Al' Role in Novel Target Discovery for High Unmet Needs Through Multi-Omics Integration

Namshik Han











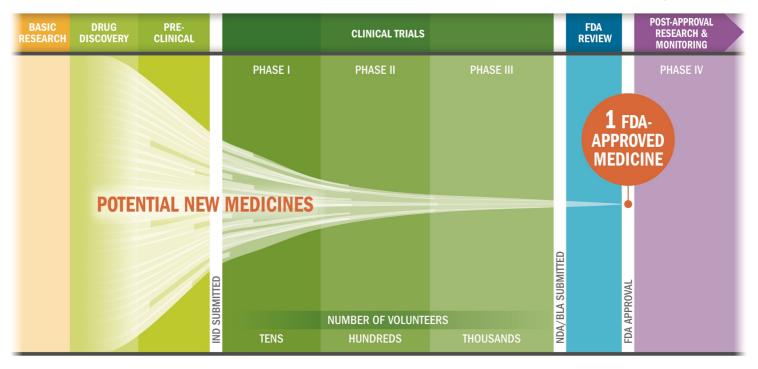




Challenges in Drug Discovery

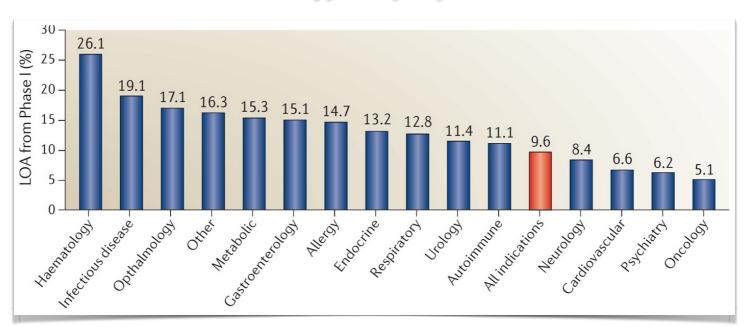
THE BIOPHARMACEUTICAL RESEARCH AND DEVELOPMENT PROCESS

From drug discovery through FDA approval, developing a new medicine takes at least 10 years on average and costs an average of \$2.6 billion.* Less than 12% of the candidate medicines that make it into Phase I clinical trials will be approved by the FDA.

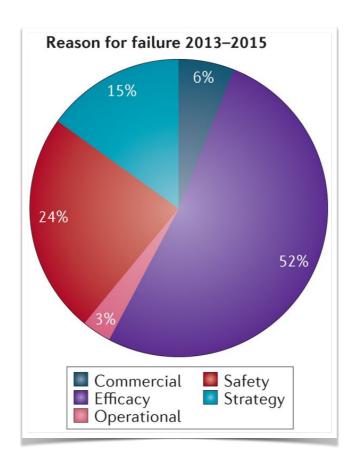


Highest Attrition Rate

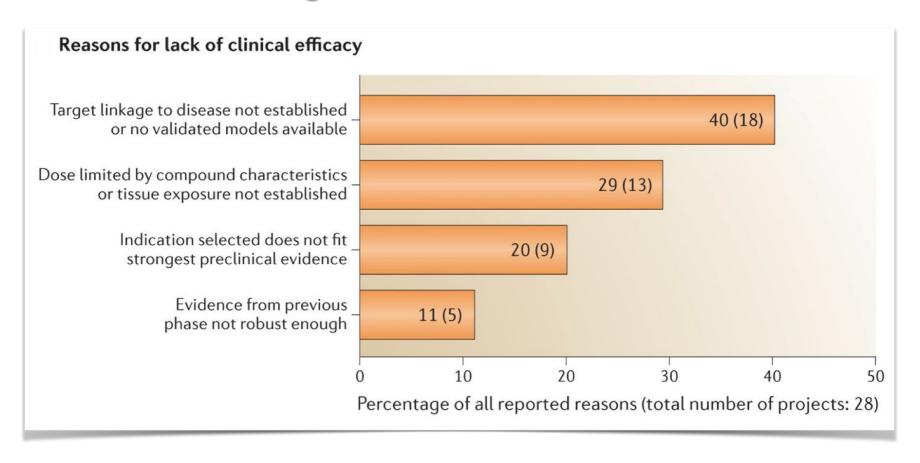
Likelihood of approval (LOA) from Phase I



Scientific Reasons



Target-Disease Association





BBC News, 2017



Nature Biotechnology, 2017





A drug molecule "invented" by artificial intelligence (AI) will be used in human trials in a world first for machine learning in medicine.

