

# GNNExplainer论文分享

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## 1. Overview

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- 一句话概括: "We formulate GNNEXPLAINER as an optimization task that maximizes the mutual information between a GNN's prediction and distribution of possible subgraph structures."

## 2. 背景

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### 2.1 graph embedding问题定义

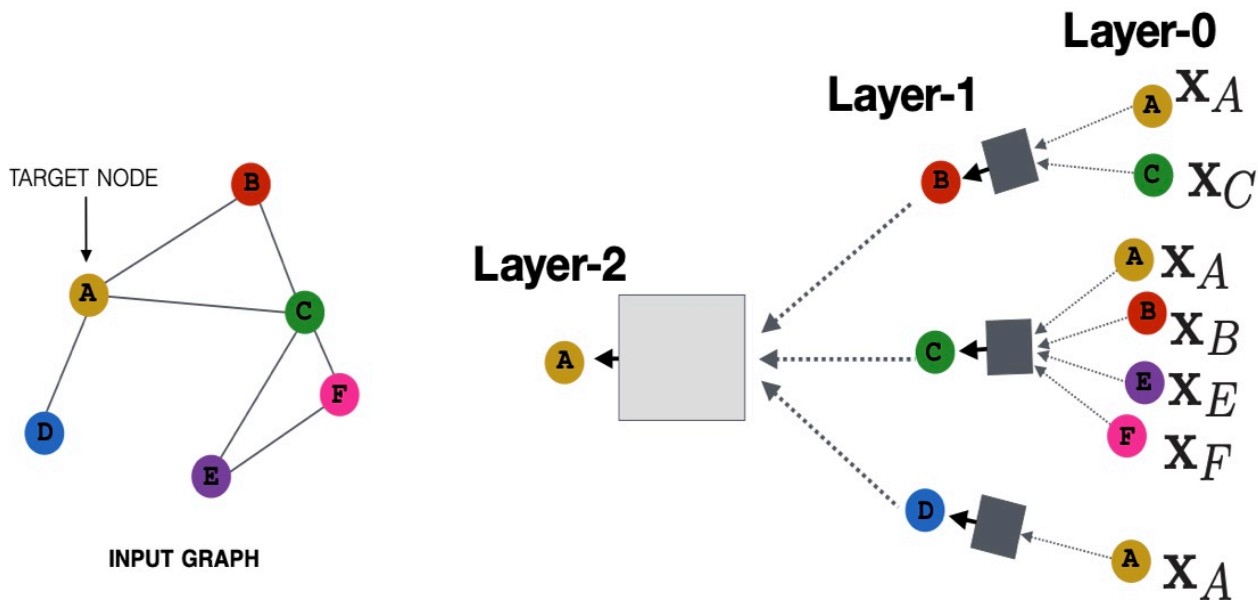
**Definition 4.** (*Graph embedding*) Given a graph  $G = (V, E)$ , a graph embedding is a mapping  $f: v_i \rightarrow y_i \in \mathbb{R}^d \ \forall i \in [n]$  such that  $d \ll |V|$  and the function  $f$  preserves some proximity measure defined on graph  $G$ .

- 定义: 求图上节点的映射, 使得映射后的节点满足图结构上的"相似"
- 怎么定义相似? 基于图的应用场景定义
- 以社交网络为例:
  - 节点间有边相连 (first-order proximity), 人以类聚物以群分
  - 节点的邻居重叠 (second-order proximity), 共同好友多
  - 节点的特征 (node feature) 相似, 爱好相同
  - .....

### 2.2 Graph Neural Network(GNN)

- 迭代地延边传播节点间的神经网络信号, 巧妙融合了节点特征和图上信号传播的思想
- inductive learning: 参数共享, 训练好的网络参数可直接用于新增节点的预测

直观上



数学上

Initial "layer 0" embeddings are equal to node features

$$\mathbf{h}_v^0 = \mathbf{x}_v$$

previous layer embedding of  $v$

$$\mathbf{h}_v^k = \sigma \left( \mathbf{W}_k \sum_{u \in N(v)} \frac{\mathbf{h}_u^{k-1}}{|N(v)|} + \mathbf{B}_k \mathbf{h}_v^{k-1} \right), \quad \forall k > 0$$

kth layer embedding of  $v$

non-linearity (e.g., ReLU or tanh)

average of neighbor's previous layer embeddings

## 2.3 GNN计算流程

GCN:

$$H^{(l+1)} = \sigma(H^{(l)} W_0^{(l)} + D^{-\frac{1}{2}} A D^{-\frac{1}{2}} H^{(l)} W_1^{(l)})$$

