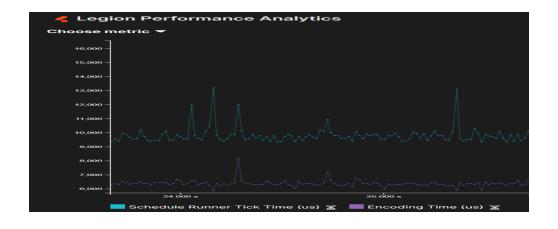


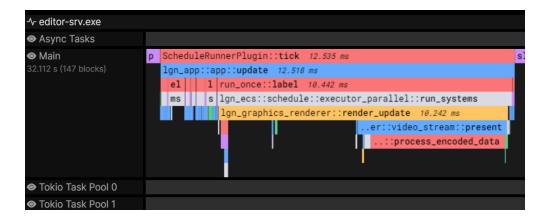
Legion Performance Analytics

Introduction

- Logs, metrics, traces
- Latency, stability, satisfaction
- For local, distributed & cloud native applications

| IIIIO | 00:00:00.003 Logotok | Mobile FIDIT Setting 1 |
|-------|-------------------------------|--|
| Debug | 00:00:00.996 LogFileCache | Scanning file cache for directory 'D:/games/testg |
| Warn | 00:00:01.356 LogModuleManager | ModuleManager: Unable to load module 'Sequen |
| Info | 00:00:01.356 LogInit | Engine is initialized. Leaving FEngineLoop::Init() |
| Debug | 00:00:01.359 SourceControl | Source control is disabled |
| Trace | 00:00:01.359 LogHAL | |
| Debug | 00:00:01.359 LogUnrealEdMisc | Loading editor; pre map load, took 11.692 |
| Debug | 00:00:01.359 Cmd | MAP LOAD FILE="///games/testgame/Con |
| Debug | 00:00:01.359 LightingResults | New page: Lighting Build |
| Debug | 00:00:01.361 LogWorld | UWorld::CleanupWorld for Untitled, bSessionEnd |
| Debug | 00:00:01.361 LogSlate | InvalidateAllWidgets triggered. All widgets were i |





Legion Performance Analytics

Full stack solution

- One protocol
 - Structured events
 - Time series are not general enough
- One data lake
 - No loose files
- One UI
 - High performance web user interface
 - Tight integration between the logs, metrics & traces

Legion Performance Analytics

Designed for scale

- High event density: 40 ns overhead / event
 - Platform-specific memory layout
 - The protocol is the memory layout
- Store everything: event batch stored in S3
 - Shallow metadata index in SQL database
- Distributed ingestion
 - Optimized & stateless

Legion Performance Analytics

Analytics is the new profiling

- Designed for iterating in development
 - Data available as soon as it is sent
 - No nightly indexing job
- Faster reaction time
 - Know the bugs before they become problems
- Understand the issue without reproducing it
- Spend time on the worst issues, not the first one you find

Status Quo

| Data | Development | Live | | |
|----------------|-----------------------|---------------------|--|--|
| Client Logs | loose files | ELK/sampling | | |
| Client Metrics | debug overlay | low frequency | | |
| Client Traces | interactive profiling | X | | |
| Server Logs | loose files | ELK | | |
| Server Metrics | X | Prometheus, Grafana | | |
| Server Traces | loose files | X | | |

Comparison

| Capability | Legion Performance Analytics | Splunk/Datadog | Logz | RAD Telemetry |
|----------------|------------------------------|----------------|----------|------------------|
| Logs | ✓ | ✓ | ✓ | X |
| Time series | ✓ | ✓ | ✓ | ✓ |
| Traces | ✓ | ✓ | × | ✓ |
| \$calable | | X | ✓ | |

Architecture

