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).

Figure 3