## Disable glog's "LOG(INFO)" logging

Ask Question



I'm trying to optimize my c++ program. It uses caffe.

When executing my program, caffe outputs around 1GB (!) of info logs every 15 mins. I suspect this impacts efficiency significantly. But I haven't found how to turn logging off. In this question someone suggested setting FLAGS\_v manually.



With the following code I can disable  $\mbox{ vlog logs by level, but } \mbox{log(x) logs are unaffected.}$ 



First lines in main():

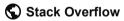
```
FLAGS_v = 1; //disables vlog(2), vlog(3), vlog(4)
VLOG(0) << "Verbose 0";
VLOG(1) << "Verbose 1";
VLOG(2) << "Verbose 2";
VLOG(3) << "Verbose 3";
VLOG(4) << "Verbose 4";
LOG(INFO) << "LOG(INFO)";
LOG(WARNING) << "LOG(WARNING)";
LOG(ERROR) << "LOG(ERROR)";</pre>
```

## Output:

```
WARNING: Logging before InitGoogleLogging() is written to STDERR I0523 19:06:51.484634 14115 main.cpp:381] Verbose 0 I0523 19:06:51.484699 14115 main.cpp:382] Verbose 1 I0523 19:06:51.484705 14115 main.cpp:386] LOG(INFO) W0523 19:06:51.484710 14115 main.cpp:387] LOG(WARNING) E0523 19:06:51.484715 14115 main.cpp:388] LOG(ERROR)
```

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c++ glog

edited Aug 2 '17 at 19:44

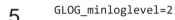
Kelsius 143 3 17 asked May 23 '16 at 17:38



## 4 Answers



you need to set your environment variable





then run your executable.



You can find more information <u>here</u> (at the bottom of this page there is a section on stripping LOG() s from your code using a macro definition).

edited May 24 '16 at 8:18

answered May 23 '16 at 21:10



Shai

**69.3k** 22 135 242

1 is there a way to do it from code instead of setting an environment variable? Thanks. – rkellerm Aug 1 '16 at 8:29



This works in C++ source code.

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google::InitGoogleLogging("XXX");
google::SetCommandLineOption("GLOG\_minloglevel", "2");



answered Aug 14 '16 at 2:46



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The environment variable "GLOG\_minloglevel" will filter some log but they have been compile in your executable file. If you want to disable them during compiling time, define a macro:



"#define GOOGLE STRIP LOG 1"

This is the comment in logging.h:

```
111 // The global value of GOOGLE_STRIP_LOG. All the messages logged to
112 // LOG(XXX) with severity less than GOOGLE_STRIP_LOG will not be displayed.
113 // If it can be determined at compile time that the message will not be
114 // printed, the statement will be compiled out.
115 //
116 // Example: to strip out all INFO and WARNING messages, use the value
117 // of 2 below. To make an exception for WARNING messages from a single
118 // file, add "#define GOOGLE_STRIP_LOG 1" to that file _before_ including
119 // base/logging.h
120 #ifndef GOOGLE_STRIP_LOG
121 #define GOOGLE_STRIP_LOG
122 #endif
```

edited Jun 15 '17 at 3:30

HDJEMAI

4 290 14 20 56

answered Jun 15 '17 at 2:45





If you want to turn off log from code level, you can use this.

Just add below line in your c++ code at **src/caffe/net.cpp** in Init method and build caffe:



fLI::FLAGS\_minloglevel=3;

Partial view of the function where this line should be added:

```
template <typename Dtype>
  void Net<Dtype>::Init(const NetParameter& in_param) {
```

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Set log level according to your necessity.

edited Mar 15 '18 at 5:33

answered Jan 18 '18 at 5:35



MD. Nazmul Kibria