

# PL4XGL: A Programming Language Approach to Explainable Graph Learning

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(co-work with Minseok Jeon and Jihyeok Park)

IFIP WG 2.4 Meeting @Lugano, Switzerland

# PL/SE Research @Korea Univ.

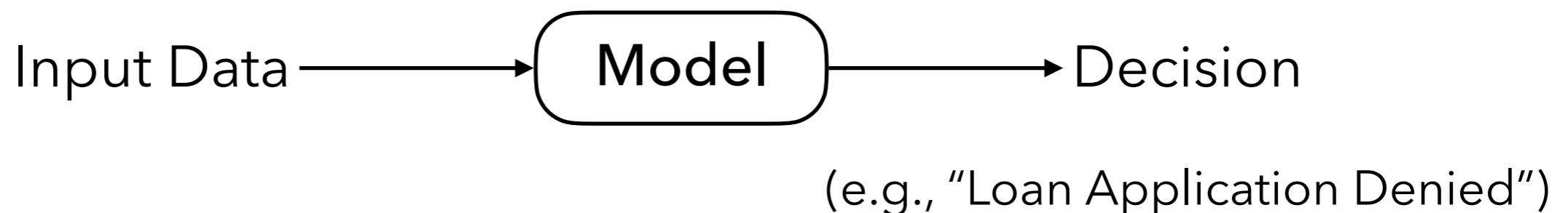
- **Members:** 10+ PhD and MS students
- **Research area:** intersection of programming languages (PL) and software engineering (SE)
  - program analysis and testing
  - program synthesis and repair
- **Publication:** PL, SE, and Security
  - **PL:** POPL('22), PLDI('12,'14,'20,'24), OOPSLA('15,'17a,'17b,'18a,'18b,'19,'20,'23)
  - **SE:** ICSE('17,'18,'19,'20,'21'22a,'22b,'23a,'23b,'23c), FSE('18,'19,'20,'21,'22,'23)
  - **Security:** IEEE S&P('17,'20), USENIX Security('21,'23)



<http://kupl.github.io>

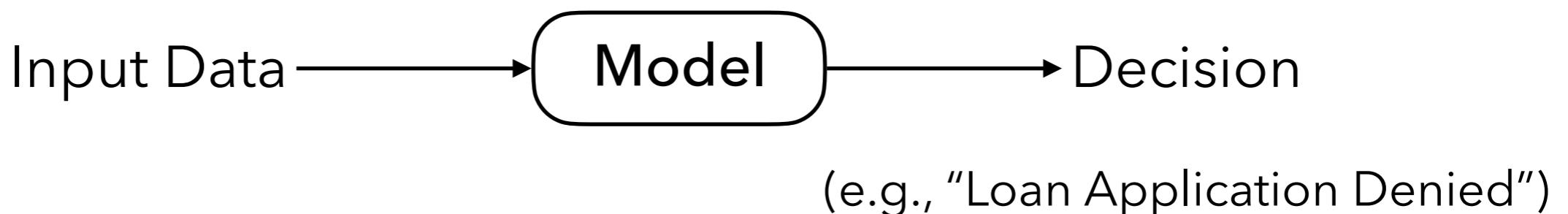
# Explainable AI (XAI)

- Today: Unexplainable AI

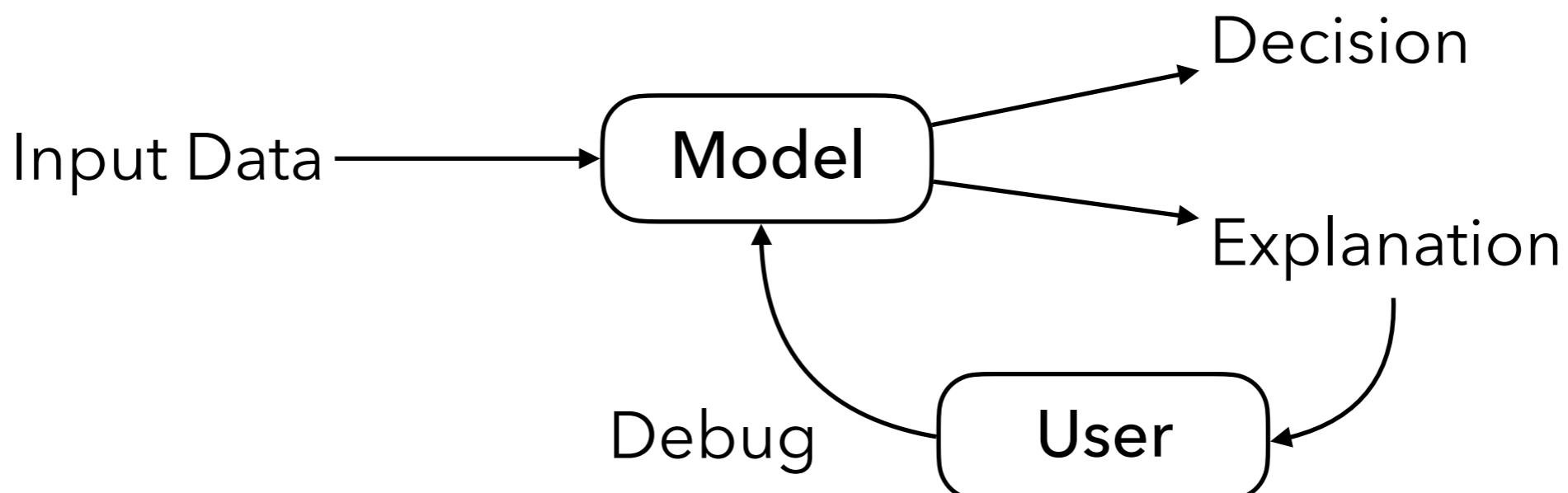


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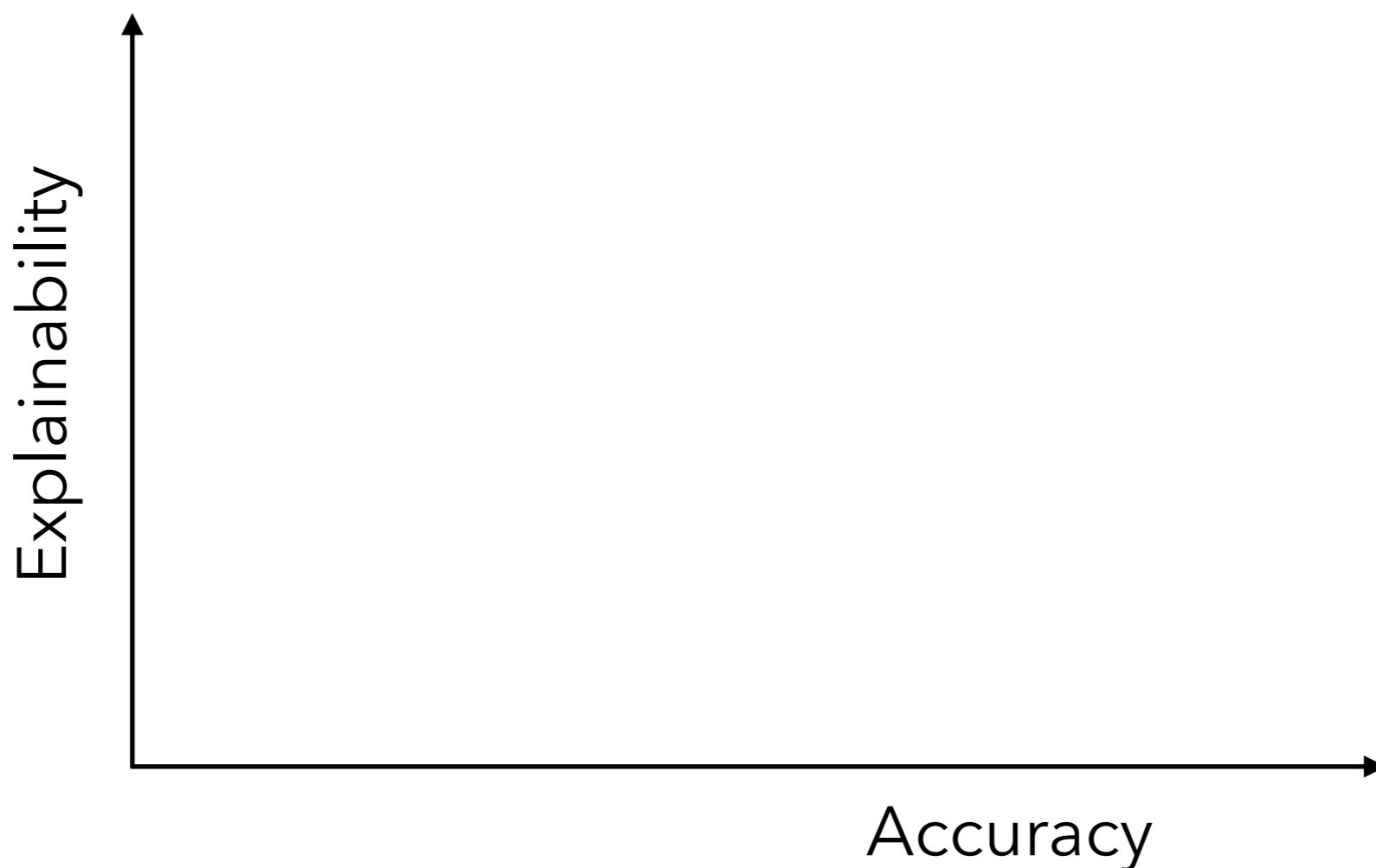


