

Web search

Web data management and distribution

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Web Data Management and Distribution
<http://webdam.inria.fr/textbook>

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Outline

- 1 **Web crawling**
 - Discovering new URLs
 - Identifying duplicates
 - Crawling architecture
- 2 Web Information Retrieval
- 3 Web Graph Mining
- 4 Conclusion

Web Crawlers

- **crawlers, (Web) spiders, (Web) robots**: autonomous user agents that retrieve pages from the Web
- Basics of crawling:
 - 1 Start from a given URL or set of URLs
 - 2 Retrieve and process the corresponding page
 - 3 Discover new URLs (cf. next slide)
 - 4 Repeat on each found URL
- No real termination condition (virtual unlimited number of Web pages!)
- **Graph-browsing** problem
 - deep-first**: not very adapted, possibility of being lost in **robot traps**
 - breadth-first**
 - combination of both**: breadth-first with limited-depth deep-first on each discovered website

Sources of new URLs

- From HTML pages:
 - ▶ **hyperlinks** `...`
 - ▶ **media** `` `<embed src="...">` `<object data="...">`
 - ▶ **frames** `<frame src="...">` `<iframe src="...">`
 - ▶ **JavaScript links** `window.open ("...")`
 - ▶ etc.
- Other hyperlinked content (e.g., PDF files)
- Non-hyperlinked URLs that appear anywhere on the Web (in HTML text, text files, etc.): use regular expressions to extract them
- Referrer URLs
- Sitemaps [sit08]

Scope of a crawler

- Web-scale
 - ▶ The Web is infinite! Avoid robot traps by putting depth or page number **limits** on each Web server
 - ▶ Focus on **important** pages [APC03] (cf. lecture on the Web graph)
- Web servers under a list of **DNS domains**: easy filtering of URLs
- A given topic: **focused crawling** techniques [CvdBD99, DCL⁺00] based on classifiers of Web page content and predictors of the interest of a link.
- The national Web (cf. **public deposit**, national libraries): what is this? [ACMS02]
- A given Web site: what is a Web site? [Sen05]

A word about hashing

Definition

A **hash function** is a deterministic mathematical function transforming objects (numbers, character strings, binary. . .) into fixed-size, seemingly random, numbers. The more random the transformation is, the better.

Example

Java hash function for the `String` class:

$$\sum_{i=0}^{n-1} s_i \times 31^{n-i-1} \bmod 2^{32}$$

where s_i is the (Unicode) code of character i of a string s .

Identification of duplicate Web pages

Problem

Identifying duplicates or near-duplicates on the Web to prevent multiple indexing

trivial duplicates: same resource at the same **canonicalized** URL:

```
http://example.com:80/toto
```

```
http://example.com/titi/../toto
```

exact duplicates: identification by **hashing**

near-duplicates: (timestamps, tip of the day, etc.) more complex!

Near-duplicate detection

Edit distance. Count the **minimum number of basic modifications** (additions or deletions of characters or words, etc.) to obtain a document from another one. Good measure of similarity, and can be computed in $O(mn)$ where m and n are the size of the documents. But: **does not scale** to a large collection of documents (unreasonable to compute the edit distance for every pair!).

Shingles. Idea: two documents similar if they mostly share the same **succession of k -grams** (succession of tokens of length k).

Example

I like to watch the sun set with my friend.

My friend and I like to watch the sun set.

$S = \{i \text{ like, like to, my friend, set with, sun set, the sun, to watch, watch the, with my}\}$

$T = \{\text{and i, friend and, i like, like to, my friend, sun set, the sun, to watch, watch the}\}$

Hashing shingles to detect duplicates [BGMZ97]

- Similarity: **Jaccard coefficient** on the set of shingles:

$$J(S, T) = \frac{|S \cap T|}{|S \cup T|}$$

- Still **costly to compute!** But can be approximated as follows:
 - 1 Choose N **different hash functions**
 - 2 For each hash function h_i and each set of shingles $S_k = \{s_{k1} \dots s_{kn}\}$, store $\phi_{ik} = \min_j h_i(s_{kj})$
 - 3 Approximate $J(S_k, S_l)$ as the **proportion** of ϕ_{ik} and ϕ_{il} that are equal
- Possibly to repeat in a hierarchical way with **super-shingles** (we are only interested in **very** similar documents)

Crawling ethics

- Standard for robot exclusion: **robots.txt** at the root of a Web server [Kos94].

```
User-agent: *  
Allow: /searchhistory/  
Disallow: /search
```

- Per-page exclusion (*de facto* standard).

```
<meta name="ROBOTS" content="NOINDEX,NOFOLLOW">
```

