

# A Theoretically-Principled Sparse, Connected, and Rigid Graph Representation of Molecules

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ICLR 2025 Oral Presentation





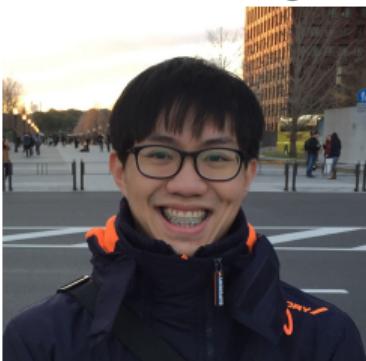
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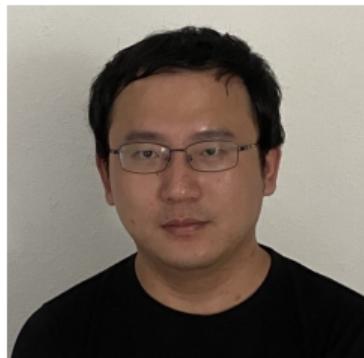
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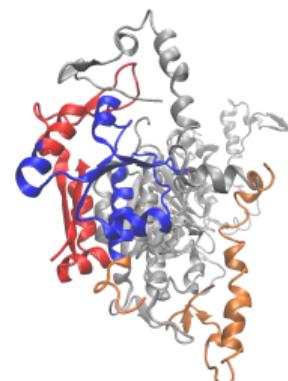
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# Motivation: Why Graph Structure Matters

## 1 Introduction

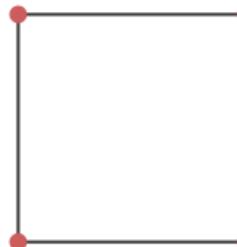
- Molecules as 3D point clouds
- Need graph structure to apply GNNs
- Geometric graph's properties → GNN's performance



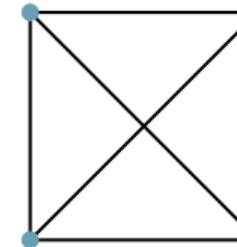
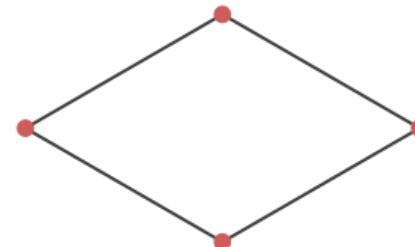
# What Makes a Good Geometric Graph?

## 1 Introduction

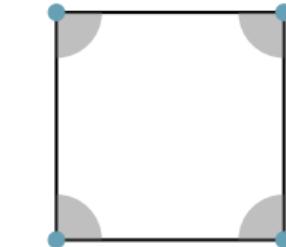
- **Sparsity:** # of edges  $\downarrow \Rightarrow$  computational efficiency  $\uparrow$
- **Connectedness:** ensures message passing across all nodes
- **Rigidity:** uniquely determine 3D geometry



Non-rigid graphs



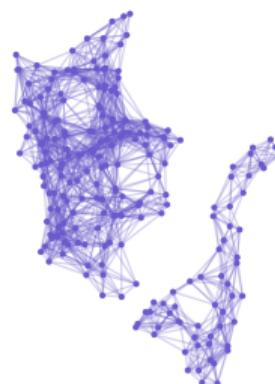
Rigid graphs



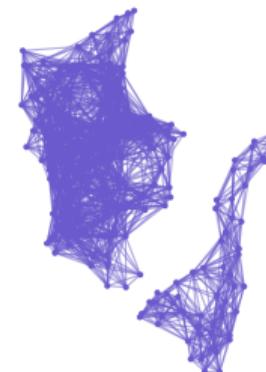
# Limitations of Existing Graph Constructions

## 1 Introduction

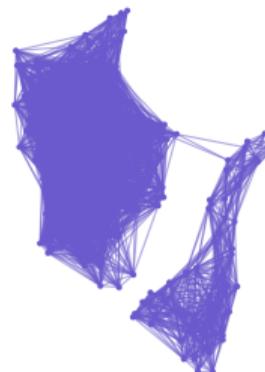
- **No method satisfies sparsity, connectedness, and rigidity simultaneously.**
- Take **radial cutoff graph** as an example:
  - *Small cutoff* → sparse but disconnected
  - *Large cutoff* → connected but dense



