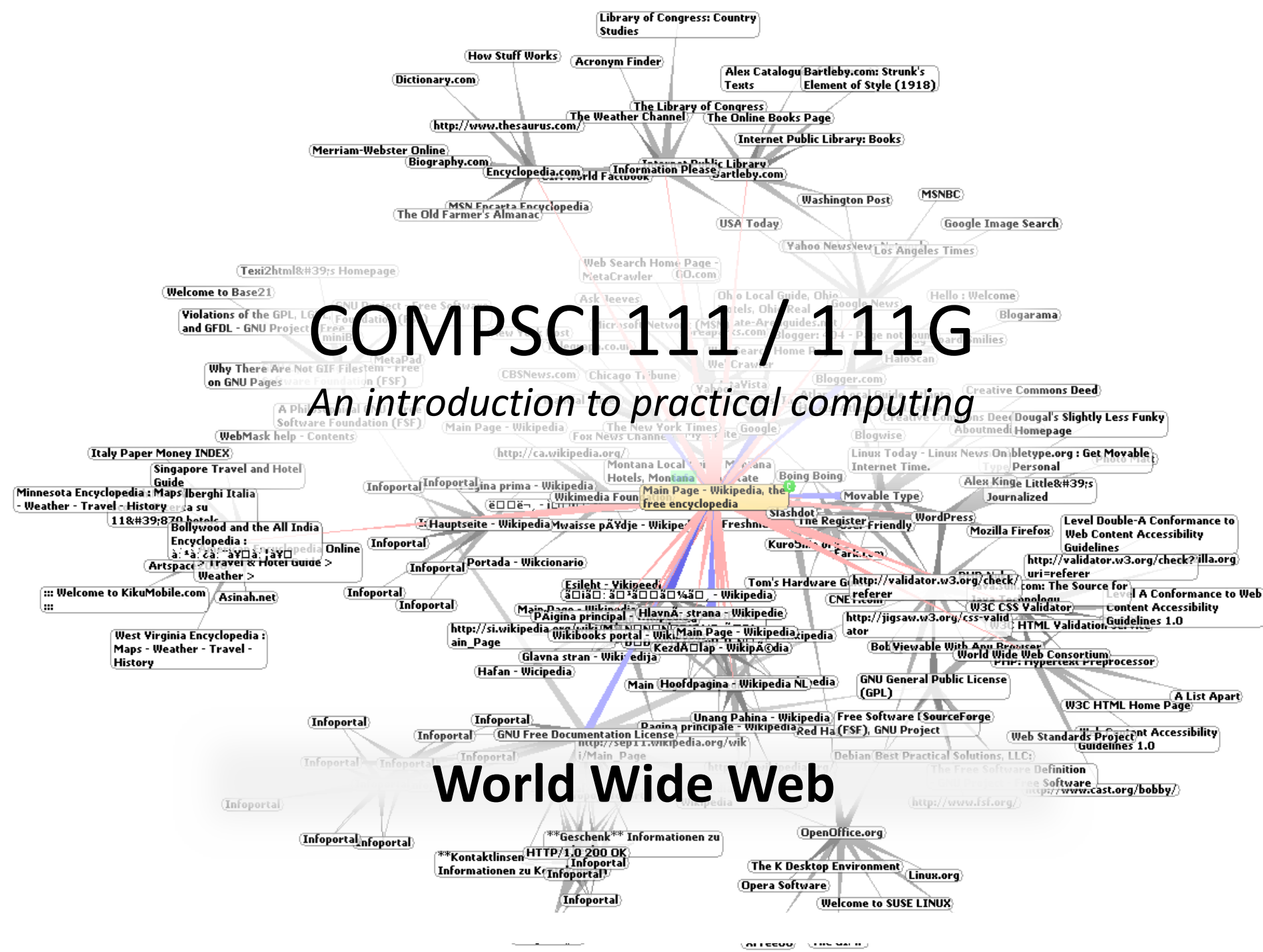


An introduction to practical computing

An introduction to practical computing

World Wide Web



Hypertext

- **Hypertext**

- Text with hyperlinks to other text.
- Typically displayed on a computer screen or other electronic device.

