WHAT IS CLAIMED IS:

1. A method for determining an access path of a content delivery network, comprising:

acquiring, in response to determining that an edge node receiving a user request fails to cache a requested resource, access performance information of each node in the content delivery network;

executing following path searching with the edge node as a starting point of a path segment, and with the edge node as a current node: combining an identifier of the current node into the user request; selecting, from nodes connected to the current node, a node for use as a next node of the current node, wherein the selected node has access performance information meeting a preset performance condition and an identifier of the selected node has not been combined into the user request; connecting the next node of the current node to the path segment, and transmitting the user request to the next node of the current node; determining whether the next node of the current node is a preset node corresponding to the requested target source station, wherein the preset node pre-establishes a connection with the requested target source station, and a distance between the preset node and the target source station meets a preset distance condition; in response to determining that the next node of the current node is not the preset node corresponding to the requested target source station, switching the next node of the current node as a new current node to continue to execute the path searching; and

determining, in response to determining that the next node of the current node is the preset node corresponding to the requested target source station, the path segment formed by the connecting as the target path.

2. The method according to claim 1, wherein the access performance information of each node in the content delivery network is acquired from an access performance information table maintained on a communication state monitoring module.

3. The method according to claim 1, wherein the selecting a node with access performance information meeting a preset performance condition and not being on the path segment from nodes connected to the current node for use as a next node of the current node comprises:

determining a node on the path segment based on a node identifier contained in the user request received by the current node, and selecting a node not being on the path segment from the nodes connected to the current node and with the access performance information meeting the preset performance condition for use as the next node of the current node.

4. The method according to any one of claims 1-3, wherein the access performance information comprises:

at least one item of delay information, availability information, or node load information, and

at least one item of available bandwidth, or cost per unit of data traffic.

5. An apparatus for determining an access path of a content delivery network, comprising:

an acquiring unit, configured to acquire, in response to determining that an edge node receiving a user request fails to cache a requested resource, access performance information of each node in the content delivery network; and

a path searching unit, configured to: execute following path searching with the edge node as a starting point of a path segment, and with the edge node as a current node: combining an identifier of the current node into the user request; selecting, from nodes connected to the current

node, a node for use as a next node of the current node, wherein the selected node has access performance information meeting a preset performance condition and an identifier of the selected node has not been combined into the user request; connecting the next node of the current node to the path segment, and transmitting the user request to the next node of the current node; determining whether the next node of the current node is a preset node corresponding to the requested target source station, wherein the preset node pre-establishes a connection with the requested target source station, and a distance between the preset node and the target source station meets a preset distance condition; in response to determining that the next node of the current node is not the preset node corresponding to the requested target source station, switching the next node of the current node as a new current node to continue to execute the path searching; and

the path searching unit is further configured to determine, in response to determining that the next node of the current node is the preset node corresponding to the requested target source station, the path segment formed by the connecting as the target path.

6. The apparatus according to claim 5, wherein the access performance information of each node in the content delivery network is acquired from an access performance information table maintained on a communication state monitoring module.

7. The apparatus according to claim 5, wherein the path searching unit is further configured to select the node with the access performance information meeting the preset performance condition and not being on the path segment from nodes connected to the current node for use as a next node of the current node by:

determining a node on the path segment based on a node

identifier contained in the user request received by the current node, and selecting a node not being on the path segment from the nodes connected to the current node and with the access performance information meeting the preset performance condition for use as the next node of the current node.

8. The apparatus according to any one of claims 5-7, wherein the access performance information comprises:

at least one item of delay information, availability information, or node load information, and

at least one item of available bandwidth, or cost per unit of data traffic.

9. An electronic device, comprising:

one or more processors; and

a storage apparatus configured to store one or more programs,

wherein the one or more programs, when executed by the one or more processors, cause the one or more processors to implement the method according to any one of claims 1-4.

10. A computer readable medium, storing a computer program thereon, wherein the program, when executed by a processor, implements the method according to any one of claims 1-4.