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Scalable GNN Explanation with Shapley Values

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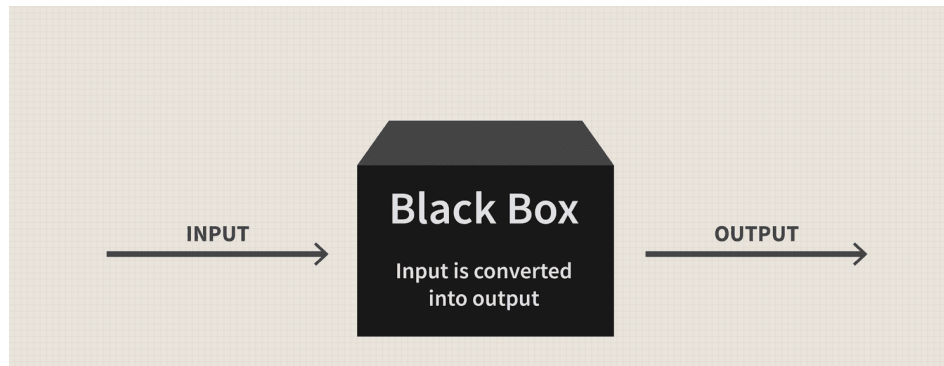
Applied and Computational Discrete Algorithms in AI and Data Science



ICERM

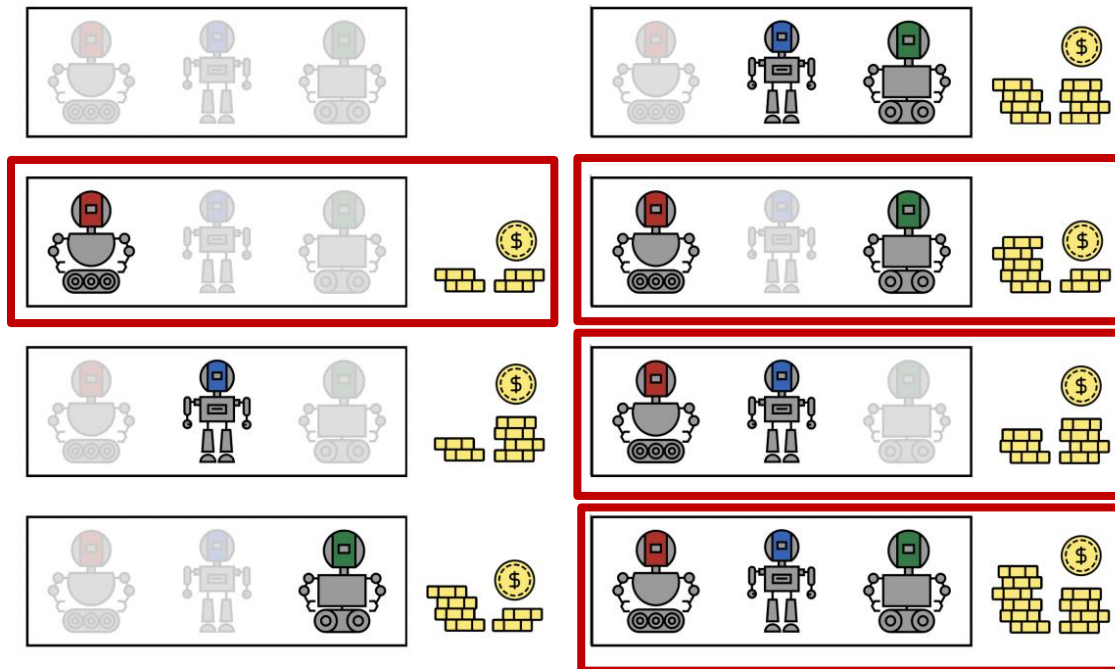
AI Explainability

- ❑ Modern ML models are accurate but opaque
- ❑ **Explainability:** Generally, post-hoc property
 - Explainability refers to methods that provide **explanations of a model's predictions**, often **after the model is trained**.
 - Which inputs mattered most for this prediction
- ❑ **Interpretability:** Generally, model-intrinsic property
 - A model is *interpretable* if we can directly understand **how it works** and **how inputs map to outputs (e.g., Random Forest)**



Shapley Value

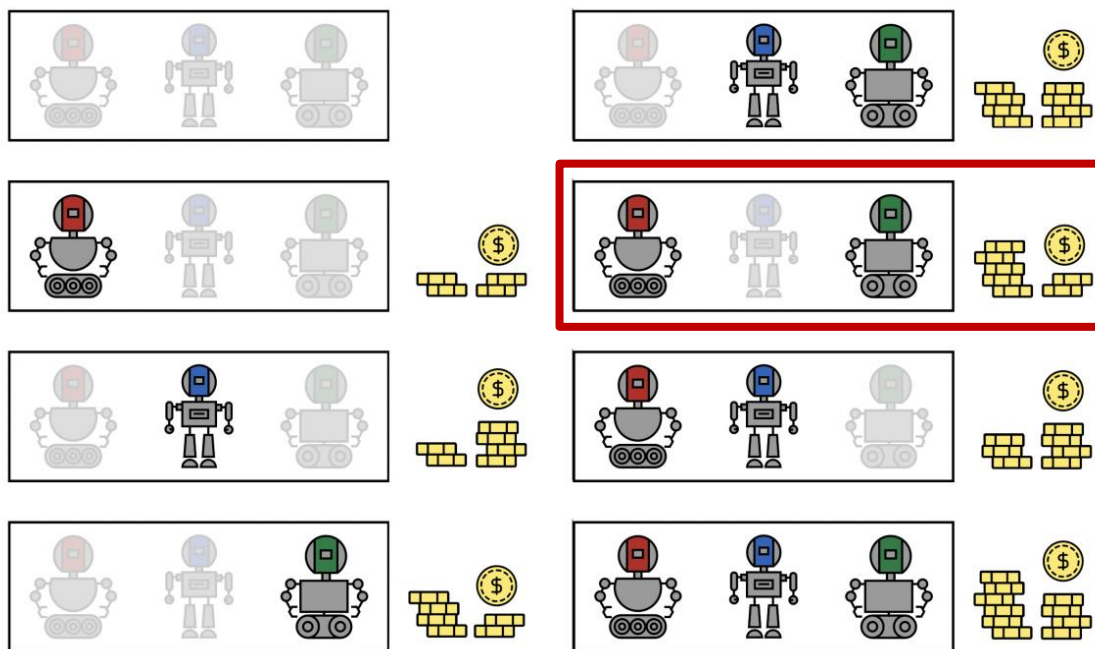
- ❑ Determines the contribution of each player in **collaborative** work
- ❑ What is the contribution of the red player?
 - **Consider 2^{N-1} coalitions excluding the red player (N: number of players)**
 - The contribution of a player is the sum of its **additional contributions** to all other teams



3 player:
 $2^3 = 8$ coalitions

Shapley Value

- ❑ What is the contribution of the red player?
 - The sum of its **additional contributions** to all other teams
- ❑ Let $F(S)$: Total contribution of S , a coalition/team of a set of players



Contribution of the red player

$$F(\text{Red, Green}) - F(\text{Green})$$

Shapley Value

N: number of players

S: a coalition

F(S): Total contribution of a coalition

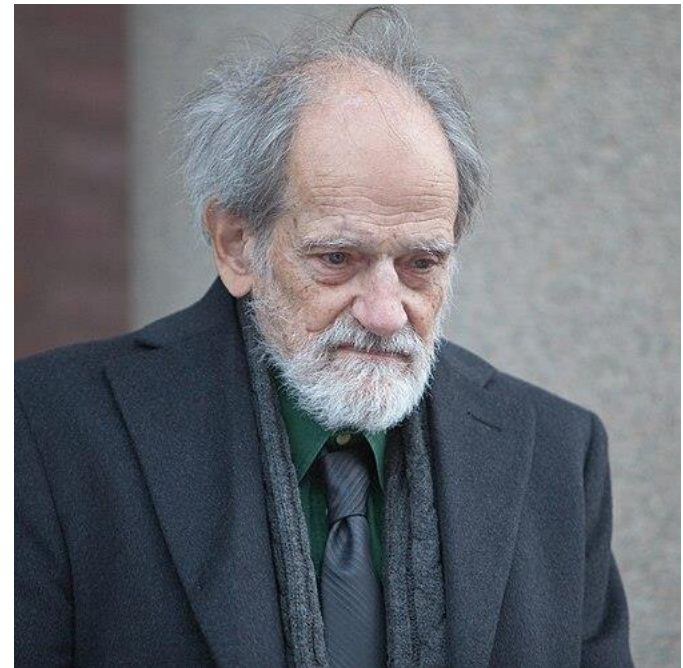
ϕ_{n_i} : The contribution of the i th player to all coalition

$$\phi_{n_i} = \sum_{S \subseteq \{1,2,\dots,N\} \setminus \{i\}} \underbrace{\frac{|S|!(N - |S| - 1)!}{N!}}_{\text{Weights}} \underbrace{(F(S \cup \{n_i\}) - F(S))}_{\text{Marginal contribution}}$$

For example, in a team project where each member contributed differently,

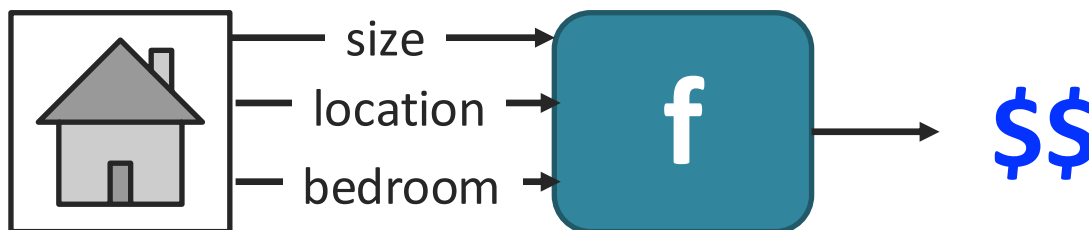
- The Shapley value provides a way to determine **how much credit or blame** each member deserves.

❑ Nobel Prize in Economics, 2012



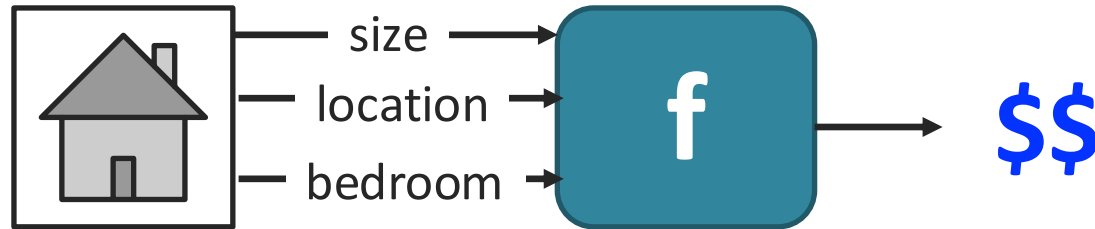
Shapley Value in Machine Learning

- Consider a model f designed to predict the price of a house
- $f(\text{size, location, age, bedroom}...) = \text{price}$
- The model is trained.

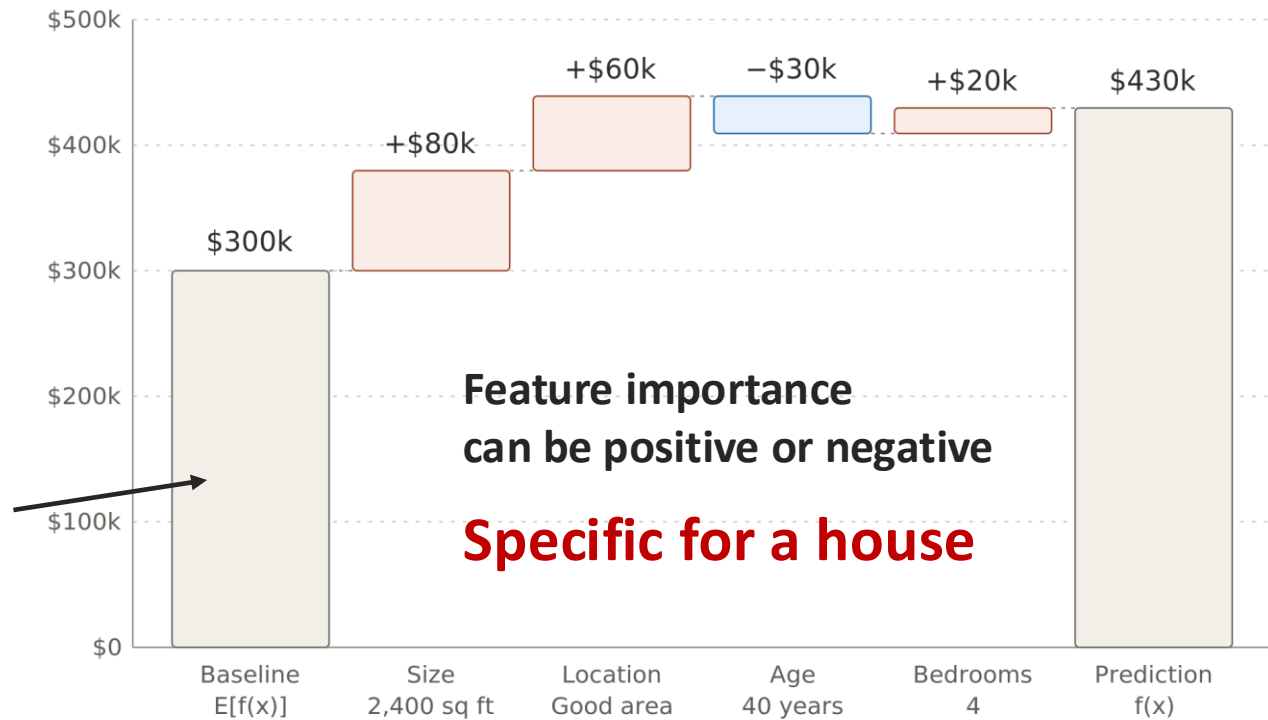


- Selling agent: What should be the price of a house that they are putting to the market? **The model can give a price.**
- The buyer: What aspects of the house contribute to the price? **Here comes Shapley values.**

Shapley Value in Machine Learning



Baseline: The model's average prediction across the training data



Shapley Value in Machine Learning

N: number of players

S: a coalition

F(S): Total contribution of a team

ϕ_i : The contribution of the i th player to all coalitions

$$\phi_{n_i} = \sum_{S \subseteq \{1,2,\dots,N\} \setminus \{i\}} \underbrace{\frac{|S|!(N - |S| - 1)!}{N!}}_{\text{Weights}} \underbrace{(F(S \cup \{n_i\}) - F(S))}_{\text{Marginal contribution}}$$

N: model parameters/data features influencing the model prediction

S: a coalition of a subset players

F: An ML model (e.g., CNN, GNN, regression, etc.)