- Tomorrow: Explainable AI



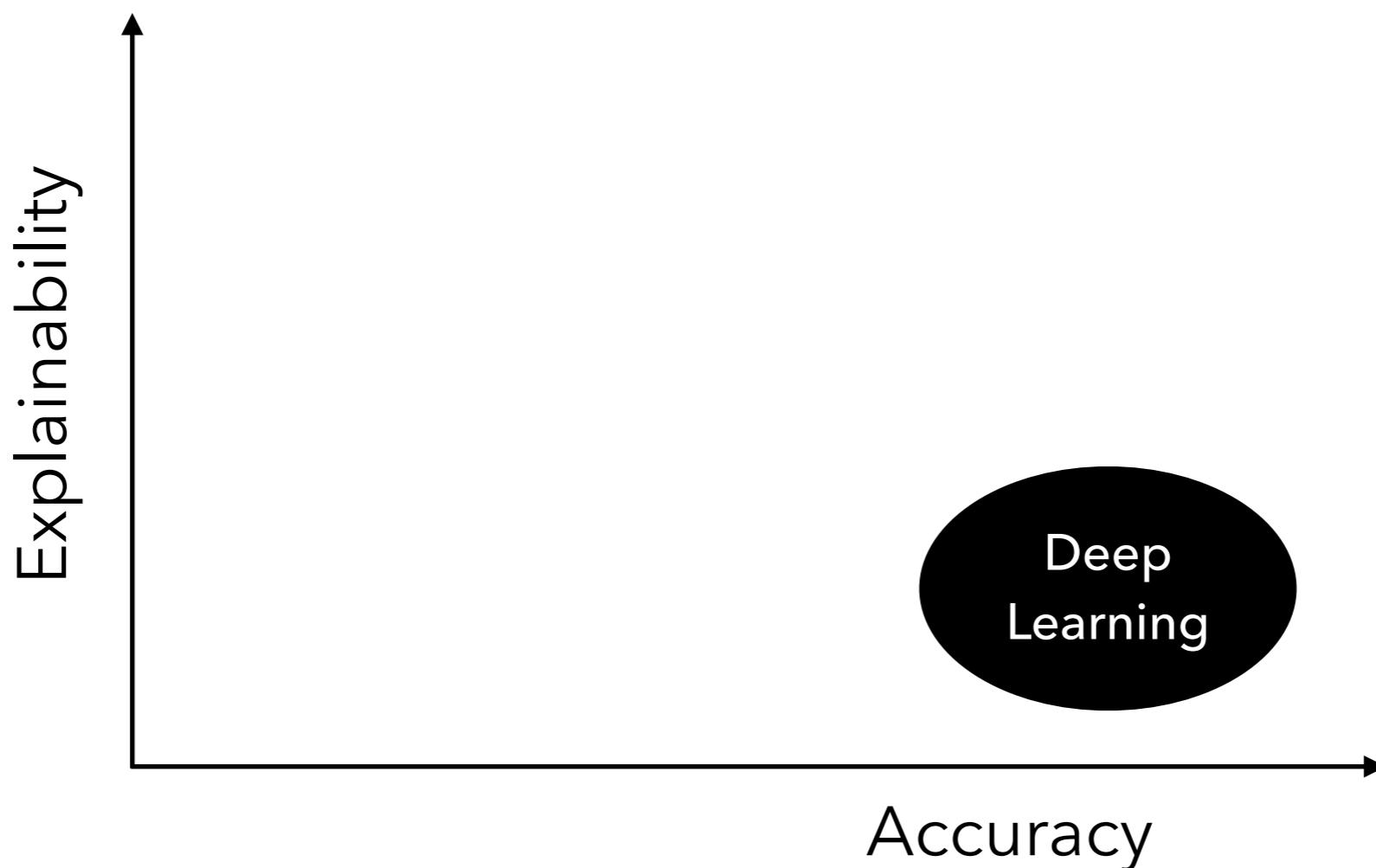
# Key Challenge in XAI

- Practical XAI should satisfy two criteria: (1) high accuracy and (2) high explainability
- No AI approaches can achieve them at the same time



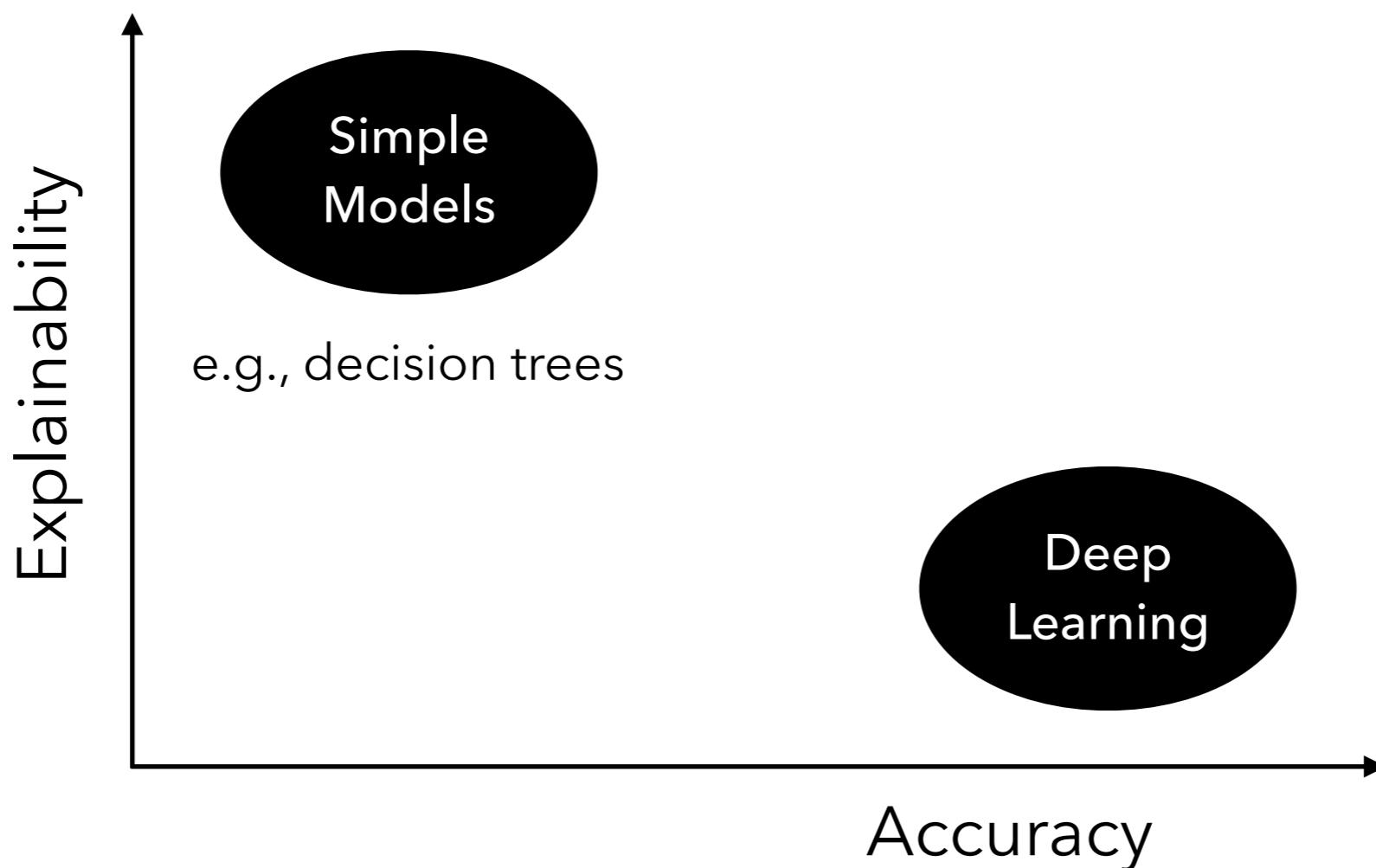
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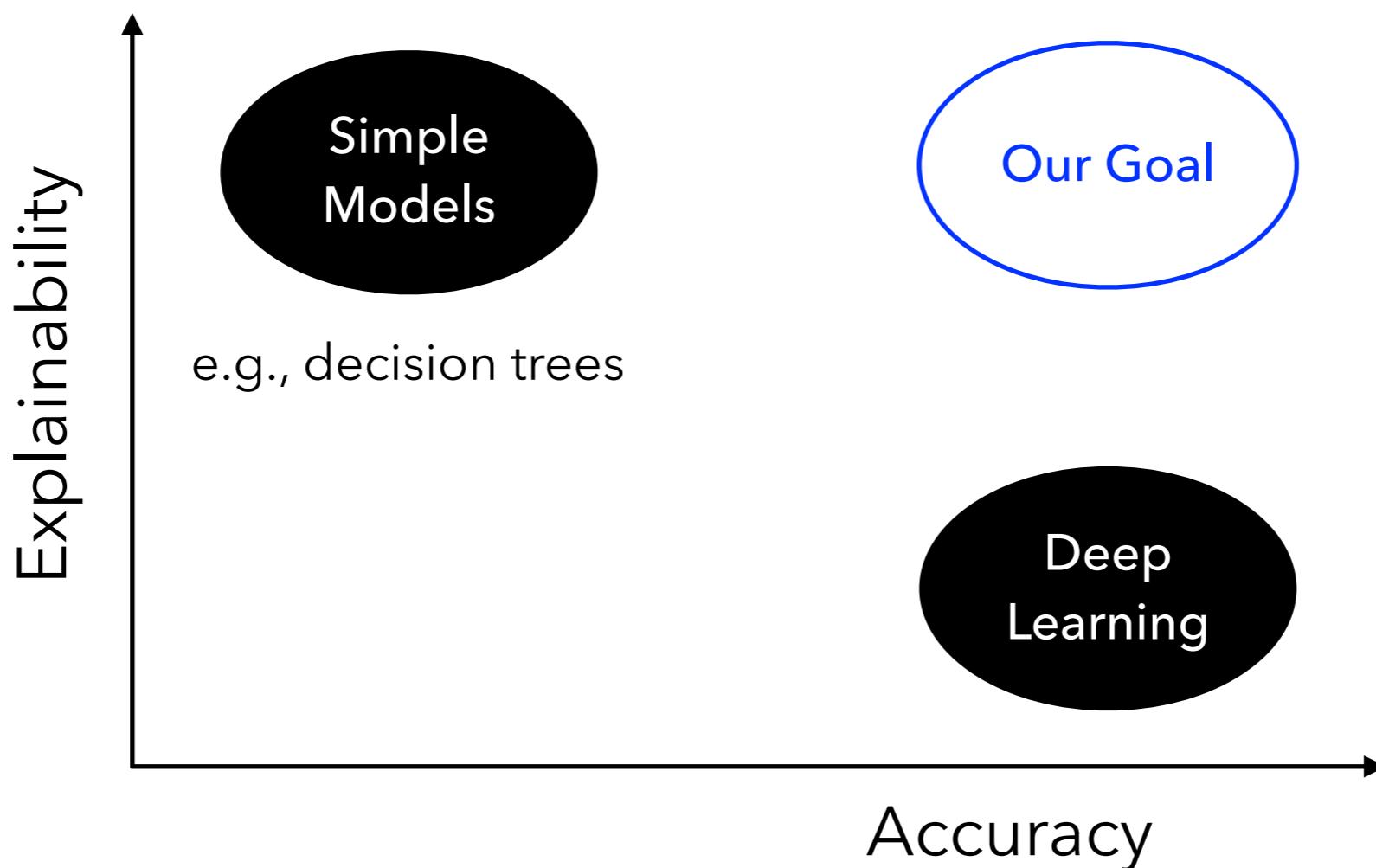
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# Our Proposal: A PL Approach to XAI

