# Search Engines: Crawling the Web

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(equipe WIMMICS)

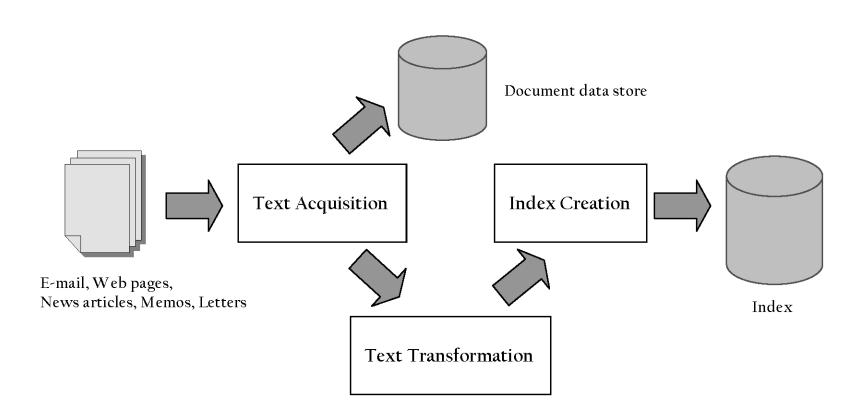


**Credits: Search Engines – Information Retrieval in Practice Textbook** 

#### Search Engine Architecture

- A software architecture consists of software components, the interfaces provided by those components, and the relationships between them
  - describes a system at a particular level of abstraction
- Architecture of a search engine determined by 2 requirements
  - effectiveness (quality of results) and efficiency (response time and throughput)

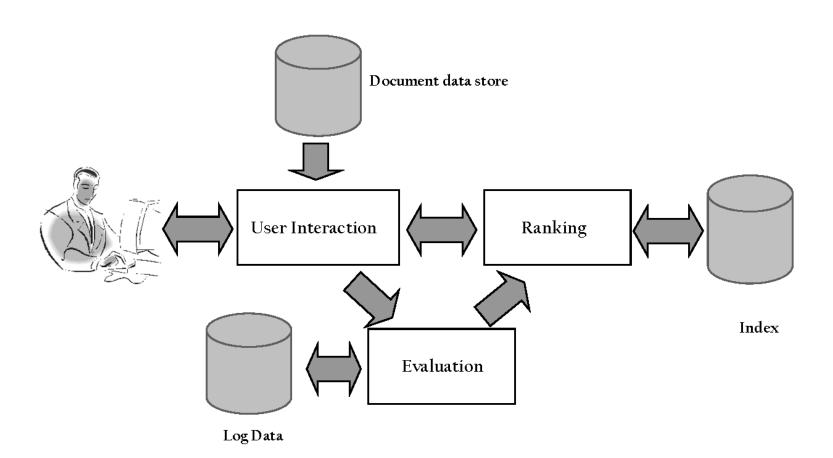
# **Indexing Process**



#### **Indexing Process**

- Text acquisition
  - identifies and stores documents for indexing
- Text transformation
  - transforms documents into index terms or features
- Index creation
  - takes index terms and creates data structures (indexes) to support fast searching

# **Query Process**



#### **Query Process**

- User interaction
  - supports creation and refinement of query, display of results
- Ranking
  - uses query and indexes to generate ranked list of documents
- Evaluation
  - monitors and measures effectiveness and efficiency (primarily offline)

#### Details: Text Acquisition

#### Crawler

- Identifies and acquires documents for search engine
- Many types web, enterprise, desktop
- Web crawlers follow links to find documents
  - Must efficiently find huge numbers of web pages (coverage) and keep them up-to-date (freshness)
  - Single site crawlers for site search
  - Topical or focused crawlers for vertical search
- Document crawlers for enterprise and desktop search
  - Follow links and scan directories

#### Text Acquisition

#### Feeds

- Real-time streams of documents
  - e.g., web feeds for news, blogs, video, radio, tv
- RSS is common standard
  - RSS "reader" can provide new XML documents to search engine

#### Conversion

- Convert variety of documents into a consistent text plus metadata format
  - e.g. HTML, XML, Word, PDF, etc. → XML
- Convert text encoding for different languages
  - Using a Unicode standard like UTF-8

#### Text Acquisition

- Document data store
  - Stores text, metadata, and other related content for documents
    - Metadata is information about document such as type and creation date
    - Other content includes links, anchor text
  - Provides fast access to document contents for search engine components
    - e.g. result list generation
  - Could use relational database system
    - More typically, a simpler, more efficient storage system is used due to huge numbers of documents