It was created by British start-up Exscientia and Japanese pharmaceutical firm

(OCD).

Sumitomo Dainippon Pharma.

The drug will be used to treat patients who have obsessive-compulsive disorder

Typically, drug development takes about five years to get to trial, but the Al drug took just 12 months.





BCG

Unlocking the potential of AI in Drug Discovery

Current status, barriers and future opportunities

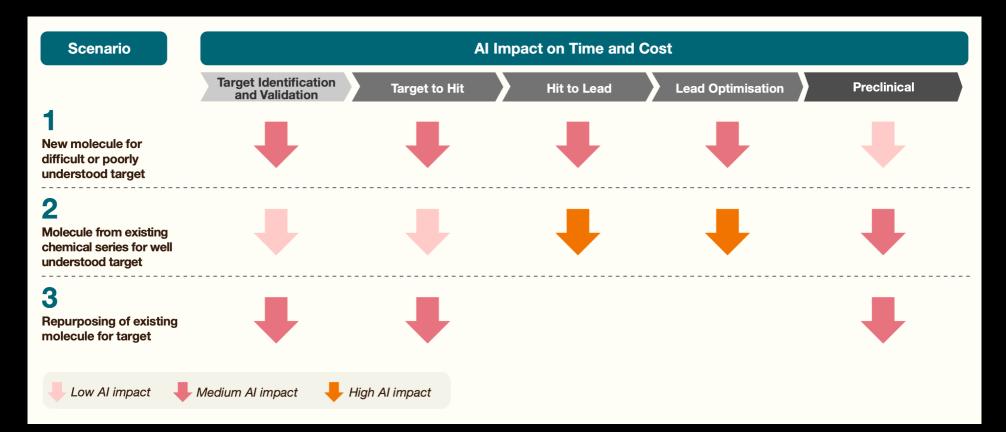


Key Pain Points

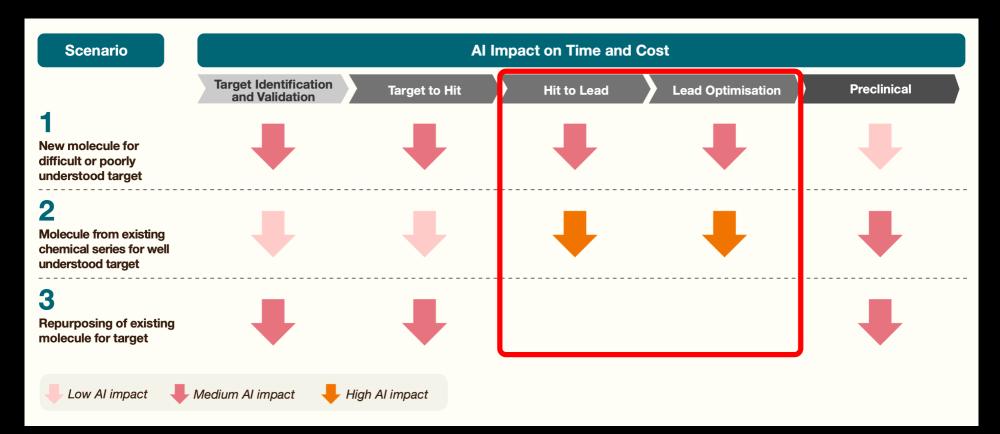
Typical Pain Points	Target Identification and Validation		Molecule Optimisation			Preclinical	
	Target Identification and Validation	Target Characterisation	Hit Identification	Hit to Lead	Lead Optimisation	Preclinical	
Modality and Discovery Strategy Agnostic Pain Points	Complex deconvolution of experimental and clinical signals to identify credible targets		Low translatability of experimental assays to in vivo systems		Lengthy optimisation cycles across	Low translatability of animal models	
	Fragmented, multi-modal data sets inconsistently collected and harmonised				numerous properties		
	Challenging to fully characterise proteins/protein-protein interactions						
Small Molecules Pain Points			Long design-make-test cycles across discovery journeys		Lack of access to ADMET data		
			Unable to fully explore chemical space				
Vaccines Pain Points		Challenging to identify	optimal immunogenic an	timal immunogenic antigen sequences Sub-optimal mF		NA translation efficiency	
		Time consuming to ide	entify conserved regions manually		Lack of understanding of delivery systems		
Antibodies Pain Points	Difficult to identify relevant/superior epitopes		Challenging to select correct candidate across experimental outputs/human repetoires		Lengthy humanisation of unfamiliar scaffolds		
	Challenging to design and optimise novel antibodies				Long lead times to imp properties	rove mAb preclinical	