- **Hyperlink**

- Reference to data that the reader can follow via interaction.
- Interaction is typically done using a mouse click, touching the screen or a keypress sequence.

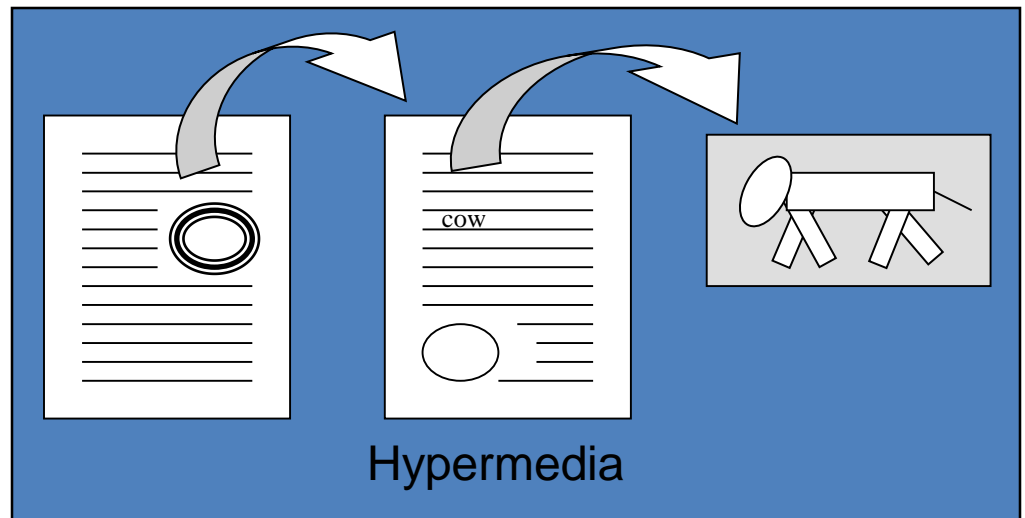
This is an example of some [hypertext!](#)

hyperlink


Multimedia and Hypermedia

- **Multimedia**

- The integration of many forms of media
- Text
- Images
- Sound
- Animation



- **Hypermedia**

- The combination of Hypertext and Multimedia
- Hyperlinks are made between **any media**
- Hypermedia and hypertext terms were coined by Ted Nelson

History

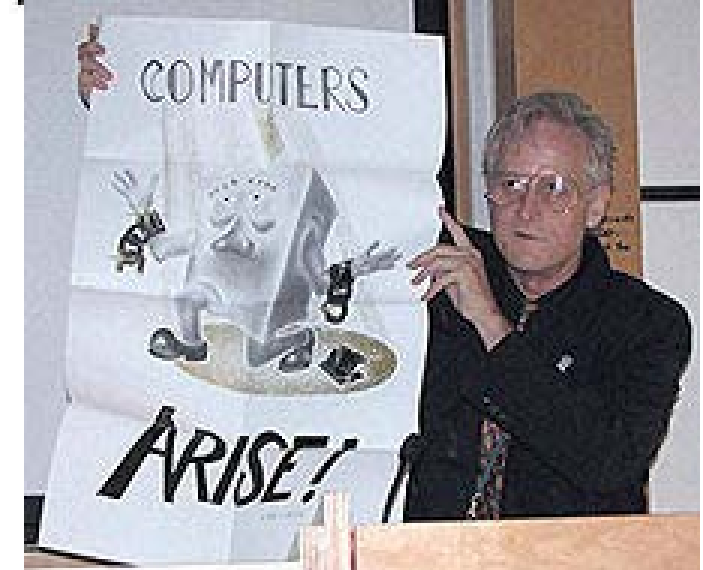
- **Vannevar Bush**

- MEMEX system described in 1945 essay “As We May Think”.
- Electromechanical device using microfilm for storage.
- To be used to develop and read a large self-contained research library.



