Data Warehousing – Log Analytics with Metadata Enrichment

Project Files

logs.py

- o **Purpose**: First step in the pipeline.
- Downloads and extracts raw log data.
- Creates logs_* tables in SQLite (logs.db).
- Populates these tables with raw simulation logs.

2. metadata_init.py

- Initializes metadata dimension tables (chip family, design block, team, test condition, etc.).
- o Prepares mapping rules for enrichment.
- o Runs after logs.py to ensure raw log data is available.

3. metadata_enrich.py

- Reads from both log tables (logs_*) and metadata tables.
- Enriches log data with attributes:
 - Chip family
 - Design block
 - Team
 - Test condition

- Impact score
- Produces enriched log tables that are structured and ready for analysis.

4. dash.py (Dashboard)

- Streamlit-based analytics dashboard.
- Key features:
 - Filters (chip, block, team, impact score, test condition).
 - Metrics/KPIs: total logs, unique chips, impacted blocks, impacted teams.
 - Visuals:
 - Error distribution by block, team, score.
 - Error trends over time.
 - Heatmap (team vs block).
 - Categorization trend (failure mode).
 - Anomaly detection with rolling averages.
 - Raw log viewer + CSV export.

Step 1 - Ingest Logs

python logs.py

- Downloads & extracts raw logs.
- Creates logs_* tables in SQLite DB.

Step 2 - Initialize Metadata

python metadata_init.py

• Creates metadata mapping tables (chip, block, team, test condition).

Step 3 – Enrich Logs

python metadata_enrich.py

- Joins raw logs with metadata.
- Produces **enriched log tables** with searchable attributes.

Step 4 - Launch Dashboard

python3 -m streamlit run dash.py

- Opens interactive dashboard in browser.
- Apply filters to explore enriched logs and visual insights.

Key Outcomes

- Centralized SQLite log warehouse with enriched metadata.
- Engineers can quickly filter by chip, block, team, or condition.
- Dashboard provides fast insights:
 - Error trends & anomalies
 - Workload distribution across teams
 - Pareto & correlation analyses
 - Heatmaps for problem localization