F(S): Prediction of the model with S

ϕ_i : The contribution of the i th parameter or feature to model prediction

- The value is between: $[-1,1]$. Measures how influential a parameter or feature is to the prediction of the model.
- Treat the model as a black box. It does not care how accurate the model is.

Shapley Value in Machine Learning

N: number of players

S: a coalition

F(S): Total contribution of a team

ϕ_i : The contribution of the i th player to all coalitions

$$\phi_{n_i} = \sum_{S \subseteq \{1,2,\dots,N\} \setminus \{i\}} \underbrace{\frac{|S|!(N - |S| - 1)!}{N!}}_{\text{Weights}} \underbrace{(F(S \cup \{n_i\}) - F(S))}_{\text{Marginal contribution}}$$

Computation Complexity: **2^N inference with S parameters**

Example: 20 parameters $\Rightarrow N=2^{20}$: 1,048,576 coalitions

Impractical for most ML models.

Solution: Sampling or surrogate model to approximate

SHAP (Lundberg et al. 2017): 50K citations

Sample coalitions: e.g., 2000 samples $\ll 2^{20}$

Linear surrogate model

SHAP: Approximate Shapley Values

- ❑ **Key idea:** approximate Shapley values via **weighted linear regression** on sampled coalitions of features.
- ❑ Treats the model as a *black box*.
 - Randomly sample subsets $S \subseteq \{1, 2, \dots, N\}$.
 - Compute model outputs $f(S)$ with masked/absent features replaced by background values.
 - Fit a **locally weighted linear model**: $g(S) = \phi_0 + \sum_{i=1}^N \phi_i m_i$

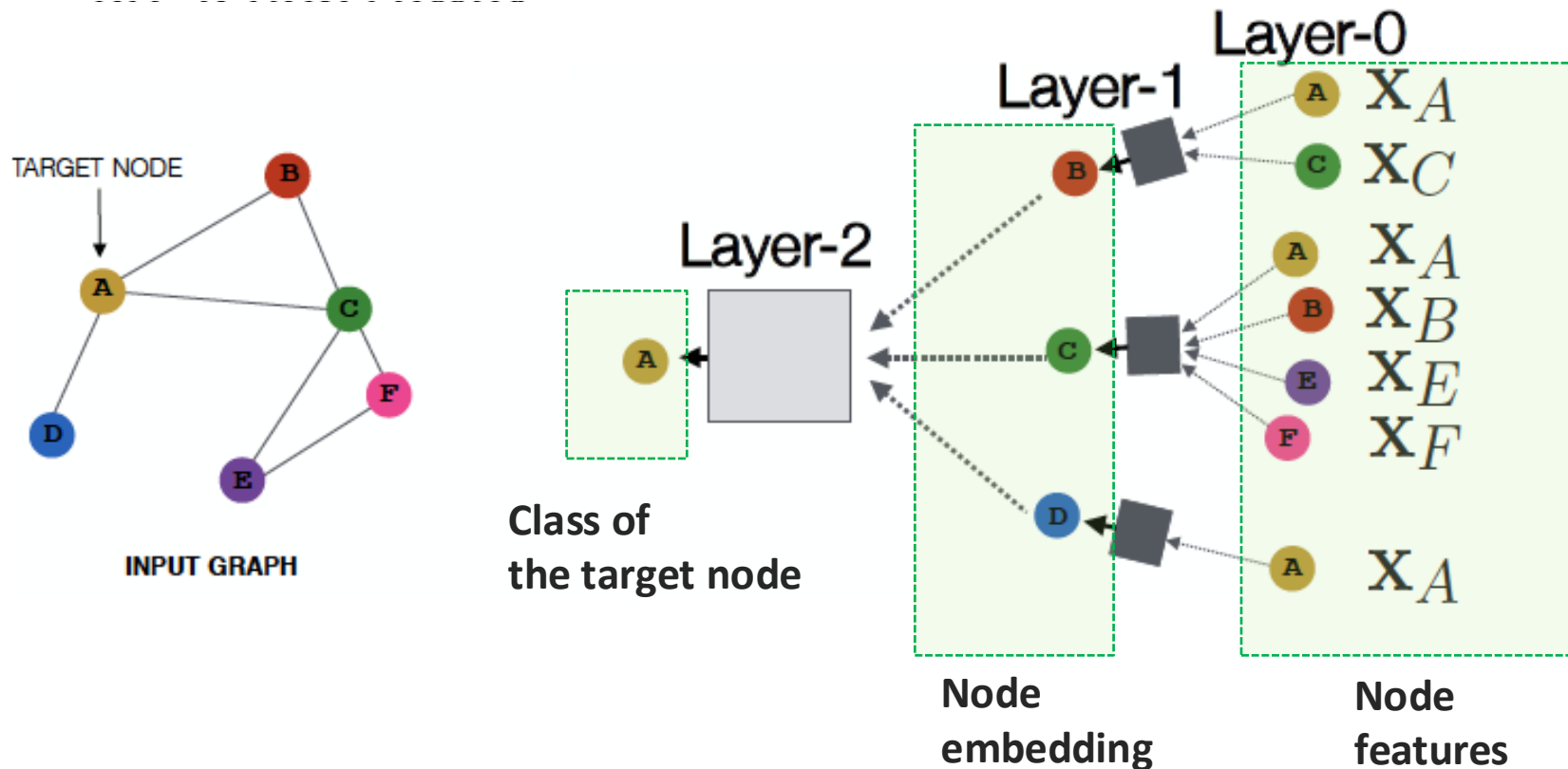
where ($m_i = 1$) if feature i in S , else 0.

- Solve for ϕ_i via weighted least squares.

Solution:

$$\phi = (M^T W M)^{-1} M^T W \hat{y}$$

Graph Neural Networks

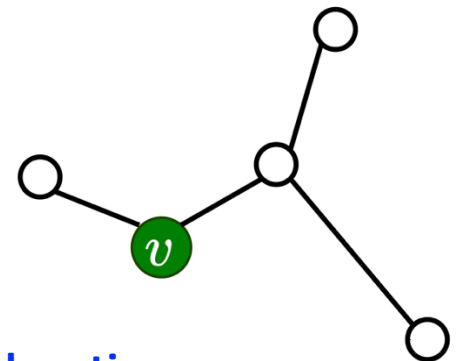
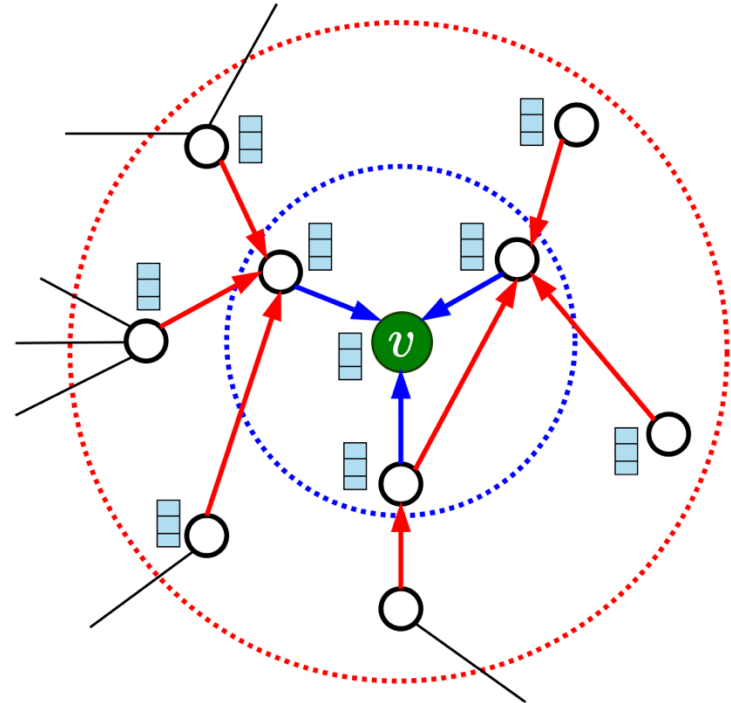


Inference time: $\text{GNN}(v) = \text{class of } v$

Explanations: features and edges important for this prediction

GNN Explanation Goals

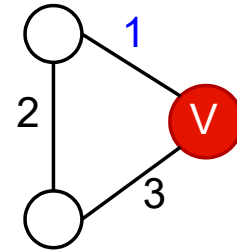
- ❑ Consider a **pretrained** 2-layer GNN (GCN, GAT, etc) for the node-classification task.
- ❑ v 's prediction is influenced by 2-hop nodes and edges. Called **the computational graph**.
- ❑ Simplest goal: which edges influence v 's prediction the most.



An explanation

GNN Explanation With Shapley

- **Players: Edges {1, 2, 3}**
 - explain v, find importance of edge 1
- **Coalition: {1, 2}** (A subgraph)
- **Marginal contribution of 1: $f(\{1, 2\}) - f(\{2\}) = 0.17$**
- **2^{N-1} marginal contributions ($2^2=4$ in the example)**
- **Weighted average:**
 - More weights: small and large coalitions
 - $\phi_1 = \frac{1}{3} * 0.12 + \frac{1}{6} * 0.17 + \frac{1}{6} * 0.09 + \frac{1}{3} * 0.11 = 0.12$



$$f(\{1\}) - f(\emptyset) = f\left(\begin{array}{c} \text{---} 1 \text{---} \\ | \\ \text{---} V \end{array}\right) - f\left(\begin{array}{c} \text{---} \\ | \\ \text{---} V \end{array}\right) = 0.12$$

$$f(\{1, 2\}) - f(\{2\}) = f\left(\begin{array}{c} \text{---} 1 \text{---} \\ | \\ 2 \text{---} \\ | \\ \text{---} V \end{array}\right) - f\left(\begin{array}{c} \text{---} \\ | \\ 2 \text{---} \\ | \\ \text{---} V \end{array}\right) = 0.17$$

$$f(\{1, 3\}) - f(\{3\}) = f\left(\begin{array}{c} \text{---} 1 \text{---} \\ | \\ \text{---} V \\ | \\ \text{---} 3 \end{array}\right) - f\left(\begin{array}{c} \text{---} \\ | \\ \text{---} V \\ | \\ \text{---} 3 \end{array}\right) = 0.09$$

$$f(\{1, 2, 3\}) - f(\{2, 3\}) = f\left(\begin{array}{c} \text{---} 1 \text{---} \\ | \\ 2 \text{---} \\ | \\ \text{---} V \\ | \\ \text{---} 3 \end{array}\right) - f\left(\begin{array}{c} \text{---} \\ | \\ 2 \text{---} \\ | \\ \text{---} V \\ | \\ \text{---} 3 \end{array}\right) = 0.11$$

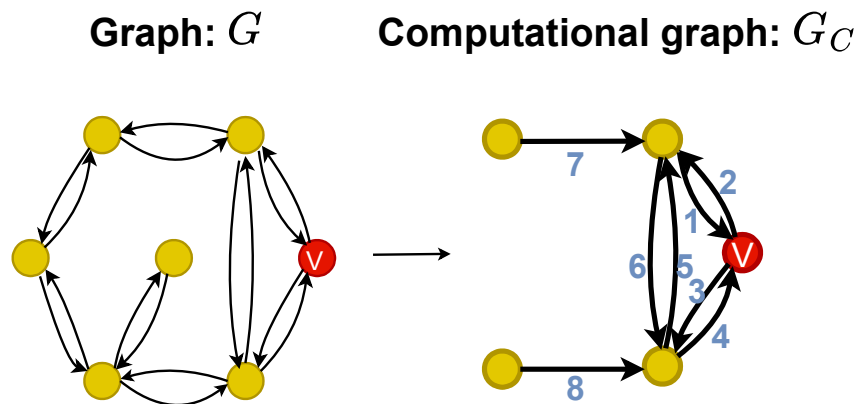
$$\phi_{n_i} = \sum_{S \subseteq \{1, 2, \dots, N\} \setminus \{i\}} \underbrace{\frac{|S|!(N - |S| - 1)!}{N!}}_{\text{Weights}} \underbrace{(F(S \cup \{n_i\}) - F(S))}_{\text{Marginal contribution}}$$

Similarly for other edges!

