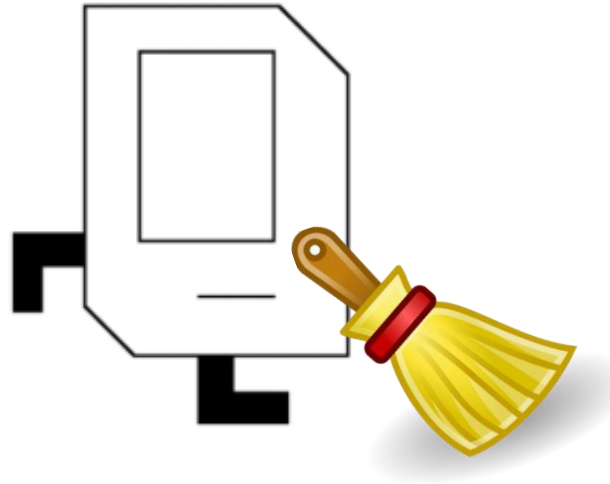




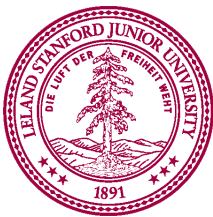
The Internet

CS106A, Stanford University

Housekeeping

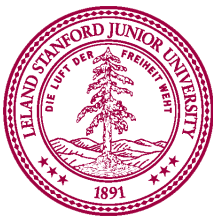


- Assignment #6 due today
 - Poll: <https://pollev.com/assignment6>
- Assignment #7 goes out today
 - Due Wednesday, June 1st
 - Late days (free or otherwise) cannot be used on Assignment #7
- Acknowledging end-of-quarter stress
 - Take care of yourselves and each other
 - If you need help, please reach out
- Ethics mini-lecture on search engines



Ethics of Search

Ethics of Search



Ethics of Search



Ethics of Search



The Anatomy of a Large-Scale Hypertextual Web Search Engine

Sergey Brin and Lawrence Page

{sergey, page}@cs.stanford.edu

Computer Science Department, Stanford University, Stanford, CA 94305

Abstract

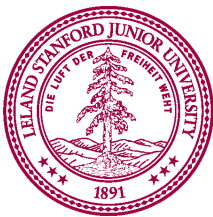
In this paper, we present Google, a prototype of a large-scale search engine which makes heavy use of the structure present in hypertext. Google is designed to crawl and index the Web efficiently and produce much more satisfying search results than existing systems. The prototype with a full text and hyperlink database of at least 24 million pages is available at <http://google.stanford.edu>

To engineer a search engine is a challenging task. Search engines index tens to hundreds of millions of web pages involving a comparable number of distinct terms. They answer tens of millions of queries every day. Despite the importance of large-scale search engines on the web, very little academic research has been done on them. Furthermore, due to rapid advance in technology and web proliferation, creating a web search engine today is very different from three years ago. This paper provides an in-depth description of our large-scale web search engine -- the first such detailed public description we know of to date.

Apart from the problems of scaling traditional search techniques to data of this magnitude, there are new technical challenges involved with using the additional information present in hypertext to produce better search results. This paper addresses this question of how to build a practical large-scale system which can exploit the additional information present in hypertext. Also we look at the problem of how to effectively deal with uncontrolled hypertext collections where anyone can publish anything they want.

Keywords: World Wide Web, Search Engines, Information Retrieval, PageRank, Google

1. Introduction



Ethics of Search



"we expect that advertising funded search engines will be inherently biased towards the advertisers and away from the needs of the consumers ...

Since it is very difficult even for experts to evaluate search engines, search engine bias is particularly insidious. ...

a search engine could add a small factor to search results from "friendly" companies, and subtract a factor from results from competitors. ...



[W]e believe the issue of advertising causes enough mixed incentives that it is crucial to have a competitive search engine that is transparent and in the academic realm."

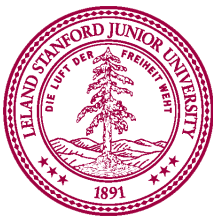
Brin & Page 1998



What is Bias in Search?

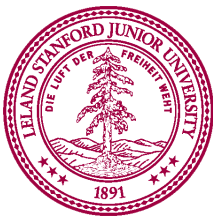
Possible Concerns about Bias in Search:

(1) "search-engine technology is not neutral, but instead has embedded features in its design that favor some values over others"?



Possible Concerns about Bias in Search:

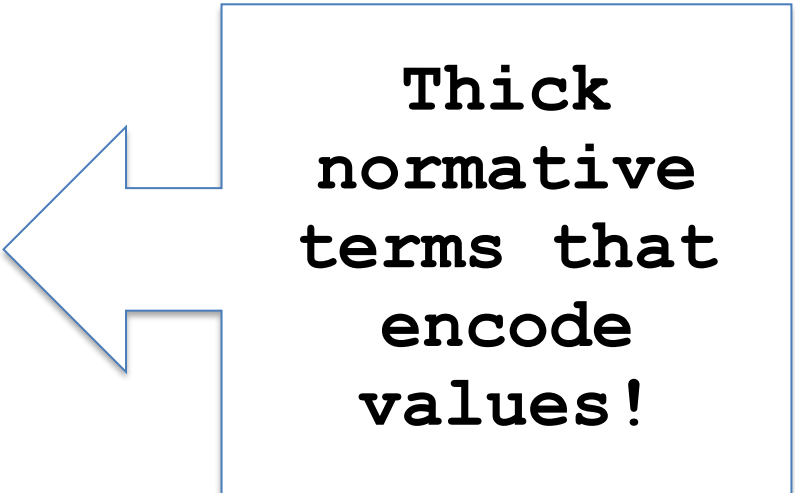
- (1) "search-engine technology is not neutral, but instead has embedded features in its design that favor some values over others"?
- "relevance" to user
 - "quality" of results



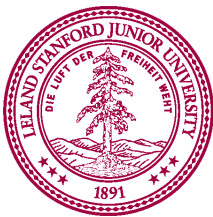
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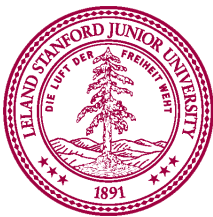


Thick
normative
terms that
encode
values!



Possible Concerns about Bias in Search:

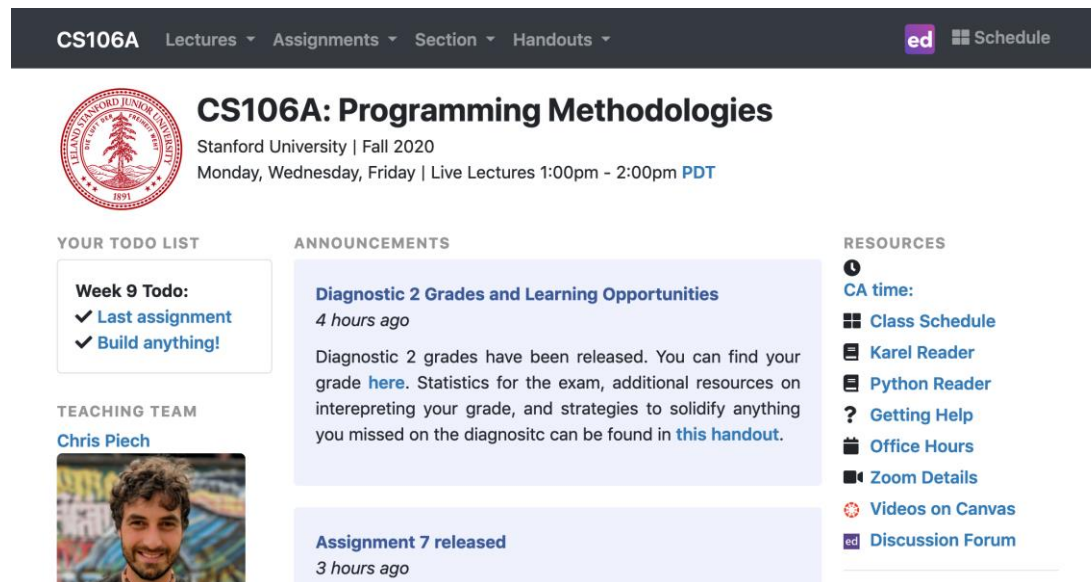
(2) "major search engines systematically favor some sites (and some kinds of sites) over others in the lists of results they return in response to user search queries"?



Concerns about Bias in Search:


(2) “major search engines systematically favor some sites (and some kinds of sites) over others in the lists of results they return in response to user search queries”?

“High quality website”



The screenshot shows the Canvas LMS interface for the course CS106A: Programming Methodologies at Stanford University. The page includes a navigation bar with links for Lectures, Assignments, Section, and Handouts, along with an 'ed' logo and a Schedule link. The course title and description are prominently displayed, including the Stanford University logo and the course schedule (Monday, Wednesday, Friday, 1:00pm - 2:00pm PDT). The page is divided into three main sections: 'YOUR TODO LIST', 'ANNOUNCEMENTS', and 'RESOURCES'. The 'YOUR TODO LIST' section shows a 'Week 9 Todo' with two items: 'Last assignment' and 'Build anything!'. The 'ANNOUNCEMENTS' section features two entries: 'Diagnostic 2 Grades and Learning Opportunities' (4 hours ago) and 'Assignment 7 released' (3 hours ago). The 'RESOURCES' section lists various links such as 'CA time:', 'Class Schedule', 'Karel Reader', 'Python Reader', 'Getting Help', 'Office Hours', 'Zoom Details', 'Videos on Canvas', and 'Discussion Forum'. A small portrait of Chris Piech, the teaching team member, is also visible.

CS106A Lectures ▾ Assignments ▾ Section ▾ Handouts ▾ ed Schedule

 **CS106A: Programming Methodologies**
Stanford University | Fall 2020
Monday, Wednesday, Friday | Live Lectures 1:00pm - 2:00pm PDT


YOUR TODO LIST

Week 9 Todo:

- ✓ Last assignment
- ✓ Build anything!

TEACHING TEAM

Chris Piech



ANNOUNCEMENTS

Diagnostic 2 Grades and Learning Opportunities
4 hours ago

Diagnostic 2 grades have been released. You can find your grade [here](#). Statistics for the exam, additional resources on interpreting your grade, and strategies to solidify anything you missed on the diagnostic can be found in [this handout](#).

Assignment 7 released
3 hours ago

RESOURCES

- 🔊 CA time:
- 📅 Class Schedule
- 📖 Karel Reader
- 📖 Python Reader
- 🔍 Getting Help
- 📅 Office Hours
- 🔊 Zoom Details
- 📺 Videos on Canvas
- ed Discussion Forum



Concerns about Bias in Search:

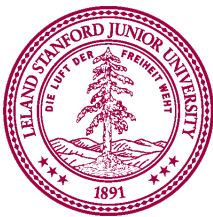
(2) "major search engines systematically favor some sites (and some kinds of sites) over others in the lists of results they return in response to user search queries"?

"low quality website"

mehranandjulietteburritos.com

Nothing links to it,

doesn't actually help you find burritos



Concerns about Bias in Search:

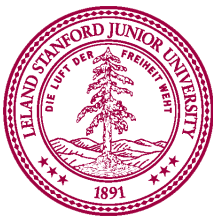
(3) “search algorithms do not use objective criteria in generating their lists of results for search queries”?

Our criteria are

- “relevance” to user
- “quality” of results

Relevance is a subjective metric.

It can't be determined without asking,
relevant to whom?



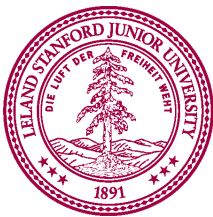
Relevance and Advertising

How might advertising affect relevance?

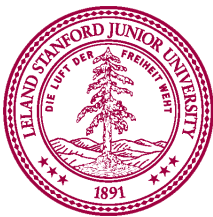
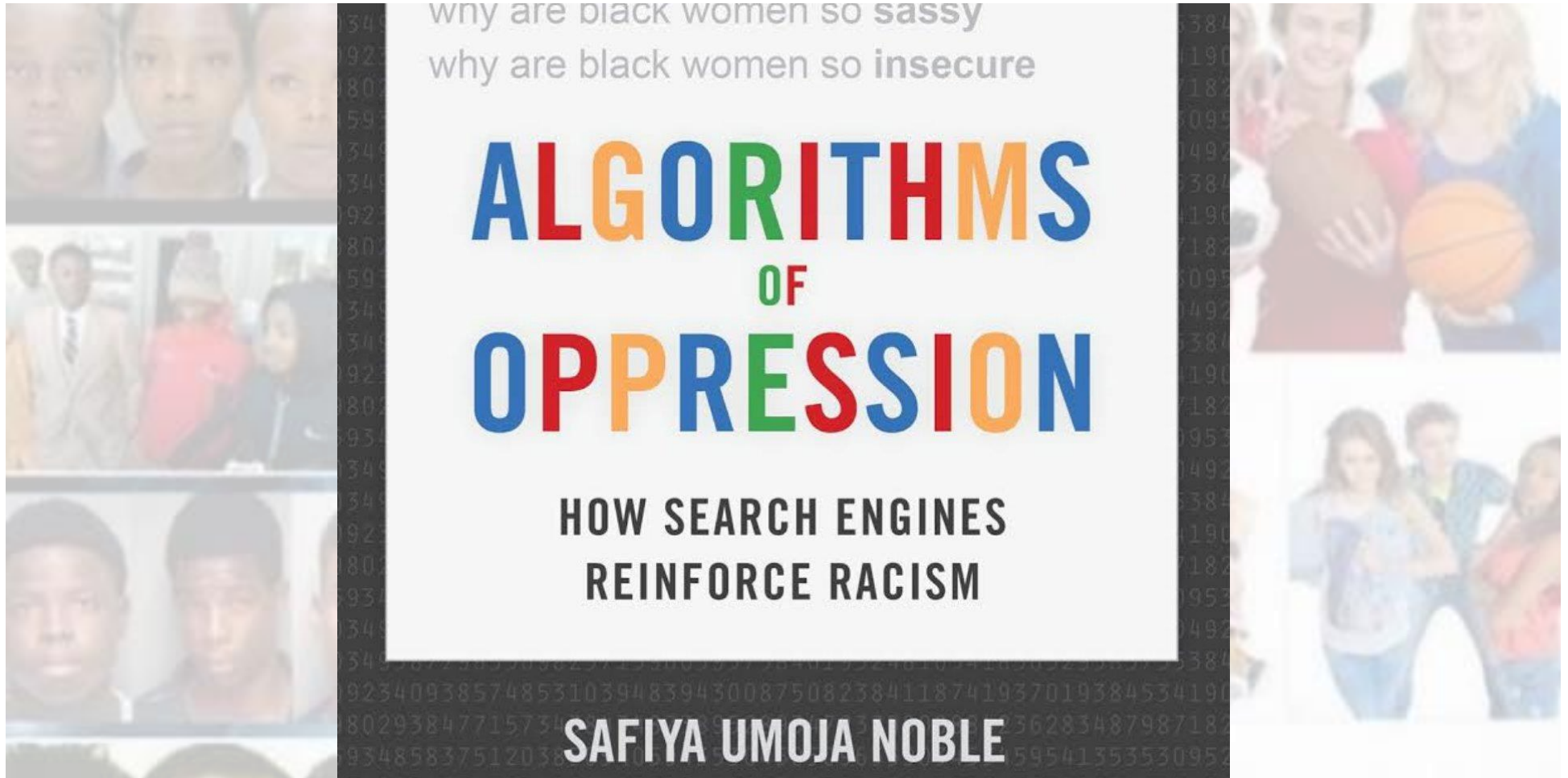
Advertising bias might lead to delivering what the advertiser wants the user to see, rather than what the user considers relevant.

Hence advertising bias would move search results further from the subjective success of delivering the user's desired results.

What about quality? Is that an objective metric?



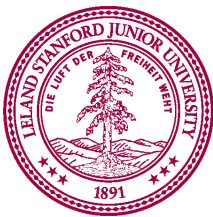
Bias, Quality, and Lack of Objectivity



Bias, Quality, and Lack of Objectivity



Search for "three black teenagers" vs "three white teenagers"



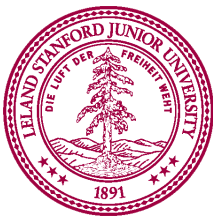
Objectivity: Definitions

Objectivity as freedom from bias?

Objectivity as faithfulness to facts?

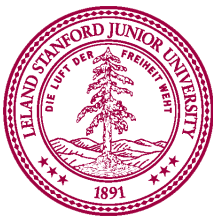
Objectivity as absence of normative commitments?

Objectivity as integration of multiple perspectives & reflexivity about values in the methodology?



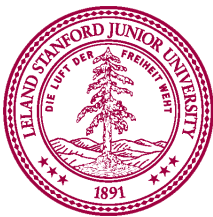
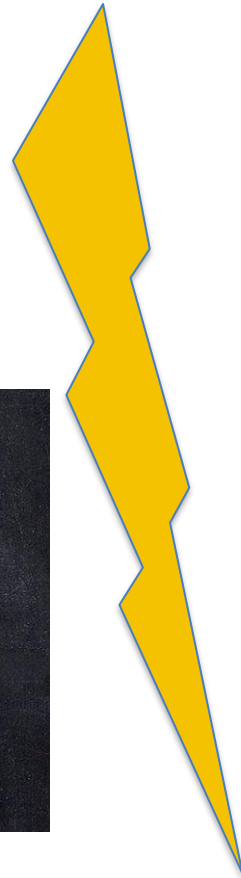
Objectivity: Definitions

Objectivity as integration of multiple perspectives & reflexivity about values in the methodology



Personalization & Democracy

Search engines have been called the “gatekeepers of the web,” tools that “structure knowledge” for internet users & “contribute to the public use of reason.” Does this confer obligation?



One reason programming is
fun is because of the
internet...

Learning Goals

1. Write a program that can respond to internet requests



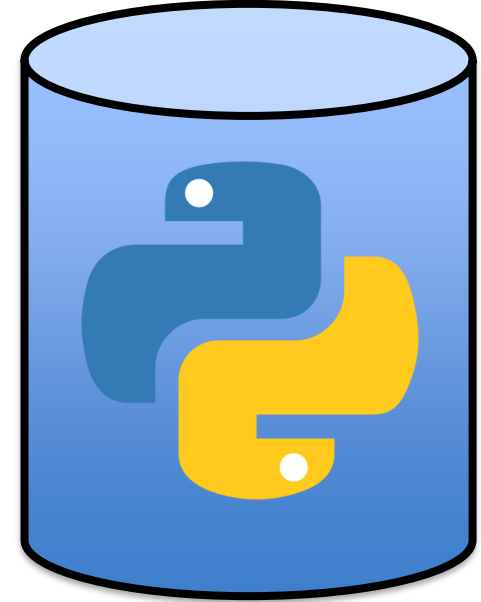
How does your phone
communicate with Facebook?

