

## CSE490i Advanced Internet Systems

- **Prof: Oren Etzioni**
  - Lectures, concepts, perspective.
- **TA: Valentin Razmov**
  - Project, course web, machine/environment, detailed questions.
- **Class: TTh 12-1:20pm.**
- **Expectations:**
  - Project (multiple parts, **on time!**)
  - Reading (papers, web - no formal text)
  - Class participation / development
  - final (possible)
- **Caveat: Life on the cutting edge**

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## Personal Motivation

- **Research on Intelligent Internet Systems**
  - Since 1991
  - Internet softbot (Discover award finalist '95)
  - Webcrawler by Brian Pinkerton
  - Metacrawler by Eric Selberg & Oren Etzioni
- **Netbot co-founder (sold to Excite '97).**
- **CTO Go2net (merged w/ infospace '00).**
- **Venture partner w/ Madrona Venture Group.**
  
- **Incredible shortage of software engineers!**
- **Death of training**

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## Syllabus

- **Introduction**
- **Search Engine Technology**
- **Meta-search, query routing**
- **Website Management (XML, DBs)**
- **Personalization, adaptive web sites**
- **Security**
- **Internet Business Models**

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## Project

- **Build an MP3 portal.**
- **Four Cumulative Parts**
  - Write crawler that extracts content;
  - Add database connectivity/storage.
  - Basic website management (XML, Javascript)
  - Extend site in a clever way (natural-language queries, adaptation, meta-search, ...)

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## Warning

- **490i midway between 4xx class & capstone design**
- **No textbook**
- **Poorly documented, unstable systems**
- **We have never taught it before**
- **Need students to help debug class!**

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## Input Student Info

- **Name**
- **Email**
- **Background**
  - 444?
  - 451?
  - 461?
  - 473?
  - Other 4xx?
- **Languages**
  - Javascript?
  - Java?
  - Others:
- **What are our plans upon graduation?**

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## Abbreviated History

Pre-history: the Greeks, Turing, Census, WWIL  
1943 First electronic digital computer Harvard Mark I  
1960 Ted Nelson proposes Xanadu  
1961 Kleinrock paper on packet switching (unlike phone lines, which are circuit switched).  
1965 Gordon Moore proposes law  
1966 Design of ARPAnet  
1968 Doug Engelbart: the first WIMP  
1969 First ARPAnet message UCLA -> SRI

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## History

1970 ARPAnet spans country, has 5 nodes  
1971 ARPAnet has 15 nodes  
1972 First email programs, FTP spec  
1973 Ethernet operation at Xerox PARC  
1974 Intel launches 8080; TCP design  
1975 Gates/Allen write Basic for Altair 8800  
1976 Apple Computer formed by Jobs/Wozniak  
1977 111 hosts on ARPAnet  
1979 Visicalc

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## History

1981 Microsoft has 40 employees; IBM PC  
1982 Sun formed  
1983 ARPAnet uses TCP/IP -> birth of internet  
1983 Design of DNS  
1984 launch of Macintosh; 1000 hosts on ARPAnet  
1985 Symbolic.com first registered domain name  
1989 100,000 hosts on Internet  
1990 Cisco Systems goes public \$288 M  
Tim Berners-Lee creates WWW at CERN

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## History

1993 Mosaic developed at UIUC  
Web grows by 341,000% in a year  
1994 Netscape, Amazon, Archtext formed  
1995 Netscape IPO, Windows 95, MetaCrawler  
1997 Amazon IPO  
2000 Internet "bubble" crashes.  
2001 ???

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## Take Home Messages

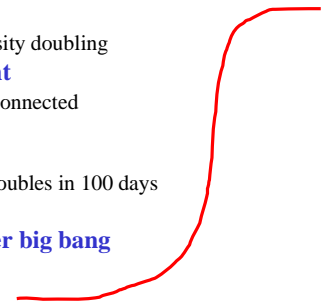
- Universities, private sector, and DARPA all contributed.
- History is discontinuous.
- Standards change the world.
- Not everything originates in the USA.
- What else?

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## The Internet (Big and Getting Bigger)

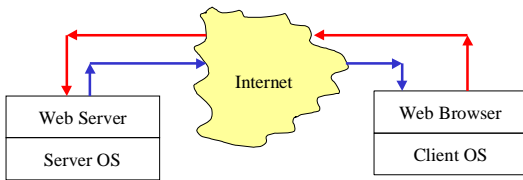
- **Moore's Law**
  - Semiconductor density doubling
- **Internet Equivalent**
  - 1996: 40M people connected
  - 1997: 100M
  - 1998 : Traffic vol doubles in 100 days
- **First moments after big bang**



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## Connecting on the WWW

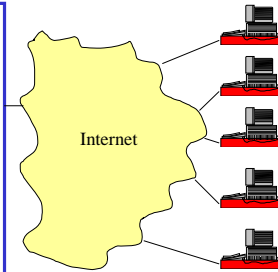


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## Server-Side View

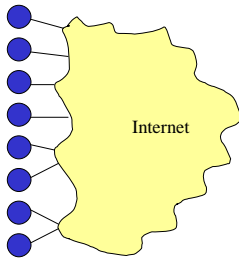
Database-driven content  
Lots of Users  
Scalability  
Load balancing  
Often implemented with cluster of PCs  
24x7 Reliability  
Transparent upgrades



Clients

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## Client-Side View



Web Sites

**Content rendering engine**  
Tags, positioning, movement  
**Scripting language interpreter**  
Document object model  
Events  
Programming language itself  
**Link to custom Java VM**  
**Security access mechanisms**  
**Plugin architecture + plugins**

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## Trade-offs in Client/Server arch.

- **Compute on servers?**
  - + easy to control, debug.
  - Peak load, reliability, cost.
- **Compute on clients?**
  - Many different browsers
  - {Netscape, IE, Lynx, ...} × Version × OS
  - Each supports different tags, languages...
- **Peer-to-peer? Gnutella?**

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