A Search Engine Based on Valuable Resources and Self-Improvement Network Education Related

Youwei Huang  
*School of Science, Software Engineering, Monmouth University, West Long Branch, NJ US 07764*

S1296394

6/1/2020

# **HIGHLIGHTS**

1. Search Engine Technology used in learning resources.
2. Definition of valuable learning resources, realized via computer technology.
3. Educational and learning resources collection.
4. Self-improvement network.
5. Verification method of high quality resources.
6. User behavior and big data analysis.

Keywords: Big data, search engine, self-improvement, valuable resources, education, learning resources

# **ABSTRACT**

Before reading this paper, think about a question, how to search for a piece of valuable and useful information that matches what you really want to learn from the internet?

You may say that we can use Google, Bing or Baidu to search the resources that we need by typing some keywords. These tools or websites that we call ‘search engine’, a search engine can use their web crawler technology to sniff the whole visible network and then provide users simple indexes and links as the results to help users find the source of useful resources. At present, the search engine on the internet has good performance and precise keyword search ability. Such a set of tools or websites have already covered most of our daily online searching life. So why does it need us to do the research on new search engines? These search engines have exposed more and more problems in some specific fields and groups. Let’s begin with these problems and then do the research on ‘search engines’ that developed in a special field, education and learning. This paper brings you a new set of search engine technologies and methods on searching valuable learning resources The research starts from the methods to define and normalize the quality and value of online learning resources through different key points. In order to prove such a theory, some experiments will be designed and done in a new resource search engine system.

# **GRAPHICAL ABSTRACT**

General framework of the whole research and the key technologies adopted by the search engine.



Note: 1. Normally, search engines are based on Web2.0 technology. 2. DLRV is a method to define and improve the definition of resources value that will be explained in the following parts of the paper. 3. The whole system and research are divided into four parts, collecting data, resources recommendation, self-improvement and data analysis, verification of value data.

# **Background of Web Crawler**

It is a tool for the search engines and alternative information seekers to collect data for indexing and to enable them to keep their databases up to date.[[1]](https://docs.google.com/document/d/1q7Ahy-41LIjzPQOm6ajPzNK1zNBpsJaUb_YRFQVc-zc/edit" \l "heading=h.q56unx7o5zgl) The result of crawling is a collection of websites at a central or distributed location. [[1]](https://docs.google.com/document/d/1q7Ahy-41LIjzPQOm6ajPzNK1zNBpsJaUb_YRFQVc-zc/edit" \l "heading=h.q56unx7o5zgl)

Generally speaking, if we compare the whole Internet to a huge spider web, a web crawler is like a group of spiders. Each node of the spider web(Internet) contains a lot of information, which is generated in various servers around the world. These spiders’ work is to bring these information back to their home (a database).

# **Problems**

However, there are many problems in such a technology, which are caused by the quality and value of resources. These spiders are not something smart like human beings, the only thing they do is collecting and bringing the copies of the information back. Much meaningless and even fake or unhealthy information is obtained too.

The search engine can filter some bad information, of course, it can also recommend the content according to the user's interest, but it is still far from the definition of valuable resources.

In the next sections, I will show you how these problems will be magnified to different fields and user groups.

## Problems in specific areas

In the field of education, there are many problems exposed by traditional search engines. Problems of how much values the information contains, is this information relevant to users’ learning, is the information correct and new, how much content can be accepted by the learner. More details of problems to educational fields will be shown in the following list.

1. *Correct or incorrect information?*
2. *How relevant is the resource to the user's learning area or major?*
3. *Is the resource new or old, how is the updating rates?*
4. *Is information safe and healthy?*
5. *Is the information redundant?*
6. *Where are the resources from,how is the reliability and professionalism?*
7. *The cost of learning, how much time and money the users need to learn something?*
8. *How much effective learning percentage?*

## Problems to specific groups

In the field of education, groups of users can be divided by age, level of education or position, family background.

**According to age**, people of different ages have different learning abilities. For example, at present, the Internet learning population is mainly taken by people on average around 32 years old. [[2]](https://docs.google.com/document/d/1q7Ahy-41LIjzPQOm6ajPzNK1zNBpsJaUb_YRFQVc-zc/edit" \l "heading=h.q56unx7o5zgl) So most resources will be searched by an adult who may have a family and work for a company. We need to think about whether these resources are practical to him or whether he is interested in them.

Problems list:

1. Whether the resources are healthy, suitable for minors, children?
2. Is it easy for children of different ages to understand?
3. Is it practical for adults?
4. Which age group is more attractive to which resources?

