

The Molecule Evuator. An Interactive Evolutionary Algorithm for the Design of Drug-Like Molecules

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We developed a software tool to design drug-like molecules, the “Molecule Evuator”, which we introduce and describe here. An atom-based evolutionary approach was used allowing both several types of mutation and crossover to occur. The novelty, we claim, is the unprecedented *interactive* evolution, in which the user acts as a fitness function. This brings a human being’s creativity, implicit knowledge, and imagination into the design process, next to the more standard chemical rules. Proof-of-concept was demonstrated in a number of ways, both computationally and in the lab. Thus, we synthesized a number of compounds designed with the aid of the Molecule Evuator. One of these is described here, a new chemical entity with activity on α -adrenergic receptors.

INTRODUCTION

It has been estimated that the combination of the four elements C, N, O, and S only may lead to the design of 10^{60} molecules with maximally 30 non-hydrogen atoms.¹ Currently, only over 26 million (in between 10^7 and 10^8) organic and inorganic compounds have been synthesized since the foundation of organic chemistry in the 19th century.² Obviously, designing new molecules (de novo design) is crucial to cover more of the “chemical space”. Computational methods have been employed to this end, among which are so-called evolutionary algorithms (reviewed in ref 3). These algorithms are based on principles from biology, such as natural selection and Darwinian evolution through mutation and crossover.

There are at least two problems with the application of evolutionary algorithms in drug design. The first is associated with the aspect of Darwinian evolution. Molecules are graphs that have to obey certain chemical rules. Converting a molecule into a bit string or fixed-size vector of numbers as used in conventional evolutionary algorithms will, therefore, often result in mutation and crossover operations that produce invalid molecules.

The second problem relates to natural selection and a useful fitness function. While, currently, the most common methods use a similarity index to a reference compound^{4–7} or calculations of the binding strength to a target,^{8,9} only a few examples have been published of successful applications of evolutionary algorithms to find new, biologically active structures. Only Schneider et al.⁷ claimed success as their algorithm found a ligand with a similar kind of activity as that of the lead compound, be it approximately 1000 times less potent.

In this study, we propose a new approach for the use of evolutionary algorithms in de novo drug design, called the “Molecule Evuator”, to address these problems. We introduce an atom-based method with a set of mutation operators that contains all one-atom and one-bond mutations. This will enable a fuller search of the chemical space and finer optimization of the molecular structure than is possible with most other published methods. Second, we use another approach to natural selection that is new in evolutionary algorithms in drug design: we make the medicinal chemist the “fitness function” of the proposed structures. This would largely eliminate structures that are difficult to make in the laboratory and enable the program to optimize the molecular structure by using the chemist’s knowledge about structure–activity relationships.

We will first introduce a new representation of molecules, the so-called TreeSMILES notation, and the evolutionary operators we used. Subsequently, we will discuss how the user’s choices affect the fitness of the molecules. We will then shortly describe the graphical user interface of the Molecule Evuator, together with the results of some of our experiments in interactive drug design.

MOLECULE REPRESENTATION

A molecule can be considered to be a connected graph consisting of one or more atoms (nodes) connected by bonds (undirected edges). One of the main constraining rules of chemistry is the valence of each type of atom. Moreover, atoms such as sulfur can have several valence states, of which bivalent sulfur and hexavalent sulfur are the most common. In our genotype, the starting point in each evolutionary algorithm, we handle this by creating a separate symbol for each valence state, so that divalent sulfur atoms are encoded by “S” and hexavalent sulfur atoms by “Sh”. Thus, whether a graph represents a valid molecule does not merely depend on the structure of the graph but also on the identity of each particular node.

