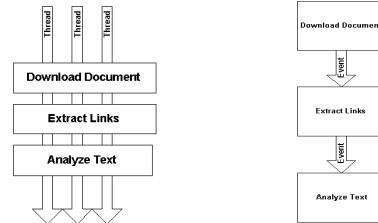


CrawlBuddy

The web's best friend

Design Decisions

- Two paradigms of design to choose from: multi-threaded or event-driven



Multi-Threaded Programming

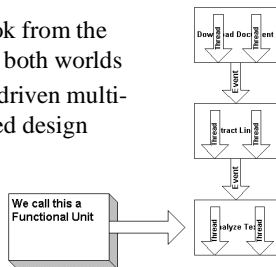
- Advantages**
 - Programming is easier because threads are linear and we (usually) think linearly
 - Threads can take advantage of multiprocessors easily
 - Threads are synchronous i.e. it is okay for a thread to block because there are many of them running at once
 - Debugging a threaded program is considerably easier than an event based program
- Disadvantages**
 - Threads are limited by the underlying operating system (operating systems can only efficiently handle so many threads)

Event-Driven Programming

- Advantages**
 - Handles well under heavy load, the queues act as a buffer to soften the load
 - Simple to add new functionality and process in parallel
 - Easy to split up and run on multiple machines
 - Modular
- Disadvantages**
 - Not as intuitive as Thread programming
 - Harder to debug system level errors (but easier to debug individual pieces)

What CrawlBuddy Does

- We took from the best of both worlds
- Event-driven multi-threaded design

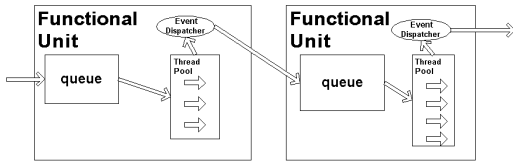


Functional Units Are Our Friends

- Each Functional Unit has a ...
- Queue – holds events to be processed
- Thread Pool – takes events off the queue and processes them
- Event Dispatcher – sends events to other Functional Units

Design of a Functional Unit

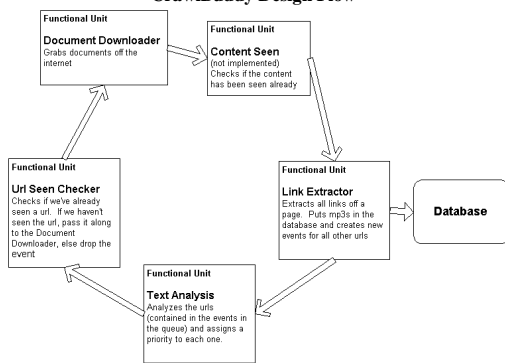
- Arrows represent flow of a task



CrawlBuddy Design

- Basically, events are passed between Functional Units
- The arrows (on the next slide) represent event flow

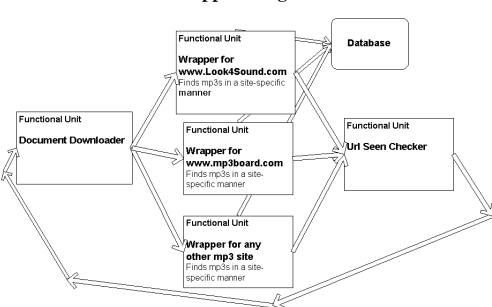
CrawlBuddy Design Flow



Wrapper Design

- Our wrapper crawler targets specific sites and uses site-specific format to find mp3s and record information about them (song name, artist name, etc)
- The wrapper Functional Units can be run in parallel and each use the same database
- The Document Downloader passes each event to each of the wrappers. If the event does not apply to the wrapper (i.e. the document comes from a different site), the wrapper will simply drop the event

Wrapper Design Flow

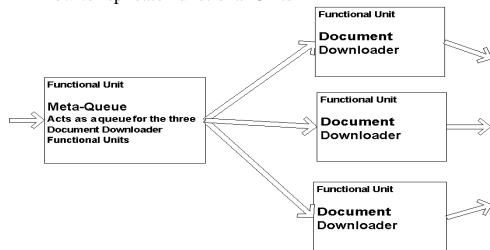


Design Advantages

- Code re-use (Functional Units shared across CrawlBuddy and the wrapper)
- Expandable
- Checkpointing is simple (save the queues)
- Easy to run on multiple machines
- Queues buffer the load on threads
- Functional Units Replicable (see next slide)

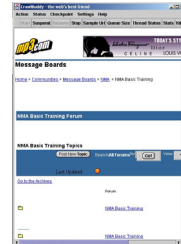
Meta Queue

- How to replicate Functional Units



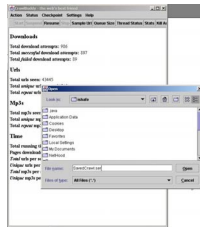
CrawlBuddy Features

- GUI



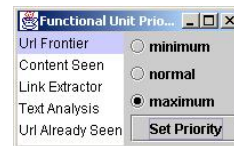
CrawlBuddy Features (cont)

- Checkpointing



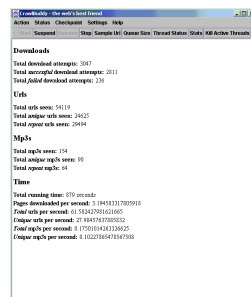
CrawlBuddy Features (cont)

- Dynamic control of Functional Unit priority



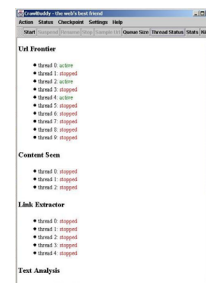
CrawlBuddy Features (cont)

- Real-time stats
- Total downloads
- Total mp3
- Downloads / sec
- Etc.



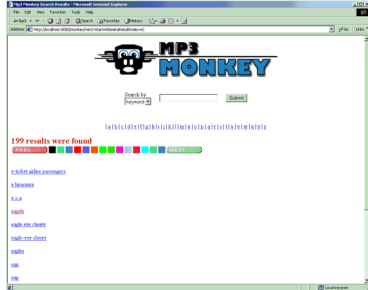
CrawlBuddy Features (cont)

- Thread status monitor



Mp3Monkey

- Search for all 'e' artists



Mp3Monkey Features

- Self-maintaining database – if a user attempts to download non-existent mp3, that url is marked for deletion
- Statistics are kept of how many searches and what has been downloaded