牛人计划-中级项目课(9)





排序

- 通用排序
- Hacker News
- Reddit
- StackOverflow
- IMDB

多线程

- ・简介
- Thread , Synchronized
- BlockingQueue , AtomicInteger
- ThreadLocal, Executor, Future



通用排序

- 1. 单位时间内的交互数, del.icio.us按1小时内收藏排行
- 2. 总交互数,按总点赞数
- 3. 评论数加权
- 4. 按时间排序



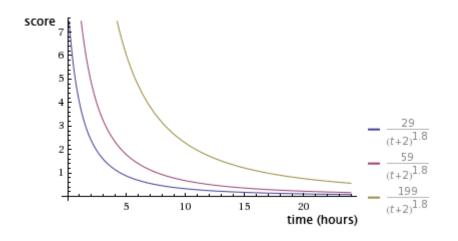
Hacker News https://news.ycombinator.com/

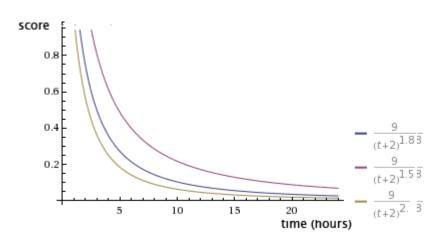
Score =
$$(P-1)/(T+2)^G$$

P:投票数,-1是把自己投的过滤掉

T:发布到现在的时间间隔,单位小时,+2防止除数太小

G: 重力加速度, 分值根据时间降低速率





https://medium.com/hacking-and-gonzo/how-hacker-news-ranking-algorithm-works-1d9b0cf2c08d



Reddit https://www.reddit.com/

Given the time the entry was posted A and the time of 7:46:43 a.m. December 8, 2005 B, we have t_s as their difference in seconds

$$t_s = A - B$$

and x as the difference between the number of up votes U and the number of down votes D

$$x = U - D$$

where $y \in \{-1, 0, 1\}$

$$y = \begin{cases} 1 & \text{if } x > 0 \\ 0 & \text{if } x = 0 \\ -1 & \text{if } x < 0 \end{cases}$$

and z as the maximal value, of the absolute value of x and 1

$$z = \begin{cases} |x| & \text{if } |x| \ge 1\\ 1 & \text{if } |x| < 1 \end{cases}$$

we have the rating as a function $f(t_s, y, z)$

$$f(t_s, y, z) = \log_{10} z + \frac{yt_s}{45000}$$

86400/45000=1.92 一天权重调整 10^{1.92}=83 投票差要涨83倍

赞成票加分,投票差前10和接下来的100等权



时间是最重要的权重,由于流量比较大,所以对于高赞文章有所优势,适合新闻类排序

https://medium.com/hacking-and-gonzo/how-reddit-ranking-algorithms-work-ef111e33d0d9



StackOverflow http://stackoverflow.com

```
(log(Qviews)*4) + ((Qanswers * Qscore)/5) + sum(Ascores)
((QageInHours+1) - ((QageInHours - Qupdated)/2)) ^ 1.5
```

Qviews:问题浏览数,通过log来平滑

Qanswer:问题回答数,有回答的题目才是好问题

Qscore:问题赞踩差,赞的越多,问题越好

sum (Ascores):回答赞踩差,回答的越多问题越好QageInHours:题目发布时间差,时间越久排名越后

Qupdated:最新的回答时间,越新关注度越高

http://meta.stackexchange.com/questions/11602/what-formula-should-be-used-to-determine-hot-questions



IMDB http://www.imdb.com/chart/top

加权排名 (WR) = (v ÷ (v+m)) × R + (m ÷ (v+m)) × C

R = 某电影投票平均分

V =有效投票人数

m = 最低投票人数, 1250

C = 所有电影平均值

投票人数越多,越偏向于用户打分值,防止冷门电影小数人高分导致的高分

http://www.imdb.com/help/show_leaf?votestopfaq

https://community.topcoder.com/longcontest/?module=Static&d1=support&d2=ratings



多线程简介

优势

- 充分利用多处理器
- 可以异步处理任务



挑战

- 数据会被多个线程访问,有安全性问题
- 不活跃的线程也会占用内存资源
- 死锁





Thread

- 1. extends Thread , 重载run()方法
- 2. implements Runnable(), 实现run()方法

```
new Thread(new Runnable() {
    @Override
    public void run() {
        Random random = new Random();
        for (int i = 0; i < 10; ++i) {
            sleep(random.nextInt(1000));
            System. out. println(String. format("T%d : %d", tid, i));
        }
    }
}, String. valueOf(i)). start();</pre>
```



Synchronized - 内置锁

- 1. 放在方法上会锁住所有synchronized方法
- 2. synchronized(obj) 锁住相关的代码段

```
public static void testSynchronized1() {
    synchronized (obj) {
        Random random = new Random();
        for (int i = 0; i < 10; ++i) {
            sleep(random.nextInt(1000));
        }
    }
}</pre>
```



BlockingQueue 同步队列

Summary of BlockingQueue methods

	Throws exception	Special value	Blocks	Times out
Insert	add(e)	offer(e)	put(e)	offer(e, time, unit)
Remove	remove()	poll()	take()	poll(time, unit)
Examine	element()	peek()	not applicable	not applicable



ThreadLocal

- 1. 线程局部变量。即使是一个static成员,每个线程访问的变量是不同的。
- 2. 常见于web中存储当前用户到一个静态工具类中,在 线程的任何地方都可以访问到当前线程的用户。
- 3. 参考HostHolder.java里的users



Executor

Executor

- 1. 提供一个运行任务的框架。
- 2. 将任务和如何运行任务解耦。
- 3. 常用于提供线程池或定时任务服务

```
ExecutorService service = Executors. newFixedThreadPool(2);
service.submit(new Runnable() {
    @Override
    public void run() {
        for (int i = 0; i < 10; ++i) {
            sleep(1000);
            System. out. println("Execute %d" + i);
        }
    }
});</pre>
```



Future

```
public static void testFuture() {
   ExecutorService service = Executors. newSingleThreadExecutor();
   Future <Integer > future = service.submit(new Callable <Integer > () {
       @Override
       public Integer call() throws Exception {
           sleep(1000);
           //throw new IllegalArgumentException("一个异常");
           return 1:
                                                     1. 返回异步结果
   });
                                                     2. 阻塞等待返回结果
    service. shutdown();
                                                     3. timeout
                                                     4. 获取线程中的Exception
    try {
       System. out. println(future. get());
       //System.out.println(future.get(100, TimeUnit.MILLISECONDS));
    } catch (Exception e) {
       e. printStackTrace();
```



Thanks