- **Ted Nelson**

- Project Xanadu.
- Envisioned as a “digital repository scheme for world-wide electronic publishing”.
- First computer hypertext system.
- First attempt at implementation began in 1960.
- Incomplete implementation released in 1998



- **Tim Berners-Lee**

- 1989 starts the WWW project at CERN

<http://en.wikipedia.org/wiki/WWW>

The WWW project

- **Background: CERN**

- Many networks existed
- Each network had many documents

- **Aims**

- Access documents from any network in seamless manner
- World-Wide (distributed)
- Easy to add documents (dynamic)

- **Proposal**

- Use Hypertext
- No intention to support hypermedia
- Research only



This image by Paul Clarke, <http://www.flickr.com/people/34916866@N02>,
licensed under Creative Commons Attribution 2.0 Generic

Evolution of the web (1)

- **1989** Tim Berners-Lee begins work on the WWW project
- **1991** WWW operational at CERN
- **1992** WWW goes public
- **1993** Mosaic created by Marc Andreessen (First GUI browser)
- **1994** US Senate allow commerce on Internet
- **1994** Netscape Communications formed, Yahoo! formed

Evolution of the web (2)

- **1995 Microsoft Internet Explorer**
- **1998 Netscape became open-source, developed into Mozilla
Google founded**
- **1997-2001 “Dot-com” boom and bust**
- **2002-on The web becomes ubiquitous**

Technical Details

- **HTML**

- Hypertext Markup Language
- Language used to create Hypertext documents
- Covered later on in course

- **HTTP**

- Hypertext Transfer Protocol
- Protocol used to transfer Hypertext documents
- Client-Server Model

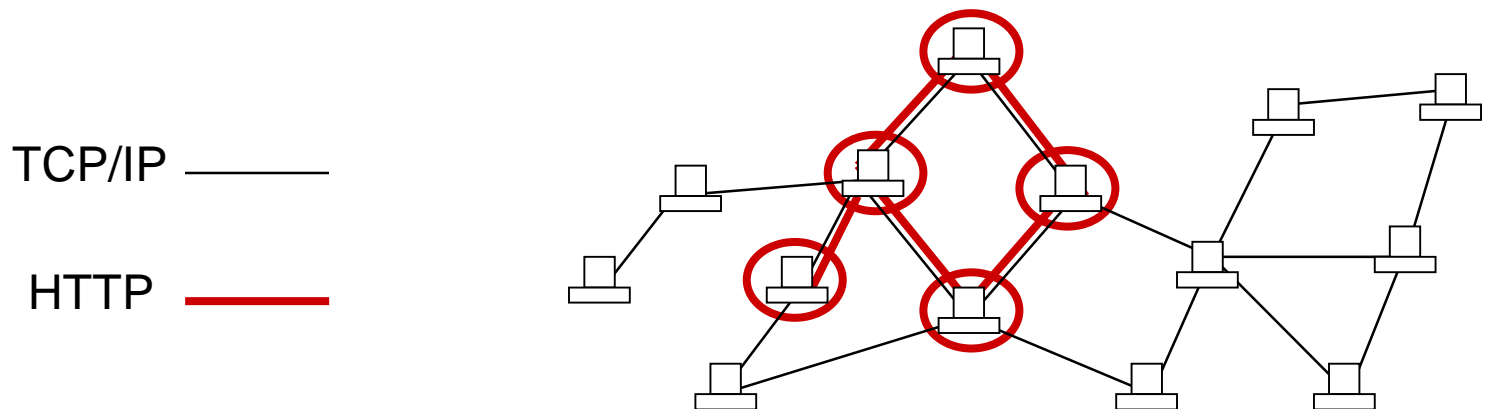
Technical Details

- **TCP/IP**

- Ensures data is routed reliably (see lecture 4)

