

# LC029 정보검색

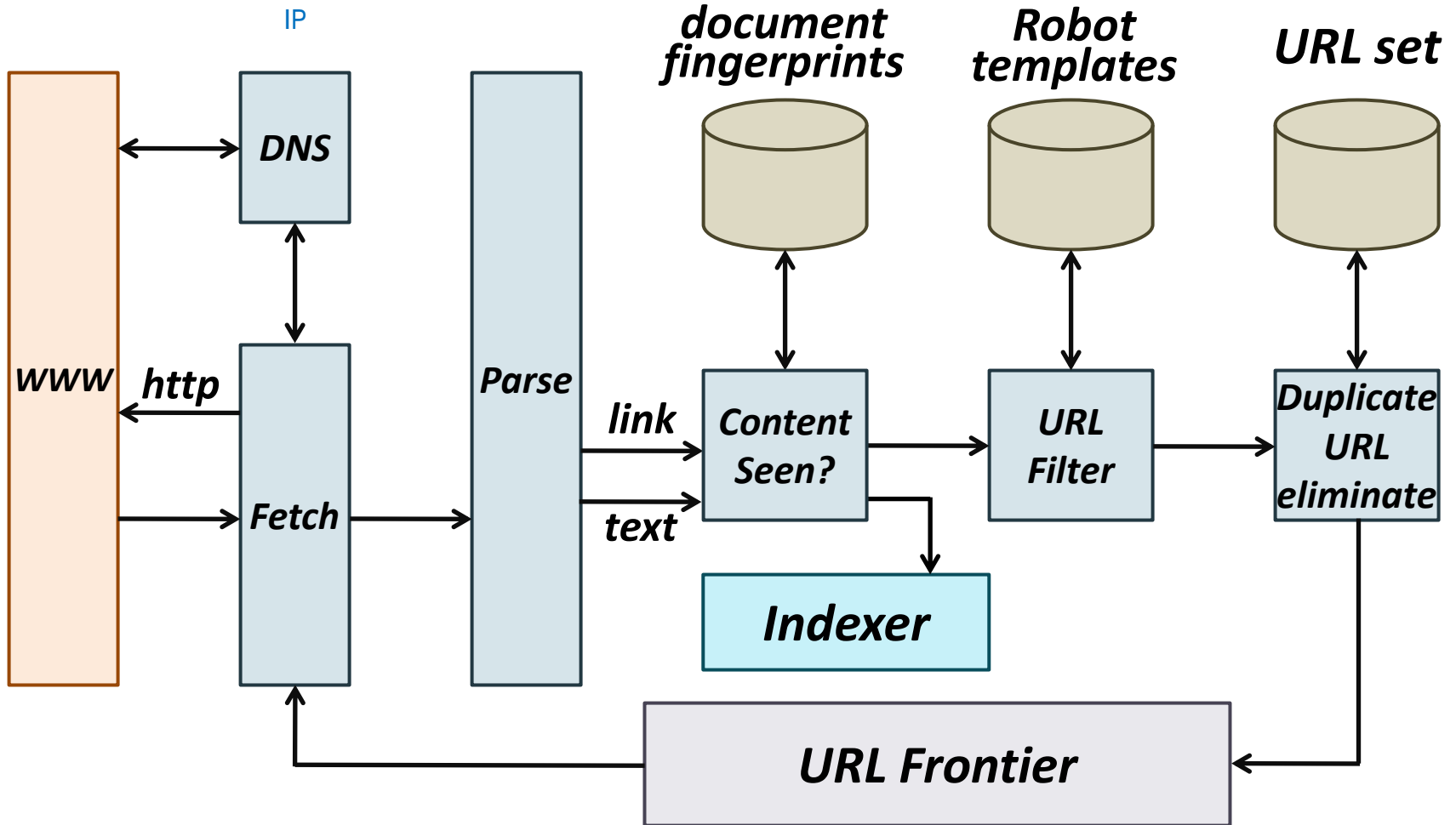
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Chapter 20 : Web crawling and indexes

1. A Crawler
2. Features of a Crawler
3. Distributing the crawler
4. URL Frontier
5. Connectivity Servers
6. Distributing Indexes

# A Crawler

# Basic Crawler Architecture



# Basic crawler operation

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- Pick a URL from the frontier.
- Fetch the document at that URL.
- Parse the fetched document.
  - Extract links to other docs (URLs)
- Check if the document 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).

Begin with a seed set.

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

# DNS (Domain Name Server)

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- Provide a lookup service on the internet.
  - Given a URL, retrieve its IP address. URL IP
- Service provided by a distributed set of servers. Therefore, lookup latencies can be high (even seconds). DNS
  - DNS caching is used.
- Common DNS implementations are *blocking*. (block)
  - Once a request is made to DNS, other requests are blocked until the first request is completed.
  - Most web crawlers implement their own DNS resolver as a component of the crawler.

# Parsing: URL normalization

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- When a fetched document is parsed, some of the extracted links are *relative* URLs.
- e.g. at <http://en.wikipedia.org/wiki/main.htm>

**`<A href="other/page.htm">Other Page</A>`**

- Extracted link is "[other/page.htm](http://en.wikipedia.org/wiki/other/page.htm)" which is the same as the absolute URL  
<http://en.wikipedia.org/wiki/other/page.htm>.
- During parsing, we must normalize such relative URLs.

# Content seen?

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- 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 and shingles.



# Filters and robots.txt

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## ■ Filters

URL

- Determine URLs to be excluded from the frontier.
- Regular expressions are used for URLs to be crawled/not.

## ■ robots.txt

- **Robot Exclusion Protocol** for giving spiders (“robots”) limited access to a website, originally from 1994.  
For more, see [www.robotstxt.org/robotstxt.html](http://www.robotstxt.org/robotstxt.html).
- Once a robots.txt file is fetched from a site, do not fetch it repeatedly. (doing so burns bandwidth, hits web server)
- Therefore, we do cache robots.txt files.

