Lecture 5

Web Characterization and Crawling

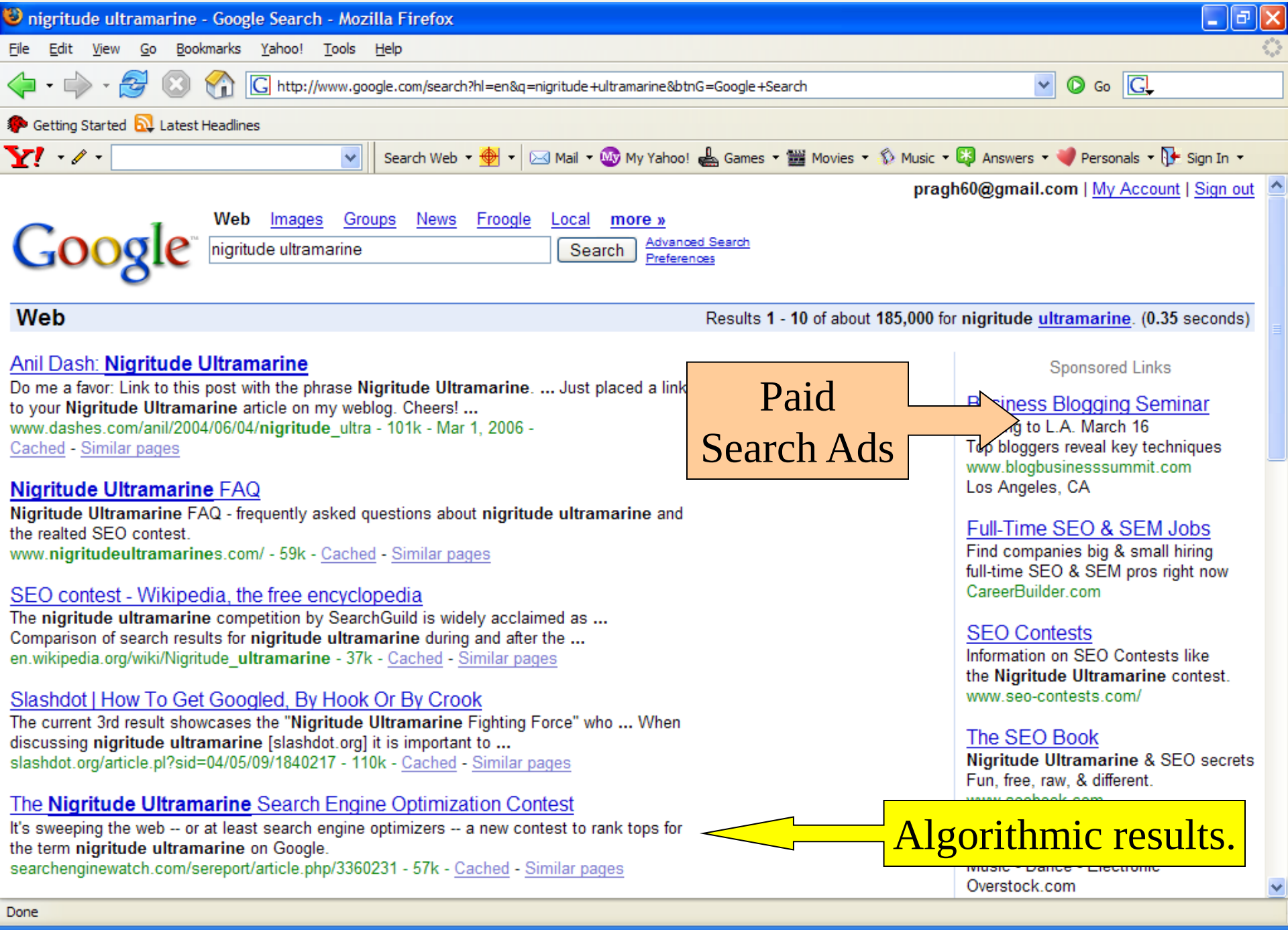
Many thanks to Prabhakar Raghavan for sharing most content from the following slides

Brief (non-technical) history

- Early keyword-based engines ca. 1995-1997
  - Altavista, Excite, Infoseek, Inktomi, Lycos
- Paid search ranking: Goto (morphed into Overture.com → Yahoo!)
  - Your search ranking depended on how much you paid
  - Auction for keywords: ***casino*** was expensive!

Brief (non-technical) history

- 1998+: Link-based ranking pioneered by Google
  - Blew away all early engines save Inktomi
  - Great user experience in search of a business model
  - Meanwhile Goto/Overture's annual revenues were nearing $1 billion
- Result: Google added paid search "ads" to the side, independent of search results
  - Yahoo followed suit, acquiring Overture (for paid placement) and Inktomi (for search)
- 2005+: Google gains search share, dominating in Europe and very strong in North America
  - 2009: Yahoo! and Microsoft propose combined paid search offering


nigritude ultramarine - Google Search - Mozilla Firefox
File Edit View Go Bookmarks Yahoo! Tools Help
http://www.google.com/search?hl=en&q=nigritude+ultramarine&btnG=Google+Search
Go
Getting Started
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Mail
My Yahoo!
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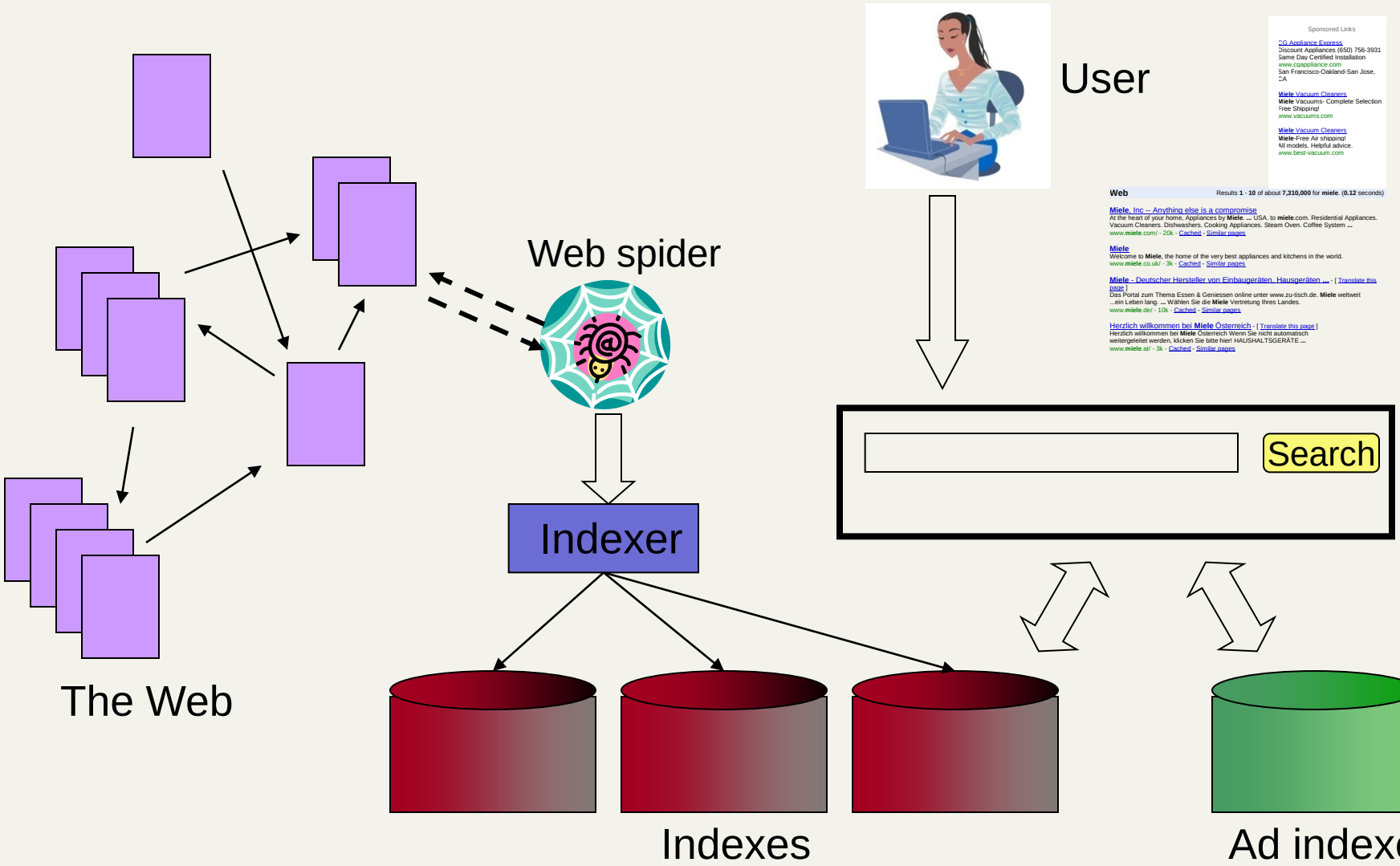
Results 1 - 10 of about 185,000 for nigritude ultramarine. (0.35 seconds)
Anil Dash: Nigritude Ultramarine
Do me a favor: Link to this post with the phrase Nigritude Ultramarine. ... Just placed a link to your Nigritude Ultramarine article on my weblog. Cheers! ...
www.dashes.com/anil/2004/06/04/nigritude_ultra - 101k - Mar 1, 2006 -
Cached - Similar pages
Nigritude Ultramarine FAQ
Nigritude Ultramarine FAQ - frequently asked questions about nigritude ultramarine and the realted SEO contest.
www.nigritudeultramarines.com/ - 59k - Cached - Similar pages
SEO contest - Wikipedia, the free encyclopedia
The nigritude ultramarine competition by SearchGuild is widely acclaimed as ...
Comparison of search results for nigritude ultramarine during and after the ...
en.wikipedia.org/wiki/Nigritude_ultramarine - 37k - Cached - Similar pages
Slashdot | How To Get Googled, By Hook Or By Crook
The current 3rd result showcases the "Nigritude Ultramarine Fighting Force" who ... When discussing nigritude ultramarine [slashdot.org] it is important to ...
slashdot.org/article.pl?sid=04/05/09/1840217 - 110k - Cached - Similar pages
The Nigritude Ultramarine Search Engine Optimization Contest
It's sweeping the web -- or at least search engine optimizers -- a new contest to rank tops for the term nigritude ultramarine on Google.
searchenginewatch.com/sereport/article.php/3360231 - 57k - Cached - Similar pages
Paid Search Ads
Sponsored Links
Business Blogging Seminar
g to L.A. March 16
Top bloggers reveal key techniques
www.blogbusinesssummit.com
Los Angeles, CA
Full-Time SEO & SEM Jobs
Find companies big & small hiring full-time SEO & SEM pros right now
CareerBuilder.com
SEO Contests
Information on SEO Contests like the Nigritude Ultramarine contest.
www.seo-contests.com/
The SEO Book
Nigritude Ultramarine & SEO secrets
Fun, free, raw, & different.
Overstock.com
Algorithmic results.
Done

