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# Batch-Advantage Transformer with Hypergraph Optimized Grammar (BAT/HOG)

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## Abstract

1 We present a novel approach to the issue of molecular optimization. Our approach  
2 uses a hypergraph replacement grammar inferred from the ZINC database, with  
3 grammar construction optimized for molecular structure creation. We treat the  
4 optimization as a reinforcement learning problem, using a batch-advantage mod-  
5 ification of the policy gradient algorithm - using individual rewards minus the  
6 batch average reward to weight the log probability loss. The reinforcement learn-  
7 ing agent is tasked with building molecules using this grammar, with the goal of  
8 maximizing benchmark scores available from the literature. To do so, the agent  
9 has policies both to choose the next node in the graph to expand and to select the  
10 next grammar rule to apply. The policies are implemented using the Transformer  
11 architecture with the partially expanded graph as the input. We achieve state of  
12 the art performance on common benchmarks from the literature, such as penalized  
13 logP and QED, with only hundreds of steps (without pre-training) on a budget  
14 GPU instance. Competitive performance is obtained on more advanced GuacaMol  
15 v2 goal-oriented benchmarks. Coupled with a Transformer based discriminator,  
16 the model achieves competitive results on the GuacaMol distribution benchmarks;  
17 training is stable over a range of hyperparameter values.

18	<b>1 Introduction</b>
19	<b>2 Generating guaranteed valid SMILES strings</b>
20	<b>2.1 Context-free grammar</b>
21	<b>2.2 Respecting valences</b>
22	<b>2.2.1 Implicit hydrogens</b>
23	<b>2.3 Cycles</b>
24	<b>2.3.1 Numeral assignment</b>
25	<b>2.3.2 Cycle size</b>
26	<b>2.3.3 Cycle chaining</b>
27	<b>2.3.4 Aromatic cycles</b>
28	<b>2.4 Extraction of Hypergraph Cliques</b>
29	<b>2.5 Rule-pair Encoding</b>
30	<b>2.6 Making sure the expansions terminate</b>
31	<b>2.7 Limits of context-free grammars</b>
32	<b>2.8 Grammar conciseness and expressiveness</b>
33	<b>3 Model choice</b>
34	<b>3.1 Reinforcement learning</b>
35	<b>3.2 Architecture</b>
36	<b>3.3 Training</b>
37	<b>3.4 Optimization and the reward function</b>
38	<b>4 Results</b>
39	<b>4.1 GuacaMol Benchmarks</b>
40	<b>4.2 Ablation Studies</b>
41	<b>Acknowledgments</b>
42	<b>References</b>

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