How to Avoid Drowning in Logs

Streaming 180 Billion Events/Day and Batching 150 TB/Hour

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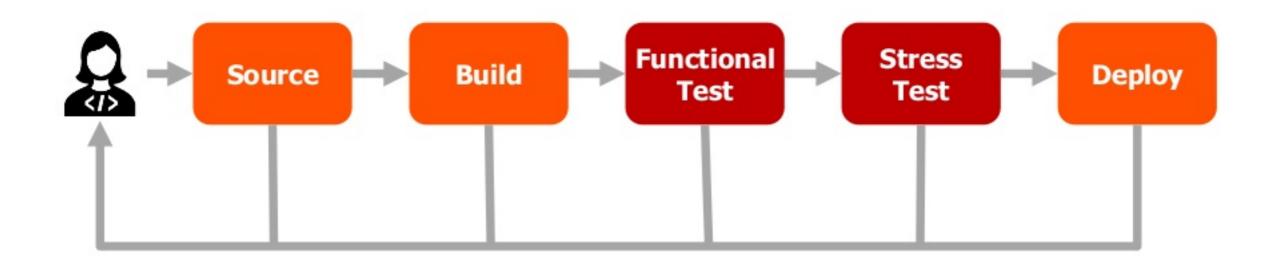


Log Analytics Pipeline in Numbers

- ✓ 2M events / second
- ✓ **5** seconds SLA
- **√ 0.5 1 PB** of data / day

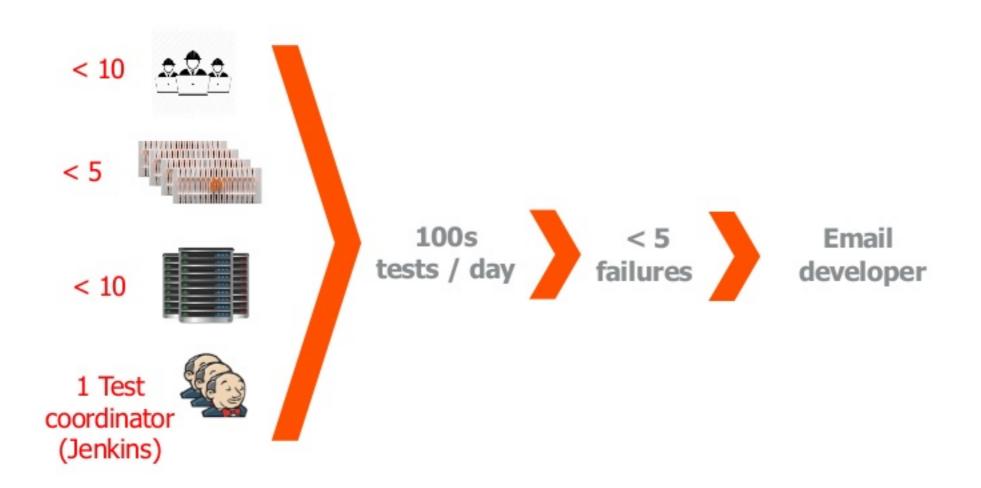


Continuous Integration & Continuous Deployment



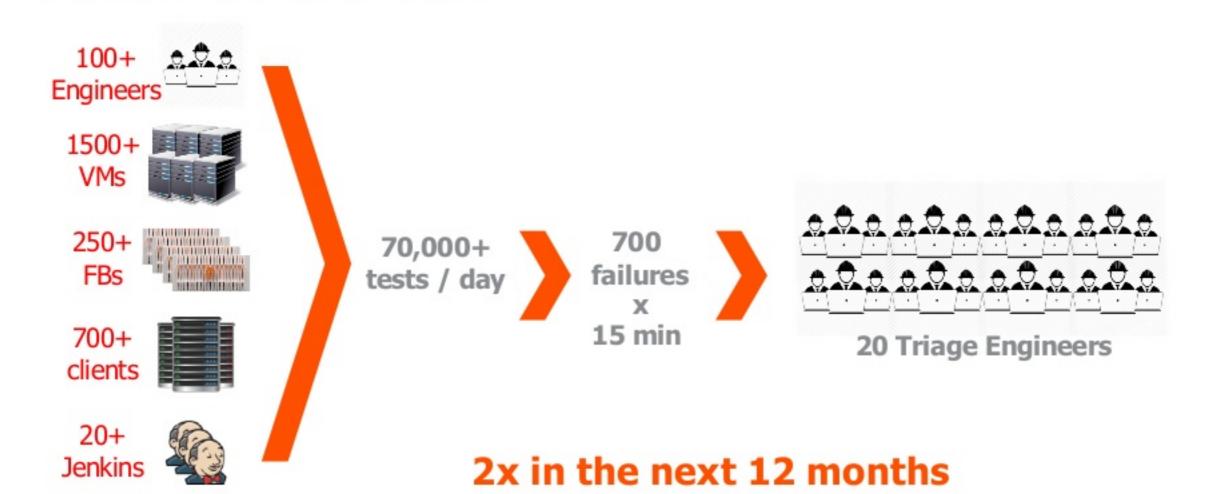


CI/CD works!