- **WWW**

- Global body of information available using HTTP



Cyberspace Addresses

- **Uniform Resource Locators (URL)**

- Address used for any web resource

- **Protocol**

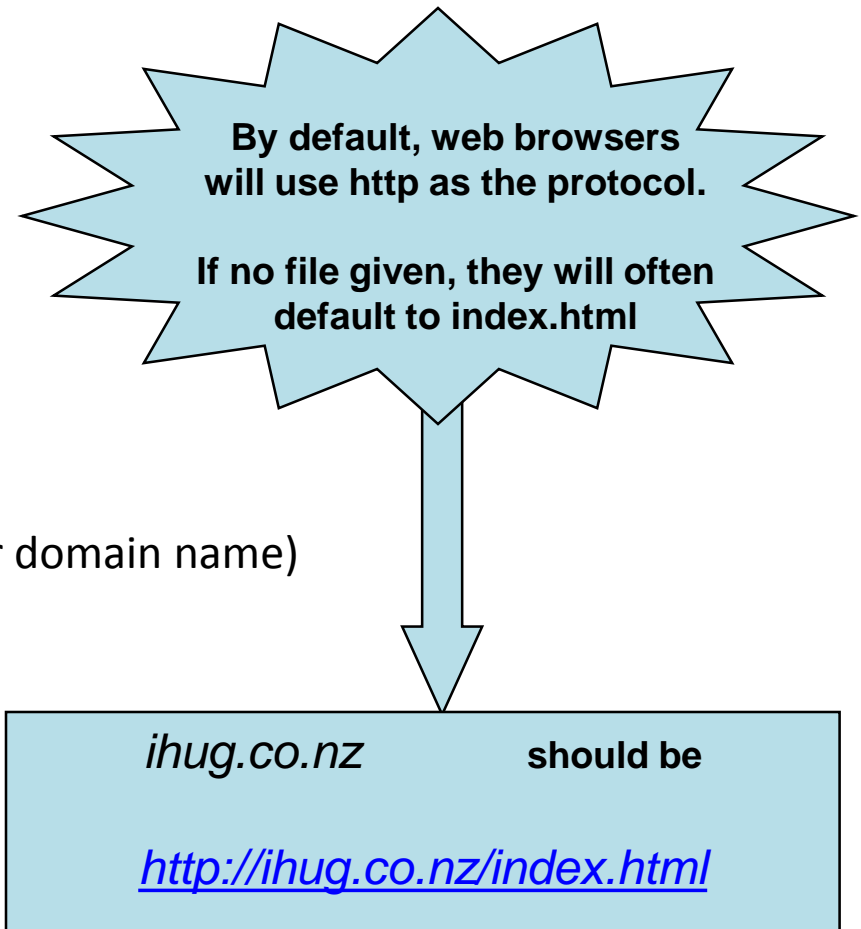
- Name of the protocol used
- ftp:// http:// https://

- **Domain**

- Name of a host computer (IP address or domain name)
- www.cs.auckland.ac.nz

- **File/ Resource**

- Path of the file
- /Damir/LectureSlides.pdf



Terms

- **Web Site**

- A collection of Web pages related to a single topic or theme. Normally designed and maintained by a single individual or organisation