# robots.txt : example

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- For a URL, create a file **URL/robots.txt**.

```
# robots.txt for http://www.example.com/  
User-agent: *  
Disallow: /cgi-bin/  
  
User-agent: searchengine  
Disallow:
```

- No robot should visit any pages in **URL/cgi-bin/**, except a web robot called “searchengine”.

# Housekeeping Tasks

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- Typically performed by a dedicated thread.
- It wakes up once every few seconds to log crawl progress statistics (URLs crawled, frontier size, etc)
- Periodically, it takes a snapshot of the crawler's state (say, URL frontier) and stores it on a disk.
- On a catastrophic failure, the crawling is restarted from the most recent snapshot (checkpoint).

# Features of a Crawler

# Features a crawler should provide

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- Be **Polite**

Respect explicit and implicit politeness considerations.

- **Explicit politeness**

Specifications from webmasters on what portions of site can be crawled.

- For this specification, **robots.txt** is used.

- **Implicit politeness**

Even with no specification, avoid hitting any site too often.

DDOS

- Only one connection should be open to any given host at a time.
    - A waiting time of a few seconds should occur between successive requests to a host.

# Features a crawler should provide

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- Be **Robust**

Be immune to **spider traps** and other malicious behavior from web servers.

- Be **Scalable**

Designed to increase the crawl rate by adding more machines.

- Be capable of **Distributed operation**<sup>가</sup>

Designed to run on multiple distributed machines.

- **Performance/Efficiency**<sup>가</sup>

Permit full and efficient use of available processing and network resources.

# Features a crawler should provide

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- Fetch pages of higher quality first. fetch
- Continuous operation  
Continue fetching fresh copies of a previously fetched page, so that the search engine's index is fairly current.
- Extensible  
Adapt to new data formats, protocols, etc.

