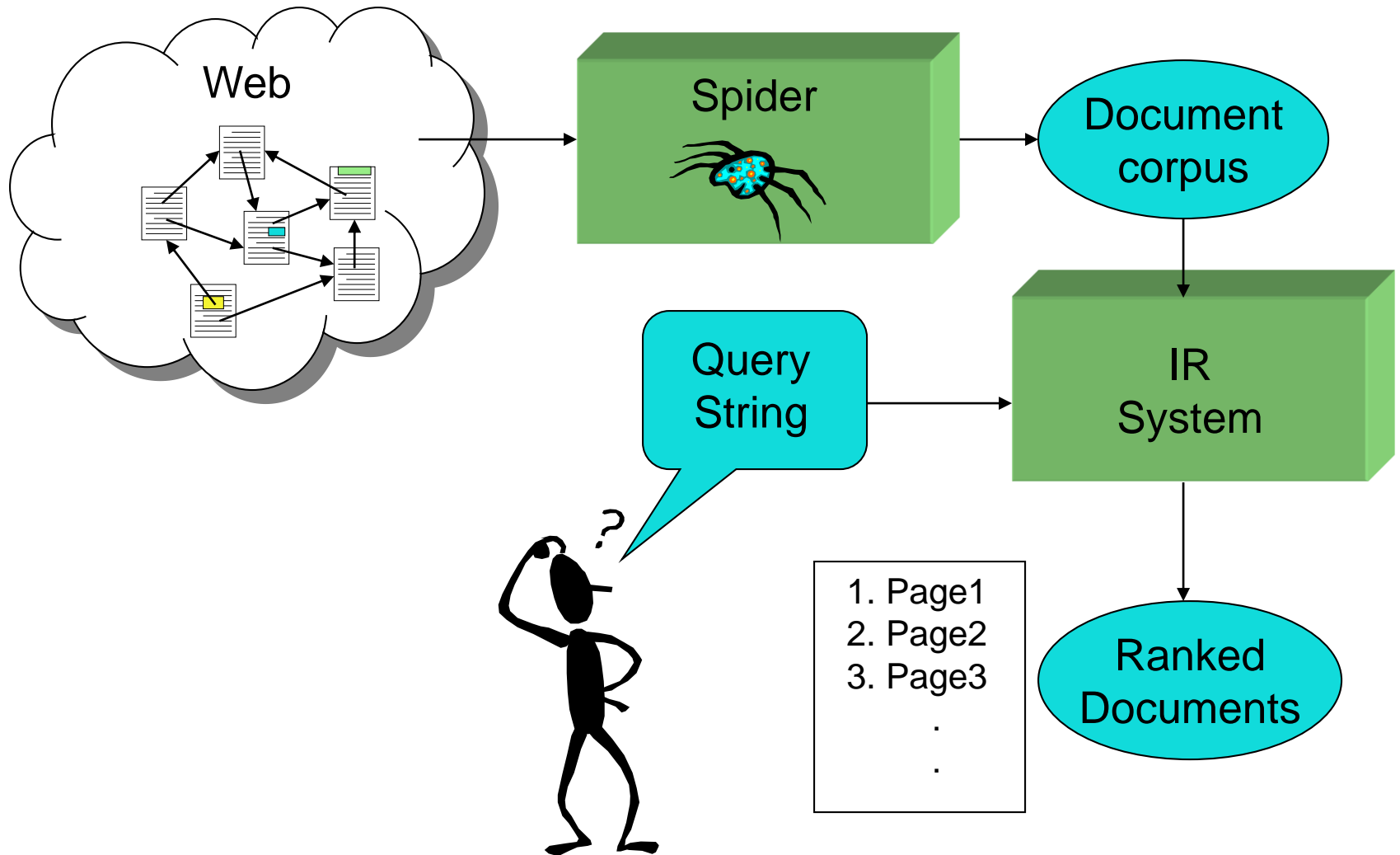


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