Target Identification and Validation		Preclinical			
Target Identification Target Characterisation	Hit Identification	Hit to Lead	Lead Optimisation	Preclinical	
1 Understanding Disease		5 Safety and To		and Toxicity	
1.1 Phenotypic screening and image analysis with Al		5.1 Toxicology and off target effect prediction			
1.2 (-omics) Data mining to link target to disease				5.2 PK/PD simulation	
1.3 Drug repurposing				5.3 QSP modelling	
1.4 Protein structure and dynamics modelling					
1.5 Biomarker identification	2	Small Molecule Design and (Optimisation		
	2.1 Virtual screening an	d binding analysis	2.5 ADME prediction		
	2.2 Structure activity re				
	2.3 De novo ligand generation		ation		
		2.4 Ligand synthesisabilit	ty		
	3 Vaccine Design and Optimisation				
3.1 Epitope selection, pr	rediction and binding	3.2 *Codon, 5' and 3' UTR optimisation			
		3.3 *Lipid nano particle optimisation			
	4				
	4.1 mAb library screen				
	4.2 Antigen-antibody bir				
	4.3 De novo antibody of				
		4.4 Antibody property pre	ediction		
			4.5 Humanisation		

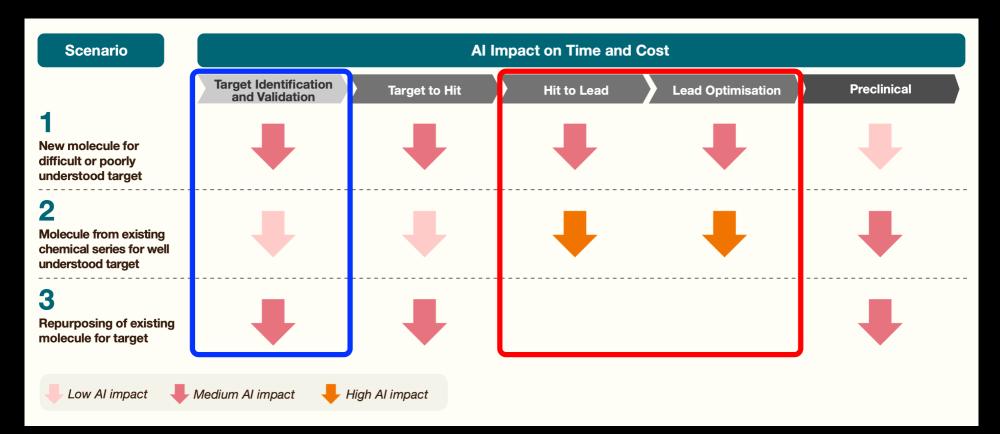
Al Impact on Time & Cost



Al Impact on Time & Cost

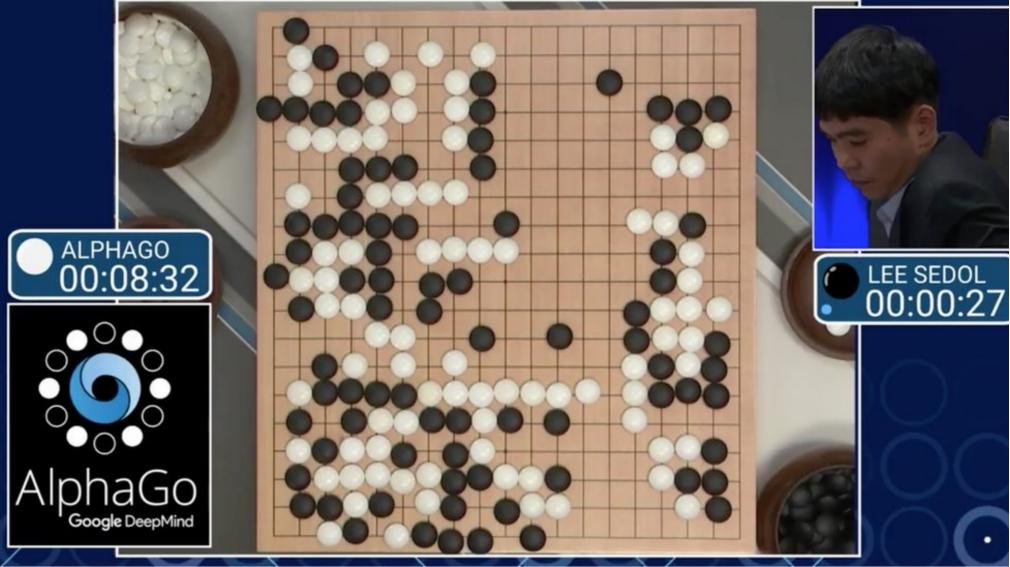


