

Using MongoDB for Logs 05/24/2011:15:30:45PST

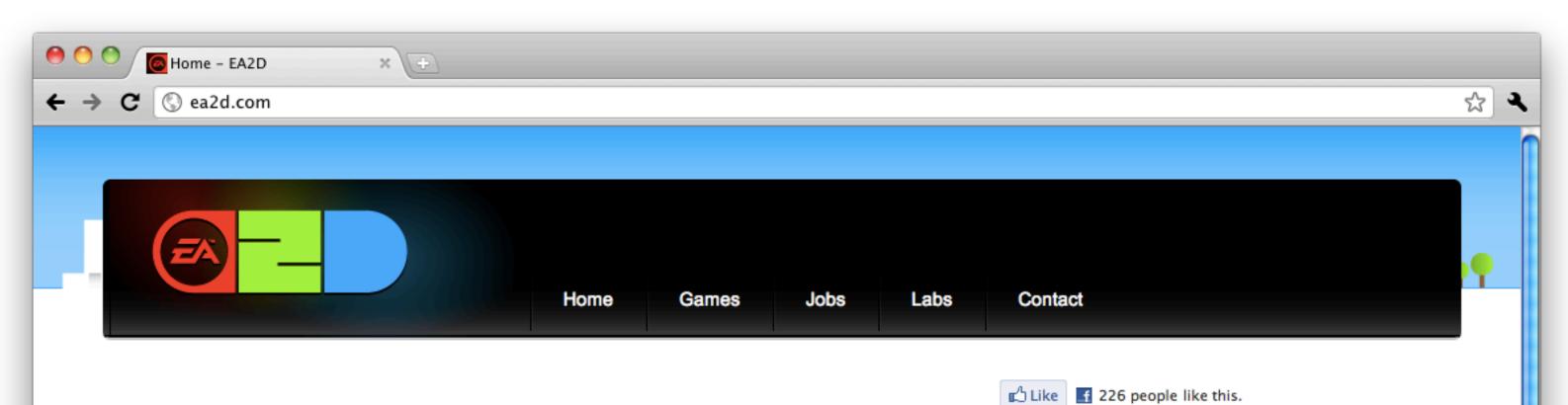
Kord Campbell @kordless



Loggly is a highly scalable hosted search engine for logs.



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#### **News**

- <u>Dragon Age Legends</u> has officially launched into open beta! Be legendary!
- Kotaku has a new <u>preview of Fancy Pants Adventures!</u>
- EA2D featured in Joystiq's "What's In a Name?"
- EA2D is Going Browser and Beyond!
- We've released <u>AWOL</u>, an <u>EA2D Labs</u> project. See how far you can run and compete against your friends!

#### **Mission Statement**

Join Hel

EA2D is a studio within Electronic Arts that develops high quality social games for gamers, focused on delivering connected experiences in the browser, on mobile and beyond. EA2D is driven by innovation, integrity and collaboration.

