### PV211: Introduction to Information Retrieval https://www.fi.muni.cz/~sojka/PV211

IIR 20: Crawling Handout version

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# How hard can crawling be?

- Web search engines must crawl their documents.
- Getting the content of the documents is easier for many other IR systems.
  - E.g., indexing all files on your hard disk: just do a recursive descent on your file system
- Ok: for web IR, getting the content of the documents takes longer . . .
- ... because of latency.
- But is that really a design/systems challenge?

Recap

# Basic crawler operation

- Initialize queue with URLs of known seed pages
- Repeat
  - Take URL from queue
  - Fetch and parse page
  - Extract URLs from page
  - Add URLs to queue
- Fundamental assumption: The web is well linked.

# Exercise: What's wrong with this crawler?

```
urlqueue := (some carefully selected set of seed urls)
while urlqueue is not empty:
  myurl := urlqueue.getlastanddelete()
  mypage := myurl.fetch()
  fetchedurls.add(myurl)
  newurls := mypage.extracturls()
  for myurl in newurls:
    if myurl not in fetchedurls and not in urlqueue:
      urlqueue.add(myurl)
  addtoinvertedindex(mypage)
```

# What's wrong with the simple crawler

- Scale: we need to distribute.
- We can't index everything: we need to subselect. How?
- Duplicates: need to integrate duplicate detection
- Spam and spider traps: need to integrate spam detection
- Politeness: we need to be "nice" and space out all requests for a site over a longer period (hours, days)
- Freshness: we need to recrawl periodically.
  - Because of the size of the web, we can do frequent recrawls only for a small subset.
  - Again, subselection problem or prioritization

### Magnitude of the crawling problem

- To fetch 20,000,000,000 pages in one month . . .
- ... we need to fetch almost 8,000 pages per second!
- Actually: many more since many of the pages we attempt to crawl will be duplicates, unfetchable, spam, etc.

#### What a crawler must do

#### Be polite

- Don't hit a site too often
- Only crawl pages you are allowed to crawl: robots.txt

#### Be robust

 Be immune to spider traps, duplicates, very large pages, very large websites, dynamic pages, etc. Recap

#### robots.txt

- Protocol for giving crawlers ("robots") limited access to a website, originally from 1994
- Examples:
  - User-agent: \* Disallow: /yoursite/temp/
  - User-agent: searchengine Disallow: /
- Important: cache the robots.txt file of each site we are crawling

Recap

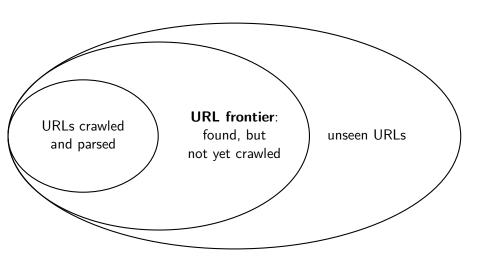
### Example of a robots.txt (nih.gov)

```
User-agent: PicoSearch/1.0
Disallow: /news/information/knight/
Disallow: /nidcd/
Disallow: /news/research matters/secure/
Disallow: /od/ocpl/wag/
User-agent: *
Disallow: /news/information/knight/
Disallow: /nidcd/
Disallow: /news/research matters/secure/
Disallow: /od/ocpl/wag/
Disallow: /ddir/
Disallow: /sdminutes/
```

## What any crawler should do

- Be capable of distributed operation
- Be scalable: need to be able to increase crawl rate by adding more machines
- Fetch pages of higher quality first
- Continuous operation: get fresh version of already crawled pages

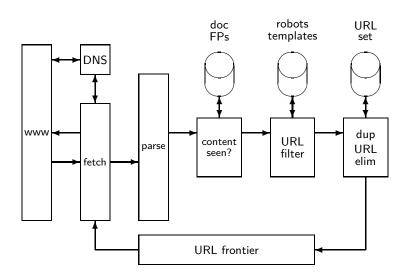
### **URL** frontier



### **URL** frontier

- The URL frontier is the data structure that holds and manages URLs we've seen, but that have not been crawled yet.
- Can include multiple pages from the same host
- Must avoid trying to fetch them all at the same time
- Must keep all crawling threads busy

