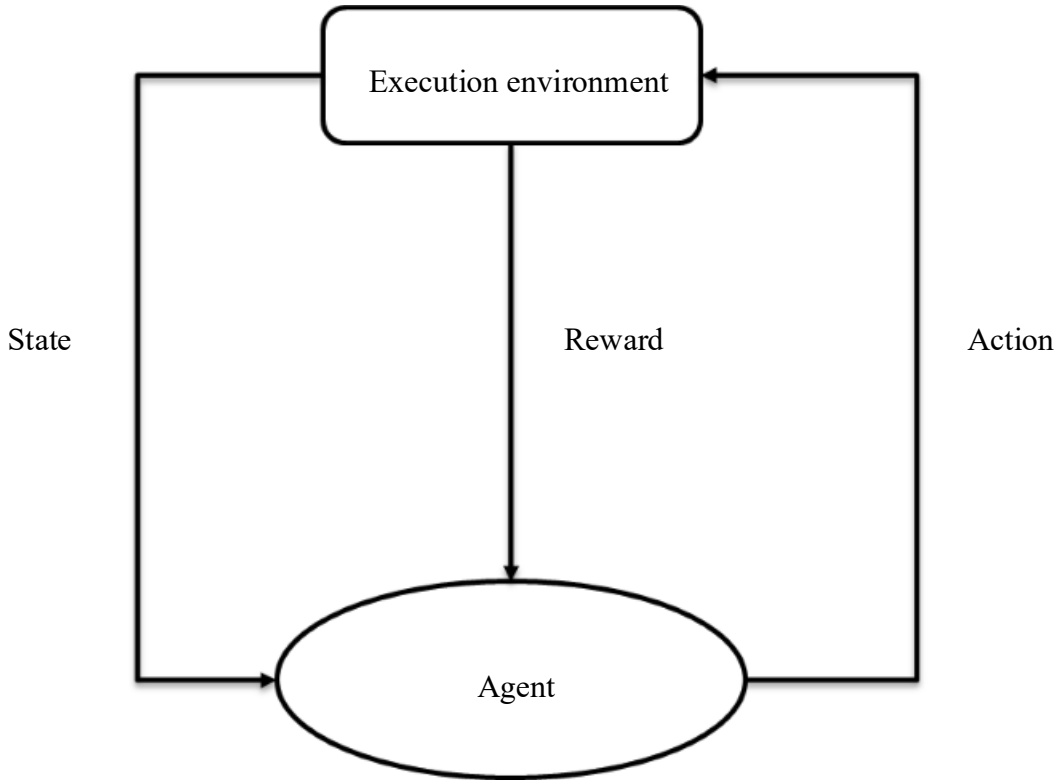

FIG. 1

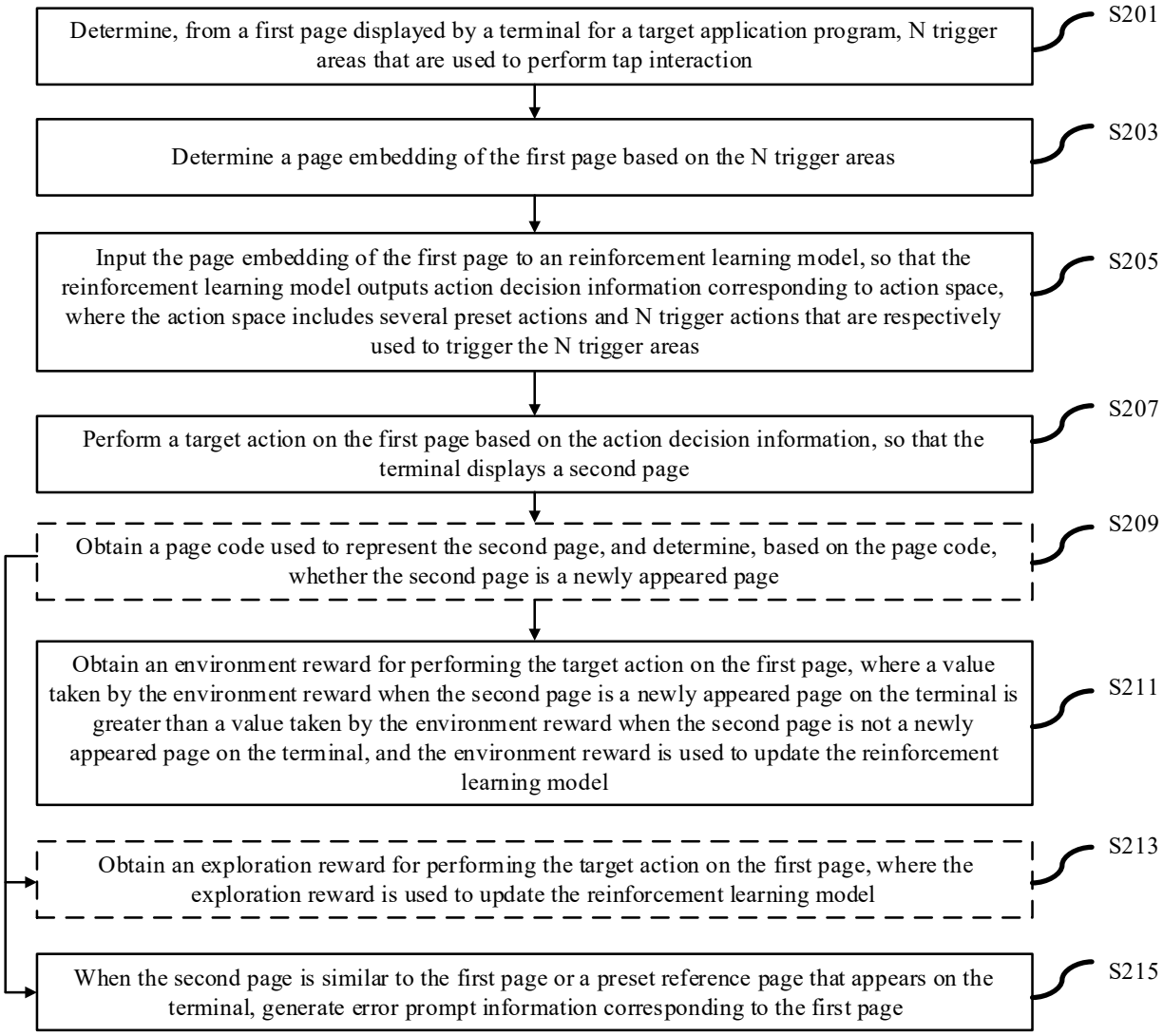
Determine, from a first page displayed by a terminal for a target application program, N trigger areas that are used to perform tap interaction
S201
Determine a page embedding of the first page based on the N trigger areas
S203
Input the page embedding of the first page to an reinforcement learning model, so that the reinforcement learning model outputs action decision information corresponding to action space, where the action space includes several preset actions and N trigger actions that are respectively used to trigger the N trigger areas
S205
Perform a target action on the first page based on the action decision information, so that the terminal displays a second page
S207
Obtain a page code used to represent the second page, and determine, based on the page code, whether the second page is a newly appeared page
S209
Obtain an environment reward for performing the target action on the first page, where a value taken by the environment reward when the second page is a newly appeared page on the terminal is greater than a value