# Distributing the crawler

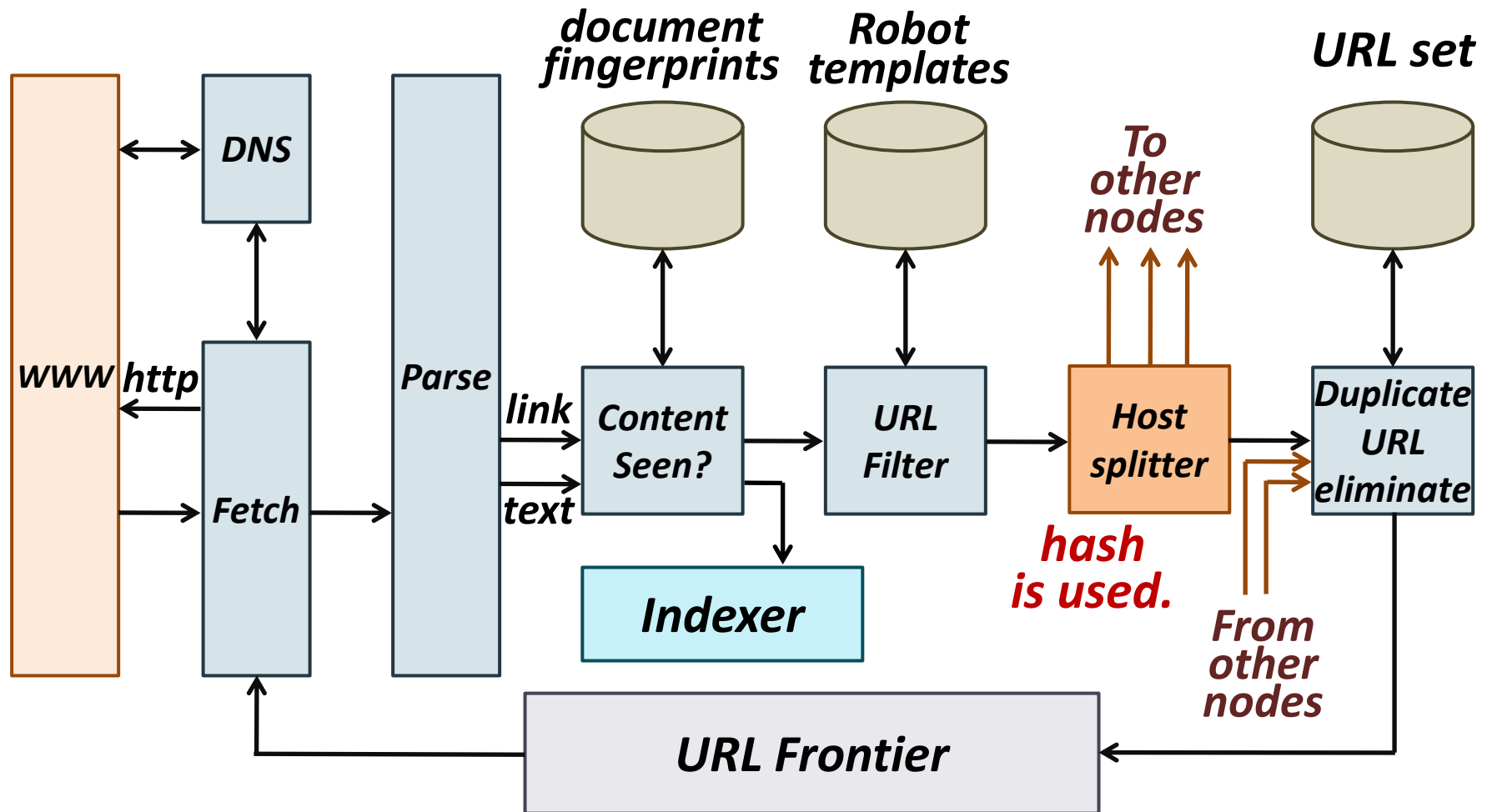


# Distributing the crawler

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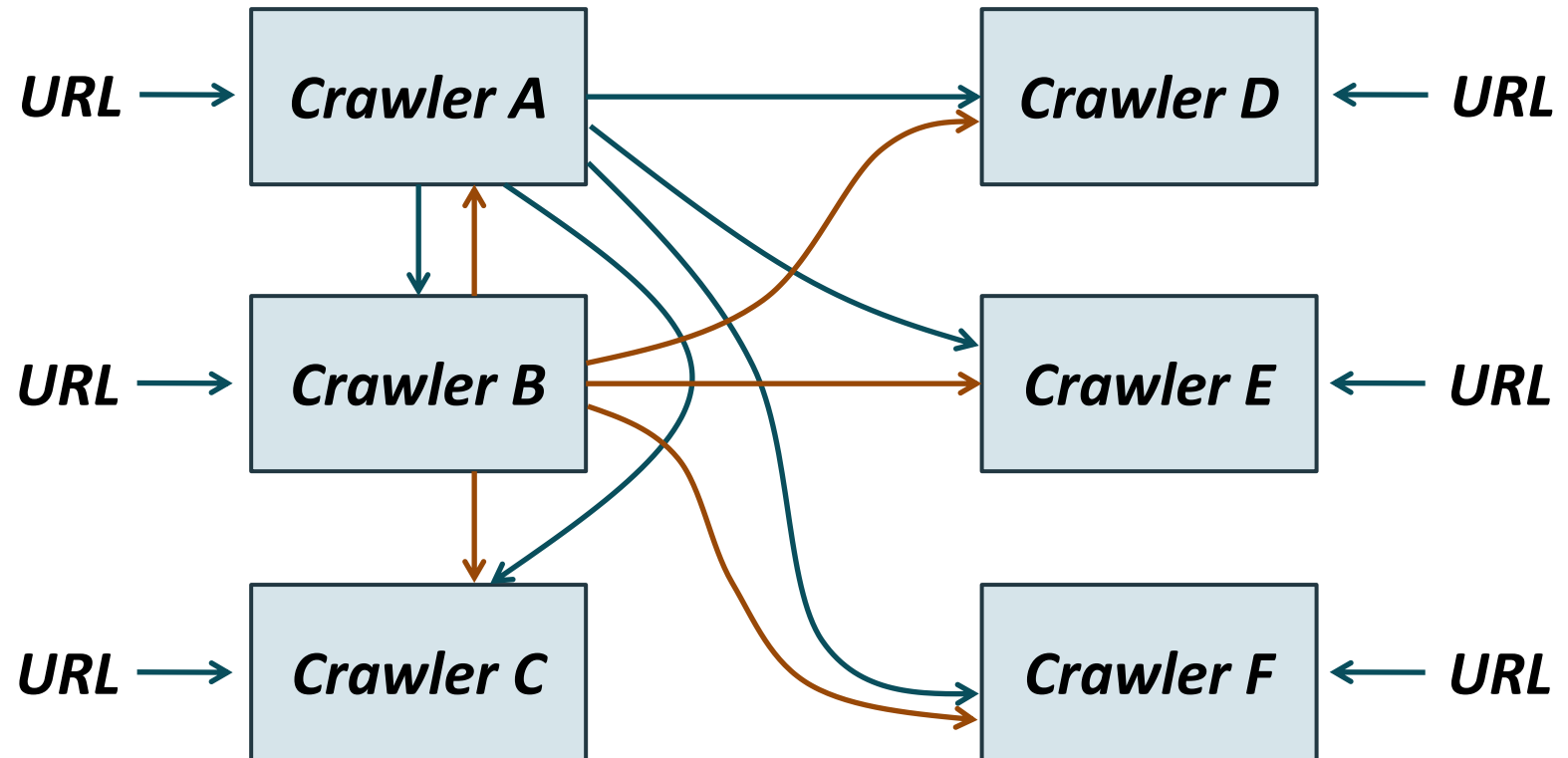
- Run multiple crawl threads, under different processes, potentially at different nodes.
  - Geographically distributed nodes
- **Host Splitter** does partition hosts being crawled into nodes.  
URL
  - Hash used for partition.
- Distributing the crawler is essential for **scaling**.

# Distributing the crawler



# Distributing the crawler

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# URL Frontier

# URL Frontier

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- Contain URLs to be fetched in the current crawl.
  - Can include multiple pages from the same host.
- Provide a URL in some order when a crawler thread seeks one.
  - Must avoid trying to fetch them all at the same time.
  - Must try to keep all crawling threads busy.

# URL Frontier: two main considerations

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- **Freshness**

Crawl high-quality pages more often than others.

- Pages (such as news sites) whose content changes often get high priority.

- **Politeness**

Do not hit a web server too frequently.

- Even if we restrict only one thread to fetch from a host, the crawler can hit it repeatedly.
- So, a waiting time of a few seconds is inserted between successive requests to a host.