- Per-link exclusion (*de facto* standard).

```
<a href="toto.html" rel="nofollow">Toto</a>
```

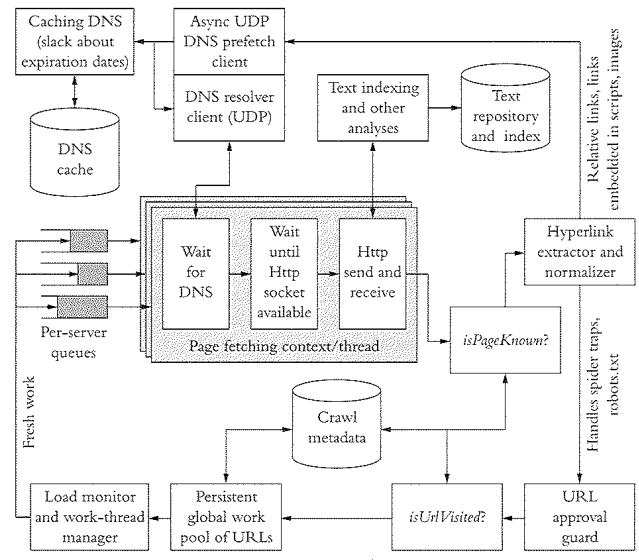
- Avoid **Denial Of Service** (DOS), wait 100ms/1s between two repeated requests to the same Web server

Parallel processing

Network delays, waits between requests:

- **Per-server queue** of URLs
- Parallel processing of requests to different hosts:
 - ▶ **multi-threaded** programming
 - ▶ **asynchronous** inputs and outputs (`select`, classes from `java.util.concurrent`): **less overhead**
- Use of **keep-alive** to reduce connexion overheads

General Architecture [Cha03]



Refreshing URLs

- Content on the Web **changes**
- Different **change rates**:
 - online newspaper main page: every hour or so
 - published article: virtually no change
- **Continuous** crawling, and identification of change rates for **adaptive** crawling:
 - ▶ If-Last-Modified HTTP feature (not reliable)
 - ▶ Identification of **duplicates** in successive request

Outline

- 1 Web crawling
- 2 Web Information Retrieval**
 - Text Preprocessing
 - Inverted Index
 - Answering Keyword Queries
- 3 Web Graph Mining
- 4 Conclusion

Information Retrieval, Search

Problem

How to *index* Web content so as to answer (keyword-based) queries *efficiently*?

Context: set of *text documents*

- d_1 The jaguar is a New World mammal of the Felidae family.
- d_2 Jaguar has designed four new engines.
- d_3 For Jaguar, Atari was keen to use a 68K family device.
- d_4 The Jacksonville Jaguars are a professional US football team.
- d_5 Mac OS X Jaguar is available at a price of US \$199 for Apple's new "family pack".
- d_6 One such ruling family to incorporate the jaguar into their name is Jaguar Paw.
- d_7 It is a big cat.

Text Preprocessing

Initial text **preprocessing** steps

- Number of optional steps
- Highly depends on the **application**
- Highly depends on the **document language** (illustrated with English)

Language Identification

How to find the language used in a document?

- Meta-information about the document: often **not reliable!**
- **Unambiguous** scripts or letters: not very common!

한글

カタカナ

عربى

Gharbi

porn

Language Identification

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- Meta-information about the document: often **not reliable!**
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한글
カタカナ
ދިވެހި
Għarbi
pörn

Respectively: Korean Hanguk, Japanese Katakana, Maldivian Dhivehi, Maltese, Icelandic

- Extension of this: **frequent characters**, or, better, **frequent k -grams**
- Use standard machine learning techniques (**classifiers**)

Tokenization

Principle

Separate text into **tokens** (words)

Not so easy!

- In some languages (Chinese, Japanese), words **not separated by whitespace**
- Deal **consistently** with acronyms, elisions, numbers, units, URLs, emails, etc.
- **Compound words**: *hostname*, *host-name* and *host name*. Break into two tokens or regroup them as one token? In any case, lexicon and linguistic analysis needed! Even more so in other languages as German.