The program on your phone
talks to the program at
Facebook

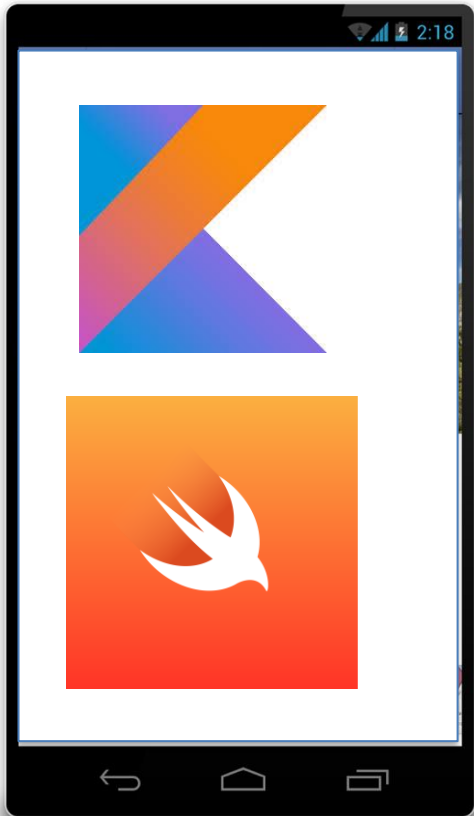
JavaScript
with HTML
are the
languages
of websites



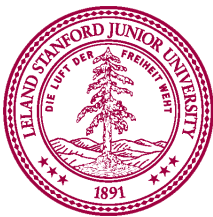
Facebook Server



Kotlin is the
language
of Android
phones

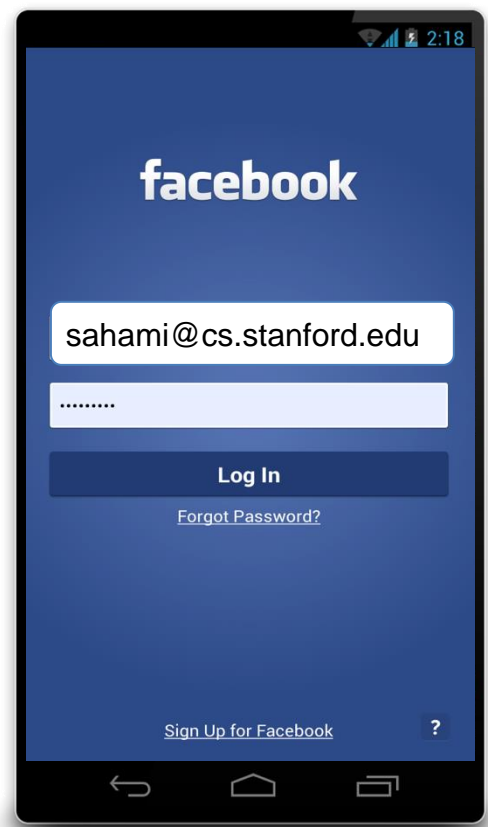


Swift is the
language
of Apple
phones

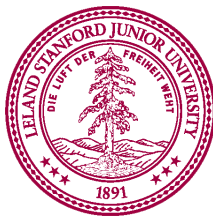


Facebook Server

Is this
authenticated **login**?

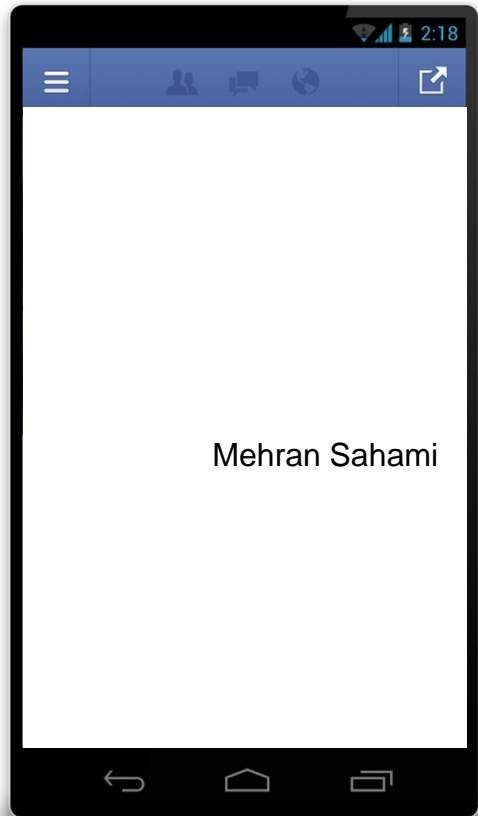
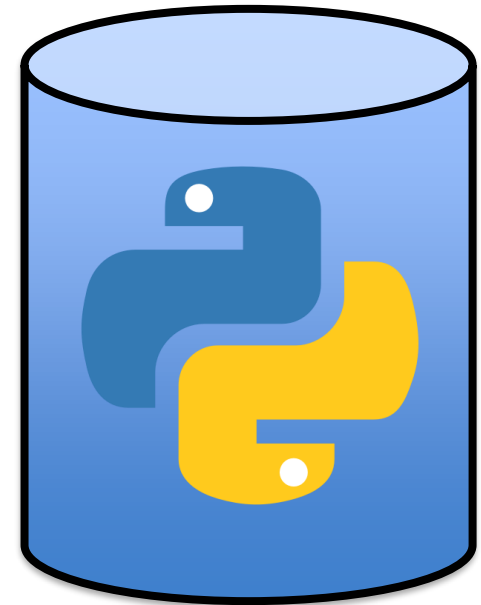


`sahami@cs.stanford.edu`
is now logged in



Facebook Server

Send me the **full name** for
sahami@cs.stanford.edu

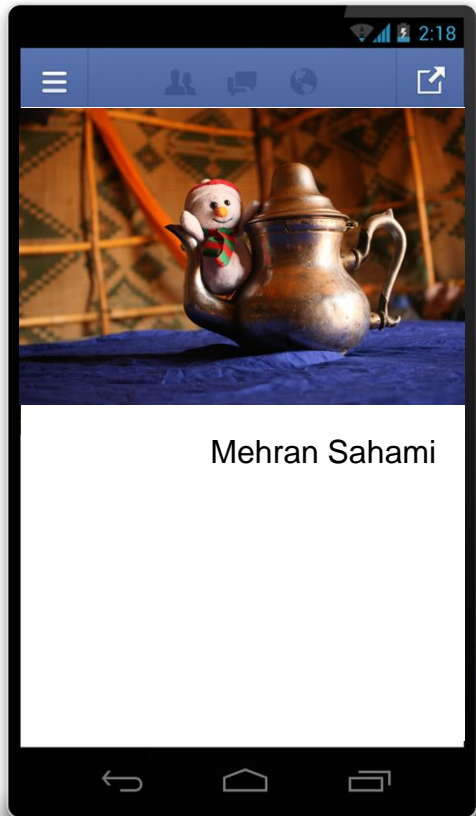
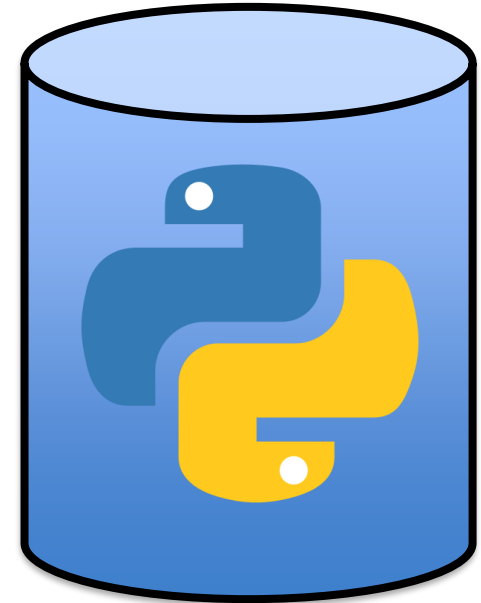


"Mehran Sahami"



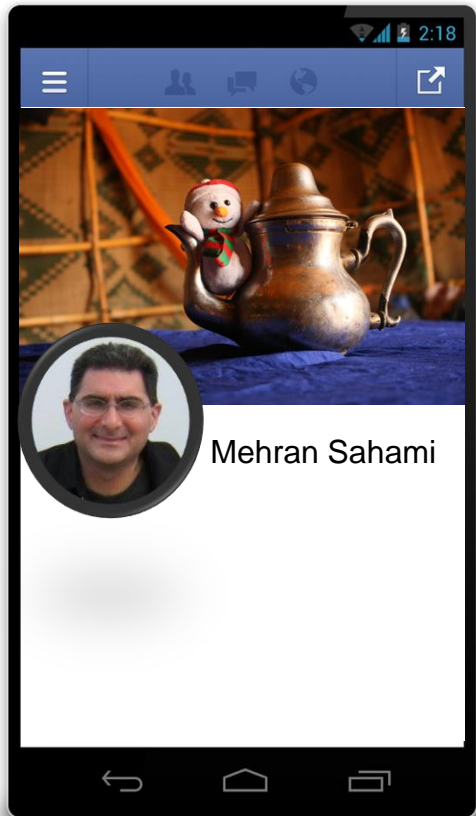
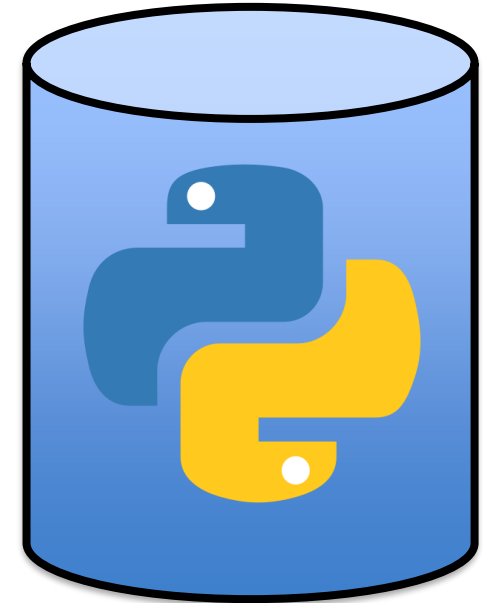
Facebook Server

Send me the **cover photo** for
sahami@cs.stanford.edu



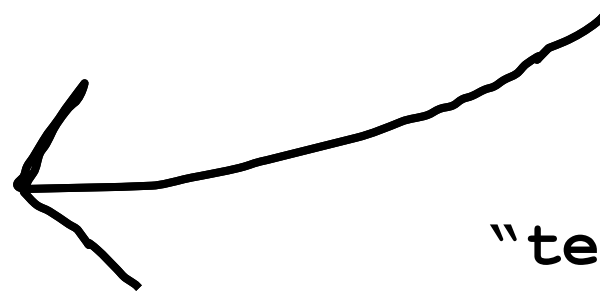
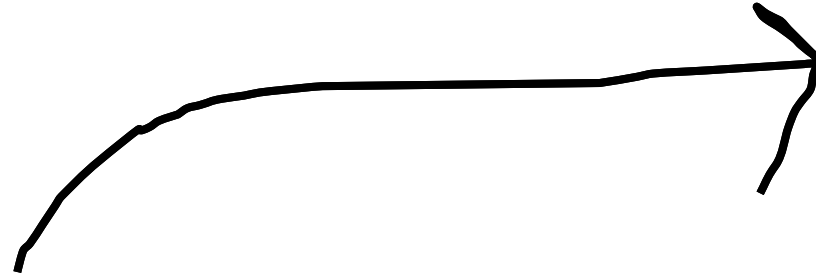
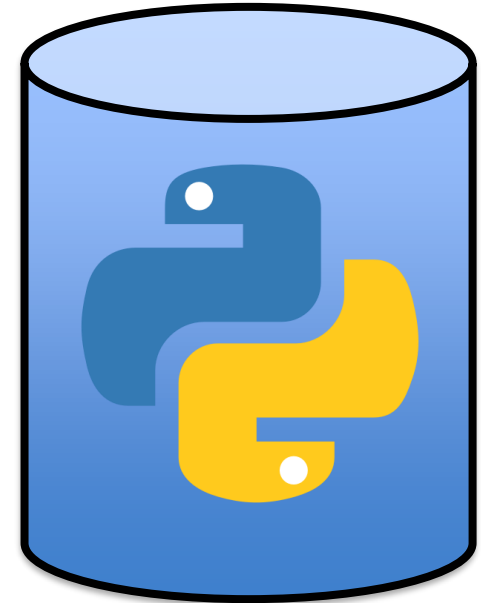
Facebook Server

Send the **profile photo** for
sahami@cs.stanford.edu



Facebook Server

Send the **status** for
sahami@cs.stanford.edu

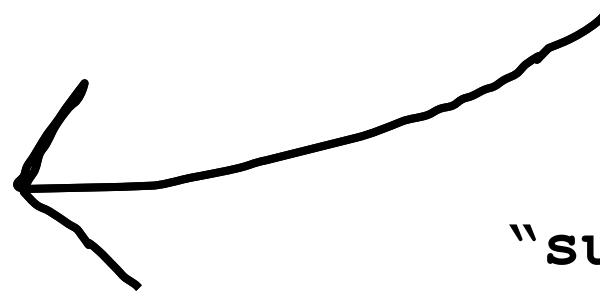
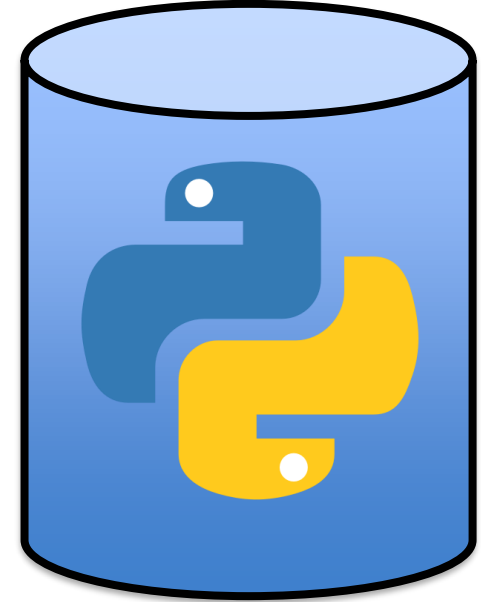


“teaching”



Set the **status** for
sahami@cs.stanford.edu
to be **"eating"**

Facebook Server

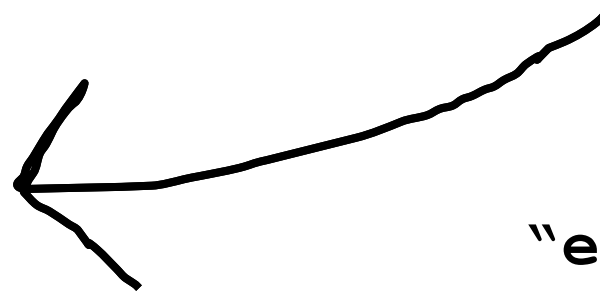
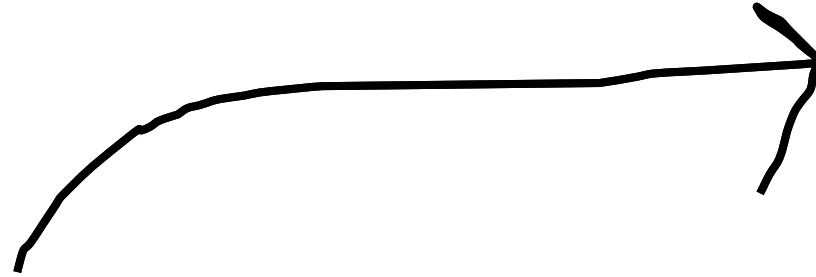
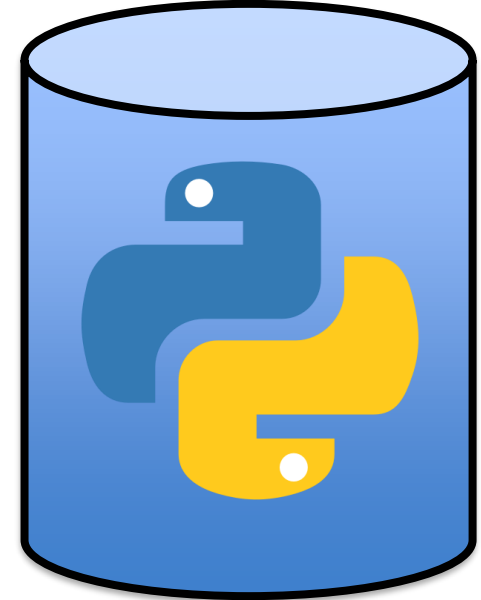


"success"



Send me the **status** for
sahami@cs.stanford.edu

Facebook Server



"eating"



Background: The Internet



The internet is just many programs sending messages (as *Strings*)



Background: The Internet



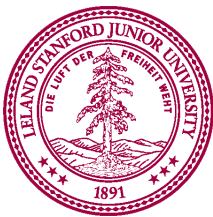
The internet is just many programs sending messages (as *Strings*)