**According to the levels of education**, the algorithms need to take the difficulty level of the resources and users’ education background into consideration.

For the resources, resources need to be divided to different difficulty levels to fit the learners in different learning periods. The resources can be divided into, for example, entry level, junior level and senior level of difficulty.

For the users’ education background. People who receive online education can keep different degrees. The difficulty of the resources are going to fit the levels of the education background.

The difficulty level of these resources will have much impact on the recommendation algorithm of our search engine, because these search results should be close to the ability of different users.

**According to various occupations and their related skills**. The resource search engine requires the search results to fit the users from different posts. So the same keyword may produce different results, because each user’s field is different, that results in these different results.

**To the background of different families**. Internet Education hopes that resources are equal to everyone, so the value of resources should also be reflected in fairness. However, for resources with copyright, we should also follow the corresponding agreements and laws to protect intellectual property, because this is fair to creators. In all, equality will also become a value of the learning resources.

# **Solution**

To solve the above problems can be converted to solve the following two:

1. How to define a valuable learning resource?
2. implement point 1 to create a search engine specially made for searching learning resources.

## Value resource attributes

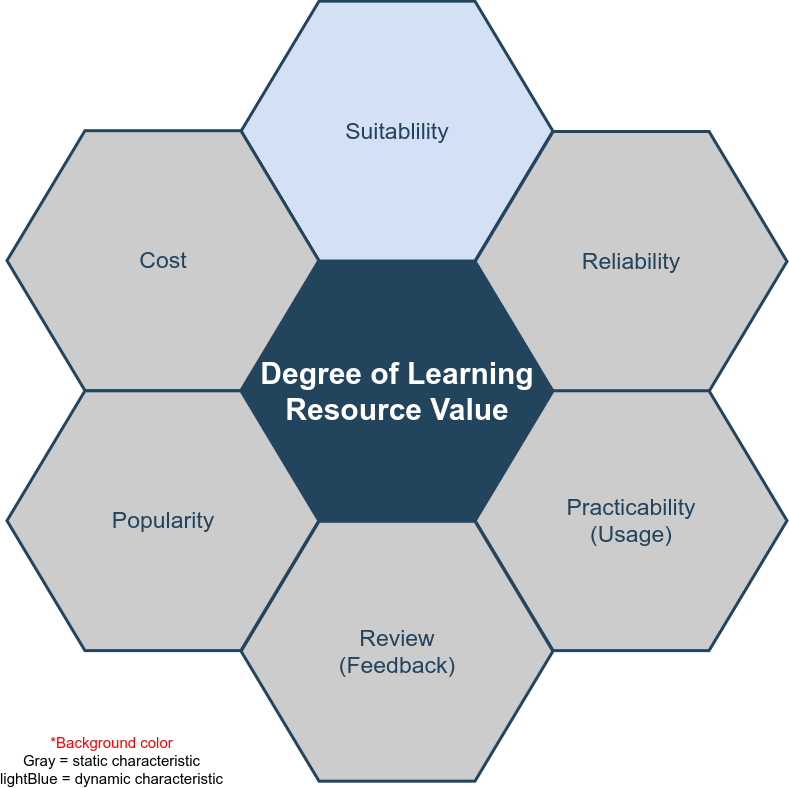
In particular it is difficult to identify resources within a firm if there is no agreed definition of what ‘valuable’ means.[[3]](https://docs.google.com/document/d/1q7Ahy-41LIjzPQOm6ajPzNK1zNBpsJaUb_YRFQVc-zc/edit" \l "heading=h.q56unx7o5zgl)

Valuable resources can generate three types of competitive advantage: cost advantage, the ability to premium price, and volume-based advantage.[[2]](https://docs.google.com/document/d/1q7Ahy-41LIjzPQOm6ajPzNK1zNBpsJaUb_YRFQVc-zc/edit" \l "heading=h.q56unx7o5zgl) The above three competitive advantages are used to demonstrate the valuable resources on business and management.

From the analysis of the above problems combined with the advantages that a valuable resource needs, a high-quality learning resource should keep the positive side of all the following characteristics.

1. Cost (both time and money).
2. Professionalism and reliability
3. Practicability
4. Suitability (dynamic, define when search)
5. Popularity
6. Feedback

The 6 characteristics can be used to define a valuable and high-quality learning resource.



Notes: These six attributes are used to judge the value of resources, of which light blue is the variable attribute and gray attribute is fixed. Fixed attribute does not mean that the property value is constant for a resource.