Usually, remove punctuation and normalize case at this point

Tokenization: Example

- d_1 the₁ jaguar₂ is₃ a₄ new₅ world₆ mammal₇ of₈ the₉ felidae₁₀ family₁₁
- d_2 jaguar₁ has₂ designed₃ four₄ new₅ engines₆
- d_3 for₁ jaguar₂ atari₃ was₄ keen₅ to₆ use₇ a₈ 68k₉ family₁₀ device₁₁
- d_4 the₁ jacksonville₂ jaguars₃ are₄ a₅ professional₆ us₇ football₈ team₉
- d_5 mac₁ os₂ x₃ jaguar₄ is₅ available₆ at₇ a₈ price₉ of₁₀ us₁₁ \$199₁₂
for₁₃ apple's₁₄ new₁₅ family₁₆ pack₁₇
- d_6 one₁ such₂ ruling₃ family₄ to₅ incorporate₆ the₇ jaguar₈ into₉
their₁₀ name₁₁ is₁₂ jaguar₁₃ paw₁₄
- d_7 it₁ is₂ a₃ big₄ cat₅

Stemming

Principle

Merge different forms of the same word, or of closely related words, into a single **stem**

- Not in all applications!
- Useful for retrieving documents containing *geese* when searching for *goose*
- **Various degrees** of stemming
- Possibility of building different indexes, with different stemming

Stemming schemes (1/2)

Morphological stemming.

- Remove **bound morphemes** from words:
 - ▶ plural markers
 - ▶ gender markers
 - ▶ tense or mood inflections
 - ▶ etc.
- Can be linguistically **very complex**, cf:
Les poules du couvent couvent.
[The hens of the monastery brood.]
- In English, somewhat **easy**:
 - ▶ Remove final -s, -'s, -ed, -ing, -er, -est
 - ▶ Take care of semiregular forms (e.g., -y/-ies)
 - ▶ Take care of irregular forms (mouse/mice)
- But still some **ambiguities**: cf stocking, rose

Stemming schemes (2/2)

Lexical stemming.

- Merge **lexically related** terms of various parts of speech, such as *policy*, *politics*, *political* or *politician*
- For English, **Porter's stemming** [Por80]; stem *university* and *universal* to *univers*: not perfect!
- Possibility of coupling this with **lexicons** to merge (near-)synonyms

Phonetic stemming.

- Merge **phonetically related** words: search despite spelling errors!
- For English, **Soundex** [US 07] stems *Robert* and *Rupert* to *R163*. Very **coarse**!

Stemming Example

- d_1 the₁ jaguar₂ be₃ a₄ new₅ world₆ mammal₇ of₈ the₉ felidae₁₀ family₁₁
- d_2 jaguar₁ have₂ design₃ four₄ new₅ engine₆
- d_3 for₁ jaguar₂ atari₃ be₄ keen₅ to₆ use₇ a₈ 68k₉ family₁₀ device₁₁
- d_4 the₁ jacksonville₂ jaguar₃ be₄ a₅ professional₆ us₇ football₈ team₉
- d_5 mac₁ os₂ x₃ jaguar₄ be₅ available₆ at₇ a₈ price₉ of₁₀ us₁₁ \$199₁₂
for₁₃ apple₁₄ new₁₅ family₁₆ pack₁₇
- d_6 one₁ such₂ rule₃ family₄ to₅ incorporate₆ the₇ jaguar₈ into₉
their₁₀ name₁₁ be₁₂ jaguar₁₃ paw₁₄
- d_7 it₁ be₂ a₃ big₄ cat₅

Stop Word Removal

Principle

Remove **uninformative** words from documents, in particular to lower the cost of storing the index

determiners: *a, the, this*, etc.

function verbs: *be, have, make*, etc.

conjunctions: *that, and*, etc.

etc.

Stop Word Removal Example

- d_1 jaguar₂ new₅ world₆ mammal₇ felidae₁₀ family₁₁
- d_2 jaguar₁ design₃ four₄ new₅ engine₆
- d_3 jaguar₂ atari₃ keen₅ 68k₉ family₁₀ device₁₁
- d_4 jacksonville₂ jaguar₃ professional₆ us₇ football₈ team₉
- d_5 mac₁ os₂ x₃ jaguar₄ available₆ price₉ us₁₁ \$199₁₂ apple₁₄
new₁₅ family₁₆ pack₁₇
- d_6 one₁ such₂ rule₃ family₄ incorporate₆ jaguar₈ their₁₀ name₁₁
jaguar₁₃ paw₁₄
- d_7 big₄ cat₅

Inverted Index construction

After all preprocessing, construction of an **inverted index**:

- Index of **all terms**, with the list of documents where this term **occurs**
- Small scale: disk storage, with **memory mapping** (cf. `mmap`) techniques; secondary index for offset of each term in main index
- Large scale: distributed on a **cluster of machines**; hashing gives the machine responsible for a given term
- Updating the index is costly, so only **batch operations** (not one-by-one addition of term occurrences)

Inverted Index Example

family	d_1, d_3, d_5, d_6
football	d_4
jaguar	$d_1, d_2, d_3, d_4, d_5, d_6$
new	d_1, d_2, d_5
rule	d_6
us	d_4, d_5
world	d_1

...