Cutoff = 8



Cutoff = 12

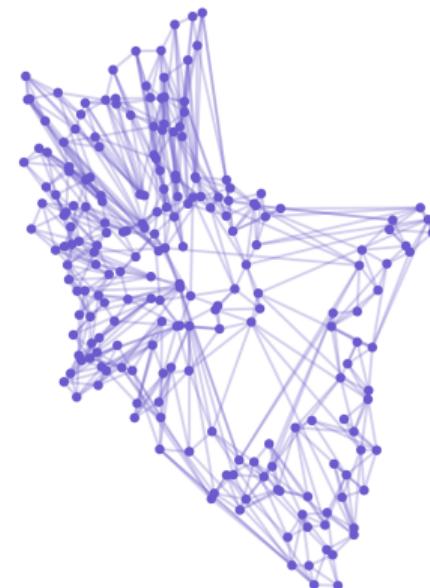


Cutoff = 16

# Our Goals

## 1 Introduction

- Build graphs that are: **Sparse, Connected, Rigid**
- **No hyperparameter tuning**
- Theoretical guarantees for GNN performance



**SCHull (Ours)**

# Our Solution: Spherical Convex Hull (SCHull)

2 Methods

- **Step 1:** Center the point cloud and project each point onto the unit sphere.

# Our Solution: Spherical Convex Hull (SCHull)

2 Methods

- **Step 2:** Build the convex hull of projected points.

# Our Solution: Spherical Convex Hull (SCHull)

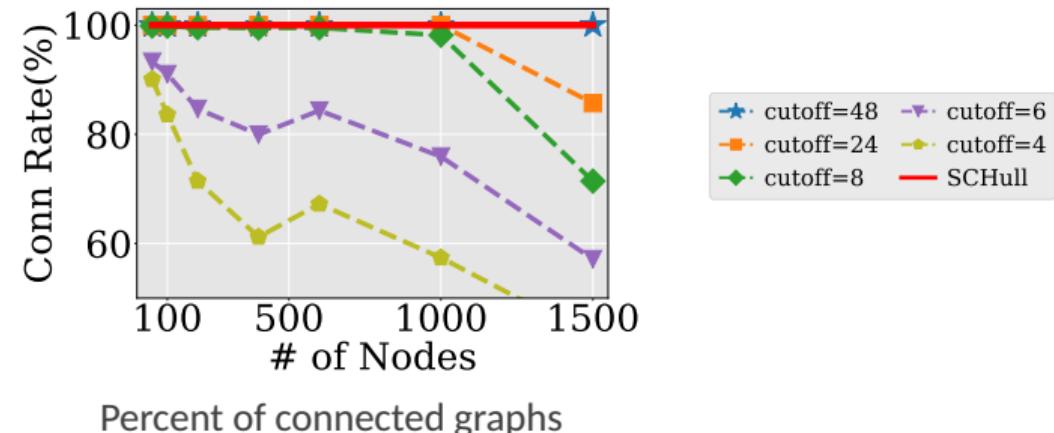
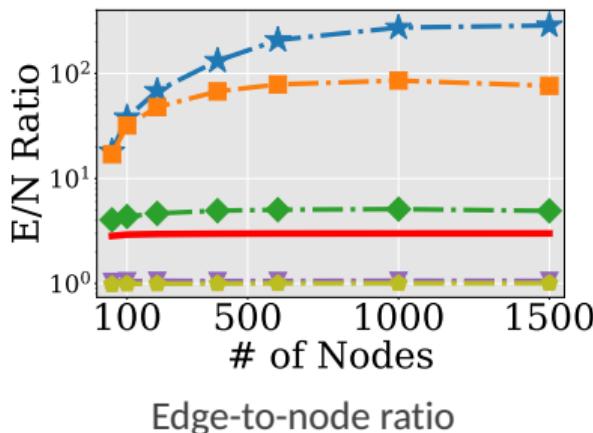
2 Methods

- **Step 3:** Convex hull's edges define the graph's connections.

# Why It Works

2 Methods

- **Hyperparameter-Free:** No tuning required.
- **Sparsity & Connectedness:** Convex hull gives a connected graph with  $\# \text{Edges} < 3 \cdot \# \text{Nodes}$ .



# Why It Works

2 Methods

- **Rigidity:** Geometry is restored via:
  - Edges: edge length & dihedral angle (from convex hull)
  - Nodes: distance to center
- **Theoretical Guarantee:** with mild assumptions,

*1-layer GNN can distinguish SCHull graphs of any two point clouds up to rigid motion.*

	1 Layer	2 Layers	# Edges / # Nodes	# Components
Radius Graph ( $r = 1.8$ ) w/ $d_{ij}$	$50.0 \pm 0.0$	$50.0 \pm 0.0$	1.0	(1, 2)
Radius Graph ( $r = 2.5$ ) w/ $d_{ij}$	$50.0 \pm 0.0$	$51.0 \pm 3.0$	3.0	1
Radius Graph ( $r = 3.0$ ) w/ $d_{ij}$	$60.5 \pm 11.1$	$57.2 \pm 9.1$	5.0	1
Complete Graph w/ $d_{ij}$	$59.0 \pm 6.6.0$	$50.0 \pm 0.0$	6.5	1
SCHull w/ $d_{ij}$	<b><math>100.0 \pm 0.0</math></b>	<b><math>100.0 \pm 0.0</math></b>	2.57	1
SCHull w/ $d_{ij}$ and $\tau_{ij}$	<b><math>100.0 \pm 0.0</math></b>	<b><math>100.0 \pm 0.0</math></b>	2.57	1

Table: Comparison of GNN performance (Unit:%) on distinguishing 14-point symmetric point clouds.

