

Compositional Reasoning with Diffusion Models for Out-of-Distribution Generalization

Research in Data Science (6 KP)

Michal Tešnar

supervisors: Joël Mathys, Prof. Dr. Roger Wattenhofer

ETH Zürich

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- Compression, memorization: generalization in distribution.
- Learn to discover and adapt algorithms.
- Test: algorithmic tasks, combinatorial puzzles OOD.



Figure: Deep Thought Computer^a

^a<https://www.turbosquid.com/de/3d-models/3d-deep-thought-super-computer-scifi-gold-model-1813871>

Previous Work: Inspiration

- Neural Algorithmic Reasoning (Veličković and Blundell, 2021):
 - formalization neural algorithms
 - Usage of GNNs (Veličković et al., 2019)
 - CLRS Benchmark (Veličković et al., 2022)
- Diffusion solvers for combinatorial graph optimization problems (Sun and Yang, 2023; Zhao et al., 2024).

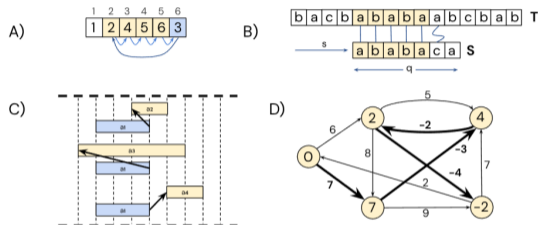
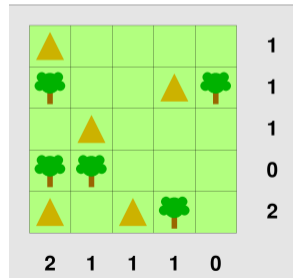
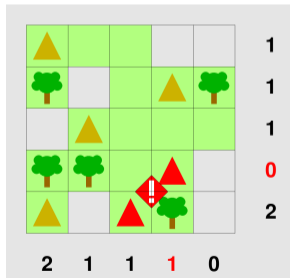
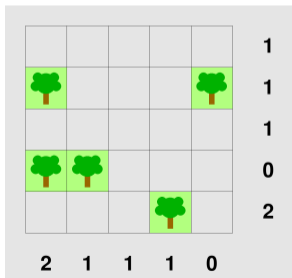


Figure 1. Example of four algorithms within CLRS-30. A) in insertion sort; B) string matching; C) greedy task scheduling; D) shortest paths.

Problem: Tents Puzzle (Estermann et al., 2024)

- $N \times N$ grid: 'empty', 'grass', 'tent', 'tree' (also 'violated')
- 'tree' given, each 'tent' orthogonally adjacent to 'tree' (unique solution)
- # trees per column/row specified by numbers
- Metric: % fully solved puzzles from test set



Data Representation: Localizing Constraints

1	2	3	4	5	31
6	7	8	9	10	32
11	12	13	14	15	33
16	17	18	19	20	34
21	22	23	24	25	35
26	27	28	29	30	

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25

$\mathbb{1}[\text{'empty'}]$	$\mathbb{1}[\text{'tree'}]$	$\mathbb{1}[\text{'tent'}]$	$\mathbb{1}[\text{'grass'}]$	$\mathbb{1}[\text{'violated'}]$	$\mathbb{1}[\text{'meta'}]$	$\frac{\#\text{tents}}{\text{size}} \mathbb{1}[\text{'meta'}]$
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$\mathbb{1}[\text{'empty'}]$	$\mathbb{1}[\text{'tree'}]$	$\mathbb{1}[\text{'tent'}]$	$\mathbb{1}[\text{'grass'}]$	$\frac{\#\text{tents in row}}{\text{row size}}$	$\frac{\#\text{tents in col}}{\text{col size}}$
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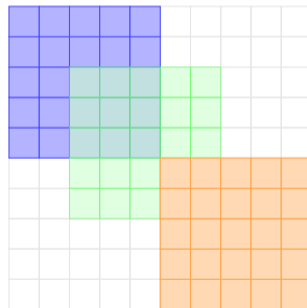
Model: Transformer Encoder & RoPE