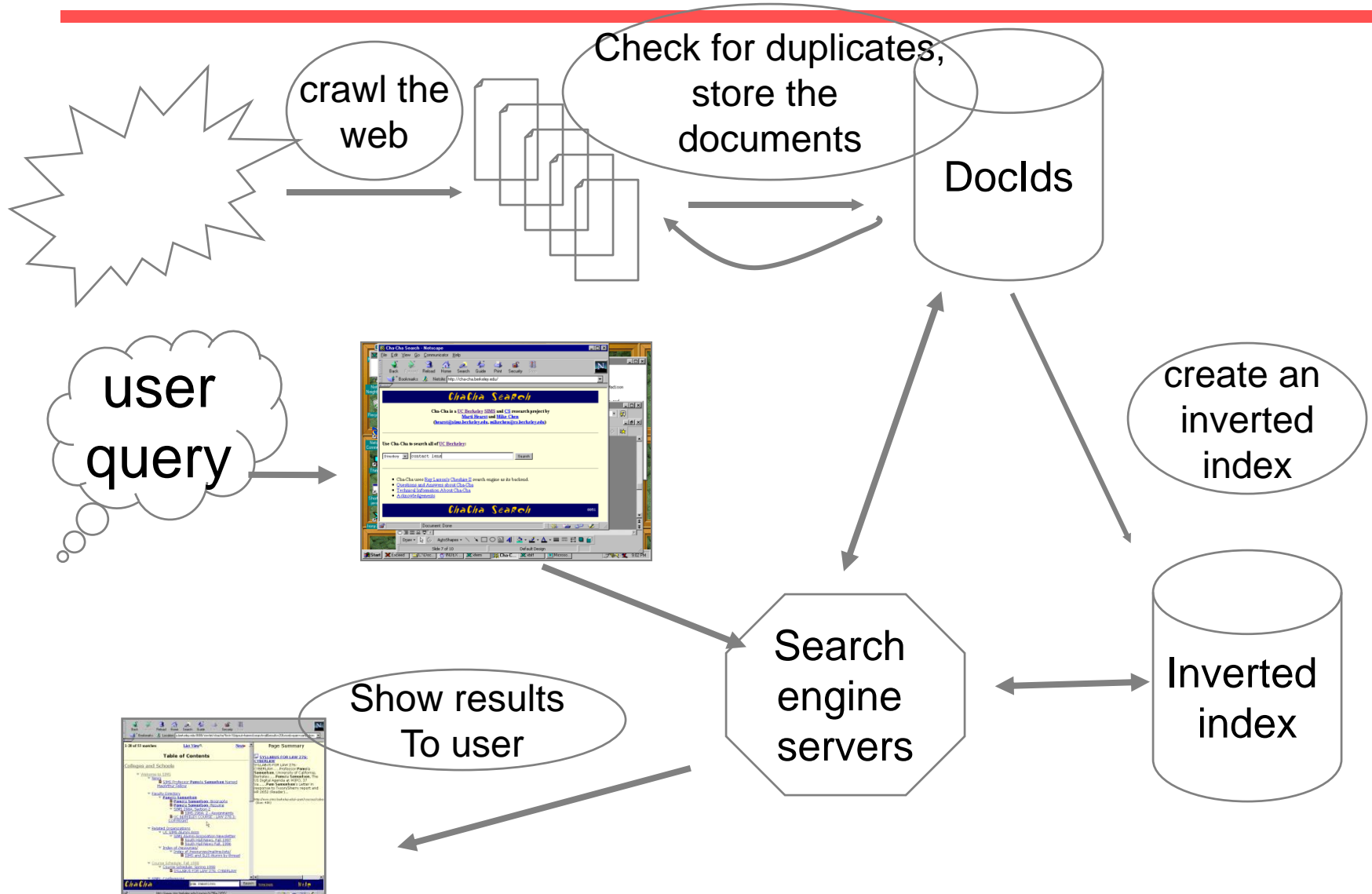
# **Chapter 9**