- **Web Page**

- A hypermedia document designed for the WWW

- **Web Browser**

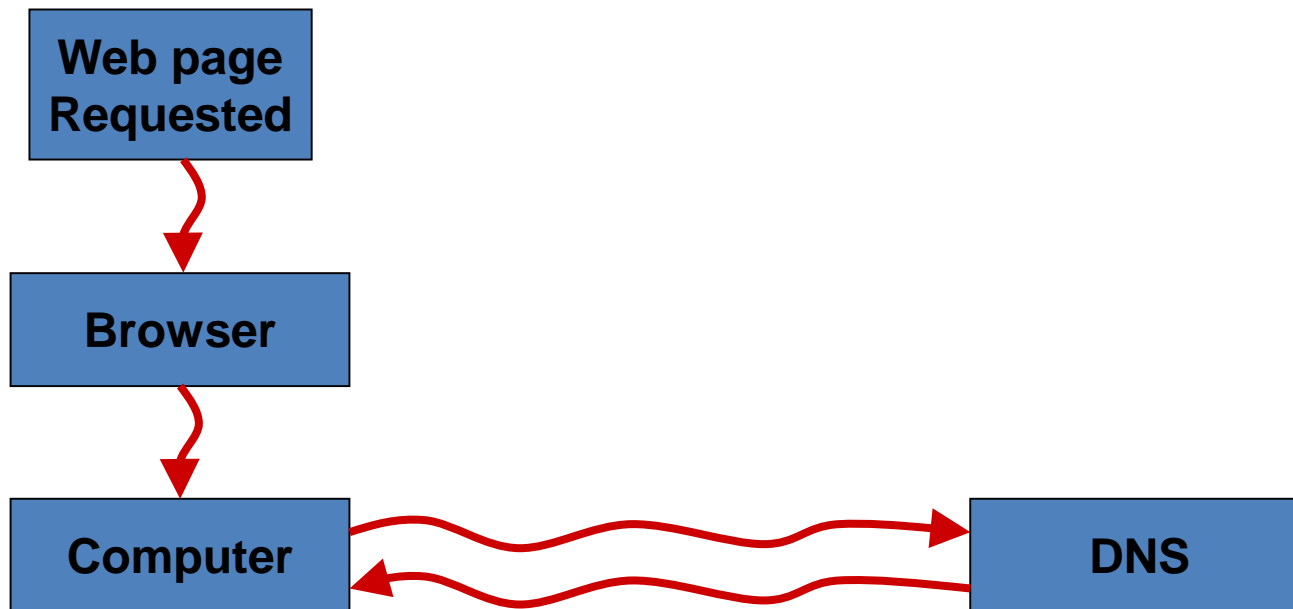
- Software used to access information on the World Wide Web
- Sends requests to a web server
- Client

- **Web Server**

- Software that makes local files available through the web
- Fulfils requests from a web browser
- Server

Accessing a web page (1)

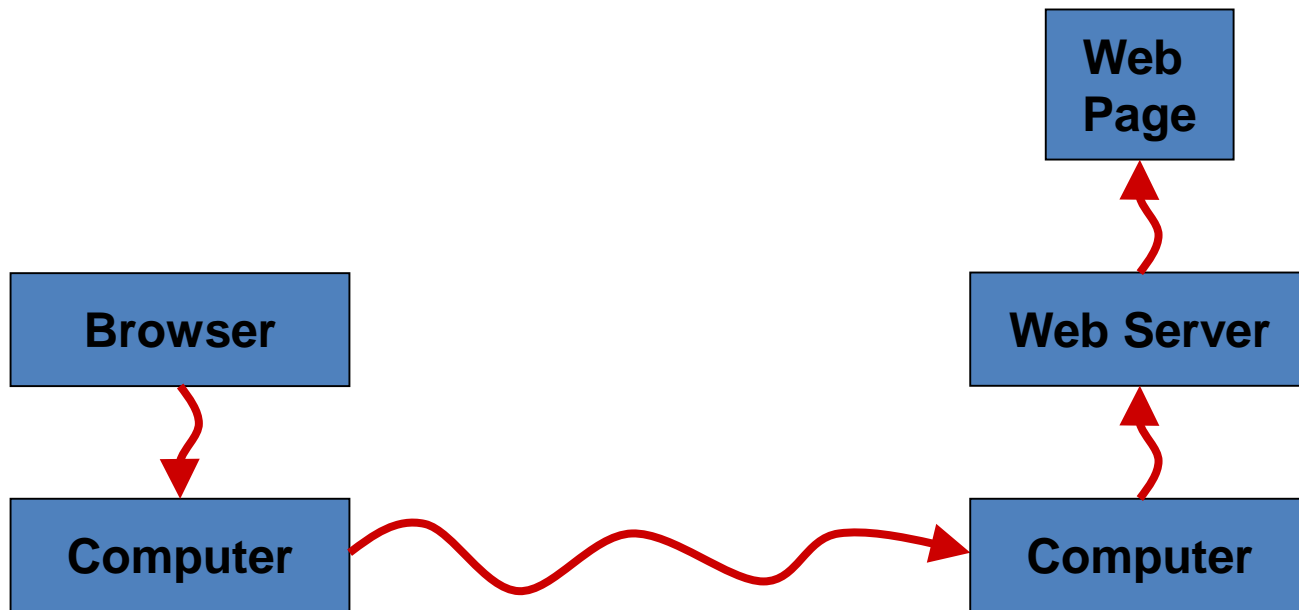
- **Client (Web Browser) runs on the local machine**
 - User requests a web page
 - Client contacts the DNS to find the IP address