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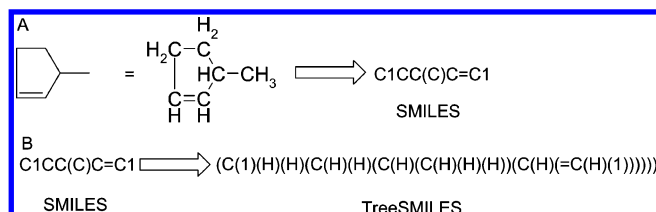


Figure 1. (A) Example of a SMILES representation of a molecule. One bond of each ring is chosen at random (in this case, the bond from the top left to the bottom left atom) and is designated by a unique number. Both atoms participating in a ring bond get the bond number(s) immediately after them in the line notation. Branches are indicated by brackets. (B) SMILES versus TreeSMILES. By making the hydrogen atoms explicit going from SMILES to TreeSMILES, the notation becomes less compact and less human-readable. However, the positions available for substitution are now readily interpreted by the computer.

Molecules are graphs that can be of different sizes; they may also contain branches and cycles. Since they too are subject to the laws of chemistry, they additionally have to obey certain rules that usually prohibit changing one node/edge without changing its neighbors. To develop a computer representation of a molecule that can store these properties and that is convenient to mutate and cross over, we looked at some common molecular data formats.

There are various ways to represent molecules on the computer. Nowadays, the two most common representations are the MOL-file format,¹⁰ which is a list of atoms and bonds in the molecule, and the SMILES notation,¹¹ a line notation/string that is human-readable and that can easily be transformed into a 2D structure. In the SMILES notation, the nonlinear parts of a molecule are encoded with brackets to indicate branches and numbers to label rings, as is illustrated in Figure 1A. By default, the hydrogen atoms are not incorporated into the SMILES notation, since their presence can be deduced from the rules of chemical valence.

Neither of these representations is ideal, however, when molecules are mutated and crossed over. Since chemical valence rules explicitly state how many bonds any atom has, both the most common 2D-MOL-file format and the SMILES notation take the hydrogen atoms and the bonds to which they are attached for granted. We should, therefore, calculate for each atom whether it has the right number of hydrogen atoms to be mutated in some way. To avoid these recalculations, we decided to explicitly add the hydrogen atoms to the representation. Also, we decided to use a SMILES-like structure as our main molecule representation, particularly for reasons of computational efficiency. Making the hydrogen atoms explicit, we obtain a bracket-rich, expanded SMILES representation (Figure 1B) to which we can apply mutation by relatively simple algorithms. We coin this chemical notation "TreeSMILES".

CROSSOVER AND MUTATION

Crossover is implemented like crossover in standard genetic programming:¹² subtrees of two different molecules are selected and swapped. The only complication in the present study is that the trees represent graphs and can contain cycles, while subgraphs are not allowed to contain incomplete cycles. So when a subtree at a random "root" atom is selected, the subtree is first checked for unmatched

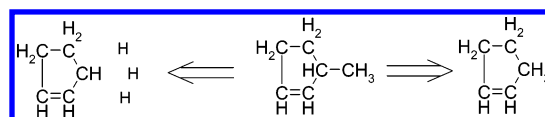


Figure 2. Why simple mutations are often wrong mutations. When removing the right-most carbon from the middle molecule, only removing the carbon (left picture) results in a wrong molecule: due to the loose hydrogen atoms, the structure is unconnected (and therefore not a valid molecule); also, the carbon atom to which it was connected has three bonds instead of four, violating chemical valence rules and also making the left molecule invalid. The molecule on the right shows the valid version of this mutation: the to-be-deleted atom is changed into a hydrogen, and its own hydrogen atoms are removed.

ring bonds, and if these are present, the current root is discarded and another subtree is selected for crossover.

Mutation, however, is the most important variance operator in the Molecule Evuator. Theoretically, changing a graph into any other graph can be performed by a limited set of operations: adding nodes, adding edges, deleting nodes, and deleting edges. While this would be sufficient from a graph-theoretical point of view, these operations are more complicated in a chemical system since the valence rules must be obeyed, and the graph must remain connected: deleting the indicated carbon atom in Figure 2 would also require deleting its three attached hydrogen atoms and attachment of a hydrogen that replaces the carbon. In the Molecule Evuator, deleting an atom involves removal of the hydrogen atoms attached to it and renaming the atom itself into a hydrogen atom.