Scale Problems

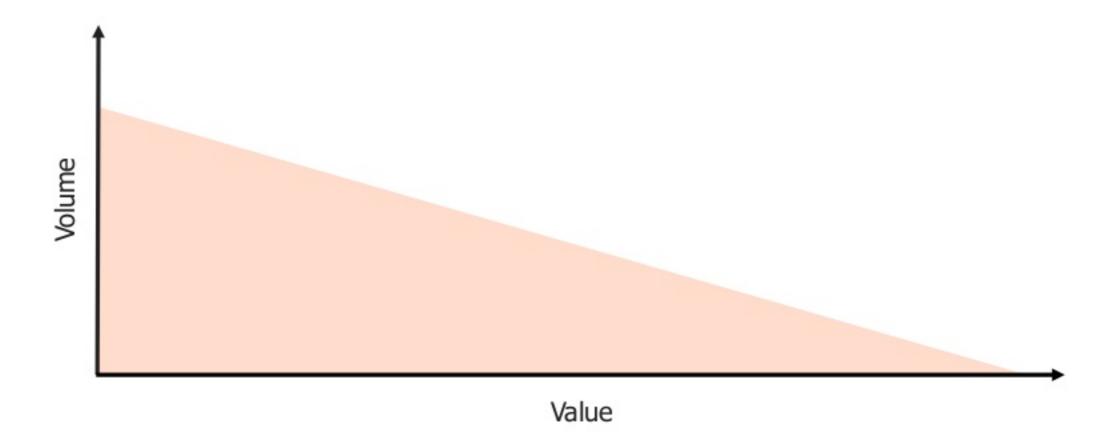


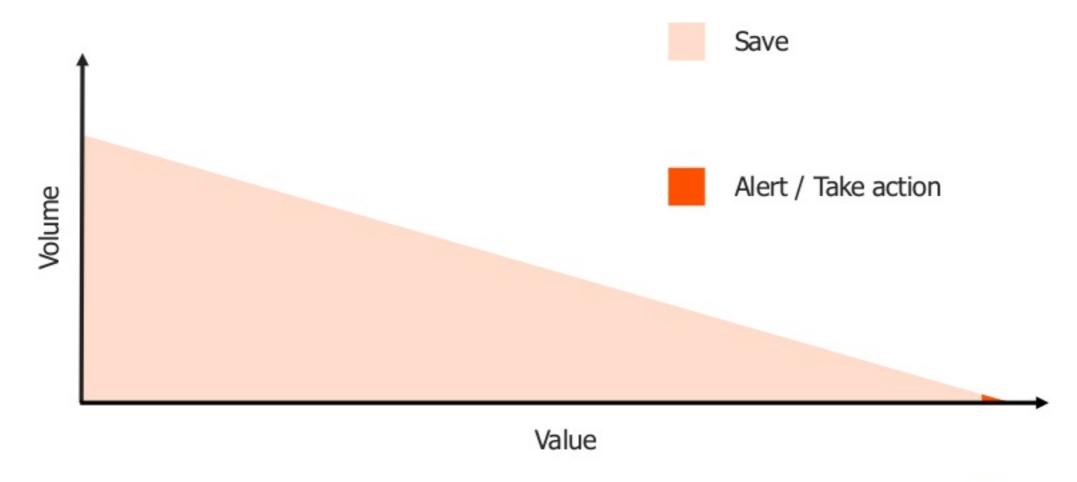


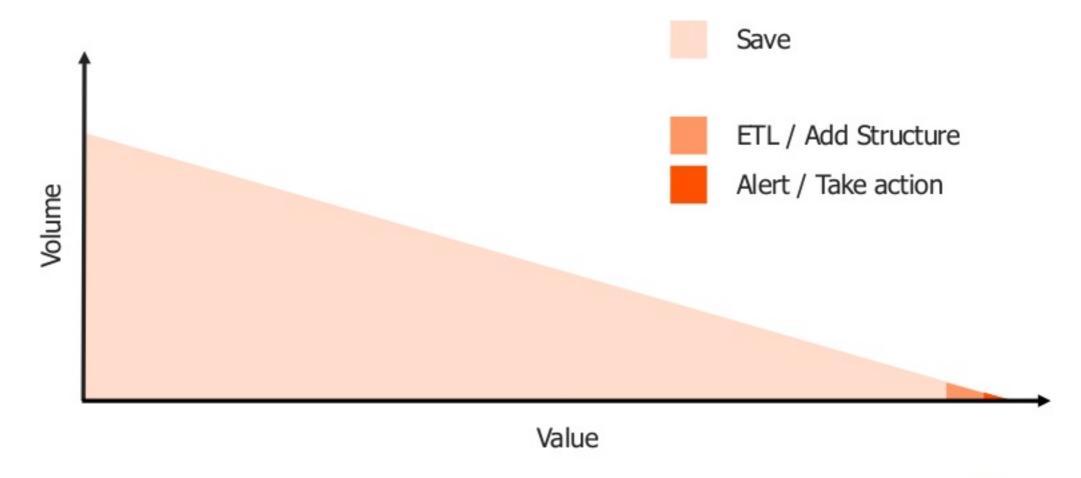
Log Analysis Dream

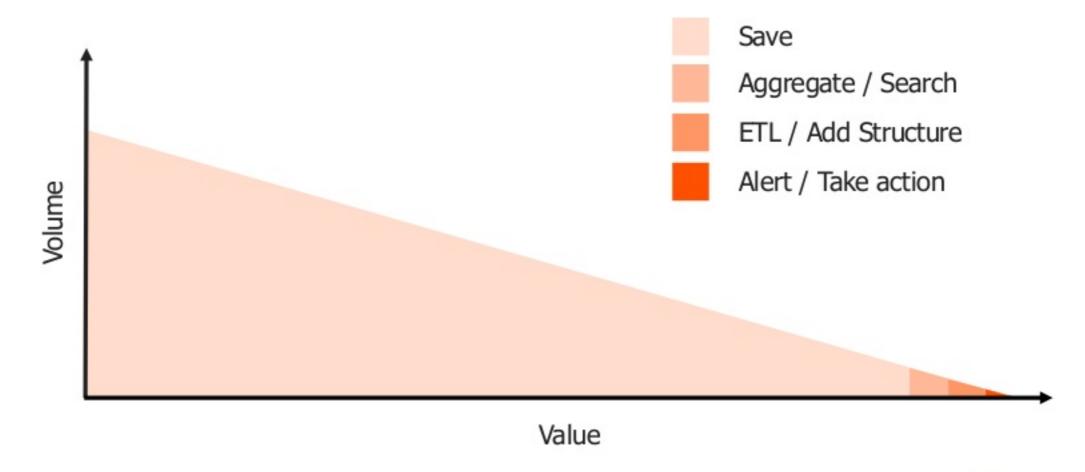
- Automate triaging of failures
- 2. Extract performance metrics
- 3. Save our logs for future use
- 4. Do all of this in a scalable system
- Real-time results!