Web search basics



User Needs

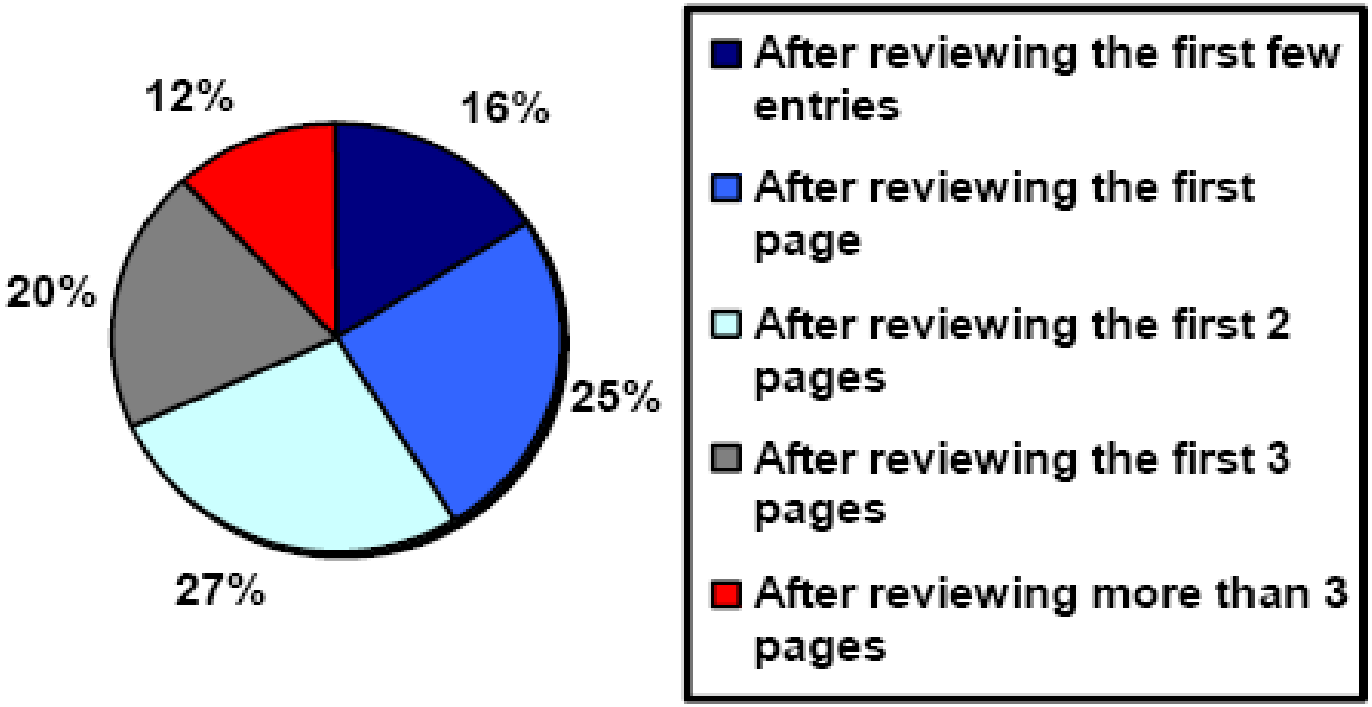
- Need [Brod02, RL04]
  - **Informational** – want to learn about something (~40% / 65%)

    Low hemoglobin
  - **Navigational** – want to go to that page (~25% / 15%)

    United Airlines
  - **Transactional** – want to do something (web-mediated) (~35% / 20%)
    - Access a service — **Seattle weather**
    - Downloads — **Mars surface images**
    - Shop — **Canon S410**
  - **Gray areas**
    - Find a good hub — **Car rental Brasil**
    - Exploratory search “see what’s there”

How far do people look for results?

"When you perform a search on a search engine and don't find what you are looking for, at what point do you typically either revise your search, or move on to another search engine? (Select one)"



(Source: iprospect.com WhitePaper_2006_SearchEngineUserBehavior.pdf)

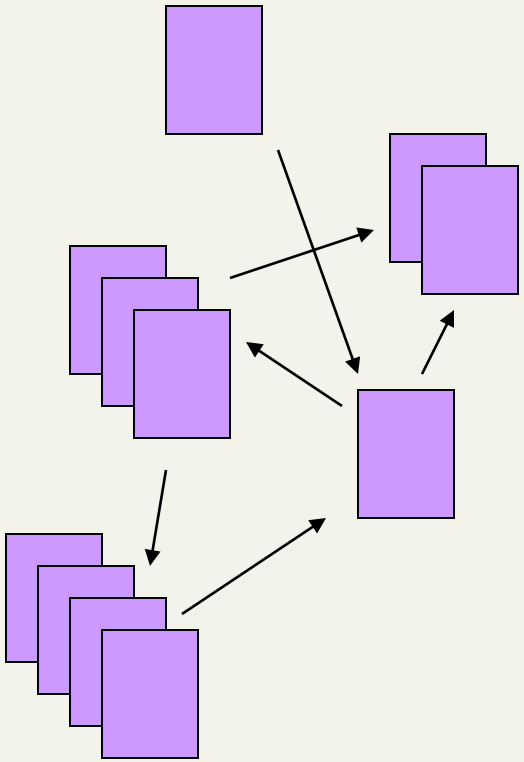
Users' empirical evaluation of results

- Quality of pages varies widely
  - Relevance is not enough
  - Other desirable qualities (non true IR, but getting in these days)
    - Content: Trustworthy, diverse, non-duplicated, well maintained
    - Web readability: display correctly & fast
    - No annoyances: pop-ups, etc.
- Precision vs. recall
  - On the web, recall seldom matters
- What matters
  - Precision at 1? Precision *above the fold*?
  - Comprehensiveness – must be able to deal with obscure queries
    - Recall matters when the number of matches is very small
- User perceptions may be unscientific, but are significant over a large aggregate

Users' empirical evaluation of engines

- Relevance and validity of results
- UI – Simple, no clutter, error tolerant
- Trust – Results are objective
- **Coverage** of topics for polysemic queries
- Pre/Post process tools provided
  - Mitigate user errors (auto spell check, search assist,…)
  - Explicit: Search within results, more like this, refine ...
  - Anticipative: related searches
- Deal with idiosyncrasies
  - Web specific vocabulary
    - Impact on stemming, spell-check, etc
  - Web addresses typed in the search box

The Web document collection



The Web

- No design/co-ordination
- Distributed content creation, linking, democratization of publishing
- Content includes truth, lies, obsolete information, contradictions …
- Unstructured (text, html, …), semi-structured (XML, annotated photos), structured (Databases)…
- Scale much larger than previous text collections … but corporate records are catching up (interesting)
- Growth – slowed down from initial “volume doubling every few months” but still expanding
- Content can be *dynamically generated*

Search Engine Optimization

The trouble with paid search ads …

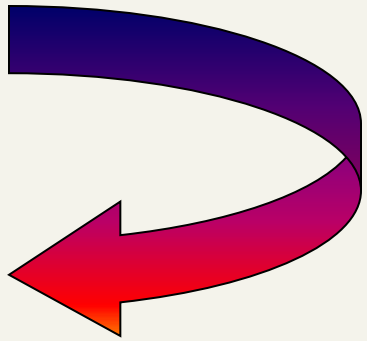
- It costs money. What's the alternative?
- *Search Engine Optimization:*
  - "Tuning" your web page to rank highly in the algorithmic search results for select keywords
  - Alternative to paying for placement
  - Thus, intrinsically a marketing function
- Performed by companies, webmasters and consultants ("Search engine optimizers") for their clients
- Some perfectly legitimate, some very shady

Search engine optimization

- Motives
  - Commercial, political, religious, lobbies
  - Promotion funded by advertising budget
- Operators
  - Contractors (Search Engine Optimizers) for lobbies, companies
  - Web masters
  - Hosting services
- Forums
  - E.g., Web master world (www.webmasterworld.com)
    - Search engine specific tricks
    - Discussions about academic papers ☺

Simplest forms

- First generation engines relied heavily on *tf/idf*
  - The top-ranked pages for the query **`maui resort`** were the ones containing the most **`maui`**'s and **`resort`**'s
- SEOs responded with dense repetitions of chosen terms
  - e.g., **`maui resort maui resort maui resort`**
  - Often, the repetitions would be in the same color as the background of the web page
    - Repeated terms got indexed by crawlers
    - But not visible to humans on browsers



Pure word density cannot be trusted as an IR signal

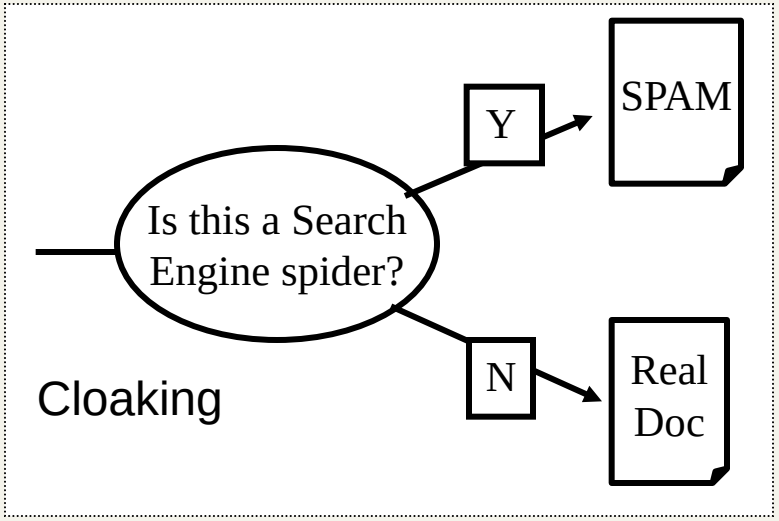
Variants of keyword stuffing

- Misleading meta-tags, excessive repetition
- Hidden text with colors, style sheet tricks, etc.

Meta-Tags =
"… London hotels, hotel, holiday inn, hilton, discount, booking, reservation, sex, mp3, britney spears, viagra, …"

Cloaking

- Serve fake content to search engine spider
- DNS cloaking: Switch IP address. Impersonate



More spam techniques

- **Doorway pages**
  - Pages optimized for a single keyword that re-direct to the real target page
- **Link spamming**
  - Mutual admiration societies, hidden links, awards – more on these later
  - *Domain flooding:* numerous domains that point or re-direct to a target page
- **Robots**
  - Fake query stream – rank checking programs
    - “Curve-fit” ranking programs of search engines
  - Millions of submissions via Add-Url

The war against spam

- Quality signals - Prefer authoritative pages based on:
  - Votes from authors (linkage signals)
  - Votes from users (usage signals)
- Policing of URL submissions
  - Anti robot test
- Limits on meta-keywords
- Robust link analysis
  - Ignore statistically implausible linkage (or text)
  - Use link analysis to detect spammers (guilt by association)
- Spam recognition by machine learning
  - Training set based on known spam
- Family friendly filters
  - Linguistic analysis, general classification techniques, etc.
  - For images: flesh tone detectors, source text analysis, etc.
- Editorial intervention
  - Blacklists
  - Top queries audited
  - Complaints addressed
  - Suspect pattern detection