- 6 Encoder Layers (4-head, $d_{model} = 32$, $d_{ff} = 512$)
 - Attention Layer
 - MLP
- 2D Rotary Position Embeddings
- **Sampling:** Randomly crop 5×5 subgrids from larger grids during training.
- **Criterion:** Weighted Categorical CE

$$l_n = -w_{y_n} \log \frac{\exp(x_{n,y_n})}{\sum_{c=1}^C \exp(x_{n,c})} \mathbb{1}\{y_n \neq \text{MASK}\}$$

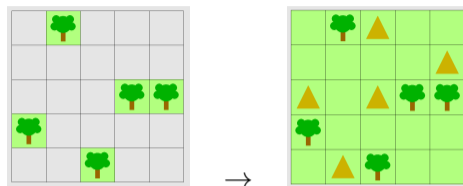
Training Strategy

Random 5×5 Window Sampling

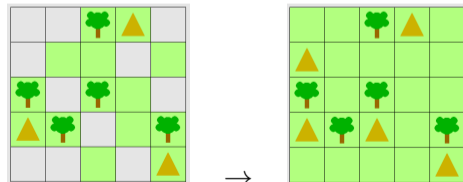


Methods: Encoder Model (No Decoding)

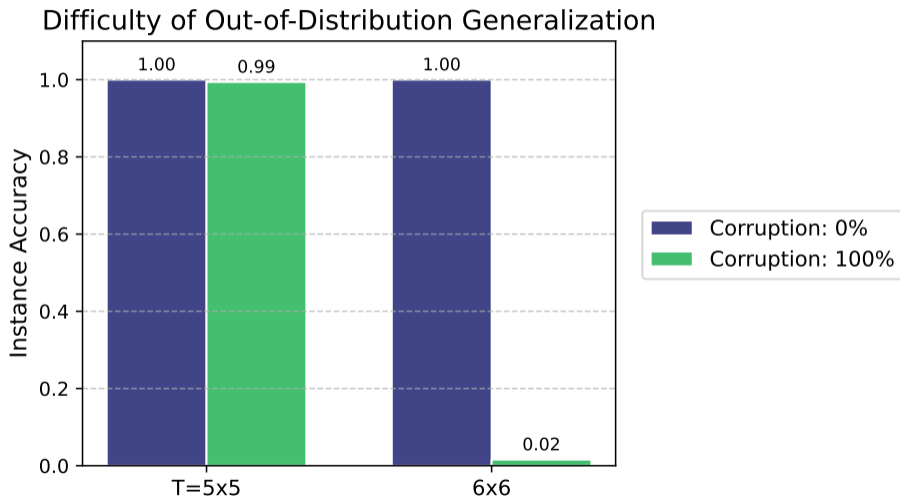
- Predict all cells simultaneously.
- Noise level = Corruption \sim Difficulty (independently per cell)
- Loss only on corrupted, else copy
- **Train:** 5x5 grids with fixed corruption $c\%$
- **Test:** OOD sizes at same $c\%$

