

De Novo CNS Drug Generation via Multimodal Al and SHAP-Guided Reinforcement Learning

Lars Arntsen • Researcher • PhD Applicant

Deep Imaging Analytics Lab

Rensselaer Polytechnic Institute

Troy, NY



Introduction & Motivation

Lab's Interests

Reinforcement Learning

Lab's Ongoing Projects

Blood-Brain Barrier Permeability (BBBP) Classifier Reading!

Central Nervous
System (CNS)
Drug Development

Model
Interpretability

Generative Al



Objectives

- Generate CNS Optimized SMILES Strings
 - 1. Develop Multimodal Classifiers for Key CNS Properties
 - Conduct SHAP Analysis
 - 2. Design a RL Curriculum
 - 3. Finetune SMILES Generator



Model Setup

Classifiers: LightGBM

• Modals: PaDEL, RDKit, and Chemformer

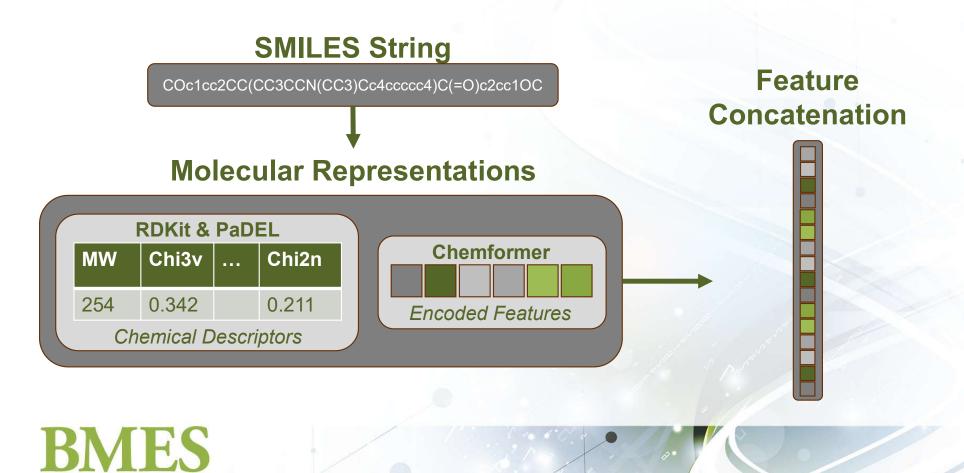
Generator: MolGPT (GPT-2 on ZINC-15)

Fine Tuning: Policy Gradient RL

Goal: Valid, Novel, and CNS-Optimized SMILES

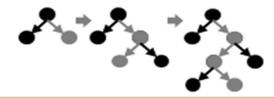


I. Feature Extraction



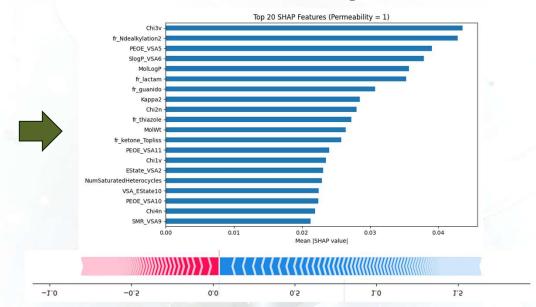
II. Feature Analysis

LightGBM Classifiers



- 1. Permeability
- 2. Neuronal cytotoxicity
- 3. Microelectrode Array– Based Neural Activity
- 4. Mammalian neurotoxicity

