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## Web Search

Introduction

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## The World Wide Web

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- Developed by Tim Berners-Lee in 1990 at CERN to organize research documents available on the Internet.
- Combined idea of documents available by FTP with the idea of *hypertext* to link documents.
- Developed initial HTTP network protocol, URLs, HTML, and first “web server.”

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## Web Pre-History

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- Ted Nelson developed idea of hypertext in 1965.
- Doug Engelbart invented the mouse and built the first implementation of hypertext in the late 1960’s at SRI.
- ARPANET was developed in the early 1970’s.
- The basic technology was in place in the 1970’s; but it took the PC revolution and widespread networking to inspire the web and make it practical.

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## Web Browser History

- Early browsers were developed in 1992 (Erwise, ViolaWWW).
- In 1993, Marc Andreessen and Eric Bina at UIUC NCSA developed the Mosaic browser and distributed it widely.
- Andreessen joined with James Clark (Stanford Prof. and Silicon Graphics founder) to form Mosaic Communications Inc. in 1994 (which became Netscape to avoid conflict with UIUC).
- Microsoft licensed the original Mosaic from UIUC and used it to build Internet Explorer in 1995.

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## Search Engine Early History

- By late 1980's many files were available by anonymous FTP.
- In 1990, Alan Emtage of McGill Univ. developed Archie (short for "archives")
  - Assembled lists of files available on many FTP servers.
  - Allowed regex search of these file names.
- In 1993, Veronica and Jughead were developed to search names of text files available through Gopher servers.

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## Web Search History

- In 1993, early web robots (spiders) were built to collect URL's:
  - Wanderer
  - ALIWEB (Archie-Like Index of the WEB)
  - WWW Worm (indexed URL's and titles for regex search)
- In 1994, Stanford grad students David Filo and Jerry Yang started manually collecting popular web sites into a topical hierarchy called Yahoo.

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### Web Search History (cont.)

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- In early 1994, Brian Pinkerton developed WebCrawler as a class project at U Wash. (eventually became part of Excite and AOL).
- A few months later, Fuzzy Maudlin, a grad student at CMU developed Lycos. First to use a standard IR system as developed for the DARPA Tipster project. First to index a large set of pages.
- In late 1995, DEC developed Altavista. Used a large farm of Alpha machines to quickly process large numbers of queries. Supported boolean operators, phrases, and “reverse pointer” queries.

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### Web Search History (cont.)

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- In 1998, Larry Page and Sergey Brin, Ph.D. students at Stanford, started Google. Main advance is use of *link analysis* to rank results partially based on authority.
- Microsoft lauched MSN Search in 1998 based on Inktomi (started from UC Berkeley in 1996), changed to Live Search in 2007, and Bing in 2009.

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### Web Challenges for IR

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- **Distributed Data:** Documents spread over millions of different web servers.
- **Volatile Data:** Many documents change or disappear rapidly (e.g. dead links).
- **Large Volume:** Billions of separate documents.
- **Unstructured and Redundant Data:** No uniform structure, HTML errors, up to 30% (near) duplicate documents.
- **Quality of Data:** No editorial control, false information, poor quality writing, typos, etc.
- **Heterogeneous Data:** Multiple media types (images, video, VRML), languages, character sets, etc.

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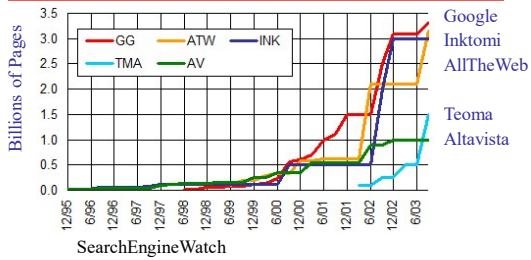
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## Growth of Web Pages Indexed



Assuming 20KB per page,  
1 billion pages is about 20 terabytes of data.

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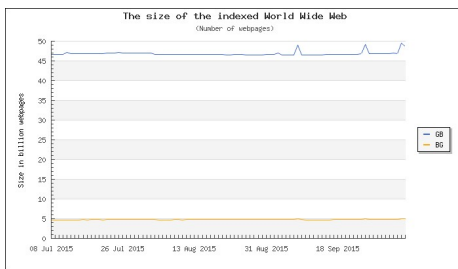
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## Current Size of the Web



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## Zipf's Law on the Web

- Number of in-links/out-links to/from a page has a Zipfian distribution.
- Length of web pages has a Zipfian distribution.
- Number of hits to a web page has a Zipfian distribution.