DNS resolves the domain name

Accessing a web page (2)

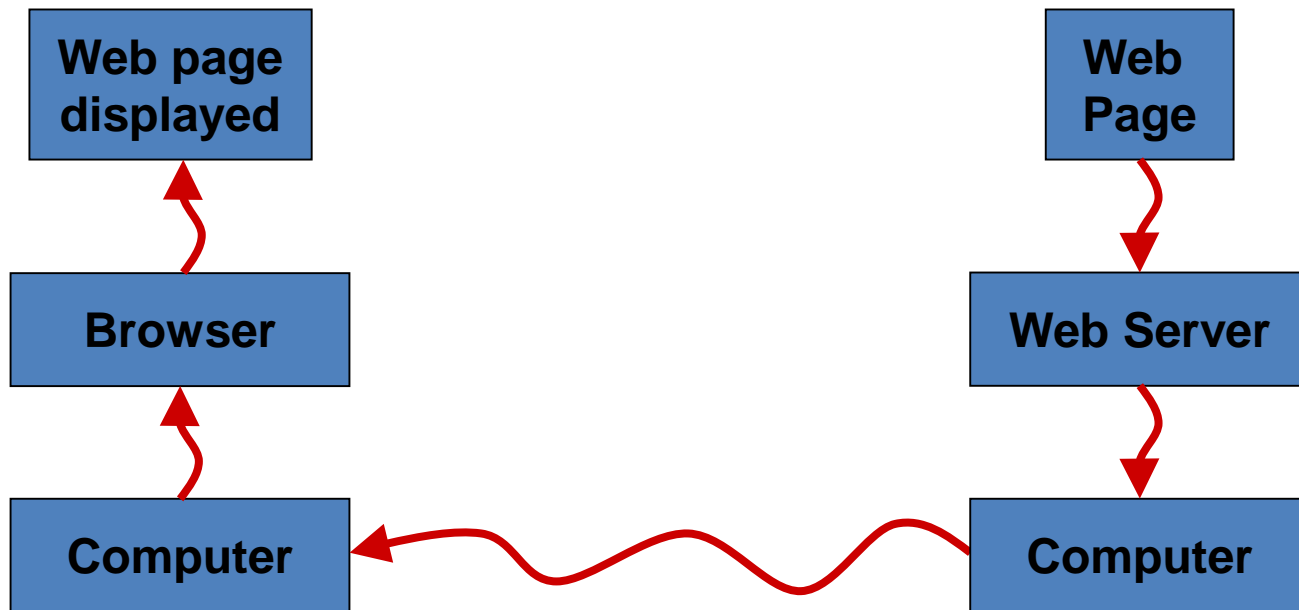
- **Web server runs on the destination machine**
 - Request sent to destination domain
 - Web server accepts the request and finds the web page



Web page requested from destination domain using HTTP

Accessing a web page (3)

- **Web page is sent from the server to the client**
 - Client (web browser) displays the page