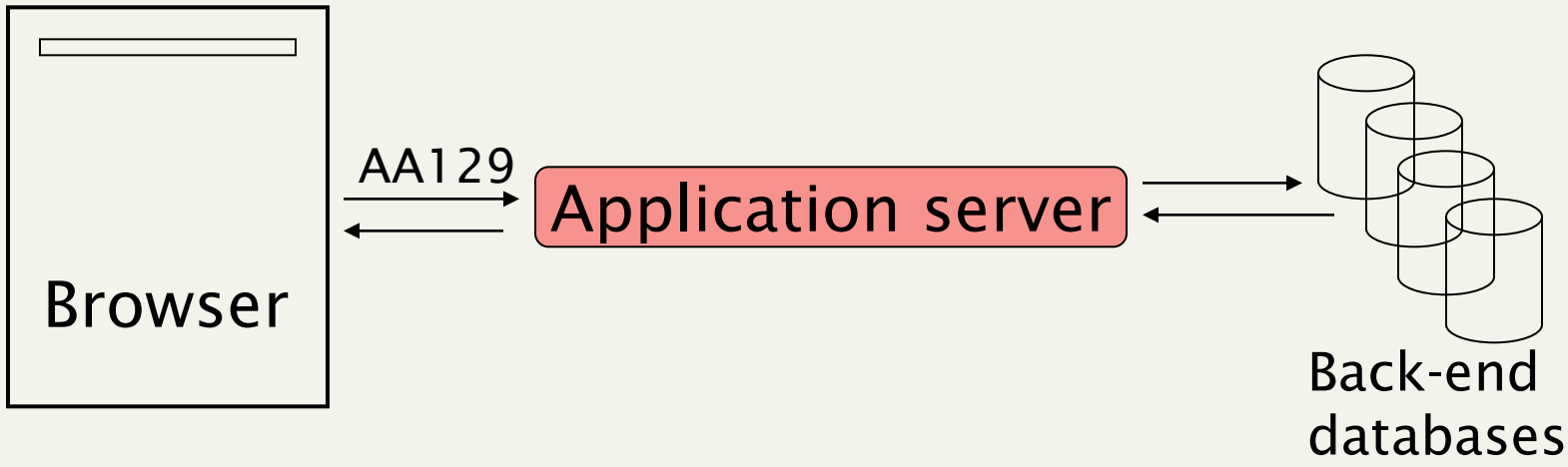
More on spam

- Web search engines have policies on SEO practices they tolerate/block
  - http://styleguide.yahoo.com/
  - http://www.google.com/intl/en/webmasters/
- Adversarial IR: the unending (technical) battle between SEO's and web search engines
- Research http://airweb.cse.lehigh.edu/

Size of the web

The Web: Dynamic content

- A page without a static html version
  - E.g., current status of flight AA129
  - Current availability of rooms at a hotel
- Usually, assembled at the time of a request from a browser
  - Typically, URL has a '?' character in it



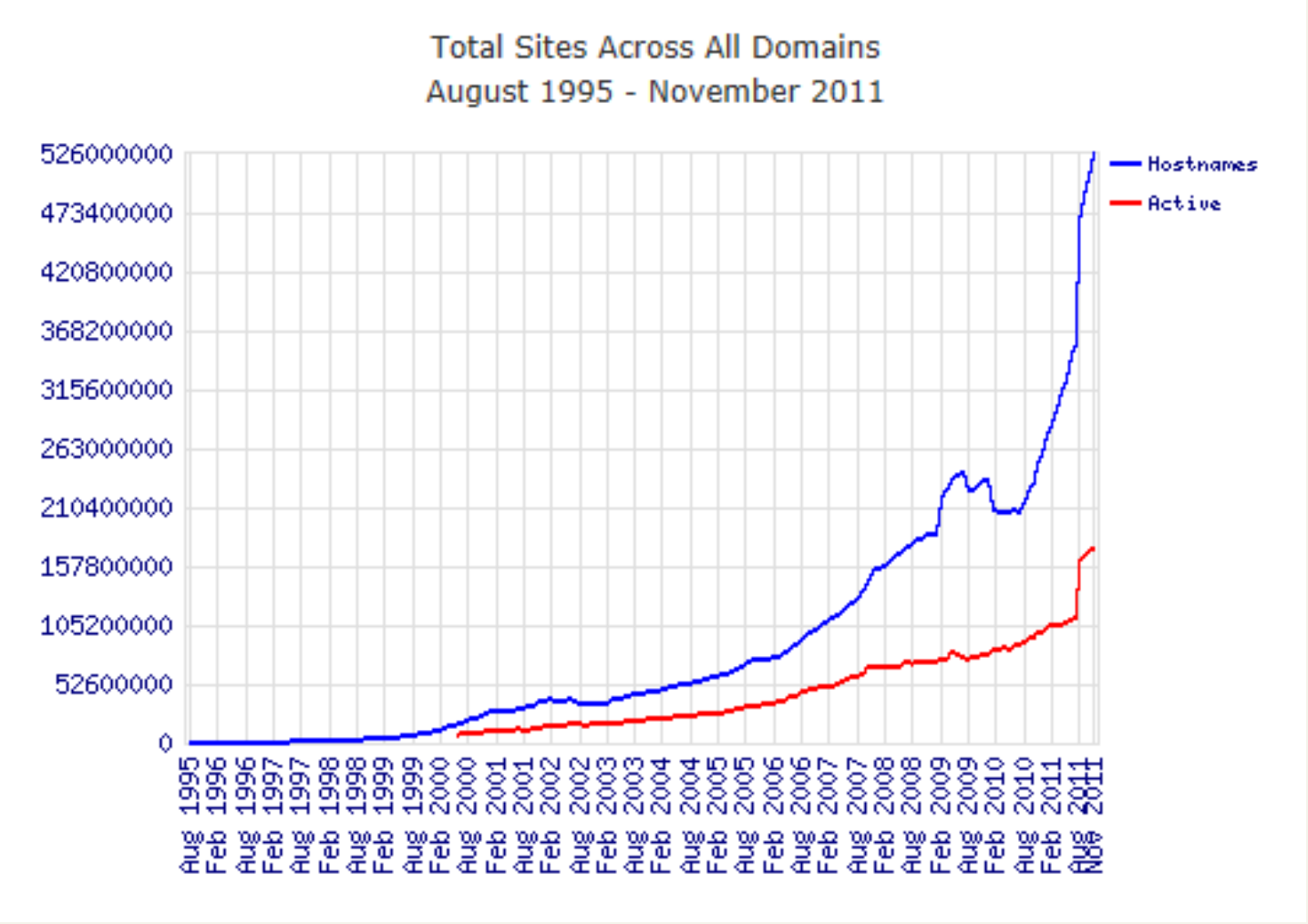
Dynamic content

- Most dynamic content is ignored by web spiders
  - Many reasons including malicious spider traps
- Some dynamic content (news stories from subscriptions) are sometimes delivered as static content
  - Application-specific spidering
- Spiders commonly view web pages just as Lynx (a text browser) would
- Note: even “static” pages are typically assembled on the fly (e.g., headers are common)

The web: size

- What is being measured?
  - Number of hosts – netcraft survey
    - http://news.netcraft.com/archives/web_server_survey.html
    - Monthly report on how many web hosts & servers are out there
  - Number of static (html) pages – numerous estimates (will discuss later)

The web: size


Total Sites Across All Domains
August 1995 - November 2011
526000000
473400000
420800000
368200000
315600000
263000000
210400000
157800000
105200000
52600000
0
Hostnames
Active
Aug 1995
Feb 1996
Aug 1996
Feb 1997
Aug 1997
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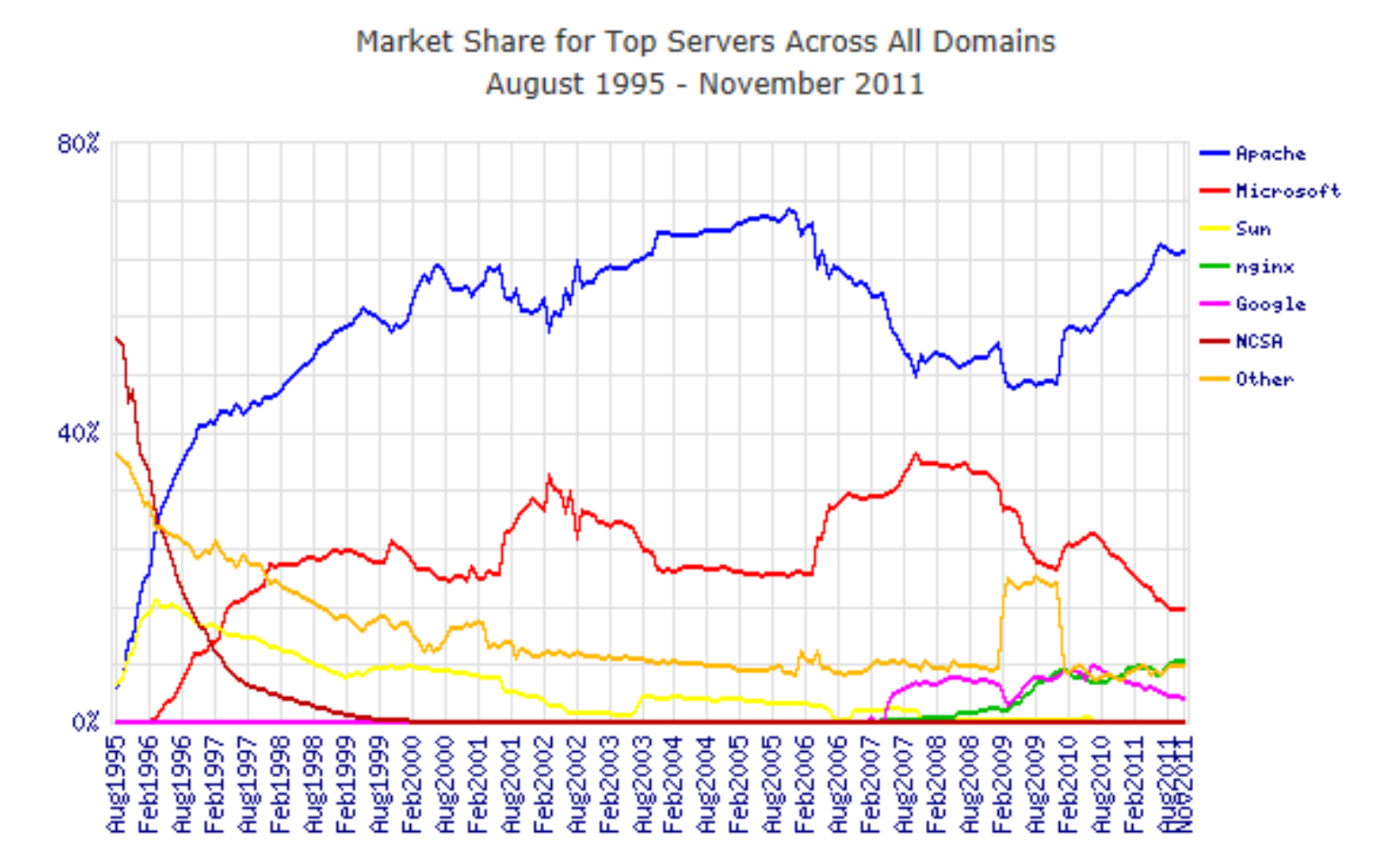
Feb 2011
Aug 2011
Nov 2011

The web: size


Market Share for Top Servers Across All Domains
August 1995 - November 2011
80%
40%
0%
Apache
Microsoft
Sun
nginx
Google
NCSA
Other
Aug1995
Feb1996
Aug1996
Feb1997
Aug1997
Feb1998
Aug1998
Feb1999
Aug1999
Feb2000
Aug2000
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Aug2006
Feb2007
Aug2007
Feb2008
Aug2008
Feb2009
Aug2009
Feb2010
Aug2010
Feb2011
Aug2011
Nov2011

The web: evolution

- All of these numbers keep changing
- Relatively few scientific studies of the evolution of the web [Fetterly & al, 2003]
  - http://research.microsoft.com/en-us/projects/pageturner/pageturner-spe2004.pdf
- Sometimes possible to extrapolate from small samples (fractal models) [Dill & al, 2001]
  - http://www.vldb.org/conf/2001/P069.pdf

Rate of change

- [Cho00] 720K pages from 270 popular sites sampled daily from Feb 17 – Jun 14, 1999
  - Any changes: 40% weekly, 23% daily
- [Fett02] Massive study 151M pages checked over few months
  - Significant changed -- 7% weekly
  - Small changes – 25% weekly
- [Ntul04] 154 large sites re-crawled from scratch weekly
  - 8% new pages/week
  - 8% die
  - 5% new content
  - 25% new links/week

What is the size of the web ?