# Ranking

#### Scoring

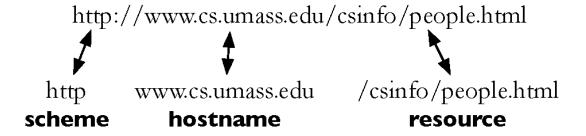
- Calculates scores for documents using a ranking algorithm
- Core component of search engine
- Basic form of score is  $\sum q_i d_i$ 
  - q<sub>i</sub> and d<sub>i</sub> are query and document term weights for term i
- Many variations of ranking algorithms and retrieval models

#### Web Crawler

- Finds and downloads web pages automatically
  - provides the collection for searching
- Web is huge and constantly growing
- Web is not under the control of search engine providers
- Web pages are constantly changing
- Crawlers also used for other types of data

## Retrieving Web Pages

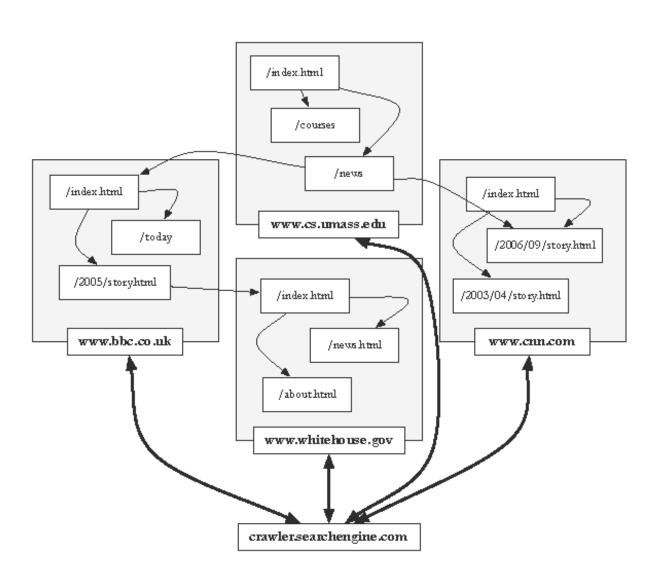
- Every page has a unique uniform resource locator (URL)
- Web pages are stored on web servers that use HTTP to exchange information with client software
- e.g.,



## Retrieving Web Pages

- Web crawler client program connects to a domain name system (DNS) server
- DNS server translates the hostname into an internet protocol (IP) address
- Crawler then attempts to connect to server host using specific *port*
- After connection, crawler sends an HTTP request to the web server to request a page
  - usually a GET request

# Crawling the Web



#### Web Crawler

- Starts with a set of seeds, which are a set of URLs given to it as parameters
- Seeds are added to a URL request queue
- Crawler starts fetching pages from the request queue
- Downloaded pages are parsed to find link tags that might contain other useful URLs to fetch
- New URLs added to the crawler's request queue, or frontier
- Continue until no more new URLs or disk full

## Web Crawling

- Web crawlers spend a lot of time waiting for responses to requests
- To reduce this inefficiency, web crawlers use threads and fetch hundreds of pages at once
- Crawlers could potentially flood sites with requests for pages
- To avoid this problem, web crawlers use politeness policies
  - e.g., delay between requests to same web server

# **Controlling Crawling**

- Even crawling a site slowly will anger some web server administrators, who object to any copying of their data
- Robots.txt file can be used to control crawlers

```
User-agent: *
Disallow: /private/
Disallow: /confidential/
Disallow: /other/
Allow: /other/public/

User-agent: FavoredCrawler
Disallow:
Sitemap: http://mysite.com/sitemap.xml.gz
```

## Simple Crawler Thread

```
procedure CrawlerThread(frontier)
   while not frontier.done() do
       website \leftarrow frontier.nextSite()
       url \leftarrow website.nextURL()
       if website.permitsCrawl(url) then
          text \leftarrow retrieveURL(url)
          storeDocument(url, text)
          for each url in parse(text) do
              frontier.addURL(url)
          end for
       end if
       frontier.releaseSite(website)
   end while
end procedure
```

#### Freshness

- Web pages are constantly being added, deleted, and modified
- Web crawler must continually revisit pages it has already crawled to see if they have changed in order to maintain the *freshness* of the document collection
  - stale copies no longer reflect the real contents of the web pages

#### Freshness

- HTTP protocol has a special request type called HEAD that makes it easy to check for page changes
  - returns information about page, not page itself

```
Client request: HEAD /csinfo/people.html HTTP/1.1
Host: www.cs.umass.edu

HTTP/1.1 200 OK
Date: Thu, 03 Apr 2008 05:17:54 GMT
Server: Apache/2.0.52 (CentOS)
Last-Modified: Fri, 04 Jan 2008 15:28:39 GMT
Server response: ETag: "239c33-2576-2a2837c0"
Accept-Ranges: bytes
Content-Length: 9590
Connection: close
Content-Type: text/html; charset=ISO-8859-1
```