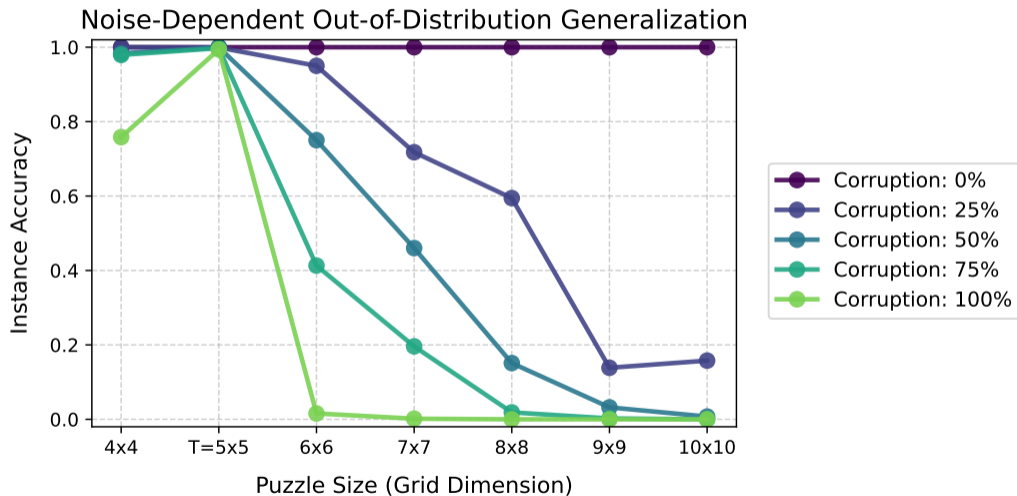


100% Corruption



50% Corruption



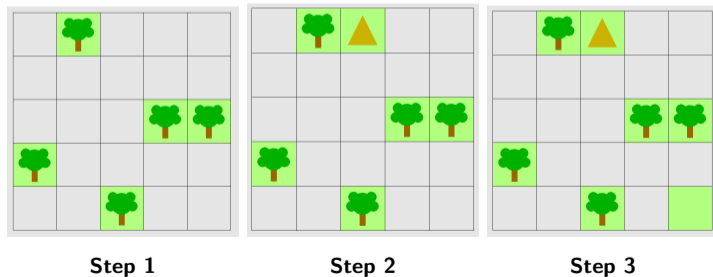


- Diffusion = Iterative Refinement
- **Forward Process:** $q(z_t|x) = \text{Cat}(z_t; (1-t)x + t\text{MASK})$
- **Reverse Process:**
 - learn $p_\theta(x_0|x_t)$
 - sample $p_\theta(x_{t-1}|x_t) \propto \sum_{\tilde{x}_0} q(x_{t-1}, x_t|\tilde{x}_0)\tilde{p}_\theta(\tilde{x}_0|x_t)$
- Optimization objective (Sahoo et al., 2024)

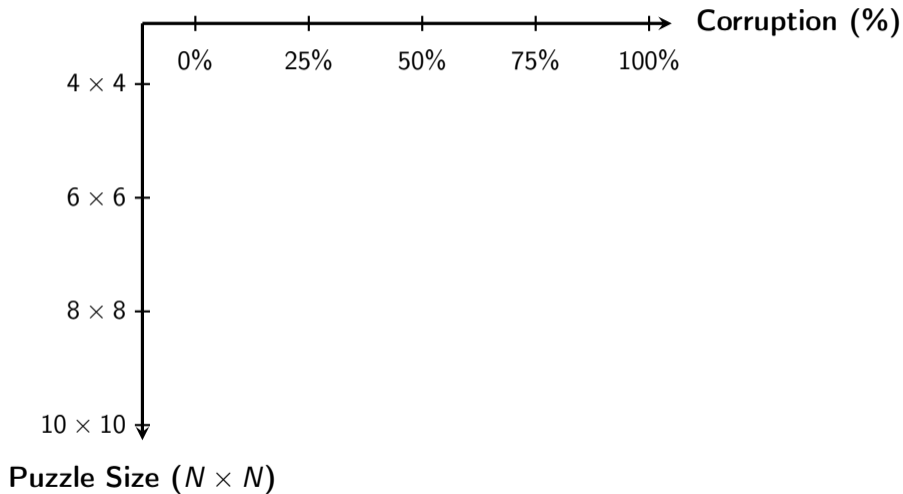
$$\mathcal{L}_{\text{NELBO}}^\infty = \mathbb{E}_q \int_{t=0}^{t=1} \frac{-1}{t} \log \langle x_\theta(z_t, t), x \rangle dt$$