The implemented mutations, graphically shown in Table 1, are as follows:

(1) Add Atom/Group. This replaces a hydrogen atom in the molecule with a non-hydrogen atom or a larger chemical group such as a phenyl group. In the case of atom addition, the remaining bonds of the added atom are filled with hydrogen atoms.

(2) Insert Atom. This also adds an atom but does this by inserting the new atom (which should have a valence of two or higher) into a bond. The remaining bonds of the new atom are completed by adding hydrogen atoms to it.

(3) Delete Atom. This removes an atom that is attached to only one non-hydrogen atom (with a single bond) by first deleting the hydrogen atoms attached to it and renaming the atom to a hydrogen atom.

(4) Uninsert Atom. This removes an atom that has exactly two non-hydrogen neighbors. It removes the atom and its hydrogen atoms and subsequently creates a bond between its two neighboring non-hydrogen atoms.

(5) Increase Bond Order. If two atoms that are bonded to each other both have at least one hydrogen atom, those hydrogen atoms are removed and an extra bond is created between the atoms (the bond order is increased from single to double or from double to triple).

(6) Create Ring. This is similar to **Increase Bond Order**, but works between two atoms that are not bonded to each other. These atoms are connected using a single bond (the two hydrogen atoms are changed into ring indices).

(7) Decrease Bond Order. If there is a double or triple bond between two atoms, its bond order is decreased by one and a hydrogen atom is attached to each of the two atoms.

(8) Break Ring. This mutation chooses a single bond in a ring, breaks that bond, and adds hydrogen atoms to correct

even the target molecule itself, which is not useful for designing truly novel molecules. QSAR functions should be able to optimize activity yet have important disadvantages. First, they require quite a lot of reprogramming for each new class of molecules that is investigated. Second, they are generally difficult to use for finding very active compounds since they grow less and less reliable as the molecular structures deviate more from the average structure (and thereby activity) of the training data set.¹⁵ Unfortunately, this is exactly what would happen during optimization. The last theoretical method (“docking”) is still too inaccurate for optimization and may yield molecules with an activity that is orders of magnitude lower than the calculated value.⁹ Experiments as a fitness function, finally, are generally slow and expensive and so far have only been performed for a class of molecules that was particularly easy to synthesize.¹⁴ Thus, experimental fitness has yet to prove to be practical in a more realistic drug design scenario.

As an entirely different approach, we decided to use the *user* as a fitness function. This concept has been recently employed in other application areas and is often called interactive evolutionary computing.^{16–18} While a user cannot know the binding strength of a given molecule, this defect may not be much worse than the inaccuracy of scoring functions. A definite advantage in letting the user choose would be that intensive feedback from a medicinal chemist would make the compounds easier to synthesize and steer the evolution away from areas which have already been explored. Furthermore, the algorithm could still be easily coupled to experimental results or advanced computed fitness functions if so desired. In Algorithm 1, the general workflow within the Molecule Evuator is detailed, from the creation of the initial population to the interactive evolution of new molecules.

Algorithm 1

```
Create initial generation of 1..generation_size molecules ( generation_size set by user, by
default 12)
  For each molecule, get molecule structures from one of these sources:
    a. MOL or SD-files
    b. Sketches by user in editor of Molecule Evuator
    c. Random generation of molecules (see algorithm 2)
Evolve:
  Repeat while the user wants to continue:
    -The user may set or change ratios between modification, combination and
    de novo molecule generation.
    -The user selects m most interesting molecules of the current generation.
    Copy the m selected molecules to the next generation.
    -For each of the ( generation_size - m ) molecule slots left in the next
    generation, do the following:
      -generate a new molecule with one of the three methods in ratios
      set by the user:
        -modification: create a new molecule by mutating the old
        molecule
        -combination: create a new molecule by crossing over two
        selected molecules (can be the same molecule – this is
        allowed in tree-crossover)
        -de novo generation: create a new molecule by de novo
        generation, see algorithm 2.
      -add the new molecule to the next generation.
    -The user may change molecules by fixing (as explained in the text) or
    editing, or replace molecules by loading or drawing new molecules.
    -Make the next generation the current generation.
done
```

As a further example, Algorithm 2 focuses on the random generation of molecules as mentioned in Algorithm 1.

