Deep end-to-end likelihood-free inference of phylogenetic trees



Luc Blassel, Nicolas Lartillot, Bastien Boussau, Laurent Jacob MLCB - September 11th, 2025



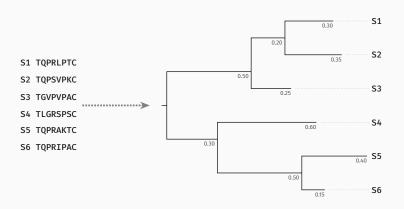






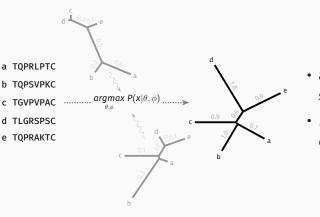


Context - Phylogenetic inference



Goal: describe evolutionary-history of MSA

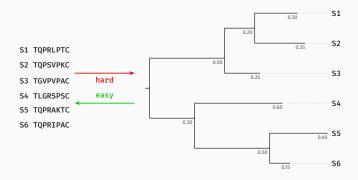
Context - Likelihood-based tree reconstruction



- accurate but slow
- $P(x|\theta,\phi)$ must be **computable**

 $x: MSA, \quad \theta = (\tau, \ell): Phylogenetic tree, \quad \phi: Evolution model Felsenstein 1993; Kleinman et al. 2010$

Motivation - Likelihood-free inference

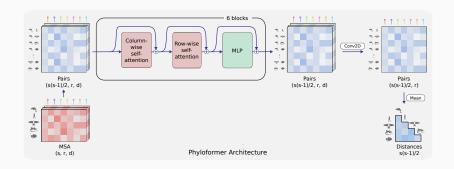


- We can simulate many¹ (tree, MSA) pairs
- Can we learn the mapping from MSA to tree?

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 $^{^{1}}$ pretty much practically ∞

Related Work - Phyloformer, our first approach

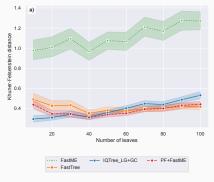


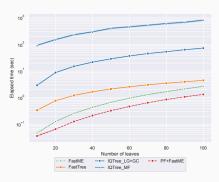
- Input an MSA, get a Distance matrix
- Feed Distance matrix to FastME to get tree



Nesterenko et al. 2025; Lefort et al. 2015

Related Work - Phyloformer is good!





Tree inference accuracy (KF)

Runtime

- Fairly competitive even on simple LG+GC model
- Fast because we use GPUs 1

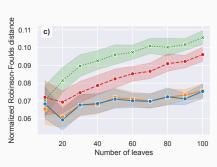


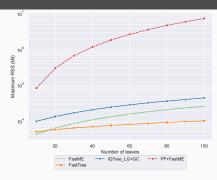
Nesterenko et al. 2025, ¹ ▲ Jean-Zay

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Related Work - But also sometimes less good...





Topological accuracy (RF)

Memory usage

- Gap between PF and ML methods
- PF is by far the most memory intensive



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How to do phylogenetic inference

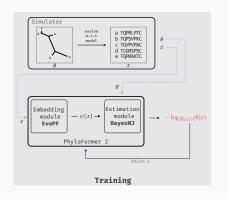
end-to-end?

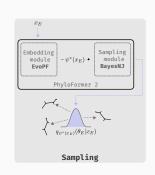
Methods - Neural Posterior Estimation (NPE)

- Given a **probabilistic model** $p(x|\theta)$ with some prior $p(\theta)$
- We want to **estimate the posterior**: $p(\theta|x)$
- We build $q_{\psi}(\theta|\mathbf{x})$ a **family** of distributions **parametrized** by ψ (our NN)
- We find $q_{\psi^*} = \operatorname*{argmin}_{\psi} \mathbb{E}_{p(\mathsf{x})}[\mathit{KL}(q_{\psi}(heta|\mathsf{x})||p(heta|\mathsf{x})]$
- In practice we maximize $\mathbb{E}_{p(\mathbf{x},\theta)}[\log q_{\psi(\mathbf{x})}(\theta|\mathbf{x})]$ by sampling from $p(\mathbf{x},\theta)$

 $x: MSA, \quad \theta = (\tau, \ell): Phylogenetic tree, \quad \psi(x): NN applied to x$

Methods - How do we do NPE?