GraphSage:

$$h_v^K = \sigma([W_k AGG(\{h_u^{k-1}, \forall u \in N(v)\}), B_k h_v^{k-1}])$$

1. *MSG*: 节点对 $(v_i, v_j)$ 在第 $l$ 层的传递信号可以用 $m_{ij}^l = MSG(h_i^{l-1}, h_j^{l-1}, r_{ij})$ 其中 $h_i^{l-1}$ 表示 $l-1$ 层的节点编码（信号）， $r_{ij}$ 表示节点间关联。

2. *AGG*: 节点 $v_i$ 聚合邻居传递的信号,  $M_i^l = AGG(\{m_{ij}^l, \forall v_j \in N(v_i)\})$ 。
3. *UPDATE*: 节点 $v_i$ 结合*AGG*和自身在上一层的编码, 非线性变化得 $l$ 层编码  $h_i^l = UPDATE(M_i^l, h_i^{l-1})$ 。

本文意在建模解释上述流程描述的任何GNN预测。

## 2.4 理解GNN预测的意义

- 风控场景模型结果的可解释性极为重要, 提高业务对技术的信任
- 提高模型的透明度, 赋能业务理解黑产行为/社区生态行为
- 提高开发者对GNN网络结构的理解, 降低调试成本, 便于debug

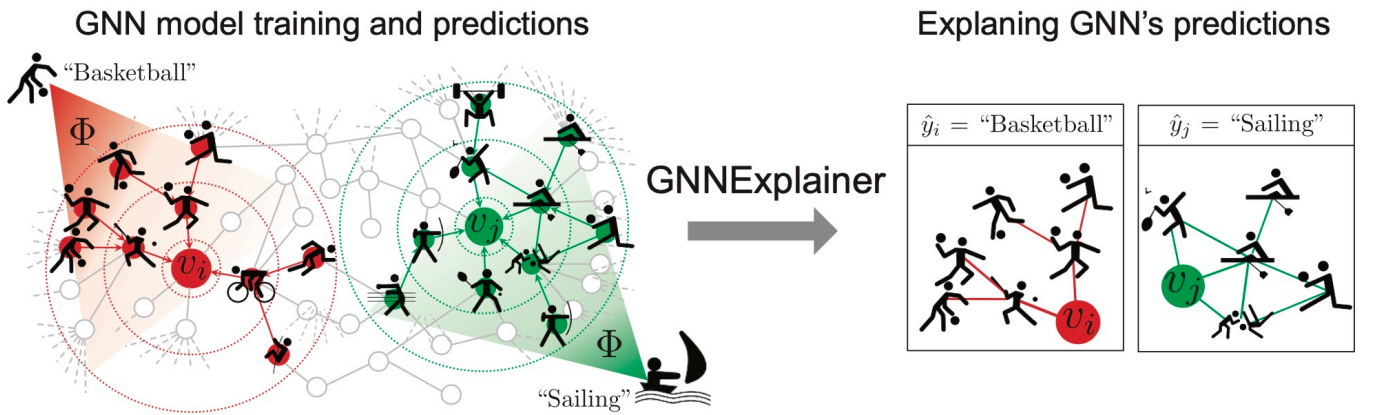


Figure 1: GNNEXPLAINER provides interpretable explanations for predictions made by any GNN model on any graph-based machine learning task. Shown is a hypothetical node classification task where a GNN model  $\Phi$  is trained on a social interaction graph to predict future sport activities. Given a trained GNN  $\Phi$  and a prediction  $\hat{y}_i = \text{"Basketball"}$  for person  $v_i$ , GNNEXPLAINER generates an explanation by identifying a small subgraph of the input graph together with a small subset of node features (shown on the right) that are most influential for  $\hat{y}_i$ . Examining explanation for  $\hat{y}_i$ , we see that many friends in one part of  $v_i$ 's social circle enjoy ball games, and so the GNN predicts that  $v_i$  will like basketball. Similarly, examining explanation for  $\hat{y}_j$ , we see that  $v_j$ 's friends and friends of his friends enjoy water and beach sports, and so the GNN predicts  $\hat{y}_j = \text{"Sailing"}$ .

## 2.5 问题的数学表述

对给定节点 $v$ , GNN模型 $\Phi$ 的预测可表示为

$$\hat{y} = \Phi(G_c(v), X_c(v)).$$

其中 $G_c$ 表示 $v$ 的计算图,  $X_c$ 表示图上的节点特征。即GNN模型 $\Phi$ 可表示为条件分布  $P_\Phi(Y|G_c, X_c)$ 。

那么解释预测 $\hat{y}$ 的问题可以通过求解下式表述:

$$\arg \max_{G_S \subset G_c(v), X_S^F \subset X_c(v)} MI(Y, (G_S, X_S^F))$$

其中MI表示互信息， $X_S$ 表示子图 $G_S$ 的节点特征集合， $F$ 为节点特征集合上的掩码。我们希望找到最主要影响预测结果 $\hat{y}$ 的子图和对应节点特征的子集，输出作为解释预测的论据。这种影响通过互信息（mutual information）量化描述，即找到对随机变量 $Y$ 分布影响最大的因子。

