

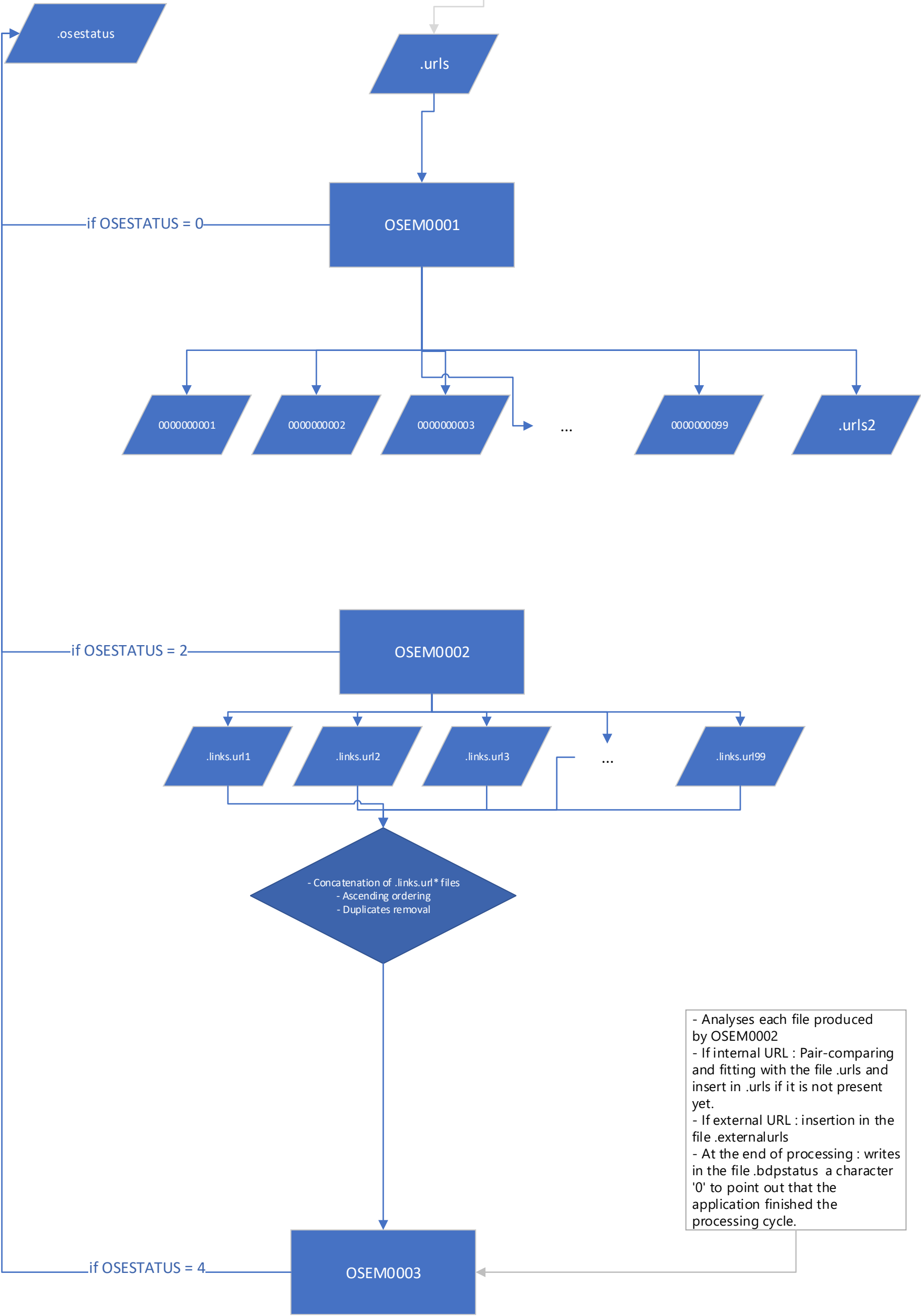
OpenSearchEngine [OSE]
Functional diagram - prototype

Filesystem on the server

target1.com/
|_ .osestatus
|_ .urls
|_ .meta.0000000001
|_ .meta.0000000002
|_ .meta.0000000003
|_ .meta....
|_ .meta.0000000099
|_ 0000000001
|_ 0000000002
|_ 0000000003
|_ ...
|_ 0000000099
|_ ...
target2.com/
|_ ...
|_ ...

