

# Evaluating Neighbor Explainability for Graph Neural Networks



# Agenda

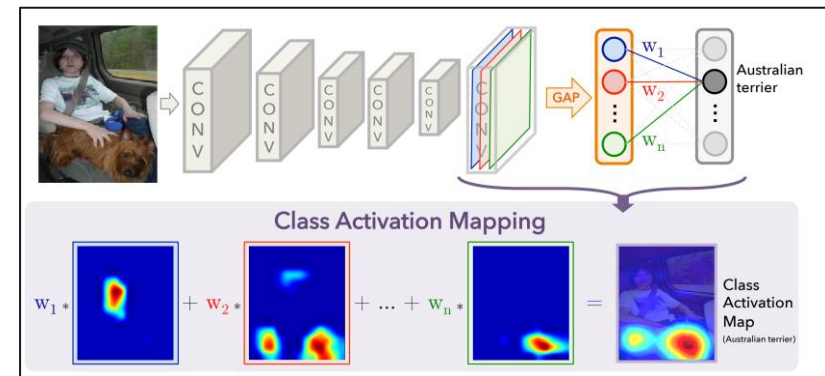
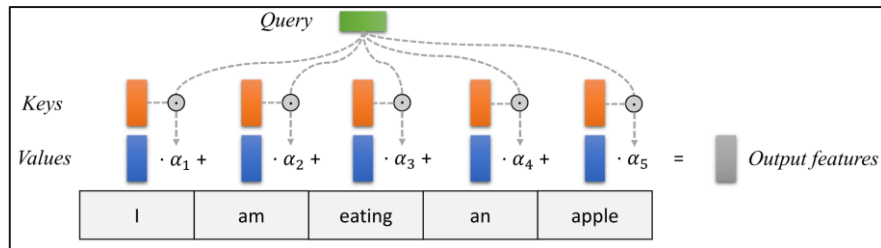
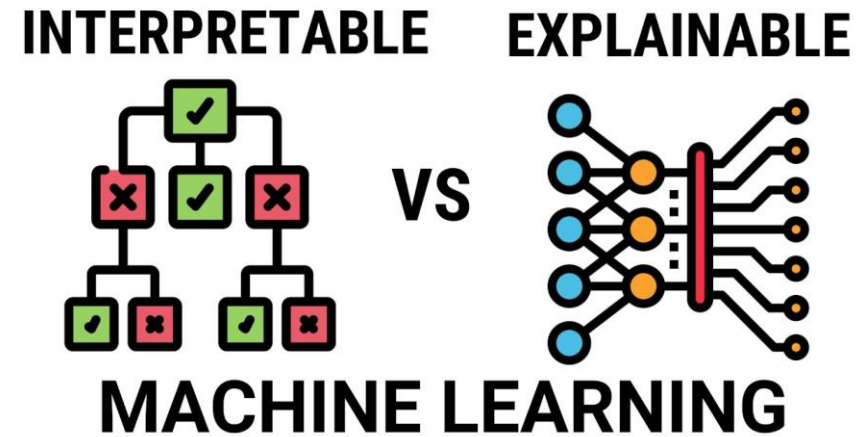


- Introduction to Explainable AI (XAI)
- Introduction to Neighbor XAI
- Loyalty and Inverse Loyalty
- Loyalty and Inverse Loyalty Probabilities
- XAI in self-loops

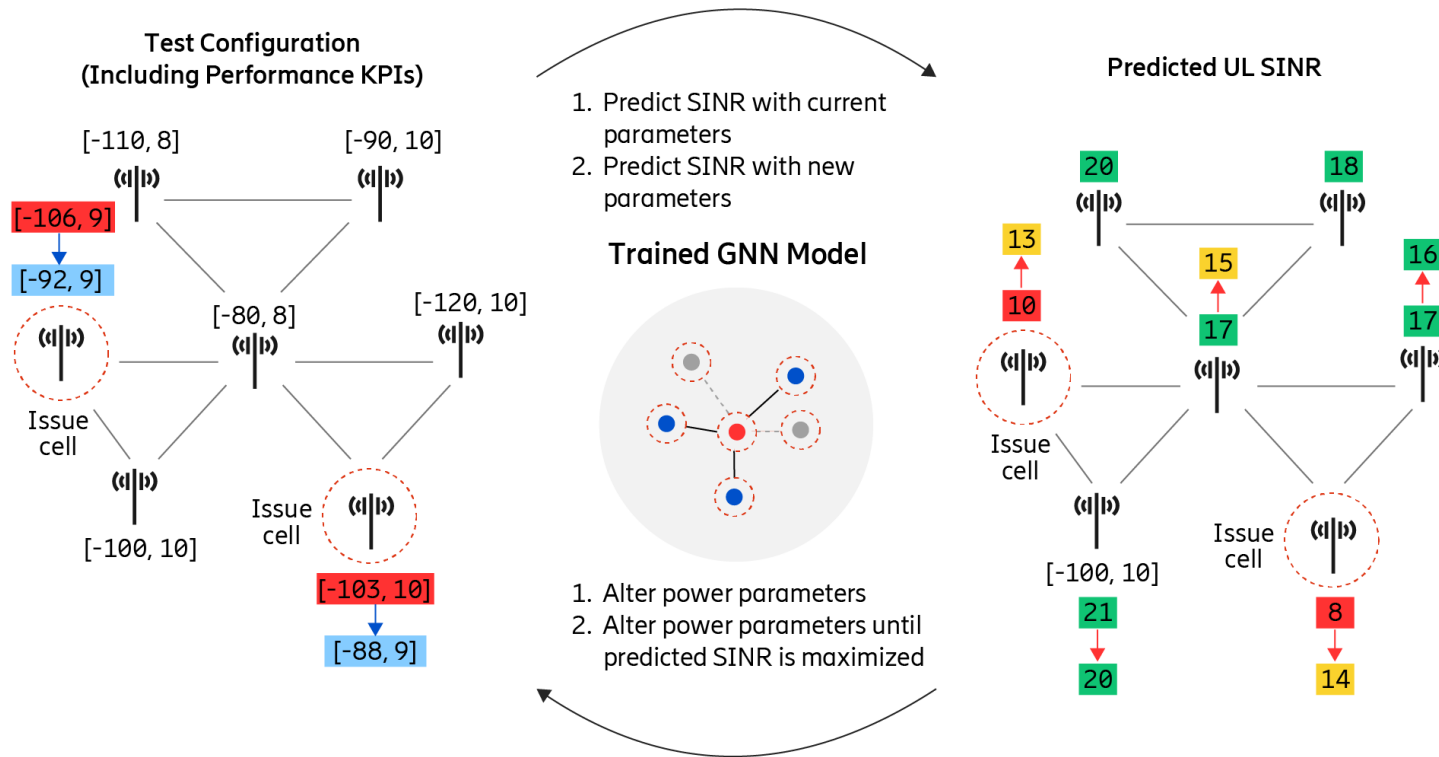
# Introduction to Explainable AI (XAI)