### Basic crawl architecture



### **URL** normalization

- Some URLs extracted from a document are relative URLs.
- E.g., at http://www.fi.muni.cz/~sojka/PV211/, we may have p20crawl.pdf
  - This is the same as URL: http://www.fi.muni.cz/~sojka/PV211/p20crawl.pdf
- During parsing, we must normalize (expand) all relative URLs.

#### Content seen

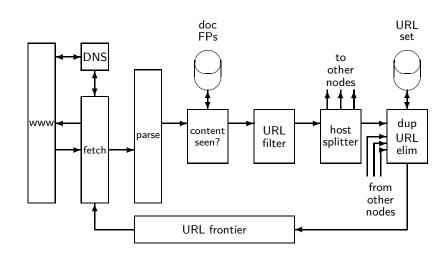
- For each page fetched: check if the content is already in the index
- Check this using document fingerprints or shingles
- Skip documents whose content has already been indexed

### Distributing the crawler

- Run multiple crawl threads, potentially at different nodes
  - Usually geographically distributed nodes
- Partition hosts being crawled into nodes



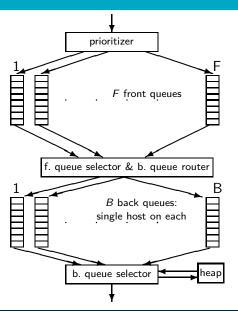
### Distributed crawler



### URL frontier: Two main considerations

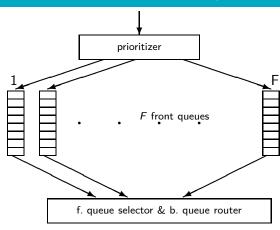
- Politeness: Don't hit a web server too frequently
  - E.g., insert a time gap between successive requests to the same server
- Freshness: Crawl some pages (e.g., news sites) more often than others
- Not an easy problem: simple priority queue fails.

#### Mercator URL frontier



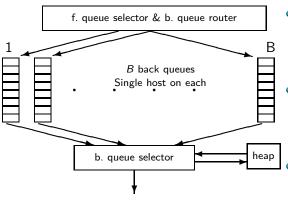
- URLs flow in from the top into the frontier.
- Front queues manage prioritization.
- Back queues enforce politeness.
- Each queue is FIFO.

### Mercator URL frontier: Front queues



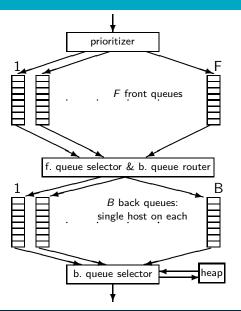
- Prioritizer assigns to URL an integer priority between 1 and F.
- Then appends URL to corresponding queue
- Heuristics for assigning priority: refresh rate, PageRank, etc.
- Selection from front queues is initiated by back queues

### Mercator URL frontier: Back queues



- Invariant 1. Each back queue is kept non-empty while the crawl is in progress.
- Invariant 2. Each back queue only contains URLs from a single host.
  - Maintain a table from hosts to back queues.
- In the heap:
- One entry for each back queue
- The entry is the earliest time t<sub>e</sub> at

#### Mercator URL frontier



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### Spider trap

- Malicious server that generates an infinite sequence of linked pages.
- Sophisticated spider traps generate pages that are not easily identified as dynamic.

#### Resources

- Chapter 20 of IIR
- Resources at https://www.fi.muni.cz/~sojka/PV211/ and http://cislmu.org, materials in MU IS and FI MU library
  - Papers by NLP centre people crawling data for Sketch Engine
  - Paper on Mercator by Heydon et al.
  - Robot exclusion standard