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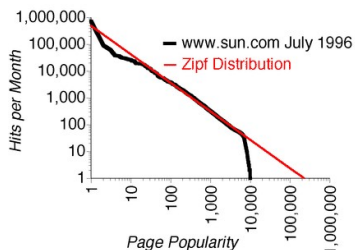
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## Zipfs Law and Web Page Popularity



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## “Small World” (Scale-Free) Graphs

- Social networks and six degrees of separation.  
– [Stanley Milgram Experiment](#)
- Power law distribution of in and out degrees.
- Distinct from purely random graphs.
- “Rich get richer” generation of graphs (preferential attachment).
- Kevin Bacon game.  
– [Oracle of Bacon](#)
- Erdos number.
- Networks in biochemistry, roads, telecommunications, Internet, etc are “small world”

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## Manual Hierarchical Web Taxonomies

- **Yahoo** approach of using human editors to assemble a large hierarchically structured directory of web pages (closed in 2014).
- **Open Directory Project** is a similar approach based on the distributed labor of volunteer editors (“net-citizens provide the collective brain”). Used by most other search engines. Started by Netscape.  
– <http://www.dmoz.org/>

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## Business Models for Web Search

- Advertisers pay for banner ads on the site that do not depend on a user's query.
  - CPM: Cost Per Mille (thousand impressions). Pay for each ad display.
  - CPC: Cost Per Click. Pay only when user clicks on ad.
  - CTR: Click Through Rate. Fraction of ad impressions that result in clicks throughs.  $CPC = CPM / (CTR * 1000)$
  - CPA: Cost Per Action (Acquisition). Pay only when user actually makes a purchase on target site.
- Advertisers bid for "keywords". Ads for highest bidders displayed when user query contains a purchased keyword.
  - PPC: Pay Per Click. CPC for bid word ads (e.g. Google AdWords).

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## History of Business Models

- Initially, banner ads paid thru CPM were the norm.
- GoTo Inc. formed in 1997 and originates and patents bidding and PPC business model.
- Google introduces AdWords in fall 2000.
- GoTo renamed Overture in Oct. 2001.
- Overture sues Google for use of PPC in Apr. 2002.
- Overture acquired by Yahoo in Oct. 2003.
- Google settles with Overture/Yahoo for 2.7 million shares of Class A common stock in Aug. 2004.

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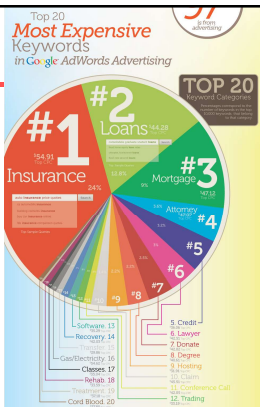
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## Affiliates Programs

- If you have a website, you can generate income by becoming an *affiliate* by agreeing to post ads relevant to the topic of your site.
- If users click on your impression of an ad, you get some percentage of the CPC or PPC income that is generated.
- Google introduces AdSense affiliates program in 2003.

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## Automatic Document Classification

- Manual classification into a given hierarchy is labor intensive, subjective, and error-prone.
- Text categorization methods provide a way to automatically classify documents.
- Best methods based on training a *machine learning (pattern recognition)* system on a labeled set of examples (*supervised learning*).
- Text categorization is a topic we will discuss later in the course.

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## Automatic Document Hierarchies

- Manual hierarchy development is labor intensive, subjective, and error-prone.
- It would nice to automatically construct a meaningful hierarchical taxonomy from a corpus of documents.
- This is possible with hierarchical text clustering (unsupervised learning).
  - Hierarchical Agglomerative Clustering (HAC)
- Text clustering is a another topic we will discuss later in the course.

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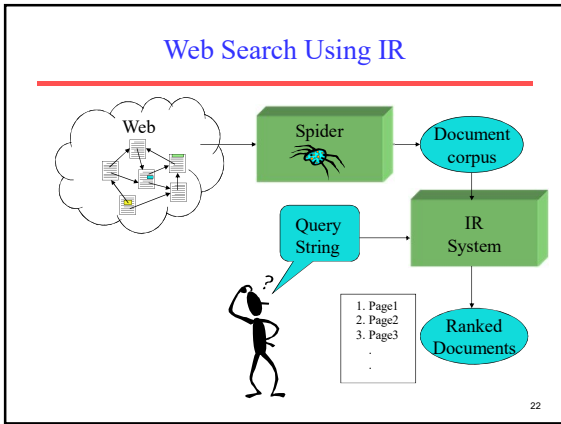
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## Web Search Using IR



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