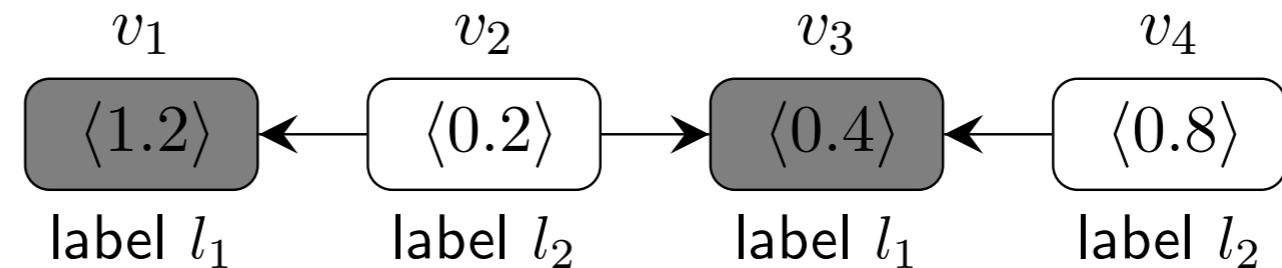
- Idea:
  1. Express AI models as programs written in a DSL
  2. Learn models (programs) from data via program synthesis
- Inherently accurate and explainable:
  - Accurate: PLs can describe any computational models
  - Explainable: DSLs are human-readable w/ high-level semantics

# Our Proposal: A PL Approach to XAI

- Idea:
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  - Accurate: PLs can describe any computational models
  - Explainable: DSLs are human-readable w/ high-level semantics
- This work: demonstration with a focus on graph learning
  - Graph Description Language (GDL)
  - Graph / node / edge classification

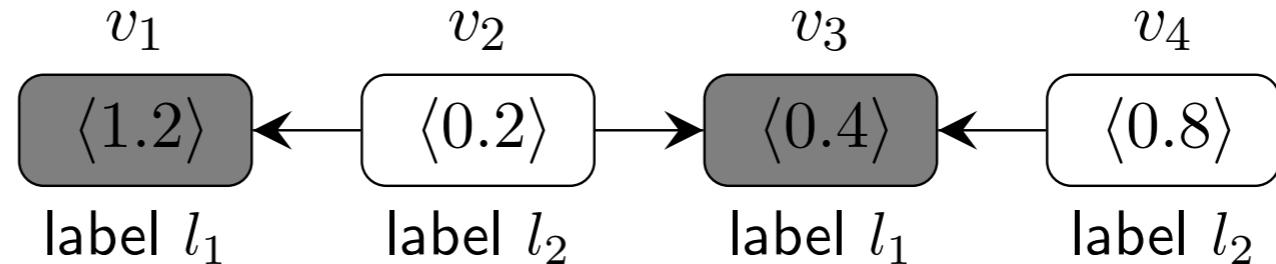
# Node Classification

- Example graph

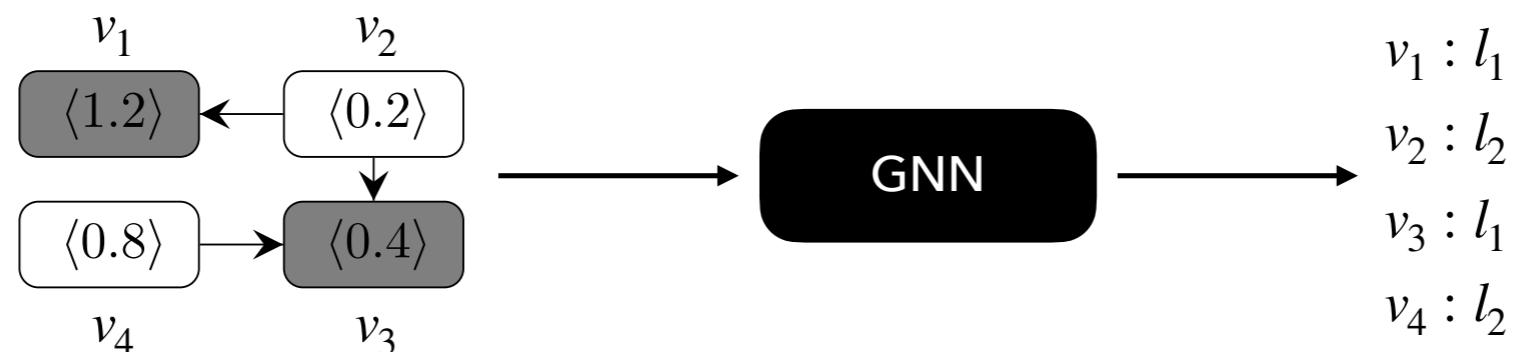


# Node Classification

- Example graph

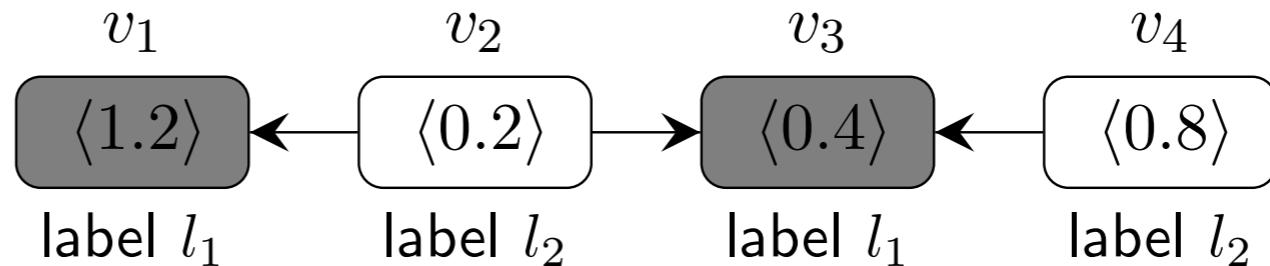


- Mainstream approach: Graph Neural Network (GNN)

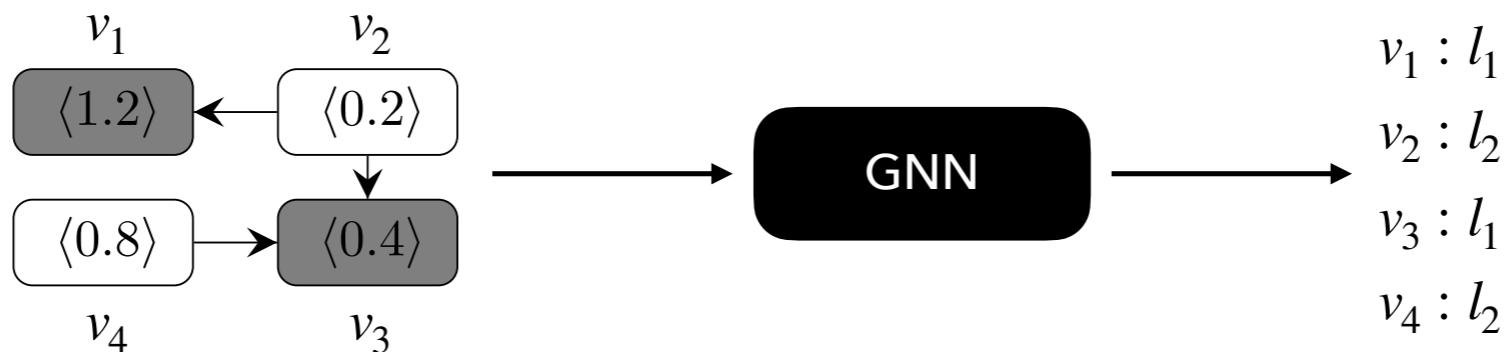


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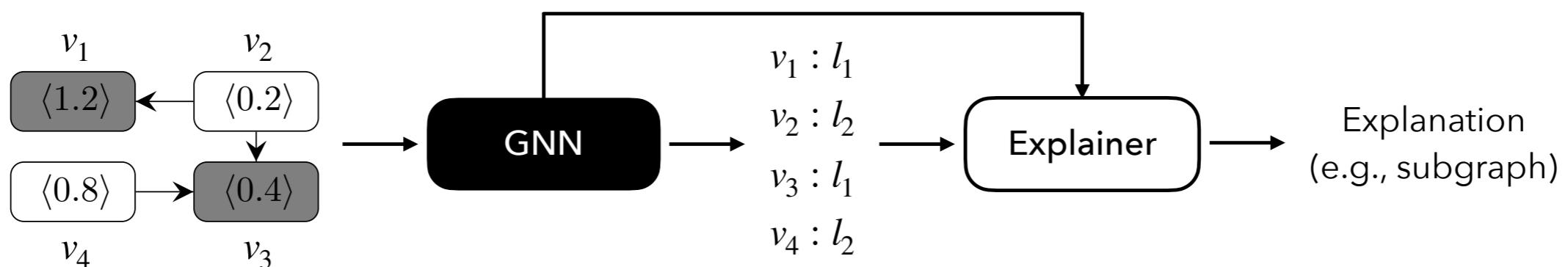
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- Mainstream approach: Graph Neural Network (GNN)

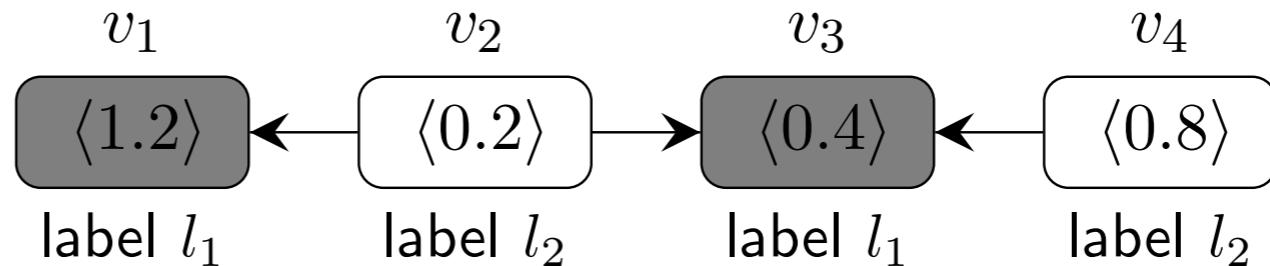


- GNNs are used with separate, post-hoc “explainers”

