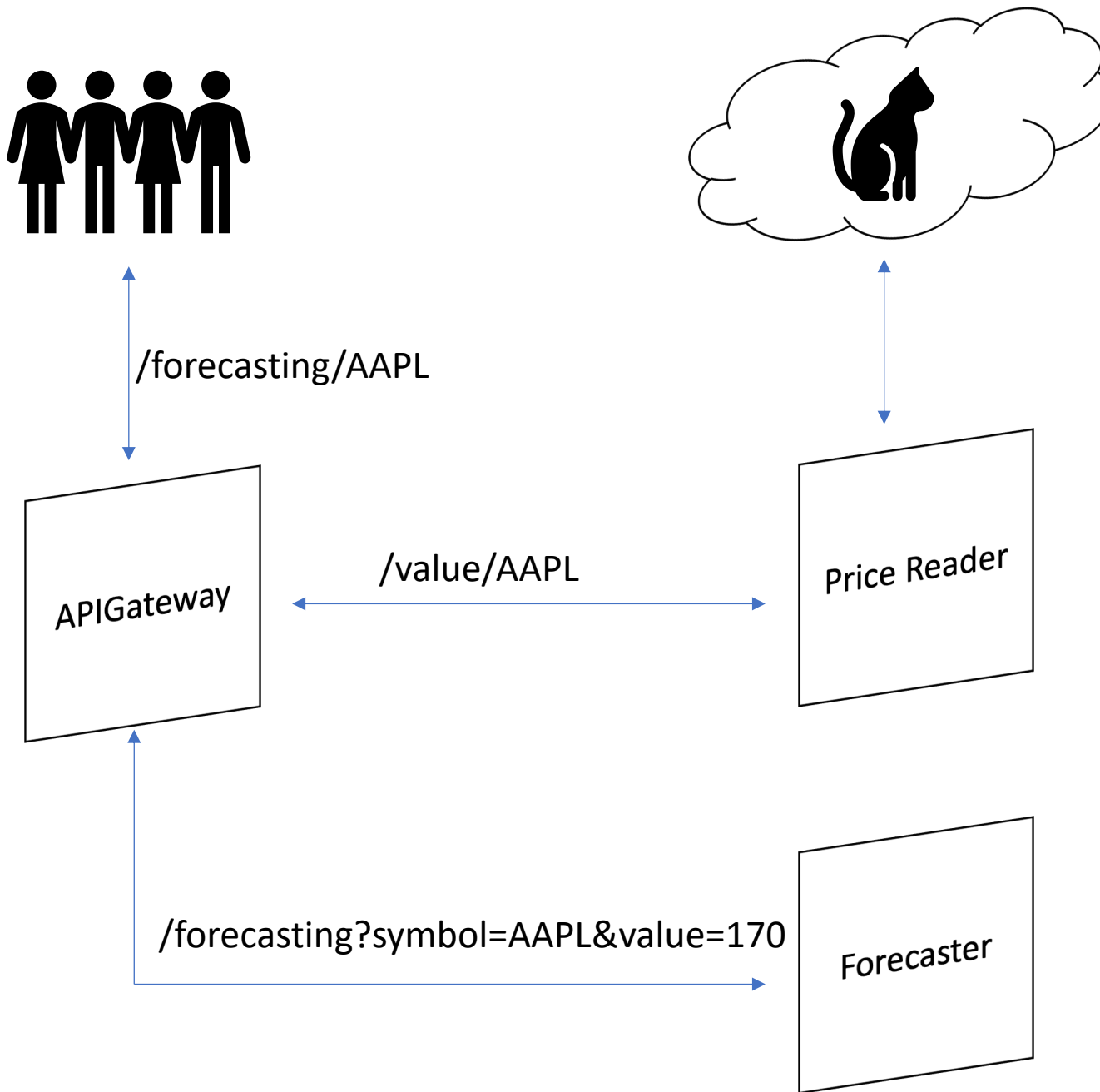


Logging is not (distributed)
Tracing

Questions (to the audience) free!



Logging is

Storing execution information for later
analysis

Logging...

```
printf( "Error\n" );
```

```
std::cout << "Error\n";
```

What?

Define your goal and audience

Decide what to log



What?

Context

Severity levels and Categories

Not only for troubleshooting

Not only for humans

Where

Log to a file (and rotate logs) and, maybe,
centralized (Graylog, ELK Stack...)

How?