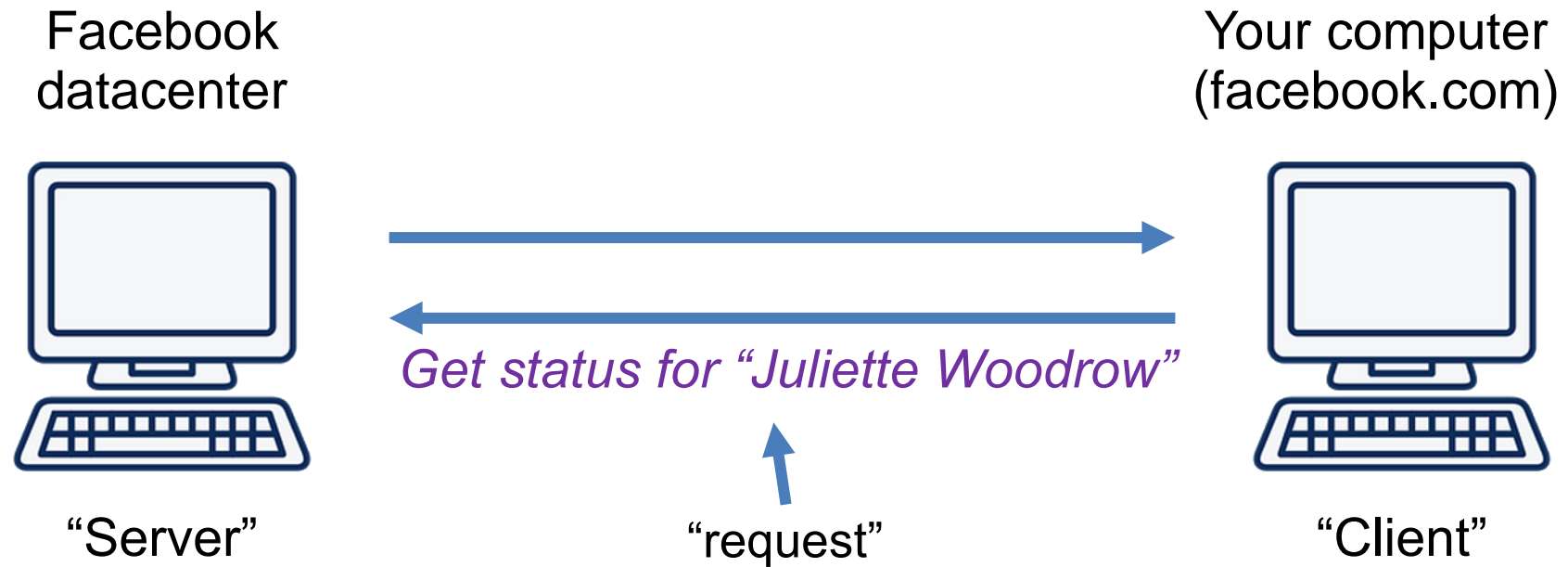
Background: The Internet



The internet is just many programs sending messages (as *Strings*)



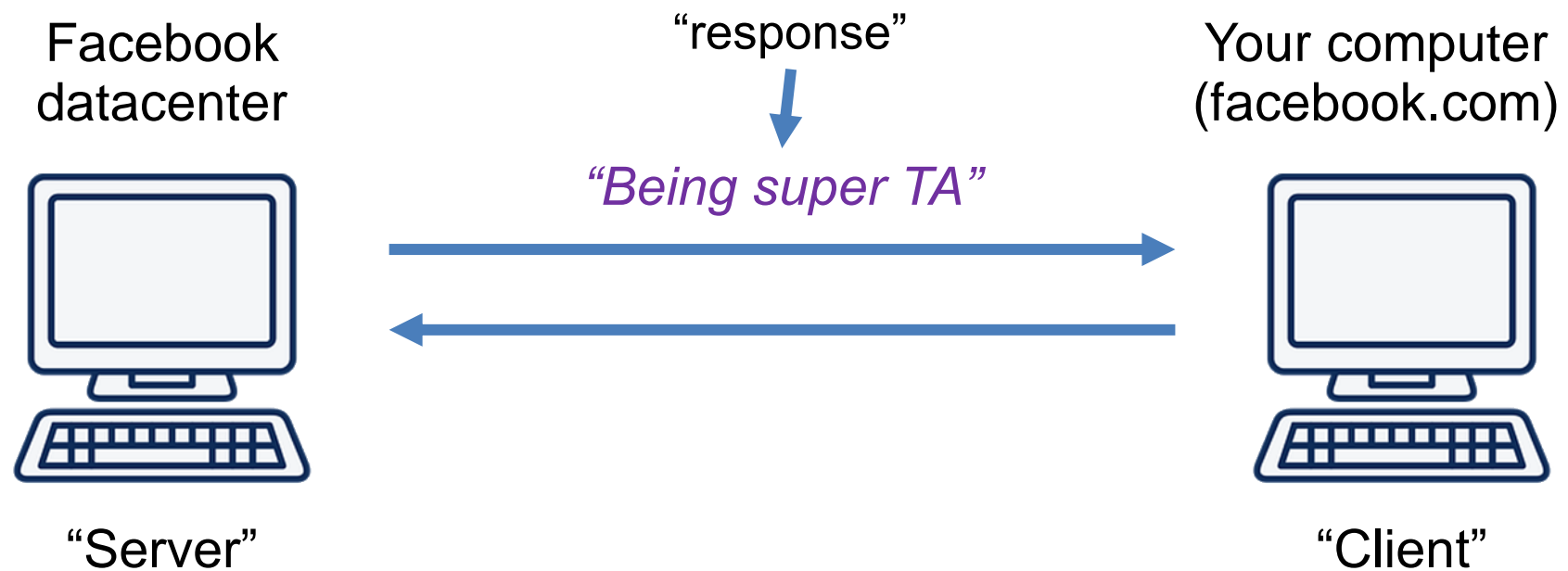
Background: The Internet



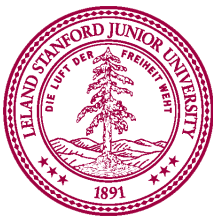
The internet is just many programs sending messages (as *Strings*)



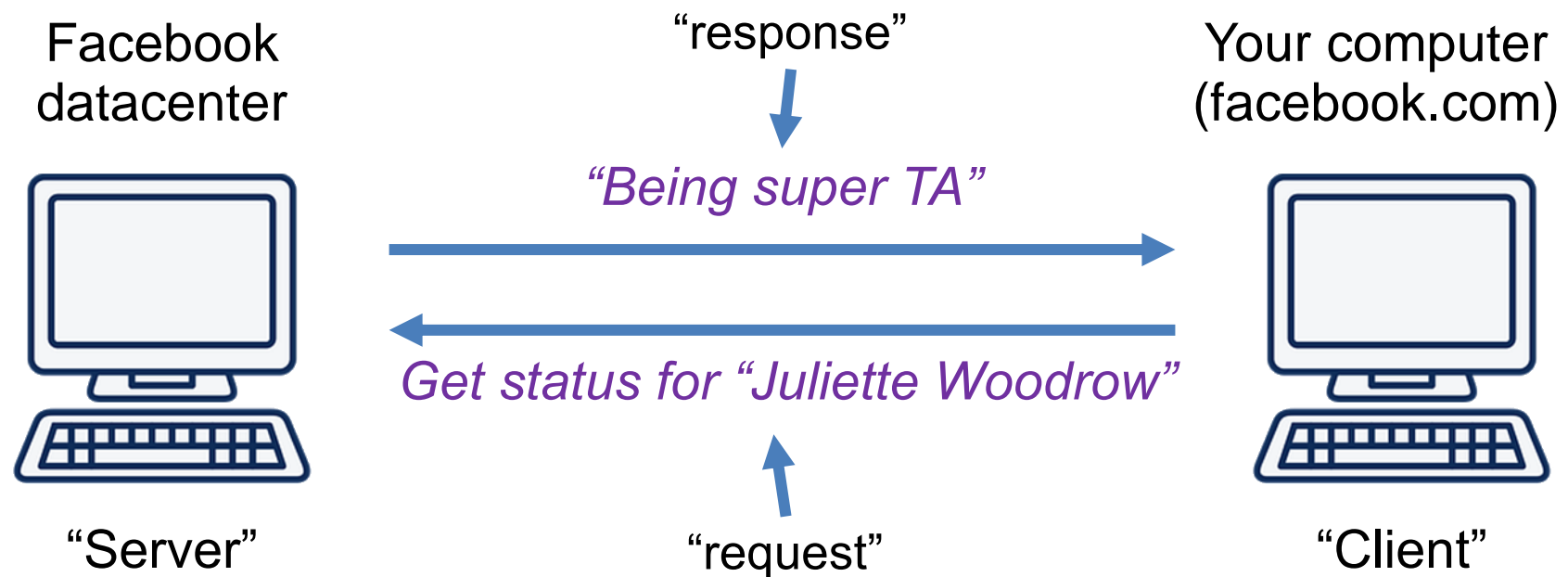
Background: The Internet



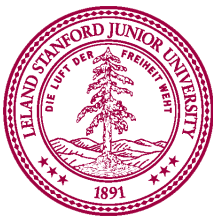
The internet is just many programs sending messages (as *Strings*)



Background: The Internet

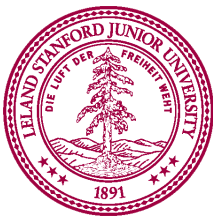


The internet is just many programs sending messages (as *Strings*)



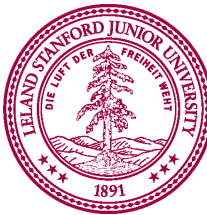
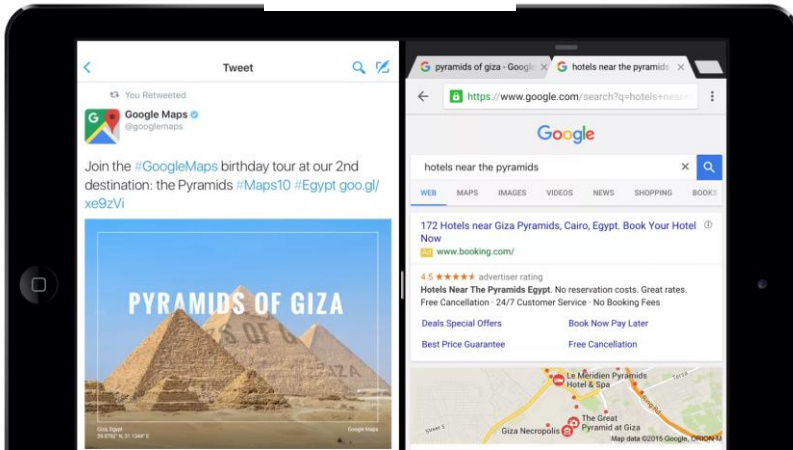


There are (generally) two
types of internet programs:
Servers and Clients



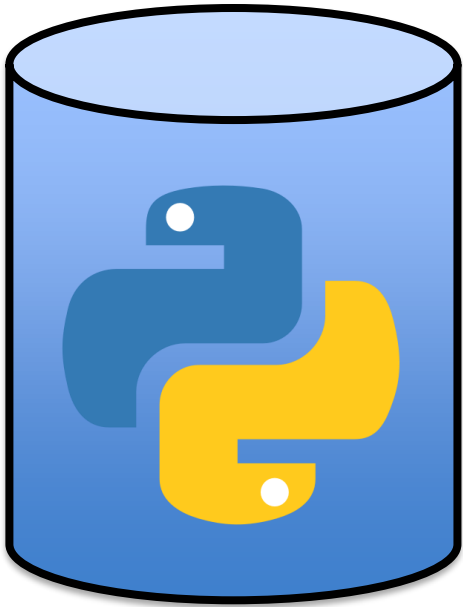
Internet 101

Computers on the internet



Servers are computers (running code)

