namespace java com.twitter.representationscorer.thriftjava

#@namespace scala com.twitter.representationscorer.thriftscala

#@namespace strato com.twitter.representationscorer

include "com/twitter/simclusters\_v2/identifier.thrift"

include "com/twitter/simclusters\_v2/online\_store.thrift"

include "com/twitter/simclusters\_v2/score.thrift"

struct SimClustersRecentEngagementSimilarities {

// All scores computed using cosine similarity

// 1 - 1000 Positive Signals

1: optional double fav1dLast10Max // max score from last 10 faves in the last 1 day

2: optional double fav1dLast10Avg // avg score from last 10 faves in the last 1 day

3: optional double fav7dLast10Max // max score from last 10 faves in the last 7 days

4: optional double fav7dLast10Avg // avg score from last 10 faves in the last 7 days

5: optional double retweet1dLast10Max // max score from last 10 retweets in the last 1 days

6: optional double retweet1dLast10Avg // avg score from last 10 retweets in the last 1 days

7: optional double retweet7dLast10Max // max score from last 10 retweets in the last 7 days

8: optional double retweet7dLast10Avg // avg score from last 10 retweets in the last 7 days

9: optional double follow7dLast10Max // max score from the last 10 follows in the last 7 days

10: optional double follow7dLast10Avg // avg score from the last 10 follows in the last 7 days

11: optional double follow30dLast10Max // max score from the last 10 follows in the last 30 days

12: optional double follow30dLast10Avg // avg score from the last 10 follows in the last 30 days

13: optional double share1dLast10Max // max score from last 10 shares in the last 1 day

14: optional double share1dLast10Avg // avg score from last 10 shares in the last 1 day

15: optional double share7dLast10Max // max score from last 10 shares in the last 7 days

16: optional double share7dLast10Avg // avg score from last 10 shares in the last 7 days

17: optional double reply1dLast10Max // max score from last 10 replies in the last 1 day

18: optional double reply1dLast10Avg // avg score from last 10 replies in the last 1 day

19: optional double reply7dLast10Max // max score from last 10 replies in the last 7 days

20: optional double reply7dLast10Avg // avg score from last 10 replies in the last 7 days

21: optional double originalTweet1dLast10Max // max score from last 10 original tweets in the last 1 day

22: optional double originalTweet1dLast10Avg // avg score from last 10 original tweets in the last 1 day

23: optional double originalTweet7dLast10Max // max score from last 10 original tweets in the last 7 days

24: optional double originalTweet7dLast10Avg // avg score from last 10 original tweets in the last 7 days

25: optional double videoPlayback1dLast10Max // max score from last 10 video playback50 in the last 1 day

26: optional double videoPlayback1dLast10Avg // avg score from last 10 video playback50 in the last 1 day

27: optional double videoPlayback7dLast10Max // max score from last 10 video playback50 in the last 7 days

28: optional double videoPlayback7dLast10Avg // avg score from last 10 video playback50 in the last 7 days

// 1001 - 2000 Implicit Signals

// 2001 - 3000 Negative Signals

// Block Series

2001: optional double block1dLast10Avg

2002: optional double block1dLast10Max

2003: optional double block7dLast10Avg

2004: optional double block7dLast10Max

2005: optional double block30dLast10Avg

2006: optional double block30dLast10Max

// Mute Series

2101: optional double mute1dLast10Avg

2102: optional double mute1dLast10Max

2103: optional double mute7dLast10Avg

2104: optional double mute7dLast10Max

2105: optional double mute30dLast10Avg

2106: optional double mute30dLast10Max

// Report Series

2201: optional double report1dLast10Avg

2202: optional double report1dLast10Max

2203: optional double report7dLast10Avg

2204: optional double report7dLast10Max

2205: optional double report30dLast10Avg

2206: optional double report30dLast10Max

// Dontlike

2301: optional double dontlike1dLast10Avg

2302: optional double dontlike1dLast10Max

2303: optional double dontlike7dLast10Avg

2304: optional double dontlike7dLast10Max

2305: optional double dontlike30dLast10Avg

2306: optional double dontlike30dLast10Max

// SeeFewer

2401: optional double seeFewer1dLast10Avg

2402: optional double seeFewer1dLast10Max

2403: optional double seeFewer7dLast10Avg

2404: optional double seeFewer7dLast10Max

2405: optional double seeFewer30dLast10Avg

2406: optional double seeFewer30dLast10Max

}(persisted='true', hasPersonalData = 'true')

/\*

\* List score API

\*/

struct ListScoreId {

1: required score.ScoringAlgorithm algorithm

2: required online\_store.ModelVersion modelVersion

3: required identifier.EmbeddingType targetEmbeddingType

4: required identifier.InternalId targetId

5: required identifier.EmbeddingType candidateEmbeddingType

6: required list<identifier.InternalId> candidateIds

}(hasPersonalData = 'true')

struct ScoreResult {

// This api does not communicate why a score is missing. For example, it may be unavailable

// because the referenced entities do not exist (e.g. the embedding was not found) or because

// timeouts prevented us from calculating it.

1: optional double score

}

struct ListScoreResponse {

1: required list<ScoreResult> scores // Guaranteed to be the same number/order as requested

}

struct RecentEngagementSimilaritiesResponse {

1: required list<SimClustersRecentEngagementSimilarities> results // Guaranteed to be the same number/order as requested

}