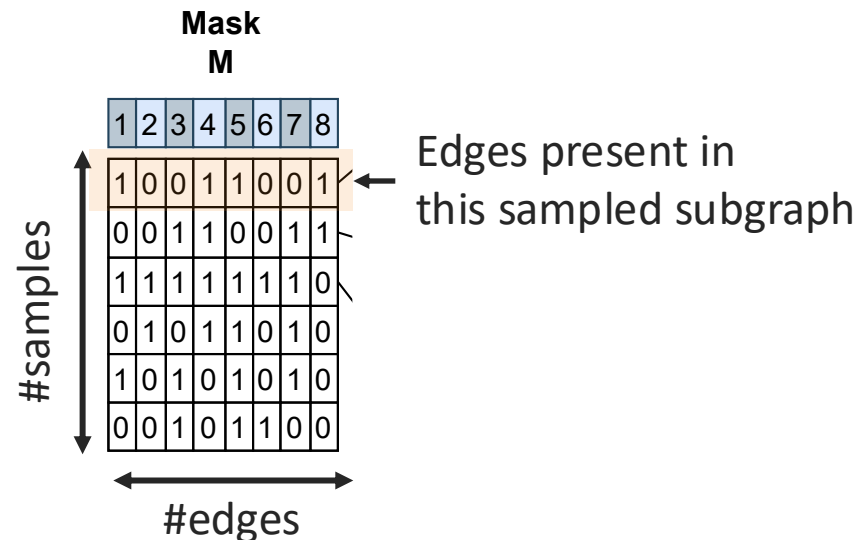
GNNShap: Shapley Based GNN Explanation

(Akkas and Azad, the Web Conference, 2024)

Step 1: Find players: 2-hop computational graph



Step 2: Sampling via mask matrix



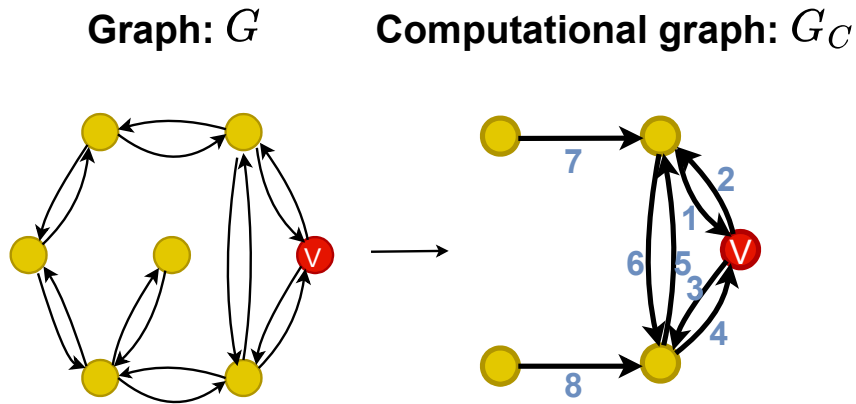
✓ Other edges are not used in inference
So, their importance is 0 and removed from consideration

✓ Exact calculation require GNN inference with 2^7 subgraphs
Need to sample from the subgraph space

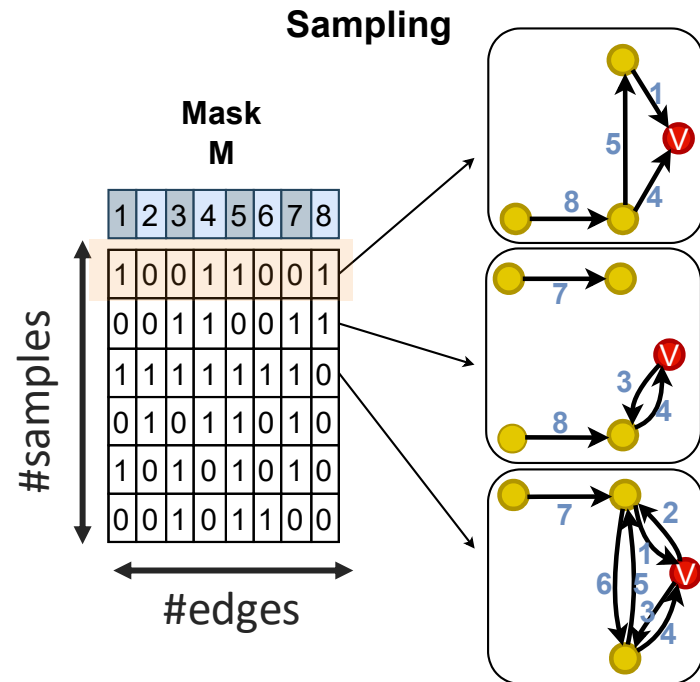
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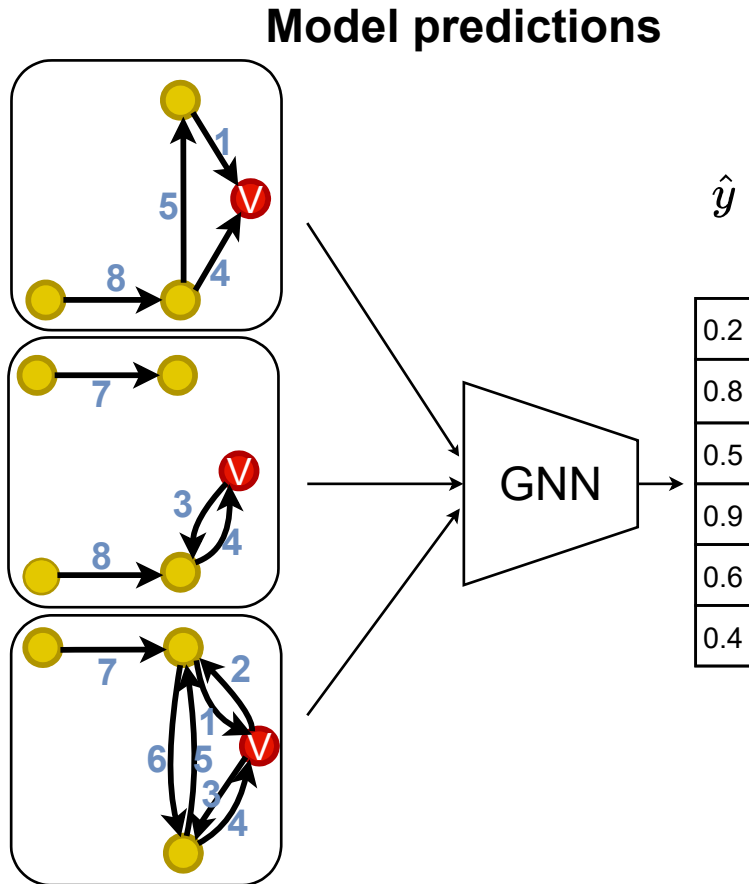
Step 2: Sampling via mask matrix



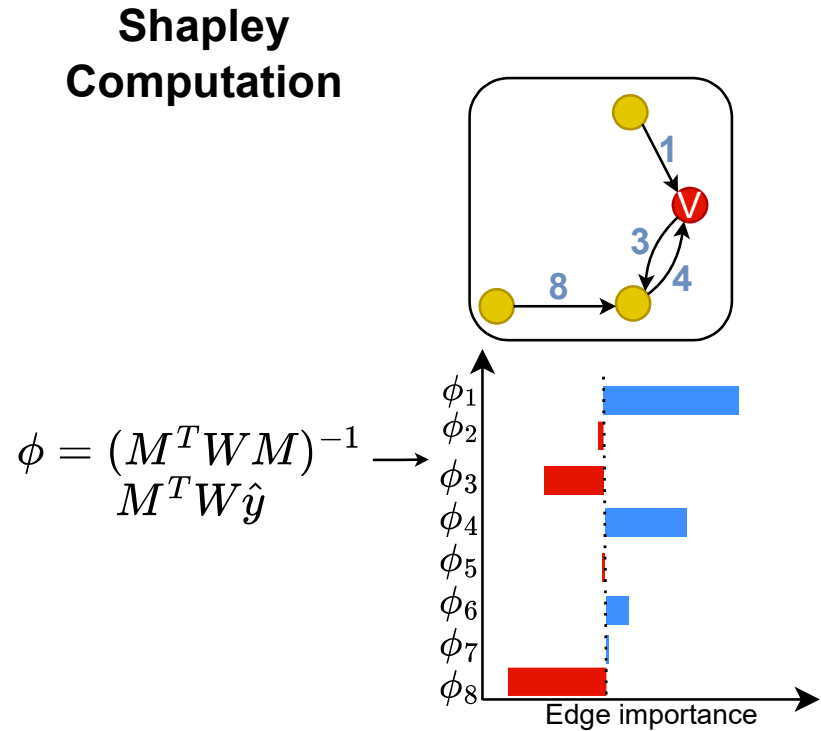
GNNShap: Shapley Based GNN Explanation

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Step 3: Model predictions

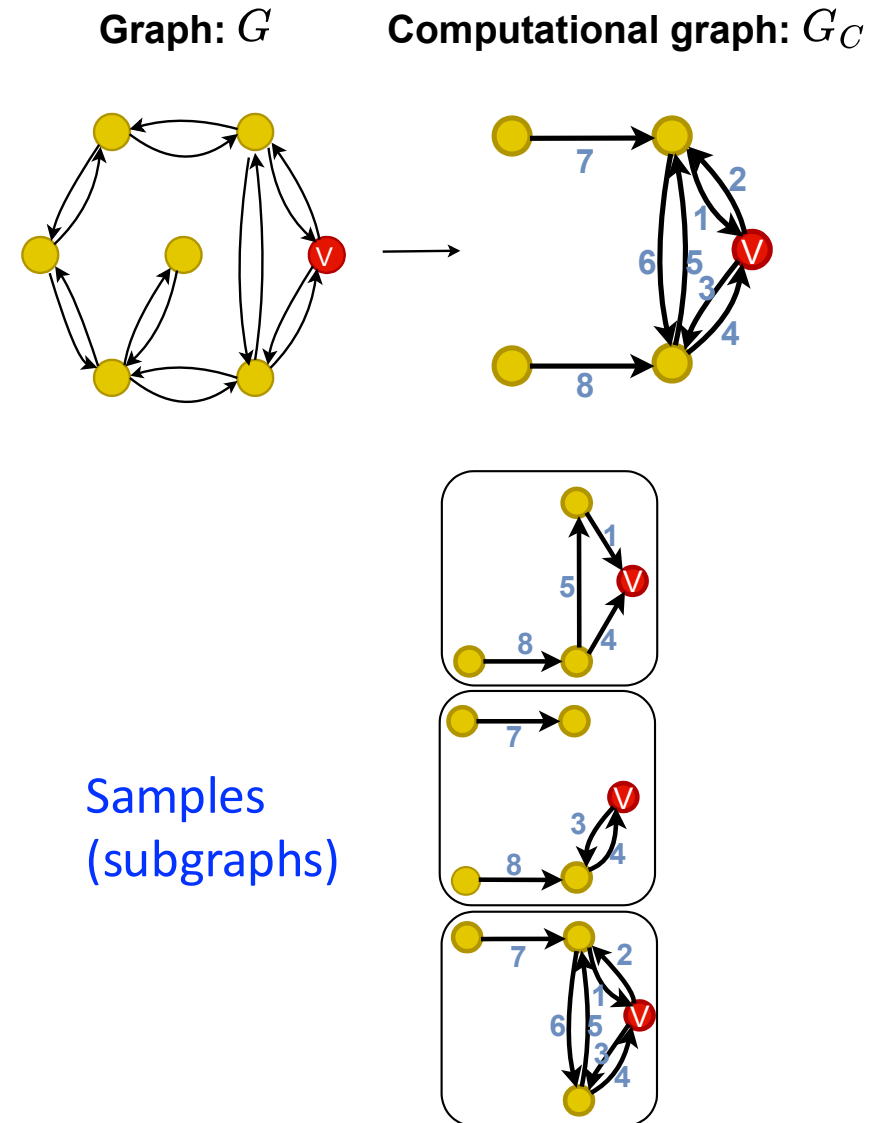


Step 4: Shapley computation



How to sample from the large space?

- ❑ Example: 8 edges to consider.
- ❑ Exact calculation require GNN inference with 2^7 subgraphs
- ❑ Need to sample from the subgraph space
- ❑ How to sample from the subgraph space?