Methods: Decoding Model

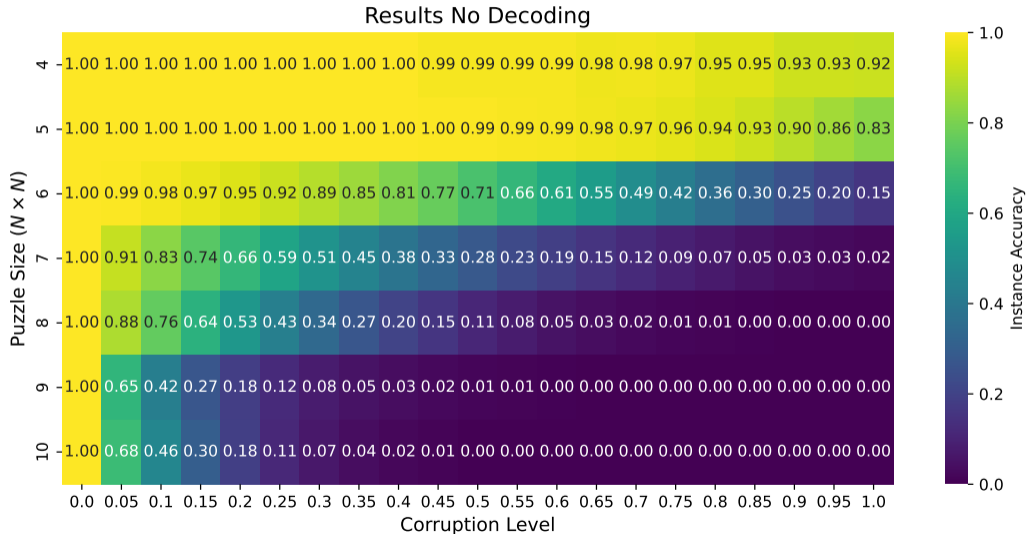
- Train on 5x5 puzzles
- During training choose $t \in [0, 1]$ uniformly
- Test-time decoding
 - $\arg \max P$
 - one at the time
 - iterate until solved