Since a user cannot evaluate as many structures as a computer program and preliminary experiments have shown that users only want to see “good” structures, we added several descriptor calculations to the Molecule Evuator.

Algorithm 2

```
Set the current molecule to a methane molecule

pick a random number x from 1 to MaxNumberOfAtoms
repeat x times:
  replace a hydrogen atom of the current molecule by a random atom or fragment
  from the atom/fragment database

pick a random number y from 0 to MaxNumberOfRings
repeat y times or until no more rings can be made:
  make a ring in the current molecule

pick a random number z from 0 to MaxNumberOfDoubleBonds
repeat z times or until no more bonds can be oxidized:
  oxidize a random bond in the current molecule, so increment the bond order
```

The selected descriptors are in fact (physico)chemical parameters of a compound, such as the number of hydrogen bond donors/acceptors, molecular weight, log *P* (lipophilicity), polar surface area, the number of rotatable bonds, and the number of aromatic systems and substituents. Physico-chemical parameters of a compound, either calculated or experimentally determined, can also constitute a useful fitness function, for instance, in a certain weighed combination. It is increasingly realized that they determine, for example, aspects of absorption and blood–brain barrier passage,¹⁹ although they usually are of lesser importance for the interaction with the target protein. Upper and lower bounds for all these descriptors can be set by the user as a filter to create more “realistic” molecules. Additionally, we implemented some “chemical” filters. The aim was to eliminate molecules with undesirable structures such as strained paracyclophanes. Similarly, molecules not allowed because of Bredt’s rule²⁰ are also automatically discarded. Both the physical and the chemical filters can be switched on and off.

THE GRAPHICAL USER INTERFACE OF THE MOLECULE EVALUATOR

When the program is started, a “seed” molecule (indole in this case) can be either loaded or drawn and used for a first generation of derivatives (Figure 4). Alternatively, the Molecule Evuator itself can initialize the population with random molecules. The latter is done by taking the computer’s clock time and using it as a seed in the *rand* function in the C programming language.

As an example, one of the suggested molecules (3-methylindole) was selected for yet another round of evolution. Again, by pressing the “Go” button, a window appears that contains the selected molecule (this so-called elitism is on by default) together with the newly generated analogues (Figure 5). The user can again select the most attractive molecules and press “Go”, and this process is repeated until the user has gathered enough ideas.

Comments from medicinal chemists on previous test versions of the program have led us to include three extra features that allow the user more control over the evolution: (i) editing the molecules directly, (ii) fixing parts of the molecule, and (iii) using filters to prevent certain unrealistic molecules being shown to the user. We next discuss these features in more detail.

Editing molecules is useful when the user wants to start the evolution with a molecule that has not been stored yet in the computer and must be drawn. Additionally, if during the evolution a given molecule suggests a more interesting structure, editing the molecule into the desired structure can