- Issues
  - The web is really infinite
    - Dynamic content, e.g., calendar
    - Soft 404: www.yahoo.com/<anything> is a valid page
  - Static web contains syntactic duplication, mostly due to mirroring (~30%)
  - Some servers are seldom connected
- Who cares?
  - Media, and consequently the user
  - Engine design
  - Engine crawl policy. Impact on recall.

What can we attempt to measure?

- The relative sizes of search engines
  - The notion of a page being indexed is still *reasonably* well defined.
  - Already there are problems
    - Document extension: e.g. engines index pages not yet crawled, by indexing anchortext.
    - Document restriction: All engines restrict what is indexed (first *n* words, only relevant words, etc.)
- The coverage of a search engine relative to another particular crawling process.

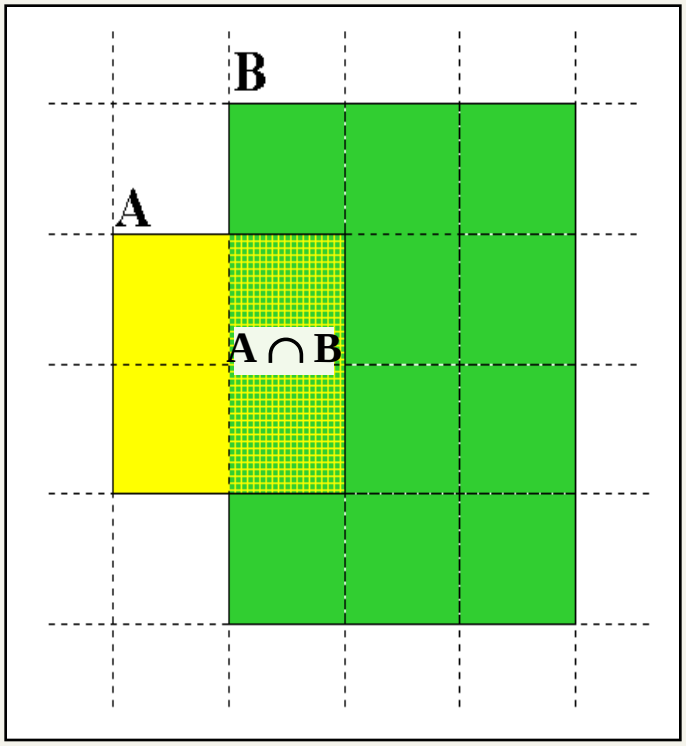
New definition?

(IQ is whatever the IQ tests measure.)

- The statically indexable web is whatever search engines index.

- Different engines have different preferences
  - max url depth, max count/host, anti-spam rules, priority rules, etc.
- Different engines index different things under the same URL:
  - frames, meta-keywords, document restrictions, document extensions, ...

Relative Size from Overlap
Given two engines A and B



Sample URLs randomly from A

Check if contained in B and vice versa

$$A \cap B = (1/2) * \text{Size } A$$

$$A \cap B = (1/6) * \text{Size } B$$

$$(1/2)*\text{Size } A = (1/6)*\text{Size } B$$

$$\therefore \text{ Size } A / \text{ Size } B = (1/6)/(1/2) = 1/3$$

Each test involves: (i) Sampling (ii) Checking

Sampling URLs

- Ideal strategy: Generate a random URL and check for containment in each index.
- Problem: Random URLs are hard to find! Enough to generate a random URL contained in a given Engine.
- Approach 1: Generate a random URL contained in a given engine
  - Suffices for the estimation of relative size
- Approach 2: Random walks / IP addresses
  - In theory: might give us a true estimate of the size of the web (as opposed to just relative sizes of indexes)

Statistical methods

- Approach 1
  - Random queries
  - Random searches
- Approach 2
  - Random IP addresses
  - Random walks

Random URLs from random queries

- Generate random query: how?
  - **Lexicon:** 400,000+ words from a web crawl
  - **Conjunctive Queries:** w_1 and w_2

    e.g., vocalists AND rsi
- Get 100 result URLs from engine A
- Choose a random URL as the candidate to check for presence in engine B
- This distribution induces a probability weight W(p) for each page.
- Conjecture: $W(SE_A) / W(SE_B) \sim |SE_A| / |SE_B|$

Query Based Checking

- *Strong Query* to check whether an engine *B* has a document *D*:
  - Download *D*. Get list of words.
  - Use 8 low frequency words as AND query to *B*
  - Check if *D* is present in result set.
- Problems:
  - Near duplicates
  - Frames
  - Redirects
  - Engine time-outs
  - Is 8-word query good enough?

Advantages & disadvantages

- Statistically sound under the induced weight.
- Biases induced by random query
  - Query Bias: Favors content-rich pages in the language(s) of the lexicon
  - Ranking Bias: *Solution:* Use conjunctive queries & fetch all
  - Checking Bias: Duplicates, impoverished pages omitted
  - Document or query restriction bias: engine might not deal properly with 8 words conjunctive query
  - Malicious Bias: Sabotage by engine
  - Operational Problems: Time-outs, failures, engine inconsistencies, index modification.

Random searches

- Choose random searches extracted from a local log [Lawrence & Giles 97] or build “random searches” [Notess]
  - Use only queries with small result sets.
  - Count normalized URLs in result sets.
  - Use ratio statistics

Advantages & disadvantages

- Advantage
  - Might be a better reflection of the human perception of coverage
- Issues
  - Samples are correlated with source of log
  - Duplicates
  - Technical statistical problems (must have non-zero results, ratio average not statistically sound)

Random searches

- 575 & 1050 queries from the NEC RI employee logs
- 6 Engines in 1998, 11 in 1999
- Implementation:
  - Restricted to queries with < 600 results in total
  - Counted URLs from each engine after verifying query match
  - Computed size ratio & overlap for individual queries
  - Estimated index size ratio & overlap by averaging over all queries

Queries from Lawrence and Giles study

- *adaptive access control*
- *neighborhood preservation topographic*
- *hamiltonian structures*
- *right linear grammar*
- *pulse width modulation neural*
- *unbalanced prior probabilities*
- *ranked assignment method*
- *internet explorer favourites importing*
- *karvel thornber*
- *zili liu*
- *softmax activation function*
- *bose multidimensional system theory*
- *gamma mlp*
- *dvi2pdf*
- *john oliensis*
- *rieke spikes exploring neural*
- *video watermarking*
- *counterpropagation network*
- *fat shattering dimension*
- *abelson amorphous computing*

Random IP addresses

- Generate random IP addresses
- Find a web server at the given address
  - If there’s one
- Collect all pages from server
  - From this, choose a page at random

Advantages & disadvantages

- Advantages
  - Clean statistics
  - Independent of crawling strategies
- Disadvantages
  - Doesn’t deal with duplication
  - Many hosts might share one IP, or not accept requests
  - No guarantee all pages are linked to root page.
    - Eg: employee pages
  - Power law for # pages/hosts generates bias towards sites with few pages.
    - But bias can be accurately quantified IF underlying distribution understood
  - Potentially influenced by spamming (multiple IP’s for same server to avoid IP block)

Random walks

- View the Web as a directed graph
- Build a random walk on this graph
  - Includes various “jump” rules back to visited sites
    - Does not get stuck in spider traps!
    - Can follow all links!
  - Converges to a stationary distribution
    - Must assume graph is finite and independent of the walk.
    - Conditions are not satisfied (cookie crumbs, flooding)
    - Time to convergence not really known
  - Sample from stationary distribution of walk
  - Use the “strong query” method to check coverage by SE

Advantages & disadvantages

- Advantages
  - “Statistically clean” method at least in theory!
  - Could work even for infinite web (assuming convergence) under certain metrics.
- Disadvantages
  - List of seeds is a problem.
  - Practical approximation might not be valid.
  - Non-uniform distribution
    - Subject to link spamming

Conclusions

- No sampling solution is perfect.
- Lots of new ideas ...
- ....but the problem is getting harder
- Quantitative studies are fascinating and a good research problem

Duplicate detection

Duplicate documents

- The web is full of duplicated content
- Strict duplicate detection = exact match
  - Not as common
- But many, many cases of near duplicates
  - E.g., Last modified date the only difference between two copies of a page

Duplicate/Near-Duplicate Detection

- *Duplication*: Exact match can be detected with fingerprints
- *Near-Duplication*: Approximate match
  - Overview
    - Compute syntactic similarity with an edit-distance measure
    - Use similarity threshold to detect near-duplicates
      - E.g., Similarity > 80% => Documents are “near duplicates”
      - Not transitive though sometimes used transitively

Computing Similarity

- Features:
  - Segments of a document (natural or artificial breakpoints)
  - Shingles (Word N-Grams)
  - ***a rose is a rose is a rose*** →

    a_rose_is_a

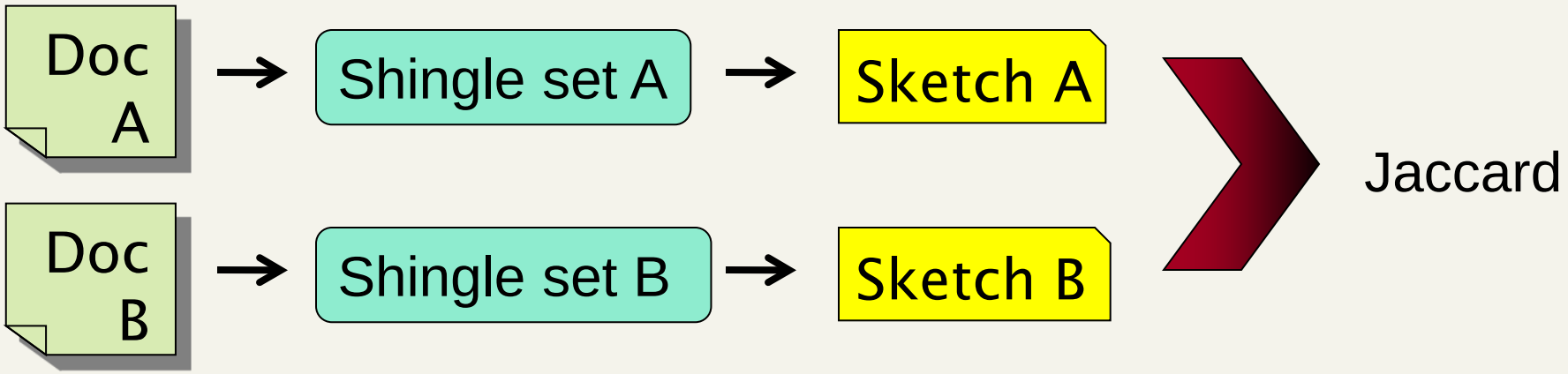
    rose_is_a_rose

    is_a_rose_is

    a_rose_is_a
- Similarity Measure between two docs (= sets of shingles)
  - Set intersection
  - Specifically (Size_of_Intersection / Size_of_Union)

