

APPENDIX

A RANDOM 1-HOP SUBGRAPH DIFFUSION

We apply a random 1-hop diffusion for S_k . We perform a first-order Breadth-First Search (BFS) on nodes contained in S_k to get the set of all 1-hop neighbors. Then we randomly sample nodes in the neighbor set and merge them into S_k . The number of samples is determined by the average number of nodes in the subgraph in each dataset. The purpose of diffusing subgraphs is to randomly include their external nodes to alleviate the mentioned “bias” problem in Section 1 to some extent.

Algorithm 1 summarizes the random 1-hop subgraph diffusion, where $BFS(v)$ means first-order Breadth-First Search (BFS) on a single node v , and $Sample(V_N, K)$ means randomly sample K nodes in set V_N .

Algorithm 1: Random 1-hop diffusion algorithm

Input: Subgraph batch \mathcal{S} , sample number K , Base graph $\mathcal{G} = (V, E)$
Output: Diffused subgraph batch \mathcal{S}
Data: Neighbor nodes set V_N

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1 for  $i=1,2,\dots, \text{length}(\mathcal{S})$  do
2    $V_N = \emptyset$ ;
3   for  $v \in V_i$  // Every Node in the  $i$ -th Subgraph
4     do
5        $V_N = V_N \cup BFS(v)$ ; // 1-hop BFS
6   end
7   // Randomly Sample  $K$  Neighbor Nodes
8    $V_N = V_N \setminus V_i$ ;
9    $V_N = Sample(V_N, K)$ ;
10   $V_i = V_i \cup V_N$ ; // Append Sampled Nodes
11  Re-sample subgraph  $\mathcal{S}_i$ 's adjacency matrix with  $V_i$ ;
12 end
13 return  $\mathcal{S}$ 

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B TRAINING PIPELINE OF PADEL

The learning ithm of PADEL is summarized as Algorithm 2. The training pipeline is divided into three parts: Self-Supervised Subgraph Augmentation, Generative Contrastive Learning, and Classification. During self-supervised subgraph augmentation, we pre-train our VSubGAE model and apply the random 1-hop subgraph diffusion as Algorithm 1. The pre-trained VSubGAE is then applied to our generative contrastive learning as an automatic and adaptive subgraph generator. In each training batch, every subgraph is treated as a positive sample once while others are treated as negative ones. Exploratory and exploitable viewed negative subgraphs are sampled for each positive sample separately in each

training step. Lastly, we fine-tune our pre-trained node embedding $[X, P]$ and pooling models on the training set with a supervised classification task.

Algorithm 2: The overall pipeline of PADEL

Input: Dataset, batch size K , number of epochs N , subgraph generator VSubGAE, Pooling model \mathcal{P} , Hops of RandomWalk hop
Data: Subgraph batch \mathcal{S} with node neighbor embedding matrix X , position embedding P and adjacency matrix batch \mathcal{A}
 // Self-Supervised Subgraph Augmentation

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1 for  $n=1,2,\dots, N$  do
2   for  $\mathcal{S}$  in Dataset do
3      $\mathcal{S} = Diffuse(\mathcal{S})$ ; // Algorithm 1
4      $Z = Eq.(7)$ ; // VSubGAE Inference
5      $p(\mathcal{A}|Z) = Eq.(8)$ ; // VSubGAE Generation
6      $Loss = Eq.(9)$ ; //  $\mathcal{L}_{VSubGAE}$ 
7   end
8 end
9 // Generative Contrastive Learning
10 for  $n=1,2,\dots, N$  do
11   for  $\mathcal{S}$  in Dataset do
12      $Loss = 0$ ;
13      $\mathcal{A}^{aug} = VSubGAE([X, P], \mathcal{A})$ ; // Exploit-View
14      $E = Pooling(X, P, \mathcal{A})$ ;
15      $E^{aug} = Pooling(X, P, \mathcal{A}^{aug})$ ;
16     for  $k = 1$  to  $K$  do
17       Treat  $k$ -th sample as positive, others the negative;
18        $\mathcal{A}^{ran} = Eq.(10)$ ; // Explore-View
19        $E^{ran} = Pooling(X, P, \mathcal{A}^{ran})$ ;
20        $Loss += Eq.(12)$ ; //  $\mathcal{L}_{InfoNCE}(k, E^{ran}, E^{aug})$ 
21     end
22   end
23 // Classification
24 for  $n=1,2,\dots, N$  do
25   for  $\mathcal{S}$  in Dataset do
26      $E = Pooling(X, P, \mathcal{A})$ ;
27      $\hat{Y} = Eq.(16)$ ; // Classification
28      $Loss = Eq.(17)$ ; //  $\mathcal{L}_{CE}(Y, \hat{Y})$ 
29   end
30 end

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