Use a logging library

```
spdlog::error("Error");
```


spdlog

[https://github.com/gabime/spdlog/wiki/1.-
QuickStart](https://github.com/gabime/spdlog/wiki/1.-QuickStart)

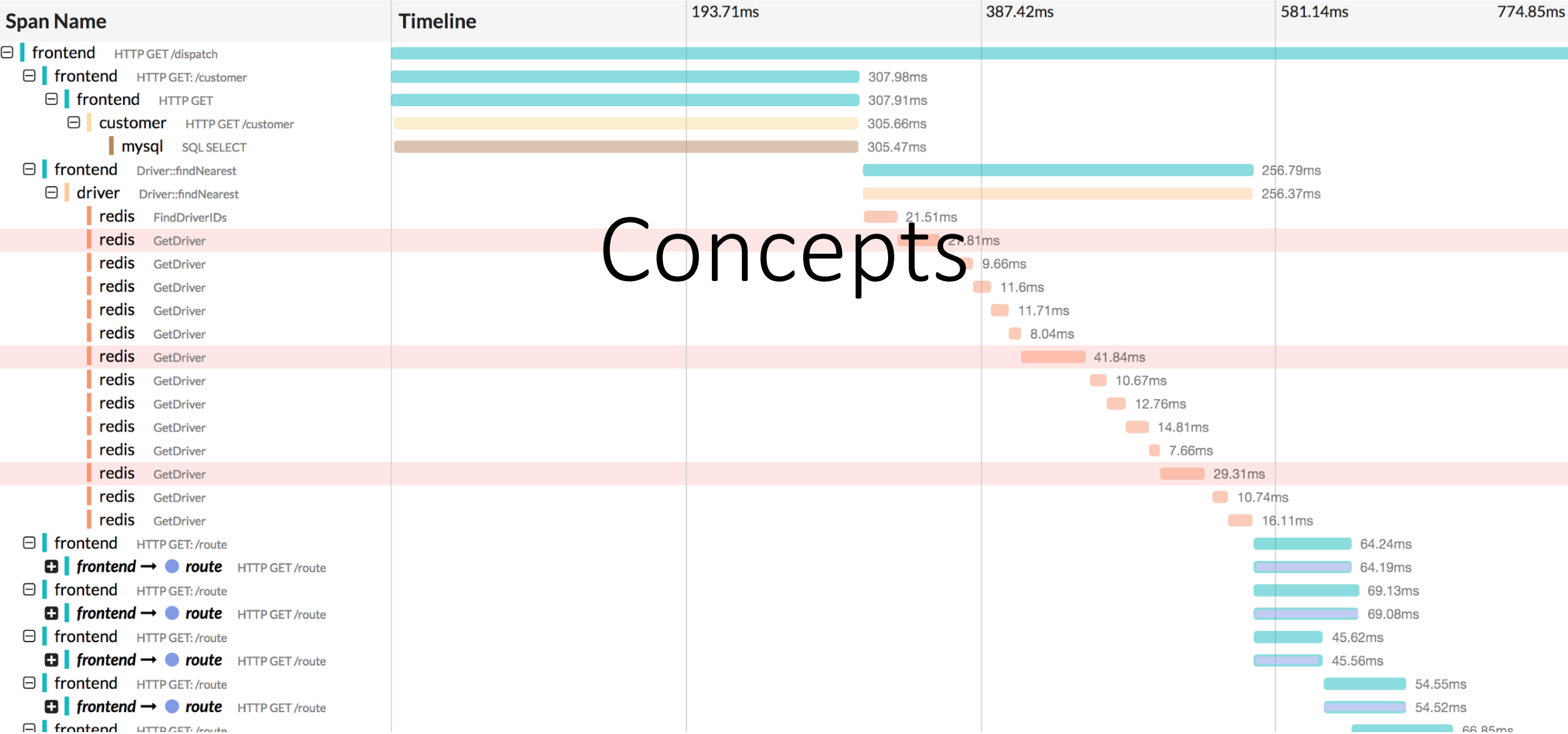
Distributed Tracing is

a method used to profile and monitor applications, especially those built using a microservices architecture

» frontend: HTTP GET /dispatch

View Options ▾

Search...



Tracing

Tracing tracks the progression of a single user request as it is handled by other services that make up an application.

Trace

A directed acyclic graph (DAG) of Spans

Span

A span represents a single operation in a trace

a Span has

Name, start and finish timestamps

Tags: [{ key, value }]

Logs: [{ key, value, timestamp }]

and a SpanContext

Information needed to refer to a distinct Span across a process boundary and zero or more Baggage Items as [{ key, value }] that cross process boundaries

and References

ChildOf: a Span is the child of a parent
Span

FollowsFrom: the new Span is independent
of the parent Span

Tigres, Leones

OpenTracing (CNCF) vs OpenCensus
(Google)

Jaeger

An OpenTracing Tracer (and an
OpenCensus Exporter)

Why?

C++ client

Demo

<https://github.com/david-antiteum/logging>

The End