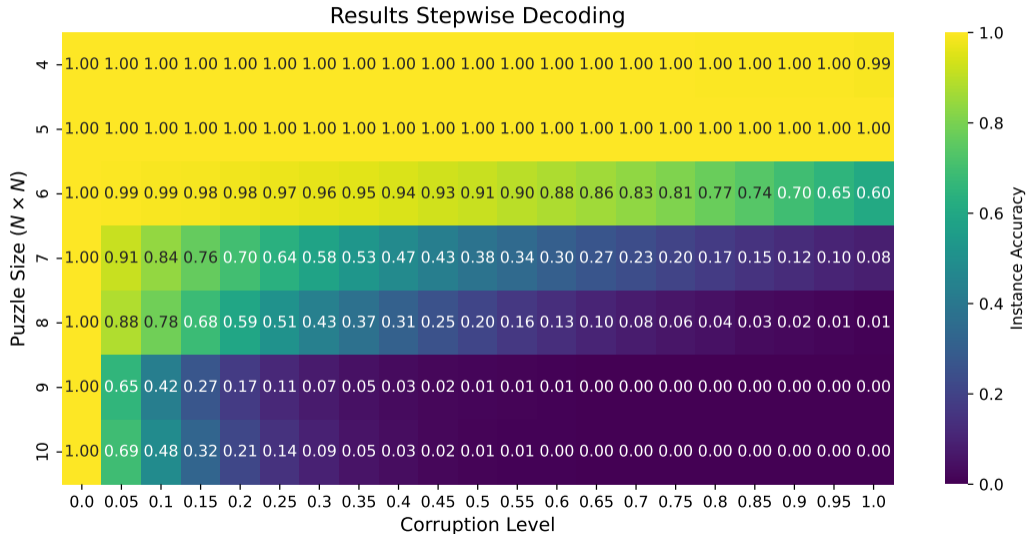
Results: Visual Hint



Results: Decoding Model

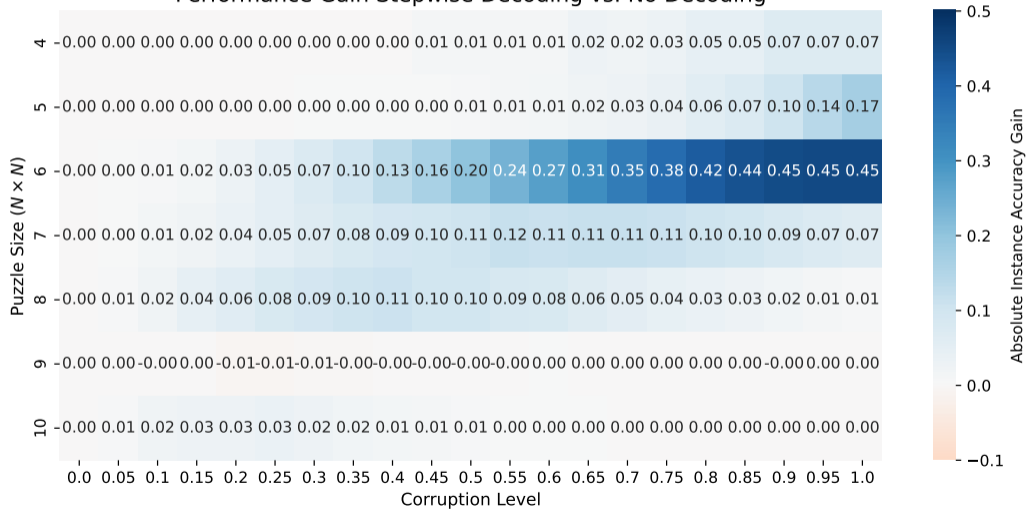


Results: Decoding Model



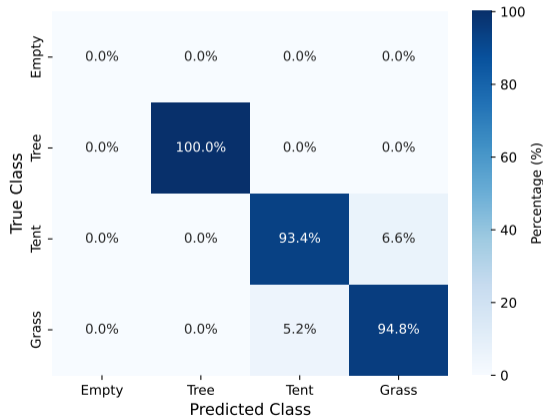
Results: Decoding Model

Performance Gain Stepwise Decoding vs. No Decoding

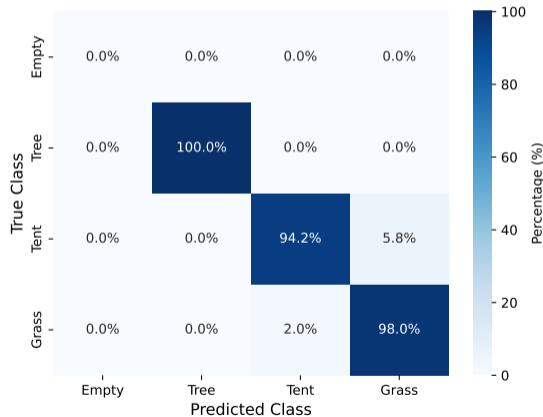


Reduction on false positive 'tent'.

6x6 0.85 Corruption No Decoding



6x6 0.85 Corruption Decoding



Compositional Reasoning: Diffusion Ensemble

Recombine prediction *in distribution* to predict on *OOD samples*.