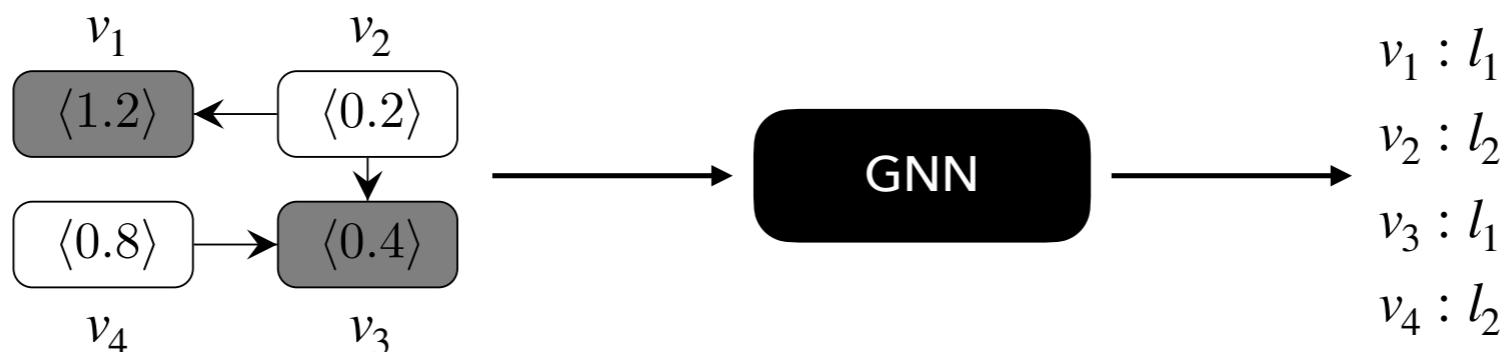


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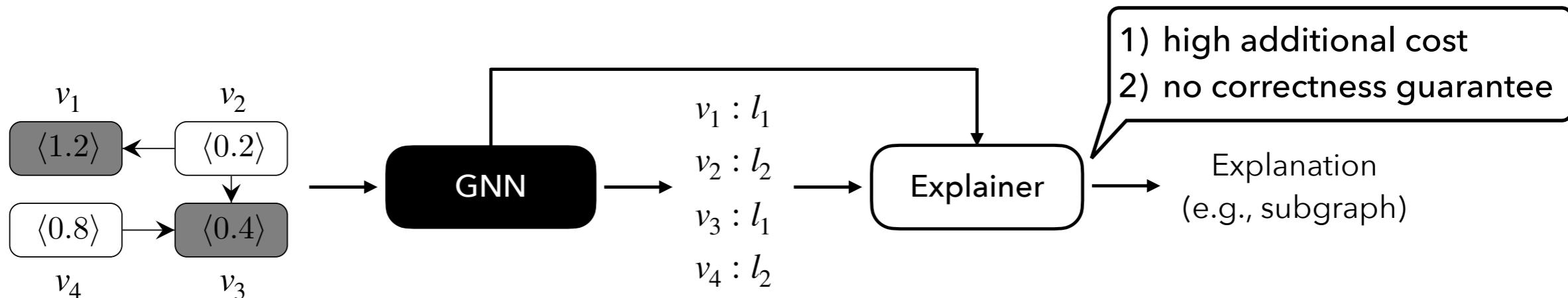
- Example graph



- Mainstream approach: Graph Neural Network (GNN)



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# Our Approach: PL4XGL

- GDL: A declarative language for describing graphs

- Syntax

Programs	$P ::= \bar{\delta} \text{ target } t$	$\in \mathbb{P} = \mathbb{D}^* \times \mathbb{T}$
Descriptions	$\delta ::= \delta_V \mid \delta_E$	$\in \mathbb{D} = \mathbb{D}_V \uplus \mathbb{D}_E$
Node Descriptions	$\delta_V ::= \text{node } x <\bar{\phi}>?$	$\in \mathbb{D}_V = \mathbb{X} \times \Phi^d$
Edge Descriptions	$\delta_E ::= \text{edge } (x, x) <\bar{\phi}>?$	$\in \mathbb{D}_E = \mathbb{X} \times \mathbb{X} \times \Phi^c$
Target Symbols	$t ::= \text{node } x \mid \text{edge } (x, x) \mid \text{graph}$	$\in \mathbb{T} = \mathbb{X} \uplus (\mathbb{X} \times \mathbb{X}) \uplus \{\epsilon\}$
Intervals	$\phi ::= [n^?, n^?]$	$\in \Phi = (\mathbb{R} \uplus \{-\infty\}) \times (\mathbb{R} \uplus \{\infty\})$
Real Numbers	$n ::= 0.2 \mid 0.7 \mid 6 \mid -8 \dots$	$\in \mathbb{R}$
Variables	$x ::= x \mid y \mid z \mid \dots$	$\in \mathbb{X}$

- Semantics

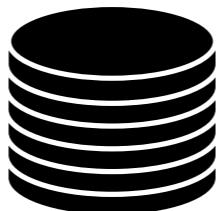
$\llbracket \langle \phi_1, \dots, \phi_k \rangle \rrbracket$	$: \wp(\mathbb{R}^k) = \{ \mathbf{f} \mid \mathbf{f} = (f_1, \dots, f_k) \wedge \forall i. f_i \in \gamma(\phi_i) \}$
$\llbracket \text{node } x <\bar{\phi}> \rrbracket$	$: \wp(\mathbb{G} \times \mathbb{H}) = \{ (G, \eta) \mid v = \eta(x) \wedge \mathbf{f}_v^G \in \llbracket \bar{\phi} \rrbracket \}$
$\llbracket \text{edge } (x, y) <\bar{\phi}> \rrbracket$	$: \wp(\mathbb{G} \times \mathbb{H}) = \{ (G, \eta) \mid e \in E \wedge e = (\eta(x), \eta(y)) \wedge \mathbf{f}_e^G \in \llbracket \bar{\phi} \rrbracket \}$
$\llbracket \delta_1 \delta_2 \dots \delta_k \rrbracket$	$: \wp(\mathbb{G} \times \mathbb{H}) = \{ (G, \eta) \mid \forall i. (G, \eta) \in \llbracket \delta_i \rrbracket \}$
$\llbracket \bar{\delta} \text{ target node } x \rrbracket$	$: \wp(\mathbb{G} \times V) = \{ (G, v) \mid \exists (G, \eta) \in \llbracket \bar{\delta} \rrbracket. v = \eta(x) \}$
$\llbracket \bar{\delta} \text{ target edge } (x, y) \rrbracket$	$: \wp(\mathbb{G} \times E) = \{ (G, e) \mid \exists (G, \eta) \in \llbracket \bar{\delta} \rrbracket. e = (\eta(x), \eta(y)) \}$
$\llbracket \bar{\delta} \text{ target graph} \rrbracket$	$: \wp(\mathbb{G}) = \{ G \mid \exists (G, \eta) \in \llbracket \bar{\delta} \rrbracket \}$

- A GDL program denotes a set of nodes (or edges, graphs)

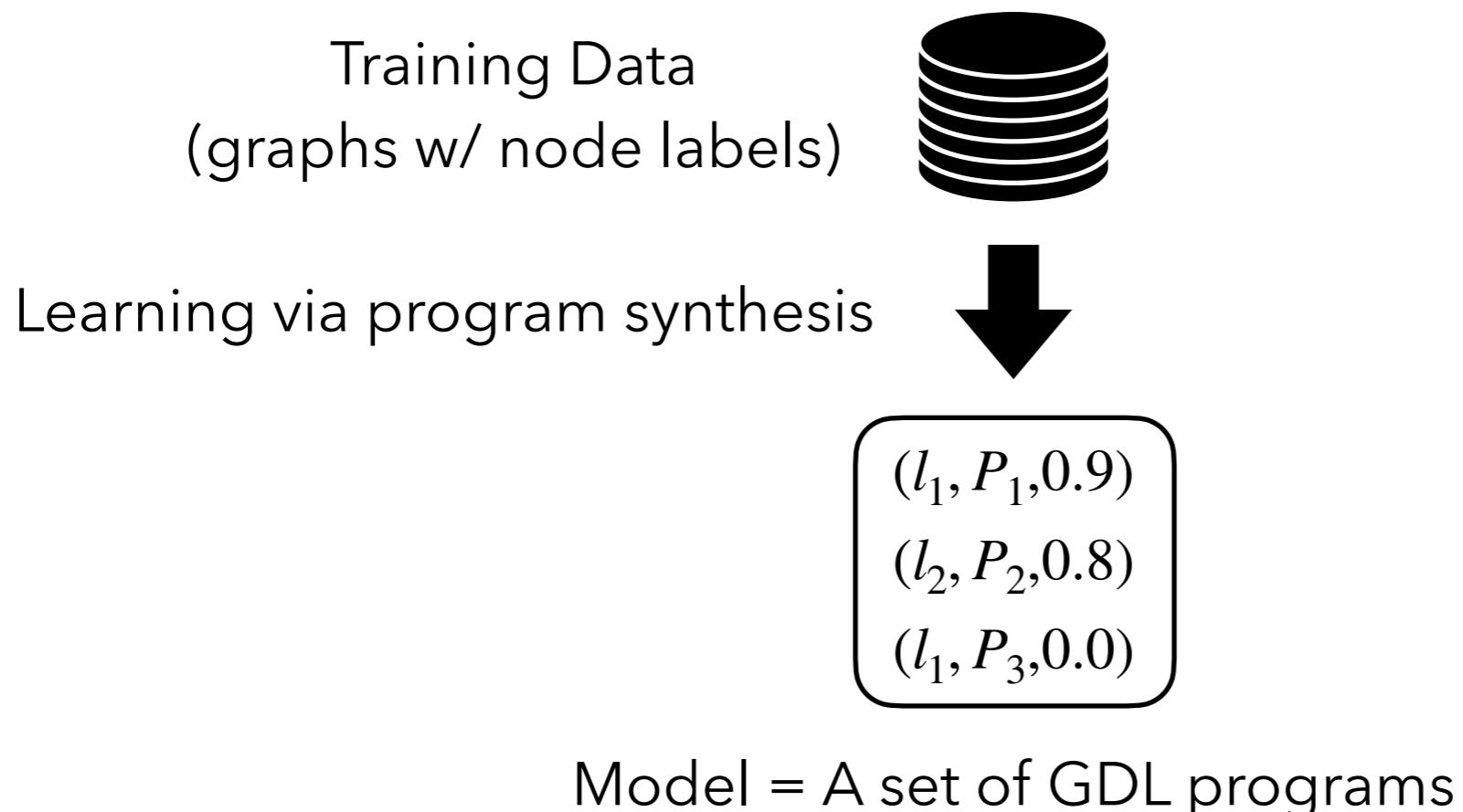
$$\llbracket P \rrbracket \subseteq \text{Nodes}$$