## **Searching The Web**

# Web Search Using IR



# Standard Web Search Engine Architecture



# Challenges

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1. Distributed Data
2. High percentage of volatile data
3. Large volume
4. Unstructure and redundant data
5. Heterogeneous data
  - different languages

# Search Engines

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1. Centralized Architecture
2. Distributed Architecture

# Centralized Architecture ( Crawler-indexer )

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## **Definition**

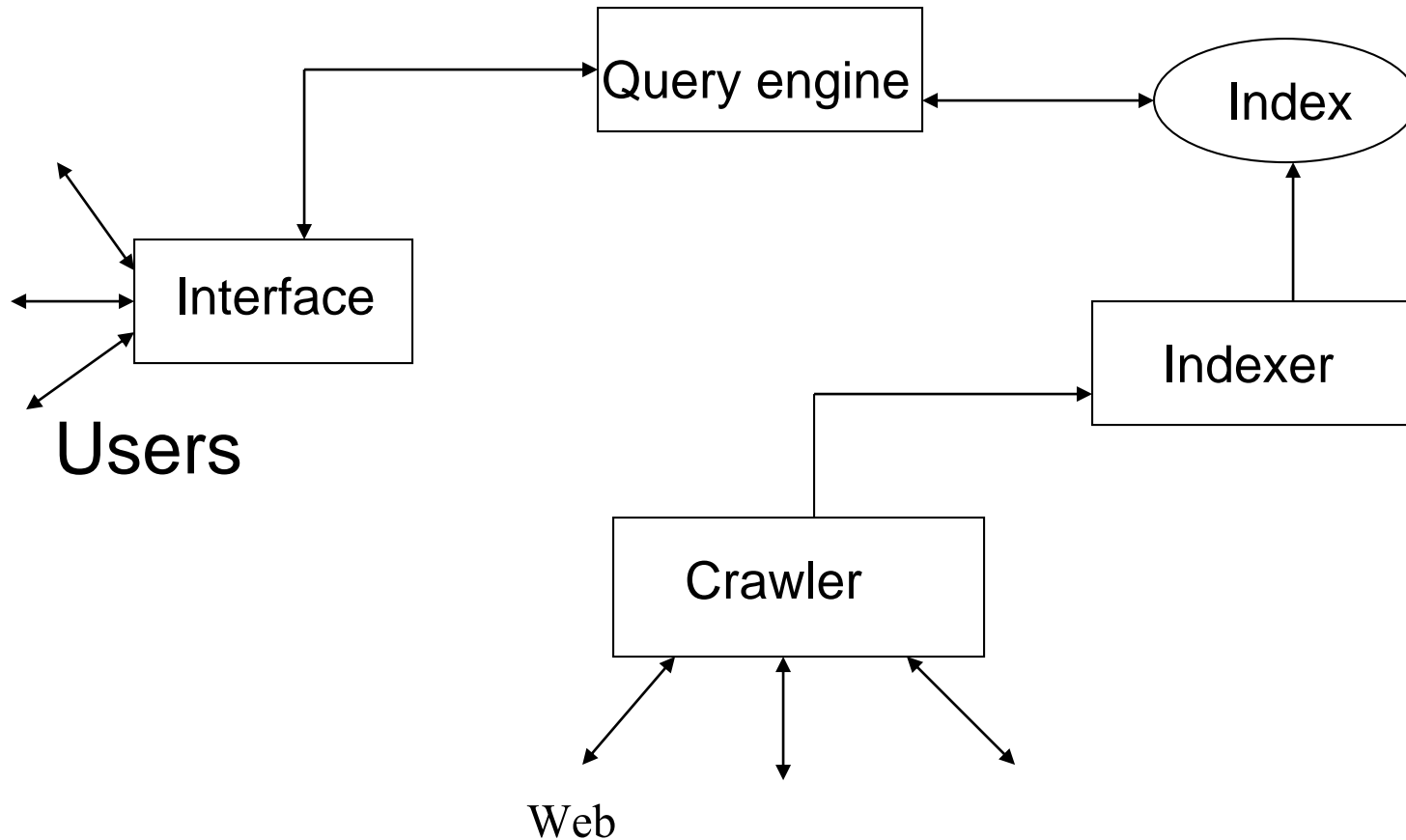
1. Crawlers are program (software agents) that traverse the Web sending new or updated pages to a main server where they are indexed.
2. Run on local server and send request to remote servers
3. Centralised use of index to answer queries