Shingles + Set Intersection

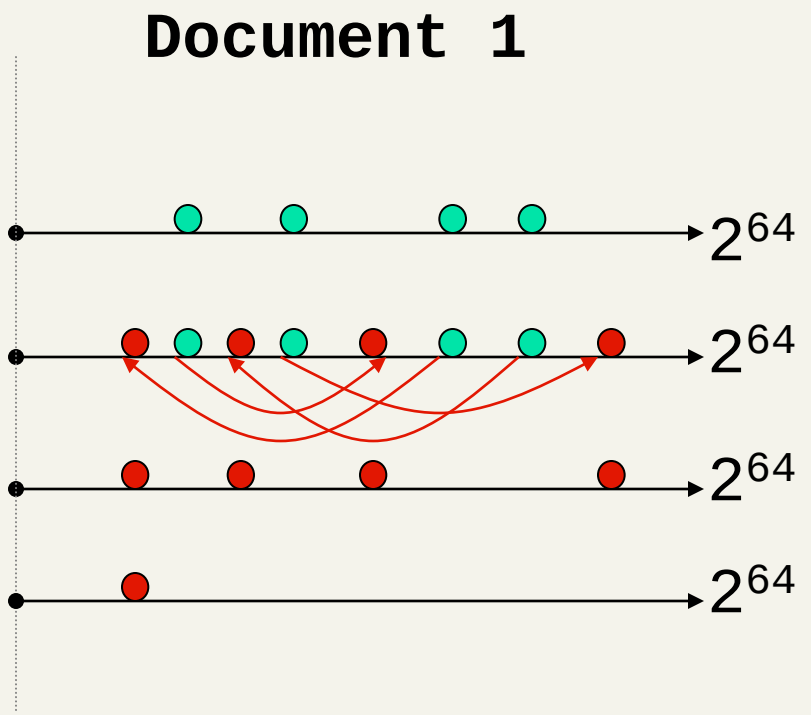
- Computing exact set intersection of shingles between all pairs of documents is expensive/intractable
  - Approximate using a cleverly chosen subset of shingles from each (a *sketch*)
- Estimate (size_of_intersection / size_of_union) based on a short sketch



Sketch of a document

- Create a “sketch vector” (of size ~200) for each document
  - Documents that share ≥ *t* (say 80%) corresponding vector elements are near duplicates
  - For doc *D*, sketch$_D$[*i*] is as follows:
    - Let f map all shingles in the universe to 0..2^m (e.g., f = fingerprinting)
    - Let π_i be a *random permutation* on 0..2^m
    - Pick MIN {π_i(f(s))} over all shingles *s* in *D*

Computing Sketch[i] for Doc1

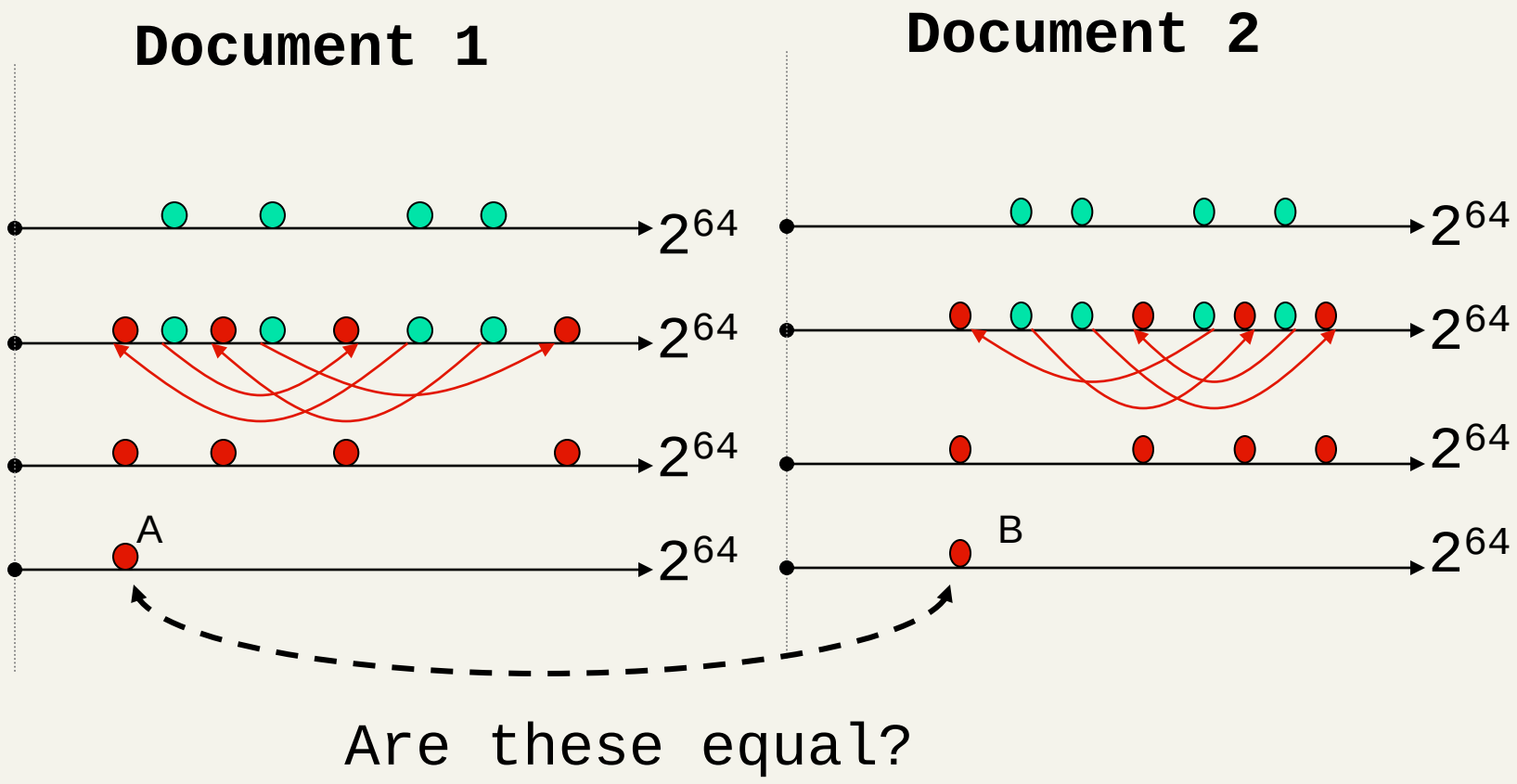


Start with 64-bit *f*(shingles)

Permute on the number line with π_i

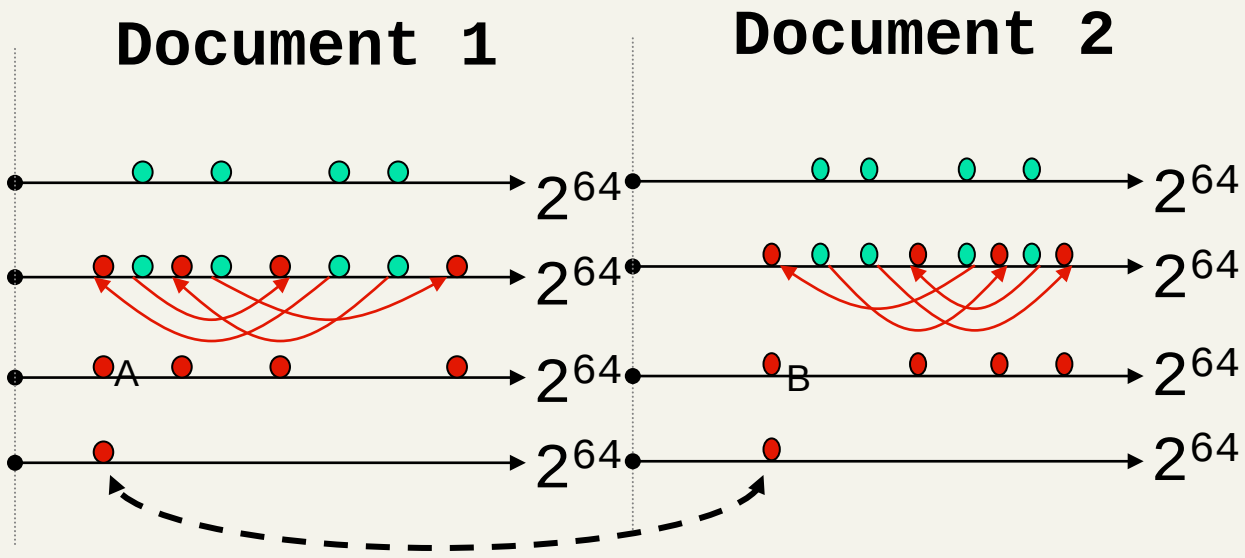
Pick the min value

Test if Doc1.Sketch[i] = Doc2.Sketch[i]



Test for 200 random permutations: $\pi_1, \pi_2, \ldots \pi_{200}$

However…



A = B iff the shingle with the MIN value in the union of Doc1 and Doc2 is common to both (i.e., lies in the intersection)

Claim: This happens with probability

`Size_of_intersection / Size_of_union`

Set Similarity of sets C_i , C_j

$$\text{Jaccard}(C_i, C_j) = \frac{|C_i \cap C_j|}{|C_i \cup C_j|}$$

- View sets as columns of a matrix A; one row for each element in the universe. a_{ij} = 1 indicates presence of item i in set j
- Example

C_1	C_2
0	1
1	0
1	1
0	0
1	1
0	1

Jaccard(C_1, C_2) = 2 / 5 = 0.4

Key Observation

- For columns C_i, C_j, four types of rows

	C_i	C_j
A	1	1
B	1	0
C	0	1
D	0	0

- Overload notation: A = # of rows of type A
- **Claim**

$$\text{Jaccard}(C_i, C_j) = \frac{A}{A + B + C}$$

“Min” Hashing

- Randomly permute rows
- Hash $h(C_i)$ = index of first row with 1 in column C_i
- Surprising Property

- Why? $P\left[h(C_i) = h(C_j)\right] = \text{Jaccard}(C_i, C_j)$
  - Both are A/(A+B+C)
  - Look down columns C_i, C_j until first non-Type-D row
  - $h(C_i) = h(C_j)$ ←→ type A row

Min-Hash sketches

- Pick *P* random row permutations
- MinHash sketch

$Sketch_D$ = list of *P* indexes of first rows with 1 in column C

- Similarity of signatures
  - Let sim[sketch(C_i),sketch(C_j)] = fraction of permutations where MinHash values agree
  - Observe E[sim(sig(C_i),sig(C_j))] = Jaccard(C_i,C_j)

Example

	C_1	C_2	C_3
R_1	1	0	1
R_2	0	1	1
R_3	1	0	0
R_4	1	0	1
R_5	0	1	0

Signatures

	S_1	S_2	S_3
Perm 1 = (12345)	1	2	1
Perm 2 = (54321)	4	5	4
Perm 3 = (34512)	3	5	4

Similarities

	1-2	1-3	2-3
Col-Col	0.00	0.50	0.25
Sig-Sig	0.00	0.67	0.00

Implementation Trick

- Permuting universe even once is prohibitive
- **Row Hashing**
  - Pick P hash functions h_k: {1,...,n}→{1,...,O(n)}
  - Ordering under h_k gives random permutation of rows
- **One-pass Implementation**
  - For each C_i and h_k, keep "slot" for min-hash value
  - Initialize all slot(C_i,h_k) to infinity
  - Scan rows in arbitrary order looking for 1's
    - Suppose row R_j has 1 in column C_i
    - For each h_k,
      - if $h_k(j) < slot(C_i,h_k)$, then $slot(C_i,h_k) \leftarrow h_k(j)$

Example

	C_1	C_2
R_1	1	0
R_2	0	1
R_3	1	1
R_4	1	0
R_5	0	1

$h(x) = x \bmod 5$

$g(x) = 2x+1 \bmod 5$

	C_1 slots	C_2 slots
$h(1) = 1$	1	-
$g(1) = 3$	3	-
$h(2) = 2$	1	2
$g(2) = 0$	3	0
$h(3) = 3$	1	2
$g(3) = 2$	2	0
$h(4) = 4$	1	2
$g(4) = 4$	2	0
$h(5) = 0$	1	0
$g(5) = 1$	2	0

Comparing Signatures

- Signature Matrix S
  - Rows = Hash Functions
  - Columns = Columns
  - Entries = Signatures
- Can compute – Pair-wise similarity of any pair of signature columns