# What is XAI?



# Graph Neural Networks in telecom



# GNNs: Capabilities and Interpretability challenges



Rich representation of relational data



Superior performance in node and graph-level tasks

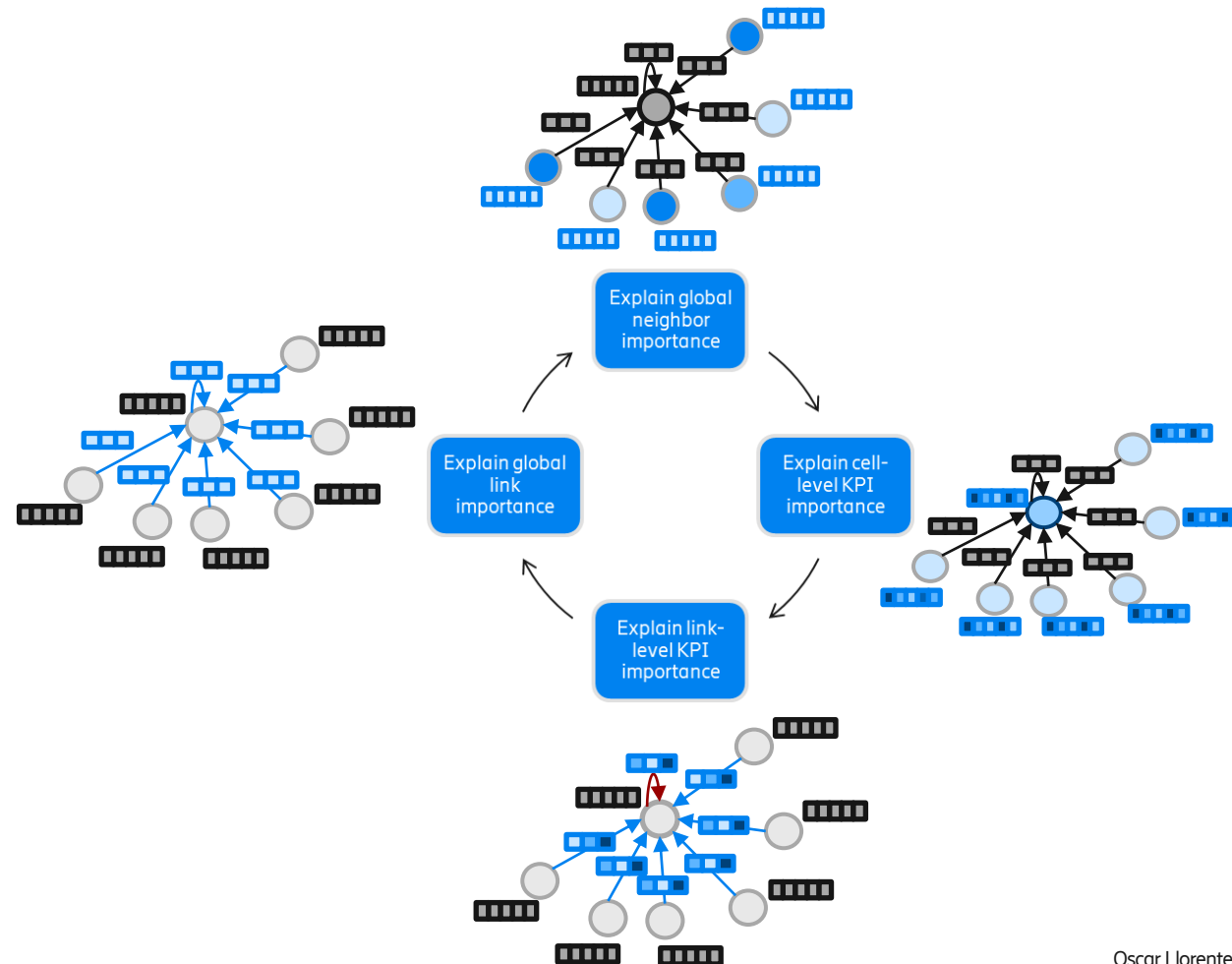


Interpretability challenges and need for specialized explanation methods

# Objectives of XAI in GNNs



**Innovative Explanatory Framework for GNNs**  
Explainable AI applied to graph level requires to explain different variables and relation levels



