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(54) **Title:** MODEL TRAINING METHOD, RESOURCE PUSHING METHOD, DEVICE, MEDIUM, AND COMPUTER PROGRAM PRODUCT

(54) 发明名称: 模型训练方法、资源推送方法、设备、介质及计算机程序产品

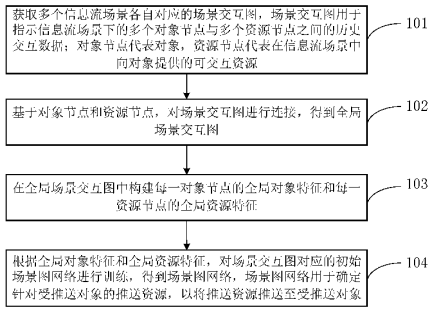


图 3

101 Acquire scene interaction graphs respectively corresponding to a plurality of information flow scenes, wherein the scene interaction graphs are used for indicating historical interaction data between a plurality of object nodes and a plurality of resource nodes in the information flow scenes, the object nodes represent objects, and the resource nodes represent interactive resources provided to the objects in the information flow scenes

102 On the basis of the object nodes and the resource nodes, connect the scene interaction graphs to obtain a global scene interaction graph

103 Construct a global object feature of each object node and a global resource feature of each resource node in the global scene interaction graph

104 On the basis of the global object features and the global resource features, train initial scene graph networks corresponding to the scene interaction graphs to obtain a scene graph network, the scene graph network being used for determining a push resource for a target object, so as to push the push resource to the target object

(57) **Abstract:** A model training method, executed by an electronic device, and comprising: acquiring scene interaction graphs respectively corresponding to a plurality of information flow scenes, wherein the scene interaction graphs are used for indicating historical interaction data between a plurality of object nodes and a plurality of resource nodes in the information flow scenes, the object nodes represent objects, and the resource nodes represent interactive resources provided to the objects in the information flow scenes (101); on the basis of the object nodes and the resource nodes, connecting the scene interaction graphs to obtain a global scene interaction graph (102); constructing a global object feature of each object node and a global resource feature of each resource node in the global scene interaction graph (103); and on the basis of the global object features and the global resource features, training initial scene graph networks corresponding to the scene interaction graphs to obtain a scene graph network, the scene graph network being used for determining a push resource for a target object, so as to push the push resource to the target object (104).

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本国际公布:
— 包括国际检索报告(条约第21条(3))。

(57) 摘要: 一种模型训练方法，由电子设备执行，包括：获取多个信息流场景各自对应的场景交互图，场景交互图用于指示信息流场景下的多个对象节点与多个资源节点之间的历史交互数据；对象节点代表对象，资源节点代表在信息流场景中向对象提供的可交互资源(101)；基于对象节点和资源节点，对场景交互图进行连接，得到全局场景交互图(102)；在全局场景交互图中构建每一对象节点的全局对象特征和每一资源节点的全局资源特征(103)；及根据全局对象特征和全局资源特征，对场景交互图对应的初始场景图网络进行训练，得到场景图网络，场景图网络用于确定针对受推送对象的推送资源，以将推送资源推送至受推送对象(104)。