#### Freshness

- Not possible to constantly check all pages
  - must check important pages and pages that change frequently
- Freshness is the proportion of pages that are fresh
- Optimizing for this metric can lead to bad decisions, such as not crawling popular sites
- Age is a better metric

#### **Focused Crawling**

- Attempts to download only those pages that are about a particular topic
  - used by vertical search applications
- Rely on the fact that pages about a topic tend to have links to other pages on the same topic
  - popular pages for a topic are typically used as seeds
- Crawler uses text classifier to decide whether a page is on topic

#### Deep Web

- Sites that are difficult for a crawler to find are collectively referred to as the deep (or hidden)
   Web
  - much larger than conventional Web
- Three broad categories:
  - private sites
    - no incoming links, or may require log in with a valid account
  - form results
    - sites that can be reached only after entering some data into a form
  - scripted pages
    - pages that use JavaScript, Flash, or another client-side language to generate links

#### Sitemaps

- Sitemaps contain lists of URLs and data about those URLs, such as modification time and modification frequency
- Generated by web server administrators
- Tells crawler about pages it might not otherwise find
- Gives crawler a hint about when to check a page for changes

## Sitemap Example

```
<?xml version="1.0" encoding="UTF-8"?>
<urlset xmlns="http://www.sitemaps.org/schemas/sitemap/0.9">
 <11r1>
    <loc>http://www.company.com/</loc>
    <lastmod>2008-01-15</lastmod>
    <changefreq>monthly</changefreq>
    <priority>0.7</priority>
 </url>
 <url>
    <loc>http://www.company.com/items?item=truck</loc>
    <changefreq>weekly</changefreq>
  </url>
 <11r1>
    <loc>http://www.company.com/items?item=bicycle</loc>
    <changefreq>daily</changefreq>
  </url>
</urlset>
```

#### Distributed Crawling

- Three reasons to use multiple computers for crawling
  - Helps to put the crawler closer to the sites it crawls
  - Reduces the number of sites the crawler has to remember
  - Reduces computing resources required
- Distributed crawler uses a hash function to assign URLs to crawling computers
  - hash function should be computed on the host part of each URL

#### **Document Feeds**

- Many documents are published
  - created at a fixed time and rarely updated again
  - e.g., news articles, blog posts, press releases,
     email
- Published documents from a single source can be ordered in a sequence called a document feed
  - new documents found by examining the end of the feed

#### **Document Feeds**

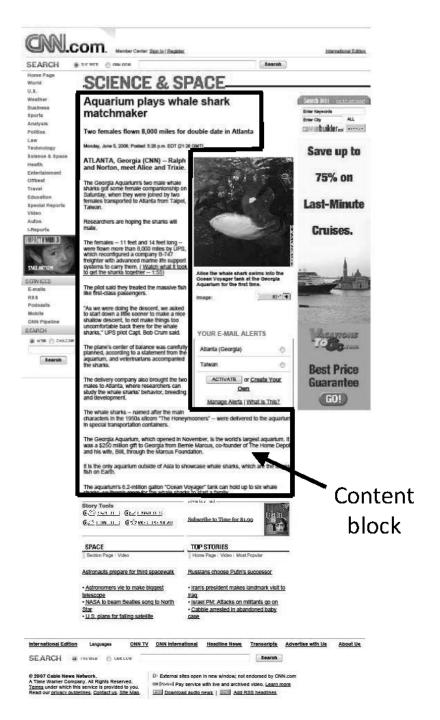
- Two types:
  - A push feed alerts the subscriber to new documents
  - A pull feed requires the subscriber to check periodically for new documents
- Most common format for pull feeds is called RSS
  - Really Simple Syndication, RDF Site Summary, Rich Site Summary, or ...

## RSS Example

```
<?xml version="1.0"?>
<rss version="2.0">
 <channel>
    <title>Search Engine News</title>
    <link>http://www.search-engine-news.org/</link>
    <description>News about search engines.</description>
    <language>en-us
    <pubDate>Tue, 19 Jun 2008 05:17:00 GMT</pubDate>
   <tt1>60</tt1>
   <item>
      <title>Upcoming SIGIR Conference</title>
      <link>http://www.sigir.org/conference</link>
      <description>The annual SIGIR conference is coming!
       Mark your calendars and check for cheap
       flights.</description>
      <pubDate>Tue, 05 Jun 2008 09:50:11 GMT</pubDate>
      <guid>http://search-engine-news.org#500</guid>
    </item>
```

## RSS Example

# Noise Example



# Finding Content Blocks

 Other approaches use DOM structure and visual (layout) features

For instance, you can use: XPath/jQuery to inspect the DOM and retrieve the desired HTML tags

Example (Chrome): \$x('//div[@class="listing"]')