# Explainability techniques for GNNs



- Traditional techniques:
  - SHAP
  - LIME
- Gradient-based techniques:
  - Saliency map
  - SmoothGrad
  - Integrated Gradients
- GNN-specific techniques:
  - GNNExplainer
  - PGExplainer



# Introduction to Neighbor XAI



# Paper Introduction



## Evaluating Neighbor Explainability for Graph Neural Networks

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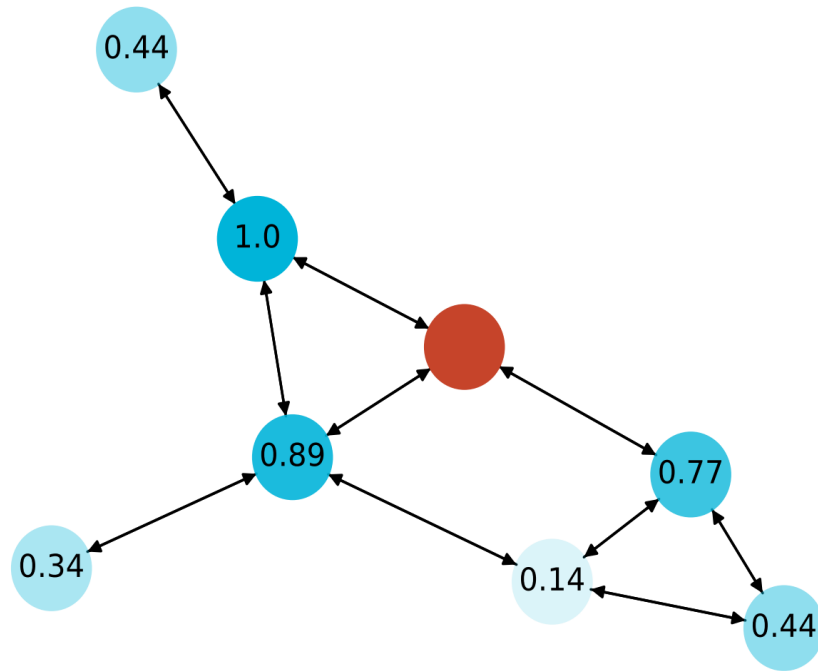
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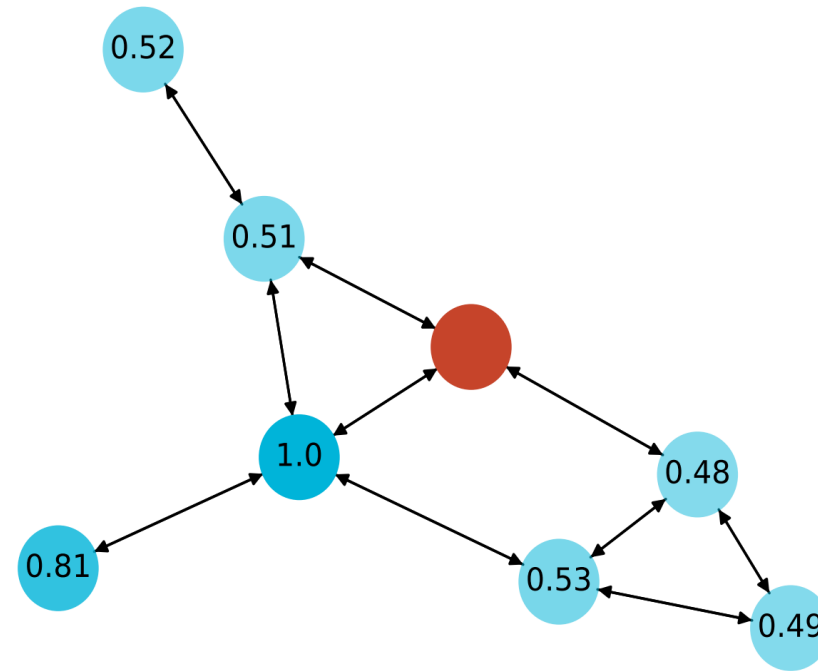
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**Abstract.** Graph Neural Networks (GNNs) have rapidly emerged as powerful tools for modeling complex data structures, particularly in the context of telecommunications, chemistry and social networking. Explainability in GNNs holds essential significance as it empowers stakeholders to gain insights into the inner workings of these complex models, fostering trust and transparency in decision-making processes. In this publication, we address the problem of determining how important is each neighbor for the GNN when classifying a node and how to measure the performance for this specific task. To do this, various known explainability methods are reformulated to calculate the neighbor importance and four new metrics, that aid in determining an explainability method's reliability, are presented. Our results show that there is almost no difference between the explanations provided by gradient-based techniques in the GNN domain, in contrast to other areas of deep learning where this is an active area of research. This means that efforts in this direction may not produce such promising results for GNNs. In addition, many explainability techniques failed to identify important neighbors when GNNs without self-loops are used<sup>5</sup>.

