Constrained Diffusion Models

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July 23, 2025

Abstract

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Chapter 1

paperworks

1.1 Data

CATH S40 domain structures, it contains non-redundant data with no pair of domains with $\geq 40\%$ sequence similarity (according to BLAST).

Extract the $C\alpha$ (alpha carbon) atoms for each protein domain in the dataset, so each data is a 3D point cloud of $C\alpha$ atoms

$$x = [x_1, x_2, ..., x_l], \quad x_i \in \mathbb{R}^3 \quad \forall i = 1, ..., l,$$

where l the number of $C\alpha$ atoms (residues) is varying for different domain.

1.2 Model Architecture

1.2.1 Message Passing Layers

E3NN

Euclidean neural networks [Thomas et al., 2018, Weiler et al., 2018, Kondor et al., 2018] is rotation and translation invariant for 3D point cloud, and all its operations are per-node, or per-edge based, so it is compatible with variable-sized structures.

Graph Neural Networks

Graph Neural Networks (GNNs) were first introduced in the seminal work by [Scarselli et al., 2009], which proposed a recursive framework for learning over graphs. The field progressed significantly with the development of Graph Convolutional Networks (GCNs) by [Kipf and Welling, 2017], which introduced a scalable and differentiable message-passing scheme. Further, Graph Attention Networks [Veličković et al., 2018], brought in attention mechanisms to improve expressiveness and performance. To better model the complicated structure, I use the graph transformer network [Shi et al., 2021] which incorporates multi-head self-attention over local neighborhoods.

1.2.2 Time Conditioning via Gaussian Fourier Features

Following [Song et al., 2020], we embed the diffusion time step $t \in (0, 1)$ using random Fourier features [Tancik et al., 2020]

$$\gamma(t) = [\cos(2\pi W t), \sin(2\pi W t)], \quad W \sim \mathcal{N}\left(0, s^2\right),$$

to provide continuous and expressive encoding of time.

1.2.3 Positional Encoding for Node Order Awareness

Graph-based models are inherently invariant to node permutations, which can be a limitation when modeling protein backbones, where the sequential order of residues encodes biologically meaningful directionality along the chain. To inject this ordering information, each node is assigned a scalar index $p \in [0, 1]$ representing its normalized position in the sequence. This index is first mapped to a high-dimensional representation using a sinusoidal encoding [Vaswani et al., 2017]

$$\rho(p) = [\sin(\omega_1 p), \cos(\omega_1 p), \sin(\omega_2 p), \cos(\omega_2 p), ...]$$

where w_k's are fixed frequencies. The resulting positional embedding is then passed through a learnable transformation, such as a multilayer perceptron (MLP), before being incorporated into the model

1.2.4 Residual Network Architecture

Overall residual connections are used at each GNN layer.

1.3 Score-Based Diffusion Models

1.3.1 Forward Process

Use Variance Preserving (VP) SDE [Song et al., 2020]

$$dx = -\frac{1}{2}\beta(t)x + \sqrt{\beta(t)}dw \tag{1.1}$$

with closed form posterior

$$p(x_t|x_0) = \mathcal{N}\left(x_t : \ x_0 e^{-\frac{1}{2}\int_0^t \beta(s)ds}, \left(1 - e^{-\int_0^t \beta(s)ds}\right) I\right)$$

for data perturbation, i.e.,

$$x_t = \sqrt{e^{-\int_0^t \beta(s)ds}} x_0 + \sqrt{1 - e^{-\int_0^t \beta(s)ds}} z_t, \quad z_t \sim \mathcal{N}(0, I). \tag{1.2}$$

Notice that eq. (1.2) is exactly the discrete perturbation scheme in DDPM [Ho et al., 2020]. In practice, linear $\beta(t)$ as used in [Song et al., 2020] perturb the backbone too fast, the

perturbed samples are nearly random noise after a small time t. To slow down perturbation, I used a cosine noise schedule as proposed in [Nichol and Dhariwal, 2021], where

$$x_t = \sqrt{\alpha_t} x_0 + \sqrt{1-\alpha_t} z_t, \quad \alpha_t = \cos^2\left(\frac{t+s}{1+s} \cdot \frac{\pi}{2}\right), \quad z_t \sim \mathcal{N}(0, I).$$