taken by the environment reward when the second page is not a newly appeared page on the terminal, and the environment reward is used to update the reinforcement learning model
S211
Obtain an exploration reward for performing the target action on the first page, where the exploration reward is used to update the reinforcement learning model
S213
When the second page is similar to the first page or a preset reference page that appears on the terminal, generate error prompt information corresponding to the first page
S215

FIG. 2

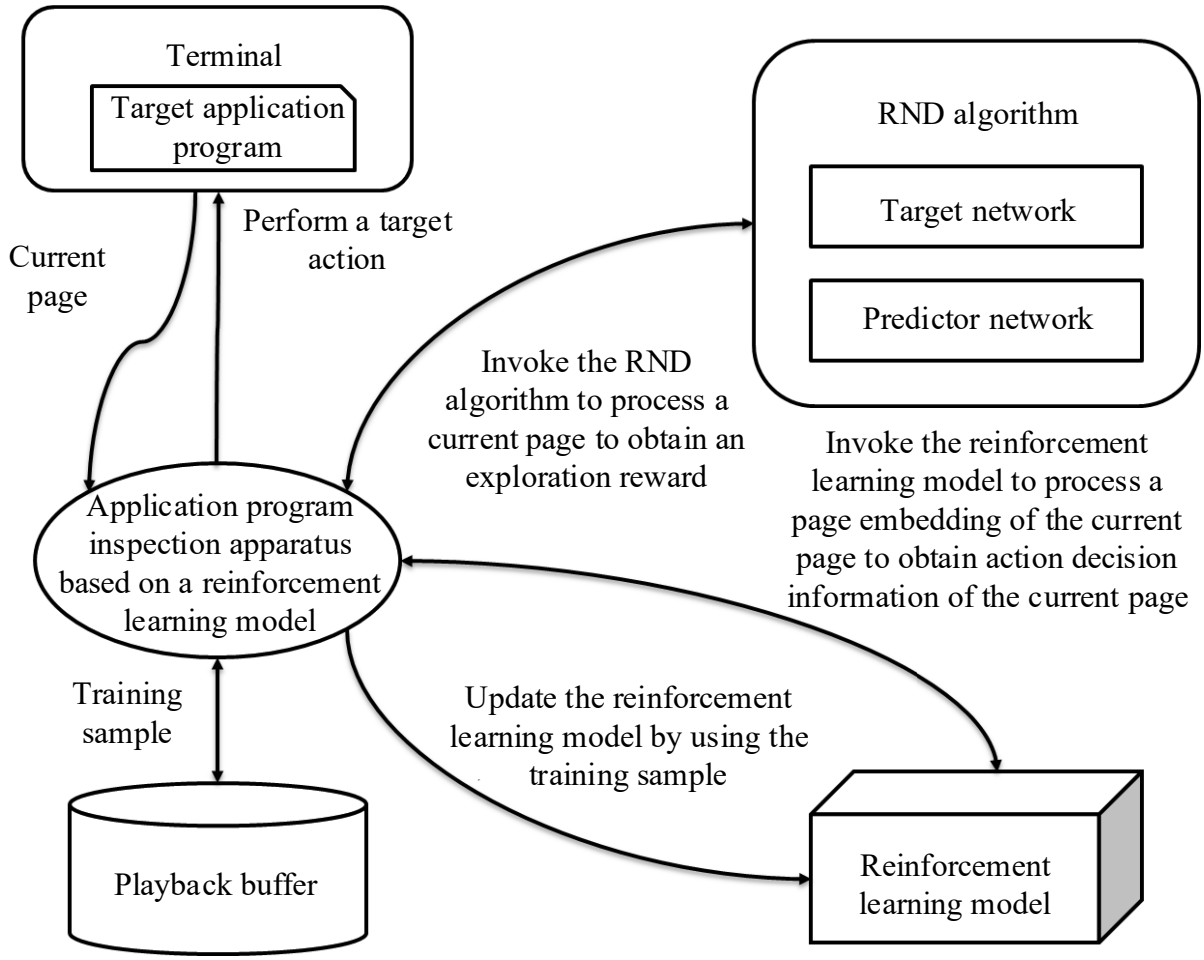
Terminal
Target application program
Current page
Perform a target action
RND algorithm
Target network
Predictor network
Invoke the RND algorithm to process a current page to obtain an exploration reward
Invoke the reinforcement learning model to process a page embedding of the current page to obtain action decision information of the current page
Application program inspection apparatus based on a reinforcement learning model
Training sample
Update the reinforcement learning model by using the training sample
Playback buffer
Reinforcement learning model