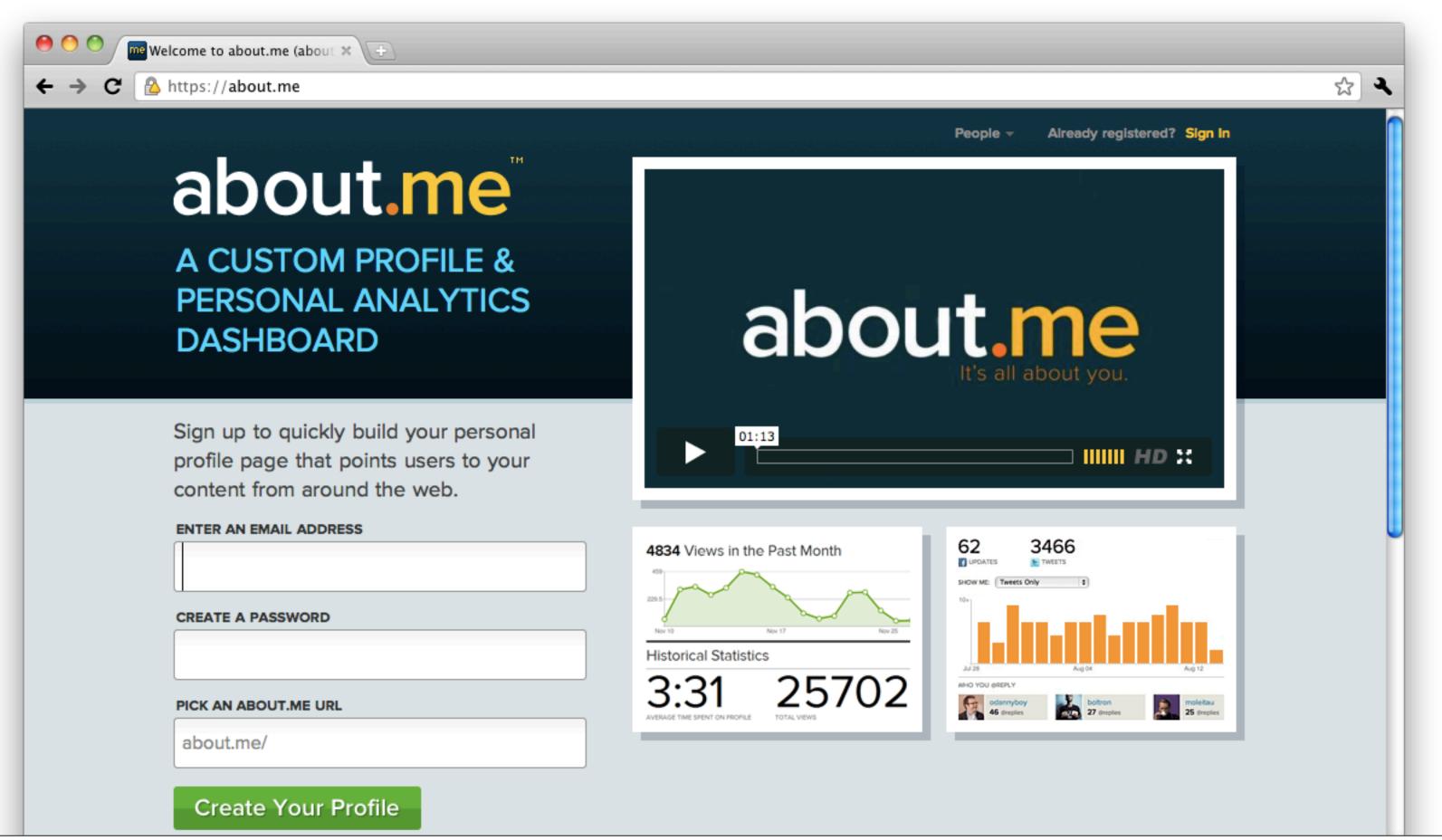
Browser based Dragon Age Journeys sees
Electronic Arts returning to its roots. It could
change the way you feel about browser games.

