

# Molecular Pre-trained Models

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SMILES

MULTIMODAL MOLECULAR PRETRAINING VIA MODALITY BLENDING

**SMILES**

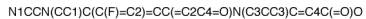
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# SMILES

The **simplified molecular-input line-entry system (SMILES)** is a specification in the form of a line notation for describing the structure of chemical species using short ASCII strings.

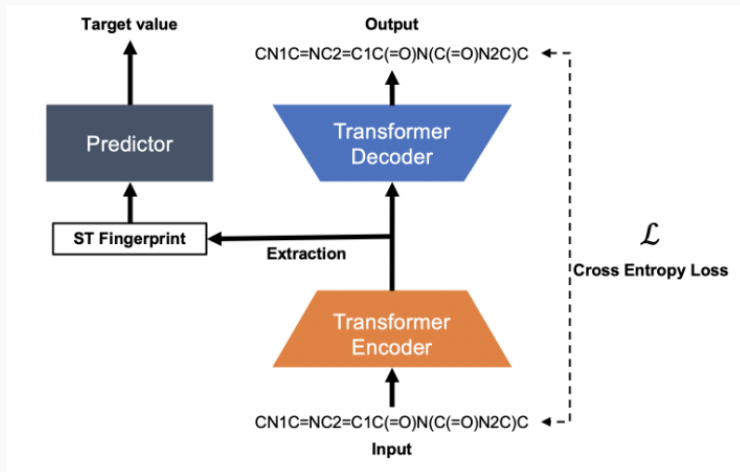
- Atoms are represented by the standard abbreviation of the chemical elements, in square brackets, such as [Au] for gold.
  - Brackets may be omitted in the common case of atoms: B, C, N, O, P, S, F, Cl, Br, or I
- single bond Hydrogen atoms are often omitted. For instance, the SMILES for water is written as either O.
- Double bonds are represented by "="; The three keys are represented by "#". Carbon dioxide containing double bonds is expressed as O=C=O

# SMILES



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*SMILES Transformer: Pre-trained Molecular Fingerprint for Low Data Drug Discovery(2019)*



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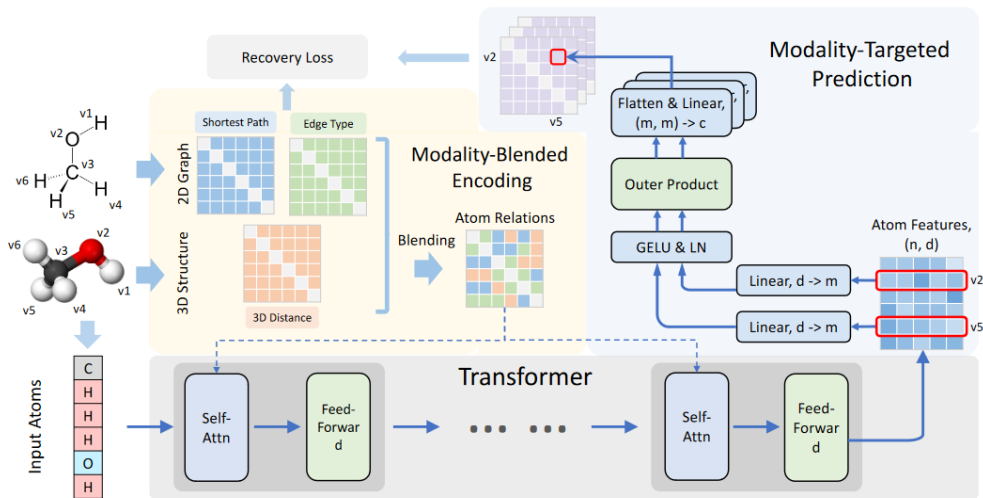
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# Illustration of unified molecular representation learning process



## Modality-blended Encoding

Author adopts three appearances of relations across 2D and 3D modalities following **Transformer-M**.

- $\Psi_{\text{SPD}}^{ij}$  represents the shortest path distance between atom  $i$  and  $j$
- $\Psi_{\text{Edge}}^{ij} = \frac{1}{N} \sum_{n=1}^N \mathbf{w}_n^\top \mathbf{e}_n$
- $\Psi_{\text{Distance}}^{ij}$  is the encoding of Euclidean distances of an atom pair  $(i, j)$

The blended matrix is determined as follows:

$$\Psi_{2\text{D}\&3\text{D}}^{ij} = \Psi_{\text{SPD}}^{ij} \mathbb{1}_1 + \Psi_{\text{Edge}}^{ij} \mathbb{1}_2 + \Psi_{\text{Distance}}^{ij} \mathbb{1}_3, \text{ where } \mathbb{1}_k = \begin{cases} 1 & \text{if } s^{ij} = k \\ 0 & \text{otherwise} \end{cases} \quad (1)$$

where each position  $(i, j)$  randomly selects its element from one of the  $\Psi_{\text{SPD}}^{ij}$ ,  $\Psi_{\text{Edge}}^{ij}$ ,  $\Psi_{\text{Distance}}^{ij}$

Then inject this modality-blended relation  $\Psi_{2D\&3D}$  into the self-attention module:

$$\text{Attention}(\mathbf{Q}, \mathbf{K}, \mathbf{V}) = \text{softmax} \left( \frac{\mathbf{Q}\mathbf{K}^T}{\sqrt{d}} + \Psi_{2D\&3D} \right) \mathbf{V} \quad (2)$$

# Modality-targeted Prediction

The model recovers the full  $\mathcal{R}_{\text{spd}}, \mathcal{R}_{\text{edge}}, \mathcal{R}_{\text{distance}}$ .