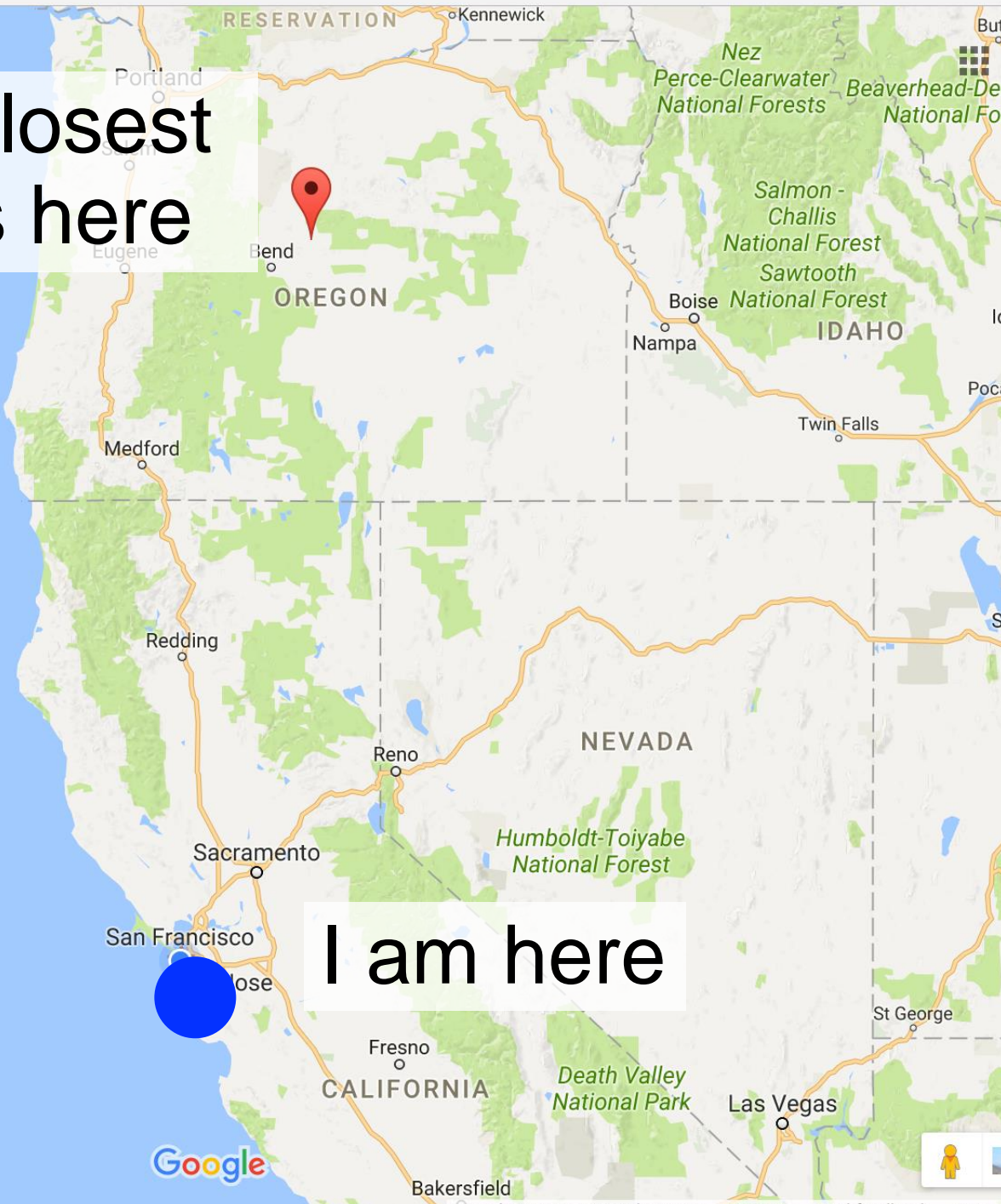
Facebook Server



=

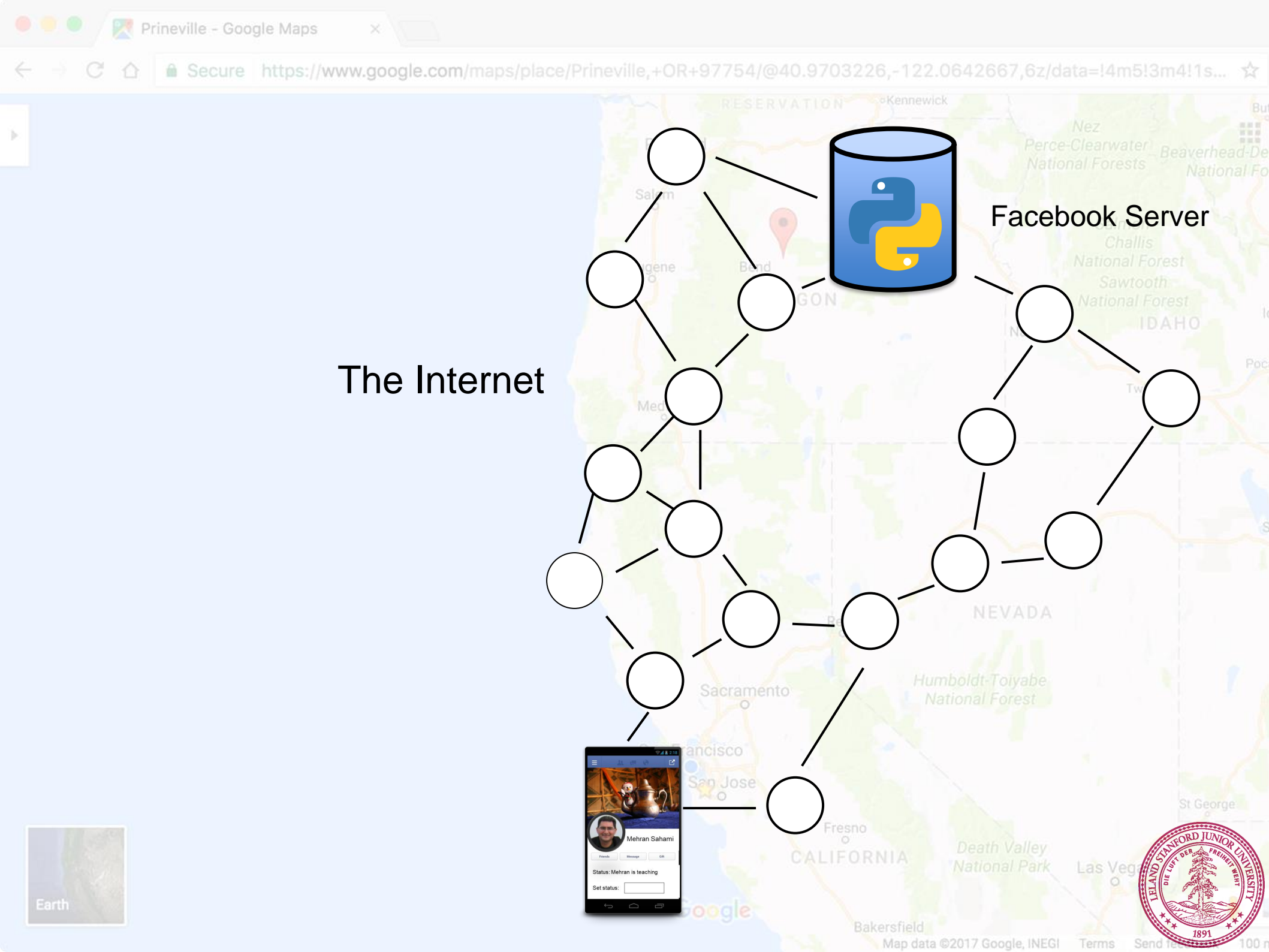


Facebook's closest datacenter is here



I am here

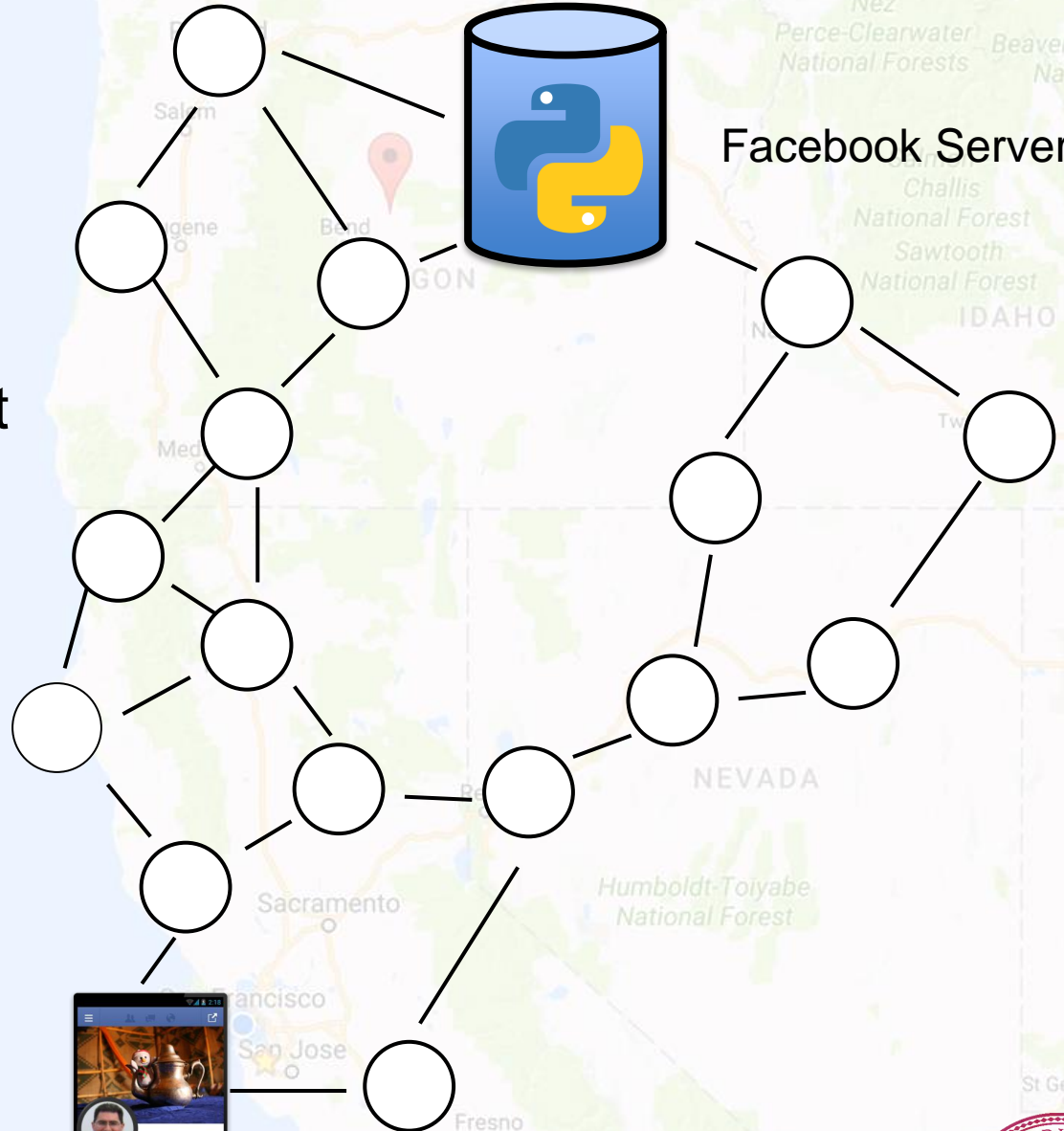


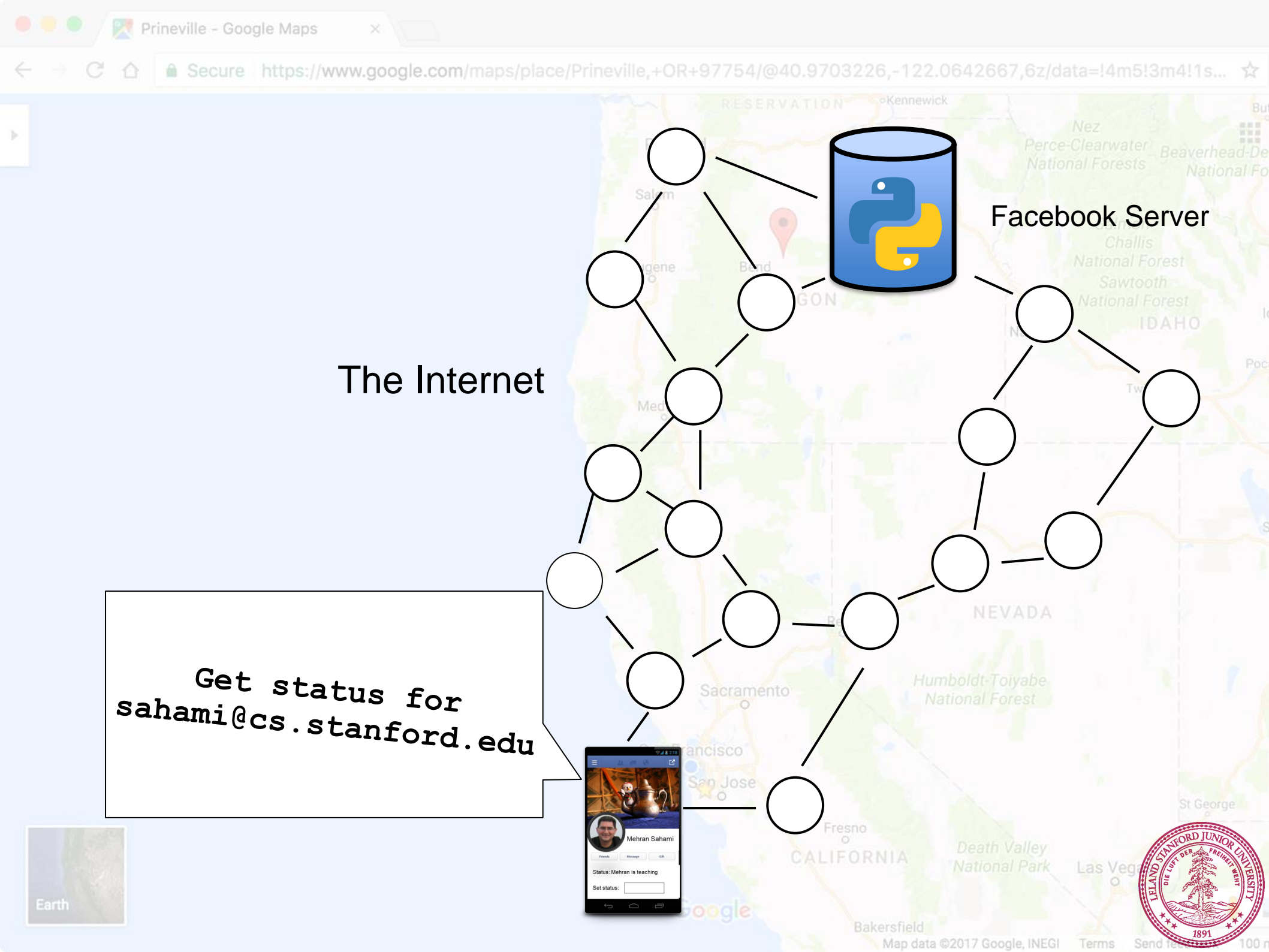


The Internet

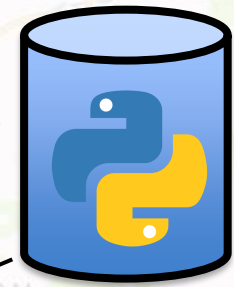


Facebook Server



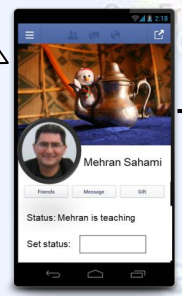


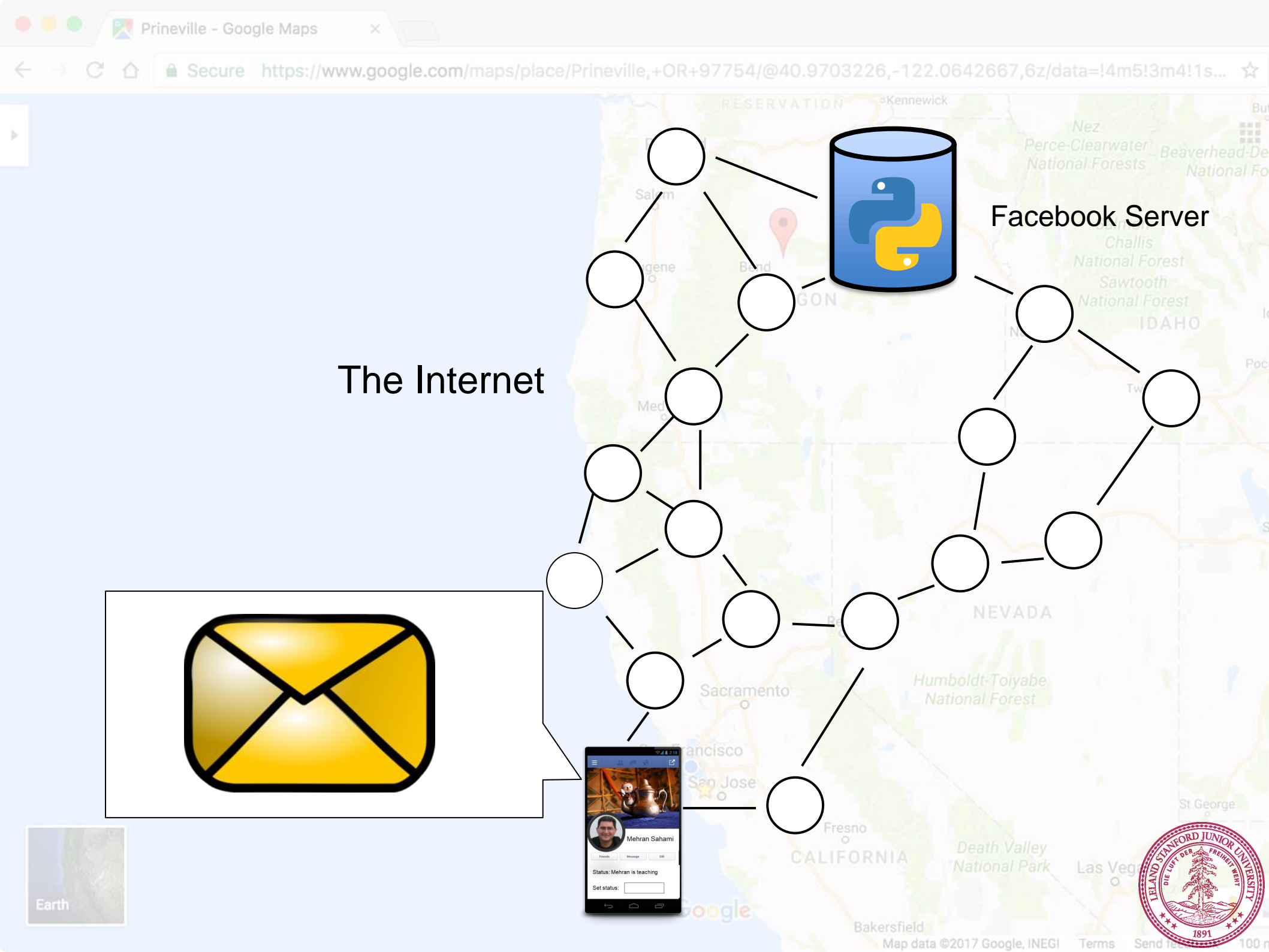
The Internet



Facebook Server

Get status for sahami@cs.stanford.edu

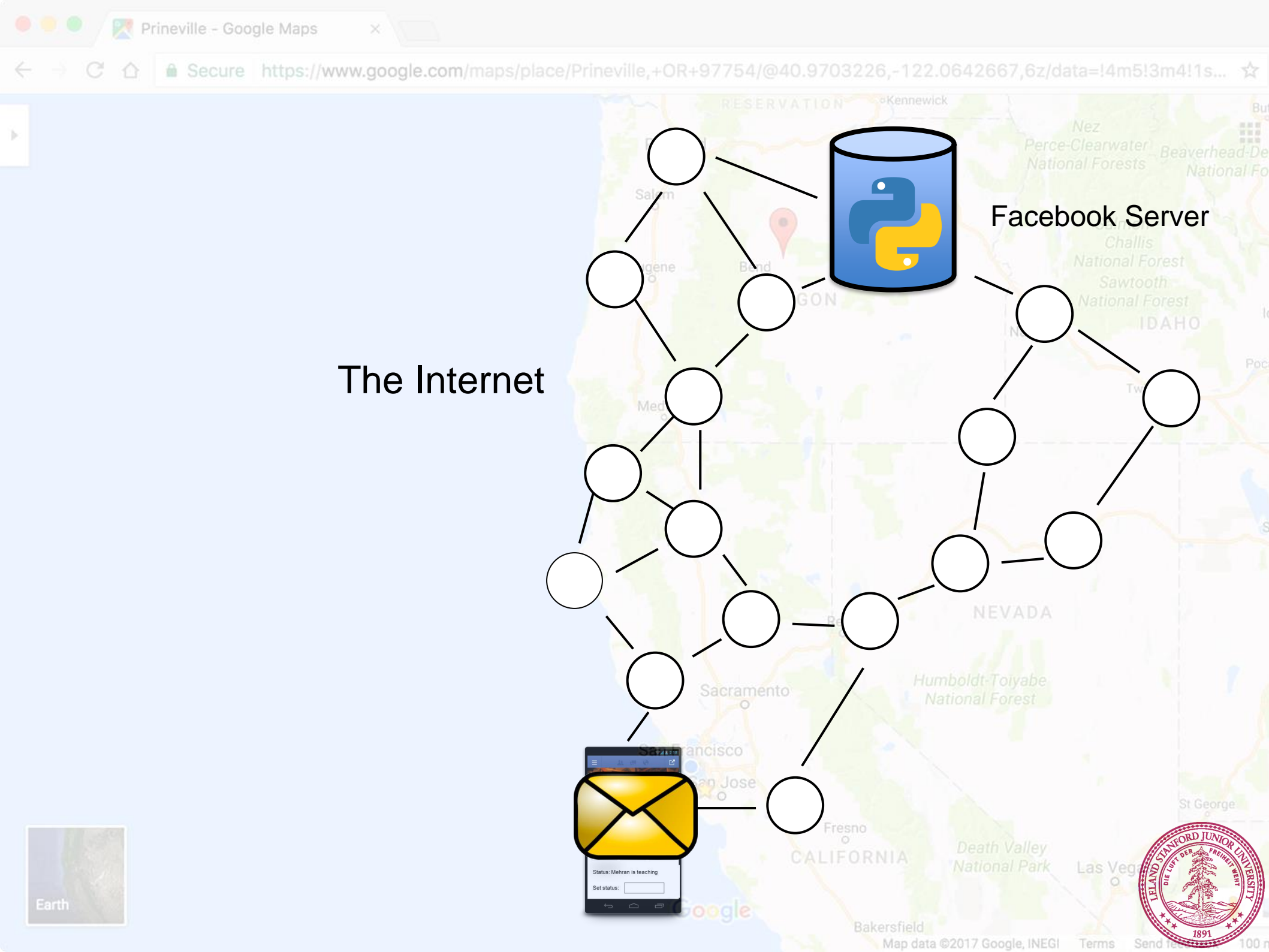




The Internet

Facebook Server