All signature pairs

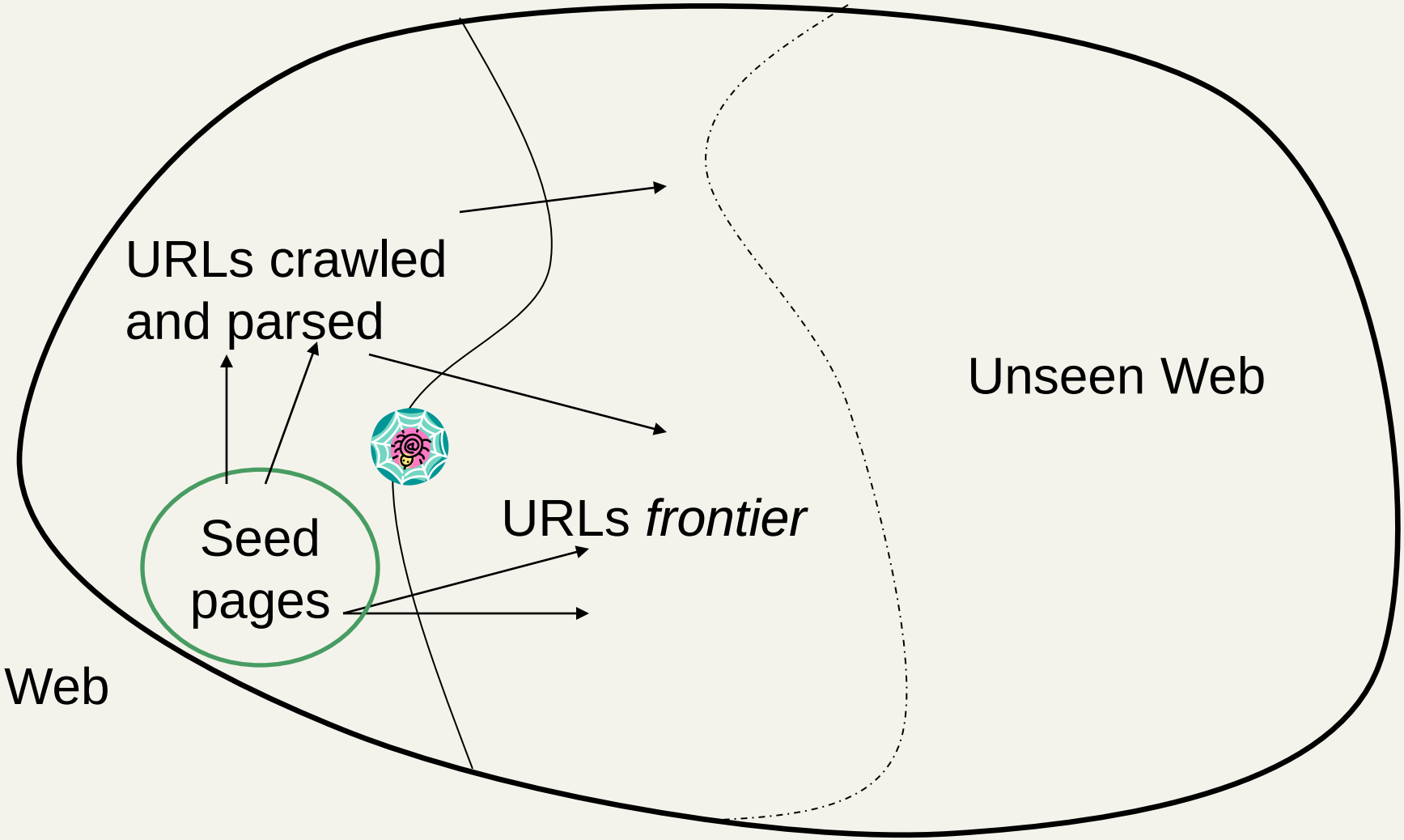
- Now we have an extremely efficient method for estimating a Jaccard coefficient for a single pair of documents.
- But we still have to estimate N^2 coefficients where N is the number of web pages.
  - Still slow
- One solution: locality sensitive hashing (LSH)
- Another solution: sorting (Henzinger 2006)

Web Crawling

Basic crawler operation

- Begin with known “seed” pages
- Fetch and parse them
  - Extract URLs they point to
  - Place the extracted URLs on a queue
- Fetch each URL on the queue and repeat

Crawling picture



Simple picture – complications

- Web crawling isn't feasible with one machine
  - All of the above steps distributed
- Even non-malicious pages pose challenges
  - Latency/bandwidth to remote servers vary
  - Webmasters' stipulations
    - How "deep" should you crawl a site's URL hierarchy?
  - Site mirrors and duplicate pages
- Malicious pages
  - Spam pages
  - Spider traps – incl dynamically generated
- Politeness – don't hit a server too often

What any crawler *must* do

- Be Polite: Respect implicit and explicit politeness considerations for a website
  - Only crawl pages you're allowed to
  - Respect *robots.txt* (more on this shortly)
- Be Robust: Be immune to spider traps and other malicious behavior from web servers

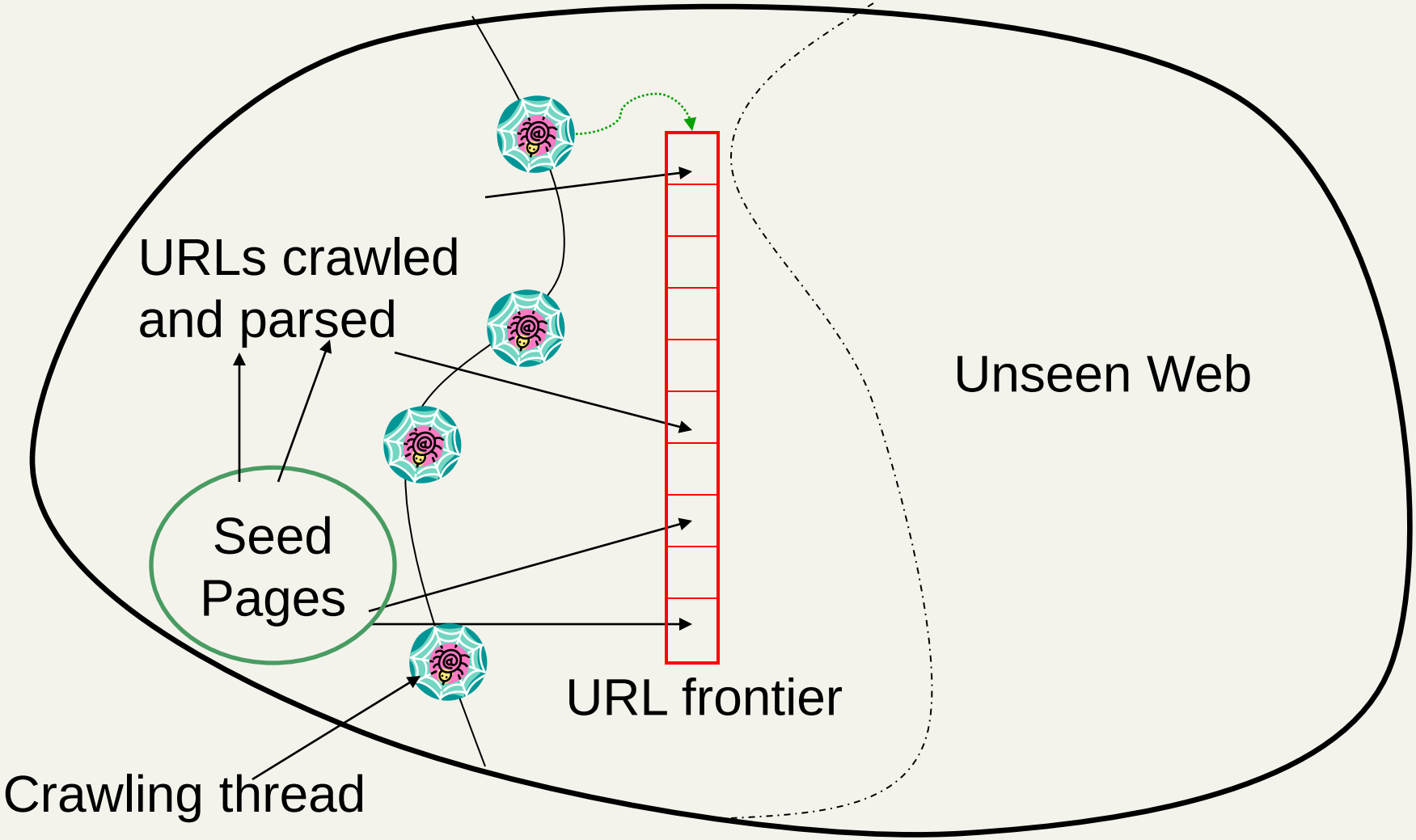
What any crawler *should* do

- Be capable of distributed operation: designed to run on multiple distributed machines
- Be scalable: designed to increase the crawl rate by adding more machines
- Performance/efficiency: permit full use of available processing and network resources

What any crawler *should* do

- Fetch pages of “higher quality” first
- Continuous operation: Continue fetching fresh copies of a previously fetched page
- Extensible: Adapt to new data formats, protocols

Updated crawling picture



URL frontier

- Can include multiple pages from the same host
- Must avoid trying to fetch them all at the same time
- Must try to keep all crawling threads busy

Explicit and implicit politeness

- Explicit politeness: specifications from webmasters on what portions of site can be crawled
  - robots.txt
- Implicit politeness: even with no specification, avoid hitting any site too often

Robots.txt

- Protocol for giving spiders (“robots”) limited access to a website, originally from 1994
  - www.robotstxt.org/wc/norobots.html
- Website announces its request on what can(not) be crawled
  - For a URL, create a file `URL/robots.txt`
  - This file specifies access restrictions

Robots.txt example

- No robot should visit any URL starting with "/yoursite/temp/", except the robot called “searchengine":

```
User-agent: *
Disallow: /yoursite/temp/

User-agent: searchengine
Disallow:
```