This is a DDPM perturbation scheme, the corresponding SDE is given by solving

$$\alpha_t = \cos^2\left(\frac{t+s}{1+s} \cdot \frac{\pi}{2}\right) = e^{-\int_0^t \beta(s) ds},$$

it follows that

$$\begin{aligned}
\beta(t) &= -\frac{d}{dt} \log \cos^2\left(\frac{t+s}{1+s} \cdot \frac{\pi}{2}\right) \\
&= -\frac{1}{\cos^2\left(\frac{t+s}{1+s} \cdot \frac{\pi}{2}\right)} \left[2 \cos\left(\frac{t+s}{1+s} \cdot \frac{\pi}{2}\right)\right] \left[-\sin\left(\frac{t+s}{1+s} \cdot \frac{\pi}{2}\right)\right] \frac{d}{dt}\left(\frac{t+s}{1+s} \cdot \frac{\pi}{2}\right) \\
&= \frac{\pi}{1+s} \tan\left(\frac{t+s}{1+s} \cdot \frac{\pi}{2}\right).
\end{aligned}$$

1.3.2 Denoising Score Matching

Ideally, for each time t, the score function of x_t can be trained via

$$\mathbb{E}_{p(x_t)}\left[\|\nabla_{x_t} \log p(x_t) - s_\theta(x_t, t)\|_2^2\right].$$

The unknown term $\nabla_{x_t} \log p(x_t)$ (true score) can be eliminated with the score matching objective [Hyvärinen, 2005]

$$J_t^{\mathrm{SM}}(\theta) = \mathbb{E}_{p(x_t)}\left[\left\|\mathrm{tr}\left(\nabla_{x_t} s_\theta(x_t, t)\right) - \frac{1}{2}\|s_\theta(x_t, t)\|_2^2\right\|_2^2\right].$$

Note that the term $\mathrm{tr}\left(\nabla_{x_t} s_\theta(x_t, t)\right)$ can be computationally intensive, since we have the analytic form of the posterior, this can be eased by using instead the denoising score matching objective [Vincent, 2011]

$$J_t^{\mathrm{DSM}} = \mathbb{E}_{p(x_0)} \mathbb{E}_{p(x_t|x_0)}\left[\|s_\theta(x_t, t) - \nabla_{x_t} \log p(x_t|x_0)\|_2^2\right].$$

The overall objective is given by a weighted sum (or average)

$$J^{\mathrm{DSM}} = \mathbb{E}_{t \sim \mathcal{U}(0,1)}\left[\lambda(t) J_t^{\mathrm{DSM}}\right].$$

1.3.3 Reverse Process

For an SDE

$$dx = f(x, t)dt + g(t)dw,$$

the reverse time SDE is given by [Anderson, 1982]

$$dx = \left[f(x,t) - g^2(t)\nabla_x \log p\left(x_t\right)\right] dt + g\left(t\right) d\tilde{w},$$

where t goes from 1 to 0. So for VPSDE (1.1) its reverse process is

$$dx = \left[-\frac{1}{2}\beta(t) - \beta^2(t)\nabla_x \log p\left(x_t\right)\right] dt + \sqrt{\beta(t)} d\tilde{w},$$

and the true score is approximated by the trained neural network s_θ. For discretisation the Predictor-Corrector (PC) sampler [Song et al., 2020] is used, i.e., the predictor step steps into next time step in the reverse SDE

$$x_{k+1} \leftarrow x_k + \left[f(x,t) - g^2(t) s_\theta\left(x_k, t\right)\right](-\delta t) + g\left(t\right)\sqrt{\delta t} z_{k+1},$$

and the corrector step corrects the sampling using MCMC method in a fixed time t

$$x_{k+1} \leftarrow x_{k+1} + \epsilon_{k+1} s_\theta\left(x_{k+1}, t\right) + \sqrt{2} z'_{k+1},$$

for white noises z_{k+1} and z'_{k+1}.

1.4 Reimannian Score-Based Diffusion Models

The constraints I use are

1. fixed bond lengths ($C\alpha$-$C\alpha$ distances),

$$\|x_{i+1} - x_i\| = \text{const};$$

2. fixed bond angles,

$$\angle\left(x_{i-1}, x_i, x_{i+1}\right) = \text{const};$$

3. ....