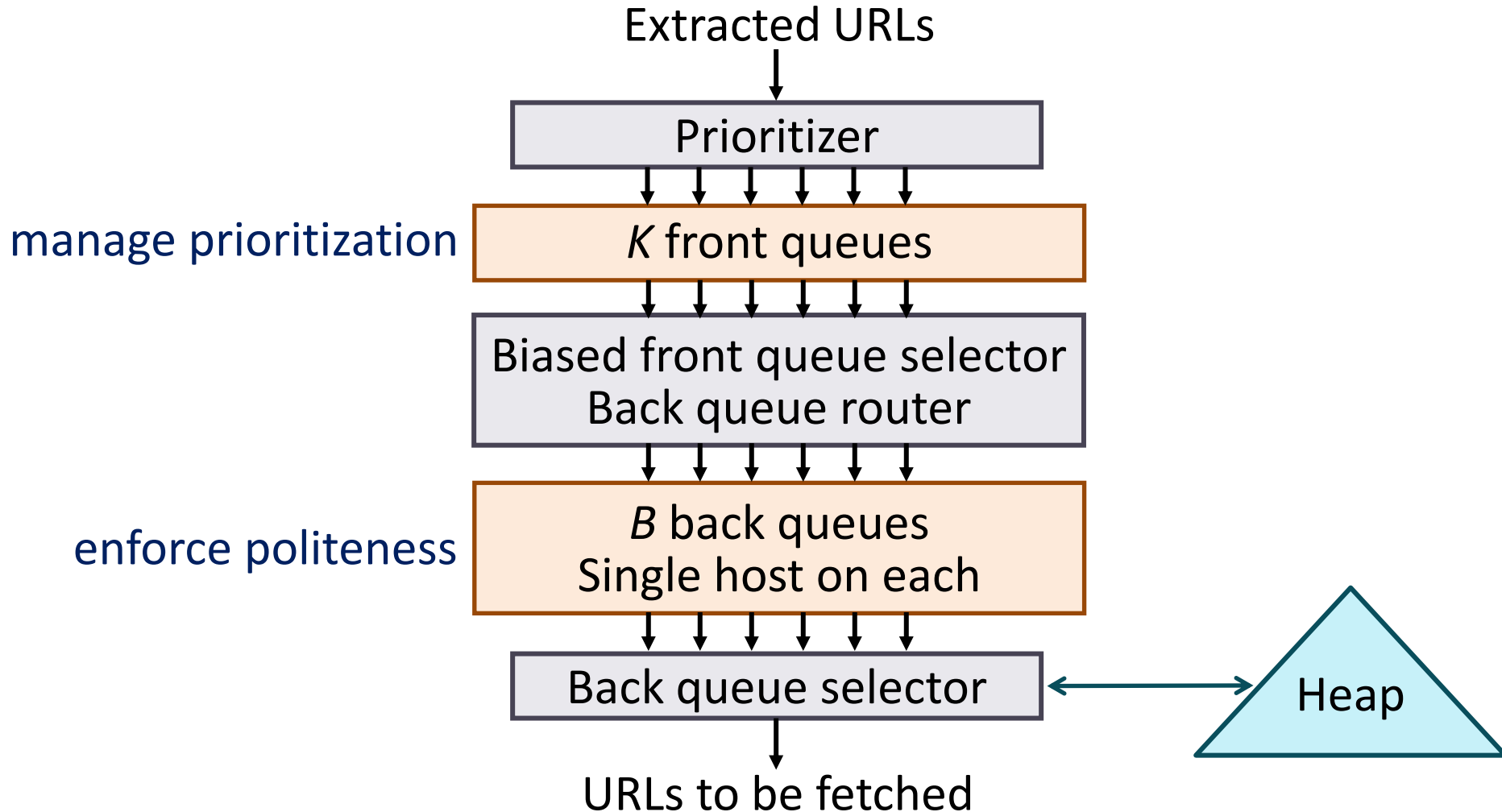
# Implementation of URL Frontier

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- Simple priority queue fails because these goals may conflict each other.
  - Crawl high-quality pages more often than others.
  - Do not hit a web server too frequently.

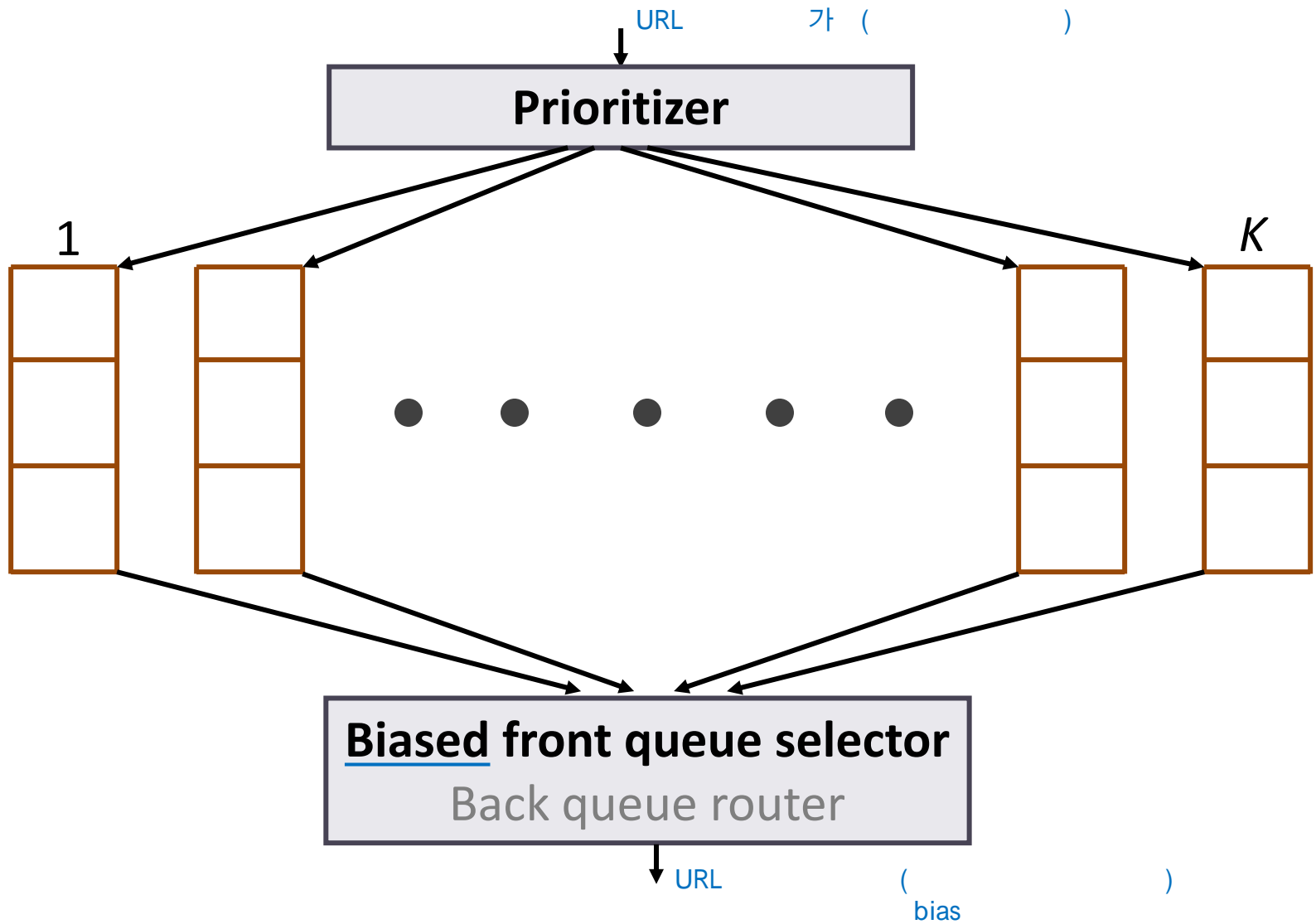
Note that many links out of a page go to its own site, creating a burst of accesses to that site.