- During **training** find $\psi^* = \operatorname*{argmin}_{\psi} \sum_i \log q_{\psi(\mathbf{x}_i)}(\theta_i | \mathbf{x}_i)$
- At **inference** time **sample** from: $q_{\psi^*(x_E)}(\theta_E|x_E)^{-1}$

¹WIP: so for now only point-estimation

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Methods - The EvoPF module, intro

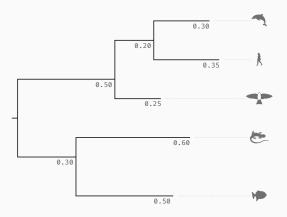
the EvoPF module is an **adaptation** of the **EvoFormer** module from **AlphaFold2**. The tasks are **transpositions** of each other:

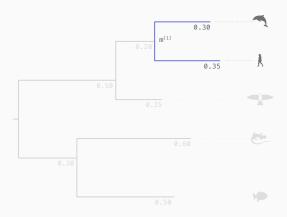
given input MSA
$$(n \times r)$$

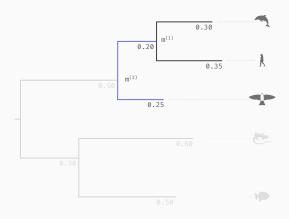
EvoFormer represent $r \times r$ relationships between sites **EvoPF** represent $n \times n$ relationships between sequences

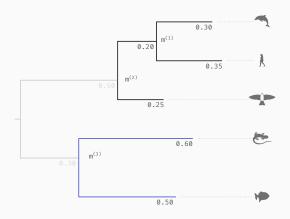
More expressive than MSA transformer **More lightweight** than PF

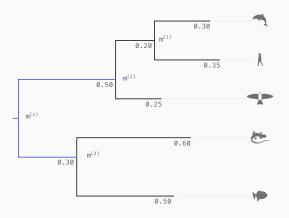
We want to describe the following tree:











$$\tau = \{m^{(1)}, m^{(2)}, m^{(3)}, m^{(4)}\}$$

Methods - the BayesNJ module

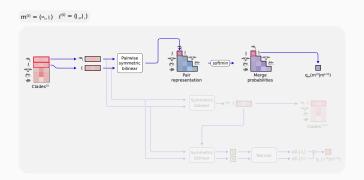
- Tree is an ordered set of merges: $\theta : \{m^{(1)}, \dots, m^{(N-1)}\}$
- We **factorize** $q_{\psi(\mathbf{x})}(\theta|\mathbf{x})$ as the product of successive merge probabilities:

$$q_{\psi(x)}(\theta|x) = \prod_{k=1}^{N-1} q_m(m^{(k)}|m^{(< k)}) q_{\ell}(\ell^{(k)}|m^{(\le k)})$$

Merge probabilities have 2 components:

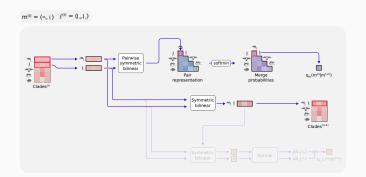
topological: $q_m(m^{(k)}|m^{(< k)})$ branch-length: $q_\ell(\ell^{(k)}|m^{(\le k)})$

Methods - BayesNJ, evaluating topological probabilities



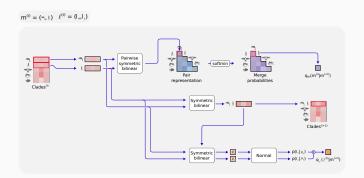
Compute merge probability

Methods - BayesNJ, evaluating topological probabilities



Update clade representation for next merge

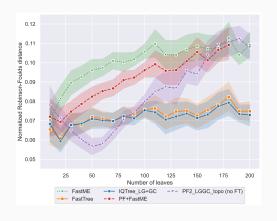
Methods - BayesNJ, evaluating topological probabilities



Compute branch-length probabilities

Does it work?