# Numerical Results: MD17

3 Experiments

Molecule	DimeNet	DimeNet+SCHull	SphereNet	SphereNet+SCHull	LEFTNet	LEFTNet+SCHull
Aspirin	0.499	0.427 $\pm$ .004	0.430	0.387 $\pm$ .005	0.281	<b>0.240</b> $\pm$ .005
Benzene	0.187	0.157 $\pm$ .006	0.178	0.155 $\pm$ .004	0.147	<b>0.098</b> $\pm$ .002
Ethanol	0.230	0.198 $\pm$ .003	0.208	0.181 $\pm$ .003	0.138	<b>0.109</b> $\pm$ .002
Malonaldehyde	0.383	0.334 $\pm$ .003	0.340	0.298 $\pm$ .003	0.205	<b>0.151</b> $\pm$ .002
Naphthalene	0.215	0.178 $\pm$ .002	0.178	0.144 $\pm$ .002	0.074	<b>0.058</b> $\pm$ .001
Toluene	0.210	0.169 $\pm$ .002	0.155	0.129 $\pm$ .002	0.083	<b>0.076</b> $\pm$ .001
Uracil	0.301	0.288 $\pm$ .002	0.267	0.242 $\pm$ .003	0.117	<b>0.095</b> $\pm$ .001
Training Time/Epoch(s)	43 $\pm$ 0.9	50 $\pm$ 0.8	51 $\pm$ 1.0	62 $\pm$ 1.5	24 $\pm$ 0.5	28 $\pm$ 0.5

Table: Test MAEs of MD17 dataset vector-valued properties prediction.

# Numerical Results: Fold & React

3 Experiments

Method	React	Avg. Time	Fold				Avg. Time
			Fold	Super	Family	Avg.	
GCN [5]	67.3		16.8	21.3	82.8	40.3	-
IEConv [3]	87.2	-	45.0	69.7	98.9	71.2	-
DWNN [6]	76.7	-	31.8	37.8	85.2	51.5	-
GearNet [9]	79.4	-	28.4	42.6	95.3	55.4	-
HoloProt [7]	78.9	-	-	-	-	-	-
MACE [1]	-	-	$23.7 \pm 0.5$	$21.4 \pm 0.5$	$60.2 \pm 0.2$	35.1	$114 \pm 0.5$
MACE+SCHull	-	-	$27.0 \pm 0.6$	$23.1 \pm 0.5$	$65.0 \pm 0.2$	38.4	$135 \pm 0.5$
SEGNN [2]	-	-	$28.8 \pm 0.6$	$30.3 \pm 0.6$	$77.1 \pm 0.3$	45.4	$121 \pm 0.7$
SEGNN+SCHull	-	-	$32.0 \pm 0.4$	$36.8 \pm 0.7$	$86.9 \pm 0.3$	51.9	$152 \pm 0.5$
GVP-GNN [4]	65.5	$320 \pm 5$	16.0	22.5	83.8	40.8	$106.3 \pm 0.5$
<b>GVP-GNN + SCHull</b>	<b><math>77.1 \pm 0.5</math></b>	<b><math>345 \pm 5</math></b>	<b><math>24.5 \pm 0.3</math></b>	<b><math>27.1 \pm 0.2</math></b>	<b><math>88.6 \pm 0.3</math></b>	<b>46.7</b>	<b><math>111.5 \pm 0.5</math></b>
ProNet-Amino-Acid [8]	86.0	$210 \pm 5$	51.5	69.9	99.0	73.5	$70.5 \pm 0.5$
<b>ProNet-Amino Acid+SCHull</b>	<b><math>87.9 \pm 0.3</math></b>	<b><math>221 \pm 6</math></b>	<b><math>55.2 \pm 0.2</math></b>	<b><math>73.9 \pm 0.2</math></b>	<b><math>99.1 \pm 0.1</math></b>	<b>76.1</b>	<b><math>73.8 \pm 0.5</math></b>
ProNet-Backbone [8]	86.4	$213 \pm 5$	52.7	70.3	99.3	74.1	$71.4 \pm 0.8$
<b>ProNet-Backbone+SCHull</b>	<b><math>88.1 \pm 0.3</math></b>	<b><math>230 \pm 5</math></b>	<b><math>56.1 \pm 0.3</math></b>	<b><math>74.6 \pm 0.2</math></b>	<b><math>99.4 \pm 0.1</math></b>	<b>76.7</b>	<b><math>75.8 \pm 0.5</math></b>

Table: Accuracy (%) on protein fold and enzyme reaction classification tasks. Ave. Time denotes the average time per training epoch. The top results are in boldface. SCHull consistently improves baseline models.

