Crawling the Web

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Web Crawling

❖Retrieve (for indexing, storage, …) Web pages by using the links found on a page to locate more pages.

Must have some starting point

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Type of crawl

- **W**eb crawl versus
  crawl of more limited network – **w**eb
  - cs.princeton.edu
  - internal co. network
- complete crawl versus
  focused crawl by some criteria
  - pages on one topic
- Type of crawl will affect necessity/usability of various techniques

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Main Issues I

- starting set of pages?
  - a.k.a "seed" URLs
- can visit whole of Web (or web)?
- how determine order to visit links?
  - graph model:
    breadth first vs depth first
    - what are pros and cons of each?
    - "black holes"
  - other aspects /considerations
    - how deep want to go?
    - associate priority with links

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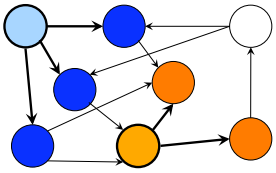
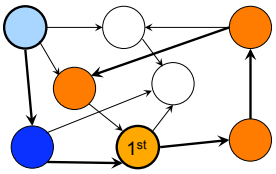
- Breadth-first:



- Depth-first:



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"Black holes" and other "baddies"

- "Black hole": Infinite chain of pages
  - dynamically generated
  - not always malicious
    - link to "next month", which uses perpetual calendar generator
- Other bad pages
  - other behavior damaging to crawler?
    - servers
  - spam content
    - use URLs from?

Robust crawlers must deal with black holes and other damaging behavior

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Main Issues II

- Web is dynamic
  - time to crawl "once"
  - how mix crawl and re-crawl
    - priority of pages
- Social behavior
  - crawl only pages allowed by owner
    - robot exclusion protocol: *robots.txt*
  - not flood servers
    - expect many pages to visit on one server

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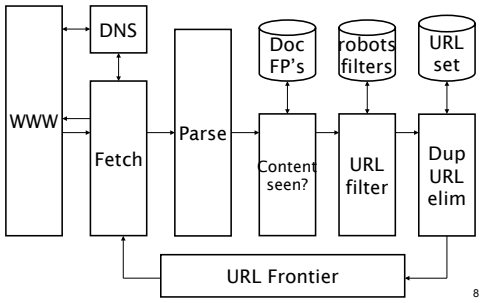
from slides for Intro to IR, Sec. 20.2.1

Basic crawl architecture



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Technical issues

- maintain one or **more** queues of URLs to be visited: URL frontier
  - order of URLs in queues?
    - FIFO = breadth first
    - LIFO = depth first
    - priority queues
- resolve hostname in URLs to get actual IP addresses – Domain Name Service servers (DNS lookup)
  - bottleneck:
    - servers distributed
    - can have high lookup latency

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Technical issues continues

- To do large crawls must have multiple crawlers with multiple network connections (sockets) open and probably multiple queues
- large crawls generate large amount data
  - need fast access => main memory
  - cache: hold items most likely to use in main memory instead of
    - on disk
    - request from server

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DNS lookup

- cache DNS map
  - large, local, in memory
  - hold most recently used mappings
- don't want temporal locality of reference
  - be nice to servers (or else)
- prefetch DNS resolution for URLs on page when it parsed?
  - batch requests
  - put in cache
  - use when URL gets to head of queue
  - resolution stale?
- How "large" cache?
  - Problems?

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(Near?) Duplicate pages

Has page been indexed already?

- mirror sites – different URLs, same page
  - bad: duplicate page in search results
  - worse?: add links from duplicate pages to queues
    - also mirrors?
  - mirrored pages may have slight differences
    - e.g. indicate which mirror they on
- other sources duplicates & near duplicates
  - eg …/spr12/cos435/ps1.html
    …/spr11/cos435/ps1.html

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(Near?) Duplicate page removal

- table of fingerprints or sketches of pages
  - fit in main memory?
  - if not, costs disk access per page crawler retrieves
- cache?
  - less likely to hit sketch in cache than, say, URL?

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When apply duplicate removal?

- while crawling versus for search results
  - crawling larger problem
  - search results demand faster results
- duplicates versus near duplicates
  - same policy?