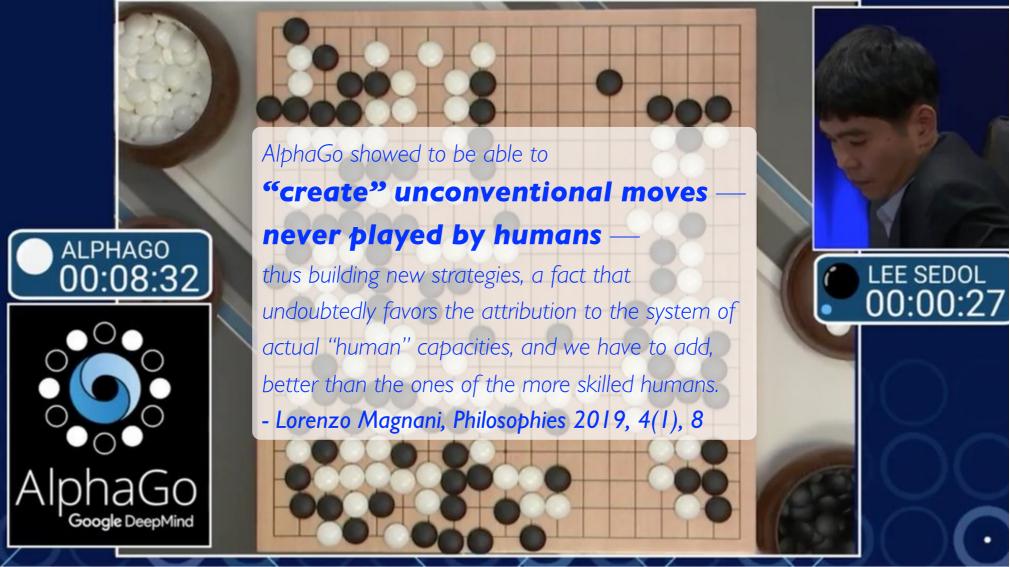
Al Impact on Time & Cost



Al Impact on Unmet Medical Needs









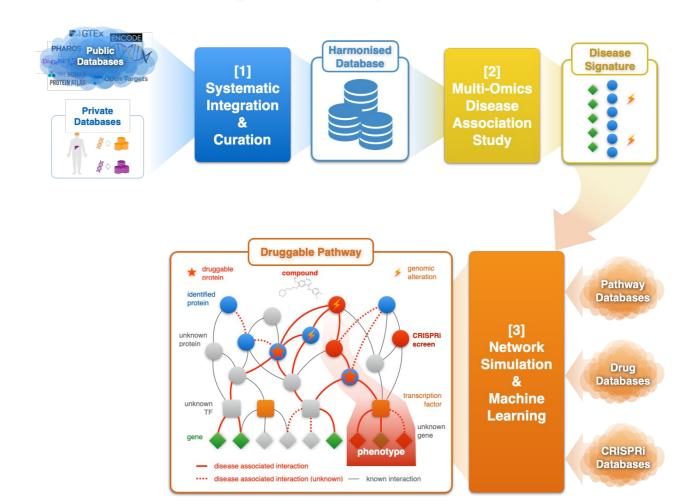


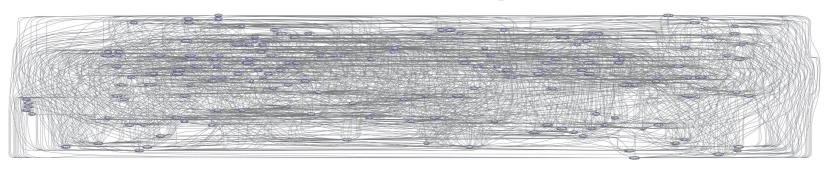


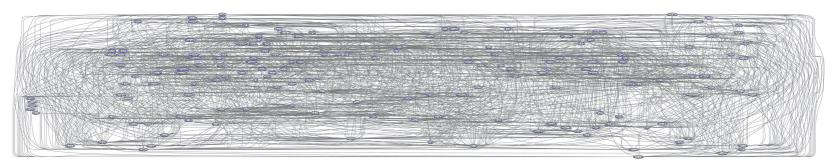


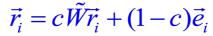


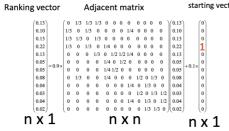


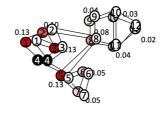


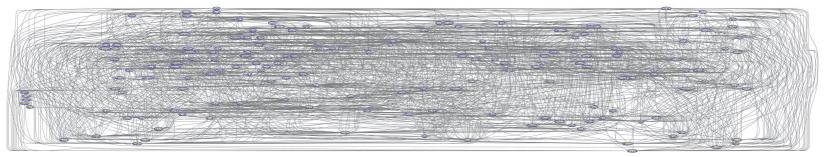








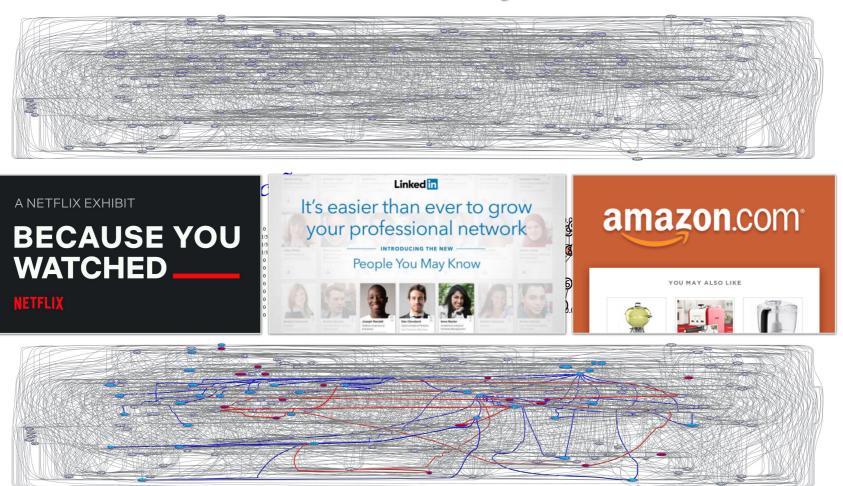




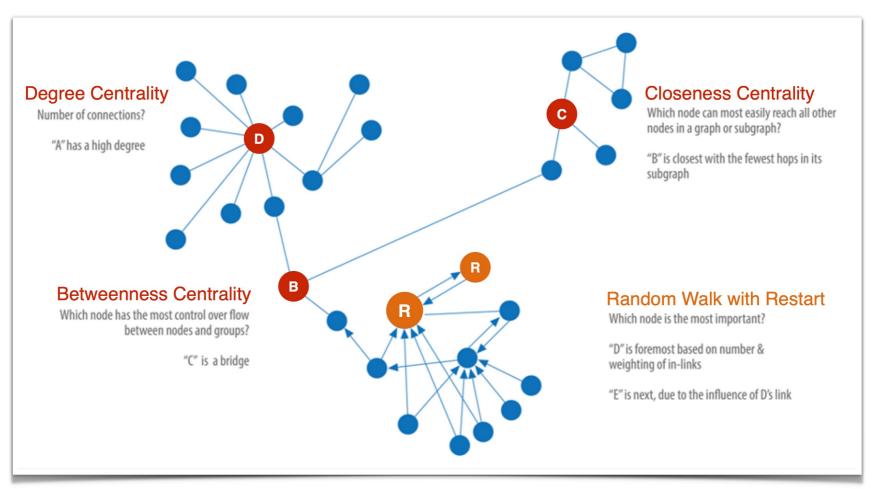




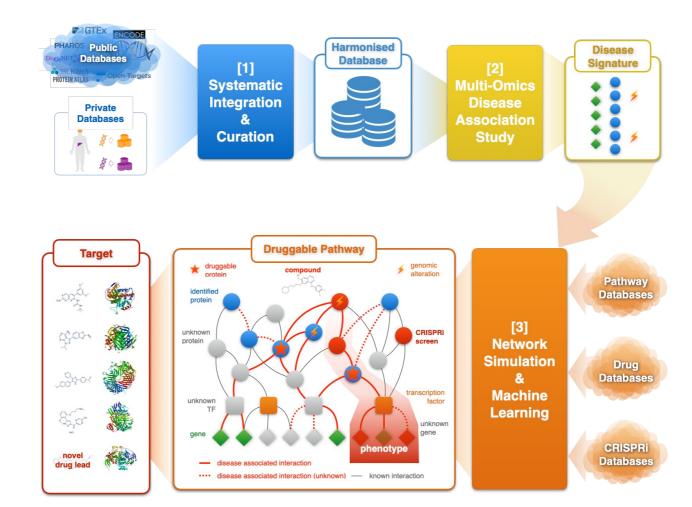




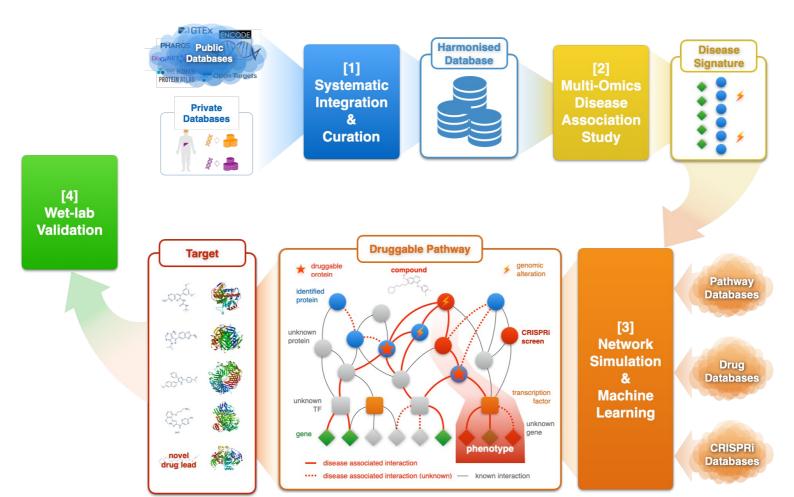
Network Algorithms