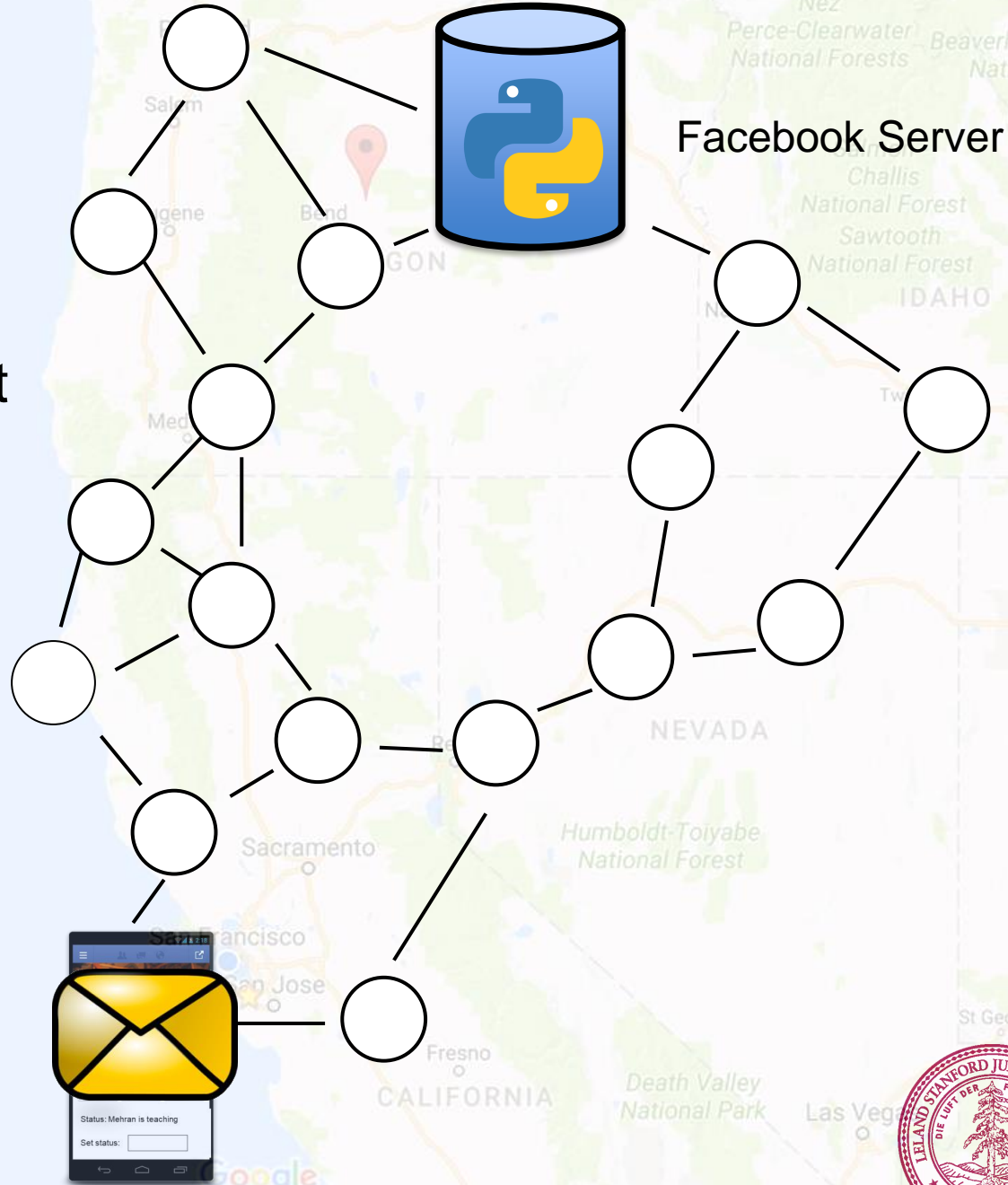




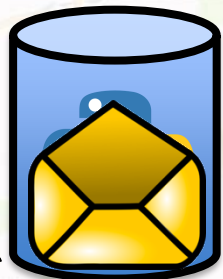
The Internet



Facebook Server

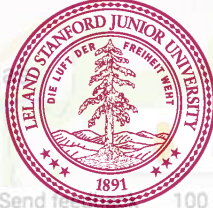
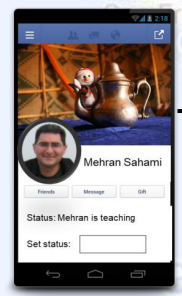
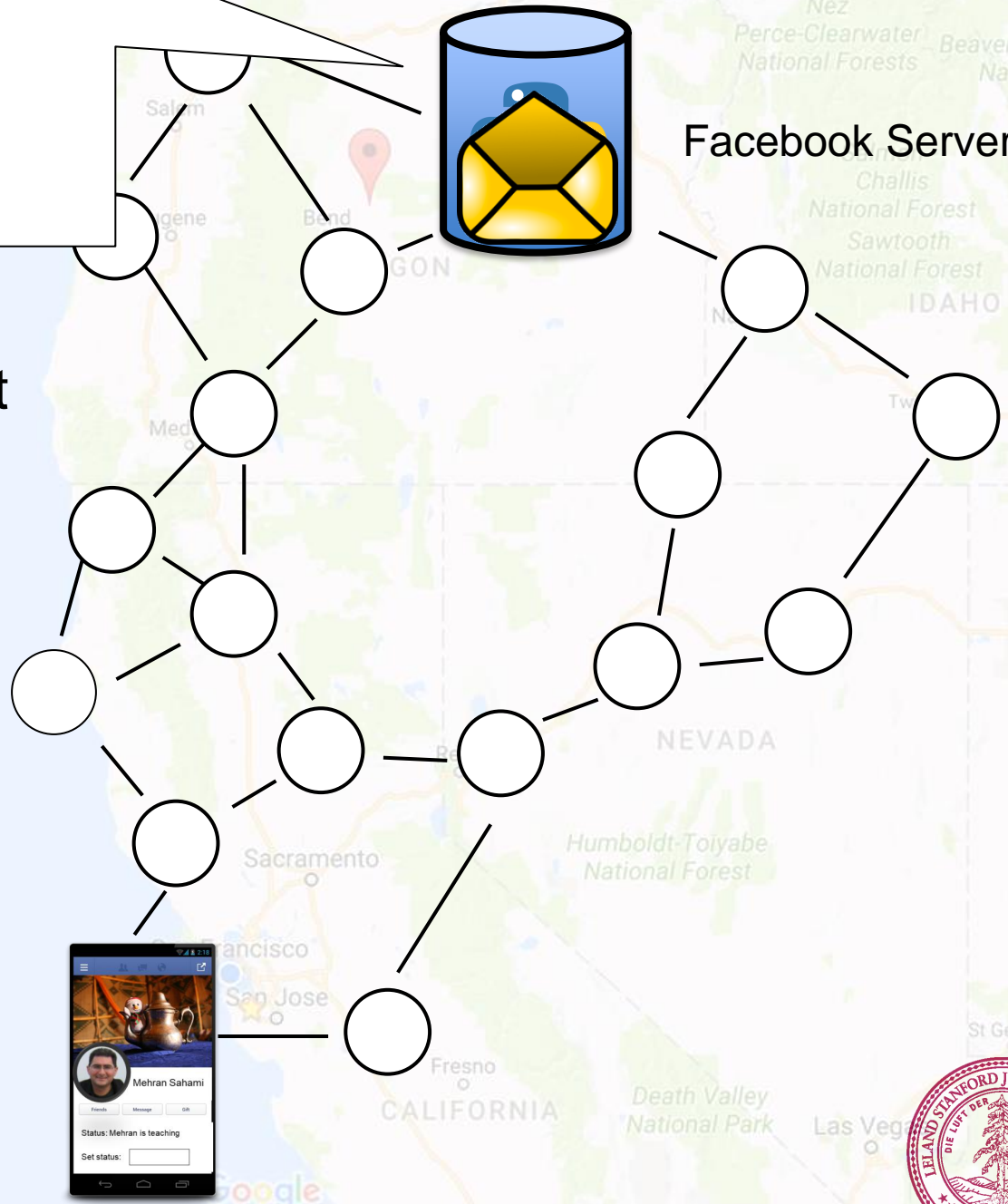


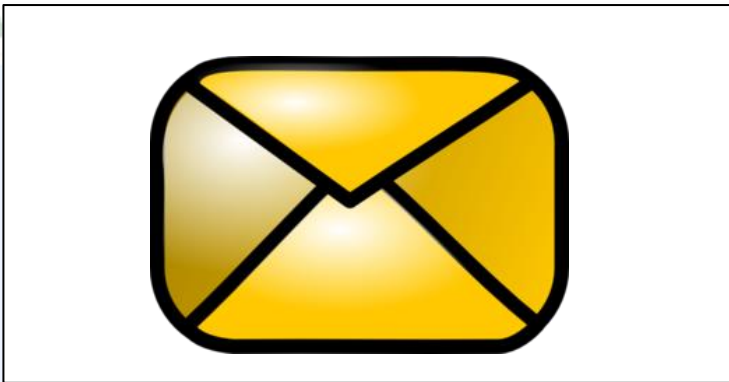
eating



Facebook Server

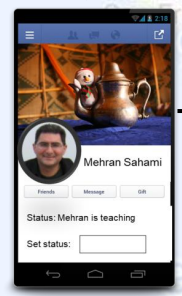
The Internet

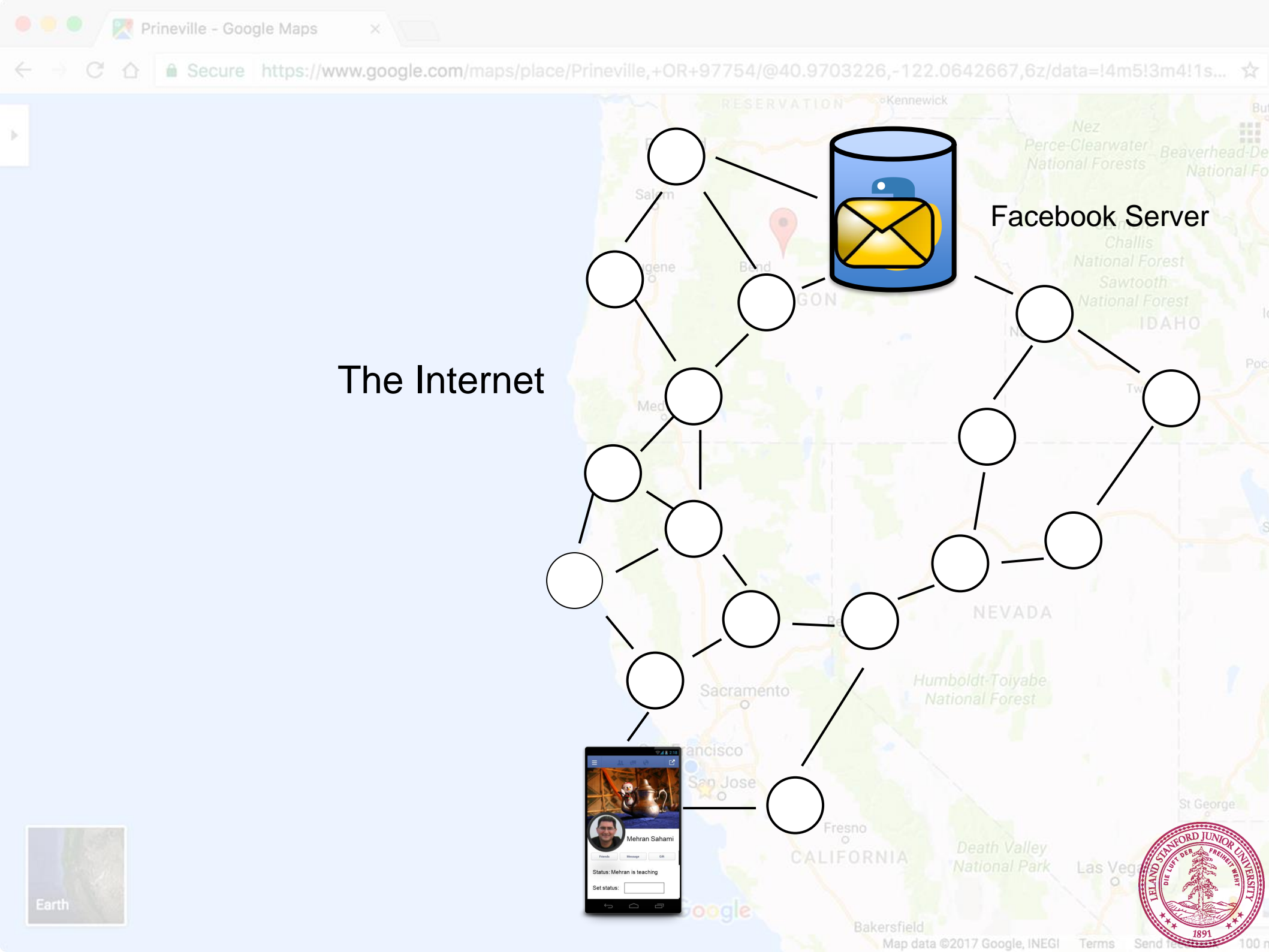




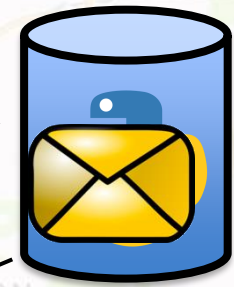
Facebook Server

The Internet

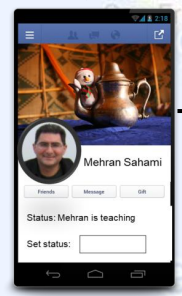
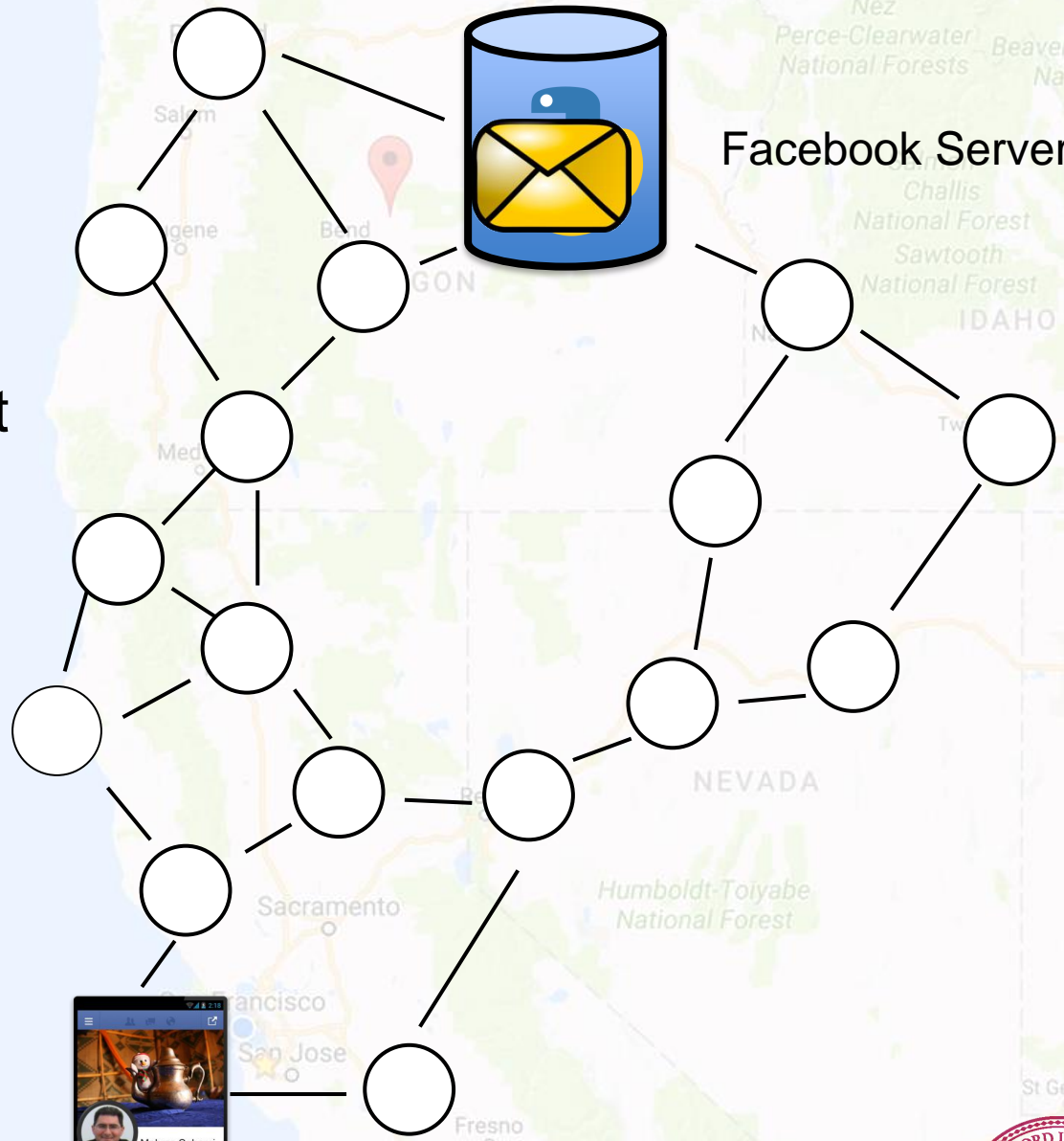




