

Logging in Go

An Introduction to Structured Logging

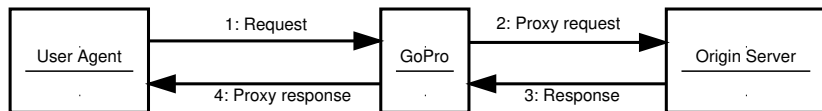
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February 2, 2018

Overview

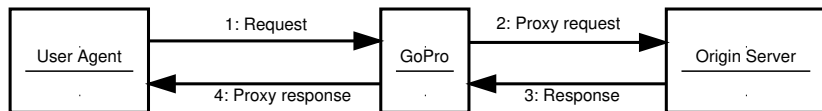
- 1 Print Statements
- 2 Default Logger
- 3 Levelled Logging
- 4 Structured Logging
- 5 Ad Server

Scenario: Go Proxy (GoPro)



- Accept requests from *user agent*
- Proxy request to the *origin server*
- Proxy response from the origin server to the user agent

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Why this scenario?

- A good model for the Ad Server
- Easy — won't get in the way

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Prints

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- **Documentation:** [Online.] golang.org/pkg/fmt/
- **Repository:** Built into Go
- **Demo:** Branch `print`

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- **Demerits:** Level of abstraction Easy of parsing Log design
Avoid missing log details Production readiness

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Default Logger

- **Approach:** Use log package; simple, sensible, basic
- Fatal log-level considered bad?
- **Documentation:** [Online.] golang.org/pkg/log/
- **Repository:** Built into Go
- **Demo:** Branch `pkg-log`

Default Logger

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- Fatal log-level considered bad?
- **Documentation:** [Online.] golang.org/pkg/log/
- **Repository:** Built into Go
- **Demo:** Branch `pkg-log`

- **Merits:** Simplicity Production readiness
- **Demerits:** Level of abstraction (effectively only two levels)
Easy of parsing Log design
- Avoid missing log details (support for adding some details to each log)

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Levelled Logging

- **Purpose:** Ameliorate problem of level of abstraction
- **Approach:** Define levels of severity; add logs at appropriate level (after due consideration)
- **Common Functions:**
 - ▶ {Debug, Info, Warn, Error, Fatal, Error} X {, f, ln}
 - ▶ func SetLevel(int)
- glog package
- **Documentation:** [Online.] godoc.org/github.com/golang/glog
- **Repository:** [Online.] github.com/golang/glog
- **Merits:** Level of abstraction Production readiness
- **Demerits:** Easy of parsing Log design Avoid missing log details
Simplicity

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Structured Logging

structure (*noun*): a complex entity constructed of many parts.

- Thinking of logs as a structure; designing this structure and it's parts
- An example

Logrus package: Overview

- **Approach**: Design “parts/fields” of each log; use Logrus package
- **Documentation**: [Online.] godoc.org/github.com/sirupsen/logrus
- **Repository** (and tutorial): [Online.] github.com/sirupsen/logrus
- **Demo**: Branch [logrus](#)

Code and Demo

Questions that logs can answer-

- Are there any errors? {simple}

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- Can I replay what happened in a request? {deep analysis}
- Can I manage stats and other Time Series Data? {deep analysis}
- Can I find out the most frequent requests from user agent? {business queries}

Logrus package: Merits and Demerits

- Merits: Level of abstraction Easy of parsing Good log design
Avoid missing log details Production readiness
- Demerits: Simplicity? Ugly?

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for you and me to fill

Conclusion

- Design logs as if they were composed of several fields.
- The logrus package provides structured, levelled and pluggable logging in Go.
- This presentation and GoPro code is available online at github.com/sarkutz/talk-go-logging

Thank You!