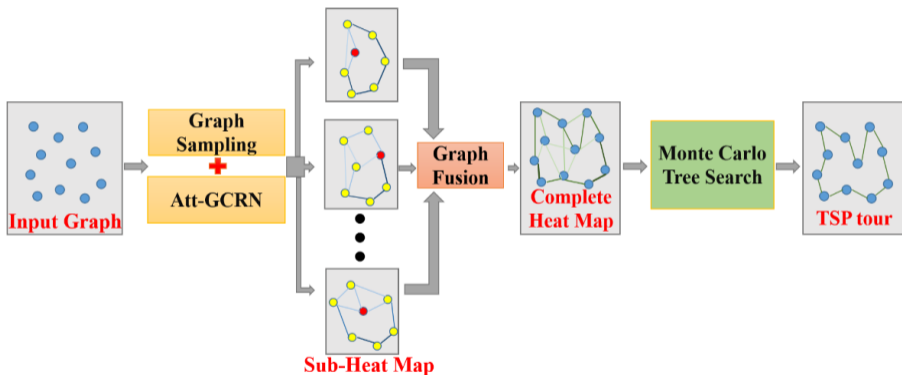
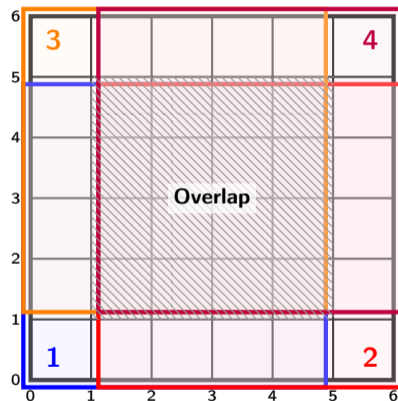
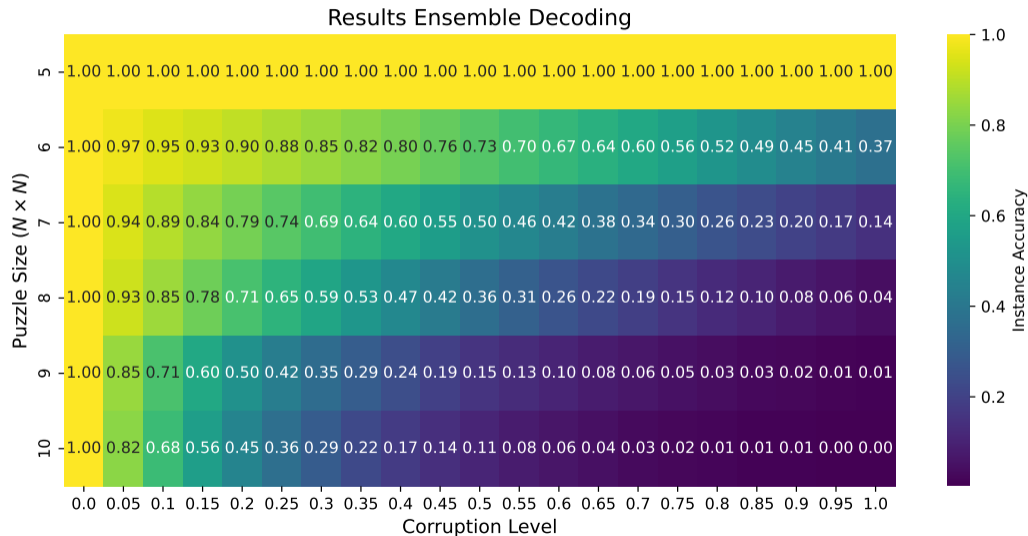


Figure: Figure from Fu et al. (2021)