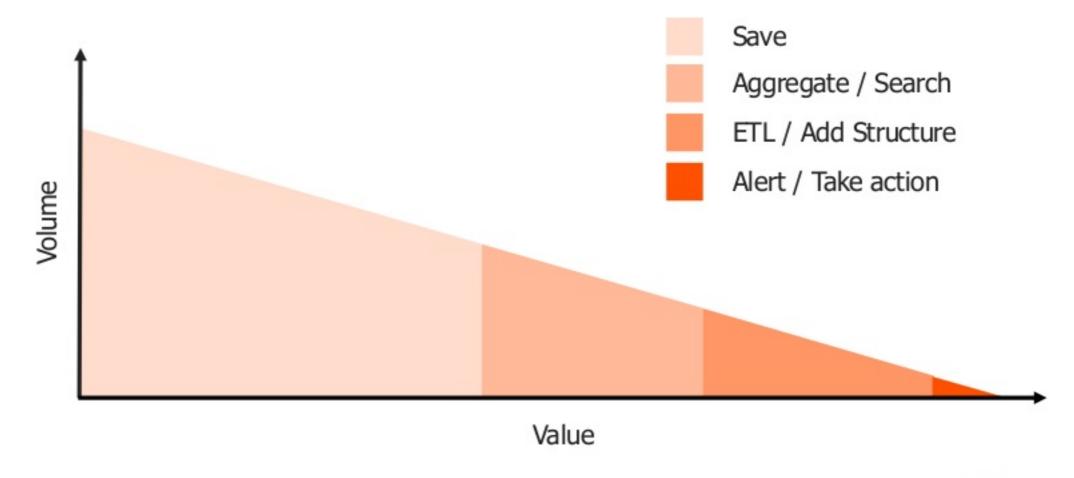




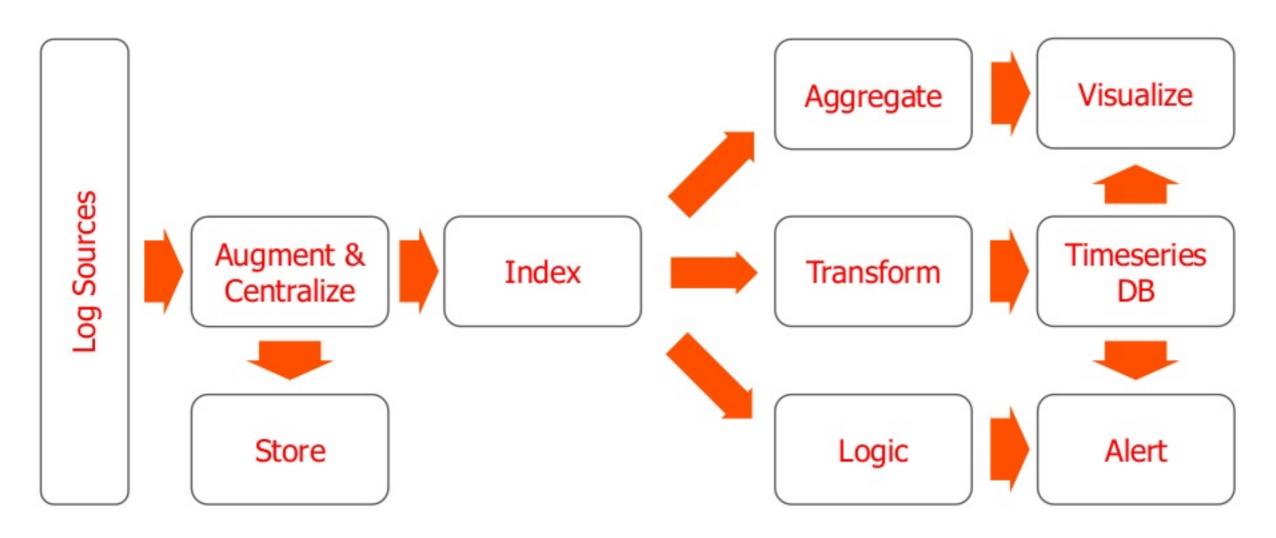




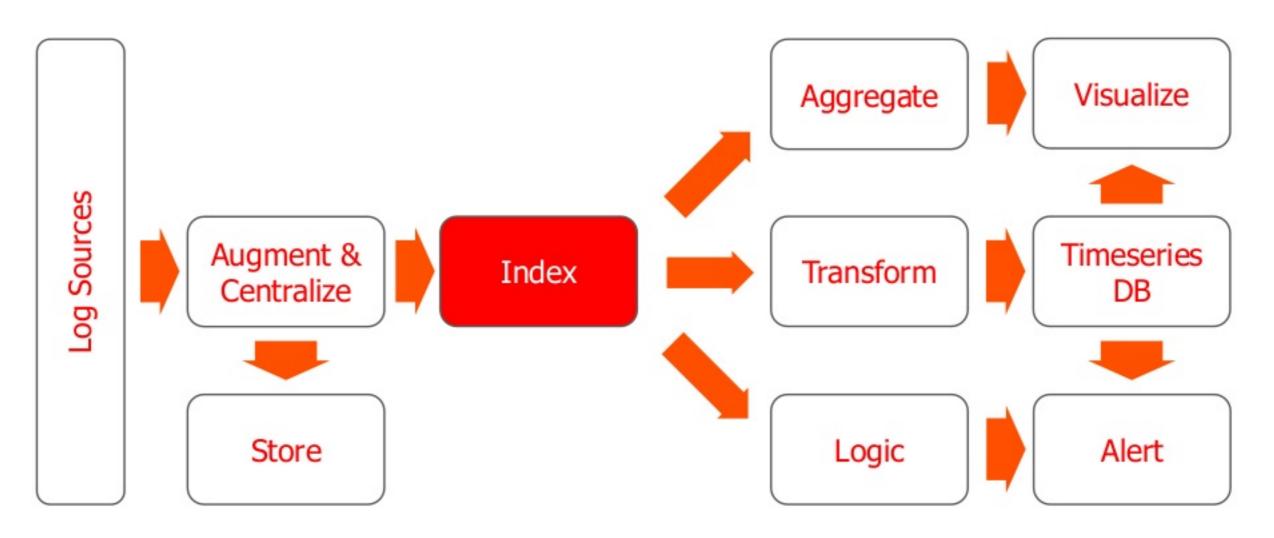




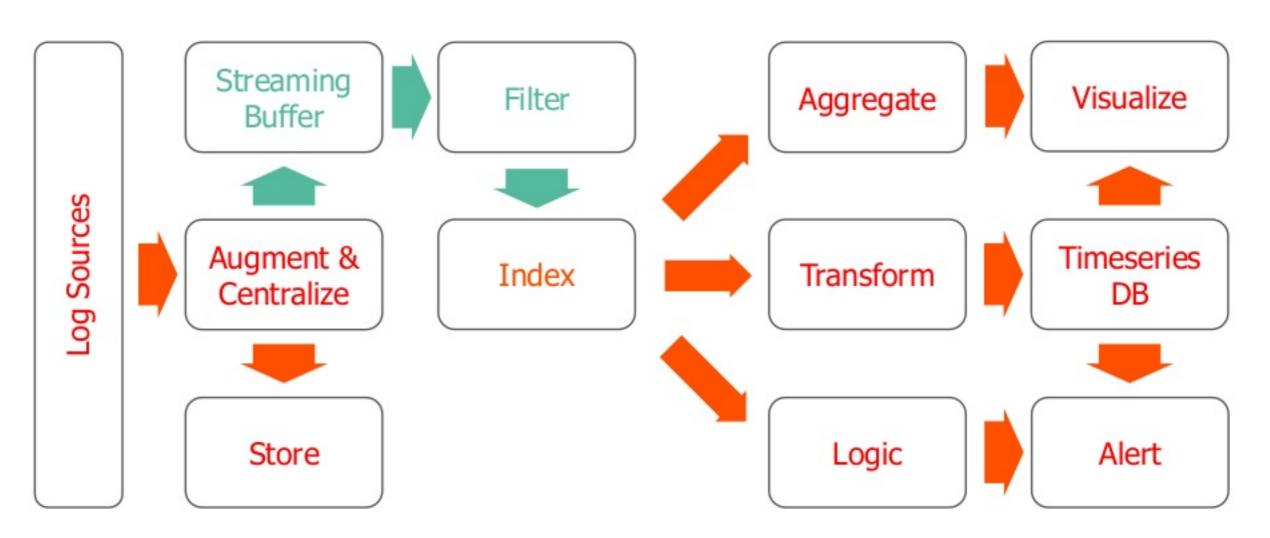




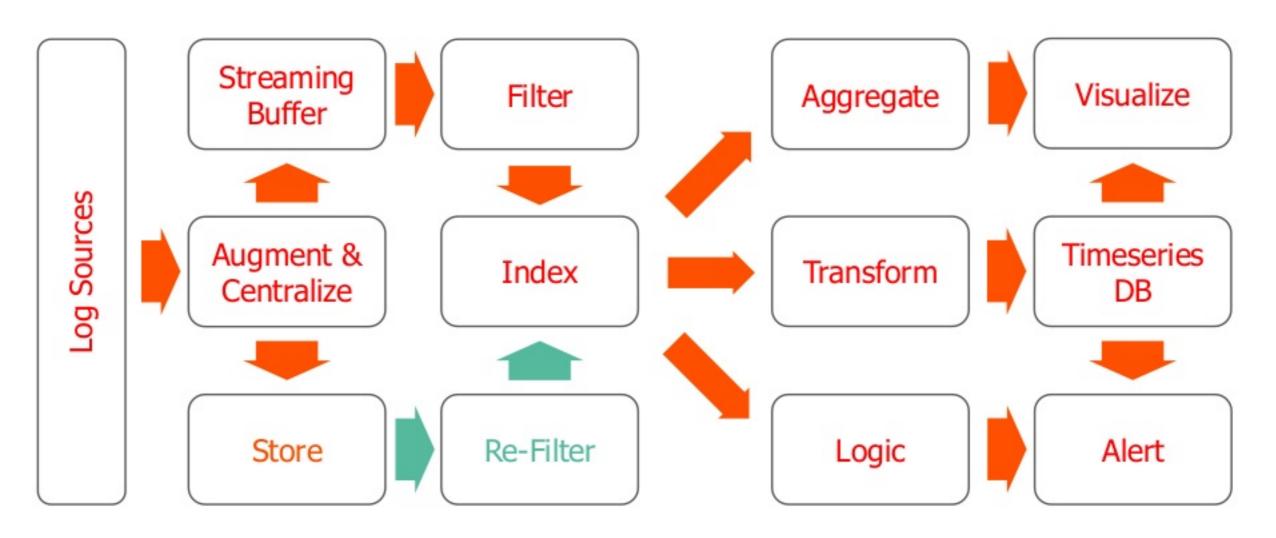




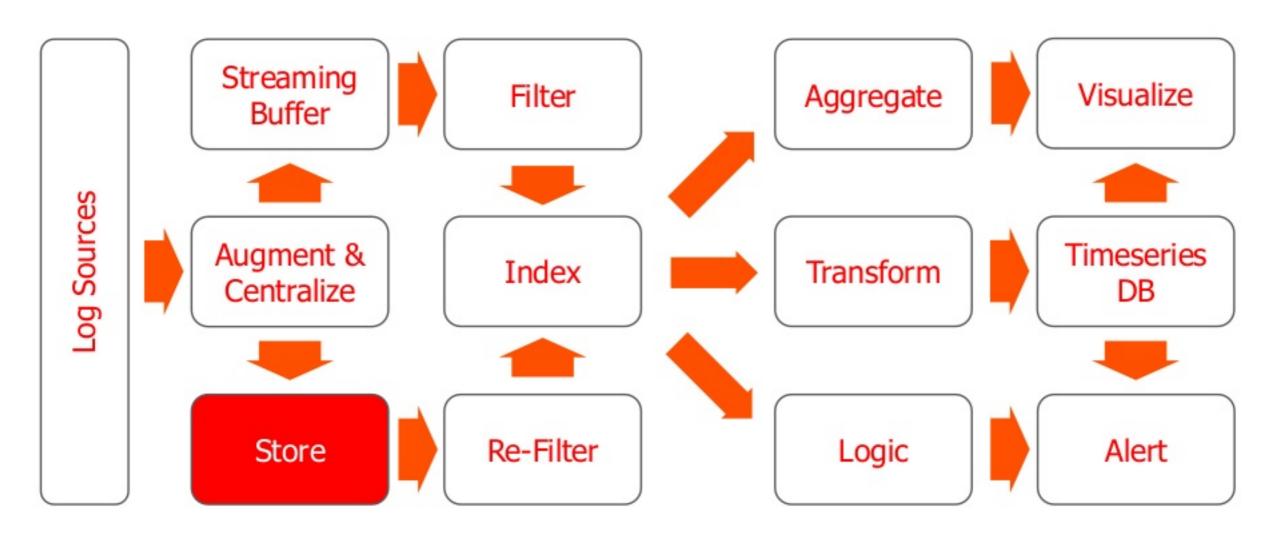