# Implementation of URL Frontier





# Front Queues



# Front Queues

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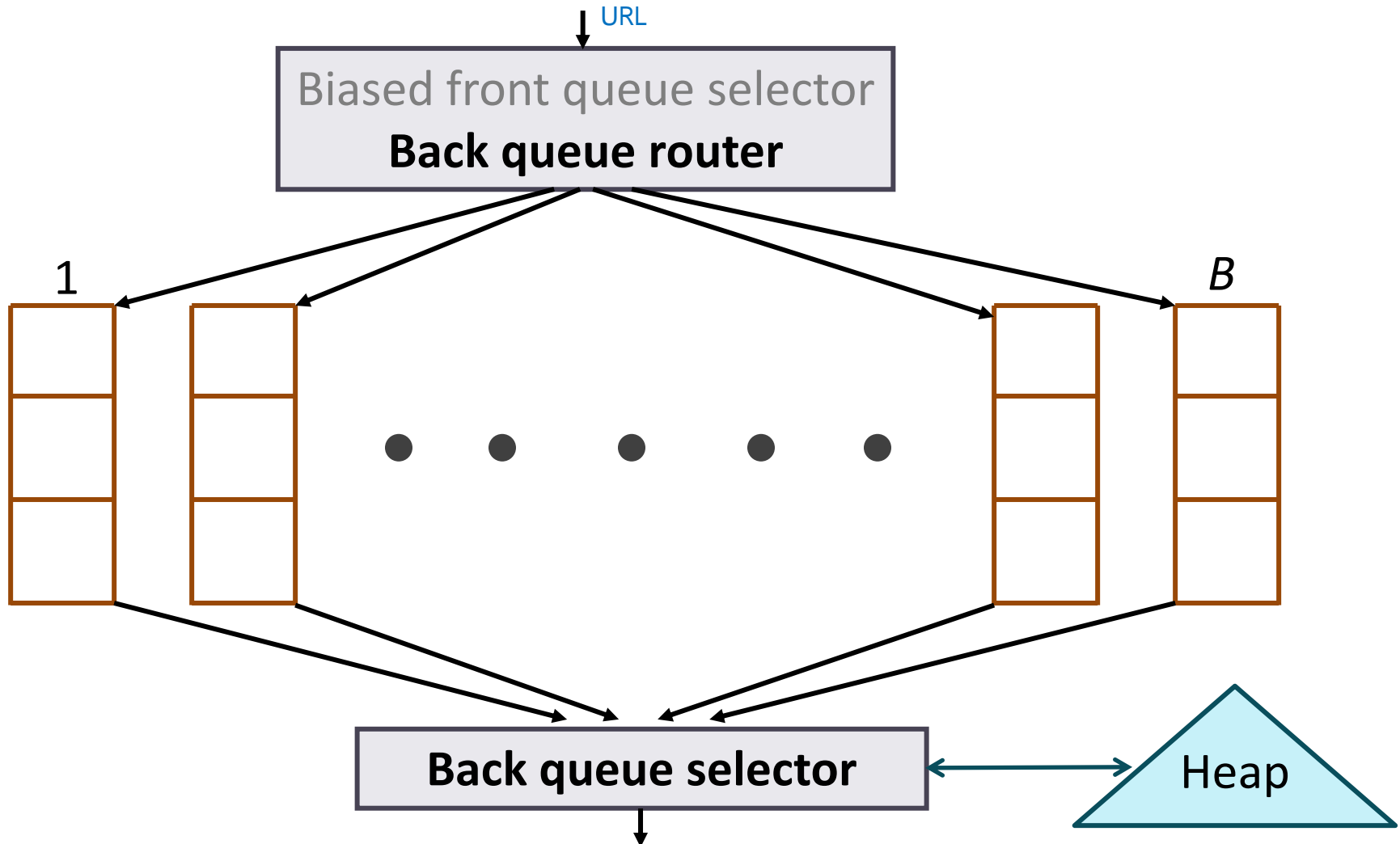
- Prioritizer assigns to URL an integer priority between 1 and  $K$ .
  - Appends a new URL to the corresponding queue.
- Heuristics for assigning priority
  - Refresh rate sampled from previous crawls.
  - Application-specific  
e.g. crawl news sites more often.

# Biased Front Queue Selector

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- When a **back queue** requests a URL, 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



# Back Queues

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- 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
stanford.edu	23
microsoft.com	47
sungshin.ac.kr	12

# The Heap

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- 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.

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# Back Queue Processing

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- When a crawler thread seeking a URL to crawl,
  - Extracts the root of the heap.
  - Wait until the corresponding time entry  $t_e$ .
- Fetches URL at head of corresponding back queue  $q$ .
- Create a new heap entry for the URL.
- Checks if queue  $q$  is now empty.
  - if so, pulls a URL  $v$  from front queues.
  - if there is a back queue  $q'$  for  $v$ 's host, append  $v$  to  $q'$  and pull another URL from front queues, repeat until  $v$  for  $q$  is found.
 

$\text{URL} \quad \text{가 URL} \quad \text{가 가} \quad , \quad \text{URL}$
  - add  $v$  to  $q$

# Number of Back Queues $B$

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

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# Size of URL Frontier

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- On a web-scale crawl, the URL frontier may grow too big to reside in memory. 가
- Solution
  - Let most of the URL frontier reside on disk.
  - A portion of each queue is kept in memory, with more brought in from disk as it is drained in memory.

