

1 A Appendix

2 A.1 More dataset details

3 On MAG and ACM, Paper (P) objects are associated with 128-dimensional real features. On IMDB,
4 Movie (M) objects are associated with 14-dimensional real features. On DBLP, all the objects have no
5 real object features. For the objects that are not associated with real features, following our previous
6 work [8], we generate random features for them by the Xavier uniform distribution [2].

7 For some baseline methods [6, 1, 4, 7], they need users to input several useful meta-paths, which are
8 specified in Table 1. Our SHGP does not require meta-paths.

Table 1: Meta-paths used by baselines.

Datasets	Meta-paths
MAG	<i>PP, PFP, PAP, PAIAP</i>
ACM	<i>PAP, PSP</i>
DBLP	<i>APA, APCPA, APTPA</i>
IMDB	<i>MAM, MUM, MDM</i>

9 Note that, although the datasets used in the papers of some baselines may have the same name as
10 ours, they may not be identical. Please refer to their dataset statistics. For example, DBLP in [4] and
11 DBLP in [7] are quite different, and IMDB in [4] and IMDB in [5] are also different. We reproduce
12 the experimental results of all the baselines on our datasets.

13 A.2 Efficiency of SHGP

14 We follow GCN [3] to show the efficiency of our SHGP. Specifically, we construct eight HINs with
15 different number of links, and use SHGP to pre-train each of them for 100 epochs on our GPU. The
16 actual total time cost is reported in Figure 1. As shown, overall, the time cost increases roughly
17 linearly with respect to the number of links, which demonstrates the high efficiency of our SHGP.

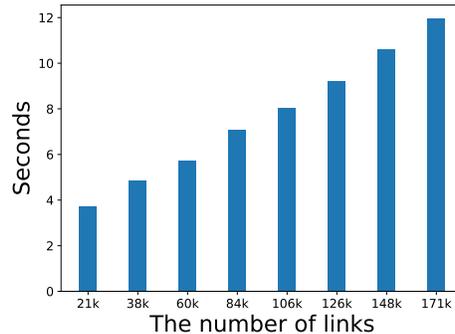


Figure 1: The total time cost (seconds) of 100 pre-training epochs of SHGP.

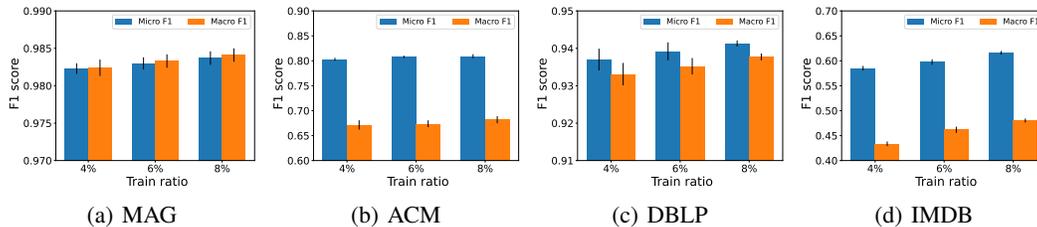


Figure 2: Error bar of SHGP in term of object classification.

18 A.3 Impact of training ratio

19 To more intuitively observe the impact of training ratio on object classification performance. In
20 Figure 2, we show the error bar of SHGP with respect to ten random repeats of object classification.
21 We can see, overall, the classification performance improves as the training ratio increases, slightly.

22 A.4 Convergence of SHGP

23 In Figure 3, we plot the pre-training loss curves of SHGP on the four benchmark datasets. As we can
24 see, our SHGP converges fast. Specifically, it converges in about 20 iterations on ACM, 30 iterations
25 on DBLP, and 80 iterations on MAG and IMDB.

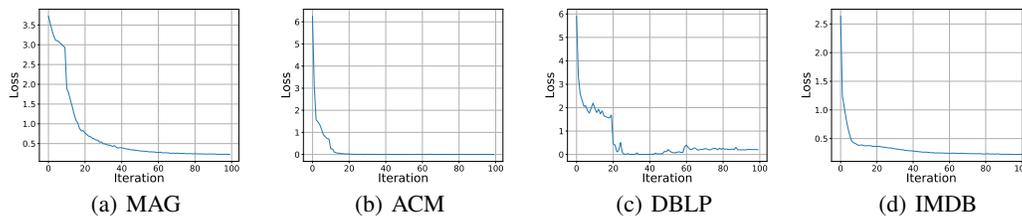


Figure 3: The pre-training loss curves of SHGP on four datasets.

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