Web page sent from server to client using HTTP

More Terms

- **Proxy**

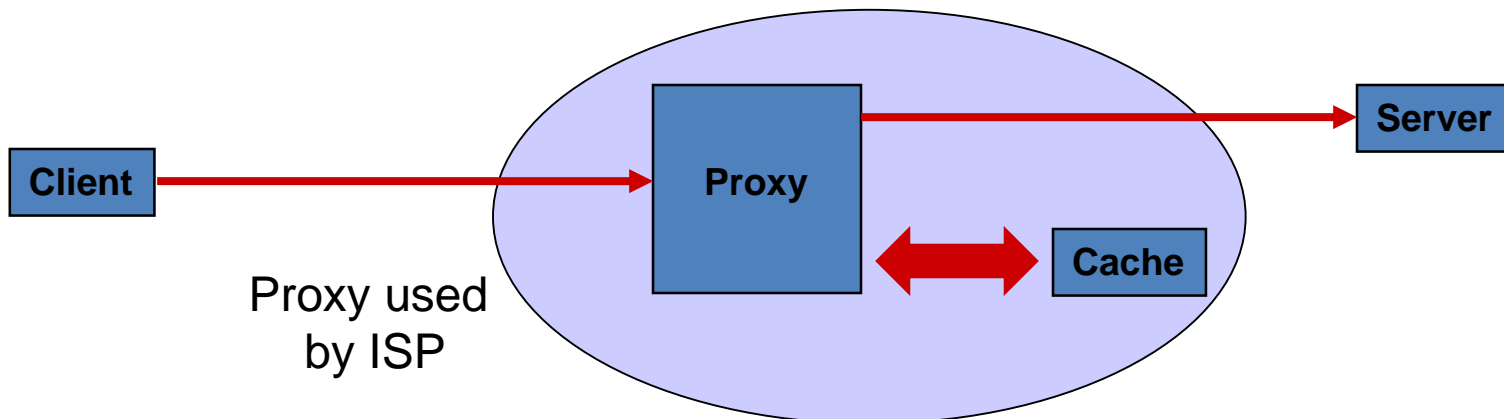
- A computer which sits between the client and server, intercepts and processes requests

- **Cache**

- Store of information for quick access
- (e.g. caching may be used by proxy servers to speed web use)

- **Firewall**

- Prevents unauthorised access to or from a private network



Logging web page access

- **Client keeps log**
 - History in web browser
- **Operating System keeps log**
 - Requests are logged by Windows on local machine
- **ISP keeps log**
 - Requests from "IP address" to "IP address" for "Page Name"
 - Some ISPs may have the logs available for users to check
- **Web server keeps log**
 - Gets requests from "IP address" for "Page Name"
- **Your viewing habits are being tracked!**

http://en.wikipedia.org/wiki/Google_and_privacy_issues

Navigating

- **Finding information**

- Lots of users have problem finding new information
- Lots of users have problems finding known information
- Web is very large, rapidly changing

- **Search Engines**

- Automated
- Essential
- Our gateway to information

Problems

Broken Links

- Pages which have been moved or deleted, but links are not updated.

No inherent security/ tracking/ accounting system

- Difficult to have layers of security
- Forces publishers to rely on advertising revenue

No inherent information indexing

- Much of the information is not accessed by search engines (e.g. encrypted, protected)
- Information created on-the-fly from databases
- Information in other formats (postscript, pdf, archived) may be missed

Search Engines

- **Companies (Worldwide Market Share 2014)**
 - Google (66.44%)
 - Baidu (China) (11.15%)
 - Microsoft Bing (10.29%)
 - Yahoo (uses Bing since 2009) (9.31%)
 - Specialised Alternatives
 - DuckDuckGo
 - Wolfram Alpha
- **Automatically search every web page**
 - Archive the contents
 - Index all the words
 - Try to determine the relevance of the page

http://en.wikipedia.org/wiki/Search_engines

<http://www.netmarketshare.com/search-engine-market-share.aspx?qprid=4&qpcustomd=0>

Can we trust the search engines?

- **Search Engines**

- gateway to information
- pages are rated (how?)
- Since Ranking Algorithms are secret, we have to trust – but can we?

- **Publishers/ Advertisers**

- Trick the search engines (repetition of words,)
- Search engines tailor advertisements to searches
- Pay for higher rating?
- Who owns the search engines? How do they make their money?

- **Censorship**

- ‘Right to be forgotten’ in the EU since June 2014
- But even before that many requests for deletion (DMCA, local laws etc.)

http://en.wikipedia.org/wiki/Google_censorship

Crawling the Web: Where do search engines get their information?

- A **‘Web crawler’** is an internet bot that systematically browses the WWW and indexes encountered websites.
- Might store encountered websites for later processing.
- Start off with list of URLs and add any links encountered on these pages to their **‘To-Visit’** list.
- **Follows a number of policies**
 - Selection: Only **‘important’** pages are indexed (2009: Large search engines index 40%-70% of indexable web, up from 16% in 1999)
 - Re-visit: When should the index for what page be updated, cost vs benefit.
 - Politeness: Crawlers are **really** good at getting lots of data quickly – they have to be careful not overload a website.
 - Parallelization: How do several crawlers split the task/web and recombine their results.