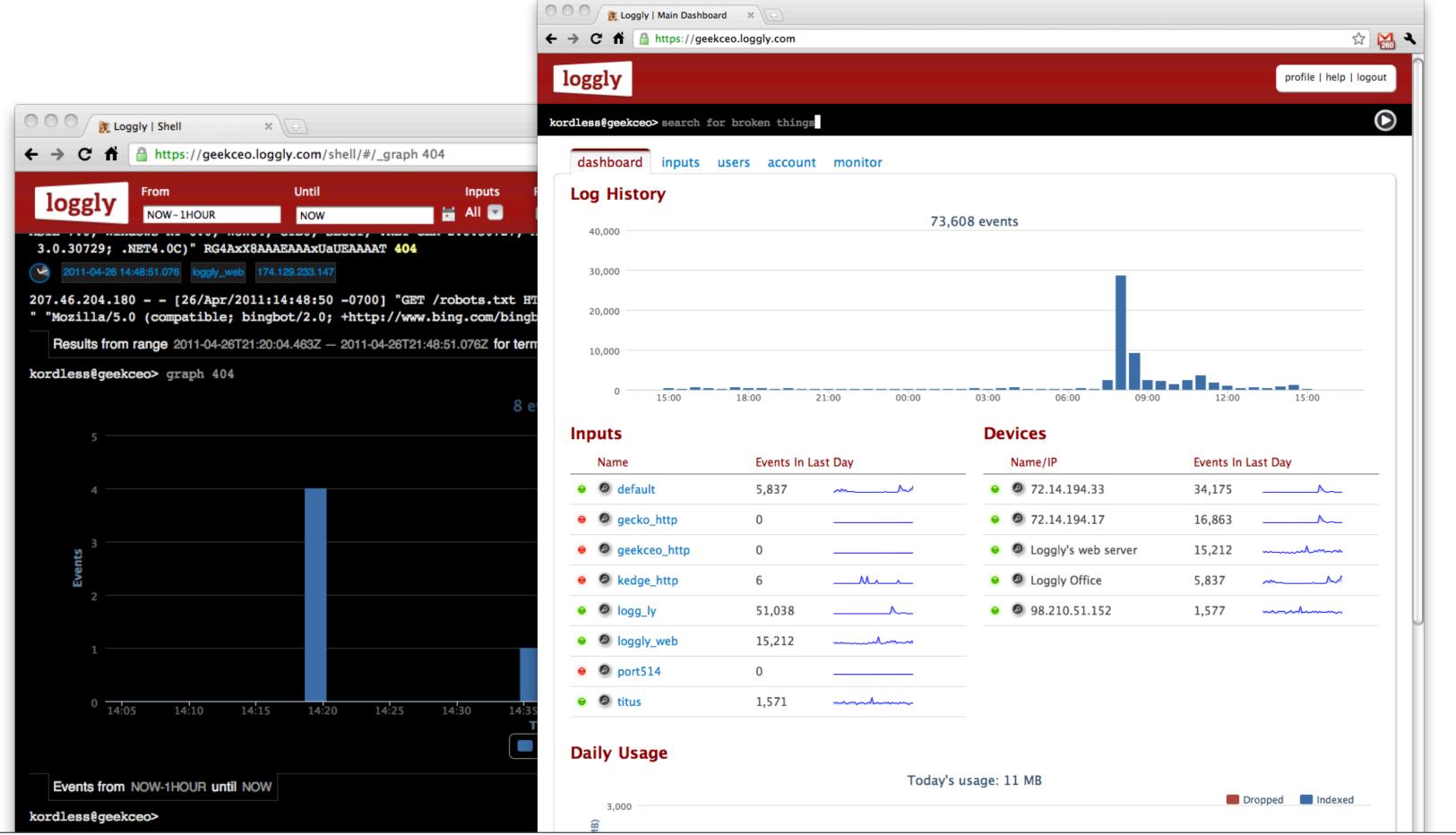


Our team and partners define talent, passion and creativity. We are building long term value and doing it with integrity.