FIG. 3

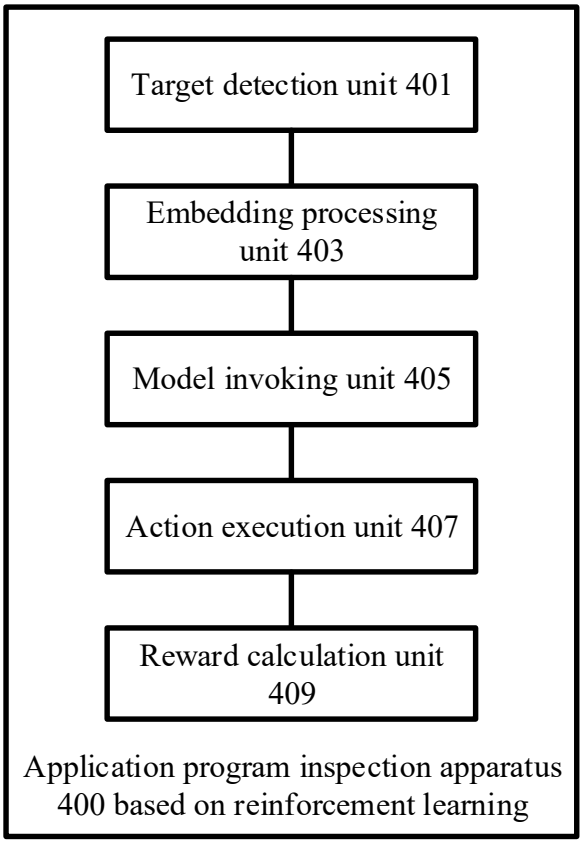
Target detection unit 401
Embedding processing unit 403
Model invoking unit 405
Action execution unit 407
Reward calculation unit 409
Application program inspection apparatus 400 based on reinforcement learning

FIG. 4

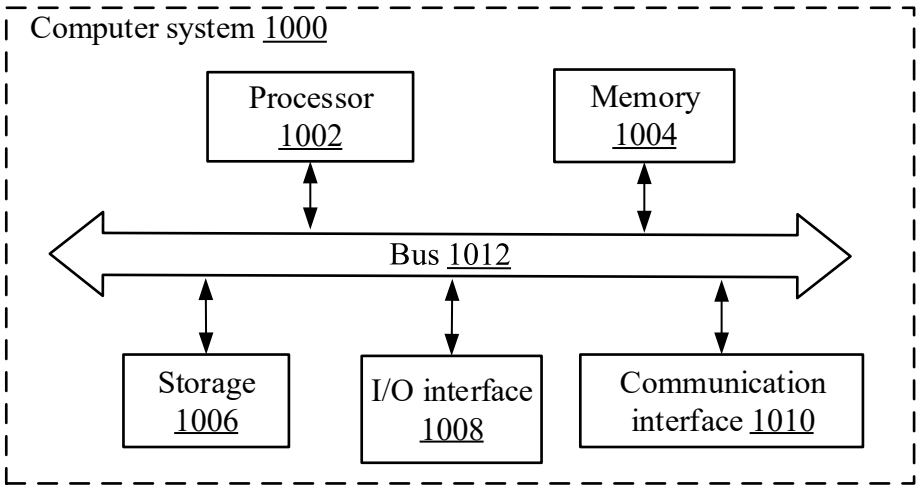
Computer system 1000
Processor 1002
Memory 1004
Bus 1012
Storage 1006
I/O interface 1008
Communication interface 1010

FIG. 5