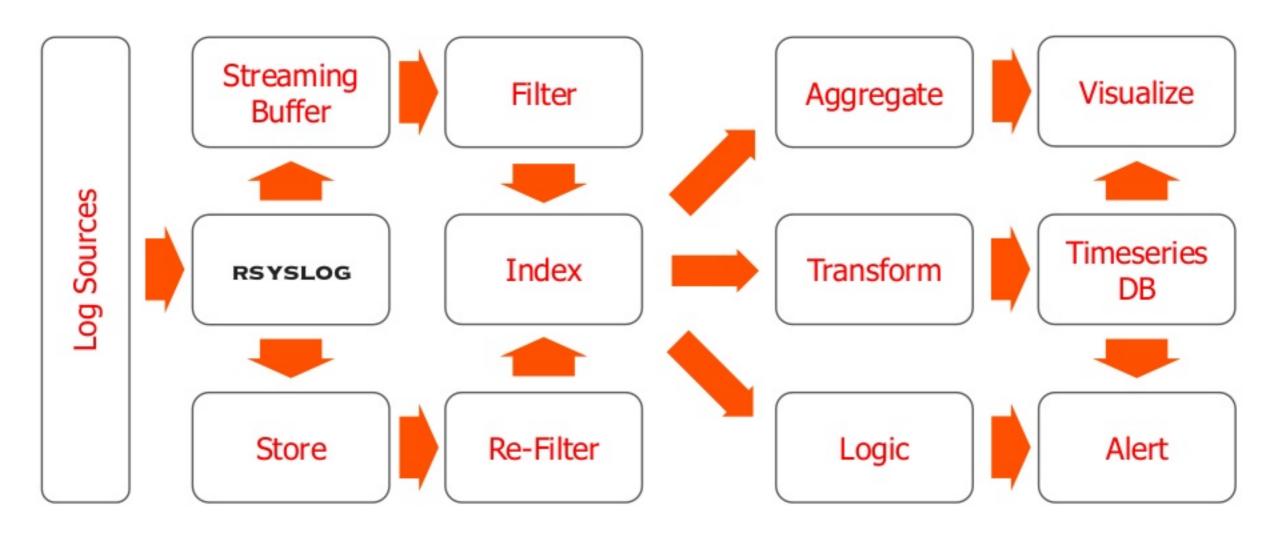




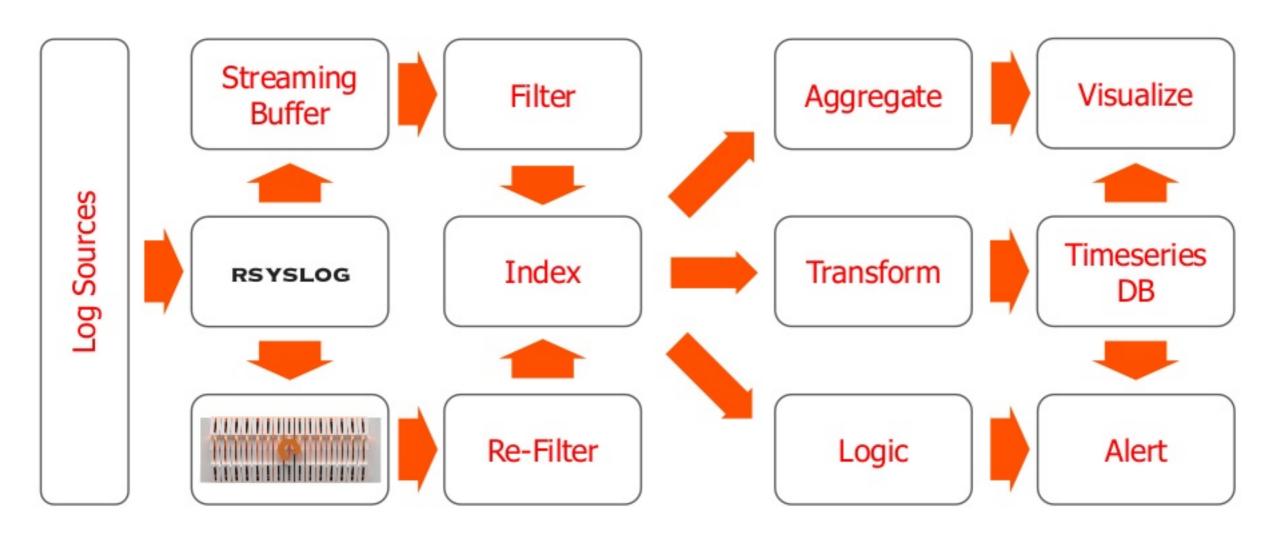




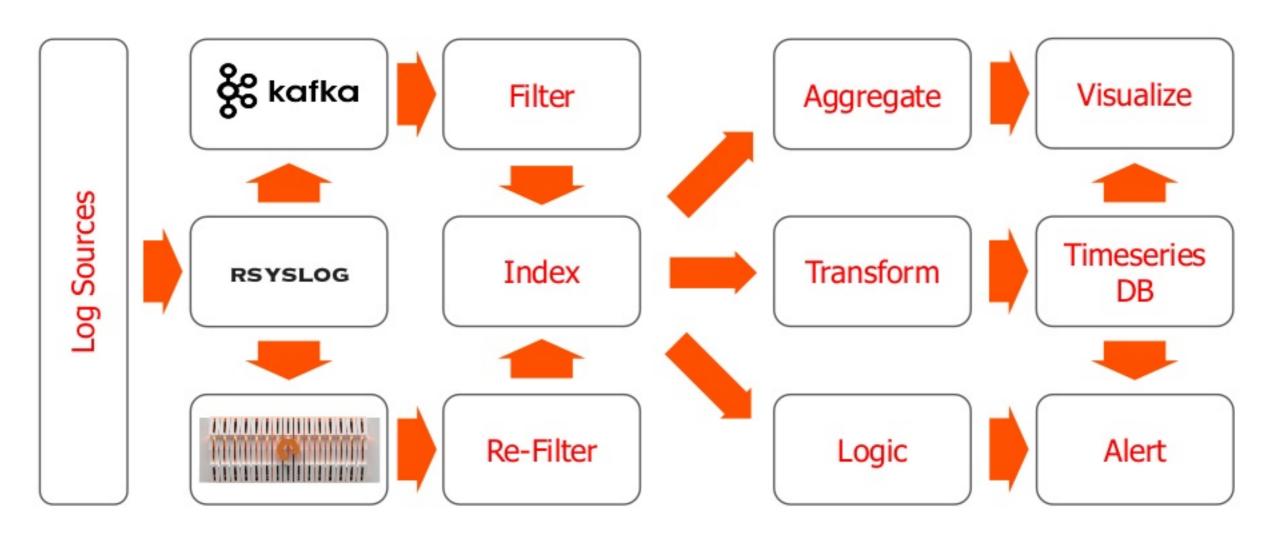




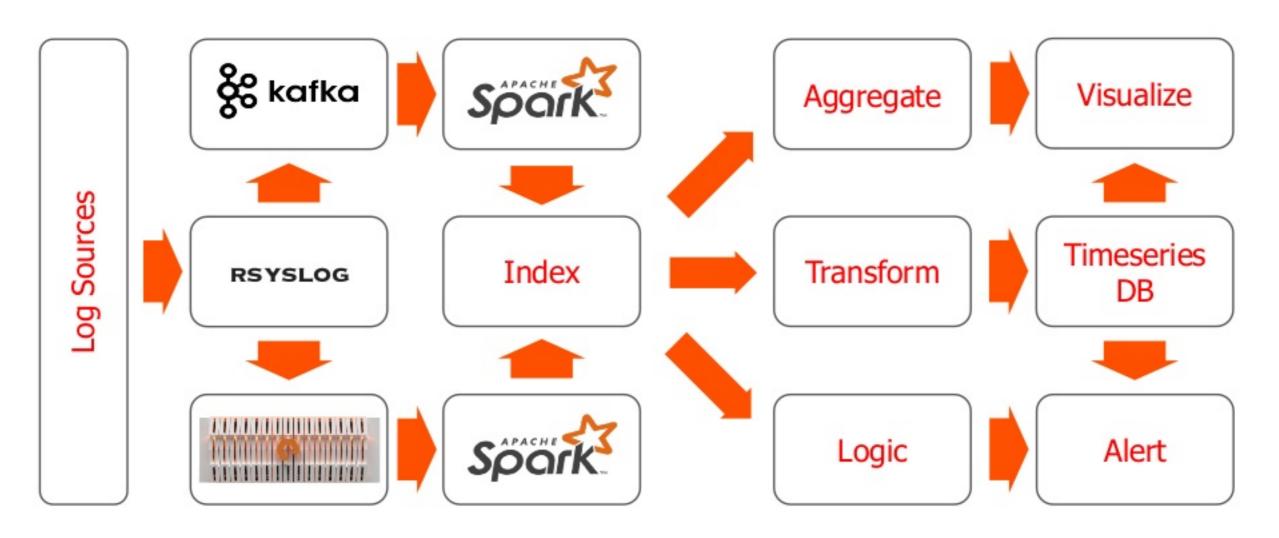




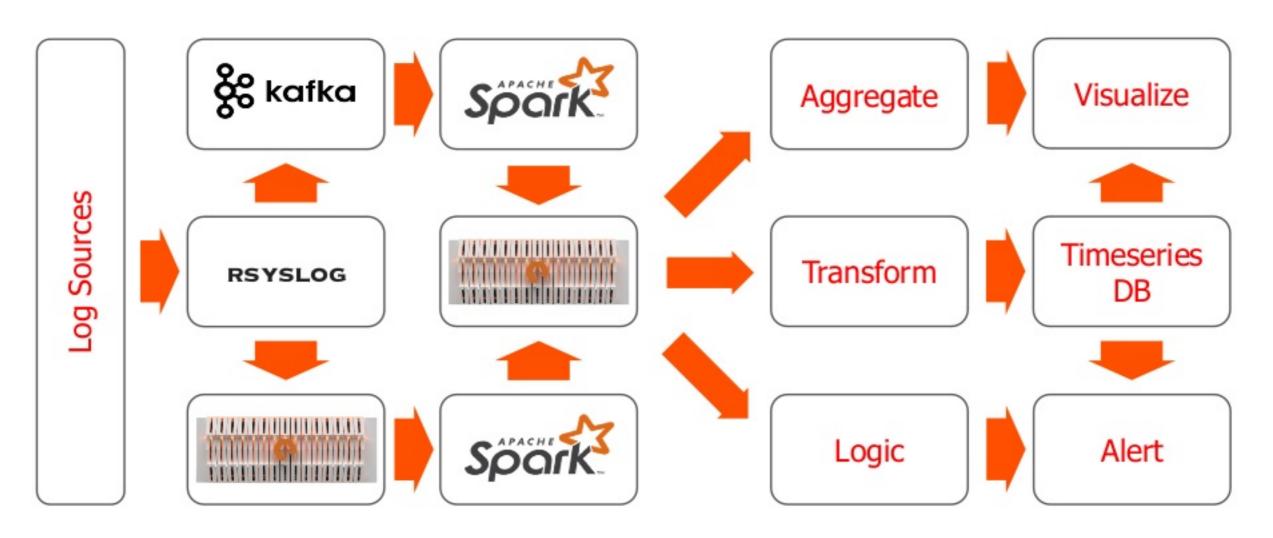




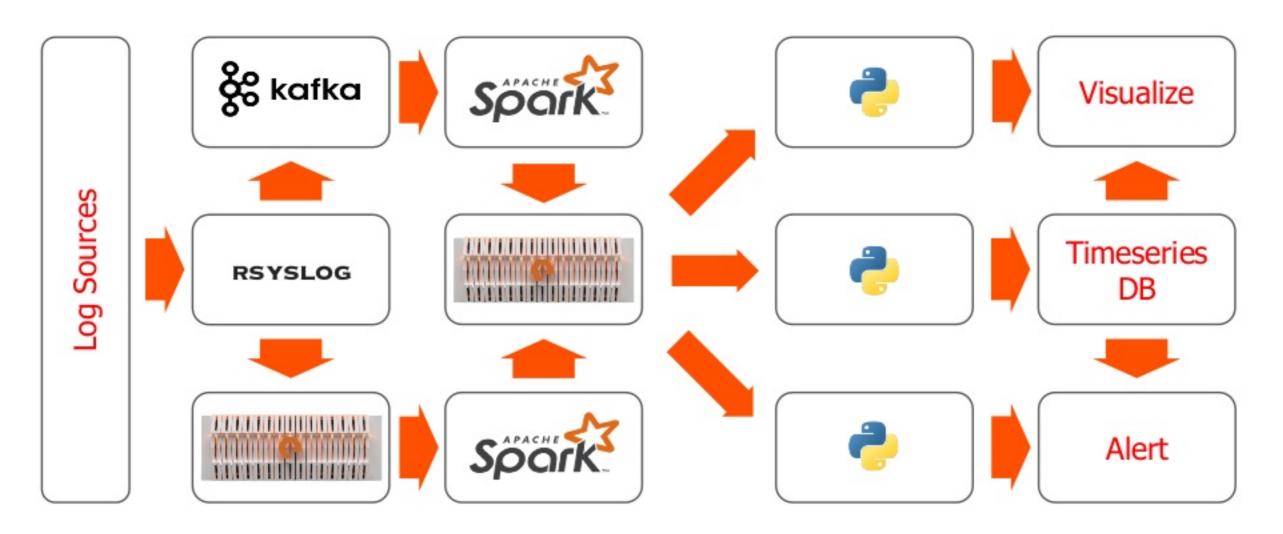