# **Requirements**

## Hardware requirements

The whole search engine platform requires several high-performance servers which can undertake billions of requests from users. Users will search useful learning results listed in the browser. We call these web applications or B/S architecture. Generally speaking, the performance of the server and the configuration of hardware devices in the cluster are determined by the number of users and the number of visits. Therefore, in the early stage, there is no detailed requirement report for the whole set of server-side hardware, but we have given some basic requirements.

* The dual core processor E3 based on X86 system
* More than 16GB RAM
* 80GB disk storage
* Independent database server
* The distributed deployment server based on Linux is prepared with container and virtualization technology, but will not be used in the experimental time
* Data analysis server and other micro services

User-end or test-end, we require PC and mobile devices to test all the web pages and functions in various browsers

## Software requirements

The complexity of software requirements is much higher than that of hardware. All algorithms, technical details and functional requirements are implemented and verified by software programming. We can use the normal web development environment, tools, languages and related SDK.

### MVC Design pattern

MVC pattern is a very classic design pattern in software engineering, which is widely used in web development. The framework based on this design pattern can be called MVC framework. All the development and implementation described in this paper are based on this design pattern. This set of search engine system adopts MVC framework. MVC is a design pattern that separates model, view and controller. In actual development, model is data level, view is front-end, and controller is part of business logic. MVC design pattern can achieve high cohesion and low coupling, and separate data, view and business. MVC improves the development efficiency, code cleanliness, and has higher scalability. The purpose of using this mode is to make the search engine easy to optimize and expand the function in the experiment.

Related application software

* MVC framework based on Node and express
* The view layer is based on vue, also called front end, which is used by users
* reverse proxy server and http server are based on Nginx
* Mysql database, a kind of relational database, stores a large number of data generated by the search engine

## Non-functional requirements

### Performance

Google answers 100 billion searches per month[4], that means the average of a day is at least 3 billion and this is the statistics in 2012. Our learning resource search engine doesn’t need such huge search performance because we are targeting at a special area instead of all the users on the internet. Around 2017, there are more than 30 million children use Google education apps [5], and adults and college students are not included in 30 million, so our system needs at least double of this amount(children) for users’ requests so that it needs to accommodate 60 million users per day. In computer terms, it means DAU(Daily Active User) is at least 60 million. To ensure the smooth requests from the increasing DAU, we raise the performance bottleneck to 100 million DAU.

### Reliability

The operation of all the services are 24 hours, Users get the results within 1 second after starting the search that is to say, the response speed is less than 1 second for each research

### Security

System level security:

1. Firewall between server nodes, access control on blacklist, whitelist and iptables technologies.
2. Data backup to prevent the data loss disaster.
3. When main servers crash, use the reserve servers instead.
4. Quick recovery plan for crashed servers.

Business level security:

1. User verification
2. API requests security
3. User behaviour logs
4. Cookie or cache security
5. User privacy
6. Encrypt and decrypt data

# Design

This part is the system design description, including engineering design, system architecture deployment design, unified modeling language.The final implementation, online system and theoretical verification of the system will follow all of the following design principle.

## Software Engineering Process

The design of software process follows the life cycle of software engineering and adopts agile model.



I divide the whole implementation process into 6 parts. The concept of the system is described in the background and problems above parts of the paper. Software requirements will not be described in the paper, there are other requirements documents. Framework design, UML will be described in the next parts of this chapter, development and implementation will not be described, only display through algorithms and methods research, for detail please refer to development documents and code. Testing and verification will be presented in the last part of the paper.

## System deployment structure design

## UML

# **Citation**

*[1]. Patil, Yugandhara; Patil, Sonal (2016). ["Review of Web Crawlers with Specification and Working"](http://www.ijarcce.com/upload/2016/january-16/IJARCCE 52.pdf) (PDF). International Journal of Advanced Research in Computer and Communication Engineering.*

*[2]. Jordan Friedman, U.S. News Data: The Average Online Bachelor's Student, April 4, 2017*

*[3]. Cliff Bowman, Veronique Ambrosini,Identifying Valuable Resources,European Management Journal,Volume 25, Issue 4,2007,Pages 320-329,ISSN 0263-2373*

*[4] Sullivan, Danny. ["Google: 100 Billion Searches Per Month, Search To Integrate Gmail, Launching Enhanced Search App For iOS."](http://searchengineland.com/google-search-press-129925) Search Engine Land. August 8, 2012.*

*[5] Natasha Singer. “How Google Took Over the Classroom”. The New York Times, May 13, 2017*