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Duplicate URL removal

IS URL in URL frontier?
Has URL already been visited? if not recrawling
⇒ Has URL ever been in URL frontier?

- Use:
  - canonical, fully specified URLs
  - canonical hostname provided by DNS
- *Visited?* hash table
  - hash canonical URL to entry
- *Visited?* table may be too large for MM

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Caching *Visited?* table

- not temporal but "popularity" locality:
  - most popular URLs
  - most popular sites
    - *some* temporal locality within
- to exploit site-level locality need hash that brings pages on same site together:
  - two-level hash:
    - hash hostname and port
    - hash path
- can use B+ tree, sorted on i then ii
  - if no entry for URL in tree, not visited

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Re-crawling

- When re-crawl what pages?
  - finish crawl and start over
    - finish = have enough?
  - re-crawl high priority pages in middle of crawl
  - how determine priority?
- How integrate re-crawl of high priority pages?
  - One choice – separate cycle for crawl of high priority pages

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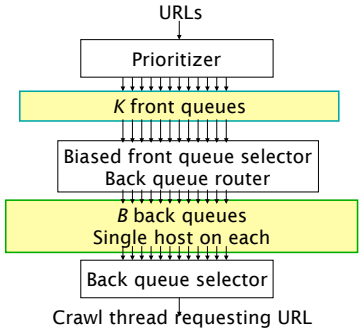
from slides for Intro to IR, Sec. 20.2.3

Another choice: Mercator scheme



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Mercator prioritizing

- Assigning priority
  - properties of page from previous visits
    - e.g. how often page change
  - class of pages
    - news, blogs, … high priority for recrawl
  - focused crawling
- Front queue for each priority: FIFO
- "Biased front queue selector" implements policy by choosing which queue next

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Mercator politeness enforcement: Back queues

- at any point each queue contains only URLs from one host
- additional information
  - table mapping host to queue
  - heap containing entry for each queue/host: earliest time can next request from host
- heap min gives next queue to use for URL to fetch
  - wait until earliest allowed time to fetch

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Maintaining back queues

- When a back queue emptied, remove URLs from front queues - putting in appropriate back queues until remove URL from new host
- put URL from new host in empty back queue
  - update host- back queue table
  - determine "earliest request time"
  - insert in heap

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Crawling **large** number pages

- indexing is **not*** dynamic and continuous
  - ★ Google in fall 2010 announced now has dynamic index
  - Index all pages collected at certain time (end of crawl?)
  - Provide search half of engine with new index
- crawling is continuous
  - some choices:
    - reinsert seed URLs in queue when fetch
    - also reinsert high-priority URLs when fetch
    - reinsert all URLs with varying priority when fetch

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Focused Web Crawling

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Question

How change crawling strategy if only want pages that

- on a particular topic
- match particular query
- satisfy a particular predicate

- example: crawling for 3D models

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Issues

- Are issues:
  - Depth v.s. Breadth
    - desired pages may be "deep" in Web
  - 100% coverage of relevant pages
- Are not issues:
  - recrawl (?)
  - 100% coverage of web

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How Prune Search?

One method (Chakrabarti et. al.):

- have desired topic + classifier
- each time acquire page, use classifier to ask if it on topic
- harvest links of page only if on topic

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Alternative:
Intelligent Crawling on the World Wide Web with Arbitrary Predicates

- Do *not* assume, *build* statistical evidence:
  - parent interesting => page interesting
  - siblings interesting => page interesting
- crawler *learns* importance of different features of pages as indicators of relevance of other pages yet to visit
- learns how *prioritize* pages for visiting
- Start as random crawler and adjust as learn

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Calculating priority of pages in queue for visiting

- Features considered
  - content of parent web pages
  - % of parents satisfying predicate
  - % of siblings satisfying predicate
  - "tokens" in URL of page
    - e.g. "edu", "princeton"
- Use a numerical ***interest ratio*** to prioritize

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Missing features?

- Keep in mind analysis *before* page is visited, i.e. read and processed
- Anchor text
- *Others?*

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Summary

- focused crawling for specialized applications
- have been many proposed methods
- need
  - more analysis per page
  - less throughput

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