# Explainability Objective – Identify Neighbors



(a) Saliency Map

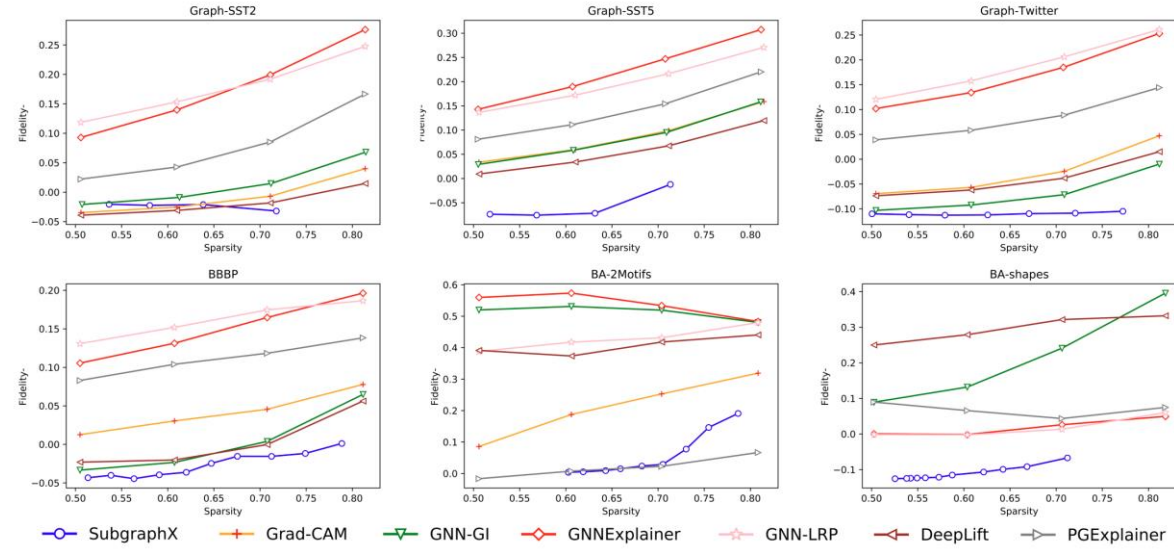


(b) GNNExplainer

# Loyalty and Inverse Loyalty



# Existing Metrics



Phenomenon	Model
$fid_+ = \frac{1}{N} \sum_{i=1}^N \left  \mathbb{1}(\hat{y}_i = y_i) - \mathbb{1}(\hat{y}_i^{G_{C \setminus S}} = y_i) \right $	$fid_+ = 1 - \frac{1}{N} \sum_{i=1}^N \mathbb{1}(\hat{y}_i^{G_{C \setminus S}} = \hat{y}_i)$
$fid_- = \frac{1}{N} \sum_{i=1}^N \left  \mathbb{1}(\hat{y}_i = y_i) - \mathbb{1}(\hat{y}_i^{G_S} = y_i) \right $	$fid_- = 1 - \frac{1}{N} \sum_{i=1}^N \mathbb{1}(\hat{y}_i^{G_S} = \hat{y}_i)$



$$l_k = \frac{1}{N} \sum_{i=1}^N \mathbb{1}(\hat{y}_{oi} = \hat{y}_{ki}),$$

- Neighbors with non-zero importance values will be sorted in decreasing order.
- The better the technique, the greater the drop in classification accuracy at the beginning and the smoother at the end.
- Check that Explainability methods identify correctly most important neighbors.