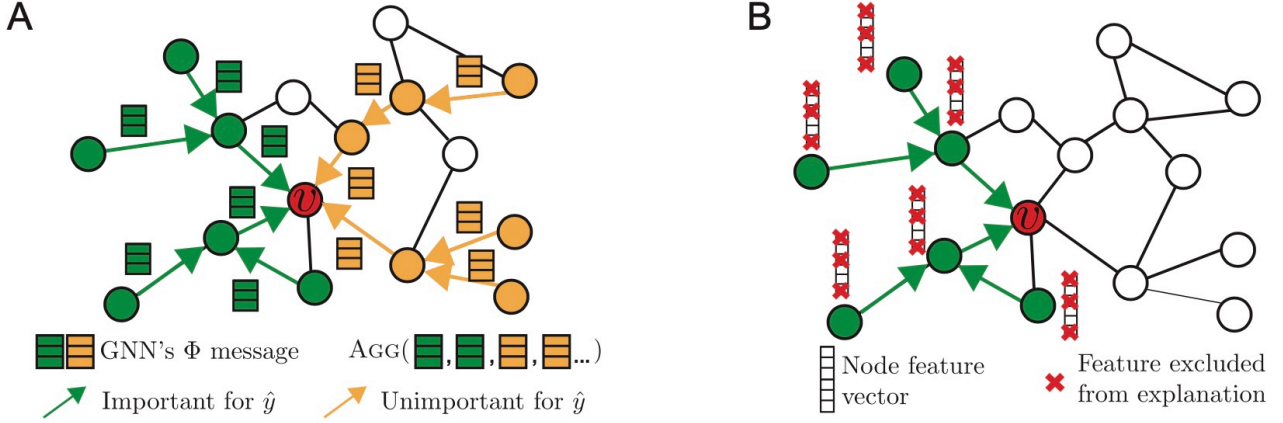


Figure 2: **A.** GNN computation graph  $G_c$  (green and orange) for making prediction  $\hat{y}$  at node  $v$ . Some edges in  $G_c$  form important neural message-passing pathways (green), which allow useful node information to be propagated across  $G_c$  and aggregated at  $v$  for prediction, while other edges do not (orange). However, GNN needs to aggregate important as well as unimportant messages to form a prediction at node  $v$ , which can dilute the signal accumulated from  $v$ 's neighborhood. The goal of GNNEXPLAINER is to identify a small set of important features and pathways (green) that are crucial for prediction. **B.** In addition to  $G_S$  (green), GNNEXPLAINER identifies what feature dimensions of  $G_S$ 's nodes are important for prediction by learning a node feature mask.

注意到 $MI(Y, (G_S, X_S^F)) = H(Y) - H(Y|G = G_S, X = X_S^F)$ ，对给定的GNN模型 $H(Y)$ 固定，那么原问题转化为最小化条件熵

$$H(Y|G = G_S, X = X_S^F) = -\mathbf{E}_{Y|G_S, X_S^F}[\log P(Y|G = G_S, X = X_S^F)].$$

## 2.6 求解

### 2.6.1 不筛选节点特征

即 $X_S^F = X_S = X_S(G_S)$ 时，记 $G_S$ 服从随机图分布 $\mathcal{G}$ ，那么优化目标可表示为

$$\min_{\mathcal{G}} \mathbf{E}_{G_S \sim \mathcal{G}} [H(Y|G = G_S, X = X_S)]$$

在凸性假设下由Jensen's Inequality有上界：

$$\min_{\mathcal{G}} H(Y|G = \mathbf{E}_{G_S \sim \mathcal{G}} [G_S], X = X_S).$$

不过NN模型不满足凸性，这里作者表示实验表明加上正则项（参考2.6.3）后，由目标函数得到的局部极小值也很好用。

这里直接用exact inference求分布 $\mathcal{G}$ 使目标函数最小的计算复杂度高，因 $G_c$ 有指数量级的子图 $G_S$ 。假设隐变量 $e_{ij}$ 相互独立，采用mean-field variational family近似分布 $\mathcal{G}$ 有

$$P_{\mathcal{G}}(G_S) = \prod_{(j,k) \in G_c} A_S[j, k] \quad s.t. \quad A_S \in [0, 1]^{n \times n}, \quad \forall j, k \quad A_S[j, k] \leq A_c[j, k].$$