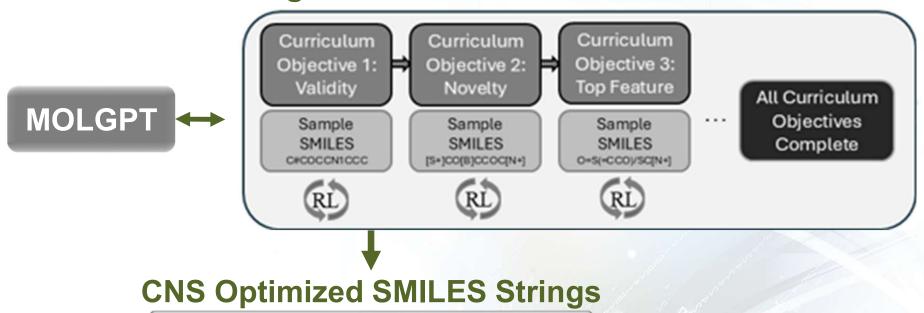
SHAP Analysis





III. Reward Design

SMILES String Generation & RL Curriculum

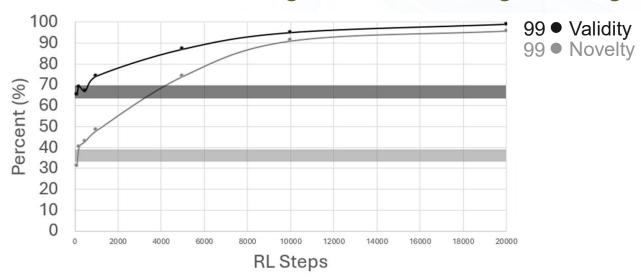


C[P+](CNCNN)NC(=CCCCC)[B]CSC[N]CCOC=CCS1=CCCC



Validation

Generated SMILES Strings Reward During Training

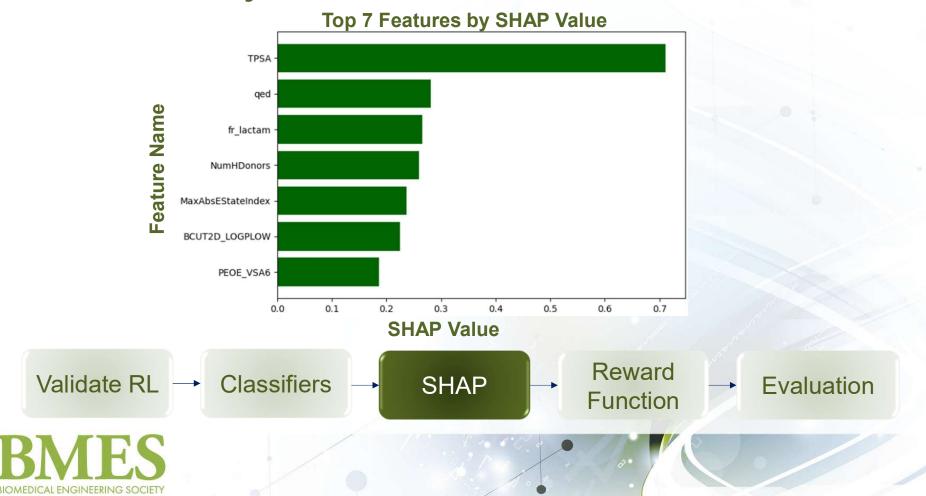




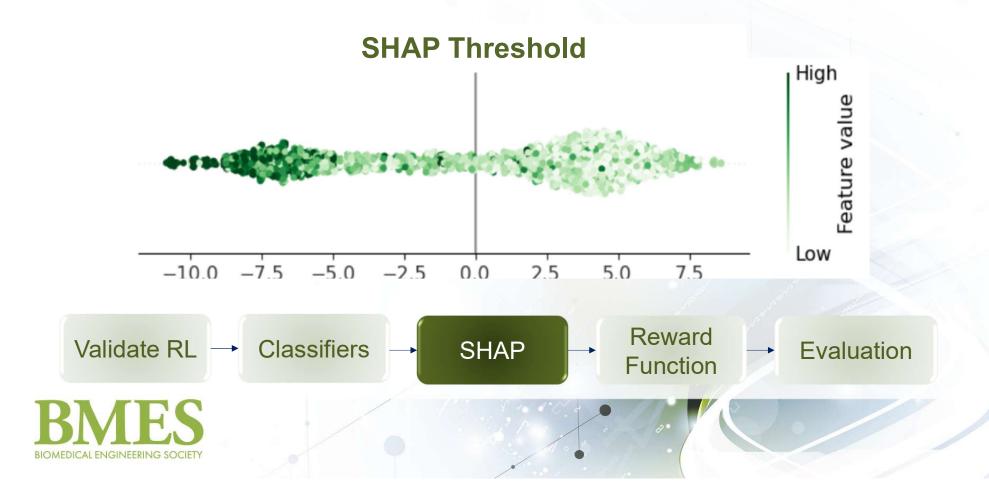
Classifiers Performance

Permeability NC NA NT **AUROC: AUROC: AUROC: AUROC:** 0.9070 0.7777 0.8178 0.9771 Comparison Comparison Comparison Comparison 0.9745 0.9637 0.8509 0.7945 Pang et al., "NeuTox 2.0," Environ. Int., 2025 Reward Classifiers Validate RL SHAP **Fvaluation Function**