Note:

- the length of an inverted (posting) list is highly variable – scanning short lists first is an important optimization.
- *entries* are homogeneous: this gives much room for compression.

Storing positions in the index

- phrase queries, NEAR operator: need to keep **position information** in the index
- just add it in the document list!

family	$d_1/11, d_3/10, d_5/16, d_6/4$
football	$d_4/8$
jaguar	$d_1/2, d_2/1, d_3/2, d_4/3, d_5/4, d_6/8 + 13$
new	$d_1/5, d_2/5, d_5/15$
rule	$d_6/3$
us	$d_4/7, d_5/11$
world	$d_1/6$

...

⇒ so far, ok for **Boolean** queries: find the documents that contain a set of keywords; reject the other.

TF-IDF Weighting

The inverted is extended by adding **Term Frequency—Inverse Document Frequency** weighting

$$\text{tfidf}(t, d) = \frac{n_{t,d}}{\sum_{t'} n_{t',d}} \cdot \log \frac{|D|}{|\{d' \in D \mid n_{t,d'} > 0\}|}$$

$n_{t,d}$ number of occurrences of t in d
 D set of all documents

Documents (along with weight) are stored in **decreasing weight order** in the index

TF-IDF Weighting Example

family	$d_1/11/.13, d_3/10/.13, d_6/4/.08, d_5/16/.07$
football	$d_4/8/.47$
jaguar	$d_1/2/.04, d_2/1/.04, d_3/2/.04, d_4/3/.04, d_6/8 + 13/.04,$ $d_5/4/.02$
new	$d_2/5/.24, d_1/5/.20, d_5/15/.10$
rule	$d_6/3/.28$
us	$d_4/7/.30, d_5/11/.15$
world	$d_1/6/.47$
...	

Exercise: take an entry, and check that the tf/idf value is indeed correct (take documents after stop-word removal).

Answering Boolean Queries

- **Single keyword query**: just consult the index and return the documents in index order.
- **Boolean multi-keyword query**

(jaguar AND new AND NOT family) OR cat

Same way! Retrieve document lists from all keywords and apply adequate set operations:

AND intersection

OR union

AND NOT difference

- **Global score**: some function of the individual weight (e.g., addition for conjunctive queries)
- **Position queries**: consult the index, and filter by appropriate condition

Answering Top- k Queries

t_1 AND ... AND t_n

Problem

Find the **top- k results** (for some given k) to the query, without retrieving all documents matching it.

Notations:

$s(t, d)$ weight of t in d (e.g., tfidf)

$g(s_1, \dots, s_n)$ monotonous function that computes the global score (e.g., addition)

The Threshold Algorithm

- 1 Let R be the empty list, and $m = +\infty$.
- 2 For each $1 \leq i \leq n$:
 - 1 Retrieve the document $d^{(i)}$ containing term t_i that has the **next largest** $s(t_i, d^{(i)})$.
 - 2 Compute its global score $g_{d^{(i)}} = g(s(t_1, d^{(i)}), \dots, s(t_n, d^{(i)}))$ by retrieving all $s(t_j, d^{(i)})$ with $j \neq i$.
 - 3 If R contains less than k documents, or if $g_{d^{(i)}}$ is greater than the **minimum of the score of documents** in R , add $d^{(i)}$ to R .
- 3 Let $m = g(s(t_1, d^{(1)}), s(t_2, d^{(2)}), \dots, s(t_n, d^{(n)}))$.
- 4 If R contains more than k documents, and the minimum of the score of the documents in R is **greater than or equal** to m , return R .
- 5 Redo step 2.

The TA, by example

$q = \text{"new OR family"}$, and $k = 3$. We use inverted lists sorted on the weight.

family $d_1/11/.13, d_3/10/.13, d_6/4/.08, d_5/16/.07$

new $d_2/5/.24, d_1/5/.20, d_5/15/.10$

...

Initially, $R = \emptyset$ and $\tau = +\infty$.

- 1 $d^{(1)}$ is the first entry in L_{family} , one finds $s(\text{new}, d_1) = .20$; the global score for d_1 is $.13 + .20 = .33$.
- 2 Next, $i = 2$, and one finds that the global score for d_2 is $.24$.
- 3 The algorithm quits the loop on i with $R = \langle [d_1, .33], [d_2, .24] \rangle$ and $\tau = .13 + .24 = .37$.
- 4 We proceed with the loop again, taking d_3 with score $.13$ and d_5 with score $.17$. $[d_5, .17]$ is added to R (at the end) and τ is now $.10 + .13 = .23$. A last loop concludes that the next candidate is d_6 , with a global score of $.08$. Then we are done.

