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Best First

Focused Crawling using Asynchronous Cellular Learning Automata

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Abstract: Web crawling is used to collect the web pages which will be indexed by a search engine. The search engine uses these crawled and indexed pages to answer users' queries. Since the volume of web pages is very high and it increases continuously, search engines can index a limited number of web pages. Therefore, in recent years, the focused crawler algorithms have been introduced which act selectively during crawling and collect the web pages related to a specific topic. In this paper, an asynchronous cellular learning automata based approach for focused crawling is proposed. The proposed approach is a combination of web structure and web usage mining techniques and is composed of two phases. In the first phase the relationship structure of pages is determined using asynchronous cellular learning automata, hyperlinks and users' behavior in visiting web pages, i.e. the related pages and their relevance degree are determined. In the second phase, the focused crawling is performed using the obtained relationship structure and the pages related to a specific topic are collected. Experimental results have shown the superiority of the proposed method (harvest rate and target recall) in comparison to Best First Crawler and its independency from initial set selection.

Keywords: Focused Crawling, Asynchronous Cellular Automata, Web Usage Data

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[2] BestFirst

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[3] SharkSearch

[4] PageRank

[5]

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Spider

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$$\begin{array}{ccccccc}
& & \beta = \{\beta_1, \beta_2, \dots, \beta_r\} & \alpha = \{\alpha_1, \alpha_2, \dots, \alpha_r\} & E = \{\alpha, \beta, c\} & & \\
& \alpha_i & & c_i & & & c_i \\
& (& \beta &) & & &) \\
& & & & & & \\
& \alpha = \{\alpha_1, \alpha_2, \dots, \alpha_r\} & & \{\alpha, \beta, p, T\} & & & \\
T & & p = \{p_1, p_2, \dots, p_r\} & & & \beta = \{\beta_1, \beta_2, \dots, \beta_r\} & \\
& & & & & & p(n+1) = T[\alpha(n), \beta(n), p(n)] \\
& \alpha_i & n & & & \beta(n) & \\
& & & & & () & \\
& p_i(n+1) = p_i(n) + a(1 - \beta(n)) \cdot (1 - p_i(n)) - b\beta(n)p_i(n) & & & & & \\
& p_j(n+1) = p_j(n) - a(1 - \beta(n)) \cdot (1 - p_j(n)) - b\beta(n)p_j(n) & & () & & & \\
& p_j(n) + \frac{b\beta(n)}{r-1} - b\beta(n)p_j(n) & & & & & \\
L_{RcP} & a & b & L_{R-P} & b & a & b \\
& & & & & & a \\
& & & & [10] & & b \\
& & & & & L_{R-I} & \\
& & & & & & b \\
& & & & & & \\
& CLA = (Z^d, \varphi, A, N, F) & & d & & & Z^d \\
& & & & & & \varphi \\
& [11] & & & & &
\end{array}$$

$$\begin{array}{cccc}
& \text{(LA)} & A \\
& Z^d & N = \{x_1, \dots, x_m\} \\
\beta & \text{CLA} & F: \varphi^m \rightarrow \beta
\end{array}$$

[13][12]

(ACLA)

$$\begin{array}{ccccccccc}
\text{ACLA} & & & & & & & & \text{ACLA} \\
n & & d & & \text{ACLA} & & & & \text{ACLA} \\
& n & & \rho & & \text{CLA} & & & CLA = (Z^d, \varphi, A, N, F, \rho) \\
\rho_i & LA_i & & & \text{ACLA} & & i & LA & \rho_i \\
& LA & & & & & & &
\end{array}$$

[14].

[2-9]

$$\left(\dots \right)$$

$$\left(\dots \right)$$

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graph TD
    A(( )) --- B[Hub]
    A --- C[Hub]
    A --- D[Hub]
  
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The diagram illustrates a network structure with a central node (A) connected to three peripheral nodes (B, C, and D), each labeled "Hub".

$$G = [0, w(n) - 1] \times \dots \times [0, h(n) - 1]$$

ACLA

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$$p_a(agent_i) = \frac{\beta^2}{\beta^2 + f(agent_i)^2} \quad ()$$

$f \quad \beta$

$$f(agent_i) = \max \{ 0, \frac{1}{9} \sum_{agent_j \in N(agent_i)} (1 - \frac{d(agent_i, agent_j)}{k}) \} \quad ()$$

$agent_j \quad agent_i \qquad d(agent_i, agent_j) \qquad k \quad agent_i \qquad N(agent_i) \qquad ()$

$$d(agent_i, agent_j) = \sqrt{(s_{i,1} - s_{j,1})^2 + \dots + (s_{i,k} - s_{j,k})^2} \quad ()$$

$s_{m,n} \qquad) \qquad k \qquad n \qquad m \qquad s_{m,n}$

$$(\quad) \qquad cell_i \qquad cell_i \qquad cell_i \qquad (\quad)$$

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$$(\quad) \qquad cell_i \qquad cell_i \qquad cell_i \qquad \bullet$$

$$L_{Rep} \quad () \quad () \qquad agent_i \qquad b \quad a \qquad g \rightarrow agent_i$$

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$agent_i \qquad g \qquad path_i \qquad Length(path_i)$

$$a = c_1 \frac{\sum_{\forall g \in N(agent_i) \text{ and } (g \rightarrow agent_i \text{ or } agent_i \rightarrow g)} 1}{\sum_{\forall g \in N(agent_i)} 1} + c_2 \sum_{\forall path_i | agent_i \text{ and } g \in N(agent_i) \in path_i} \frac{1}{Length(path_i)}$$

