What is claimed is:

1. A method for distributing interaction data, comprising:

determining a maximum amount of interaction data distributed to each client within a set time based on a time interval for processing the interaction data of each client, wherein the interaction data is data that a user interacts with a live broadcast display interface of the client;

distributing linkage interaction data to each client, wherein the linkage interaction data is used to indicate each client that receives the linkage interaction data to generate a matched interaction response, the linkage interaction data is composed of the interaction data of which the amount is not greater than the maximum amount, and the matched interaction response is an interaction response generated by each client based on the linkage interaction data,

wherein the time interval corresponds to a time interval related to the interaction response, or is determined according to a minimum time required for processing the interaction data, or is determined according to various resources of the client or hardware factors of the client, and

wherein the determining the maximum amount of interaction data distributed to each client within the set time based on the time interval for processing the interaction data of each client, comprises:

determining the maximum amount based on the following formula:

$$N_{max} \leq \frac{S}{\Delta T}$$

Where N_{max} is the maximum amount; S is the set time; and ΔT is the time interval.

2. The method of claim 1, further comprising:

receiving the interaction data transmitted by at least one client;

aggregating the interaction data to obtain aggregated data; and

selecting the interaction data of which the amount is not greater than the maximum amount from the aggregated data as the linkage interaction data.

3. The method of claim 2, wherein the selecting the interaction data of which the amount is not

greater than the maximum amount from the aggregated data as the linkage interaction data, comprising:

scaling various types of the interaction data in the aggregated data in proportion to the amount of the interaction data to

obtain the linkage interaction data.

4. The method of claim 2, wherein the selecting the interaction data of which the amount is not greater than the maximum amount from the aggregated data as the linkage interaction data, comprising:

randomly selecting the interaction data of which the amount is not greater than the maximum amount from the aggregated data as the linkage interaction data.

5. The method of claim 2, wherein the selecting the interaction data of which the amount is not greater than the maximum amount from the aggregated data as the linkage interaction data, comprising:

scaling various types of the interaction data in the aggregated data in proportion to the amount of the interaction data to obtain a first interaction data, and in the case where the result of the proportional scaling of an amount of target interaction data is not an integer, taking the integer determined based on the result as the amount of the selected target interaction data;

randomly selecting a second interaction data from the remaining data of the aggregated data, and taking the first interaction data and the second interaction data as the linkage interaction data, wherein the sum of the first amount and the second amount is not greater than the maximum amount, and the remaining data is interaction data other than the first amount of interaction data in the aggregated data.

6. The method of claim 1, further comprising:

receiving the interaction data transmitted by the client per a preset interval, wherein the interaction data is data cached by the client and interacted by the user with the live broadcast display interface.

7. The method of claim 1, wherein the distributing the linkage interaction data to each client comprising:

adjusting an order of the interaction data in the linkage interaction data, and distributing the linkage interaction data to each client in sequence according to the adjusted order; or

distributing the linkage interaction data to each client, and indicating each client to adjust an order

of displaying the linkage interaction data so that an order of displaying each interaction data is different from a receiving order when generating a matched interaction response.

8. An apparatus for distributing interaction data, comprising:

a determining module configured to determine a maximum amount of interaction data distributed to each client within a set time based on a time interval for processing the interaction data of each client, wherein the interaction data is data that a user interacts with a live broadcast display interface of the client;

a distributing module configured to distribute linkage interaction data to each client, wherein the linkage interaction data is used to indicate each client that receives the linkage interaction data to generate a matched interaction response, and the linkage interaction data is composed of the interaction data of which the amount is not greater than the maximum amount, and the matched interaction response is an interaction response generated by each client based on the linkage interaction data,

wherein the time interval corresponds to a time interval related to the interaction response, or is determined according to a minimum time required for processing the interaction data, or is determined according to various resources of the client or hardware factors of the client, and

wherein determining the maximum amount of interaction data distributed to each client within the set time based on the time interval for processing the interaction data of each client, comprises:

determining the maximum amount based on the following formula:

$$N_{max} \leq \frac{S}{\Delta T}$$

Where N_{max} is the maximum amount; S is the set time; and ΔT is the time interval.

9. An electronic device, comprising:

one or more processors;

a storage storing one or more programs,

when the one or more programs are executed by the one or more processors, the one or more

processors are caused to implement the method for distributing the interaction data according to any one of claims 1-7.

10. A computer-readable storage medium on which a computer program is stored, wherein when the computer program is executed by a processor, it causes to implement the method for distributing the interaction data according to any one of claims 1-7.