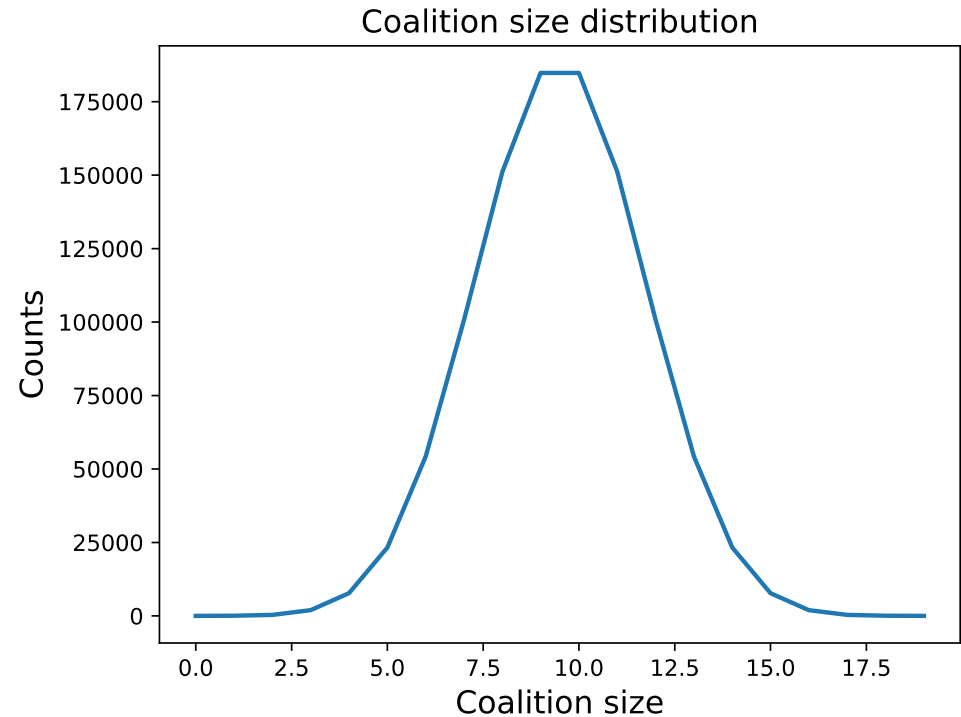


How to sample from the large space?

❑ Sampling space

- A few small and large subgraphs
- A lot of mid-size subgraphs

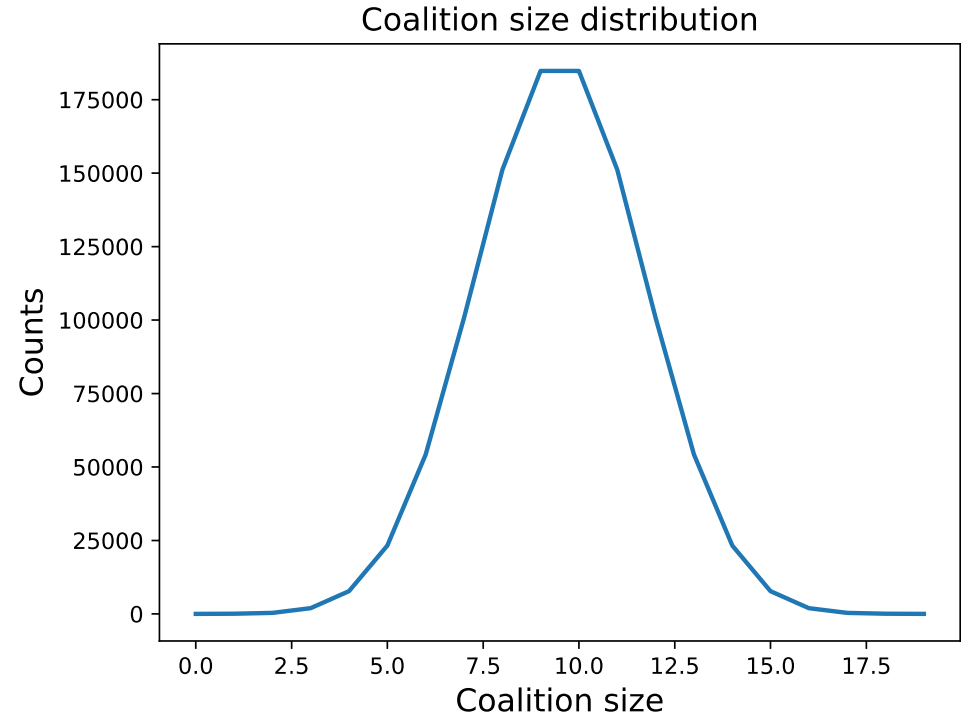
❑ How should we pick subgraphs from this space?



**Number of coalitions for 20 players
(subgraphs of given sizes)**

How to sample from the large space?

- ❑ Uniform sampling?
 - Sample more from mid-sized coalitions
- ❑ However, small and large samples (subgraphs) are more informative

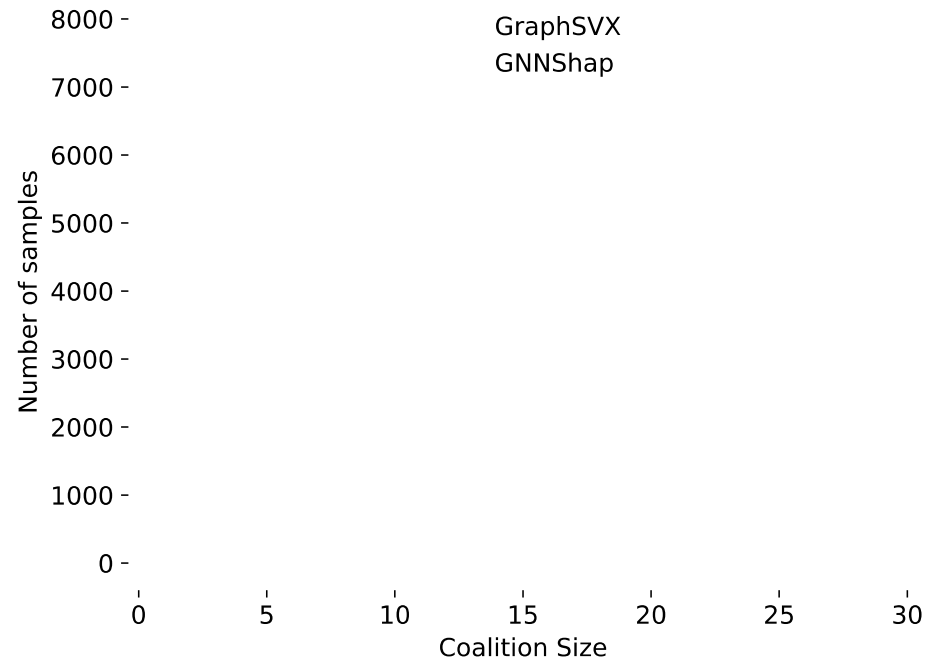


**Number of coalitions for 20 players
(subgraphs of given sizes)**

How to Samples from the large space?

- ❑ Small and large samples (subgraphs) are more informative
- ❑ **GraphSVX** (Duval et al. 2021): only sample small and large subgraphs
GraphSVX
- ❑ **GNNShap**: Sample from everywhere, but more from small and large subgraphs

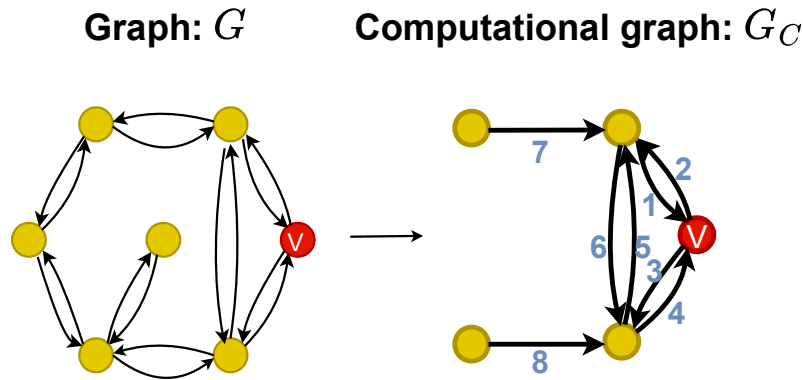
Sample distribution for 30 players



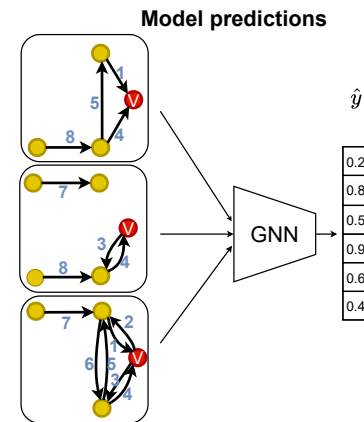
GNNShap: The overall algorithm

(Akkas and Azad, WWW 2024)

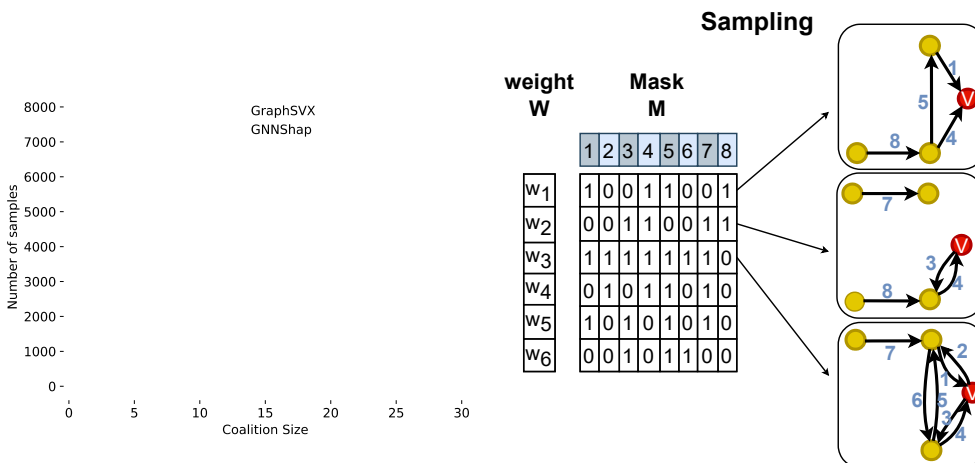
Step 1: Find players: l-hop subgraph graph



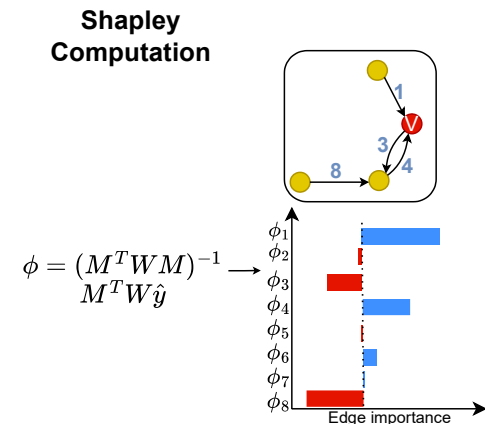
Step 3: Model predictions



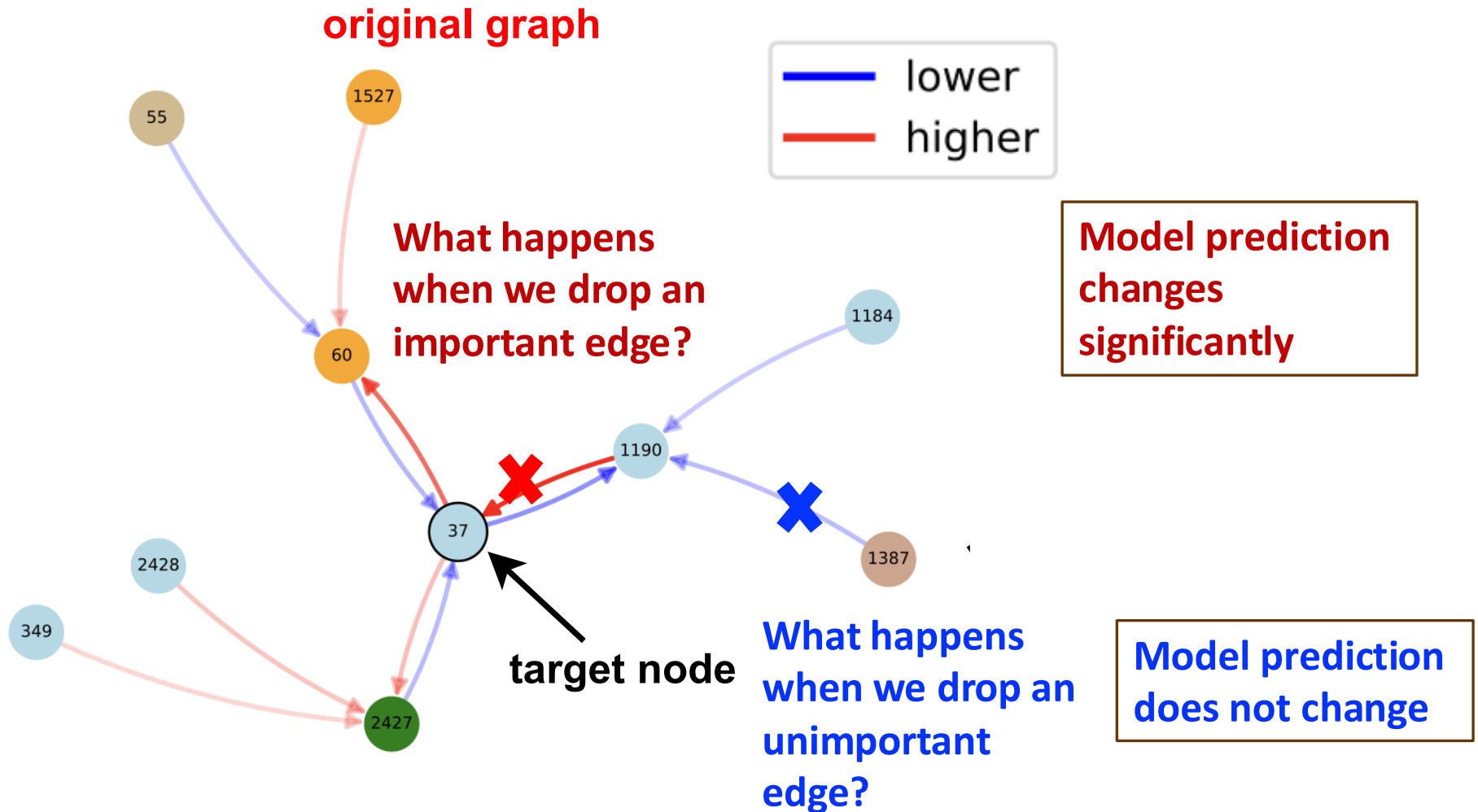
Step 2: Sampling (mask matrix)