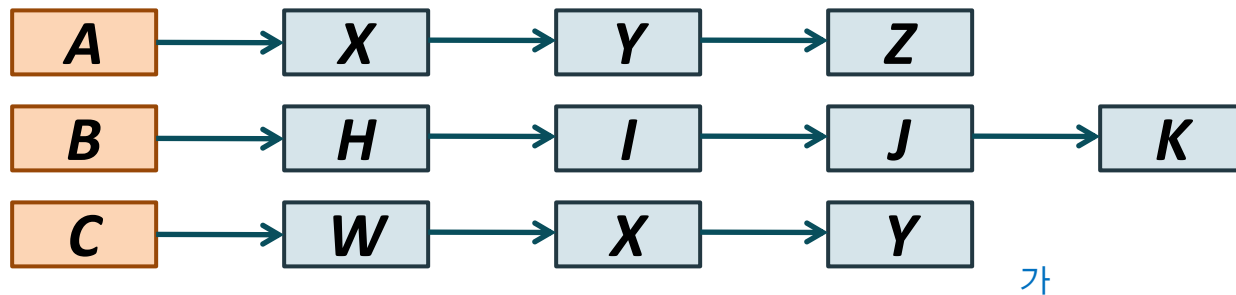
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# Connectivity Servers

# Connectivity Server

- Support for fast queries on the web graph

- Which URLs point to a given URL?
- Which URLs does a given URL point to?



- Applications

- Web graph analysis for sophisticated crawl optimization
- Link analysis

# Connectivity Server

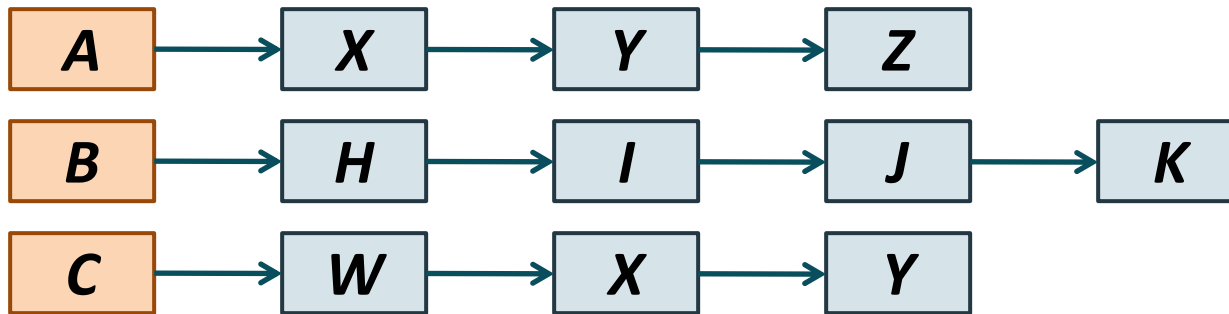
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- Store the adjacency table in memory
  - From URL to outlinks
  - From URL to inlinks
- Memory requirement 가
  - Assume that the Web had 4 billion pages, each with ten links to other pages.
  - Assuming each URL represented by an integer, we need 32 bit integer per node.  
$$4 \times 10^9 \times 10 \times 4 \times 2 = 3.2 \times 10^{11} = 3.2 \times 10^2 \text{ TB}$$
- Thus, compressing the adjacency table is critical.

# Compression of Adjacency Table

- Properties exploited in compression:

- **Similarity** (between lists)



From URL to outlinks

- **Locality** (many links from a page go to “nearby” pages)

- Use gap encodings in sorted lists

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# Compression of Adjacency Table

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<b>nate.com/a.htm</b>	nate.com/w.htm, naver.com/x.htm
<b>nate.com/b.htm</b>	nate.com/cafe/boss.htm, nate.com/y.htm
<b>nate.com/c.htm</b>	nate.com/cafe/boss.htm, naver.com/x.htm
<b>nate.com/d.htm</b>	nate.com/w.htm, nate.com/y.htm, ever.com/z.htm

Adjacency Table  
(From URL to outlinks)

# Compression of Adjacency Table

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- Consider lexicographically ordered list of all URLs.

<b>1</b>	<a href="http://www.stanford.edu/alchemy">www.stanford.edu/alchemy</a>
<b>2</b>	<a href="http://www.stanford.edu/biology">www.stanford.edu/biology</a>
<b>3</b>	<a href="http://www.stanford.edu/biology/plant">www.stanford.edu/biology/plant</a>
<b>4</b>	<a href="http://www.stanford.edu/biology/plant/copyright">www.stanford.edu/biology/plant/copyright</a>
<b>5</b>	<a href="http://www.stanford.edu/biology/plant/people">www.stanford.edu/biology/plant/people</a>
<b>6</b>	<a href="http://www.stanford.edu/chemistry">www.stanford.edu/chemistry</a>

- To each URL, a unique integer identifier is assigned.

# Compression of Adjacency Table

<b>nate.com/a.htm</b>	nate.com/w.htm, naver.com/x.htm
<b>nate.com/b.htm</b>	nate.com/cafe/boss.htm, nate.com/y.htm
<b>nate.com/c.htm</b>	nate.com/cafe/boss.htm, naver.com/x.htm
<b>nate.com/d.htm</b>	nate.com/w.htm, nate.com/y.htm, ever.com/z.htm

<b>1</b>	nate.com/a.htm
<b>2</b>	nate.com/b.htm
<b>3</b>	nate.com/c.htm
<b>4</b>	nate.com/d.htm
<b>5</b>	nate.com/cafe/boss.htm
<b>6</b>	nate.com/w.htm
<b>7</b>	naver.com/x.htm
<b>8</b>	nate.com/y.htm
<b>9</b>	ever.com/z.htm



<b>1</b>	6, 7
<b>2</b>	5, 8
<b>3</b>	5, 7
<b>4</b>	6, 8, 9



# Compression of Adjacency Table

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- Main idea : **Similarity**

The adjacency list of a node is similar to one of the 7 preceding URLs in the lexicographic ordering.

- Consider the following adjacency table.

<b>1</b>	1, 2, 4, 8, 16, 32, 64
<b>2</b>	1, 4, 9, 16, 25, 36, 49, 64
<b>3</b>	1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144
<b>4</b>	1, 4, 8, 16, 25, 36, 49, 64

# Compression of Adjacency Table

- Express adjacency list in terms of one of the 7 preceding URLs.