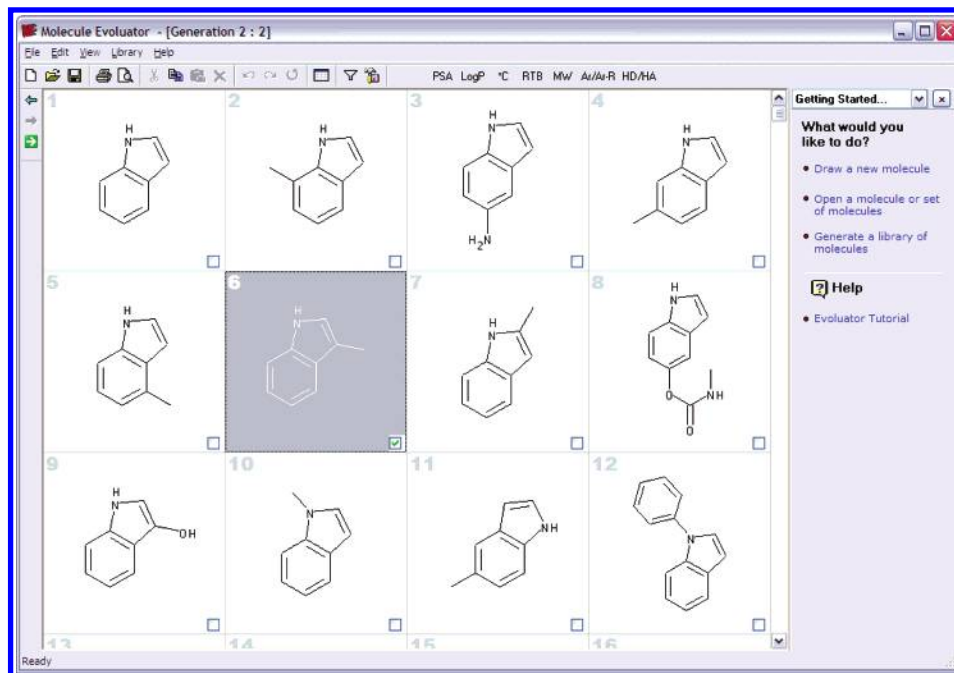


Figure 4. A molecule, in this case, indole (#1), is drawn or loaded as a “seed” for a population of 12 derivatives generated by pushing the “Go” button (green arrow in left-hand toolbar). In this simple example with atom additions, only the methylated analogue #6 was selected for further evolution (see Figure 5).

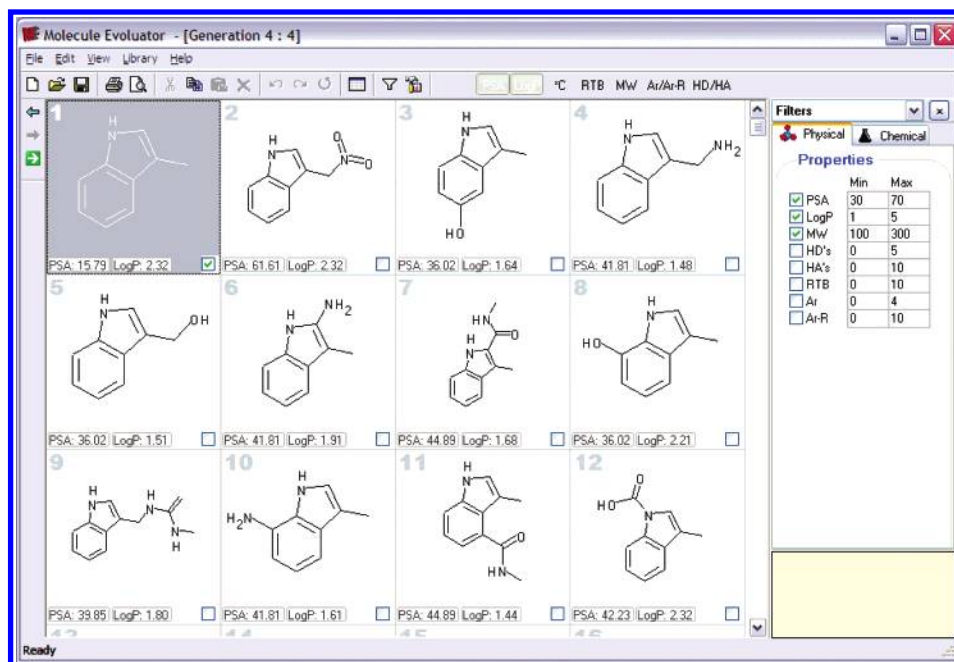


Figure 5. Pressing “Go” (green arrow in the left-hand toolbar) generates mutants of methylindole (see Figure 4) according to preset filters (PSA, log *P*, and MW in right-hand panel). PSA and log *P* values are displayed in the individual boxes, according to buttons pushed in the upper toolbar.

be done “on-the-fly”. This will allow the user to evolve molecules immediately from the desired structure, rather than wait until it will be generated by the program. Editing the molecules is performed in the “Molecule Edit” window (not shown), which pops up when the user clicks on a molecule in the main window. Editing here is quite similar to that in normal chemical drawing programs. After the popup window has been closed, the drawn structure is converted into TreeSMILES format.