这里 $A_S$ 是fractional adjacency matrix,  $P(e_{jk} \in G_S) = A_S[j, k]$ 。因此在近似分布 $P_{\mathcal{G}}$ 下，有 $\mathbf{E}_{G_S \sim \mathcal{G}}[G_S] \approx A_c \odot \sigma(M)$ ,  $M \in \mathbf{R}^{n \times n}$ 就是我们需要学习的参数矩阵（mask）。通过sigmoid函数映射到 $[0, 1]$ 上的概率。

在一些应用中，我们往往只关心为什么给节点打上一类标记（如只关心“坏人”的预测）。此时可以把优化目标改为交叉熵，用梯度下降优化：

$$\min_M - \sum_{c=1}^C \mathbb{I}[y = c] \log P_{\Phi}(Y = y | G = A_c \odot \sigma(M), X = X_c).$$

最后输出解释子图 $G_S$ 可通过对 $M$ 设定阈值后移除低于阈值的边实现。

## 2.6.2 筛选节点特征

$F \in \{0, 1\}^d$ 表示节点特征集合上的掩码，即

$$X_S^F = \{x_j^F | v_j \in G_S\}, \quad x_j^F = [x_{j,t_1}, \dots, x_{j,t_k}] \text{ for } F_{t_i} = 1.$$

此时最大化互信息目标函数表示为：

$$MI(Y, (G_S, F)) = H(Y) - H(Y | G = G_S, X = X_S^F).$$

同上节，记 $X_S^F = X_S \odot F$ ，用reparametrization tricks有 $X = Z + (X_S - Z) \odot F$ ， $Z$ 为基于经验分布的采样，使梯度可以传到参数矩阵 $F$ 。

## 2.6.3 正则项

实际应用中为了使梯度下降收敛到较好的局部最优解，可对参数矩阵 $\sigma(M)$ 和 $F$ 取element-wise entropy加入loss使参数 $\sigma(M)$ 和 $F$ 稀疏化，即 $L_{entropy} = \frac{1}{n^2} \sum_{j,k} H(\sigma(M)_{j,k})$ 。

```
# entropy
mask_ent = -mask * torch.log(mask) - (1 - mask) * torch.log(1 - mask)
mask_ent_loss = self.coeffs["ent"] * torch.mean(mask_ent)
```



```

feat_mask_ent = - feat_mask \
                * torch.log(feat_mask) \
                - (1 - feat_mask) \
                * torch.log(1 - feat_mask)

feat_mask_ent_loss = self.coeffs["feat_ent"] * torch.mean(feat_mask_ent)

```

## 2.6.4 multi-instance explanations through graph prototypes

# 3. 拓展

## 3.1 weighted graph

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### Algorithm 1 Optimize mask for weighted graph

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**Input:** 1.  $G_c(u)$ , computation graph of node  $u$ ; 2. Pre-trained GNN model  $\Phi$ ; 3.  $y_u$ , node  $u$ 's real label; 4.  $\mathcal{M}$ , learn-able mask; 5.  $K$ , number of optimization iterations; 6.  $L$ , number of layers of GNN.

```

1:  $\mathcal{M} \leftarrow$  randomize parameters  $\triangleright$  initialize,  $\mathcal{M} \in [0, 1]^Q$ 
2:  $\mathbf{h}_v^{(0)} \leftarrow \mathbf{x}_v$ , for  $v \in G_c(u)$ 
3: for  $k = 1$  to  $K$  do
4:    $\mathcal{M}_{vw} \leftarrow \frac{\exp(\mathcal{M}_{vw} e_{vw})}{\sum_v \exp(\mathcal{M}_{vw} e_{vw})}$   $\triangleright$  renormalize mask
5:   for  $l = 1$  to  $L$  do
6:      $\mathbf{m}_{vu}^{(l)} \leftarrow W_1^{(l-1)} \mathbf{h}_v^{(l-1)}$   $\triangleright$  message
7:      $M_u^{(l)} \leftarrow \sum_v g(\mathcal{M}_{vu} \mathbf{m}_{vu}^{(l)}, \mathbf{h}_u^{(l-1)})$   $\triangleright$  aggregate
8:      $\mathbf{h}_u^{(l)} \leftarrow \sigma(W_0 \mathbf{h}_u^{(l-1)} + M_u^{(l)})$   $\triangleright$  update
9:   end for
10:   $\hat{\mathbf{y}}_u \leftarrow \text{softmax}(\mathbf{h}_u^{(L)})$   $\triangleright$  predict on masked graph
11:   $loss \leftarrow \text{crossentropy}(\mathbf{y}_u, \hat{\mathbf{y}}_u) + \text{regularizations}$ 
12:   $\mathcal{M} \leftarrow \text{optimizer}(loss, \mathcal{M})$   $\triangleright$  update mask
13: end for

```

**Return:**  $\mathcal{M}$

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# 4. 实验

见论文

# 5. 代码分析

## 6. 总结

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## 7. 参考文献

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