The Internet

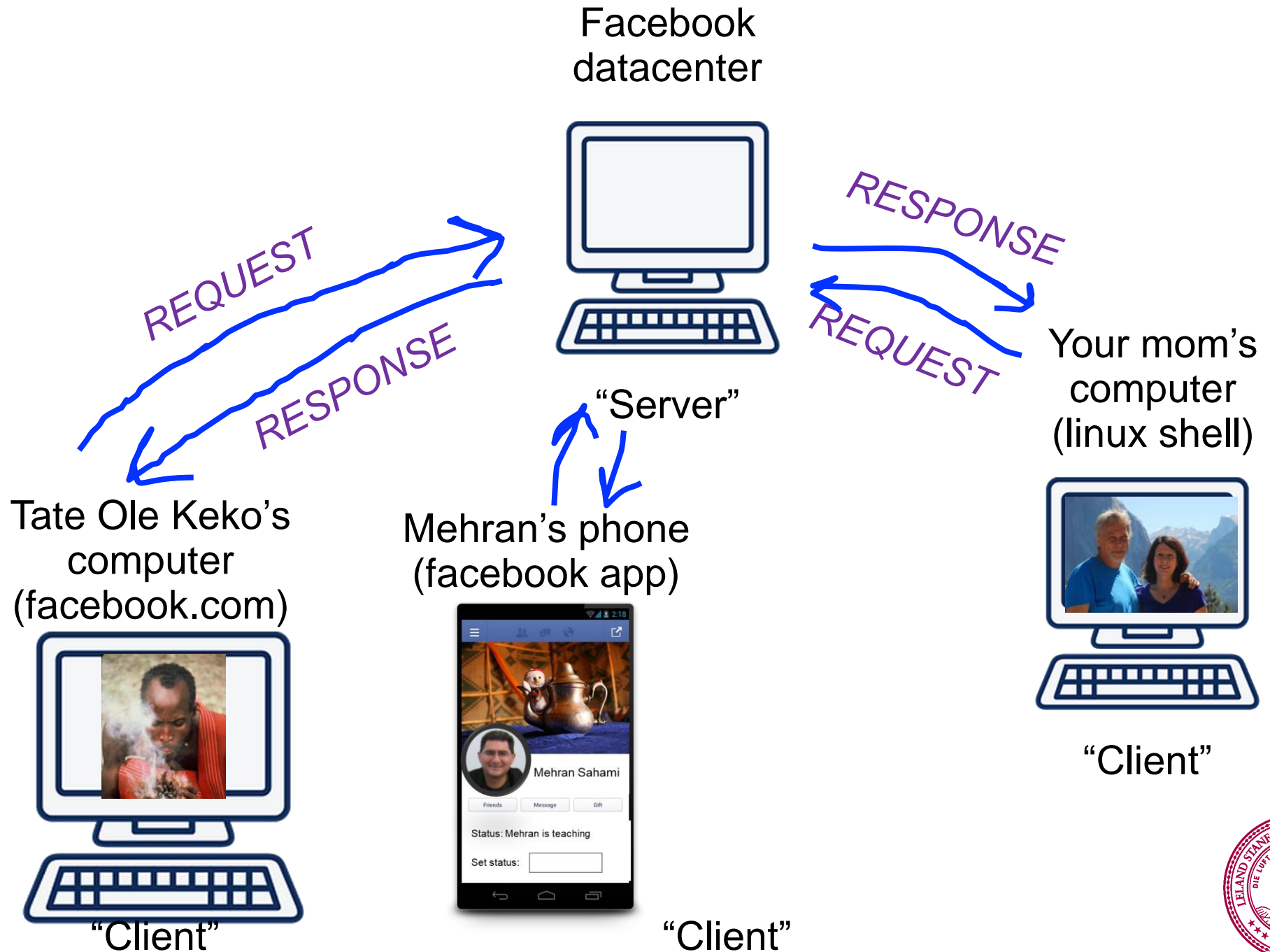


Facebook Server

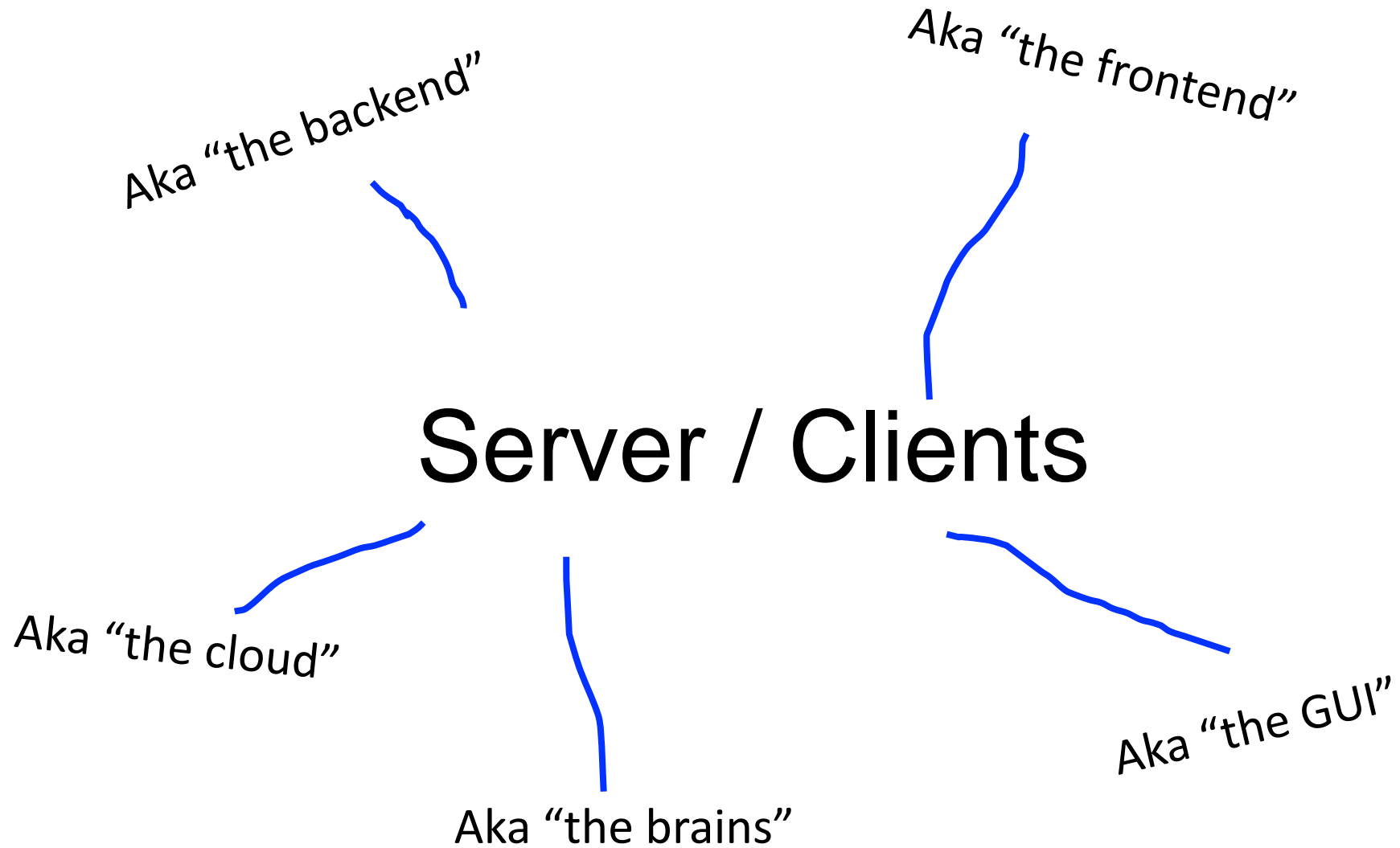


Many computers can connect
to the same server

The Internet



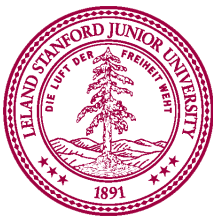
Most of the Internet



Today, the server



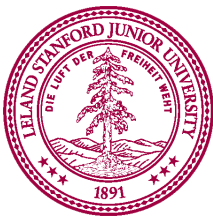
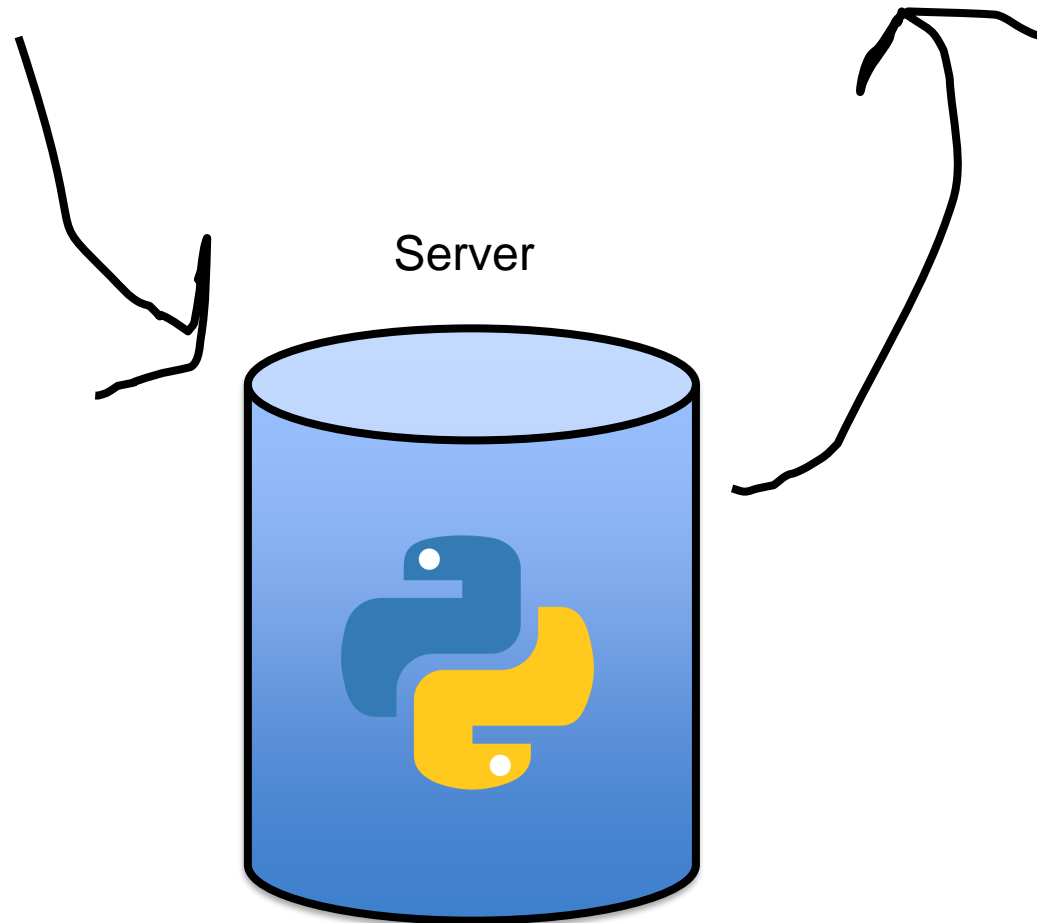
A server's main job is to
respond to requests



A Server's Simple Purpose

Request
From a client

Response
To the client

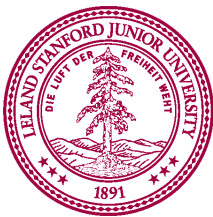


A Server's Simple Purpose

Request
someRequest

String
serverResponse

```
ChatServer
Starting server on port 8080...
getMsgs
newMsg
Added new message
getMsgs
Returned 1 messages
getMsgs
Returned 1 messages
newMsg
Added new message
getMsgs
Returned 1 messages
getMsgs
```



Servers on one slide

1

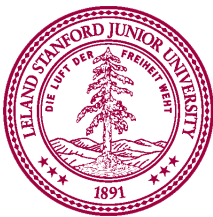
```
# handle server requests (must be in a class)
def handle_request(self, request):
    # return a string response!
```

2

```
# turn on the server
def main():
    # make an instance of your server class
    handler = MyServer()
    # start the server!
    SimpleServer.run_server(handler, 8000)
```

3

```
# enjoy
```



Servers on one slide

1

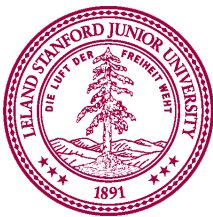
```
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def handle_request(self, request):  
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```

2

```
# turn on the server  
def main():  
    # make an instance of your server class  
    handler = HitServer()  
    # start the server!  
    run_server(handler, 8000)
```

3

```
# enjoy
```



Servers on one slide

1

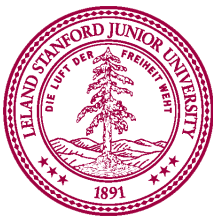
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def main():  
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3

```
# enjoy
```



Servers on one slide

1

handle server requests (must be in a class)

```
def handle_request(self, request):  
    # return a string response!
```

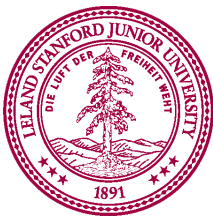
2

turn on the server

```
def main():  
    # make an instance of your server class  
    handler = HitServer()  
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    run_server(handler, 8000)
```

3

enjoy



Servers on one slide

1

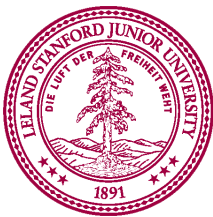
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```

3

```
# enjoy
```



Servers on one slide

1

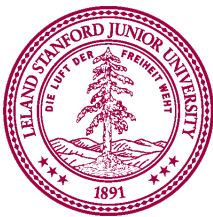
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```
# turn on the server
def main():
    # make an instance of your server class
    handler = MyServer()
    # start the server!
    run_server(handler, 8000)
```

3

```
# enjoy
```



Servers on one slide

1

```
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```

3

```
# enjoy
```



Servers on one slide

1

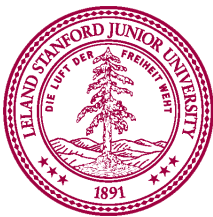
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    # start the server!
    SimpleServer.run_server(handler, 8000)
```

3

```
# enjoy
```



What is a Port?



Servers on one slide

1

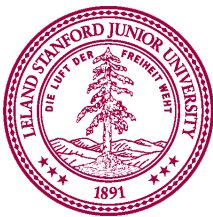
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def handle_request(self, request):  
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    # start the server!  
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```

3

```
# enjoy
```



Servers on one slide

1

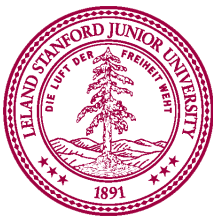
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    # make an instance of your server class
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    run_server(handler, 8000)
```

3

enjoy



Servers on one slide

1

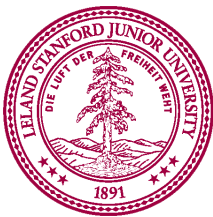
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def handle_request(self, request):  
    # return a string response!
```

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```
# turn on the server  
def main():  
    # make an instance of your server class  
    handler = HitServer()  
    # start the server!  
    run_server(handler, 8000)
```

3

```
# enjoy
```



What is a Request?



```
/* Request has a command */  
command (type is string)
```

```
/* Request has parameters */  
params (type is dict)
```

```
// methods that the server calls on requests  
request.command  
request.params
```




```
class Request:
    """
    Request class packages the key information from an internet request.
    An internet request has both a command and a dictionary of
    parameters. This class defines a special function __str__ which
    means if you have an instance of a request you can put it in a
    print function.
    """
    def __init__(self, request_command, request_params):
        # Every request has a command (string)
        self.command = request_command
        # Every request has params (dictionary). Can be empty: {}.
        self.params = request_params

    def get_params(self):
        # A 'getter' method to get the params
        return self.params

    def get_command(self):
        # A 'getter' method to get the command
        return self.command

    def __str__(self):
        # A special method which allows you to 'print' a request
        # as a string.
        return str(self.__dict__)
```

First Server Example!

```
import SimpleServer

# We define a class to handle server requests
class MyFirstServer:
    def __init__(self):
        pass

    # This is the server request callback function.
    # You can't change its header.
    def handle_request(self, request):
        print(request)
        return 'Happy Monday, wonderful cs106a!!!'

def main():
    # Make the server handler
    handler = MyFirstServer()
    # Start the server to handle internet requests at specified port
    SimpleServer.run_server(handler, 8000)
```



Who makes requests?

Who makes requests?

Other programs can send requests!