Fixing part(s) of the molecule can be useful in cases where structure–activity relationships demand that a particular, necessary part of the molecule is present in all its descen-

dants. The Molecule Evulator allows this conservation with the “fix atoms or bonds” option in the “Molecule Edit” window, which enables the user to generate new molecules with the conserved part remaining intact, and only variation on the “free” atoms.

The filters are the third extra feature. In the “Physical Filters” panel (see also Figure 5), the ranges are set within those values at which the physicochemical properties of a molecule must lie for the molecule to be incorporated into the population (for example, molecular weight between 100 and 300). Molecules outside these boundaries imposed by the user will be automatically eliminated by the Molecule

Evaluator and will, therefore, not be shown to the user. Additionally, some chemical structures which are usually undesirable, such as hemiketals, can be forbidden in the "Chemical Filters" panel. The Molecule Evuator creates offspring molecules using mutation and crossover until feasible molecules—fulfilling all filter conditions—have been found.

In addition to these three main control features, there is a "Parameters" panel (not shown), in which the user can influence the evolutionary process itself. The user is allowed to steer evolution by, among other things, enabling/disabling certain kinds of mutations. For example, the "decrease bond order" mutation tends to partially reduce phenyl rings, which is chemically undesirable. As an alternative to fixing the phenyl bonds explicitly, disabling this mutation will protect the bonds from being reduced. This will, however, also prevent useful mutations, such as those which reduce a ketone (C=O) to an alcohol (CHOH). Another option would be a special version of the "decrease bond order" mutation that does not reduce aromatic rings; this is something we are currently considering. Other mutation types (eight in total) can also be toggled "on" or "off". By default, each of these eight categories of mutations is applied with the same frequency (0.125). When mutation types are disabled, the remaining active mutation types are still applied with identical frequency, so if for example only three mutations are checked, the probability of each of them is 0.33. Another option is to change the ratio of mutation/crossover. Since we learned that most medicinal chemists prefer mutation over crossover, the default settings are 90% mutation and 10% crossover (and so are applied with probabilities of 0.9 and 0.1, respectively). A third option is to allow the Molecule Evuator to occasionally add random molecules to the population. The relative amount of random molecules is approximately 16% (so 1–2 new random molecules in a new population). This option is off by default. Last, the user can toggle elitism on and off. Elitism conserves the selected molecules and makes them also the first molecules on the screen in the next generation.

EXPERIMENTS

We conducted a computational experiment first for a simple proof of concept. For this, we used a data set of biological activities of neuramidase inhibitors.²¹ Using the measured activities as input for the evolutionary algorithm, we located the experimental minimum ($IC_{50} = 1$ nM, a 6300-fold improvement over the original structure) within four generations.

To test whether we could use the Molecule Evuator to discover interesting new molecules with possible biological activity, we performed an experiment using its option for random molecule generation.

First, we generated a library of 10 000 small molecules ($150 \text{ D} < \text{MW} < 250 \text{ D}$) with drug-like features: either one or two aromatic rings, five or fewer rotatable bonds, two or fewer hydrogen donors, four or fewer hydrogen acceptors, and a polar surface area of at most 70 \AA^2 . Out of this library, three sublibraries of 100 compounds were chosen randomly. Each of these sublibraries was presented to a different chemist, who could choose and modify the molecules created by the program. Out of the 300 compounds, 35 were chosen for further investigation.

