Making the Connection
or: How does the internet work?
(continued from last class)

designing a simple routing scheme

- How to choose a good route between two points in the network?
- How can nodes “know” where to send a message?

problems with simple scheme?

solutions?

broadcast systems

- In a broadcast system, each message is delivered to all recipients within range, e.g., voice, radio.
- Norm Abramson at U. Hawaii linked together a computer and terminals on the Hawaiian islands using a radio channel in 1970.
- Today, ethernet channels (wires or optical fibres) link together computers in a small area.
the ethernet

- the ethernet provides broadcast communication
- the party protocol implements point-to-point communication on the ethernet

a simple party protocol

1. repeat
2. send packet on channel
3. listen for packet on channel
4. if packet is detected on channel then
5. you are done!
6. else (noise is detected on channel)
7. wait a random number of time steps
8. until you are done

observations on party protocol

- Randomness helps! (Why?)
- It works well when there is little traffic on the channel.
- There has been much research on improved protocols that can do better in the face of high traffic – ideas?

the world wide web: web pages and links

- a web page is a file
- each web pages has an address; these addresses are called URLs (uniform / universal resource locators)
- some web pages are written in a language called HTML (hypertext markup language)
- HTML pages have titles
- HTML pages may have links to other web pages

url examples

- http://www.google.ca/index.html
  - http refers to a protocol for transferring files
  - www.google.ca is a domain name
  - index.html is a file name (at the google domain)

  - here, ~hoos/cpsc101/Labs/Getting-Started/index.html specifies the main web page for the lab

web page links

- a link has:
  - an anchor: the underlined text you click on
  - a hyperlink reference: the URL of the web page you see when you click on the link

- example:
organization of the web

- the web is a network, with directed links
  - nodes are web pages or documents
  - nodes and links are constantly changing
- search engines find information on the web, e.g., Google

search engine

- a search engine is a collection of computer programs for finding information on the WWW
- a typical search engine has three components:
  - a crawler (spider, or robot)
  - a query processor
  - an interface (typically a web page)

crawler, query processor, interface

- The crawler creates a (keyword, URL) table; keywords are taken from the title of the document and from the anchors of links to the document.
- The query processor uses this table to find URLs that match the keywords entered by the user in the search engine interface.

crawler example

<table>
<thead>
<tr>
<th>Attractions and Recreation at UBC</th>
<th>©</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chan Centre</td>
<td>©</td>
</tr>
<tr>
<td>...</td>
<td>©</td>
</tr>
</tbody>
</table>

www.attractions.ubc.ca

www.chancentre.com

Chan Centre for the Performing Arts

... About the Chan

work of crawler never ends...

... since pages are constantly being modified, deleted, or added to the web!

- Next week, you’ll create a page!
- I’ll link to your page from the class home page.
- Try out Google occasionally to see if and when your page is returned when you do a web search.
research notes

A research team at Google, until recently headed by Monika Henzinger, pioneers new ways to find information on the web:

see http://www.google.com/jobs/inside.html