# How Our Approach Works

Training Data  
(graphs w/ node labels)



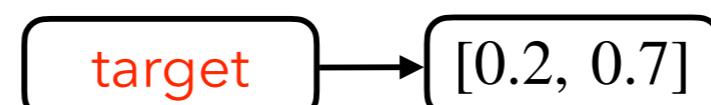
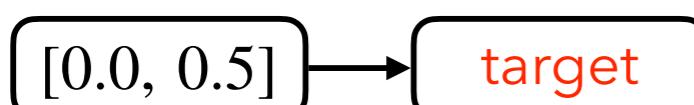
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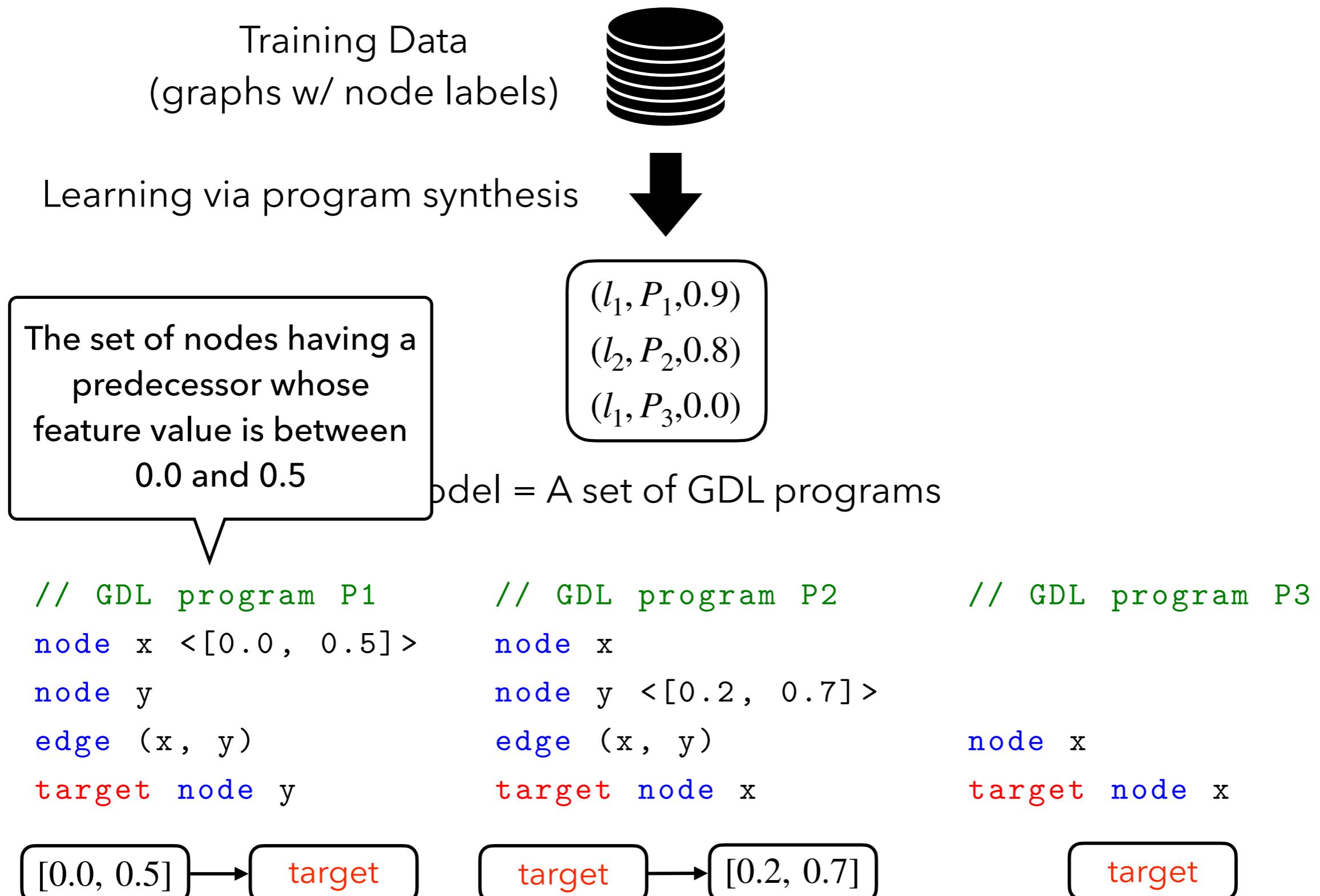
```
// GDL program P1          // GDL program P2          // GDL program P3
node x <[0.0, 0.5]>      node x
node y
edge (x, y)
target node y
```

```
// GDL program P2          // GDL program P3
node x
node y <[0.2, 0.7]>
edge (x, y)
target node x
```

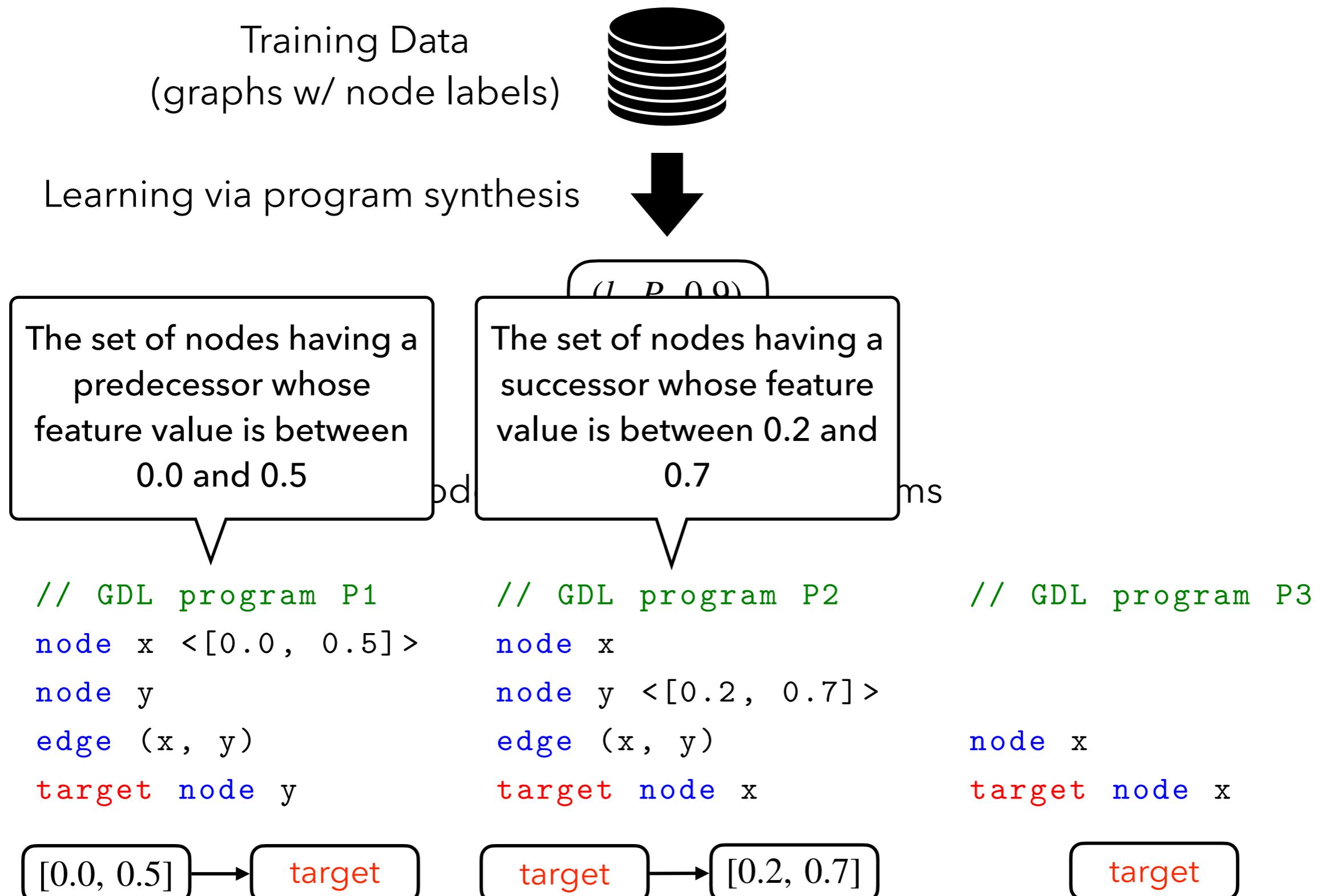
```
// GDL program P3
node x
target node x
```



