Abstract

Traditional search engines use a thin client, distributed model for crawling. This crawler based approach has certain drawbacks which could be removed with a proposed rich client based model. The rich client based search engine offers faster crawling and better updation time using lesser resources than thin client model, and it covers more of the World Wide Web than normal crawler based search engines. Although modern day search engine giants have
improved on various features such as ergonomics and utilities, along with several added goodies, little work is done to improve energy efficiency of such Large Scale Search Engines. As the Internet is increasing exponentially the search engines will involve more and more servers thus costing more and more energy. This ever increasing demand of search engines needs to be curbed down. Rather than multiplying server resources it is better to use existing servers which work in a congenial environment, using communication methods to reduce redundant downloading of data from different servers by the crawlers. This paper proposes a rich client based architecture for search engines along with analysis and comparison with present search engines. This could help into reducing the challenges of global warming, keeping up the speed and efficiency requirements.

References


Index Terms

Computer Science
Information Sciences
Keywords
Search Engines  Thick Client  Rich Client  Updation Delay  And Crawler.