723	0.733	0.787
und to have shown	0.5	0.053	0.070	0.123
grad_1p_bes-snrink	1.5	0.440	0.507	0.590
grad_1p_gs	0.1	0.420	0.243	0.100
	0.2	0.437	0.497	0.453
	0.5	0.120	0.220	0.323
	10.0	0.137	0.357	0.767
grad_2p_bes-shrink	20.0	0.283	0.633	0.840
	0.2	0.103	0.090	0.087
and In as	0.5	0.350	0.323	0.260
grad_2p_gs	1.5	0.750	0.770	0.743
	2.0	0.697	0.793	0.780
	0.05	0.010	0.027	0.040
$sign_1p_bes-shrink$	0.1	0.257	0.287	0.317
	0.2	0.453	0.490	0.503
sign_1p_gs	0.05	0.000	0.017	0.010
	0.1	0.173	0.270	0.287
	0.2	0.447	0.480	0.500
sign_2p_bes-shrink	0.05	0.177	0.360	0.510
	0.1	0.497	0.723	0.810
	0.2	0.670	0.833	0.890
	0.05	0.293	0.373	0.483
sign_2p_gs	0.1	0.677	0.730	0.813
	0.2	0.777	0.800	0.860

Table D3: Tuning of learning rate  $\alpha$  for QED task in Figure B1. Scores correspond to the average of the success rates of optimizing 100 molecules after 1, 5, and 20 random restarts with T = 20 iterations per restart.