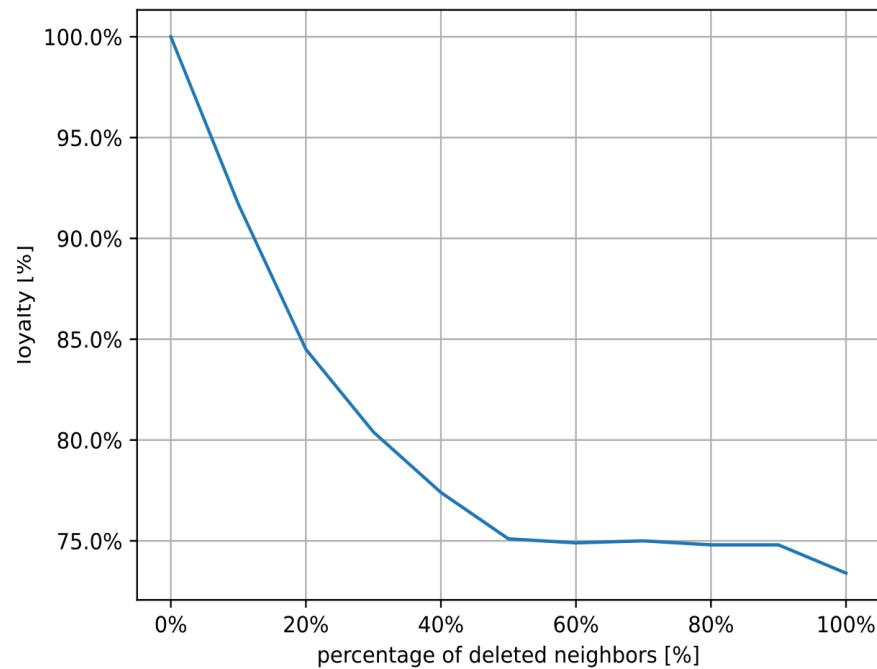
# Inverse Loyalty



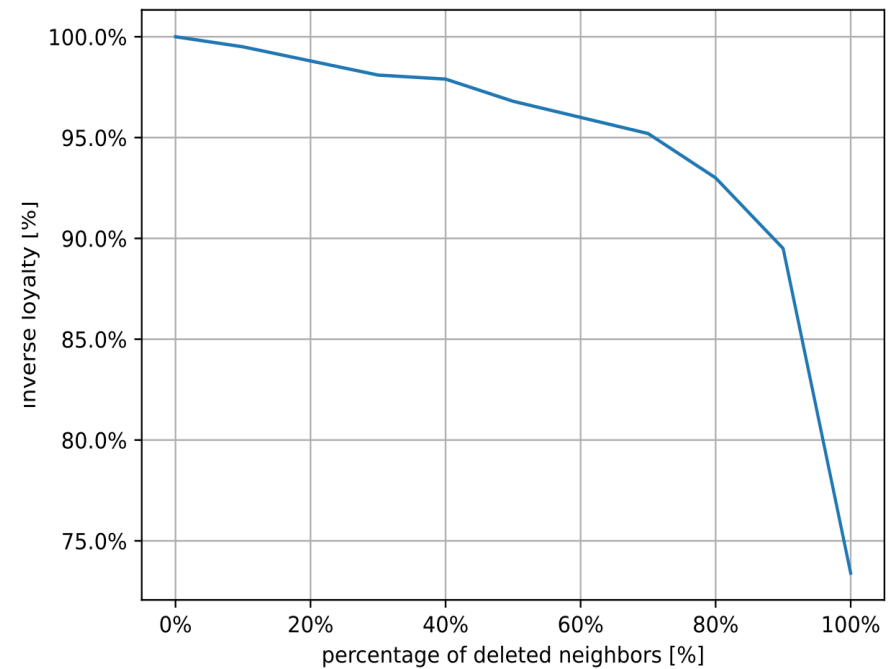
$$l_k = \frac{1}{N} \sum_{i=1}^N \mathbb{1}(\hat{y}_{oi} = \hat{y}_{ki}),$$

- Neighbors with non-zero importance values will be sorted in ascending order.
- The better the technique, the smoother the drop in classification accuracy at the beginning and the greater at the end.
- Check that Explainability methods identify correctly least important neighbors.

# Loyalty and Inverse Loyalty Results



(a) Loyalty



(b) Inverse Loyalty



# AUC Loyalty and Inverse Loyalty



Table 1: AUC Loyalty (L) and Inverse (I) Loyalty

Self-Loops	Method	Cora				CiteSeer				PubMed			
		GCN		GAT		GCN		GAT		GCN		GAT	
		L	I	L	I	L	I	L	I	L	I	L	I
With	Saliency Map	0.80	0.95	0.67	<b>0.94</b>	0.86	0.86	0.81	0.94	0.83	0.96	0.84	<b>0.97</b>
	Smoothgrad	0.80	0.95	0.70	0.89	0.87	0.96	0.81	0.93	0.83	0.96	0.84	0.96
	Deconvnet	0.79	0.95	0.67	<b>0.94</b>	0.86	0.86	0.81	0.94	0.83	0.96	0.84	<b>0.97</b>
	Guided Backprop	0.79	0.95	0.67	<b>0.94</b>	0.86	0.86	0.81	0.94	0.83	0.96	0.84	<b>0.97</b>
	GNNE explainer	<b>0.74</b>	<b>0.97</b>	<b>0.64</b>	<b>0.94</b>	<b>0.83</b>	<b>0.97</b>	<b>0.78</b>	<b>0.96</b>	<b>0.79</b>	<b>0.97</b>	<b>0.81</b>	<b>0.97</b>
	PGExplainer	0.88	0.88	0.75	0.86	0.91	0.90	0.85	0.89	0.90	0.86	0.88	0.91
Without	Saliency Map	0.81	0.90	0.58	0.77	0.89	0.93	0.78	0.70	0.89	0.9	0.58	0.81
	Smoothgrad	0.81	0.90	0.57	0.78	0.89	0.92	0.77	0.71	0.89	0.93	<b>0.54</b>	<b>0.85</b>
	Deconvnet	0.81	0.90	0.58	0.79	0.90	0.92	0.79	0.69	0.89	0.93	0.58	0.80
	Guided Backprop	0.81	0.90	0.58	0.79	0.90	0.92	0.79	0.69	0.89	0.93	0.58	0.80
	GNNE explainer	<b>0.74</b>	<b>0.94</b>	<b>0.56</b>	<b>0.80</b>	0.86	<b>0.96</b>	<b>0.74</b>	<b>0.76</b>	0.77	<b>0.97</b>	0.7	0.71
	PGExplainer	0.76	0.73	0.66	0.73	<b>0.80</b>	0.73	0.75	0.75	<b>0.74</b>	0.72	0.67	0.74

# Loyalty and Inverse Loyalty Probabilities



# Loyalty Probabilities



$$l_k = \frac{1}{N} \sum_{i=1}^N |(P(\hat{y}_i = \hat{y}_{oi} \mid \mathbf{G} = \mathbf{G}_{\mathbf{k}i}) - (P(\hat{y}_i = \hat{y}_{oi} \mid \mathbf{G} = \mathbf{G}_{\mathbf{o}})|$$

- Neighbors with non-zero importance values will be sorted in descending order.
- The better the technique, the sharper the increase in probabilities difference at the beginning and the smoother at the end.
- Check that Explainability methods identify correctly most important neighbors when neighbors are not highly-important.

