Advanced Programming Search Engine Project



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Objectives

The aim of this project is to develop a simple web-based search engine that demonstrates the main features of a search engine (web crawling, indexing and ranking) and the interaction between them.

It's also intended to help you learn the following topics in depth:

- 1. Servlets and HTTP
- 2. Sockets, multithreading, and JDBC™ APIs.
- 3. Remote Method Invocation (RMI) and JDBC APIs.
- 4. RMI over IIOP
- 5. Enterprise JavaBeans™ platform.
- 6. Java Transaction Architecture (JTA)
- 7. Common Object Request Broker Architecture (CORBA)
- 8. Java Native Interface (JNI)
- 9. Java Authentication and Authorization Service (JAAS)
- 10. Encryption with the javax.crypto Package
- 11. Object Serialization

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Search Engine Modules

Web Crawler [20%]

The web crawler is a software agent that collects documents from the web. The crawler starts with a list of URL addresses. It downloads the documents identified by these URLs and extracts hyper-links from them. The hyper-link URLs are added to the list of URLs to be downloaded. Thus, web crawling is a recursive process.

Care should be taken when implementing web crawlers. At minimum, you have to take care of the following issues:

- The crawler must not visit the same URL more than once.
- The crawler can only crawl documents of specific types (HTML is sufficient for the project).
- The crawler must maintain its state so that it can, if interrupted, be started again to crawl the documents on the list without revisiting documents that have been previously downloaded.
- Some web administrators choose to exclude some pages from the search such as their web pages.
- Frequency of crawling is an important part of a web crawler. Some sites will be visited more often than others. You may set some criteria to the sites.
- Provide a multithreaded crawler implementation where the user can control the number of threads before starting the crawler.

Indexer [30%]

The output of web crawling process is a set of downloaded HTML documents. To respond to user queries fast enough, the contents of these documents have to be indexed in a data structure that stores the words contained in each document and their importance (e.g. whether they are in the title, in a header or in plain text). This data structure has to satisfy the following properties:

- Persistence: The index has to be maintained in secondary storage. You can implement your own file structure or use a database.
- Fast Retrieval: The index must be optimized for responding to gueries like:
 - The set of documents containing a specific word (or set of words)
 - The set of words contained in a specific document.
- Incremental Update: It must be possible to update an existing index with a set of newly crawled HTML documents.

Query Processor [10%]

This module receives search queries, performs necessary preprocessing and queries the index for relevant documents. Retrieve documents containing words that share the same stem with those in the search query. For example, the search query "travel" should match (with lower degree) the words "traveler", "traveling" ... etc.

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Phrase Searching[5%]

Search engines will generally search for words as phrases when quotation marks are placed around the phrase.

Ranker [5%]

The ranker module sorts documents based on their popularity and relevance to the search query.

Web Interface [30%]

You have to implement a web interface for your search engine. This interface receives user queries and displays the resulting pages returned by the engine with snippets of the text containing queries words.

Add suggestion mechanism that stores queries submitted by all users. As the user types a new query, your web application should suggest popular completions to that query using some interactive mechanism such as AJAX.

There are additional features that you can add to your project for bonus grades (up to 10% of project grade):

- Implement a web crawler that conforms to robot exclusion standard.
- Support truncation where the search engine will automatically truncate the terms you enter. This means
 that the search engine will not only search for the term exactly as you spelled it, but will also search on
 that term with alternate endings and as a plural.

Implementation and Deliverables

Deadlines

	Phases	Deadline	Discussion
Phase 0	Group formation, sheet	Thursday, March 10 th , 2016	You should have done this already
Phase 1	Webcrawler and Indexer	Wednesday, March 30 th , 2016	9-14 April (TBD)
Phase 2	The rest of modules	Tuesday, May 17 th , 2016	21-26 April (TBD)

In each phase, deliver a zipped folder containing:

Your code files

Computer Engineering Dept. Cairo University Spring 2016 CMP(N)306

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- A readme.txt, explaining how to run your code
- A members.txt containing the names and IDs of each student in the group and whether you're semester
 or credit
- A PDF file containing any algorithms you've used

Name the zipped folder Phase<1>_<team number>_<semester>.zip (replace 1 with 2 for the second phase, and replace semester with credit, check your team number in this sheet)

Send an email with the zipped folder to your assigned TA, each team will be assigned a TA, check the <u>sheet</u> to know which TA will be supervising you:

- To: either assmaa.rabie.abdulaziz@gmail.com or nesma.a.refaei@gmail.com
- Title: [AP2016] Phase<1> <team number> <semester>
- Body: Attach the zipped folder only

Teams

Work in groups of 3~4 students

Implementation

Implementation is done mainly in Java, check the objective section for the rest of framework/tools/services .. etc.

It is your responsibility to select the best technique and tool that enhances the performance of your project.

Evaluation and Grading Criteria

- The project is graded as a whole and the discussion decides what's the grade of each student (there's no piggybacking)
 - 50% of the project grade will be on requirement completeness
 - 40% of the project grade will be on understanding how everything works in your system.
 - o 10% of the project grade will be on code organization and neatness
- Any delay in any phase will be penalized by losing 1% of the grade for each late day
- Code must be original, and may not be copied or shared from any other source, except as provided by the class instructor
- Plagiarism will be very strictly punished

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