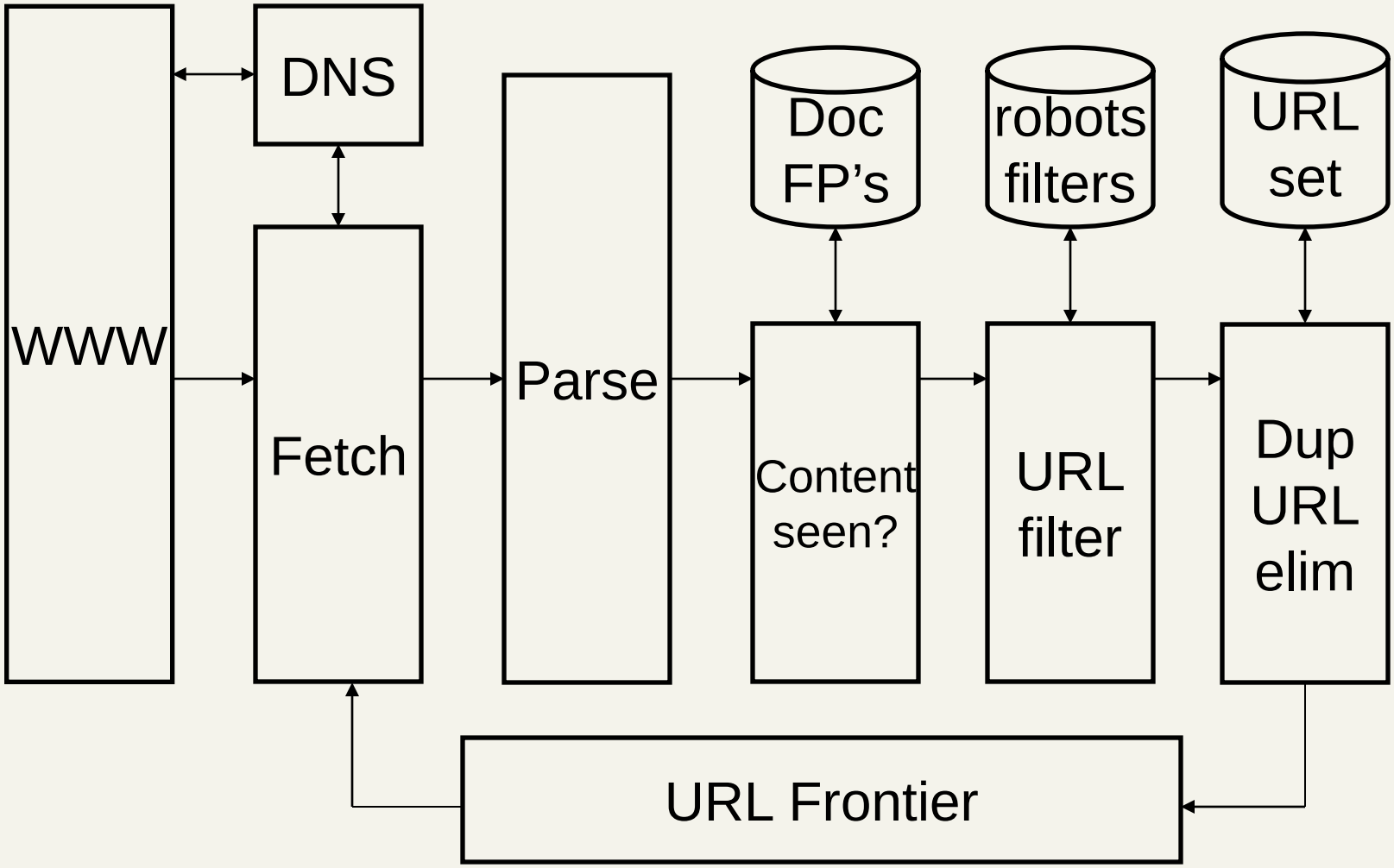
Processing steps in crawling

- Pick a URL from the frontier
- Fetch the document at the URL
- Parse the URL
  - Extract links from it to other docs (URLs)
- Check if URL has content already seen
  - If not, add to indexes
- For each extracted URL
  - Ensure it passes certain URL filter tests
  - Check if it is already in the frontier (duplicate URL elimination)

Which one?

E.g., only crawl .edu, obey robots.txt, etc.

Basic crawl architecture



DNS (Domain Name Server)

- A lookup service on the internet
  - Given a URL, retrieve its IP address
  - Service provided by a distributed set of servers – thus, lookup latencies can be high (even seconds)
- Common OS implementations of DNS lookup are *blocking*: only one outstanding request at a time
- Solutions
  - DNS caching
  - Batch DNS resolver – collects requests and sends them out together

Parsing: URL normalization

- When a fetched document is parsed, some of the extracted links are *relative* URLs
- E.g., at http://en.wikipedia.org/wiki/Main_Page

we have a relative link to /wiki/Wikipedia:General_disclaimer which is the same as the absolute URL http://en.wikipedia.org/wiki/Wikipedia:General_disclaimer

- During parsing, must normalize (expand) such relative URLs

Content seen?

- Duplication is widespread on the web
- If the page just fetched is already in the index, do not further process it
- This is verified using document fingerprints or shingles

Filters and robots.txt

- Filters – regular expressions for URL's to be crawled/not
- Once a robots.txt file is fetched from a site, need not fetch it repeatedly
  - Doing so burns bandwidth, hits web server
- Cache robots.txt files

Duplicate URL elimination

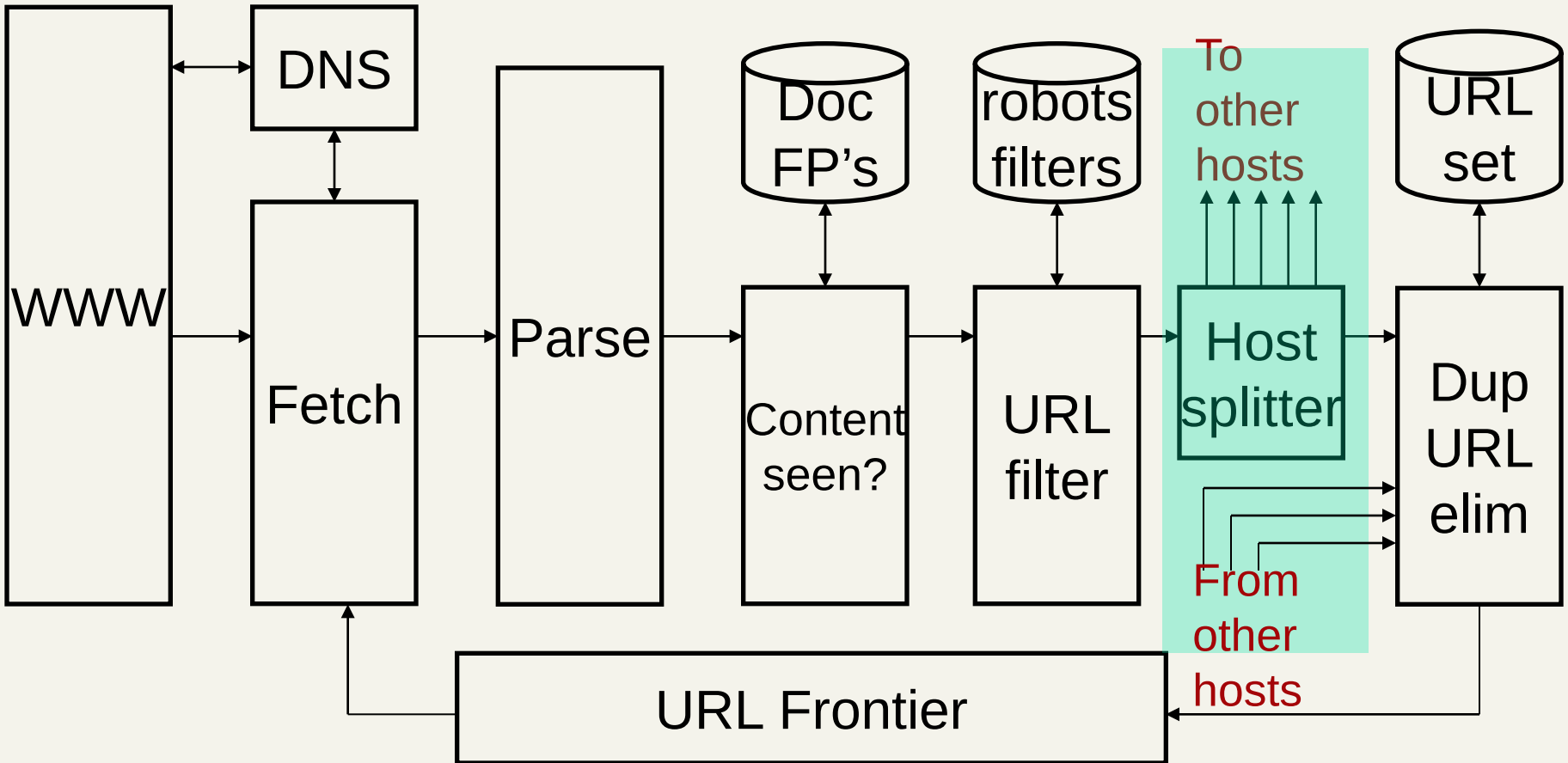
- For a non-continuous (one-shot) crawl, test to see if an extracted+filtered URL has already been passed to the frontier
- For a continuous crawl – see details of frontier implementation

Distributing the crawler

- Run multiple crawl threads, under different processes – potentially at different nodes
  - Geographically distributed nodes
- Partition hosts being crawled into nodes
  - Hash used for partition
- How do these nodes communicate?

Communication between nodes

- The output of the URL filter at each node is sent to the Duplicate URL Eliminator at all nodes



URL frontier: two main considerations

- Politeness: do not hit a web server too frequently
- Freshness: crawl some pages more often than others
  - E.g., pages (such as News sites) whose content changes often

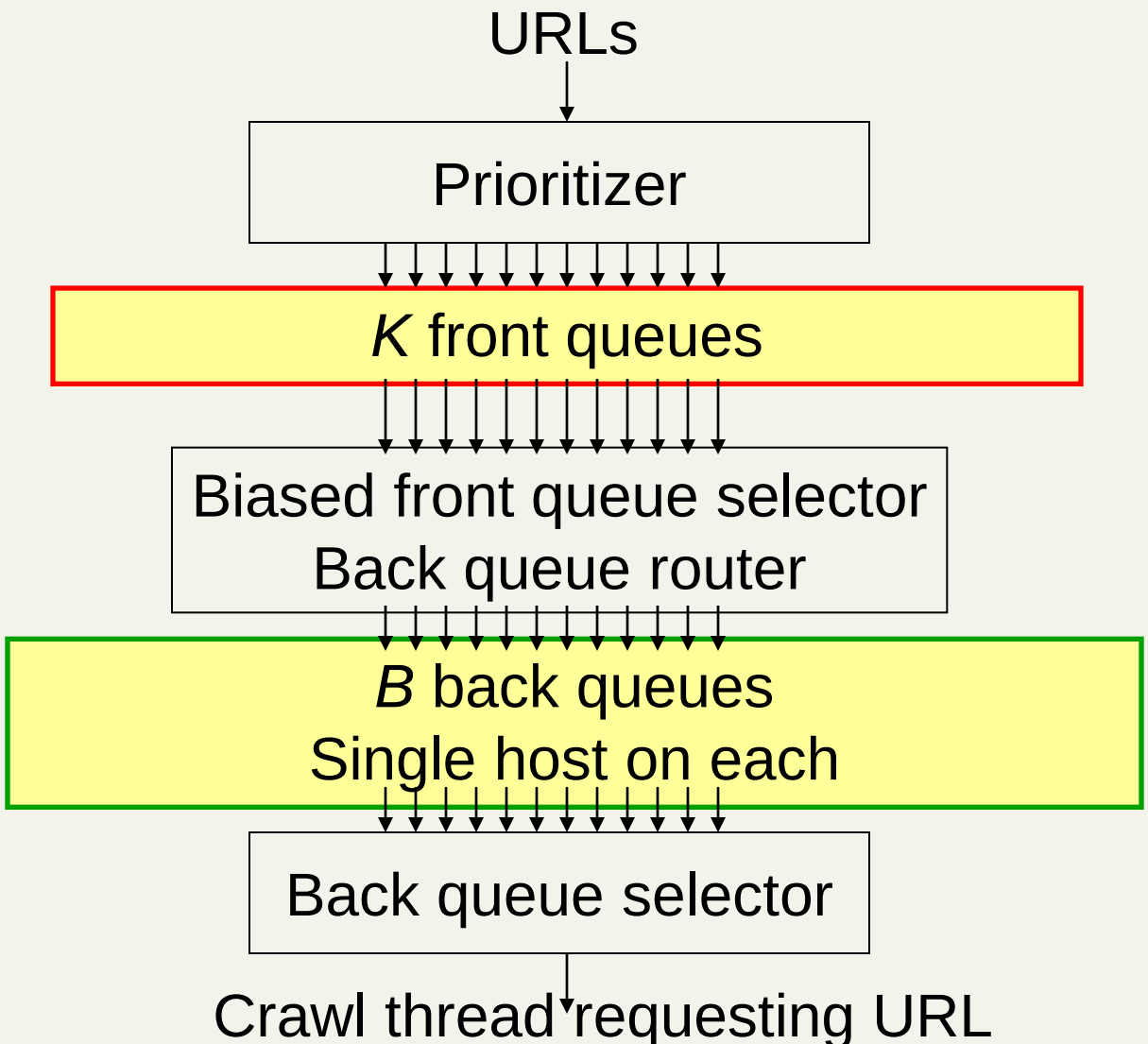
These goals may conflict each other.