1	1, 2, 4, 8, 16, 32, 64
2	1, 4, 9, 16, 25, 36, 49, 64
3	1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144
4	1, 4, 8, 16, 25, 36, 49, 64

offset -2, remove 9, add 8

2

9

8

# Compression of Adjacency Table

- Main Idea : **Locality**

Use gap encodings in sorted lists.

<b>1</b>	1, 2, 4, 8, 16, 32, 64
<b>2</b>	<b>1, 4, 9, 16, 25, 36, 49, 64</b>
<b>3</b>	1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144
<b>4</b>	<b>1, 4, 8, 16, 25, 36, 49, 64</b>

<b>1</b>	1, +1, +2, +4, +8, +16, +32
<b>2</b>	1, +3, +5, +7, +9, +11, +13, +15
<b>3</b>	1, +1, +1, +2, +3, +5, +8, +13, +21, +34, +55
<b>4</b>	offset -2, remove 9, add 8

# Compression of Adjacency Table

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- How to process connectivity queries?

<b>1</b>	1, +1, +2, +4, +8, +16, +32
<b>2</b>	1, +3, +5, +7, +9, +11, +13, +15
<b>3</b>	1, +1, +1, +2, +3, +5, +8, +13, +21, +34, +55
<b>4</b>	offset -2, remove 9, add 8

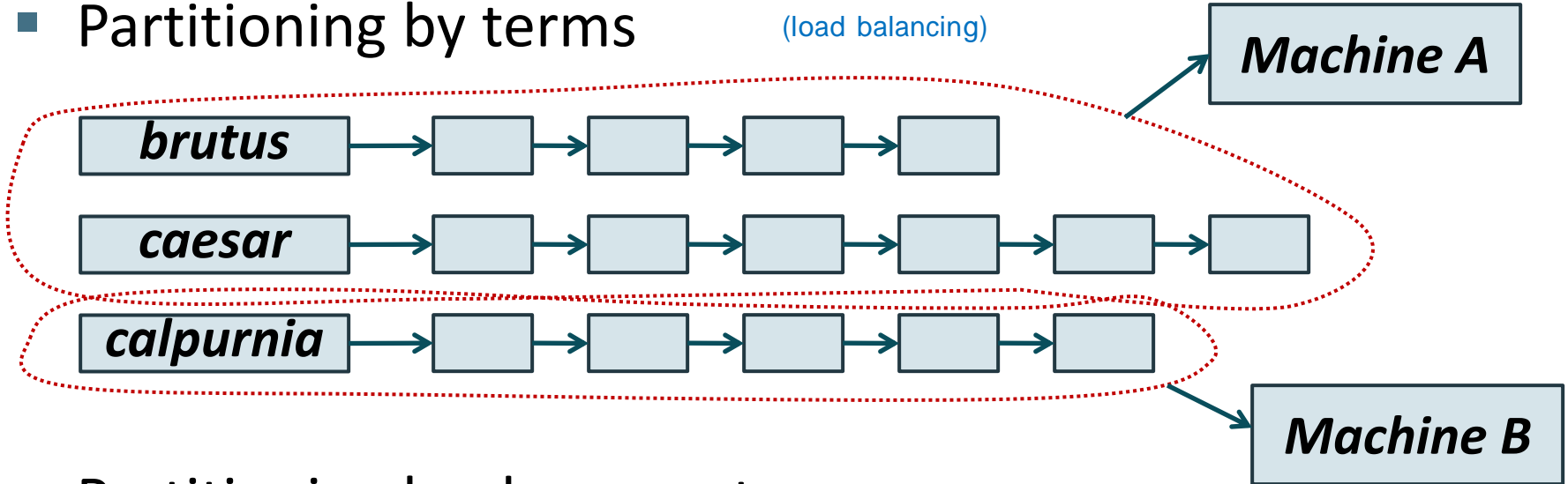
- We need to reconstruct the entries of the adjacency table.