Searching

- **Searching Tips**

- Learn how to use the advanced features of your search engine
- If the first page is not promising, choose different key words
- Some tips on searching with Google:

http://www.otago.ac.nz/library/pdf/Google_searching.pdf

<http://www.google.co.nz/insidesearch/tipstricks/all.html>

- **Finding useful sites**

- Use specialist sites for specific searches
- Build a list of useful resources:
 - Rotten Tomatoes
 - IMDB
 - IRD
 - Amazon

Google Top Trending 2014

NZ

- FIFA World Cup
- Robin Williams
- Commonwealth Games
- Malaysia Airlines
- iPhone 6
- Jennifer Lawrence
- Charlotte Dawson
- Flappy Bird
- Spark
- Ebola

Global

- Robin Williams
- World Cup
- Ebola
- Malaysia Airlines
- ALS Ice Bucket Challenge
- Flappy Bird
- Conchita Wurst
- ISIS
- Frozen
- Sochi Olympics

[Google trends: topcharts NZ](#)

[Google Trends: topcharts Global](#)

Google Top Trending 2015

NZ

- Agario
- Cricket World Cup
- Cyclone Pam
- Natalia Kills
- Jonah Lomu
- Google Classroom
- Lamar Odom
- Rugby World Cup
- Jerry Collins
- Caitlyn Jenner

Global

- Lamar Odom
- Charlie Hebdo
- Agar.io
- Jurassic World
- Paris
- Furious 7
- Fallout 4
- Ronda Rousey
- Caitlyn Jenner
- American SNiper

[Google trends: topcharts NZ](#)

[Google Trends: topcharts Global](#)

Google News

- News aggregator, variation of the search engine
- Automatically searches thousands of publications and displays summaries, relevant parts. Examples:

[Where in Ukraine is Viktor Yanukovych?](#)

- Yanukovych's exact whereabouts remained unknown
- Yanukovych surfaced Saturday in the city of Kharkiv

[Robots will be smarter than us all by 2029, warns Google futurologists](#)

- computers will be able to understand our language, learn from experience
- By 2029 they will outsmart even the most intelligent humans, according to Google's director of engineering Ray Kurzweil.

- **Many Publishers/News Agencies unhappy**
 - Google reuses (snippets of) their content
 - Shut down in Spain in December 2014, where new law requires payment for reuse

(Online) innovations

- **Voice over IP**
 - Google Hangouts, Skype, ISPs
 - Cheap/free voice communication
- **Peer to Peer networks**
 - BitTorrent
 - Swarming downloads
- **Wolfram**
 - [WolframAlpha](#): searching = computing
 - [Wolfram language](#): knowledge-based programming
- **Free Books**
 - <http://digital.library.upenn.edu/books/>
 - <http://books.google.com>
- **Internet for everybody anywhere**
 - Google Project Loon (<http://www.google.com/loon/>): using high-altitude balloons to create a wireless network that provides internet in rural and remote areas.
 - Outernet (<https://www.outernet.is/en/>): free internet anywhere in the world through satellites

Web-agents and other future directions

- **Computer programs that operate on your behalf**
 - Tracks all your browsing habits
 - Makes suggestions based on what you have read
 - Recommender Systems: Big, active research area, permeates many areas (shopping, video streaming, search)
- **TiVo Suggestions, Netflix recommendations**
 - Similar principle with television viewing
 - Netflix Prize (2006-2009), \$1 Million: Improve Netflix' own algorithm for predicting user ratings for movies based on previous ratings by 10%.
- **The Internet is changing extremely rapidly**
 - Too fast for legislation to keep up
 - Too fast to predict the future
- **Some things coming soon**
 - Wearable PC's
 - Integrated Media (Interactive T.V.)
 - Household Appliance connections
 - And of course: new approaches to internet-related crime.