

Project 2 – The Spacetime Crawler

Due date: 2/15

This assignment is to be done in groups of 1, 2 or 3. You can use text processing code that you or any classmate wrote for the previous assignment. You cannot use crawler code written by non-group-member classmates. Use code found over the Internet at your own peril -- it may not do exactly what the assignment requests. If you do end up using code you find on the Internet, you must disclose the origin of the code. **As stated in the course policy document, concealing the origin of a piece of code is plagiarism.** Use the Discussion Board for general questions whose answers can benefit you and everyone.

Your crawler is part of a collaborative, distribute crawling infrastructure. The central frontier of this infrastructure is in one of Prof. Lopes' servers. The frontier does a lot of the heavy work. Your crawler will be given 5 URLs at a time, and should proceed to download and process them.

TWO PHASES

Because this is a collaborative, distributed crawler, a lot of things can go wrong with one student's crawler that will affect some other student, and also between your crawler and our central frontier. As such, we will do the project in two phases:

- Phase 1: TESTING. From now until Feb 7, 8:00pm. You can do as many mistakes as needed, as you find your way through the code and the tasks you need to do. On Feb 7, end of the day, we will reset the central component to forget about everything you sent to it.
- Phase 2: PRODUCTION. From Feb 8 08:00am until Feb 15 11:59pm. During this second phase I expect your code to be ready to run without a lot of problems, so we will do the real, final crawl.

Step 1 Getting the project

```
git clone -b IR_student_crawler https://github.com/Mondego/spacetime
```

Note: it's not the master branch.

Step 2 Installing the dependencies

```
cd python
```

```
pip install lib/pcc-0.0.14-py2-none-any.whl (use admin mode if needed)
```

Step 3 Writing the required functions and parameters

1. **UserAgentString**: (applications/search/crawler_frame.py, L29)

The user agent string should be of the form "IR W17 Grad student_id1, student_id2, ..."

EG: "IR W17 Grad 12345678, 23156523, 12343545"

You must set this correctly to get credit for the project. If we can't trace your crawler in our logs, it's equivalent to you not doing the project.

2. **app_id** (applications/search/crawler_frame.py, L26)

The app_id is a string containing a list of the team student ids demarcated by underscores

EG: "12345678_23156523_12343545"

You must set this correctly to get credit for the project. If we can't trace your crawler in our logs, it's equivalent to you not doing the project.

3. **extract_next_links** (applications/search/crawler_frame.py, L63)

This function extracts links from the content of a downloaded webpage.

Input: rawData is a list of tuple pairs -> [(url1, raw_content1), (url2, raw_content2), ...]
url1, raw_content1 are strings.

Output: list of urls in string form. Each url should be in **absolute form**. It is not required to remove duplicates that have already been downloaded. The frontier takes care of that.

4. **is_valid** (applications/search/crawler_frame.py, L70)

This function returns True or False based on whether a URL is valid and must be downloaded or not.

Input: url is the url of a web page in string form

Output: True if url is valid, False if the url otherwise.

Robot rules and duplication rules are checked separately and should not be checked here. This is a place to (1) filter out crawler traps (the ICS calendar), and (2) double check that the URL is valid and in absolute form.

Step 4 Running the crawler

Execute the command

```
python application/search/crawler.py -a snake.ics.uci.edu -p 9000
```

Analytics

Along with crawling the web pages, your crawler should keep track of some information, and write it out to a file at the end. Specifically, it should:

1. Keep track of all the subdomains that it visited, and count how many different URLs it has processed from each of those subdomains
2. Count how many invalid links it received from the frontier, if any
3. Find the page with the most out links (of all pages given to your crawler)
4. Compute the average download time per URL
5. Any additional things you may find interesting to keep track

At the end, it should write this information out to a file.

Some notes:

- Your crawler will stop crawling when it reaches 3,000 successful URL downloads. These URLs are written to a file created on the same folder you run the crawler, and it's called **successful_urls.txt**. If you want to do more crawling than this, simply stop the crawler, remove, or move, that file out of that folder and start the crawler again.
- You can start and stop your crawler multiple times without having to remove the **successful_urls.txt** file. The number of URLs processed will accumulate between sessions.
- You must run the crawler inside the campus network (or VPN). You can use either your laptop or one of the openlab machines.

Submitting Your Assignment

Your submission should be a single zip file containing the spacetime code, including your additions to `crawler_frame.py`, as well as the text file with the analytics mentioned above.

Grading Process

You will meet with the grader for about 10-15 minutes during the week starting on 1/26. During that meeting, be ready for the following:

1. Show your program running on your own computer
2. Answer questions about your program (as submitted) and its behavior during the meeting

You should **not** continue to work on your program once you submit it to Canvas, as the reader will be looking at your submitted code.

Evaluation Criteria

Your assignment will be graded on the following four criteria.

1. Correctness (50%)
 - a) Did you successfully download at least 3,000 pages?
 - b) Did you extract the links correctly?
 - c) Does your crawler validate the URLs that is given and that is sends back to the frontier?
 - d) How does your program handle bad URLs?
 - e) Does your crawler avoid traps?
2. Understanding (50%)
 - a) Do you demonstrate understanding of your code?