# Distributing Indexes

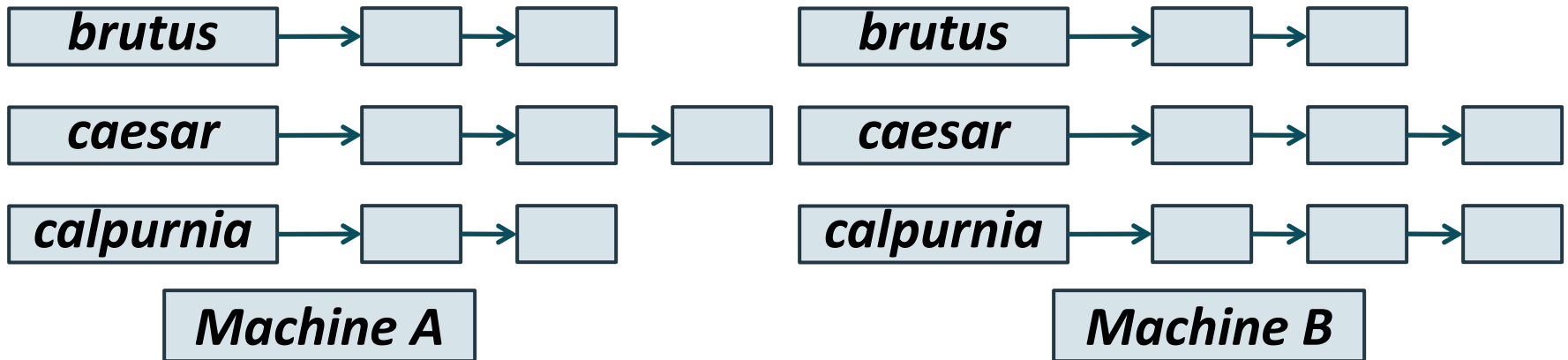
# Distributing Indexes

- Partitioning by terms

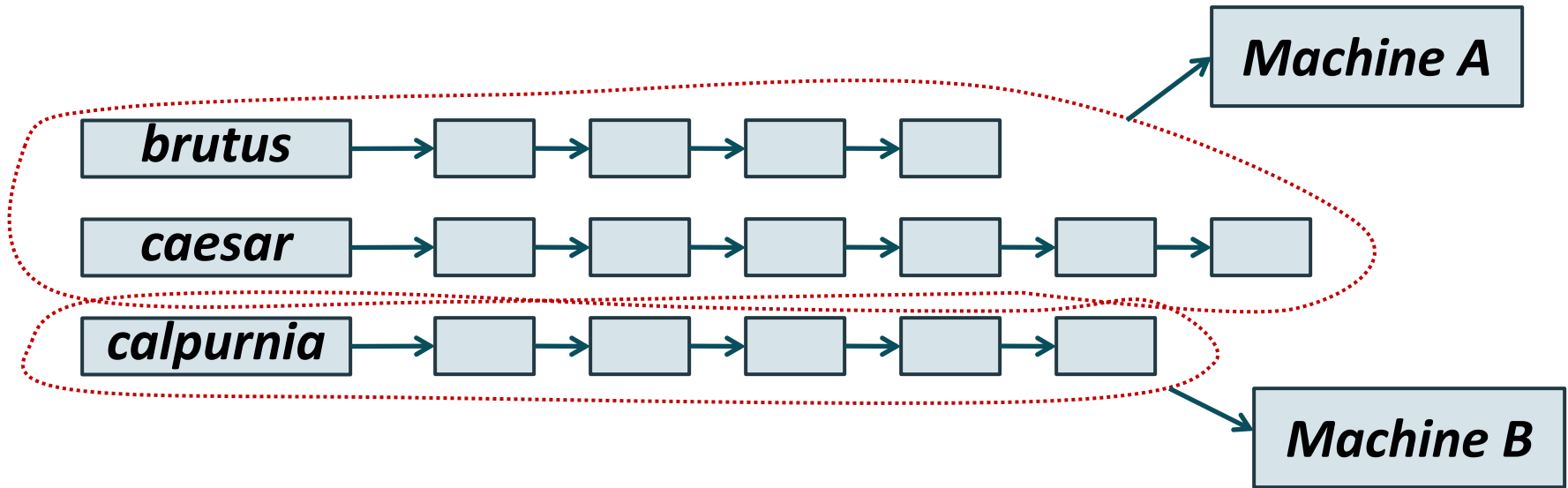
(load balancing)



- Partitioning by documents



# Partitioning by terms



**Q1** *brutus*

**Q2** *calpurnia*

**Q3** *brutus AND calpurnia*

# Partitioning by terms

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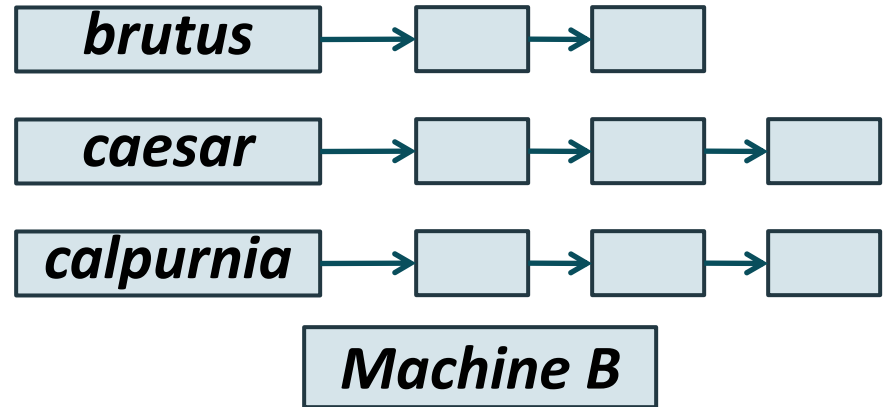
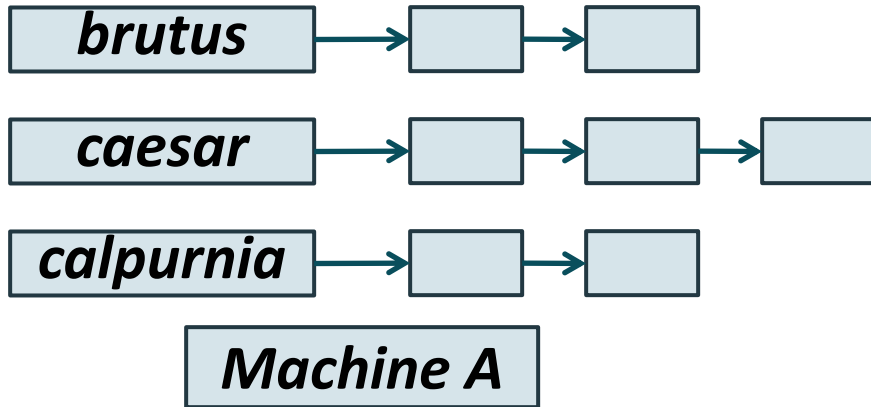
- The dictionary of index terms is partitioned into subsets.
- A query is routed to the nodes corresponding to its query terms.
- **Pros**
  - Concurrent query processing is possible since different query terms would hit different set of machines.
- **Cons**
  - Multi-word query processing is inefficient due to the overhead of sending long postings list between machines for merging.
  - Load balancing is difficult since it depends on the distribution of query terms not on term frequency.

load



# Partitioning by documents

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- Q1 *brutus*
- Q2 *calpurnia*
- Q3 *brutus AND calpurnia*

# Partitioning by documents

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- Each node contains the index for a subset of all documents.
  - Each query is distributed to all nodes.
  - The results from various nodes are merged.
- Multi-word query processing is rather efficient since the merged lists are moving between machines for final merging.

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# Partitioning by documents

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- How to partition documents to nodes?
  - According to crawling architecture, one simple approach would be to assign *all pages from a **host*** to a single **node**.
    - At query time, the top  $k$  results from each **node** being merged to find the top  $k$  document for the query.
    - The problem is that search result would come from a small number of **hosts**.
  - A hash of each URL into the space of nodes results in a more uniform distribution of query-time computation across nodes.

# Distributing the crawler