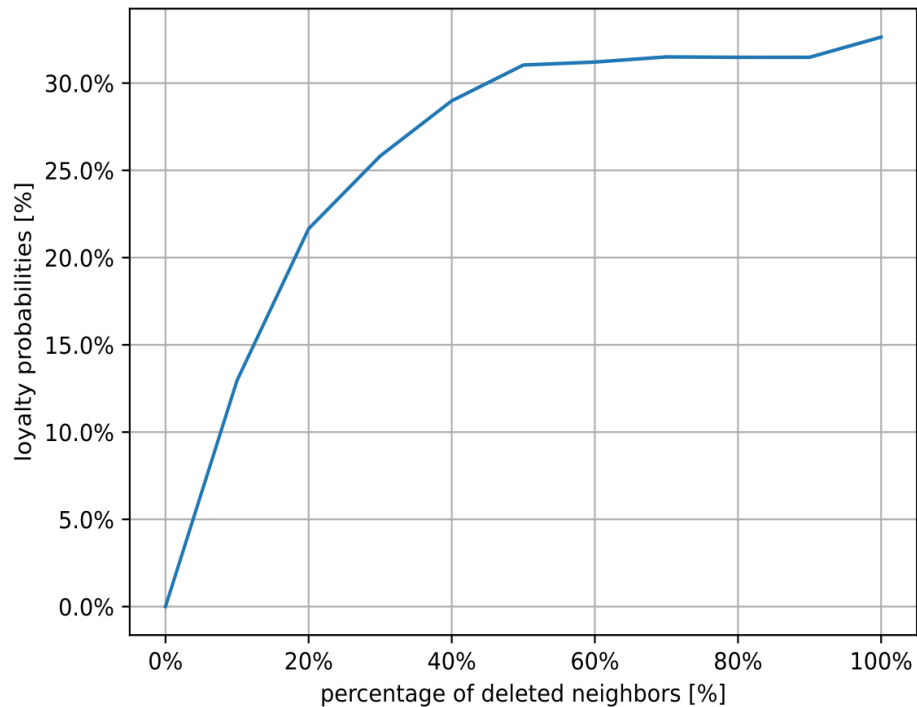
# Inverse Loyalty Probabilities



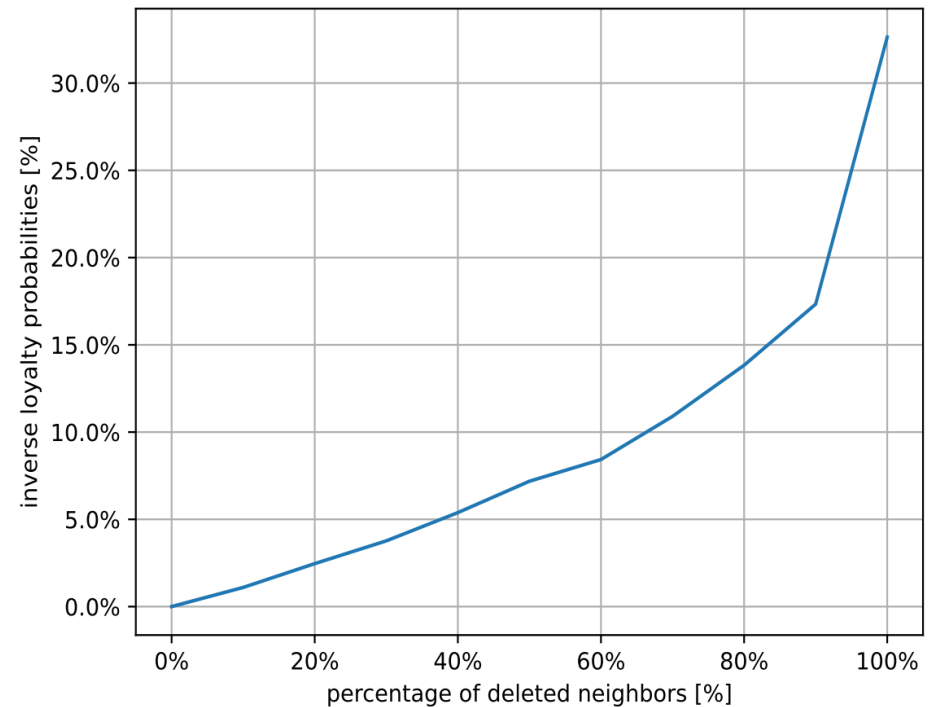
$$l_k = \frac{1}{N} \sum_{i=1}^N |(P(\hat{y}_i = \hat{y}_{oi} \mid \mathbf{G} = \mathbf{G}_{\mathbf{k}i}) - (P(\hat{y}_i = \hat{y}_{oi} \mid \mathbf{G} = \mathbf{G}_{\mathbf{o}})|$$

- Neighbors with non-zero importance values will be sorted in ascending order.
- The better the technique, the smoother the increase in probabilities difference at the beginning and the sharper at the end.
- Check that Explainability methods identify correctly least important neighbors when neighbors are not highly-important.