- Variable length file
- Contains Target's urls

CRONJOB :
- each 10 minutes
- if .bdpstatus = '0'



OSESTATUS :
- 0 when all programs OSEM* finished (a complete processing cycle has ended and can begin again).
- 1 : OSEM001 started
- 2 : OSEM001 finished
- 3 : OSEM002 started
- 4 : OSEM003 started
- 0 : OSEM003 finished

.osestatus
- Fixed-length file = 12
- one line file
- Record Structure (Cobol Syntax) :
OSESTATUS (PIC X(01))
FILLER (PIC X(01))
LAST_URLID_COMPUTED PIC X(10)

.urls (, .urls2, .urls3...)
- files containing urls - without duplicates - of the website
- Variable length file
- Record Structure (Cobol Syntax)
URLID (PIC X(10)) Unique ID of the l'URL, if already checked
FILLER (PIC X(01))
HTTPRC (PIC X(03)) : Http Return Code
FILLER (PIC X(01))
STREAMED (PIC X(19)) : timestamp (long) of last HTTP Request by OSEM001
FILLER (PIC X(01))
PARSED (PIC X(19)) : timestamp (long) of last Analysis / Parding by OSEM002
FILLER (PIC X(01))
URL (variable length)

- open .osestatus (read-only), reads its content, stores the content in the program memory, and closes the file
- If OSESTATUS = 0 {
 - get current timestamp
 - open .bdpstatus (write mode), writes the character '1' = job is currently running
 - opens .urls and opens a file .urls2 in write mode
 - For every url in .urls,
 - if the Url has not been checked yet (No UrlId in .urls) {
 - wait a random time period between 10 and 30 seconds
 - a unique identifier with 10 characters is computed, for examples 0000000001, with +1 incrementing from the last UrlId read in .osestatus.
 - http GET request on every URL
 - in the file .urls2 :
 - records the UrlId
 - records the HTTP Return Code
 - records Streamed, the current timestamp
 - records the URL
 - in a file 000000000*
 - records the returned data (header, body)
 - The Unique Identifier URLID 000000000* is recorded into .bdpstatus
 - we get the current timestamp, we compute the elapsed time (execution time of the program), and log the result
- writes BDPSTATUS = 2
- End of loop : we close .bdpstatus, .urls and .urls2, and we move .urls2 to .urls

```

- opens .bdpstatus (read-only), reads its content, records it in the program memory, and then closes
the file
- If BDPSTATUS = 2 {
  - gets the current timestamp
  - opens .bdpstatus (writing mode), writes the character '3' = the job is currently running
  - opens .urls2 and opens a file .urls3 (writing mode)
  - for every url in .urls2,
    if the url has not been parsed yet (no PARSED in .urls2) and if Url has already been STREAMED {
      - opens the corresponding 000*** file (read-only mode)
      - opens the file .links.000*** (writing mode)
      - opens the file .links.malformed.000*** (writing mode)
      - extracts every link of the page corresponding to the pattern '<a(.*?)href=[\"'](.*?)\\[\"']'
      - for every link found {
        - checks the validity of the link : [http|https]://*.*/+(.*)
        - if valid : writes the link in .links.000***
        - else : writes the link in .links.malformed.000***
      }
    }
  - in the file .urls3 :
    - records PARSED, the current timestamp
}
- gets the current timestamp, computes the elapsed time (running time of the program), and logs
the result
- writes BDPSTATUS = 4
- end of loop : closes .bdpstatus, .urls2 and .urls3, and moves .urls3 vers .urls
}

```