(E.g., simple priority queue fails – many links out of a page go to its own site, creating a burst of accesses to that site.)

Politeness – challenges

- Even if we restrict only one thread to fetch from a host, can hit it repeatedly
- Common heuristic: insert time gap between successive requests to a host that is >> time for most recent fetch from that host

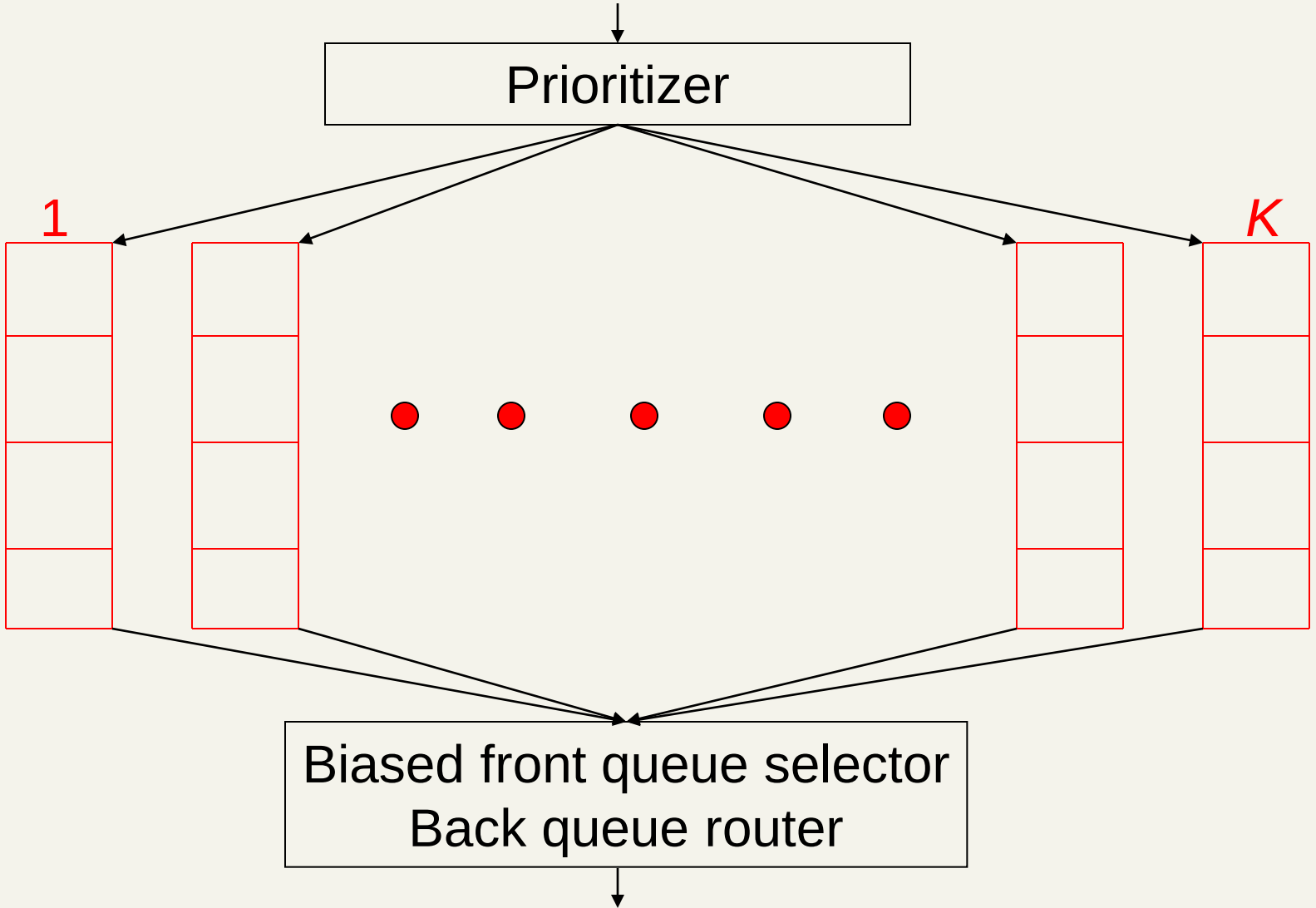
URL frontier: Mercator scheme



Mercator URL frontier

- URL’s flow in from the top into the frontier
- Front queues manage prioritization
- Back queues enforce politeness
- Each queue is FIFO

Front queues



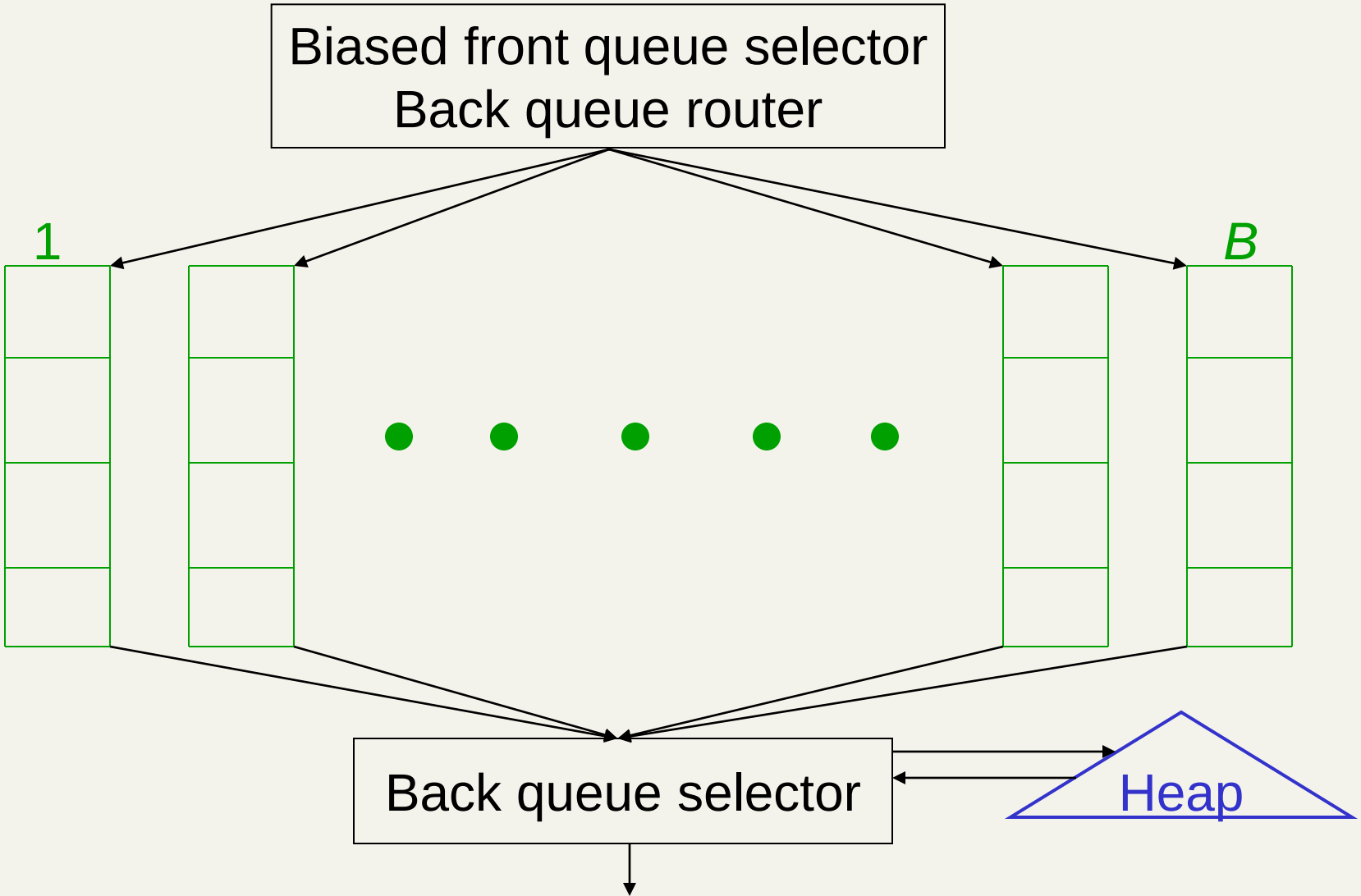
Front queues

- Prioritizer assigns to URL an integer priority between 1 and *K*
  - Appends URL to corresponding queue
- Heuristics for assigning priority
  - Refresh rate sampled from previous crawls
  - Application-specific (e.g., “crawl news sites more often”)

Biased front queue selector

- When a back queue requests a URL (in a sequence to be described): picks a front queue from which to pull a URL
- This choice can be round robin biased to queues of higher priority, or some more sophisticated variant
  - Can be randomized

Back queues


Biased front queue selector
Back queue router
1
B
Back queue selector
Heap

Back queue invariants

- Each back queue is kept non-empty while the crawl is in progress
- Each back queue only contains URLs from a single host
  - Maintain a table from hosts to back queues

Host name	Back queue
…	3
	1
	B

Back queue heap

- One entry for each back queue
- The entry is the earliest time t_e at which the host corresponding to the back queue can be hit again
- This earliest time is determined from
  - Last access to that host
  - Any time buffer heuristic we choose

Back queue processing

- A crawler thread seeking a URL to crawl:
- Extracts the root of the heap
- Fetches URL at head of corresponding back queue *q* (look up from table)
- Checks if queue *q* is now empty – if so, pulls a URL *v* from front queues
  - If there's already a back queue for *v*'s host, append *v* to *q* and pull another URL from front queues, repeat
  - Else add *v* to *q*
- When *q* is non-empty, create heap entry for it

Number of back queues *B*

- Keep all threads busy while respecting politeness
- Mercator recommendation: three times as many back queues as crawler threads

Connectivity servers

Connectivity Server
[*CS1:* Bhar98b, *CS2 & 3:* Rand01]

- Support for fast queries on the web graph
  - Which URLs point to a given URL?
  - Which URLs does a given URL point to?

Stores mappings in memory from

  - URL to out-links, URL to in-links

- Applications
  - Crawl control
  - Web graph analysis
    - Connectivity, crawl optimization
  - Link analysis

More optimized techniques

- Boldi and Vigna
  - http://www2004.org/proceedings/docs/1p595.pdf
- Webgraph – set of algorithms and a java implementation
- Fundamental goal – maintain node adjacency lists in memory
  - For this, compressing the adjacency lists is the critical component

Adjacency lists

- The set of neighbors of a node
- Assume each URL represented by an integer
- E.g., for a 4 billion page web, need 32 bits per node
- Naively, this demands 64 bits to represent each hyperlink

Adjaceny list compression

- Properties exploited in compression:
  - Similarity (between lists)
  - Locality (many links from a page go to “nearby” pages)
  - Use gap encodings in sorted lists
  - Distribution of gap values

Storage

- Boldi/Vigna get down to an average of ~3 bits/link
  - (URL to URL edge)
  - For a 118M node web graph
- How?

Main idea of Boldi/Vigna

- Consider lexicographically ordered list of all URLs, e.g.,
  - www.stanford.edu/alchemy
  - www.stanford.edu/biology
  - www.stanford.edu/biology/plant
  - www.stanford.edu/biology/plant/copyright
  - www.stanford.edu/biology/plant/people
  - www.stanford.edu/chemistry
- Main thesis: because of templates, the adjacency list of a node is similar to one of the 7 preceding URLs in the lexicographic ordering
- Express adjacency list in terms of one of these

Resources

- Image IR data sets:
  - Image CLEF: http://www.imageclef.org/2009/photo
  - MIR Flickr: http://press.liacs.nl/mirflickr/