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- 3 Web Graph Mining**
 - PageRank
 - HITS
 - Spamdexing
- 4 Conclusion

The Web Graph

The World Wide Web seen **as a (directed) graph**:

Vertices: Web pages

Edges: hyperlinks

Same for other **interlinked** environments:

- dictionaries
- encyclopedias
- scientific publications
- social networks

The transition matrix

$$\begin{cases} g_{ij} = 0 & \text{if there is no link between page } i \text{ and } j; \\ g_{ij} = \frac{1}{n_i} & \text{otherwise, with } n_i \text{ the number of outgoing links of page } i. \end{cases}$$

$$G = \begin{pmatrix} 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & \frac{1}{4} & 0 & 0 & \frac{1}{4} & \frac{1}{4} & 0 & \frac{1}{4} & 0 \\ 0 & 0 & 0 & \frac{1}{2} & \frac{1}{2} & 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & \frac{1}{2} & 0 & 0 & 0 & \frac{1}{2} \\ \frac{1}{3} & \frac{1}{3} & 0 & \frac{1}{3} & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & \frac{1}{3} & 0 & \frac{1}{3} & 0 & \frac{1}{3} \\ 0 & \frac{1}{3} & 0 & 0 & 0 & 0 & 0 & 0 & \frac{1}{3} & \frac{1}{3} \\ 0 & \frac{1}{2} & \frac{1}{2} & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \end{pmatrix}$$

PageRank (Google's Ranking [BP98])

Idea

Important pages are pages pointed to by **important** pages.

PageRank simulates a random walk by iterately computing the PR of each page, represented as a vector v .

Initially, v is set using a uniform distribution ($v[i] = \frac{1}{|V|}$).

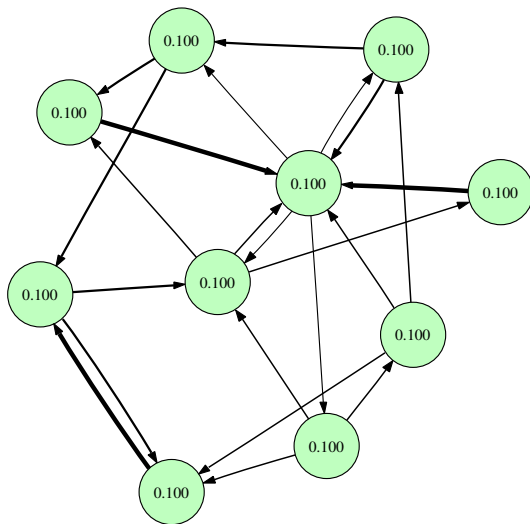
Definition (Tentative)

Probability that the surfer following the **random walk** in G has arrived on page i at some distant given point in the future.

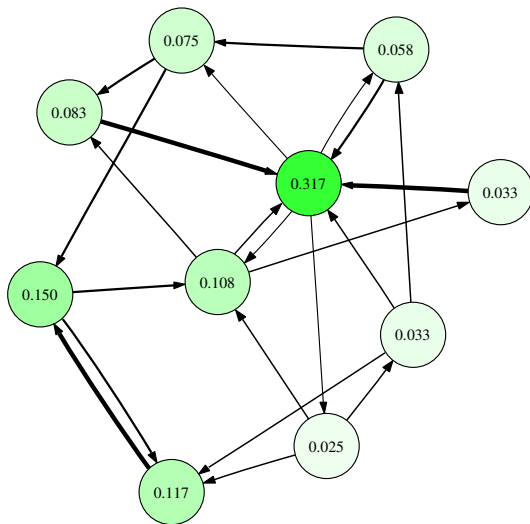
$$\text{pr}(i) = \left(\lim_{k \rightarrow +\infty} (G^T)^k v \right)_i$$

where v is some initial column vector.