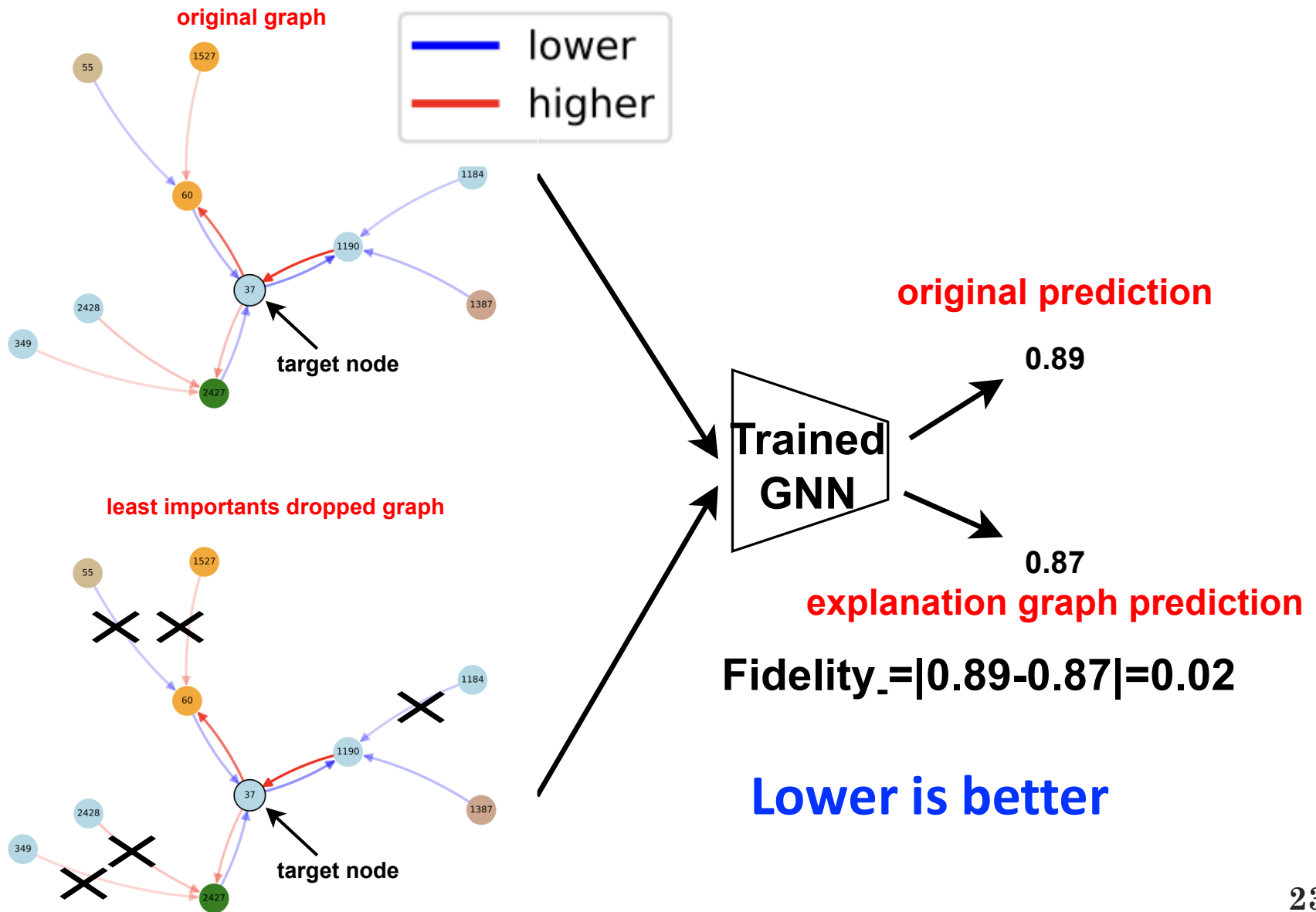
Step 4: Shapley computation



Output of GNNShap

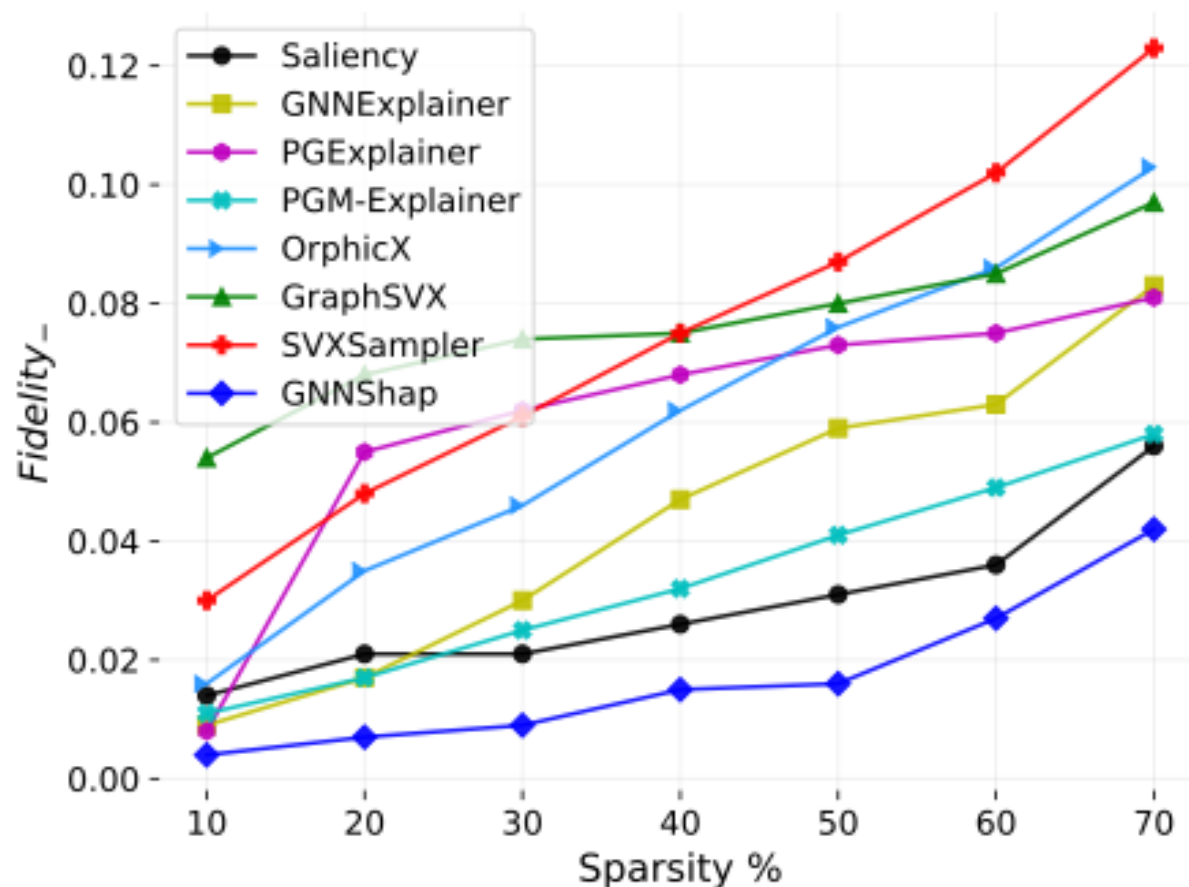


Explanation Fidelity (**Fidelity-**)



Explanation Quality (**Fidelity-**)

Fidelity-: Drop least important edges identified by a method. Then measure the difference in prediction score. $GNN(E) - GNN(E \setminus e)$. Lower is better.

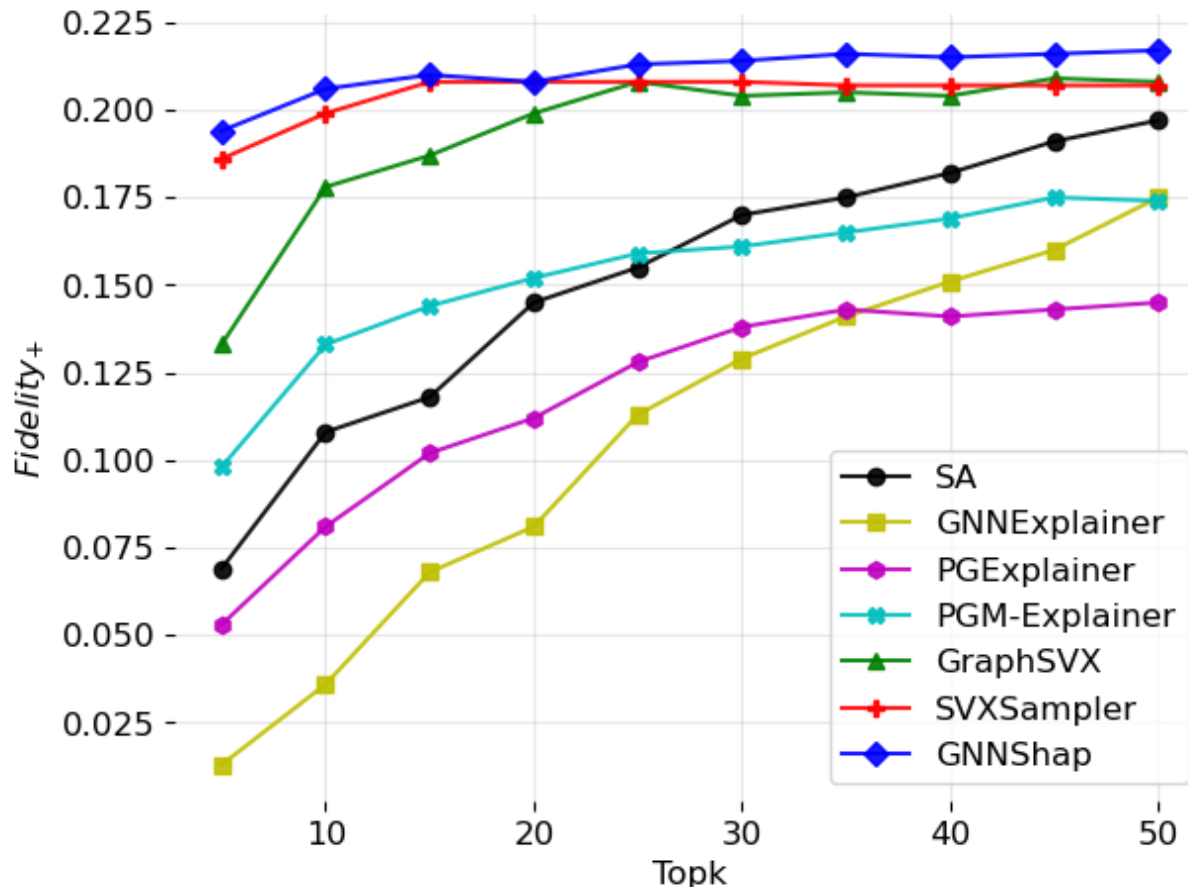


Model: 2-layer GCN
Data: Cora
Task: node classification
for 50 test nodes

Removing least important edges by different methods.

Explanation Quality (**Fidelity+**)

Fidelity+: Drop most important edges identified by a method. Then measure the difference in prediction score. $GNN(E) - GNN(E \setminus e)$. Higher is better.



Model: 2-layer GCN
Data: Cora
Task: node classification
for 50 test nodes

Removing top-k most important edges by different methods.