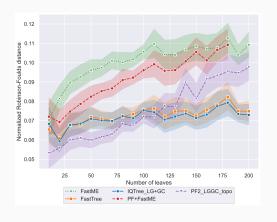
Results - Training topology only



 overfitting on tree-size is an issue

Same train set as PF1 paper: \approx 170k 50 seq LG+GC MSAs on rescaled BD trees

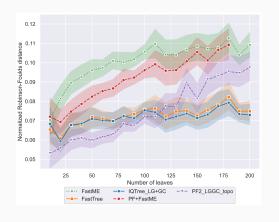
Results - Training topology only



- overfitting on tree-size is an issue
- Fine tuning helps

Same train set as PF1 paper: \approx 170 k 50 seq LG+GC MSAs on rescaled BD trees

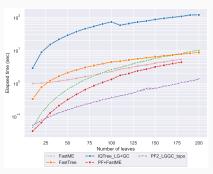
Results - Training topology only



- overfitting on tree-size is an issue
- Fine tuning helps
- We beat ML methods in certain cases
- Marked improvement w.r.t Phyloformer

Same train set as PF1 paper: \approx 170k 50 seq LG+GC MSAs on rescaled BD trees

Results - Scalability



10°

10°

25 50 75 100 125 150 175 200

Number of leaves

FastNe - Fore LGGC - PF2_LGGC_topo

Fast Tree - PF4 and Fast Tree - Fast Tree -

Execution time

Memory usage¹

 $^{^1}$ With 2× bigger sequence, and 4× bigger pair embeddings...

Perspectives - Short term challenges

This is very much still a work in progress...

- Training on more complex data (e.g. indels) increases length-overfitting
- · Learning topology and branch-lengths is also challenging
- · How can we move away from point-estimation?
- We might need to adjust our priors to compare with MCMC tools

Conclusion

Takeaways

- Topologically we manage to beat IQTree¹ on LG
- While being more scalable than PF1
- Still needs some work for a fully end-to-end phylogenetic inference tool

What next?

- Can we do **better** where computing $p(\theta|x)$ is **difficult** or **intractable**? (e.g. Potts, epistatis, Selection, ...)
- · Confident this can work given our experience with PF

Thanks to:





- Luca Nesterenko
- Laurent Jacob
- · Bastien Boussau
- · Nicolas Lartillot
- Philippe Veber
- Vincent Garot
- Amélie Leroy
- Anybody that listened to me!











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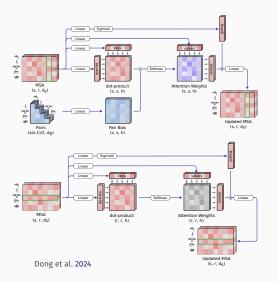
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Supp. Methods - EvoPF, the MSA stack

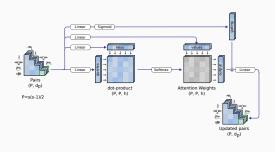


Column-wise attention with pair-bias

Row-wise attention

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Sup. Methods - EvoPF, the pair stack



Pair attention

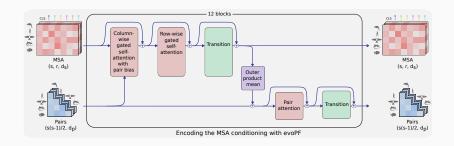


Outer product mean

Dong et al. 2024

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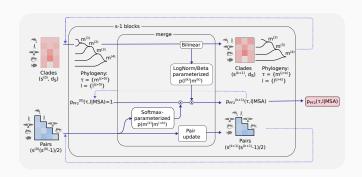
Sup. Methods - The EvoPF module, details



- Input an MSA and get:
 sequence embedding {s_i}
 sequence-pair embeddings {z_{ii}}
- Both embedding-types used to update each-other

Figure inspired by Jumper et al. 2021

Sup. Methods - BayesNJ evaluation mode



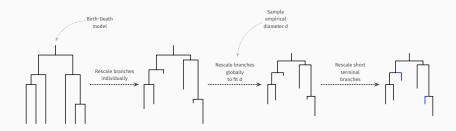
Sup. Methods - Ensuring the merge order is unique

Ensuring a **unique order** on merges ensures that we **define a distribution**. It also keeps **training** and **sampling** comparable ¹

- On a given tree au always **merge** the **shortest** available **cherry**
- When sampling, add constraints:
 - 1. Start with a $N \times N$ constraints matrix $M_{ii} = 0$
 - 2. At iteration k sample merge $m^{(k)} = (i, j)$ and cherry length $s^{(k)} = M_{ii} + X$
 - 3. **Update constraints** for cherries **available** when sampling $m^{(k)}$: $M'_{ii} = max(M_{ij}, s^{(k)})$ $M'_{ui} = 0$
- During evaluation compute $p_{PF2}(s^{(k)} M_{ij}|m^{(\leq k)})$

¹ Which is not the same if we use the NI merge order

Sup. Methods - Tree simulation



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