## **Name**

Robots, Spiders, Wanderers, Walkers , Knowbot

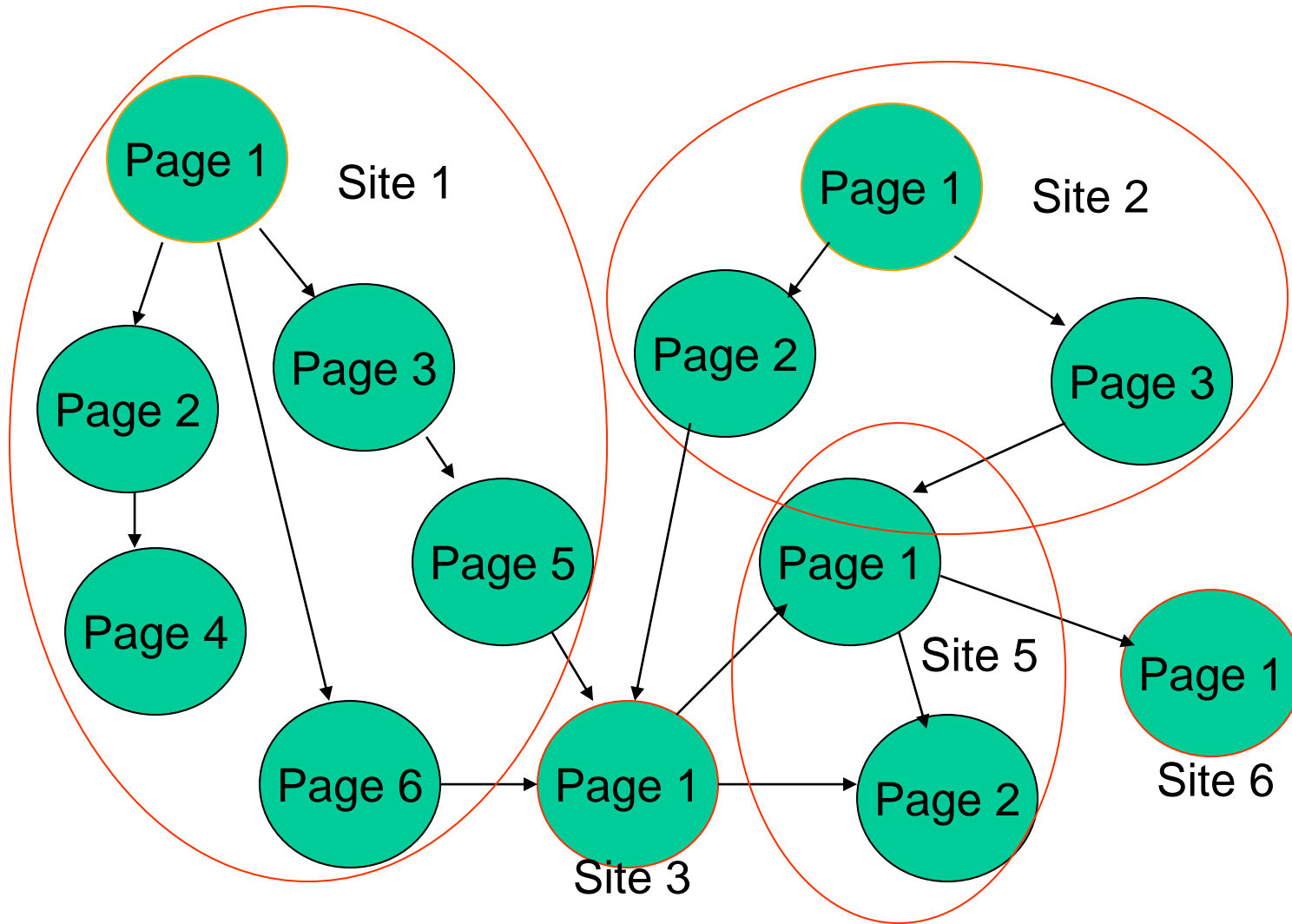
# Centralized Architecture ( Crawler-indexer )