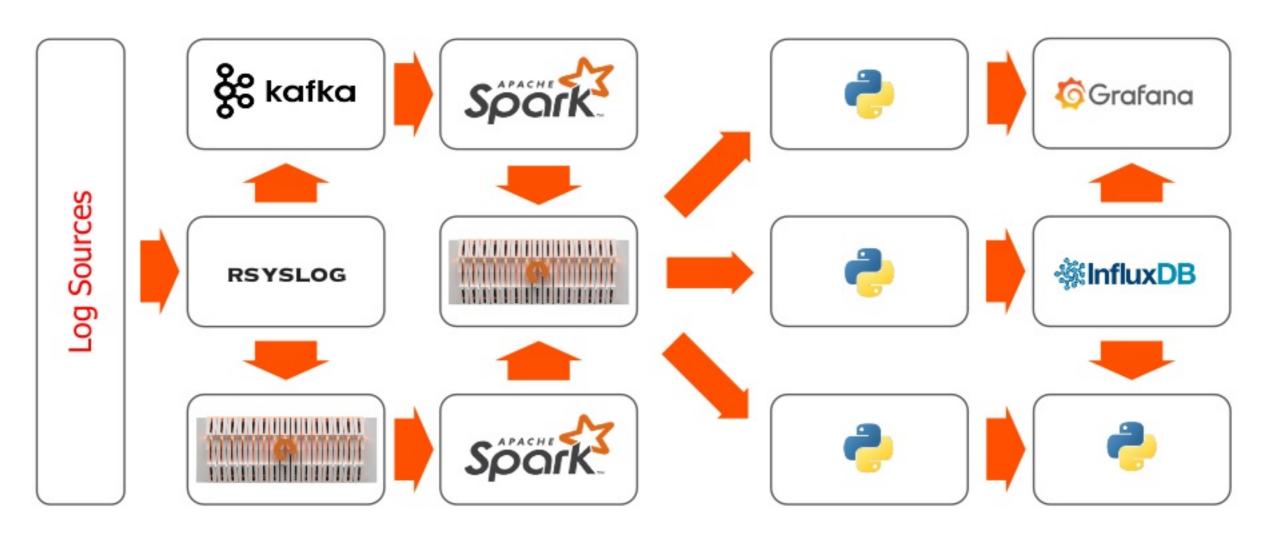




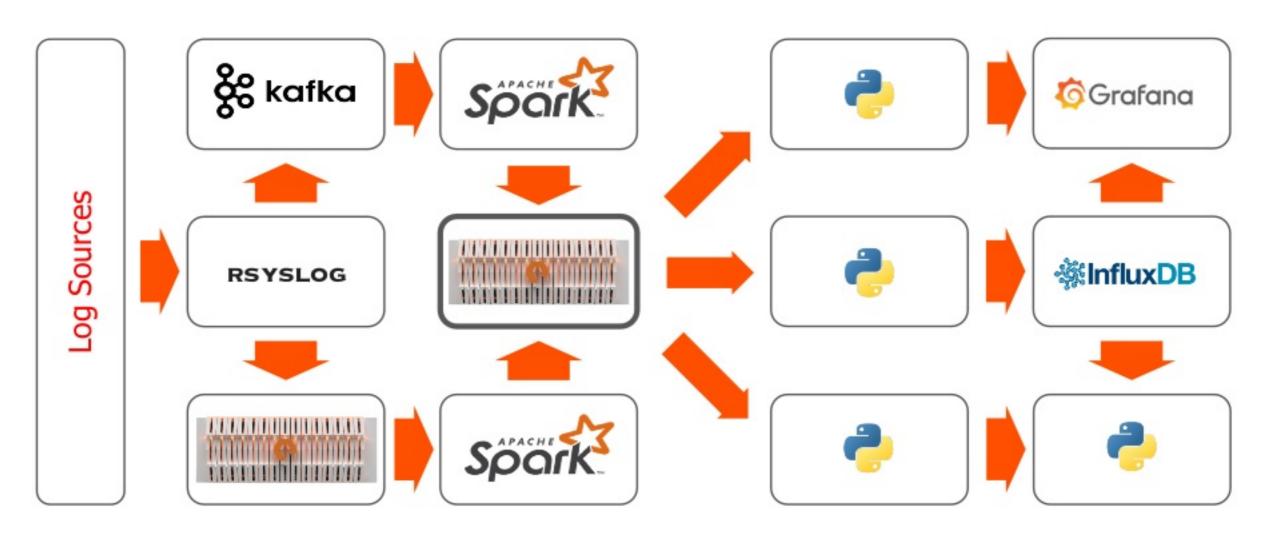














Indexing

Use filesystem directory structure to encode metadata

- Raw data: <host>/<year>/<month>/<day>/<flat files>
 - Producer: Rsyslog
 - Consumer: Spark batch (re-filter or custom lookbacks)
- Indexed data: <pattern>/<year>/<month>/<day>/<hour>/<host>/<flat files>
 - Producer: Spark streaming (filter)
 - Consumer: Python services (e.g. ETL, alert, searchability)



Querying

Find and load data

FlashBlade NFS protocol. < 1ms latency

Listing

- "Is -aIR" is still SLOW
- NFS client in kernel sequentially discovers filesystem structure.
- Solution: Skip the kernel. Use libnfs to create our own parallelized discovery. 1000x faster for 1M files