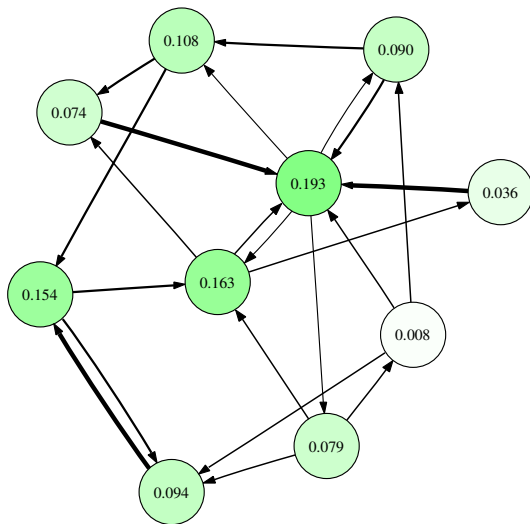
PageRank Iterative Computation



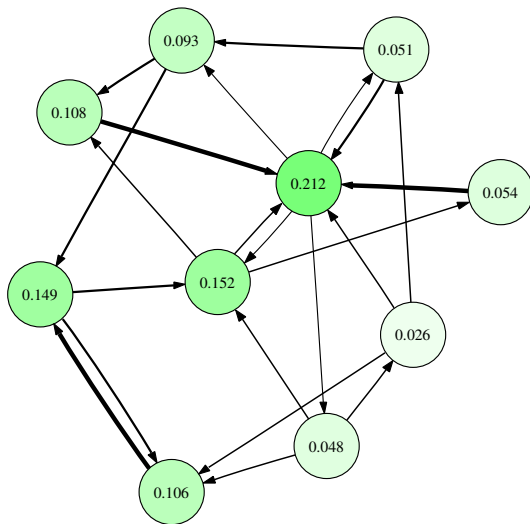
PageRank Iterative Computation



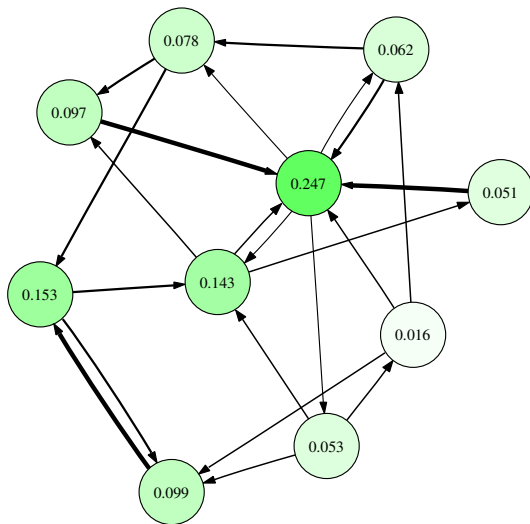
PageRank Iterative Computation



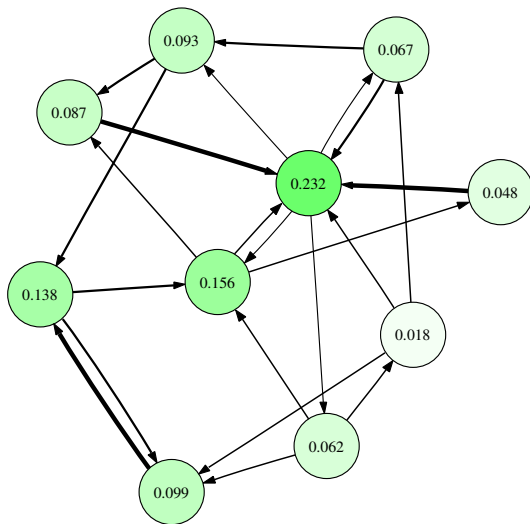
PageRank Iterative Computation



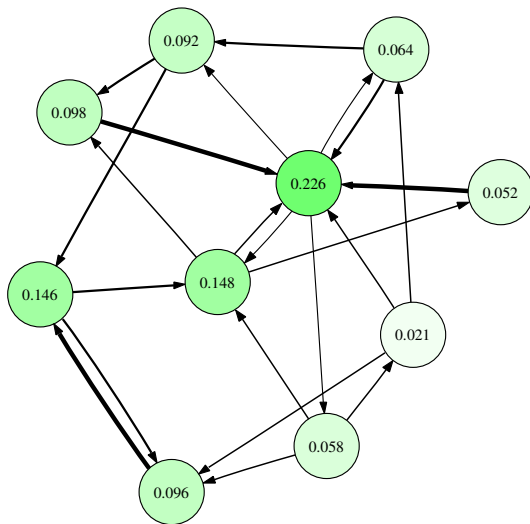
PageRank Iterative Computation



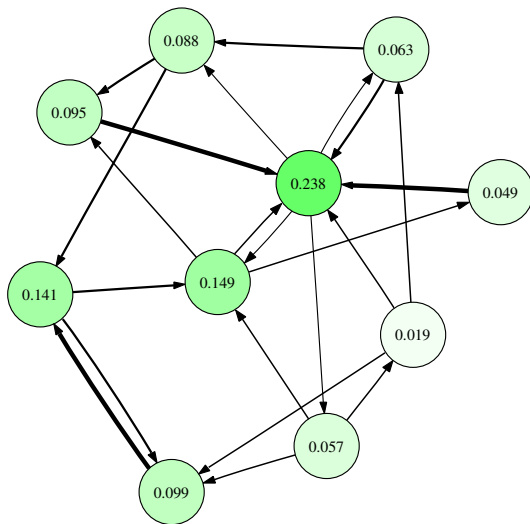
PageRank Iterative Computation



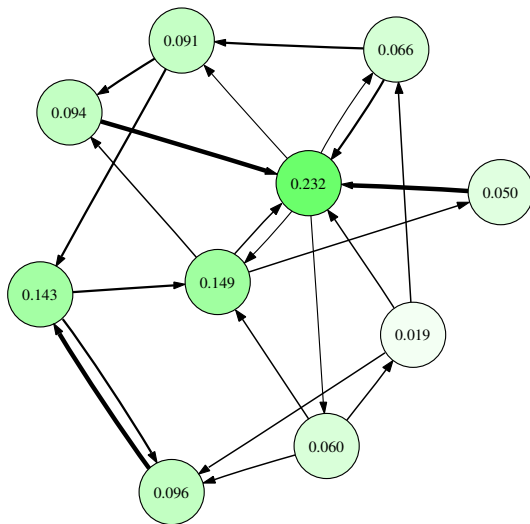
PageRank Iterative Computation



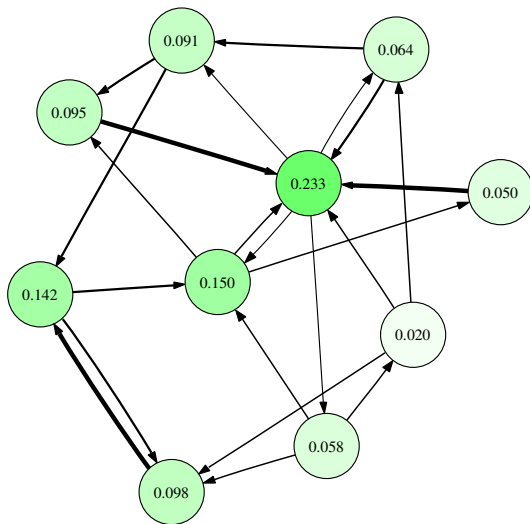
PageRank Iterative Computation



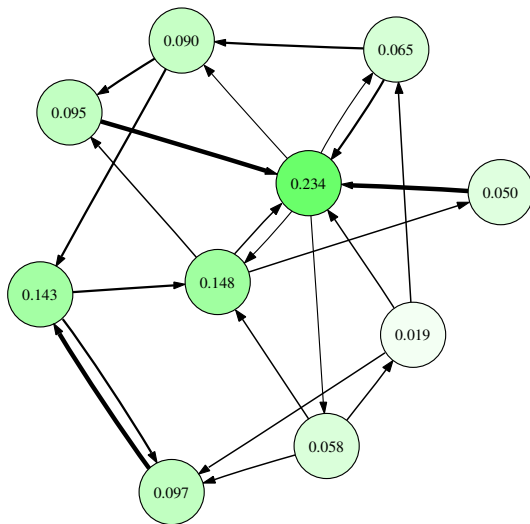
PageRank Iterative Computation



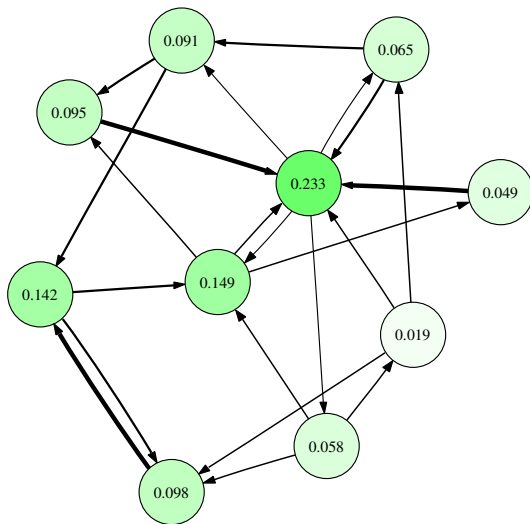
PageRank Iterative Computation



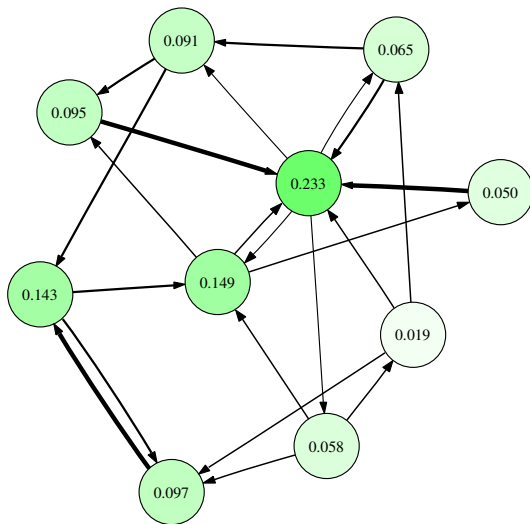
PageRank Iterative Computation



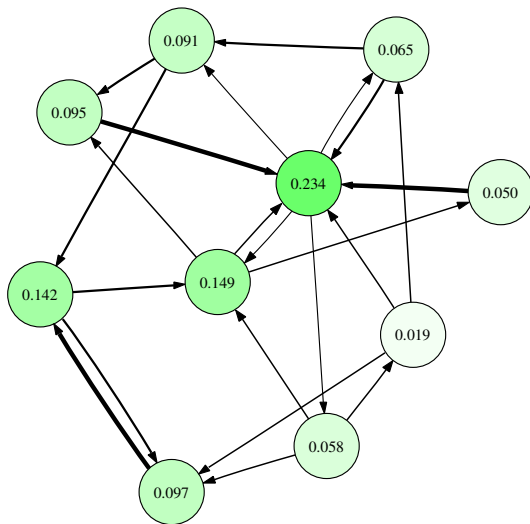
PageRank Iterative Computation



PageRank Iterative Computation



PageRank Iterative Computation



PageRank With Damping

May not always converge, or convergence may not be unique.

To fix this, the random surfer can at each step randomly jump to any page of the Web with some probability d ($1 - d$: damping factor).

$$\text{pr}(i) = \left(\lim_{k \rightarrow +\infty} ((1 - d)G^T + dU)^k v \right)_i$$

where U is the matrix with all $\frac{1}{N}$ values with N the number of vertices.

Using PageRank to Score Query Results