- atom representations  $\mathbf{X}^{L+1} \in \mathbb{R}^{n \times d}$
- two independent Linear layers  $\mathbf{W}_L, \mathbf{W}_r \in \mathbb{R}^{m \times d}$
- modality-targeted head:  $\mathbf{W}_{\text{head}} \in \mathbb{R}^{c \times m^2}$
- $G(\cdot) = \text{LayerNorm}(\text{GELU}(\cdot))$

$$\begin{aligned}\mathbf{o}_{ij} &= G(\mathbf{W}_l \mathbf{X}_i^{L+1}) \otimes G(\mathbf{W}_r \mathbf{X}_j^{L+1})^\top \in \mathbb{R}^{m \times m} \\ \mathbf{z}_{ij} &= \mathbf{W}_{\text{head}} \cdot \text{Flatten}(\mathbf{o}_{ij}) \in \mathbb{R}^c\end{aligned}\tag{3}$$

We now obtain the modality-targeted relation matrix  $\mathbf{Z} \in \mathbb{R}^{n \times n \times c}$ , where  $c$  depends on the targeted task

## Fine-tuning

For scenarios where a large amount of 2D molecular graphs is available while 3D conformations are too expensive to obtain:

$$\mathcal{L}_{2D} = \frac{1}{K} \sum_{k=1}^K \ell \left( f(\mathcal{R}_{\text{spd}}^k, \mathcal{R}_{\text{edge}}^k, \mathcal{V}^k), y_{2D}^k \right) \quad (4)$$

When it comes to scenarios where 3D information is obtained:

$$\text{Attention}(\mathbf{Q}, \mathbf{K}, \mathbf{V}) = \text{softmax} \left( \frac{\mathbf{Q}\mathbf{K}^\top}{\sqrt{d}} + \Psi_{\text{SPD}} + \Psi_{\text{Edge}} + \Psi_{\text{Distance}} \right) \mathbf{V} \quad (5)$$
$$\mathcal{L}_{3D} = \frac{1}{K} \sum_{k=1}^K \ell \left( f(\mathcal{R}_{\text{spd}}^k, \mathcal{R}_{\text{edge}}^k, \mathcal{R}_{\text{distance}}^k, \mathcal{V}^k), y_{3D}^k \right)$$

Consider two relations, denoted as  $\mathcal{R}_{2D} = (a_{ij})_{n \times n}$  and  $\mathcal{R}_{3D} = (b_{ij})_{n \times n}$ . Their elements are randomly partitioned into two parts, represented as  $\mathcal{R}_{2D} = [A_1, A_2]$ ,  $\mathcal{R}_{3D} = [B_1, B_2]$ . The blended matrix is denoted as  $\mathcal{R}_{2D \& 3D} = [A_1, B_2]$ .

- The training process with modality-blending maximizes the lower bound of the following mutual information:  $I(A_2; A_1, B_2) + I(B_1; A_1, B_2)$
- The mutual information  $I(A_2; A_1, B_2) + I(B_1; A_1, B_2)$  can be decomposed into two components below:

$$\begin{aligned} I(A_2; A_1, B_2) + I(B_1; A_1, B_2) = & \frac{1}{2} \underbrace{[I(A_1; B_1) + I(A_2; B_2)]}_{\text{contrastive and generative}} + \underbrace{[I(A_1; B_1|B_2) + I(A_2; B_2|A_1)]}_{\text{conditional contrastive and generative}} \\ & + \frac{1}{2} \underbrace{[I(A_1; A_2) + I(B_1; B_2)]}_{\text{mask-then-predict}} + \underbrace{[I(A_1; A_2|B_2) + I(B_1; B_2|A_1)]}_{\text{multimodal mask-then-predict}} \end{aligned}$$

SPD:Edge:3D ( $p$ )	BBBP $\uparrow$	BACE $\uparrow$	Tox21 $\uparrow$	ToxCast $\uparrow$	Lipo $\downarrow$
4:4:2	72.25	82.17	76.23	<b>66.70</b>	0.7544
3:3:4	72.34	82.47	<b>77.19</b>	66.16	0.7505
2:2:6	<b>72.52</b>	<b>82.89</b>	76.15	66.58	0.7511
1:1:8	72.45	82.43	76.46	66.57	<b>0.7478</b>

**Figure 2:** Ablations on the blending ratio