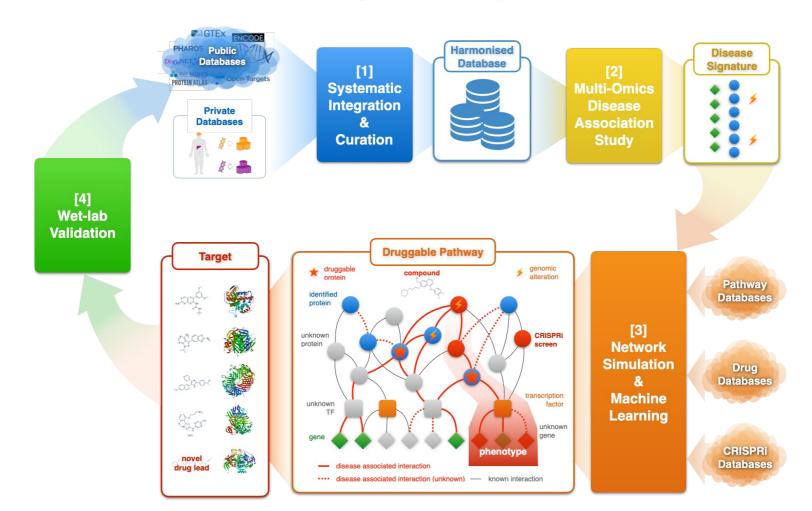












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John Skidmore & William Kuan



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Harveer Dev



Yan Yan Shery Huang





UNIVERSITYOF

PORTSMOUTH Dariusz Gorecki, Murphy Wan









YONSEI UNIVERSITY COLLEGE OF MEDICINE

Jaeho Cheong



Young Jik Kwon





Memorial Sloan Kettering Cancer Center Ioo-Hveon Lee

Industry Partners & Funders





Oliver Rausch & Hendrik Weisser





Julie Little & Maria Groves













Biotechnology and **Biological Sciences** Research Council