- PageRank: **global** score, independent of the query
- Can be used to raise the weight of **important** pages:

$$\text{weight}(t, d) = \text{tfidf}(t, d) \times \text{pr}(d),$$

- This can be directly incorporated **in the index**.

HITS (Kleinberg, [Kle99])

Idea

Two kinds of important pages: **hubs** and **authorities**. Hubs are pages that point to good authorities, whereas authorities are pages that are pointed to by good hubs.

G' transition matrix (with 0 and 1 values) of a subgraph of the Web. We use the following iterative process (starting with a and h vectors of norm 1):

$$\begin{cases} a := \frac{1}{\|G'^T h\|} G'^T h \\ h := \frac{1}{\|G' a\|} G' a \end{cases}$$

Converges under some technical assumptions to **authority** and **hub** scores.

Using HITS to Order Web Query Results

- 1 Retrieve the set D of Web pages **matching** a keyword query.
- 2 Retrieve the set D^* of Web pages obtained from D by adding **all linked pages**, as well as all **pages linking to** pages of D .
- 3 Build from D^* the corresponding **subgraph** G' of the Web graph.
- 4 Compute **iteratively** hubs and authority scores.
- 5 Sort documents from D by **authority scores**.

Less efficient than PageRank, because **local** scores.

Spamdexing

Definition

Fraudulent techniques that are used by unscrupulous webmasters to artificially raise the visibility of their website to users of search engines

Purpose: attracting visitors to websites to make profit.

Unceasing war between **spamdexers** and **search engines**

Spamdexing: Lying about the Content

Technique

Put **unrelated** terms in:

- meta-information (`<meta name="description">`, `<meta name="keywords">`)
- text content hidden to the user with JavaScript, CSS, or HTML presentational elements

Countertechnique

- **Ignore** meta-information
- Try and **detect** invisible text

Link Farm Attacks

Technique

Huge number of hosts on the Internet used for the sole purpose of **referencing** each other, without any content in themselves, to **raise the importance** of a given website or set of websites.

Countertechnique

- Detection of websites with **empty** or **duplicate** content
- Use of heuristics to discover **subgraphs** that look like link farms

Link Pollution

Technique

Pollute **user-editable** websites (blogs, wikis) or exploit security bugs to add **artificial** links to websites, in order to raise its importance.

Countertechnique

rel="nofollow" attribute to `<a>` links not validated by a page's owner

Outline

- 1 Web crawling
- 2 Web Information Retrieval
- 3 Web Graph Mining
- 4 Conclusion**

What you should remember

- The **inverted index** model for efficient answers of keyword-based queries.
- The **threshold algorithm** for retrieving top- k results.
- **PageRank** and its iterative computation.

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