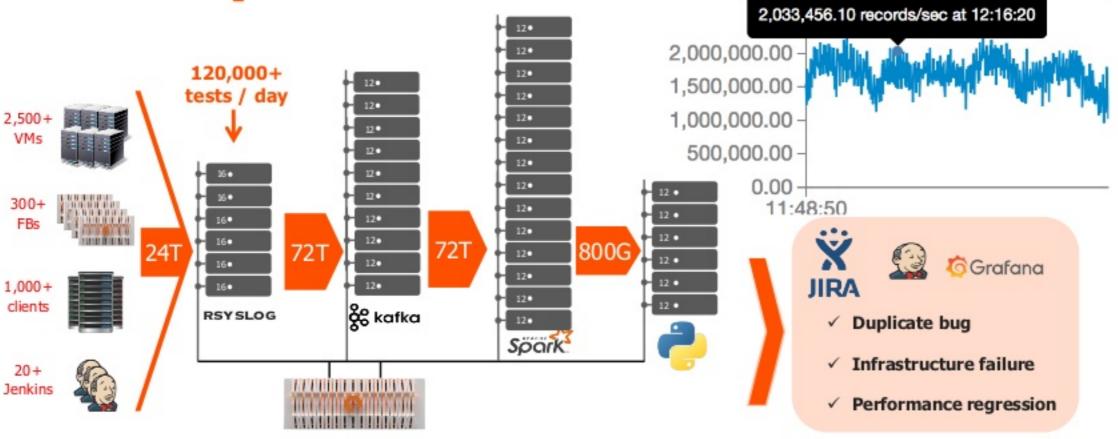
Reading

Buffering: Create input pipeline to optimize for throughput and hide latency away



Full Pipeline

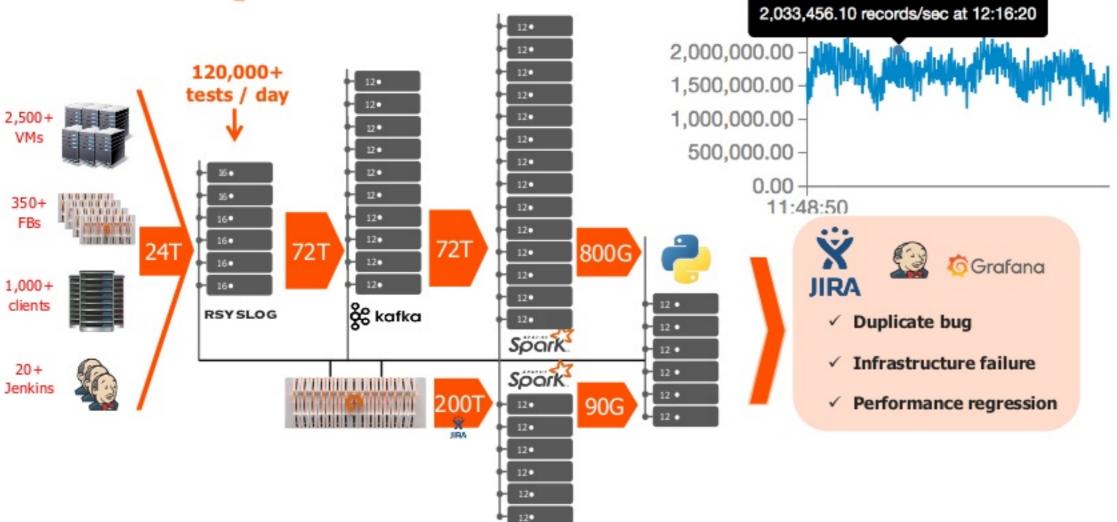
Timelines (Last 1000 batches, 0 active, 1000 cc





Full Pipeline

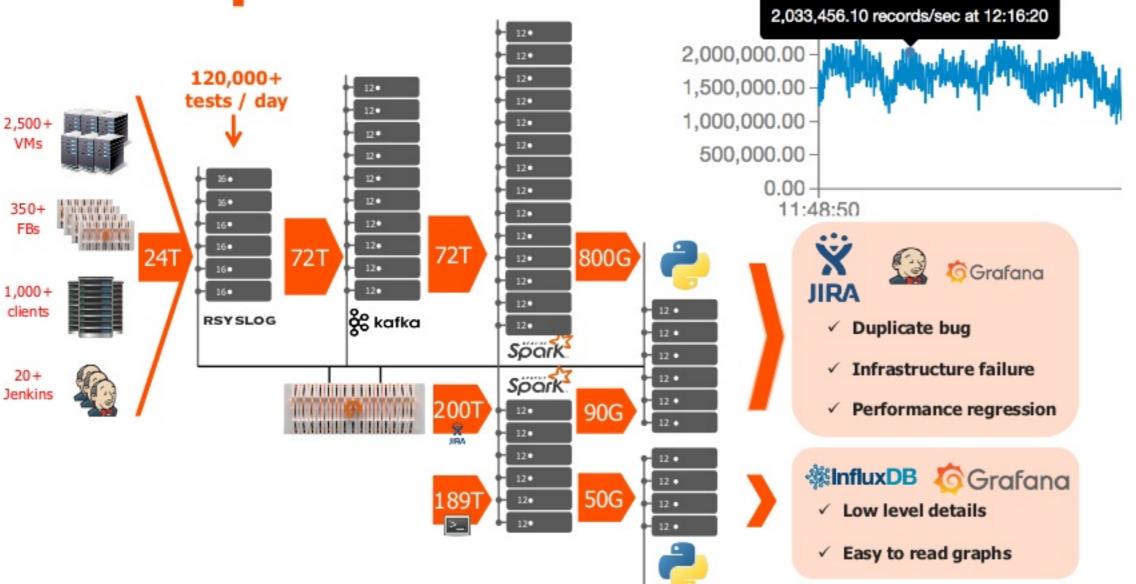
Timelines (Last 1000 batches, 0 active, 1000 cc





Full Pipeline

Timelines (Last 1000 batches, 0 active, 1000 co





Takeaways

- ✓ Index only what you need, store the rest (in a storage layer that scales in throughput and to billions of files/objects)
- ✓ Optimize for throughput and not latency
- Disaggregation of compute and storage for scalability of subsystems