```
response = requests.get('https://xkcd.com/353/')
```

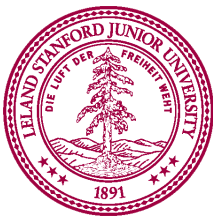
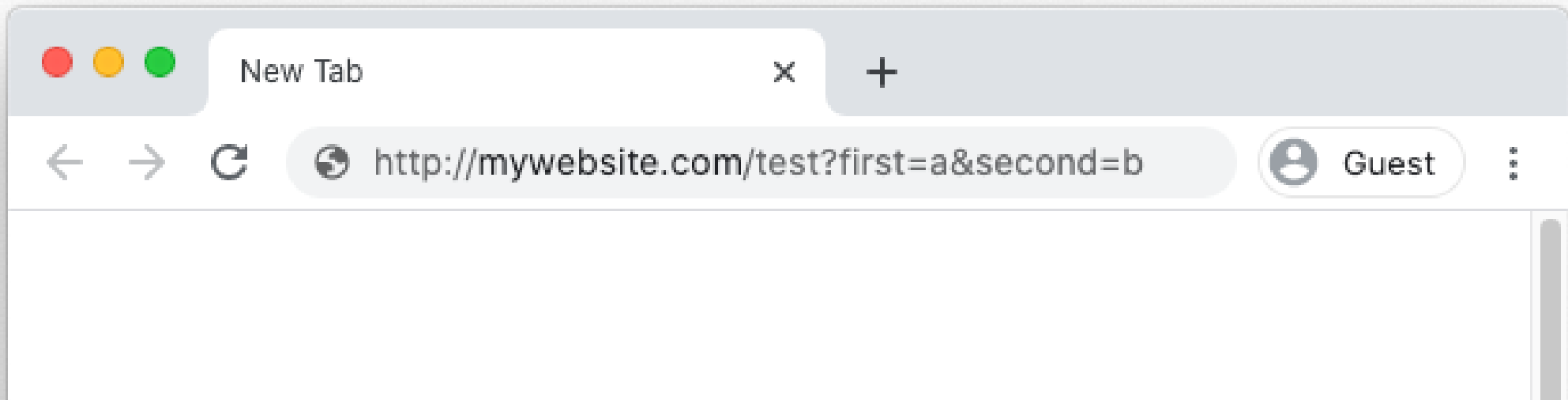
Who makes requests?

Other programs can send requests!

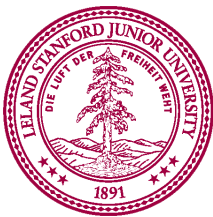
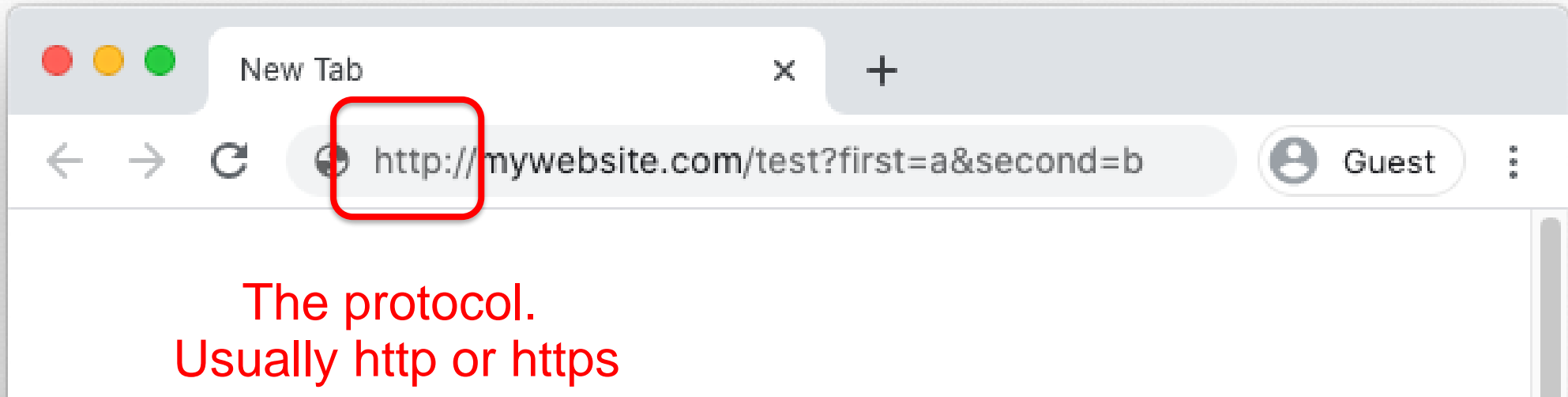
```
response = requests.get('https://xkcd.com/353/')
```

Web browsers can send requests!

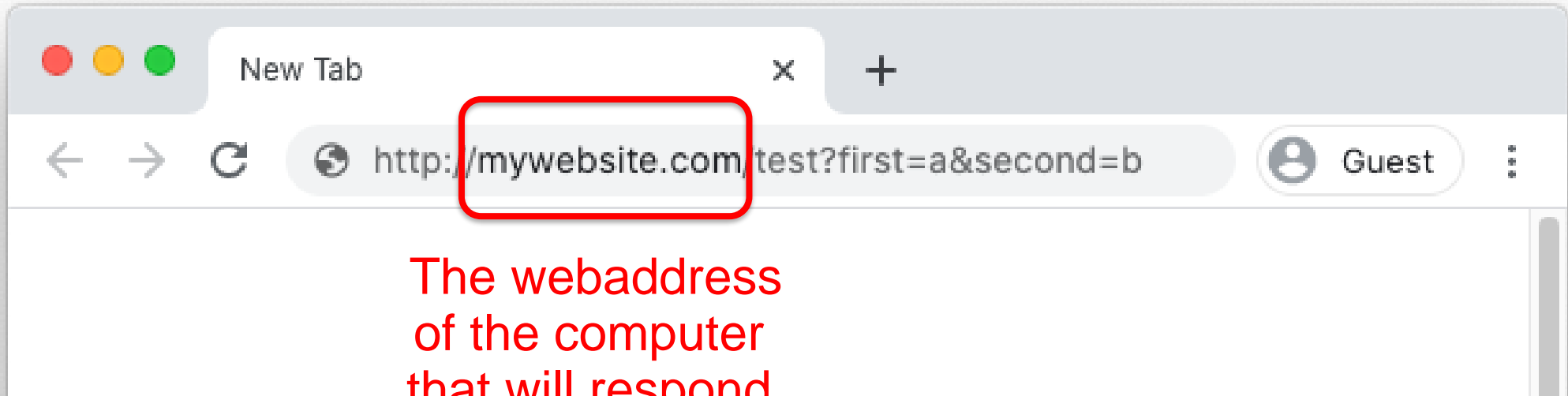
Anatomy of a Browser Request



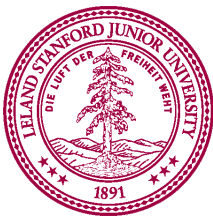
Anatomy of a Browser Request



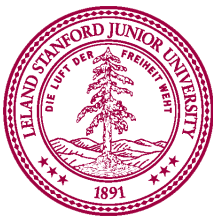
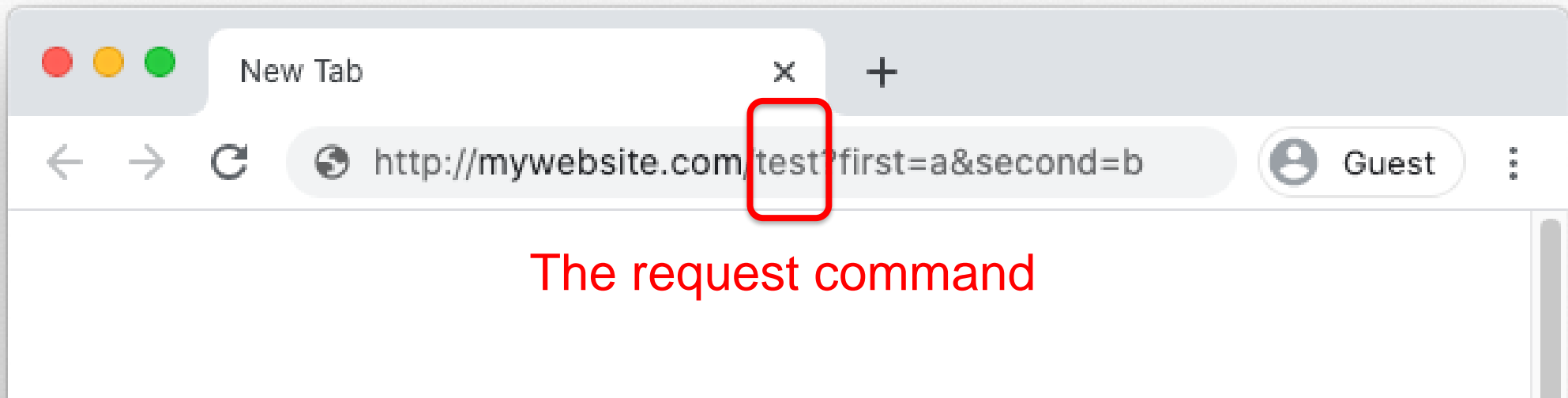
Anatomy of a Browser Request



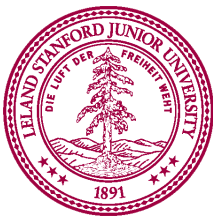
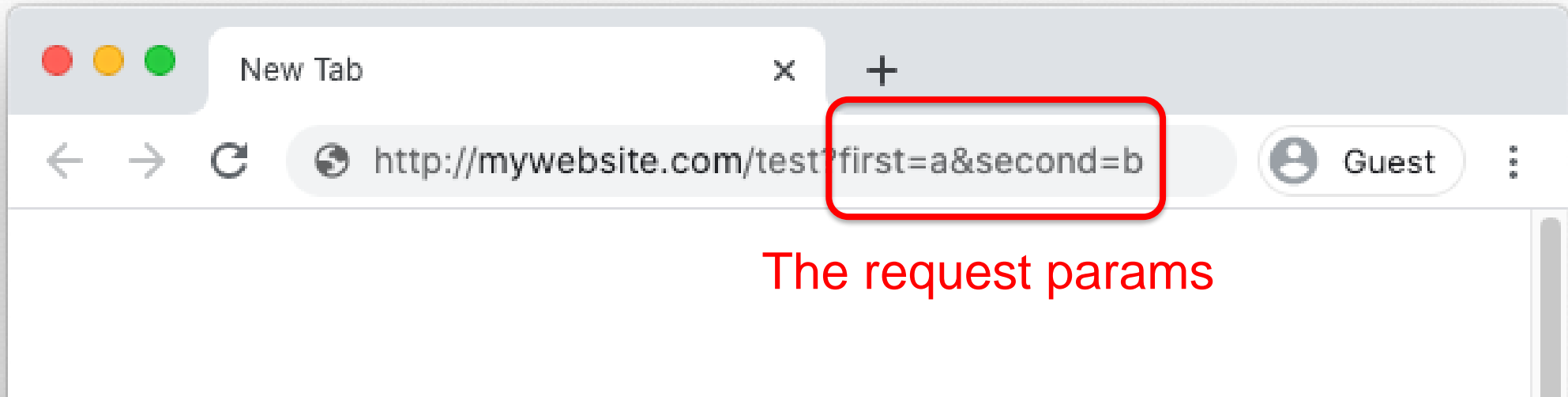
The webaddress
of the computer
that will respond
to the request



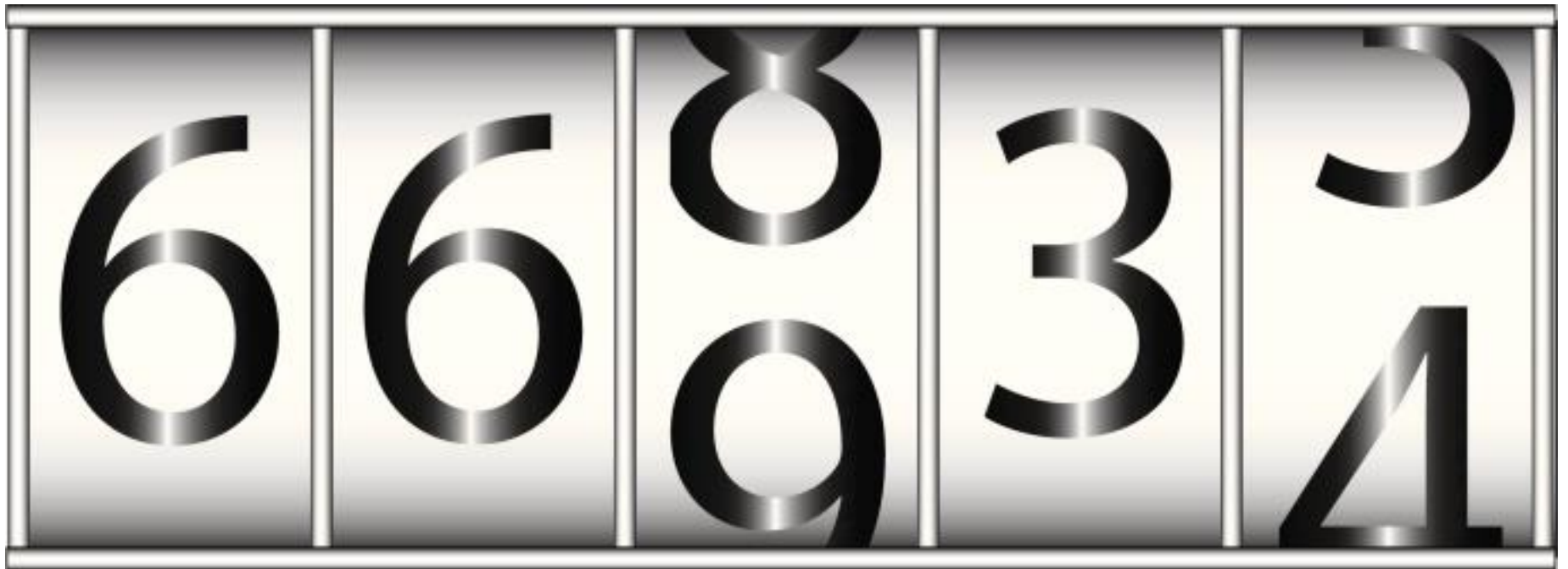
Anatomy of a Browser Request



Anatomy of a Browser Request



Hit Counter



Recall Requests



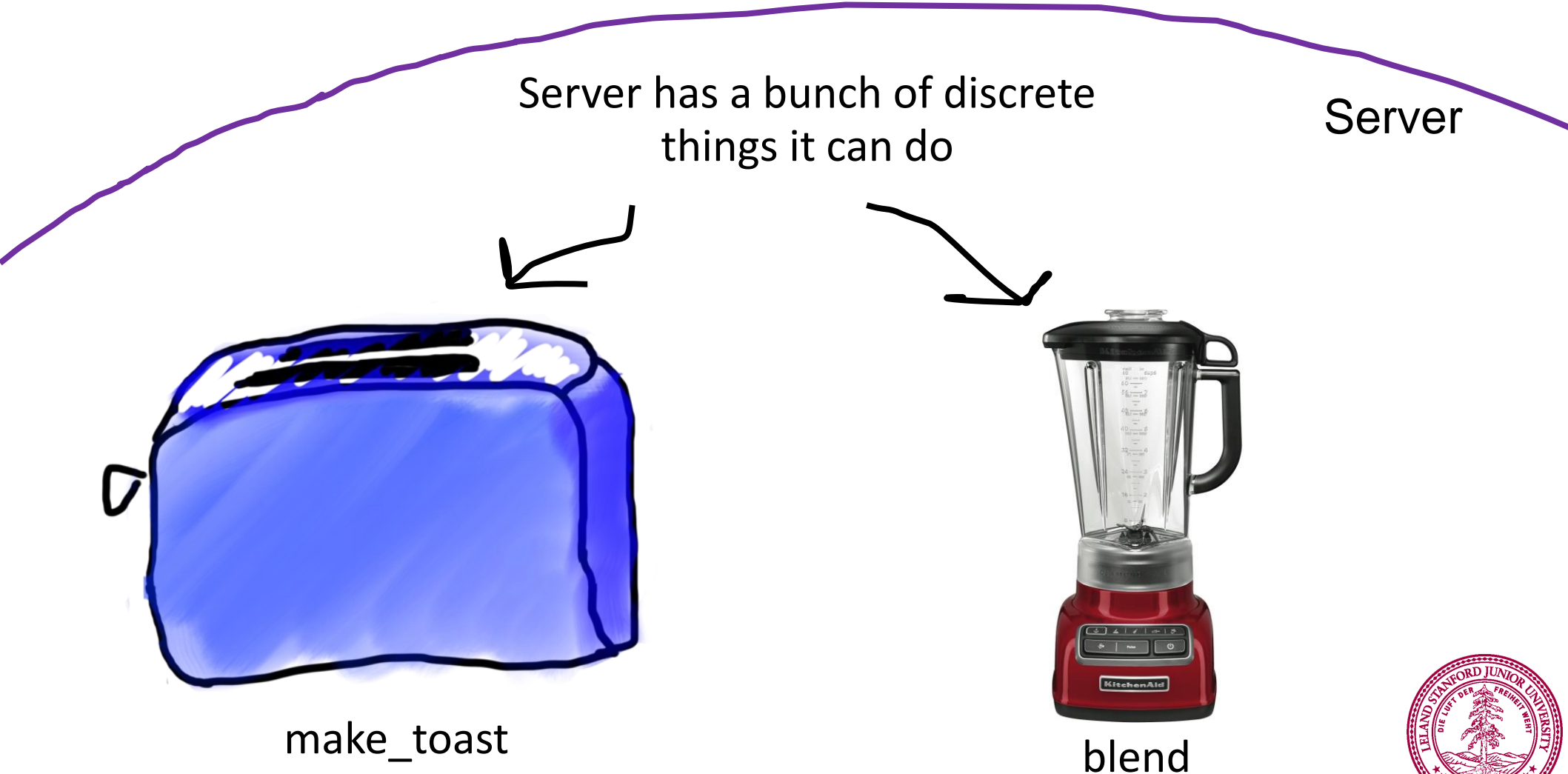
```
/* Request has a command */  
command (string)
```

```
/* Request has parameters */  
params (dict)
```

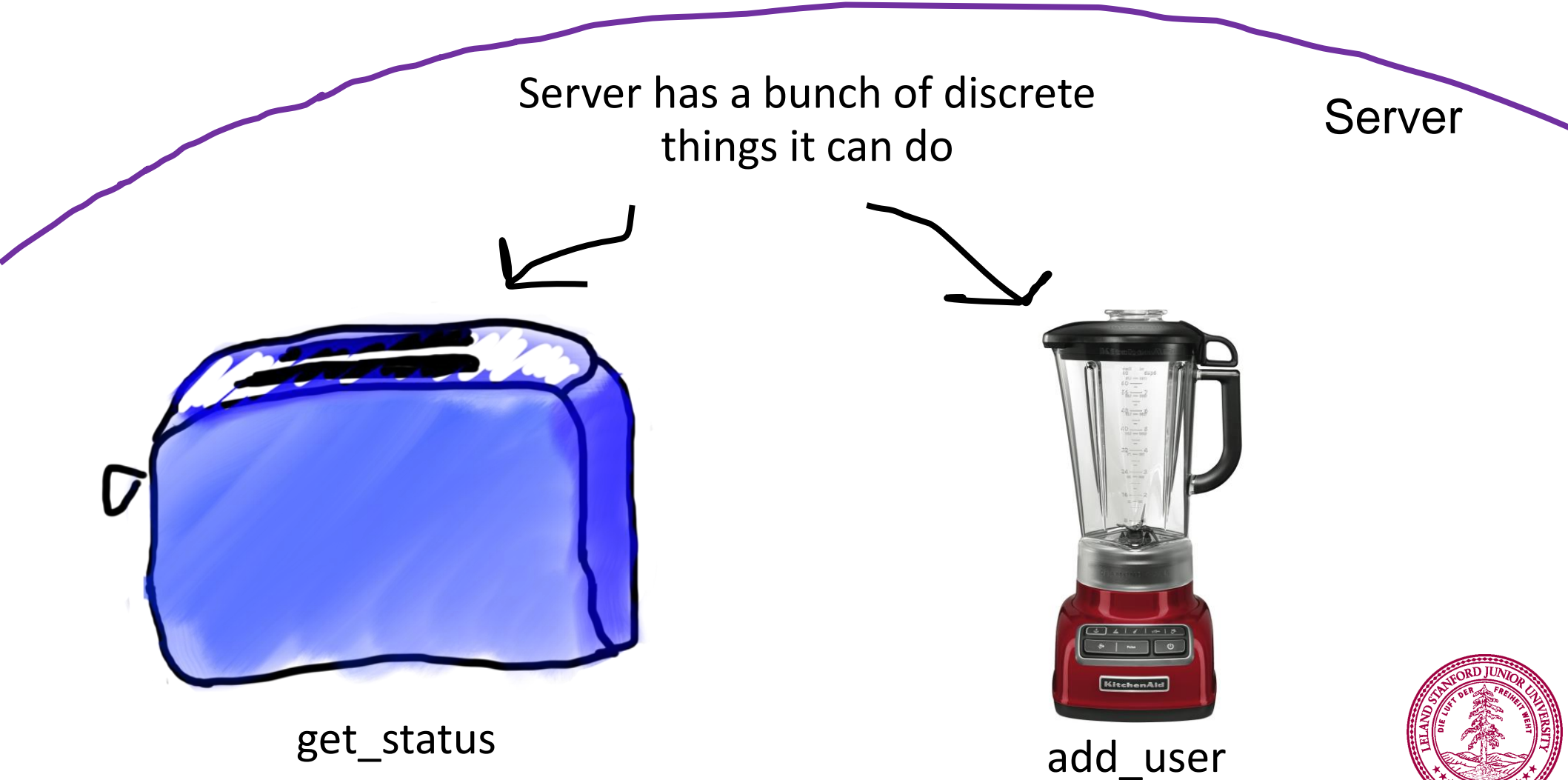
```
// methods that the server calls on requests  
request.command  
request.params
```



Requests are like Remote Method Calls

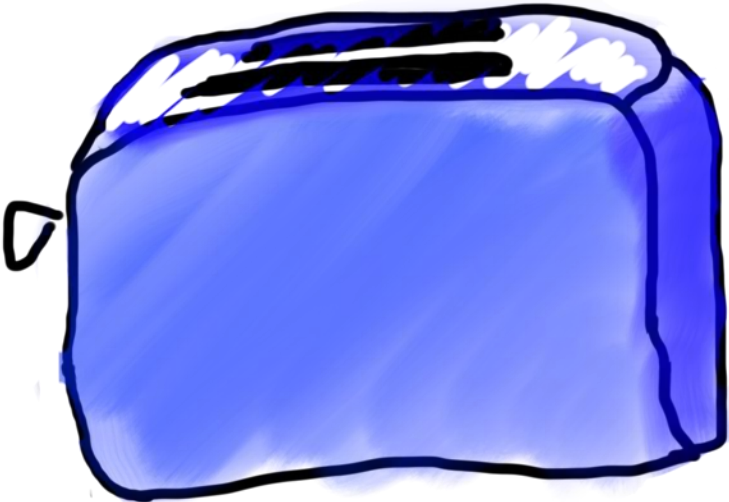


Requests are like Remote Method Calls



Requests are like Remote Method Calls

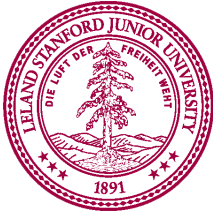
Server



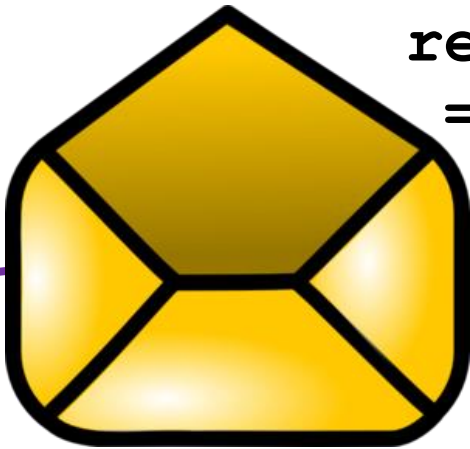
get_status



add_user



Requests are like Remote Method Calls