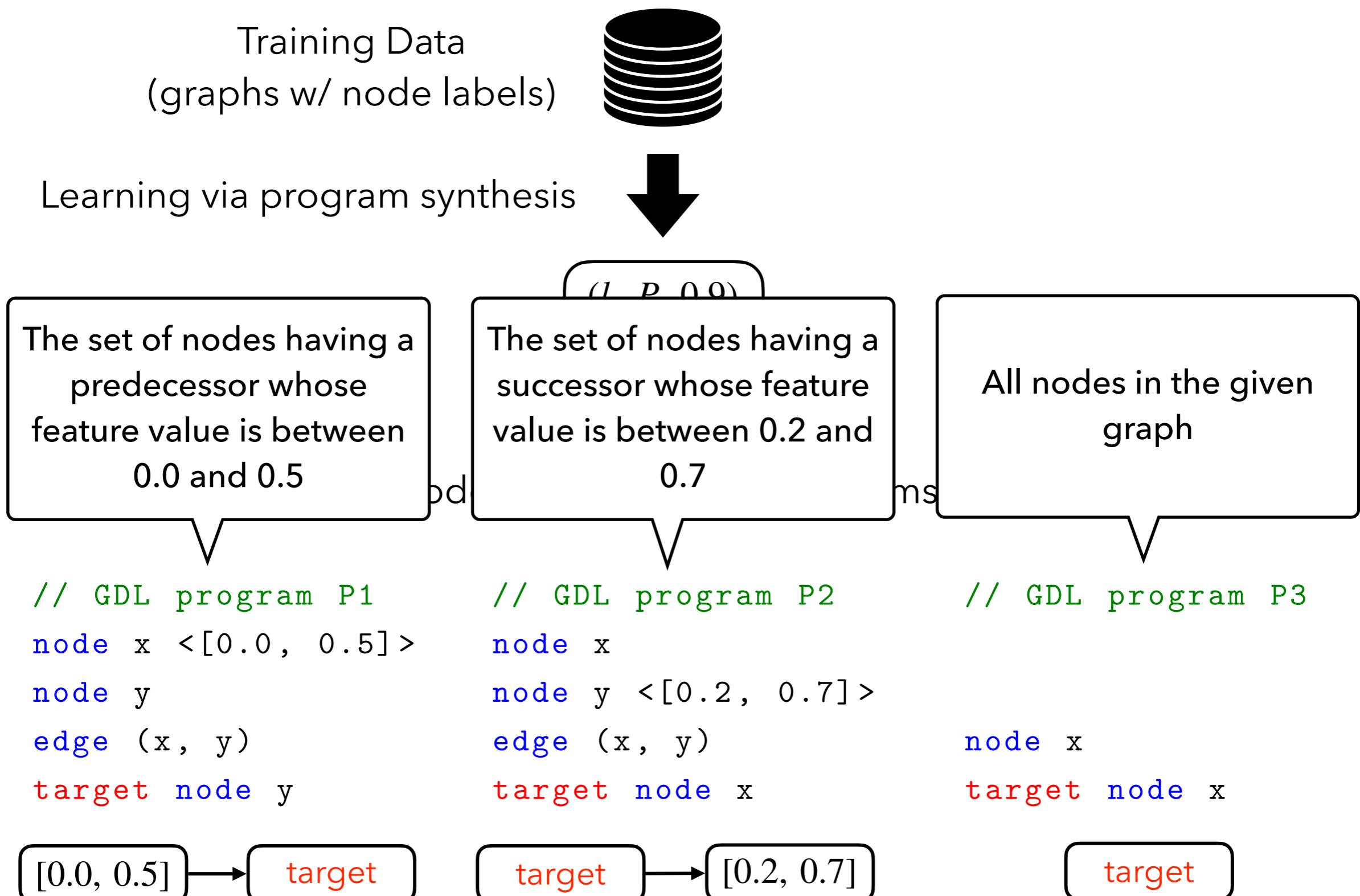
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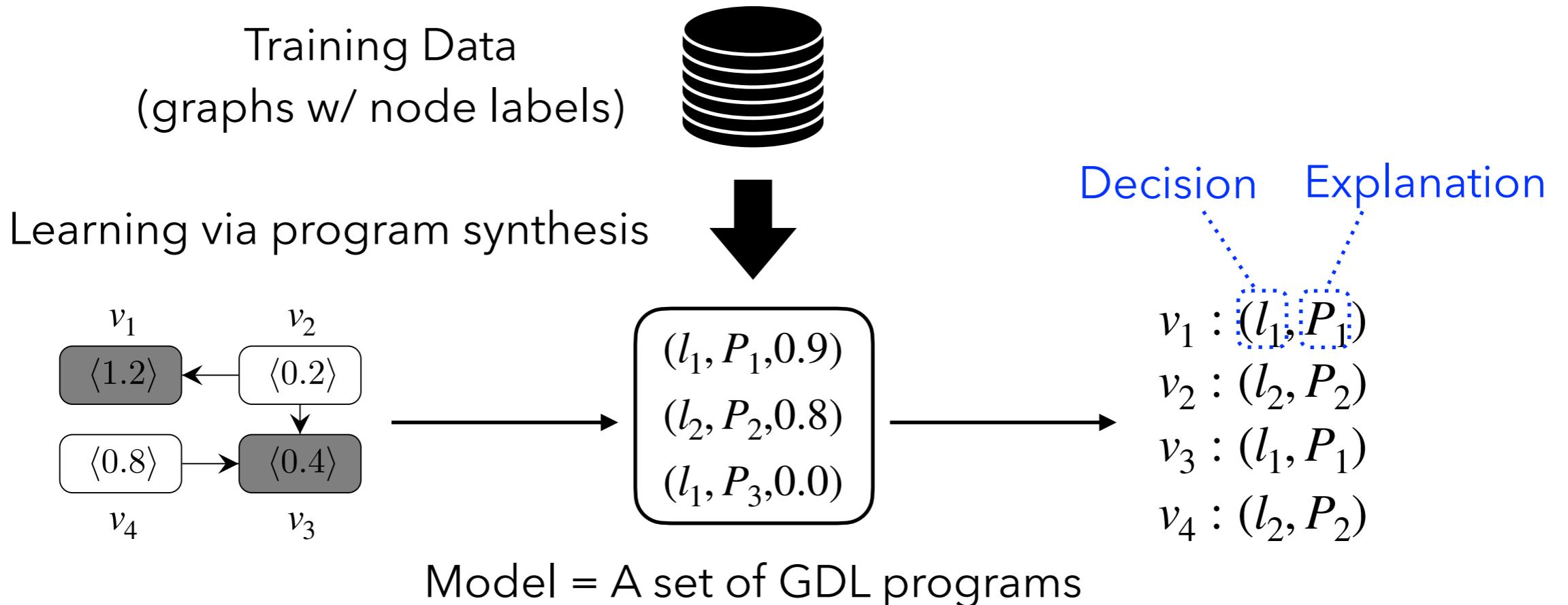
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# How Our Approach Works



```
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node x <[0.0, 0.5]>
node y
edge (x, y)
target node y
```

[0.0, 0.5] → target

```
// GDL program P2
node x
node y <[0.2, 0.7]>
edge (x, y)
target node x
```

target → [0.2, 0.7]

```
// GDL program P3
node x
target node x
```

target

# Evaluation

- Compared PL4XGL with
  - representative GNNs: GCN, GAT, GIN, etc
  - state-of-the-art GNN explainer, SubgraphX\*
- Research questions:
  1. Classification accuracy
  2. Explanation quality
- Machines used:
  - GNNs trained and evaluated using a GPU (RTX A6000)
  - PL4XGL trained and evaluated using a 64-core CPU

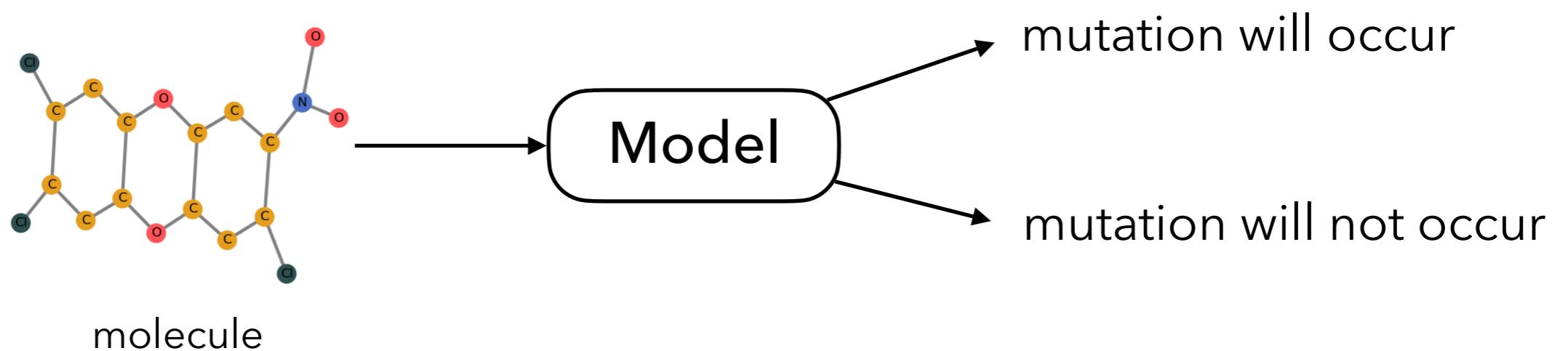
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\*Yuan et al. On explainability of graph neural networks via subgraph explorations. ICML 2021

# Datasets

- Four datasets for graph classification:

- e.g., the MUTAG dataset (a set of molecule graphs)



- Eight datasets for node classification

- e.g., the citation network datasets: Cora, Citeseer, Pubmed
- Each dataset is split into 8:1:1 for training, validation, and evaluation

# Datasets

- Four datasets for graph classification:
  - e.g., the MUTAG dataset (a set of molecule graphs)

①

→ mutation will occur

	Graph classification				Node classification								
	Molecular datasets				Synthetic datasets		Web page datasets			Citation networks			
	MUTAG	BBBP	BACE	HIV	BA-SHAPES	TREE-CYCLES	WISCONSIN	TEXAS	CORNELL	CORA	CITESEER	PUBMED	
# Graphs	188	2,039	1,513	41,127	1	1	1	1	1	1	1	1	
# Nodes (avg)	17.9	24.0	34.0	25.5	700	871	183	183	251	2,708	3,327	19,717	
# Edges (avg)	19.7	25.9	36.8	27.5	2,055	971	450	279	277	5,278	4,552	44,324	
# Labels	2	2	2	2	4	2	5	5	5	7	6	3	
# Node features	1	9	9	9	1	1	1,703	1,703	1,703	1,433	3,703	500	
# Edge features	1	3	3	3	0	0	0	0	0	0	0	0	