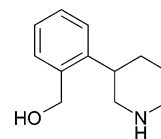


Figure 6. One of the compounds synthesized on the basis of a random generation of virtual molecules by the Molecule Evuator.

Checking the latter molecules in the SciFinder² and Beilstein databases²² (in April 2003), we found that six structures represented chemical classes yet unknown in the literature. On the basis of these six core structures, 10 molecules were designed, of which eight compounds were synthesized successfully. One typical compound with a calculated log *P* value of 1.65, a calculated polar surface area of 32 \AA^2 , and a molecular weight of 191 D is shown in Figure 6. It proved active on both α_1 - and α_2 -adrenergic receptors; that is, at $10 \text{ }\mu\text{M}$ it displaced more than 50% of the radioligand used in binding assays on the two receptor subtypes. We will describe the full results of this experimental proof of concept in a future publication.

DISCUSSION

In this paper, we have presented an evolutionary algorithm to help design new molecules. As reviewed very recently, it is one of the approaches to computer-based de novo design of drug-like molecules.²³ A large variety of methods is being used to this end, even when confined to evolutionary concepts only. The two most important components of all evolutionary algorithms used in chemistry/drug design are the molecule representation and the fitness function.

The Molecule Representation. One of the main choices is whether to make the algorithm atom- or fragment-based. Atom-based algorithms work by mutating atoms and can, therefore, fine-tune each structure optimally.^{4,5,13,24} On the other hand, several investigators construct molecules using larger fragments.^{7,9,24} This has the advantage that the representation can be simpler, since there is generally no need for the genome to contain cycles (for these are incorporated into the fragments). Also, fragment-based methods have the potential benefit of easier synthesis. While the current version of the Molecule Evuator uses both atoms and fragments to construct molecules, its mutations are atom-based. We believe that atom-based evolution is superior to fragment-based evolution for adapting the molecular structure. The main disadvantage of using fragments instead of atoms is that most mutations in fragment-based evolution are "macromutations" that change the molecule into something completely different, with a vastly different fitness value. In most cases, it is not clear whether fragment-based evolution is an improvement over random search, unless the fitness function is fragment-based. However, this is certainly not the case in drug design where biological activity is subtly dependent on the molecular structure. We have observed now that making an atom-based algorithm interactive, as in the Molecule Evuator, partially compensates for the disadvantage that molecules generated on the basis of atoms are generally more difficult to synthesize. The medicinal chemist now has the option to immediately discard or modify structures at will.

Using the User as a Fitness Function. The most important problem of the de novo design programs which

have been described in the literature is the difficulty of creating a fitness function that is relevant to drug design. In this work, we propose to use an evolutionary algorithm not as a black box that will give the user the right answer when given the right question but as a means of supporting the creativity and imagination of the user by interactive evolution, thereby automatically incorporating the user's explicit as well as implicit (subconscious) knowledge of the problem domain.

Using user feedback as a fitness function has several advantages and disadvantages, and some consequences that require special adaptations and modifications of the software.

One disadvantage of user interaction is that the population must be small. It is unlikely that any chemist would want to see 50–100 molecules before pressing “Go” again. However, small population sizes (12 as a default in the current version of the program) may lead to premature convergence, that is, tempt the user to stop (too) early. Another hurdle relates to programming the software: the more the user can interact with the program, the more is required from the user interface. In this project, more time was spent on constructing the user interface than on creating and fine-tuning the evolutionary algorithm. Modifications of the evolutionary algorithm should, in many cases, be reflected by changes in the user interface, and this makes programming and testing new ideas more time-consuming than in a noninteractive system. Software validation is also more difficult—one cannot well run hundreds of tests automatically to objectively verify whether the algorithm outperforms other algorithms. A user is not an objective function that can be easily shared with others. Finally, the user may see the computer program as a competitor, not as a tool, and might not like to work with it since “someone else” has thought of the molecule. While the computer has so little knowledge that one should say that the user has invented the molecule (and recognized it as something interesting), the user may perceive their position differently.