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# Depth-First Crawling

(more complex – graphs & sites)

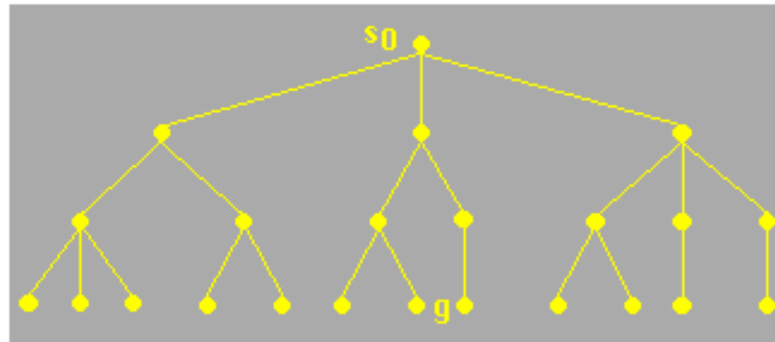


Site	Page
1	1
1	2
1	4
1	6
1	3
1	5
3	1
5	1
6	1
5	2
2	1
2	2
2	3



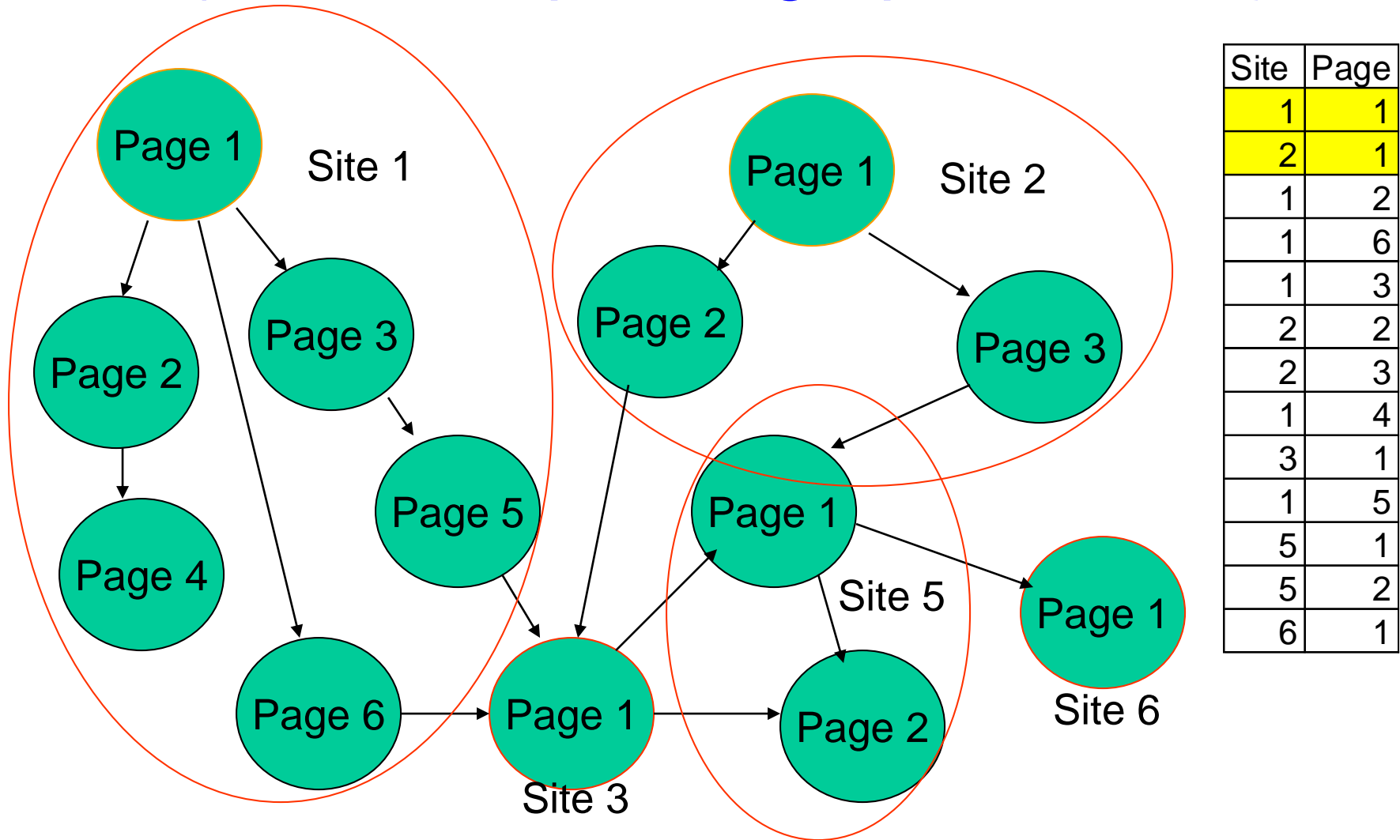
# Depth-first search

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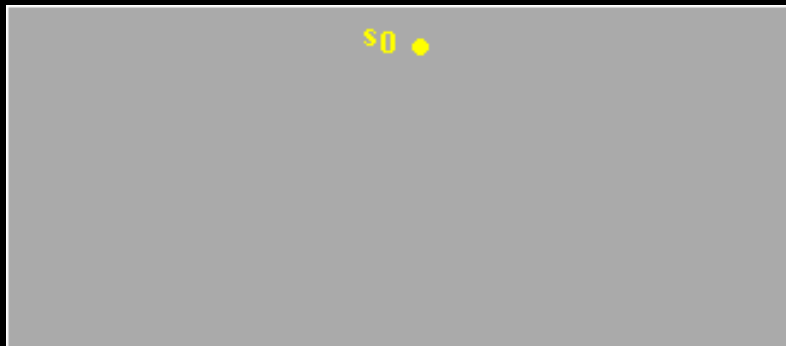
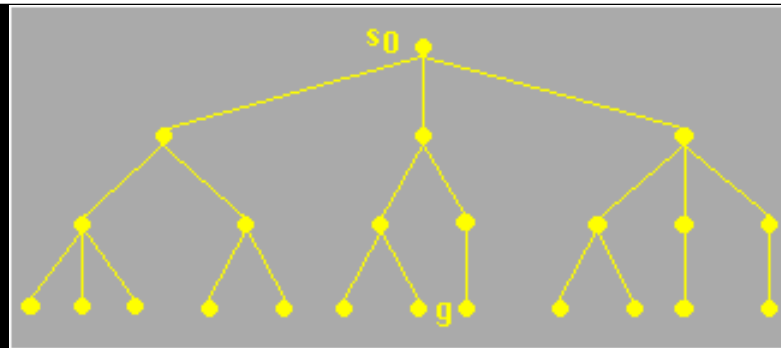
# Breadth First Crawling

## (more complex – graphs & sites)



# Breadth-first search

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# Centralized Architecture ( Crawler-indexer )

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## Problem

1. Volumn of the data
2. Traffic (Crawler retrieve entire object)
3. High load at Web Servers

# Distributed Architecture ( Harvest )

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## Definition

1. Gatherers collects and extracts indexing information from one or more Web servers at periodic time
2. Brokers
  - Provide indexing mechanism and query interface to data gathered
  - Retrieve information from gatherers or other brokers, updating incrementally their indices

## (Harvest and storage)