- e.g., the citation network datasets: Cora, Citeseer, Pubmed
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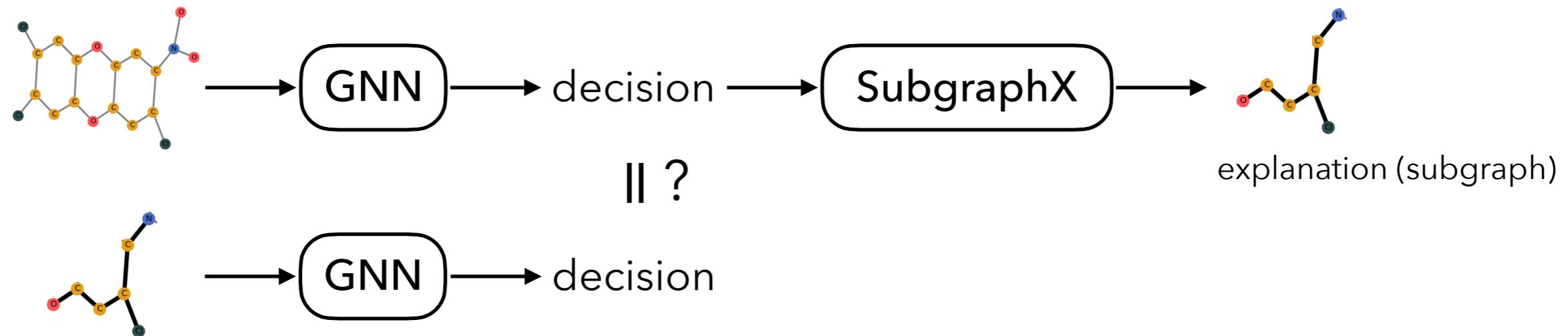
# (1) Classification Accuracy

- Overall, PL4XGL can compete with GNNs
  - For 5 datasets, achieved the best accuracy (e.g., 100% for MUTAG)
  - For the largest benchmark (HIV), PL4XGL did not scale (48 hours)

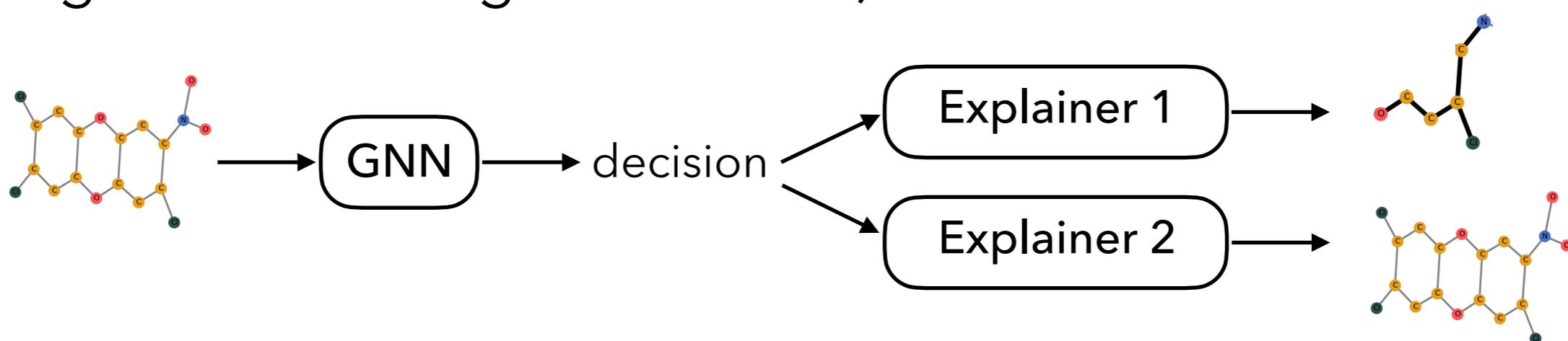
	GCN	GAT	CHEBYNET	JKNET	GRAPHSAGE	GIN	DGCN	PL4XGL
MUTAG	80.0±0.0	89.0±2.2	86.0±4.1	68.0±7.5	78.0±4.4	91.0±5.4	N/A	<b>100.0±0.0</b>
BBBP	83.6±1.4	82.3±1.6	84.6±1.0	85.6±1.9	86.6±0.9	86.2±1.4	N/A	<b>86.8±0.0</b>
BACE	78.4±2.8	52.4±3.3	78.9±1.4	79.9±1.9	79.8±0.8	<b>80.9±0.4</b>	N/A	<b>80.9±0.0</b>
HIV	96.4±0.0	96.4±0.0	96.8±0.2	96.8±0.1	<b>96.9±0.2</b>	96.8±0.1	N/A	N/A
BA-SHAPES	95.1±0.6	76.8±2.3	<b>97.1±0.0</b>	94.3±0.0	<b>97.1±0.0</b>	92.0±1.1	95.1±0.7	95.7±0.0
TREE-CYCLES	97.7±0.0	90.9±0.0	<b>100.0±0.0</b>	98.9±0.0	<b>100.0±0.0</b>	93.2±0.0	99.2±0.5	<b>100.0±0.0</b>
WISCONSIN	64.0±0.0	49.6±3.1	86.4±3.9	64.8±1.5	92.8±2.9	56.0±0.0	<b>96.0±0.0</b>	88.0±0.0
TEXAS	67.7±5.3	50.0±0.0	87.7±2.1	68.8±4.3	86.6±2.6	50.0±0.0	<b>86.6±2.6</b>	83.3±0.0
CORNELL	58.9±2.6	61.1±0.0	81.0±6.5	61.1±0.0	87.7±2.1	61.1±0.0	86.6±2.6	<b>88.8±0.0</b>
CORA	85.6±0.3	86.4±1.8	86.5±5.2	84.9±3.5	86.3±3.2	<b>86.7±0.0</b>	83.2±5.9	80.0± 0.0
CITESEER	75.2±0.0	74.3±0.7	<b>79.1±0.9</b>	73.7±4.2	75.9±2.3	75.2±0.0	71.3±6.0	63.8± 0.0
PUBMED	82.8±1.1	84.7±1.2	<b>88.7±1.0</b>	83.2±0.4	88.0±0.4	86.1±0.6	85.1±0.6	81.4±0.0

# (2) Explanation Quality

- **Fidelity** quantifies the correctness of explanations (in range 0 and 1 – lower is better)

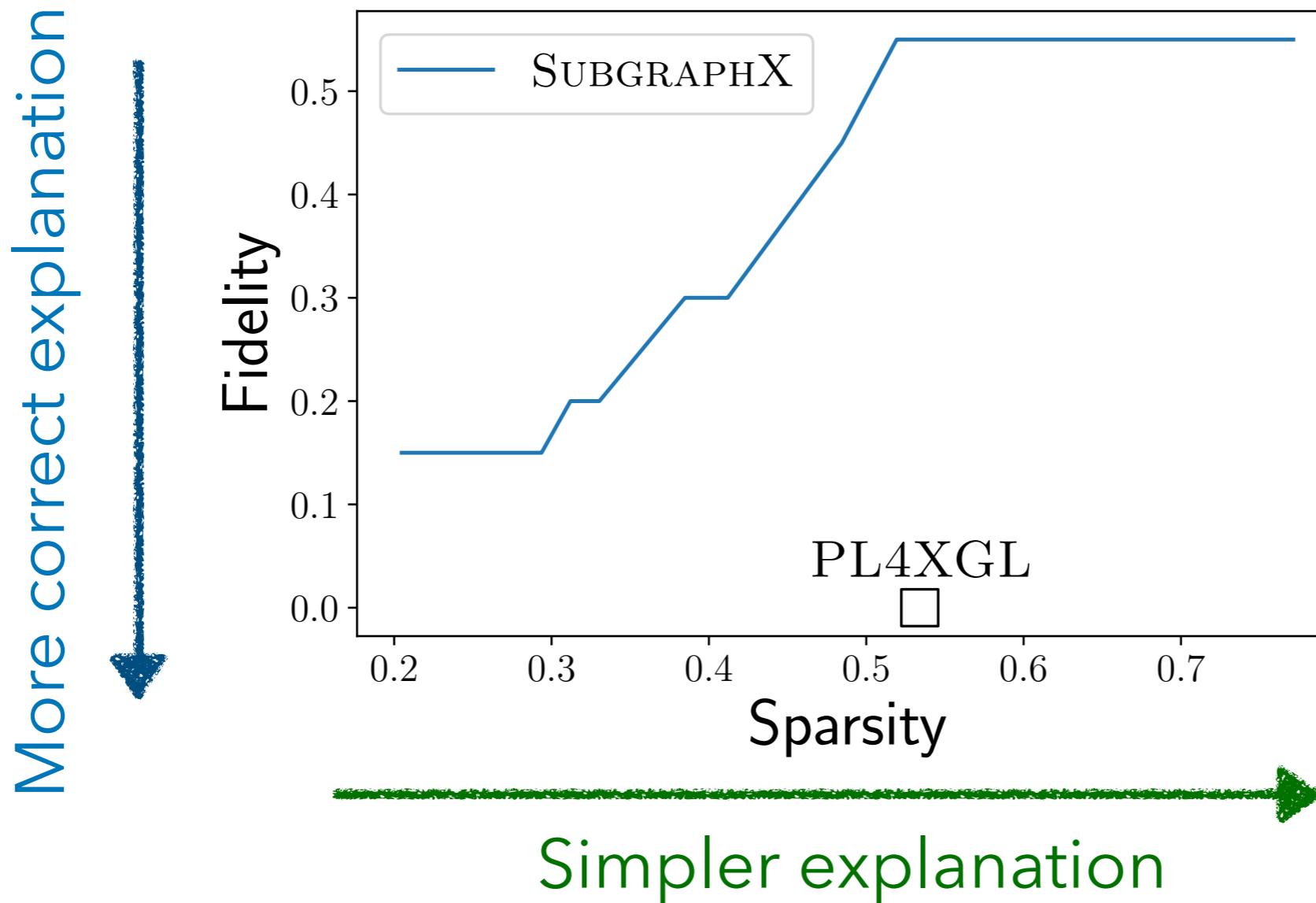


- **Sparsity** quantifies the simplicity (size) of explanations (in range 0 and 1 – higher is better)