SHAP Analysis



SHAP Analysis



SHAP Analysis

Feature	Threshold	SHAP Value
fr_Ndealkylation2	0.379	0.0512
Chi3v	-0.170	0.0325
PEOE_VSA5	1.593	0.0321
MolLogP	-0.100	0.0317
SlogP_VSA6	-0.141	0.0309
SlogP_VSA6	-0.141	0.0309

...continues for all 722 features...





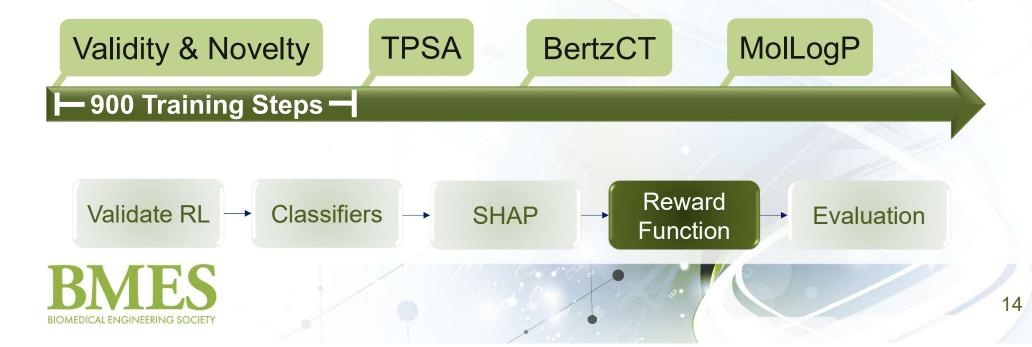
Reward Function Design

Feature	Property	Abs. SHAP Value	Directionality	Threshold
TPSA	Permeability	0.9933	1	60.41
BertzCT	NC	0.6912	1	942.9
MolgLogP	NA	0.6723	1	3.848



Reward Function Design

- 97 Features with Abs. SHAP Value >0.10
 - Introduce a new feature every 900 steps ~89000 steps



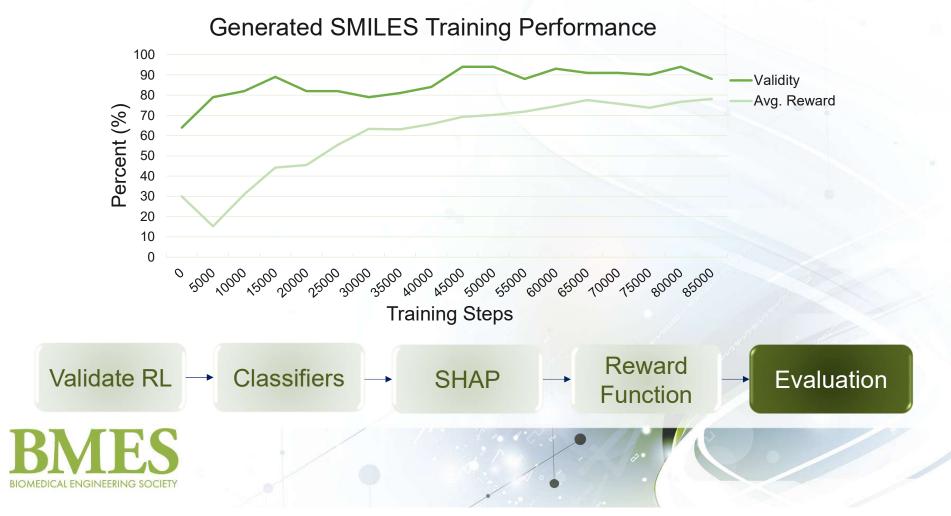
Reward Function Design

Reward Function Components

- Validity: +0.1 if SMILES is chemically valid
- Novelty: Reward = 1 max similarity
- Summary:
- Starts with validity and novelty
- Gradually adds property-based rewards



Training Evaluation



Future Work

- Experiment with Curriculum Design
- Adapt to a Binding Site
- SMILE String Evaluation



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Personal Portfolio



SCAN ME



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