()

$$b = \frac{\sum_{\forall cycle_i | (agent_i \text{ and } g \in N(agent_i)) \in cycle_i} Length(cycle_i)}{\sum_{\forall path_i | (agent_i \text{ and } g \in N(agent_i)) \in path_i} Length(path_i)} \quad ()$$

agent_i

$$c_2 - c_1 \quad .$$

agent_i

agent_i

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$$r(i,j) = f(agent_i) \frac{1}{d(agent_i, agent_j)} \quad ()$$

j - i

agent_j *agent_i* *r(i,j)*

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//Relationship Structure Determination Algorithm

Define a 2D ACLA and initialize parameters

for each web page **do**

 assign an agent to a web page
 place agent randomly at cell
 equip agent with LA

end for

while (iterations exceeds a threshold)

 user_log: Array of [Number of Users][Users Path]
 /* user log, pages viewed by each user. Each row
 contains path of a user. */

for each cell **do** //traverse cells in row major method

 compute activation value for agent placed in
 current cell by equation (5)
if (agent's activation value > R) **then**
 select one action of agent's LA randomly
 move to an unoccupied neighbour cell based on selected action
 compute reward parameter by equation (8)
 compute penalty parameter by equation (9)

if (penalty parameter!= 0) **then**
 penalize(action) by equation (2)
else if (reward parameter!= 0) **then**
 reward(action) by equation (1)

end if

end if

end for

end while

Relationship Structure:= compute relevance degree of each agent and its neighbour by equation (10)

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$$\text{crawl_score}(\text{Page}_j) = r(i,j) \times \text{hub}(i)$$

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j (j
[15] HITS) i r(i,j)
i Hub i Hub
 HITS hub(i)

Lui [16]

[16]

$$m \quad n \quad () \quad n \quad m \quad s_{m,n}) .$$

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[2] BestFirst

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		/
()	T_c
		/
		α_u
		λ
ΔM^v_t		σ_m
ΔM^v_t		μ_n
		α_p
		σ_t
		/
		θ
		/

: ()

c_1	/
c_2	/
f	k
	B
	R

[17]

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A

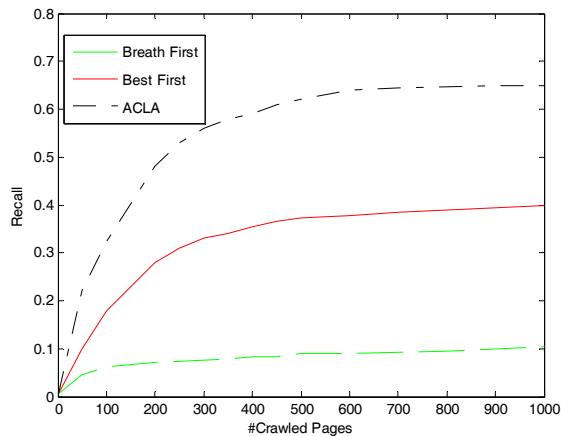
A

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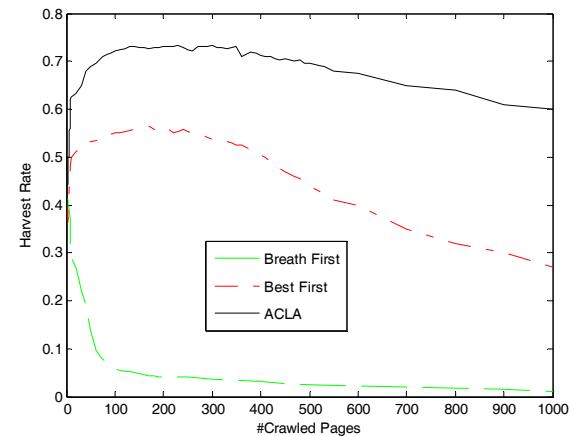
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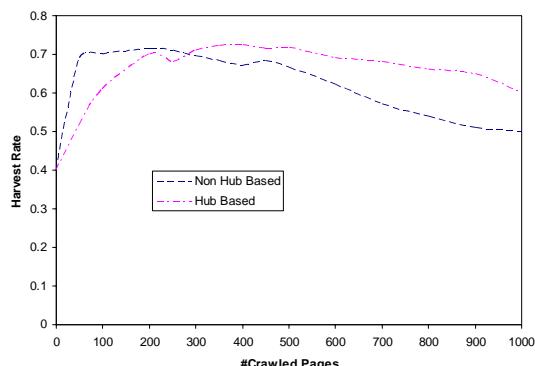


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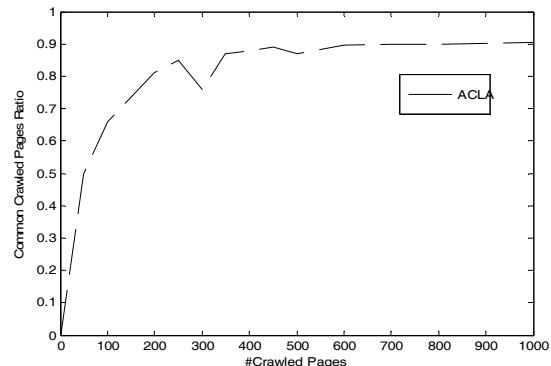
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Hub

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¹ Query

² Indexing

³ Focused Crawler

⁴ Background Knowledge

⁵ Ontology

⁶ Context Graph

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- ⁷ Sibling
 - ⁸ Bottomless Site
 - ⁹ Stationary
 - ¹⁰ Non-Stationary
 - ¹¹ Linear Reward-Penalty
 - ¹² Linear Reward epsilon Penalty
 - ¹³ Linear Reward Inaction
 - ¹⁴ Time Driven
 - ¹⁵ Step Driven
 - ¹⁶ Stagnation
 - ¹⁷ Harvest Rate
 - ¹⁸ Recall