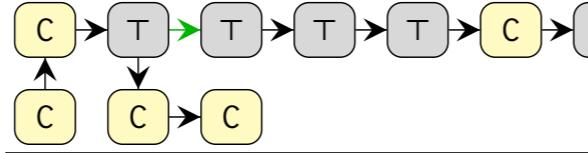
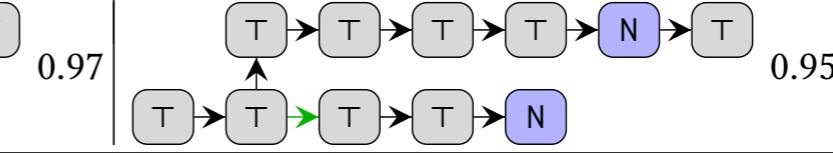
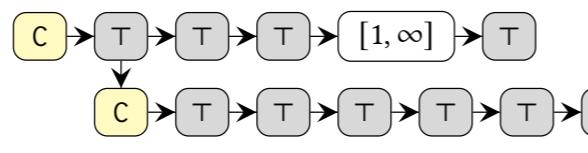
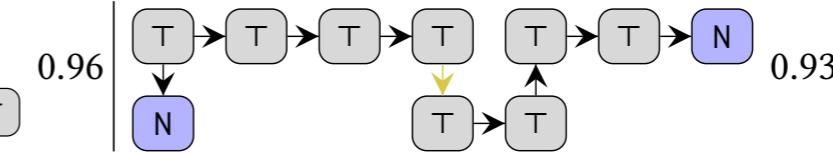
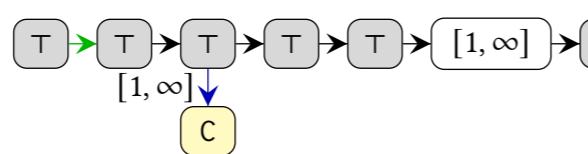
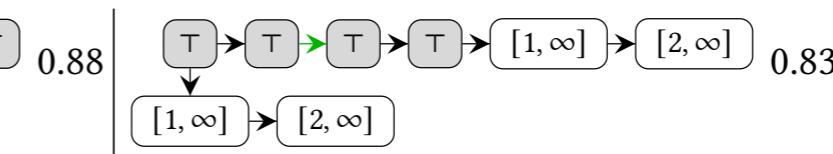
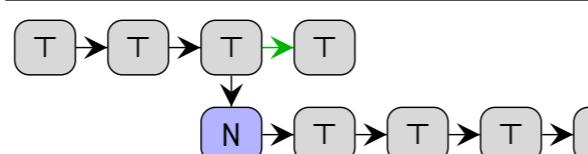
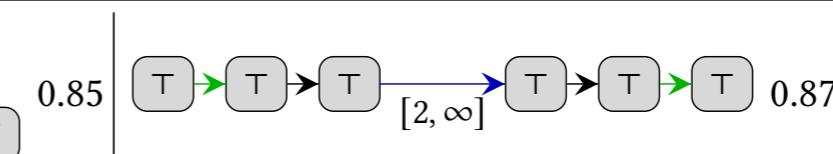
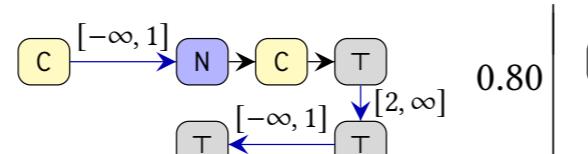
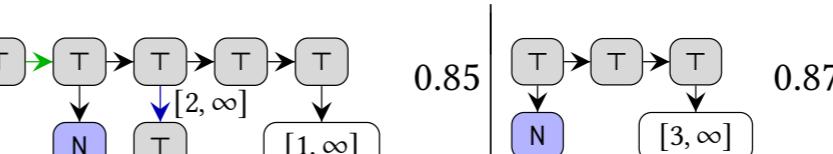
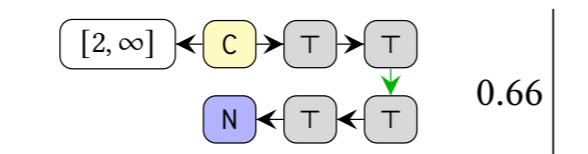
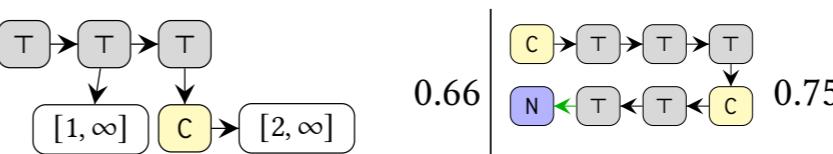
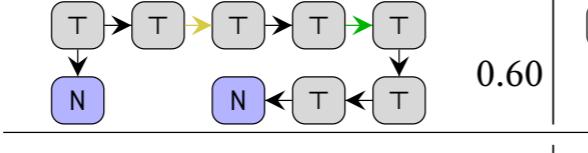
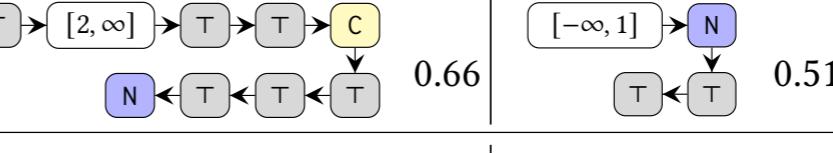
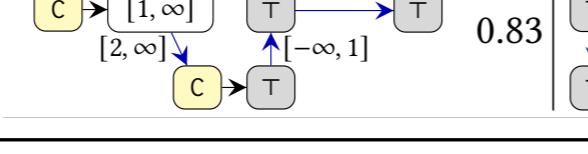
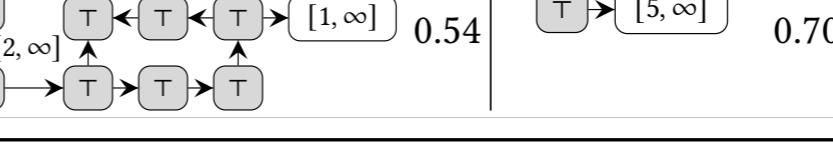
## (2) Explanation Quality

- PL4XGL produced better explanations than SubgraphX
- E.g., graph classification on the MUTAG dataset



# Human-Readable Models

- E.g., the learned model for MUTAG (20 GDL programs)

Label 1 (mutagenic)	 0.97	 0.95
	 0.96	 0.93
	 0.88	 0.83
	 0.85	 0.87
Label 2 (non-mutagenic)	 0.80	 0.85
	 0.66	 0.66
	 0.60	 0.66
	 0.83	 0.54
		 0.70

# Summary

- Problem: Accurate and explainable graph learning
- Solution: A purely PL-based approach to XAI
  - Domain-specific languages for defining AI models
  - Program synthesis for learning model programs from data
- Result:
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Conclusion: PL techniques are useful even for AI!

# **Backup Slides**

# Training / Inference Cost

Dataset	Cost (minutes)	GNN+ SUBGRAPHX	PL4XGL	Dataset	Cost (minutes)	GNN+ SUBGRAPHX	PL4XGL
MUTAG	Training	<b>0.2</b>	12.3	WISCONSIN	Training	<b>0.4</b>	8.0
	Classification	<b>0.1</b>	<b>0.1</b>		Classification	<b>0.1</b>	<b>0.1</b>
	Explanation	8.4	<b>0.0</b>		Explanation	69.3	<b>0.0</b>
	Total	<b>8.7</b>	12.4		Total	69.5	<b>8.1</b>
BBBP	Training	<b>1.0</b>	34.3	TEXAS	Training	<b>0.4</b>	5.0
	Classification	<b>0.1</b>	0.7		Classification	<b>0.1</b>	<b>0.1</b>
	Explanation	160.0	<b>0.0</b>		Explanation	52.1	<b>0.0</b>
	Total	161.1	<b>35.0</b>		Total	52.3	<b>5.1</b>
BACE	Training	<b>1.0</b>	60.6	CORNELL	Training	<b>0.3</b>	5.0
	Classification	<b>0.1</b>	4.0		Classification	<b>0.1</b>	<b>0.1</b>
	Explanation	141.1	<b>0.0</b>		Explanation	95.8	<b>0.0</b>
	Total	142.2	<b>69.9</b>		Total	96.0	<b>5.1</b>
HIV	Training	12.2	timeout	CORA	Training	<b>0.4</b>	61.6
	Classification	0.1	N/A		Classification	<b>0.1</b>	0.9
	Explanation	2887.8	N/A		Explanation	timeout	<b>0.0</b>
	Total	2900.1	timeout		Total	timeout	62.5
BA-SHAPES	Training	<b>0.1</b>	0.2	CITESEER	Training	<b>0.4</b>	245.2
	Classification	<b>0.1</b>	<b>0.1</b>		Classification	<b>0.1</b>	2.0
	Explanation	4756.0	<b>0.0</b>		Explanation	timeout	<b>0.0</b>
	Total	4756.2	<b>0.2</b>		Total	timeout	<b>247.2</b>
TREE-CYCLES	Training	<b>0.1</b>	0.2	PUBMED	Training	<b>0.6</b>	2702.9
	Classification	<b>0.1</b>	<b>0.1</b>		Classification	<b>0.1</b>	17.0
	Explanation	3.4	<b>0.0</b>		Explanation	timeout	<b>0.0</b>
	Total	3.6	<b>0.2</b>		Total	timeout	<b>2719.9</b>

# General Methodology

- In principle, applicable to general classification tasks
  - $\mathbb{I}$ : instances (e.g., nodes)
  - $\mathbb{L}$ : labels (e.g., node labels)
  - $D \in \wp(\mathbb{I} \times \mathbb{L})$ : training data

Goal: Learn a classifier  $f: \mathbb{I} \rightarrow \mathbb{L}$  from  $D$

# General Methodology

- Model = Programs in domain-specific language  $\mathbb{P}$

- A program  $P \in \mathbb{P}$  denotes a set of instances:

$$[\![P]\!] \in \wp(\mathbb{I})$$

- Our language-based model:

$$\mathcal{M} \in \mathbb{M} = \wp(\mathbb{L} \times \mathbb{P} \times [0,1])$$

- Our classifier:

$$f_{\mathcal{M}} : \mathbb{I} \rightarrow \mathbb{L} \times \mathbb{P}$$

Given  $i \in \mathbb{I}$ ,  $f_{\mathcal{M}}(i)$  returns  $(l, P, \psi) \in \mathcal{M}$  with highest  $\psi$

# General Methodology

- Learning is formulated as program synthesis

$$Learn : \wp(\mathbb{I} \times \mathbb{L}) \rightarrow \mathcal{M}$$

- Goal is to synthesize programs in  $\mathcal{M}$  from  $D$ , maximizing classification accuracy over the training data
- We use a variant of search-based synthesis algorithms