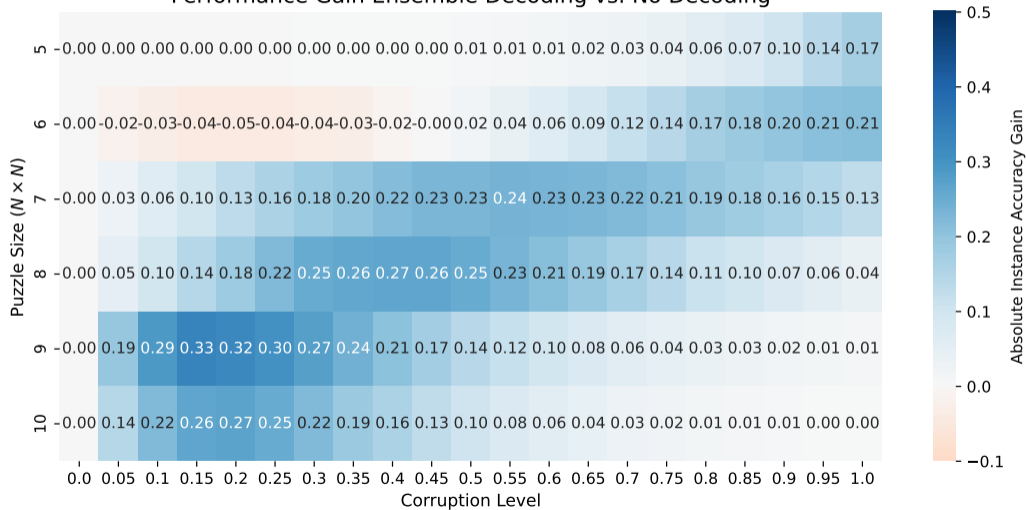
Method: Diffusion Ensemble Inference

- Cut grids into overlapping 5x5 subgrids.
- Predict $p_{\theta}(x_0|x_t)$.
- Average the predicted probabilities in overlapping regions.
- Decode step by step.



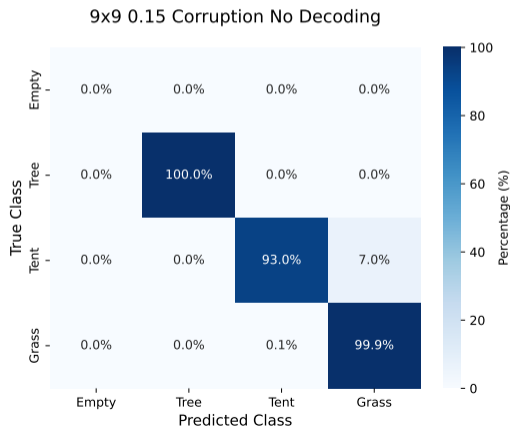


Performance Gain Ensemble Decoding vs. No Decoding



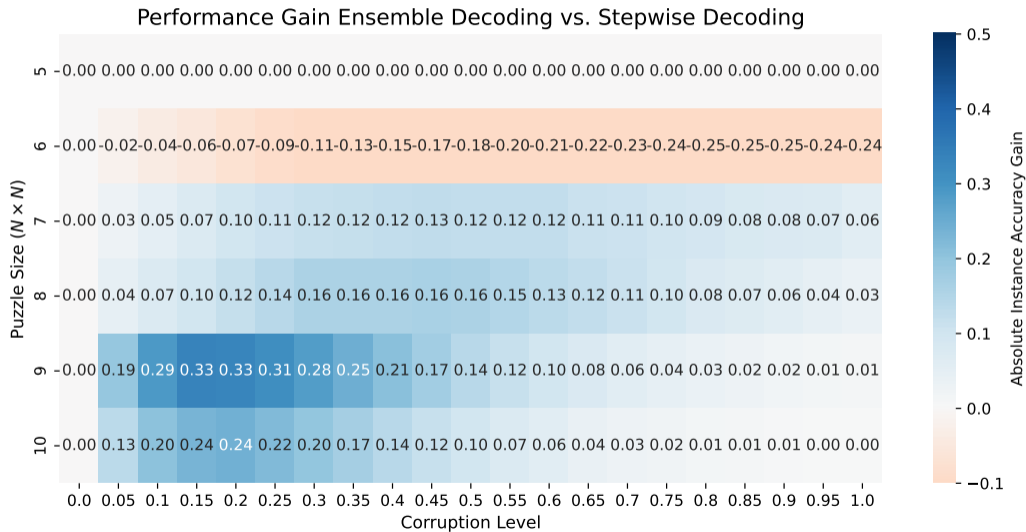
Discussion: Ensembles

Predicts more tents overall, increases grass misclassifications.



```
plots/confusion_matrix_9x9 0.15 Ensemble
```

Which one is better?



Conclusions

- Localizing global constraints is vital for OOD generalization.
- Diffusion models: iterative solving, but have modest performance.
- Compositional ensembling boosts performance OOD.

Future Work

- Complex diffusion to allow "undoing" of mistakes.
- Different puzzles with compositional structure (Mosaic, Loopy).
- Analysis diffusion model ensembling.

Thank you for your attention!

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