# Numerical Results: LBA

3 Experiments

Method	LBA				Avg. Time
	RMSE↓	Pearson↑	Spearman↑	Kendall↑	
IEConv [3]	1.554	0.414	0.428	-	-
HoloProt-Full Surface [7]	1.464	0.509	0.500	-	-
HoloProt-Superpixel [7]	1.491	0.491	0.482	-	-
GVP-GNN [4]	$1.529 \pm 0.001$	$0.441 \pm 0.001$	$0.432 \pm 0.002$	$0.301 \pm 0.002$	$48.6 \pm 0.6$
<b>GVP-GNN + SCHull</b>	$1.401 \pm 0.001$	$0.475 \pm 0.001$	$0.459 \pm 0.001$	$0.335 \pm 0.002$	$53.6 \pm 0.6$
ProNet-Amino-Acid [8]	1.455	0.536	0.526	$0.465 \pm 0.001$	$31.7 \pm 0.5$
<b>ProNet-Amino Acid+SCHull</b>	$1.355 \pm 0.002$	$0.556 \pm 0.001$	$0.568 \pm 0.001$	$0.512 \pm 0.001$	$33.9 \pm 0.5$
ProNet-Backbone [8]	1.458	0.546	0.550	$0.481 \pm 0.001$	$32.1 \pm 0.5$
<b>ProNet-Backbone+SCHull</b>	$1.321 \pm 0.002$	$0.581 \pm 0.001$	$0.578 \pm 0.1$	$0.535 \pm 0.001$	$34.4 \pm 0.5$

Table: RMSE/Pearson Correlation/Spearman Correlation/Kendall Correlation on the LBA Test Dataset. Ave. Time refers to the average running time of one epoch in model training.

# When to Use SCHull

## 4 Discussion

- **Struggling to balance sparsity, connectedness, and rigidity?**  
SCHull provides a principled solution — no hyperparameters needed.
- **How to apply SCHull:**
  - Replace: Use SCHull alone.
  - Augment: Combine with domain-specific (sparse) graphs.
- **Beyond Molecules:** Plug SCHull into any 3D graph learning pipeline — minimal cost, broad utility.
- **Takeaway:**

*A lightweight, geometry-aware graph — usable with or without existing graphs.*

# Use Cases: Where SCHull Helps

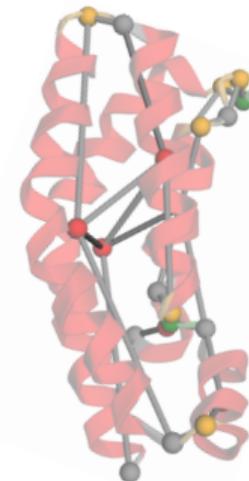
## 4 Discussion

- **Fragment-based Pipelines**

- *Issue:* Fragmentation causes variable distances between nodes.
- *SCHull:* Builds edges without global thresholds.

- **LLM-based Models**

- *Issue:* LLMs lack inductive bias for 3D geometry.
- *SCHull:* Provides lightweight, geometry-aware graphs.



**Fragmentation Graph**  
**Fragments as nodes**

# Empirical Evidence: React & LBA

## 4 Discussion

Method	Acc.	Ave.Time
GVP-GNN	65.5	320
ProNet-Backbone	86.4	213
<b>Fragment + SCHull</b>	87.2	<b>116</b>
<b>Fragment + SCHull + Mamba</b>	<b>88.4</b>	157

Table: Accuracy (%) on enzyme reaction classification tasks. Ave. Time denotes the average time per training epoch.

Method	RMSE (↓)	Pearson (↑)	Spearman (↑)	Ave.Time (↓)
GVP-GNN	1.529	0.441	0.432	49
ProNet-Backbone	1.458	0.546	0.550	32
<b>Fragment + SCHull</b>	1.435	0.579	0.591	<b>24</b>
<b>Fragment + SCHull + Mamba</b>	<b>1.399</b>	<b>0.614</b>	<b>0.610</b>	29

Table: RMSE/Pearson Correlation/Spearman Correlation on the LBA Test Dataset.

# Summary & Code Access

## 4 Discussion

- **SCHull Graph Construction:**
  - Sparse, connected, and rigid.
  - Hyperparameter-free and theoretically principled.
  - Consistently strong across both synthetic and real-world tasks.
- **Resources:**
  - **Code, paper, and slides** available online.
  - Scan the QR code or visit my website to try it out.



# References

5 References

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