# Loyalty and Inverse Loyalty Probabilities Results



(a) Loyalty Probabilities



(b) Inverse Loyalty Probabilities

# AUC Loyalty and Inverse Loyalty Probabilities



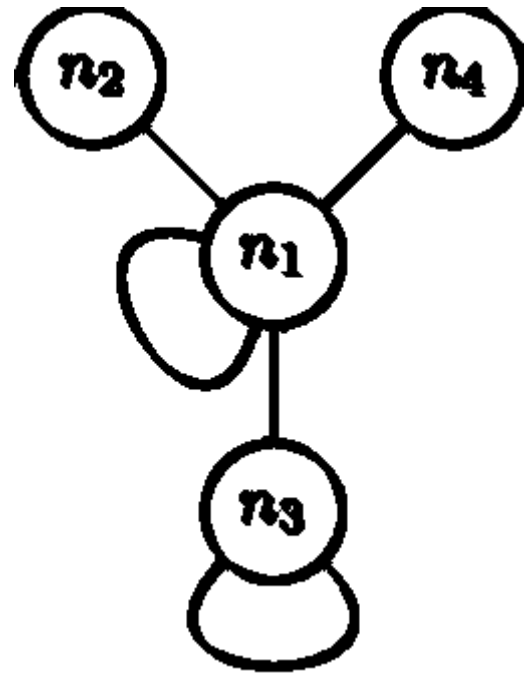
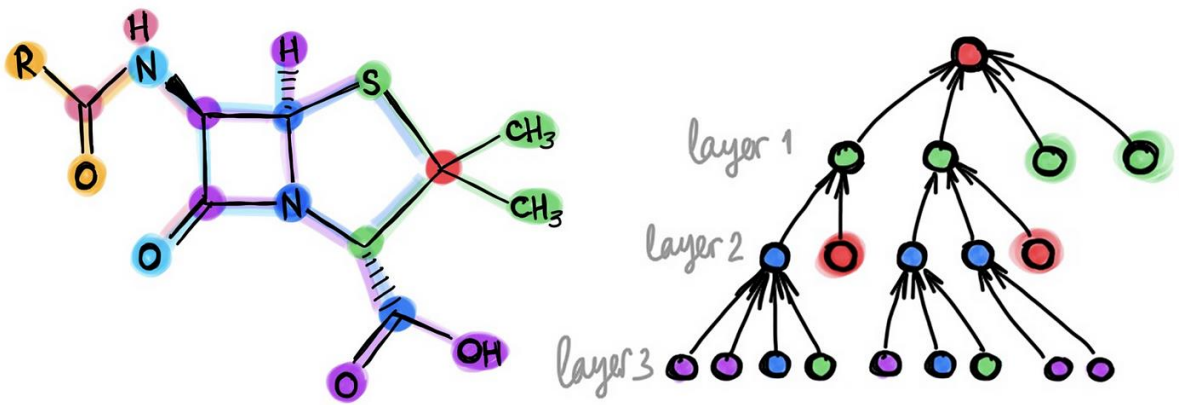
**Table 2:** AUC Loyalty (L) and Inverse (I) Loyalty Probabilities

Self-Loops	Method	Cora				CiteSeer				PubMed			
		GCN		GAT		GCN		GAT		GCN		GAT	
		L	I	L	I	L	I	L	I	L	I	L	I
With	Saliency Map	0.26	<b>0.09</b>	0.40	0.08	0.17	<b>0.07</b>	0.24	<b>0.07</b>	<b>0.22</b>	<b>0.06</b>	0.20	<b>0.04</b>
	SmoothGrad	0.26	<b>0.09</b>	0.37	0.14	0.17	<b>0.07</b>	0.23	0.08	<b>0.22</b>	<b>0.06</b>	0.19	0.05
	Deconvnet	0.26	<b>0.09</b>	0.40	<b>0.07</b>	0.17	<b>0.07</b>	0.24	<b>0.07</b>	<b>0.22</b>	<b>0.06</b>	0.20	<b>0.04</b>
	Guided Backprop	0.26	<b>0.09</b>	0.40	<b>0.07</b>	0.17	<b>0.07</b>	0.24	<b>0.07</b>	<b>0.22</b>	<b>0.06</b>	0.20	<b>0.04</b>
	GNNE explainer	<b>0.28</b>	0.15	<b>0.41</b>	0.10	<b>0.18</b>	0.11	<b>0.25</b>	0.08	<b>0.22</b>	0.10	<b>0.21</b>	0.06
	PGExplainer	0.18	0.17	0.31	0.19	0.12	0.13	0.19	0.13	0.13	0.17	0.15	0.11
Without	Saliency Map	0.24	<b>0.14</b>	0.46	0.24	0.13	<b>0.09</b>	0.24	0.28	0.15	<b>0.10</b>	0.40	0.18
	SmoothGrad	0.24	<b>0.14</b>	0.45	0.26	0.13	<b>0.09</b>	0.24	0.27	0.15	<b>0.10</b>	<b>0.43</b>	<b>0.14</b>
	Deconvnet	0.24	<b>0.14</b>	0.46	<b>0.23</b>	0.13	<b>0.09</b>	0.24	0.28	0.15	<b>0.10</b>	0.39	0.19
	Guided Backprop	0.24	<b>0.14</b>	0.46	<b>0.23</b>	0.13	<b>0.09</b>	0.24	0.28	0.15	<b>0.10</b>	0.39	0.19
	GNNE explainer	<b>0.28</b>	0.17	<b>0.47</b>	<b>0.23</b>	<b>0.14</b>	0.11	<b>0.26</b>	<b>0.24</b>	0.23	0.13	0.32	0.26
	PGExplainer	0.26	0.30	0.39	0.30	0.20	0.26	<b>0.26</b>	<b>0.24</b>	<b>0.24</b>	0.28	0.34	0.23