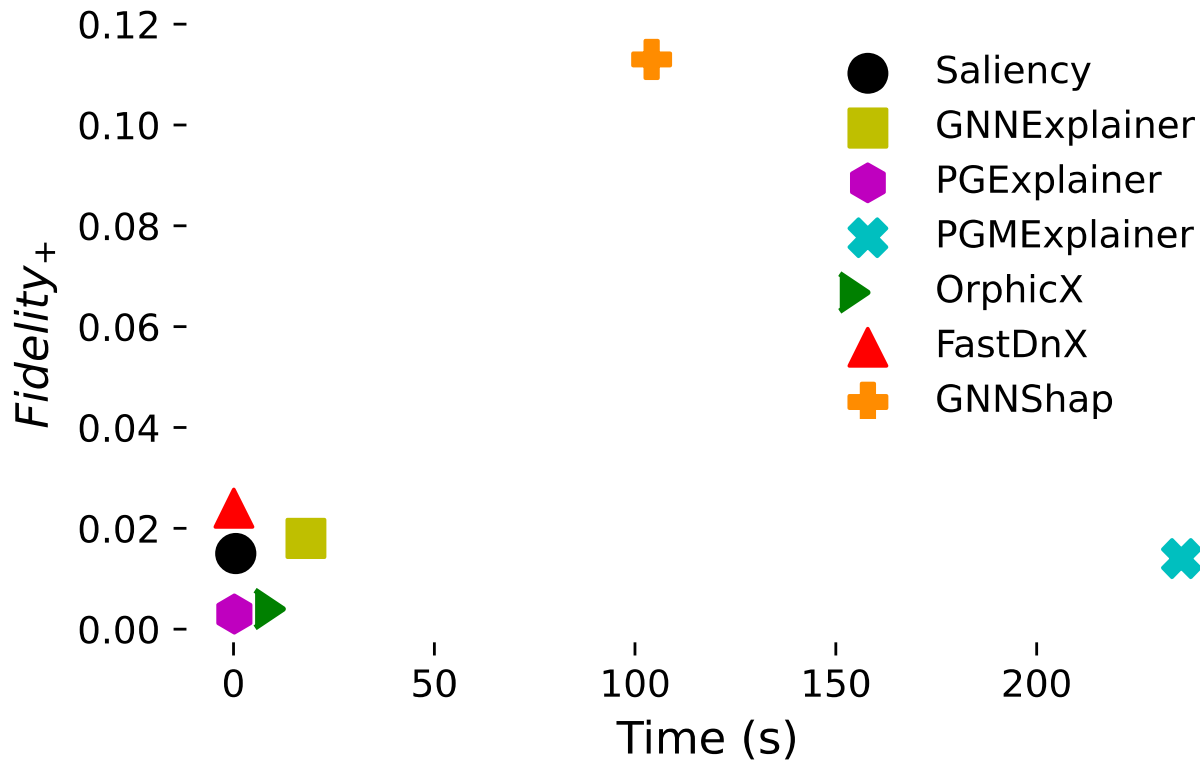
Computational Complexity

GNNShap Computational Complexity

- ❑ Consider explaining prediction of a node with 32 edges in its two-hop subgraph
 - **Exact Shapley computations:** evaluates $2^{32} = 4$ billion subgraphs
 - **GNNShap:** $\sim 20,000$ subgraphs using sampling
 - Still, we need to run 20,000 GNN inferences on different subgraphs, which is embarrassingly parallel but expensive
 - This computation is just to explain the prediction of a node

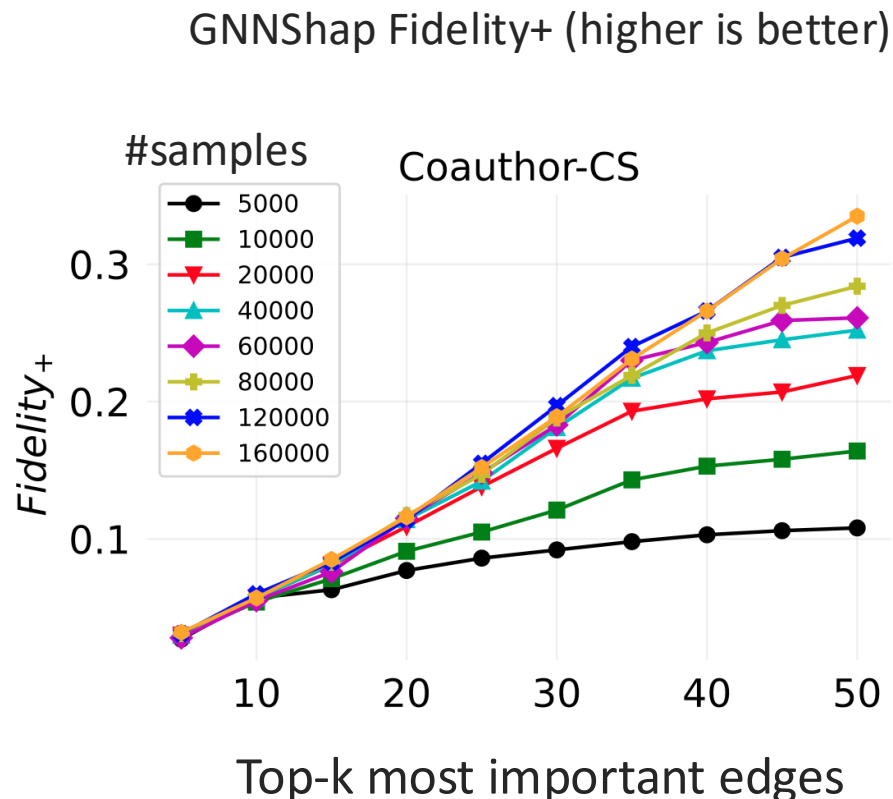
GNNShap Runtime Performance

- ❑ GNNShap high quality, but still computationally expensive



Scalability Challenge

- ❑ Shapley-based methods are more accurate, but computationally expensive
 - More samples => better fidelity
 - More sample => expensive
- ❑ Need a distributed algorithm that can use multiple GPUs/CPU



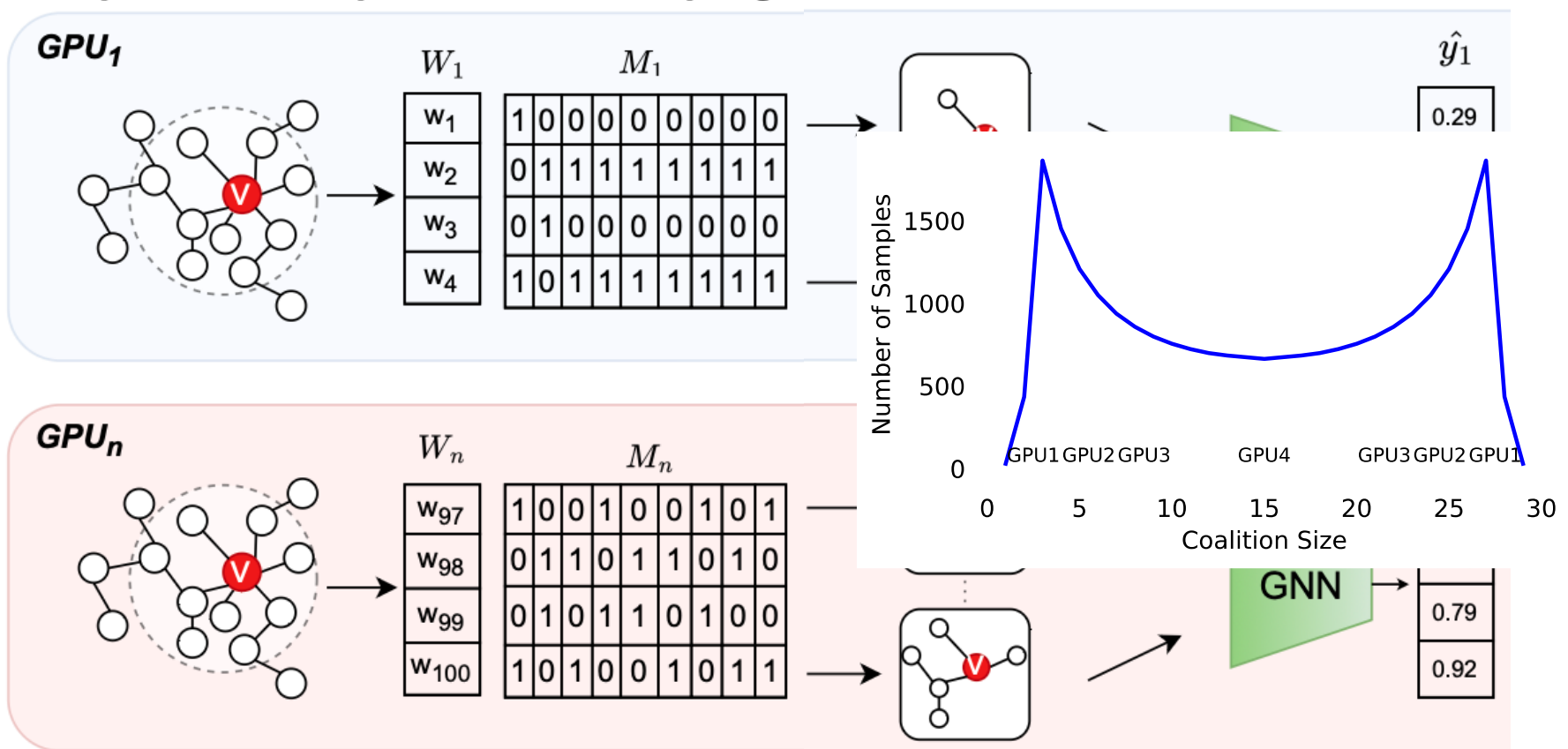
DistShap Overview

(Akkas, Devarakonda, and Azad, VLBD, 2026)