```
request.get_command()  
=> "get_status"
```

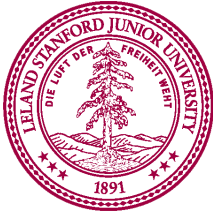
Server



get_status



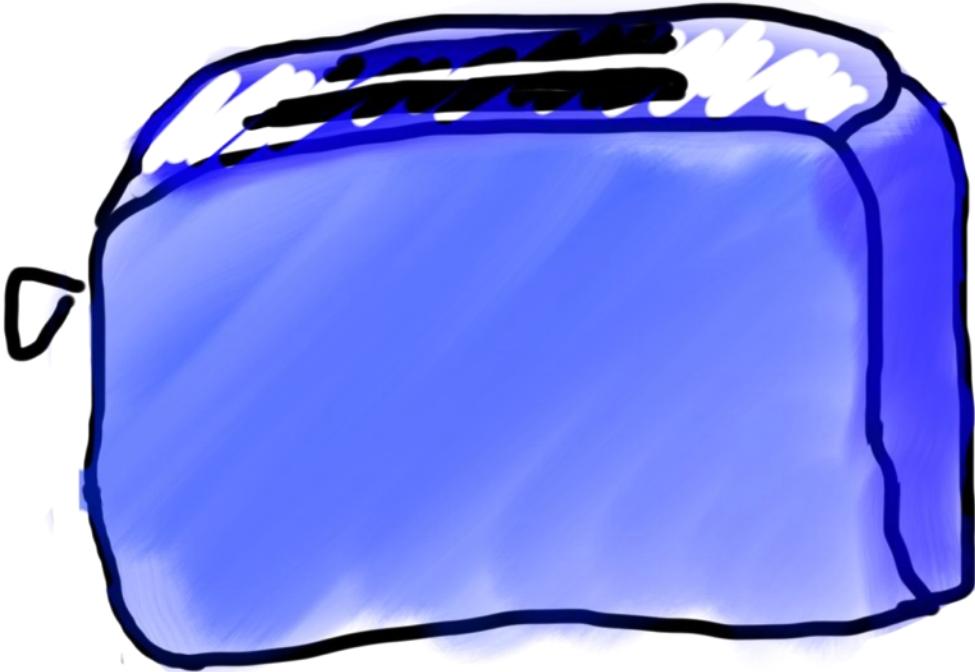
add_user



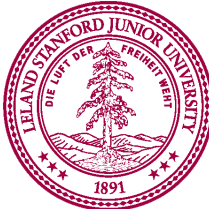
Requests are like Remote Method Calls



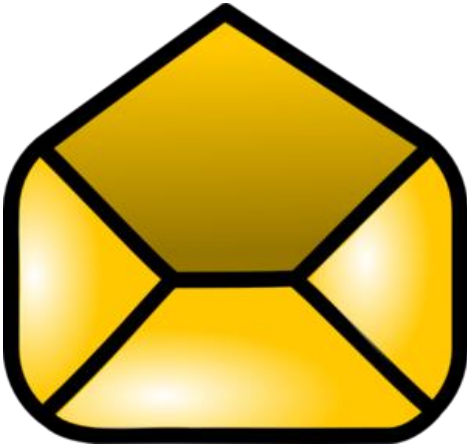
To make toast, I need a parameter which is the kind of bread



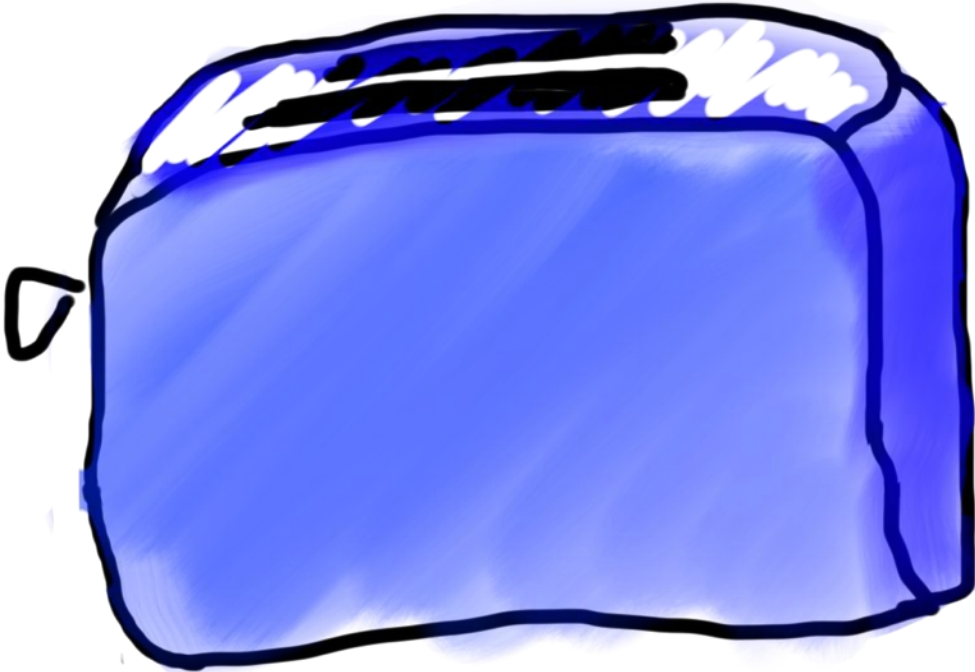
get_status



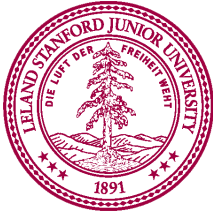
Requests are like Remote Method Calls



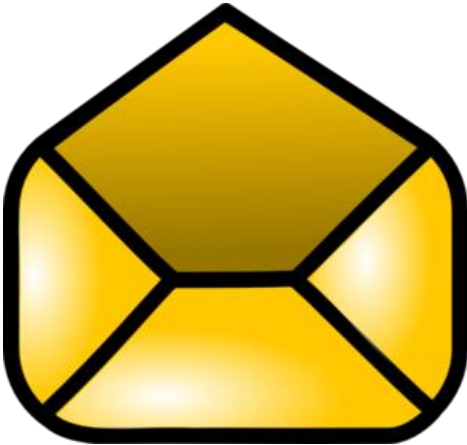
I was given a parameter!



get_status



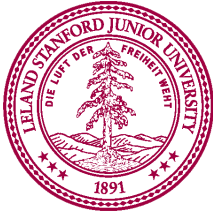
Requests are like Remote Method Calls



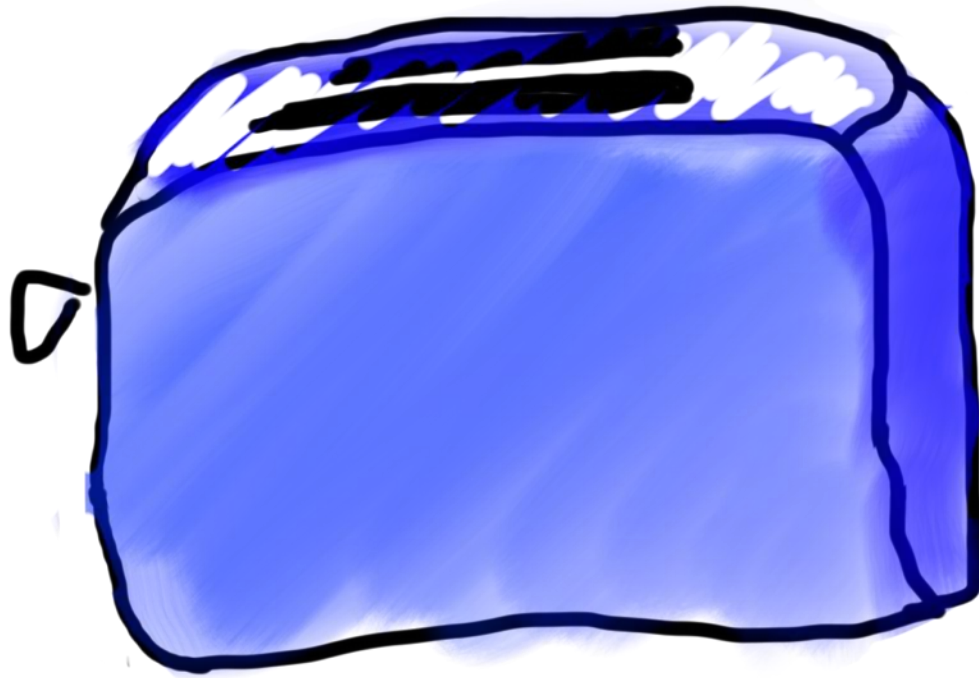
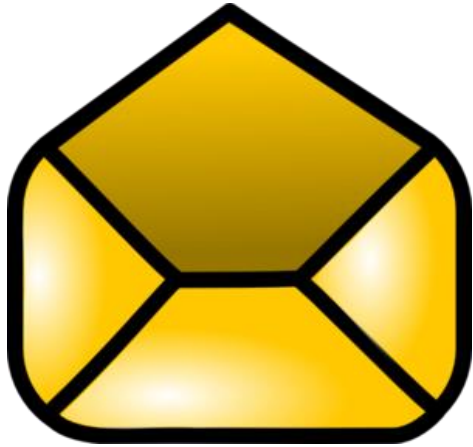
```
request.params["userName"]
```



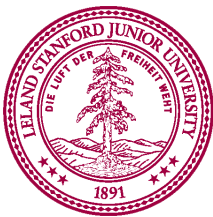
```
get_status
```



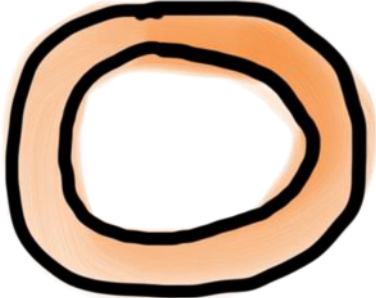
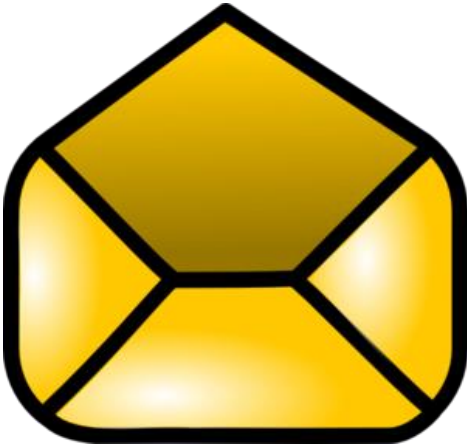
Requests are like Remote Method Calls



`get_status`



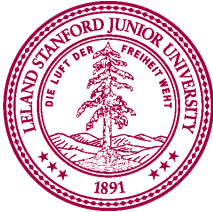
Requests are like Remote Method Calls



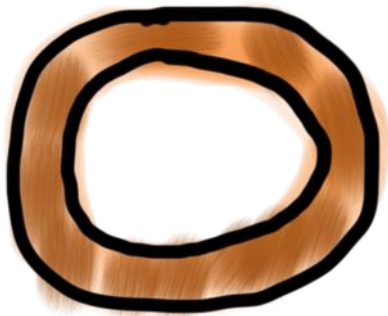
sahami



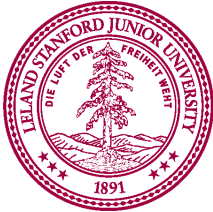
get_status



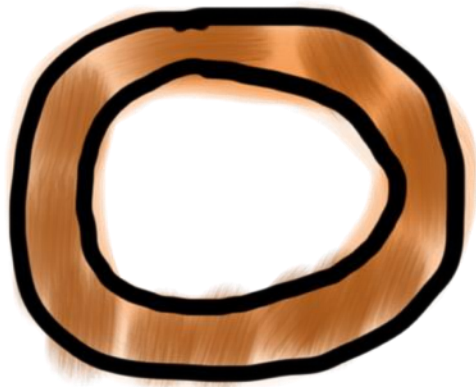
Requests are like Remote Method Calls



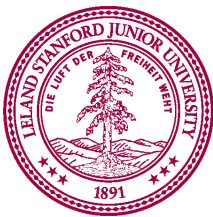
teaching



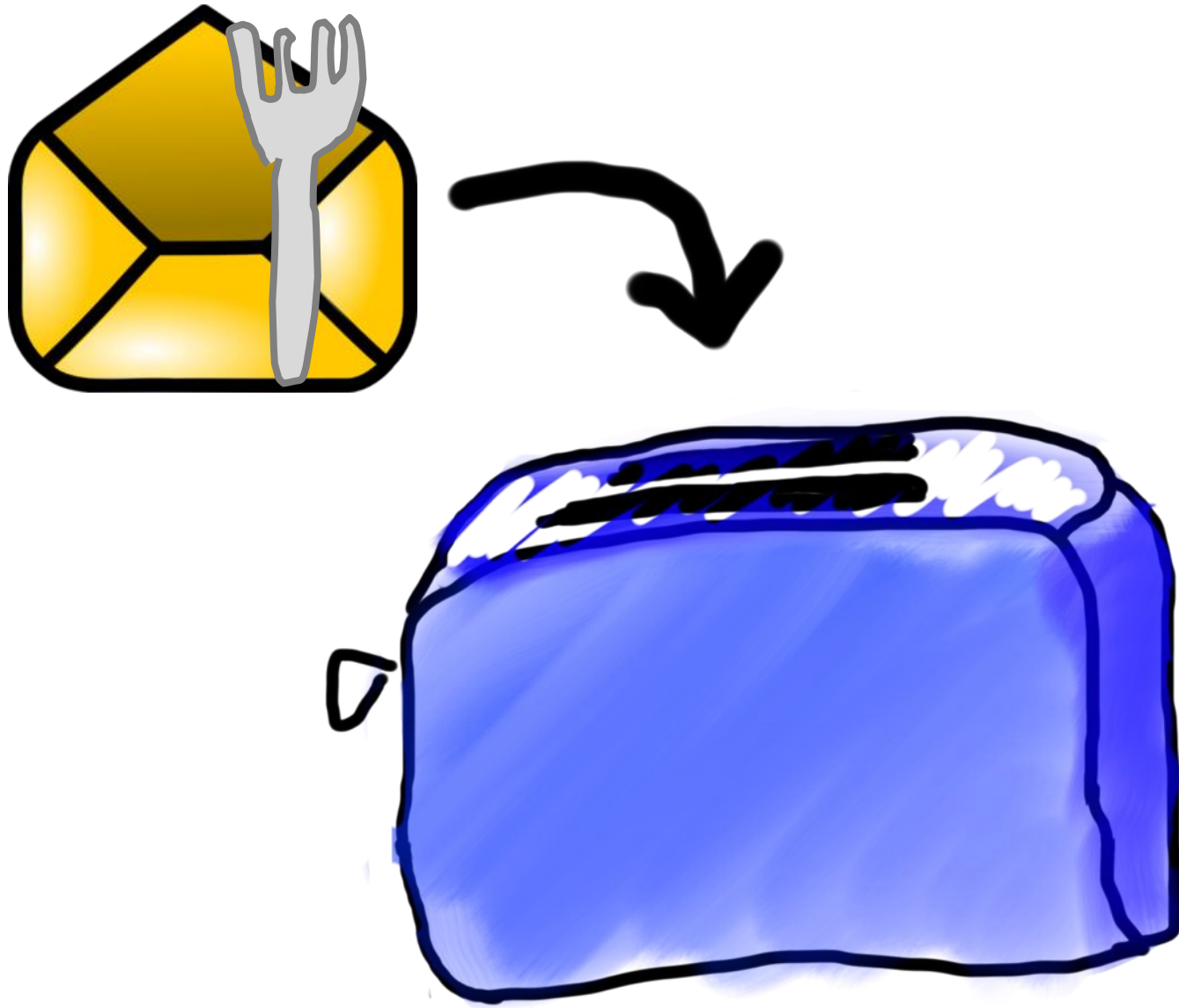

```
def handle_request(self, request):  
    cmd = request.command  
    if cmd == 'get_status':  
        user = request.params['userName']  
        status = self.get_status(user)  
        return status
```



Must be a string!



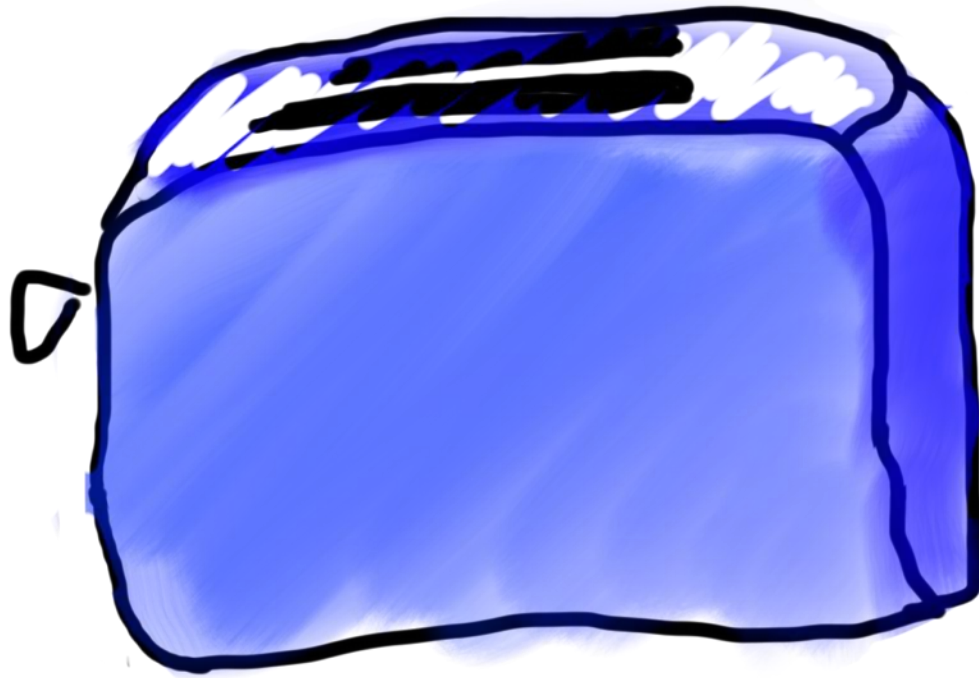
Requests are like Remote Method Calls



Requests are like Remote Method Calls



Requests are like Remote Method Calls



Requests are like Remote Method Calls