Suppose, for an $x \in \mathbb{R}^{l\times 3}$ on the manifold, its constraints are expressed as

$$h_i(x) = 0, \quad i = 1, ..., m,$$

the Jacobian matrix of the constraints is given by

$$J(x) = \begin{bmatrix} \nabla_x^T h_1\left(x\right) \\ \nabla_x^T h_2\left(x\right) \\ \vdots \\ \nabla_x^T h_m\left(x\right) \end{bmatrix} \in \mathbb{R}^{m\times 3l}.$$

Since now we have no closed form solution to the SDE, a discretisation rule is need to perturb the data.

1.4.1 Geodesic Random Walk

The projector of the tangent space of x is given by

$$\Pi(x) = I - J^T(x)(J(x)J^T(x))^{-1}J(x),$$

so the SDE on manifold is given by

$$dx = \Pi(x)f(x,t)dt + \Pi(x)g(t)dw. \tag{1.3}$$

To sample from it, we follows the geodesic random walk in [De Bortoli et al., 2022]. At time t, first sample on tangent space of x_t

$$v_{k+1} = \Pi\left(x_t\right)\left(f(x_t,t)\delta t + g(t)\sqrt{\delta t}z_{k+1}\right),$$

then move along the geodesic on manifold $\mathcal{M}$ defined by the constraints, i.e.,

$$x_{k+1} \leftarrow \exp_{x_k}\left(v_{k+1}\right).$$

The exponential map $\exp_x(v)$ is known for sphere and torus in [De Bortoli et al., 2022], however, for manifold defined by our constraints, it is unkonwn. It can be approximated by the solution of the optimisation problem

$$\widehat{\exp_x(v)} = \arg\min_{x'} \frac{1}{2}\|x' - (x+v)\|^2 \quad \text{subject to} \quad h(x') = 0.$$

Reformulate to obtain

$$\arg\min_{\delta x} \frac{1}{2}\|x + \delta x - (x+v)\|^2 \quad \text{subject to} \quad h(x+\delta x) = 0.$$

Expand the constraint and only keep the first order terms $h(x+\delta x) = h(x) + J(x)\delta x$, and Lagrangian is

$$\mathcal{L}\left(\delta x, \lambda\right) = \frac{1}{2}\|\delta x - v\|^2 + \lambda^T\left(h(x) + J(x)\delta x\right).$$

Now we can solve with KKT conditions as the problem is convex, i.e.,

$$\begin{aligned} \nabla_{\delta x}\mathcal{L}\left(\delta x, \lambda\right) &= 0 \\ h(x) + J(x)\delta x &= 0 \end{aligned}$$

This yields the optimal update

$$\delta x = v - J^T\left(x\right)\lambda$$

where λ solves

$$J(x)J^T(x)\lambda = h(x) + J(x)v = J(x)v. \qquad \text{(since we start on manifold.)}$$

In the end the exponential map is

$$\widehat{\exp_x(v)} = x + \delta x.$$

1.4.2 Constrained Symplectic Euler-Like Method

This is an alternative to geodesic random walk that avoid approximating the exponential map. Instead of trying to sample from (1.3), we use the equivalent

$$\begin{aligned} dx &= f(x,t)dt + g(t)dw - J^T(x)\lambda(t)dt, \\ h(x) &= 0. \end{aligned}$$

We use the constrained Symplectic Euler-like method [Leimkuhler and Matthews, 2015]

$$x_{k+1} = x_k + f(x_k, t_k)\delta t + g(t_k)\sqrt{\delta t} z_{k+1} - J^T(x_k)\lambda_k \delta t$$

where λ_k is solved by the constraints

$$h\left(x_{k+1}\right) = h\left(x_k + f(x_k, t_k)\delta t + g(t_k)\sqrt{\delta t} z_{k+1} - J^T(x_k)\lambda_k \delta t\right) = 0.$$

Let $Q_k = x_k + f(x_k, t_k)\delta t + g(t_k)\sqrt{\delta t} z_{k+1}$ and $\Lambda_k = \lambda_t \delta t$ we have

$$h\left(Q_k + J^T(x_k)\Lambda_k\right) = 0,$$

which can be solved by Gauss-Newton iteration

$$\begin{aligned} Q^\ell &\coloneqq Q_k - J^T\left(x_k\right)\Lambda^\ell \\ \Lambda_k^{\ell+1} &= \Lambda_k^\ell + \left[J\left(Q^\ell\right) J^T(x_k)\right]^{-1} h\left(Q^\ell\right). \end{aligned}$$

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