Replicated Computational Graph

Independent Local Sampling

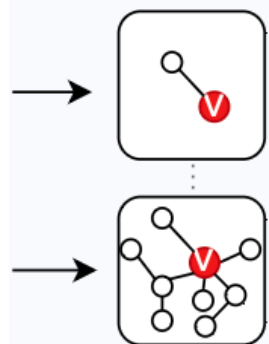
Independent Model Predictions



DistShap Overview

Independent

Model Predictions



$\hat{y}_1$

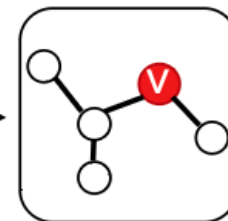
0.29
0.81
0.56
0.90

Shapley Value Computation

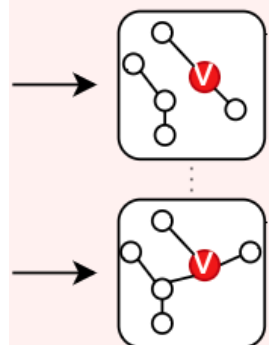
$$\phi = (M^T W M)^{-1} M^T W \hat{y}$$

Conjugate
Gradients Least
Squares

Explanation



Replicated GNN



$\hat{y}_n$

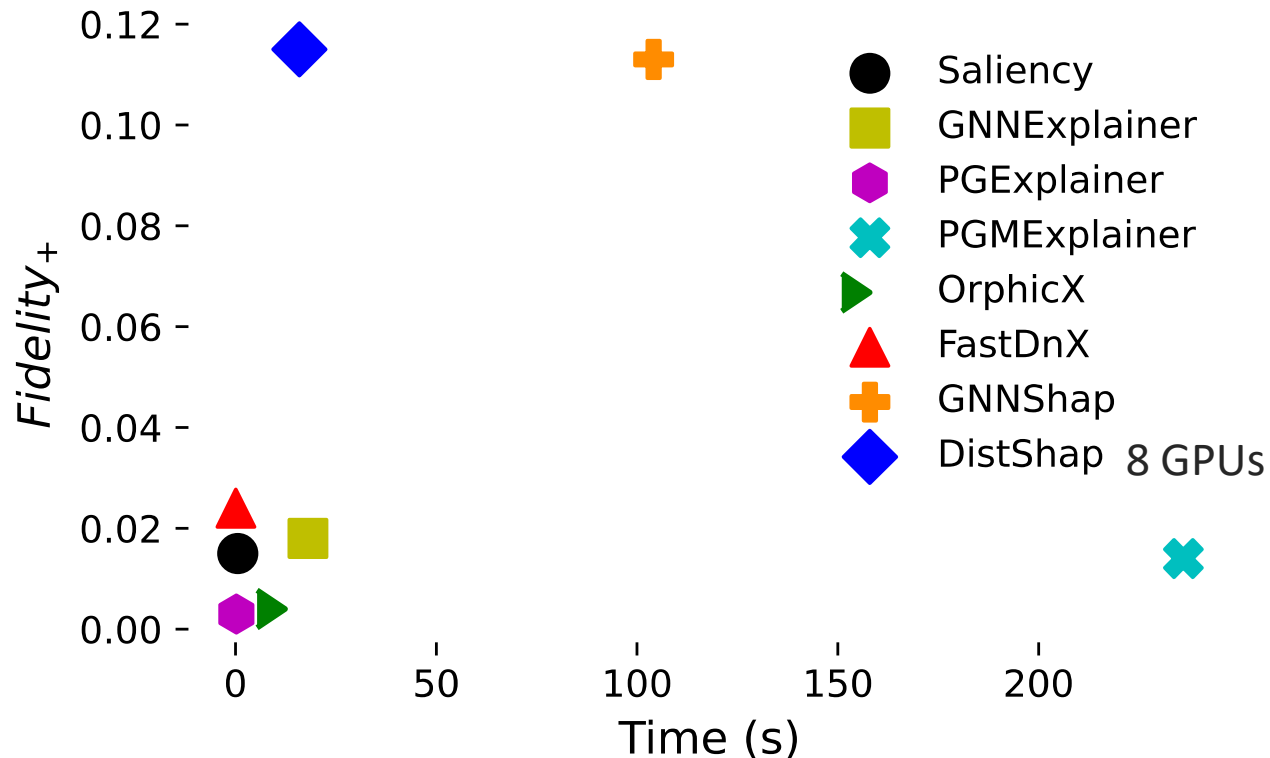
0.67
0.73
0.79
0.92

Conjugate
Gradients Least
Squares

allreduce

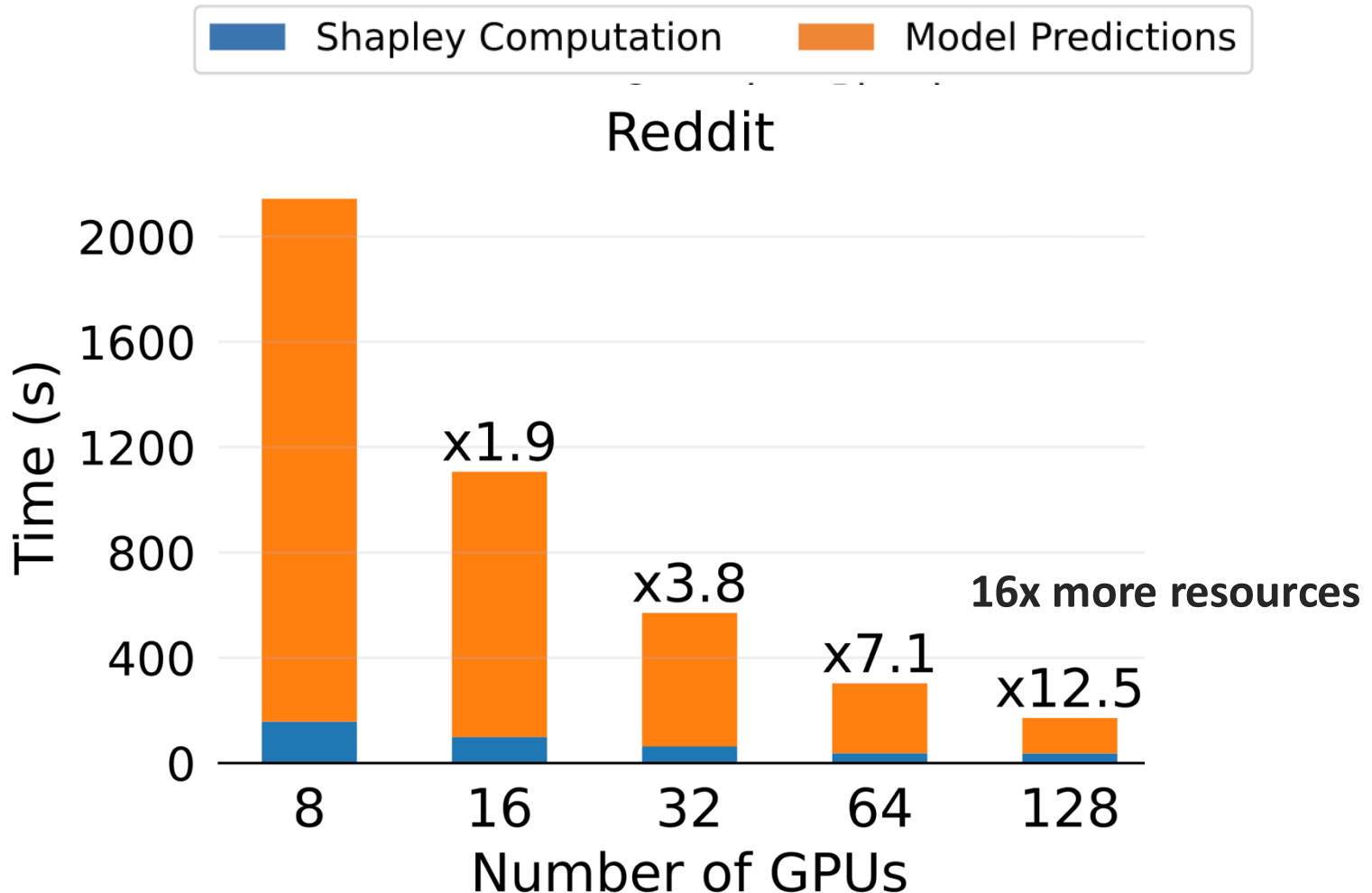
DistShap Performance

- ❑ DistShap: Quality same as GNNShap
- ❑ Faster with more GPUs (skipping the method)

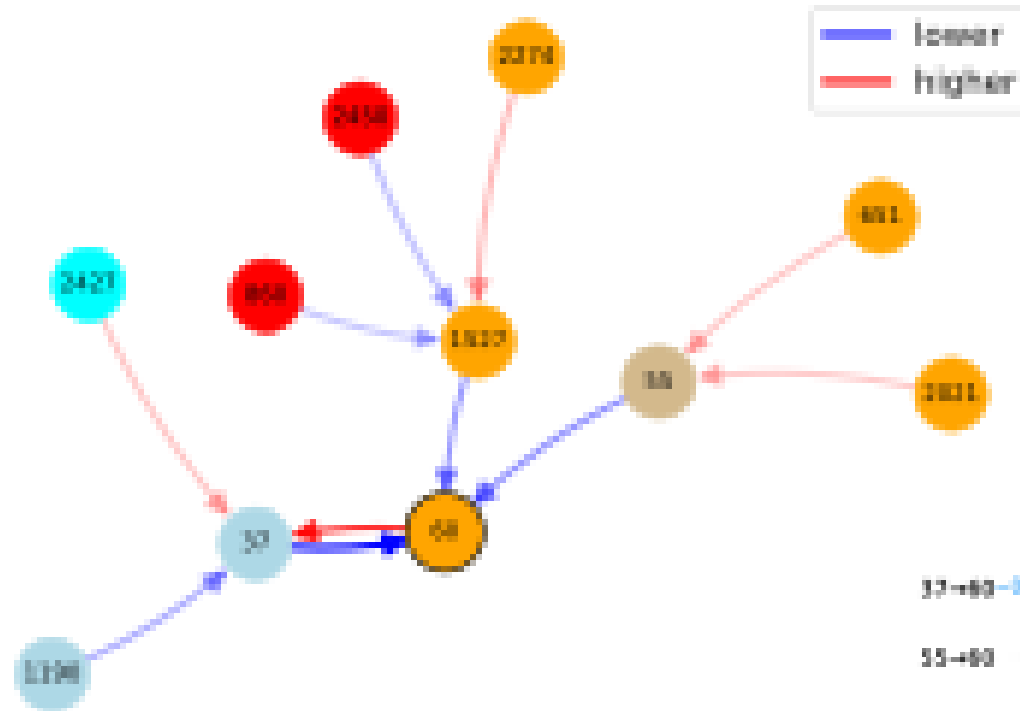


Scalability of DistShap

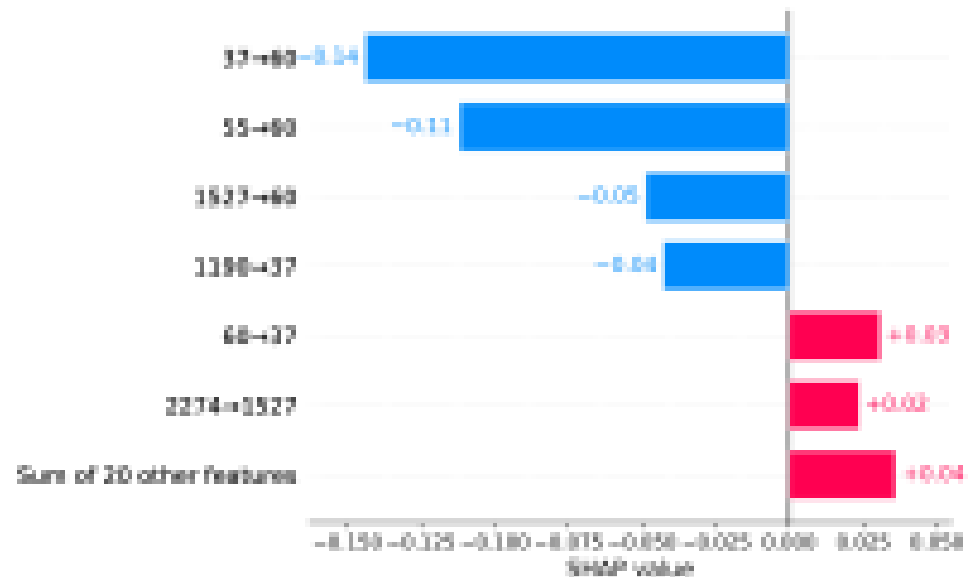
Large dataset: 50-100K players, 600K samples
8 to 128 NVIDIA A100 GPUs



Application in Graph Sparsification

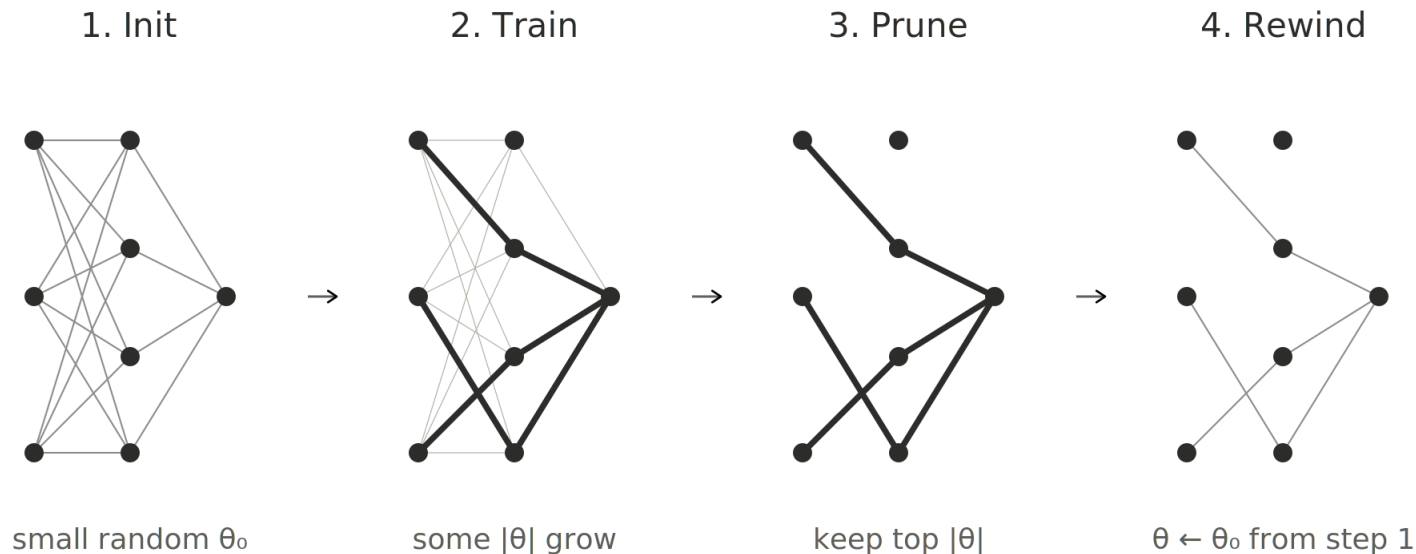


Can we remove less important edges from the graph entirely?



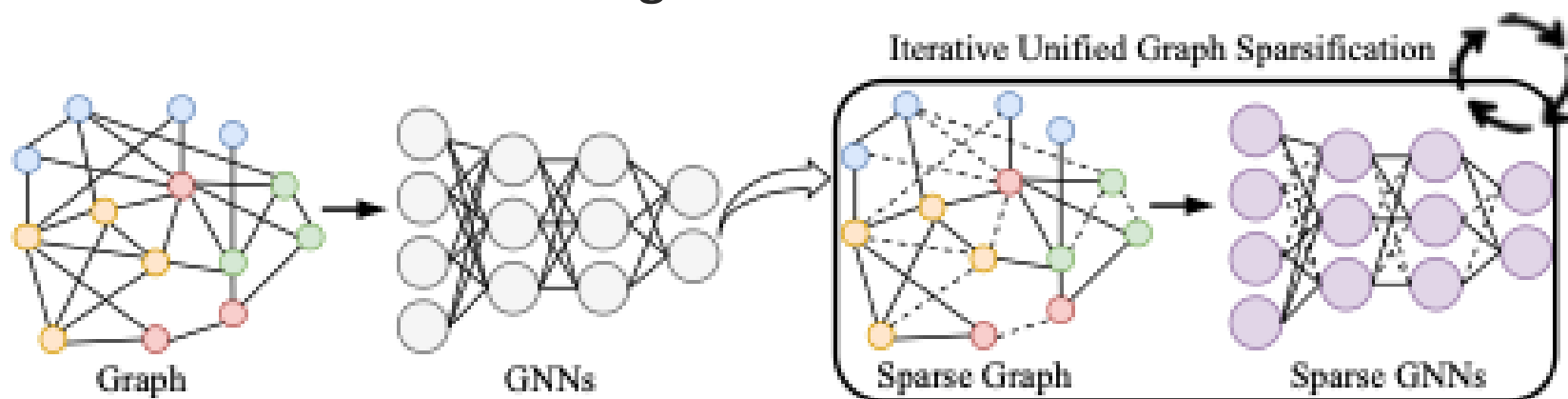
Lottery Ticket Hypothesis

- ❑ **Frankle & Carbin, ICLR 2019:** A dense, randomly initialized network contains a sparse subnetwork that, when trained in isolation from the *same* initialization, can match the dense network's test accuracy.



