

# DiffDock: Diffusion Steps, Twists, and Turns for Molecular Docking

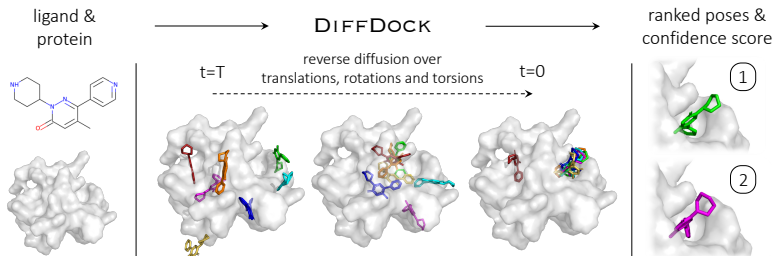
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# Molecular Docking Problem

- ▶ Biological function of proteins can be modulated by ligands binding to them.
- ▶ Molecular docking: predicting the position, orientation, and conformation of a ligand when bound to a target protein
- ▶ Approaches to docking:
  - ▶ Search-based methods: search space can be vast with rugged energy landscape
  - ▶ Deep learning methods: one-shot predictions that treat docking as regression problem. Much faster but no significant improvements in accuracy.

# DiffDock

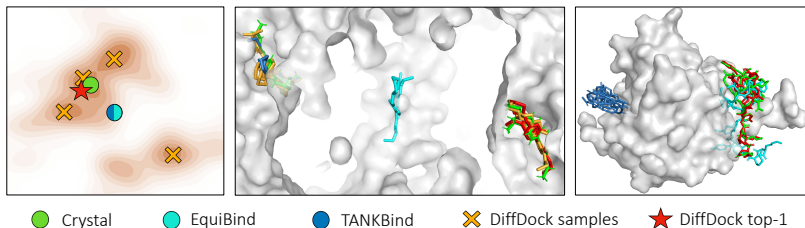


**Figure:** Overview of the DiffDock process [1]. Diffusion is carried out over the set of poses for a ligand. Then a confidence model is used to rank the potential poses.

# Why use generative modeling?

- ▶ Regression models suffer when there is uncertainty as they will tend to average over the possibilities to reduce the expected error.
- ▶ Generative models can capture the distribution over the possible alternatives.

# Problems with regression strategies



**Figure:** Uncertainty leads to regression models averaging over the possibilities. This leads to physically implausible poses and steric clashes.

# Diffusion Scheme

- ▶ Want to diffuse on the set of ligand poses  $\mathcal{M}_{\mathbf{c}}$ , keeping the protein fixed.
- ▶ Given a seed conformation  $\mathbf{c} \in \mathbb{R}^{3n}$  of the ligand, any pose can be reached by a combination of (1) translations, (2) rotations, and (3) changes to torsion angles.
  - ▶ Translations:  $\mathbb{R}^3$
  - ▶ Torsion angles:  $\mathbb{T}^m$
  - ▶ Rotations:  $SO(3)$  ( $3 \times 3$  orthogonal matrices with determinant = 1)
- ▶  $\mathbb{P} := \mathbb{R}^3 \times SO(3) \times \mathbb{T}^m$
- ▶  $A : \mathbb{P} \times \mathbb{R}^{3n} \rightarrow \mathbb{R}^{3n}$  where  $A(\cdot, \mathbf{c}) : \mathbb{P} \rightarrow \mathcal{M}_{\mathbf{c}}$  is a bijection
- ▶ Thus it's sufficient to define diffusion on  $\mathbb{P}$ .

# Diffusion Kernel

- ▶ To efficiently implement denoising score matching, we need to know the diffusion kernel. Here we use exploding variance with independent noise in each coordinate.
- ▶ Since  $\mathbb{P} : \mathbb{R}^3 \times SO(3) \times \mathbb{T}^m$  is a product manifold, we can find the diffusion kernel on each of its components [2]:
  - ▶  $\mathbb{R}^3 \longrightarrow$  normal distribution
  - ▶  $\mathbb{T}^m \longrightarrow$  wrapped normal
  - ▶  $SO(3) \longrightarrow IGSO(3)$  (can be efficiently compute by a truncated infinite series).

# Model Architecture

- ▶ Score model  $\mathbf{s}(\mathbf{x}, \mathbf{y}, t)$  outputs vectors on the tangent space  $T_{\mathbf{r}}\mathbb{R}^3 \oplus T_R SO(3) \oplus T_{\theta}\mathbb{T}^m$ 
  - ▶ Two  $SE(3)$  equivariant vectors and one  $SE(3)$  invariant vector
- ▶ Confidence model  $\mathbf{d}(\mathbf{x}, \mathbf{y})$  predicts a single scalar that is  $SE(3)$  invariant
- ▶ Score model operates on a coarse-grained representation of the protein with  $\alpha$ -carbon atoms, while the confidence model operates on an all-atom structure.
- ▶ Structures are represented as heterogeneous geometric graphs
- ▶ Architectures are similar to  $SE(3)$ -equivariant convolutional networks over point clouds [3, 4].



# Results

**Table:** The top half contains methods that directly find the pose; the bottom half those that use a pocket prediction method.

Method	Holo crystal proteins				Apo ESMFold proteins				Average Runtime (s)
	Top-1 RMSD %<2	Med.	Top-5 RMSD %<2	Med.	Top-1 RMSD %<2	Med.	Top-5 RMSD %<2	Med.	
GNINA	22.9	7.7	32.9	4.5	2.0	22.3	4.0	14.22	127
SMINA	18.7	7.1	29.3	4.6	3.4	15.4	6.9	10.0	126*
GLIDE	21.8	9.3							1405*
EQUIBIND	5.5	6.2	-	-	1.7	7.1	-	-	0.04
TANKBIND	20.4	4.0	24.5	3.4	10.4	5.4	14.7	4.3	0.7/2.5
P2RANK+SMINA	20.4	6.9	33.2	4.4	4.6	10.0	10.3	7.0	126*
P2RANK+GNINA	28.8	5.5	38.3	3.4	8.6	11.2	12.8	7.2	127
EQUIBIND+SMINA	23.2	6.5	38.6	3.4	4.3	8.3	11.7	5.8	126*
EQUIBIND+GNINA	28.8	4.9	39.1	3.1	10.2	8.8	18.6	5.6	127
<b>DiffDock (10)</b>	35.0	3.6	40.7	2.65	<b>21.7</b>	<b>5.0</b>	<b>31.9</b>	<b>3.3</b>	10
<b>DiffDock (40)</b>	<b>38.2</b>	<b>3.3</b>	<b>44.7</b>	<b>2.40</b>	20.3	5.1	31.3	<b>3.3</b>	40

# References I



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