There are, however, also many advantages to user interaction. One attractive advantage is that the feedback from the user can produce molecules which can be synthesized more easily in the laboratory than is possible with computer-generated, random molecules. The difficulty of synthesis would also be automatically adapted to the user's level of knowledge and experience.

A second advantage is that the program can use all kinds of rules and problem domain knowledge that the user has. The alternatives, expert systems and flexible input, have distinct disadvantages in this case. Creating an expert system is time-consuming and must be done anew for each optimization project. Flexible input would require the domain expert, namely, the chemist, to learn a complicated language or user interface, which would definitely diminish accessibility of the software and, thereby, use greatly. The program can even benefit from the user's subconscious rules, which cannot be programmed since they are unknown and may be very difficult to derive. Furthermore, as the user's problem knowledge grows, this knowledge is automatically updated and applied to the process without time-consuming intervention by programmers. In experimental sciences, seldom is all required knowledge known beforehand, and allowing experiments with the computer can also lead to finding new rules and discarding obsolete ones.

A third advantage is that the software can stimulate computer use by medicinal chemists. Far too often, compounds suggested by the “computational department” are rejected by medicinal chemists for reasons of synthesis, and collaboration between the departments is hampered by busy schedules and the necessity to have meetings for feedback. This makes collaboration slow and difficult and probably results in chemists mainly designing their own compounds without the help the computer could give. We believe that creating a program for the problem domain experts instead of for computer experts can lead to better use of the help that the computer could give in the drug design process, and perhaps even to increased understanding and a more fruitful collaboration between medicinal chemists and computer scientists.

Finally, a program such as the Molecule Evuator may make a chemist more conscious of their own design process, that is, which rules they follow. Consciousness of the rules and methods can lead people to experiment with them and occasionally break them for enhanced creativity.

Adding Extra User Control to the Evolution. We found that, when we added interactivity to the evolutionary algorithm, it was not enough to restrict the user's influence to selection only. The users were generally quite “impatient” and wanted more control to accelerate or even directly manipulate the evolution, so we added features to enable this. First, we incorporated edit functions to directly modify the molecular structure. Second, we added an option for selecting a part of the molecule to remain constant. Third, we allowed the settings (which mutations are allowed and what range a property may have) to change interactively. We think that these options will make the Molecule Evuator more attractive for drug design since they give the user more control over the evolution. We must, however, beware of the complication that having a feature is not enough if the user does not know that the feature is there or how to use it. Good user interface design is necessary for users to learn to use the multiple filters without having to read the manual. The second danger is perhaps more serious: by discarding “bad molecules”, one may, at the same time, eliminate paths to escape from local optima. Second, if all molecules shown are good according to a specific user's criteria, it may be exactly what the user had designed themselves anyway, thus eliminating the added value of the program. However, a lack of control may frustrate and bad structures may irritate the user, so we aimed for a middle road between control and creativity.

CONCLUSIONS AND FUTURE PERSPECTIVES

In this report, we have described the “Molecule Evuator”. It is a software program based on evolutionary algorithms and has been created to aid chemists in designing new drug-like molecules. With this program, all relevant chemical mutations are possible. The most distinguishing feature of the Molecule Evuator relative to other *de novo* design programs is having the user as a fitness function. In this way, it can combine the domain knowledge of the chemist with the memory and processing speed of the computer. We, therefore, added a graphical user interface for the evolution and extended the program with options for directly editing the molecule, marking part of a molecule as conserved, and calculating relevant physicochemical parameters.

Considering the algorithms used and the feedback from users so far, there are several directions open for future investigation. First, many molecules generated by the program seem difficult to synthesize. Perhaps encoding explicit chemical knowledge in the program or using chemical databases could help improve this. A second direction would be to create a command-line version which links to other software such as docking programs, since the "high-resolution" optimization resulting from our atom-based model might be very useful for optimizing lead compounds. Third, more selection criteria could be added such as additional physicochemical properties or an input method for QSAR formulas.

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