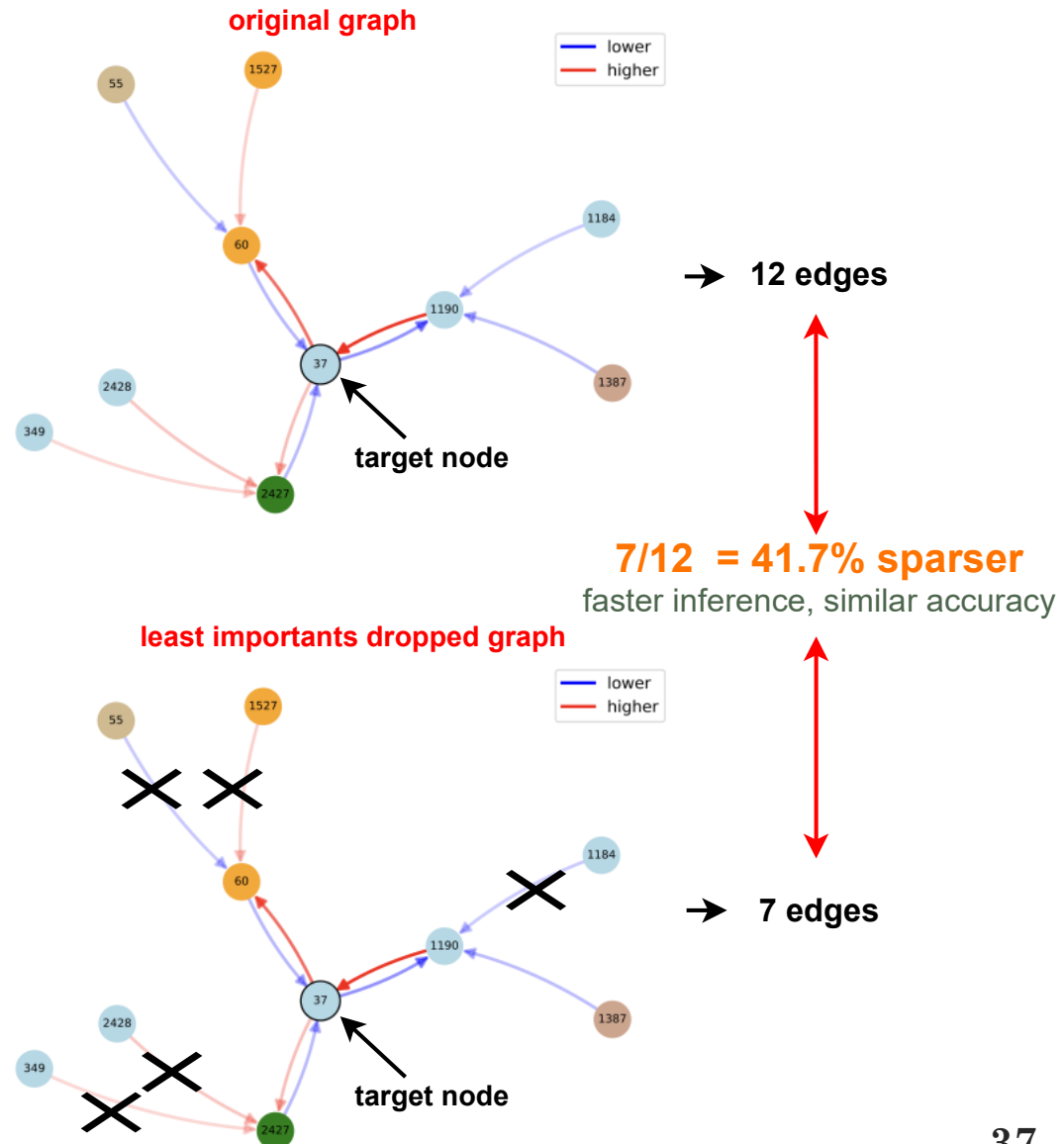
Lottery Ticket Hypothesis For GNN

- ❑ There is no practical benefit to sparsifying the model, as GNN models are already small.
- ❑ Lottery Ticket Hypothesis For GNN: How to sparsify the input graph!
 - **Graph Lottery Ticket (GLT).** A sparsified subgraph matches a GNN on the full graph. Chen et al., ICML 2021
 - Need a lot of training

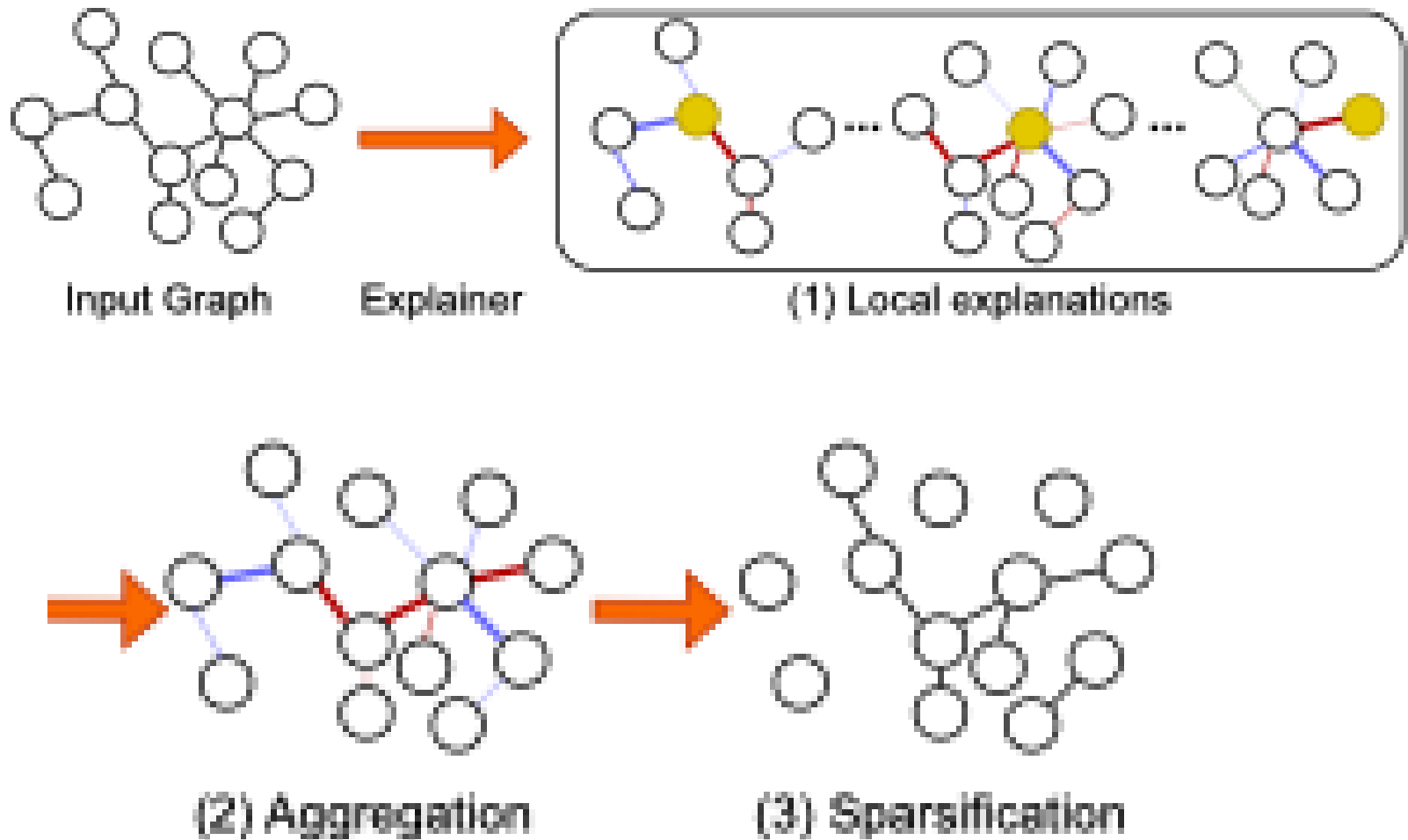


Use of Shapley in Graph Sparsification

- ❑ Remove unimportant edges for fast inference
- ❑ But this is local for the target node!
- ❑ What if these edges are important for other nodes?



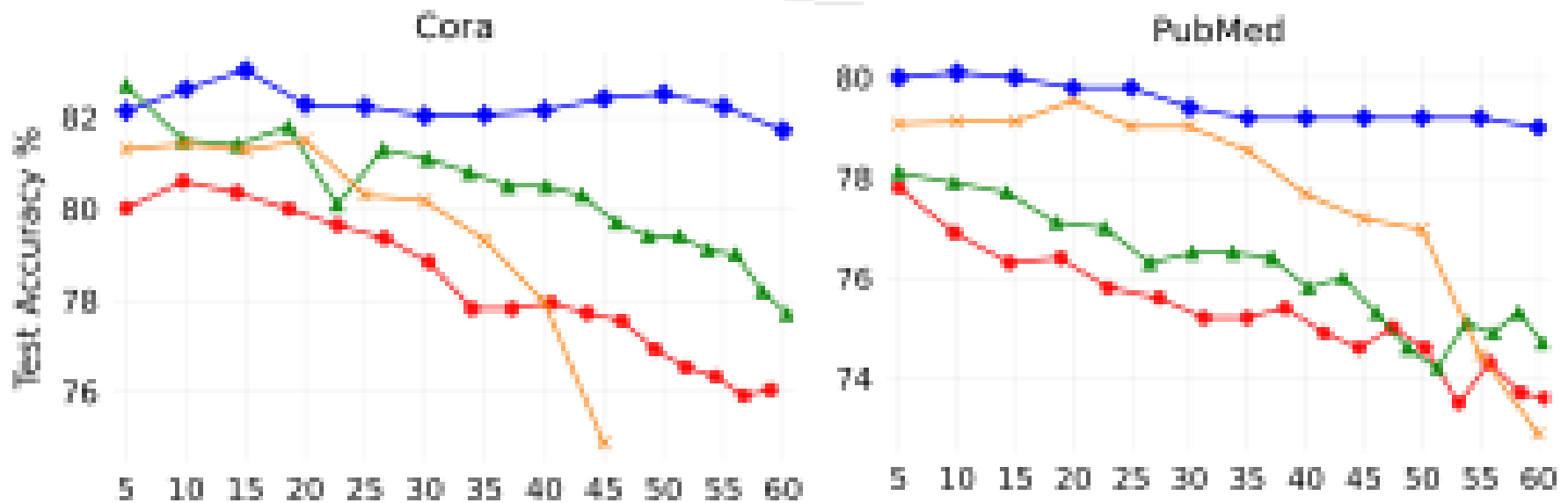
Use of Shapley in Graph Sparsification



Comparison with Lottery Ticket Approaches



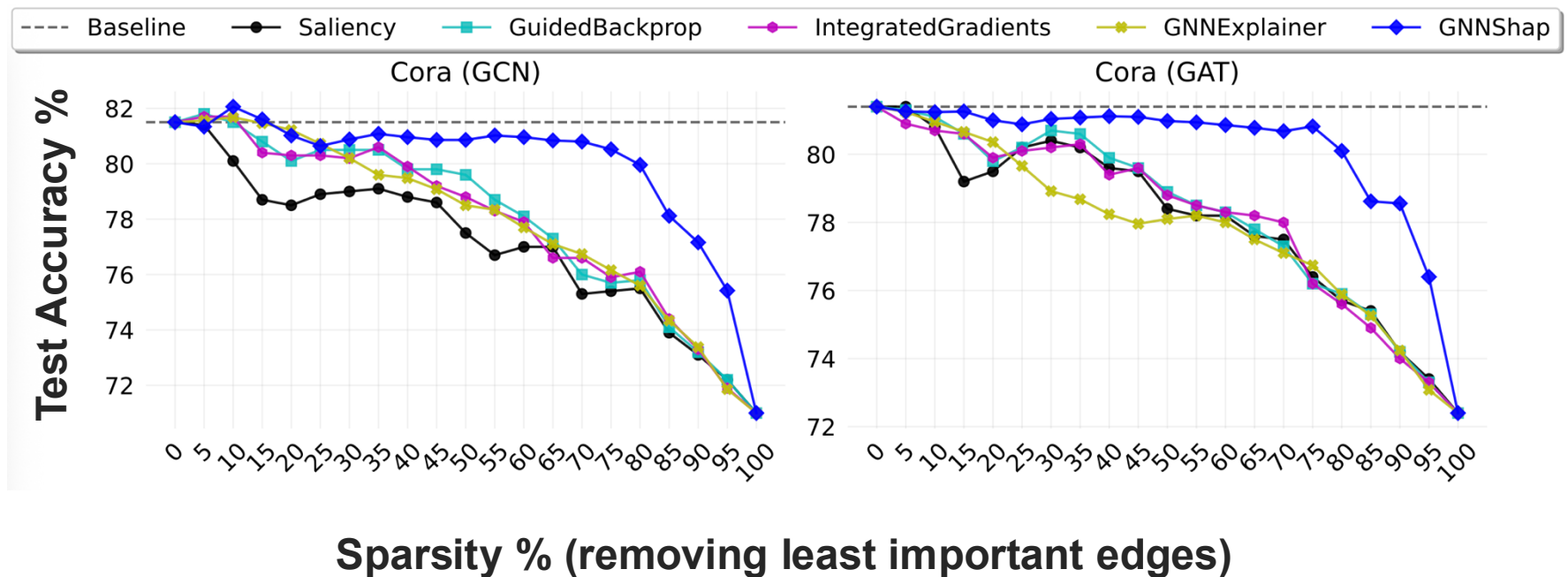
Lottery ticket approaches



Sparsity % (removing least important edges)

Comparison with Other Explanation Methods

- ❑ GNNShap offers better sparsity compared to other explanation approaches



Summary

- ❑ Shapley values are arguably the most used method in explainable AI
- ❑ GNNShap showed that it is better than other popular GNN explanation methods such as GNNExplainer
- ❑ Shapley values can be used to sparsify the graph for faster inference

Possible Extensions

- ❑ Shapley-based methods for **relational GNNs** and for **dynamic graphs**
- ❑ Better **sampling** algorithms
- ❑ **Faster Shapley computation for other models.** SHAP is notoriously slow.
- ❑ Shapley-style methods for **spectral GNN**

References:

1. Akkas and Azad, GNNShap: Scalable and Accurate GNN Explanation using Shapley Values, WWW 2024
2. Akkas, Devarakonda, and Azad, DistShap: Scalable GNN Explanations with Distributed Shapley Values, VLDB 2026 (to appear)
3. Akkas and Azad, Explainable Graph Sparsification with Shapley Values, WWW 2026