# XAI in self-loops

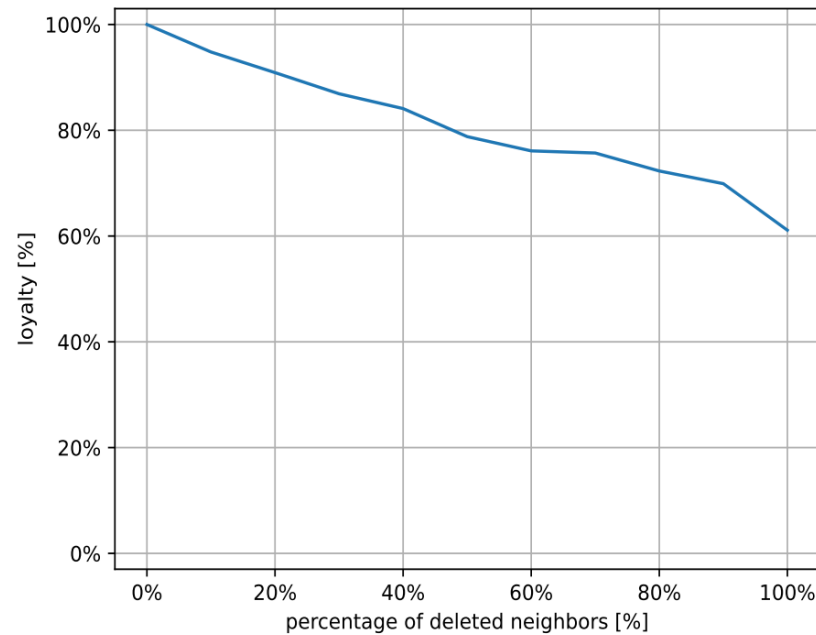


# Self-loops

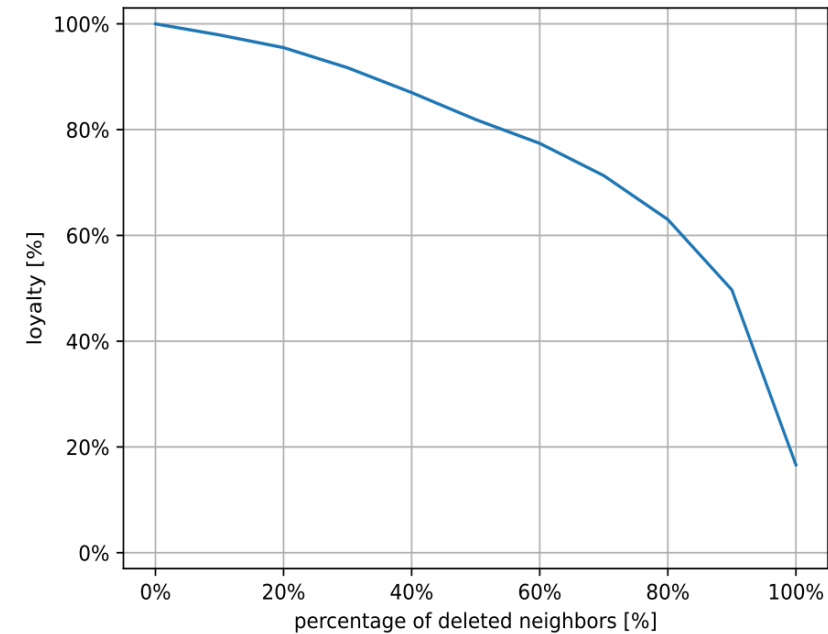




# Loyalty without self-loops



(a) Saliency Map



(b) PGExplainer

# Accuracy without self-loops



Method	Cora		CiteSeer		PubMed	
	GCN	GAT	GCN	GAT	GCN	GAT
Saliency Map	0.61	0.22	0.75	0.31	0.76	0.29
Smoothgrad	0.61	0.22	0.75	0.31	0.76	0.29
Deconvnet	0.61	0.24	0.75	0.31	0.76	0.29
Guided Backprop	0.61	0.24	0.75	0.31	0.76	0.29
GNNE explainer	0.61	0.22	0.75	0.32	0.76	0.29
PGExplainer	0.17	0.19	0.20	0.20	0.43	0.29
Without Neighbors	0.17	0.19	0.20	0.20	0.43	0.29