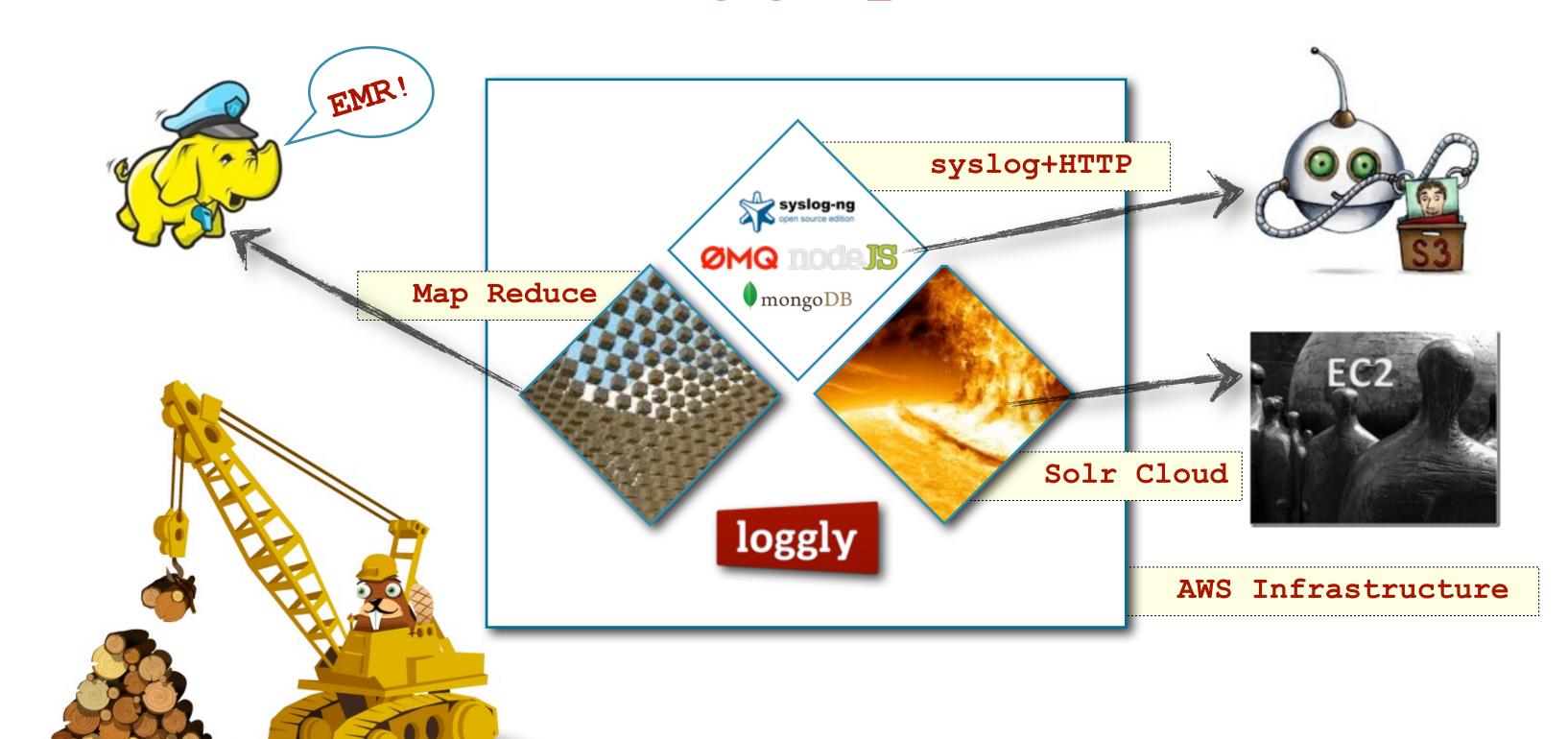
Mark Spenner VP & GM, EA2





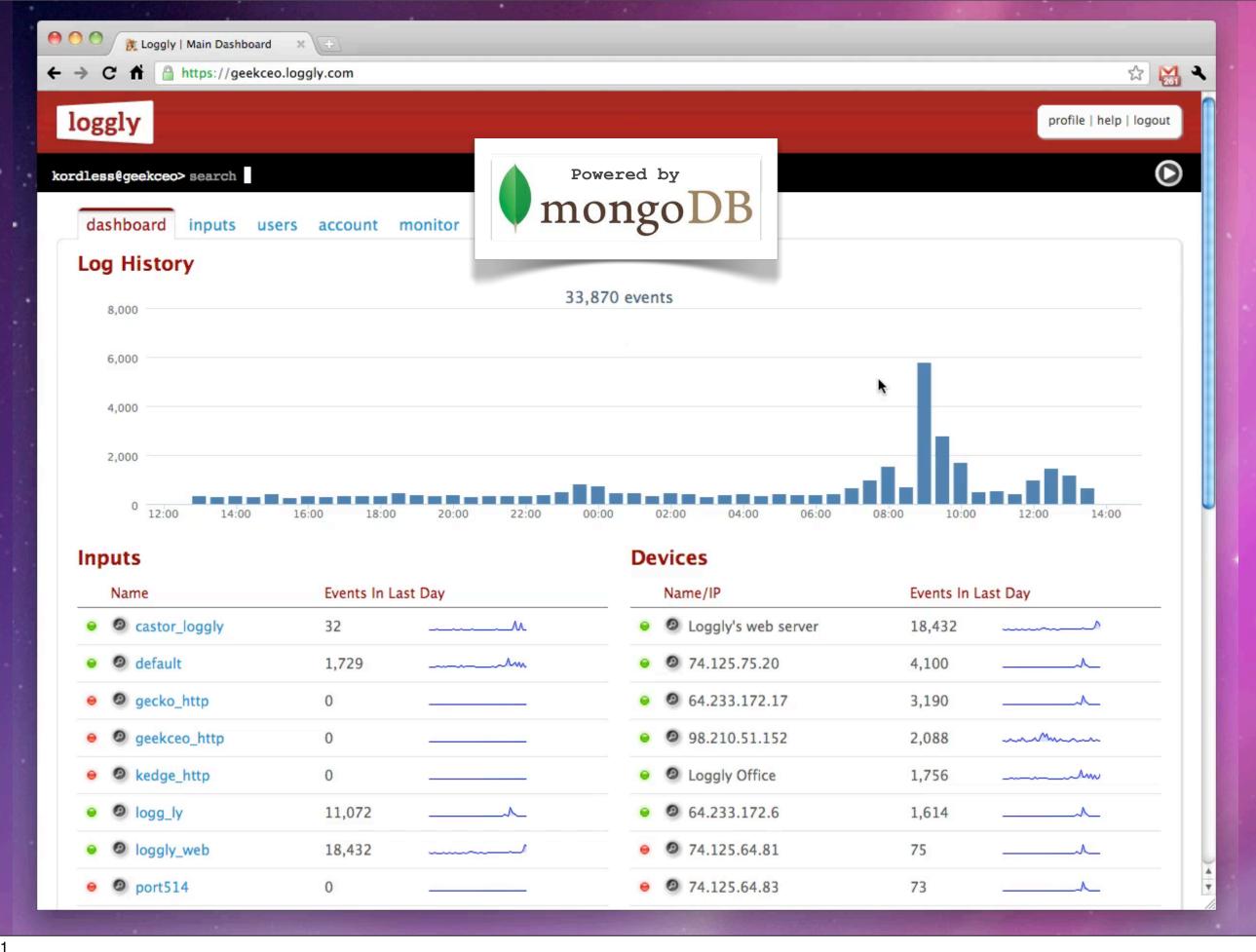


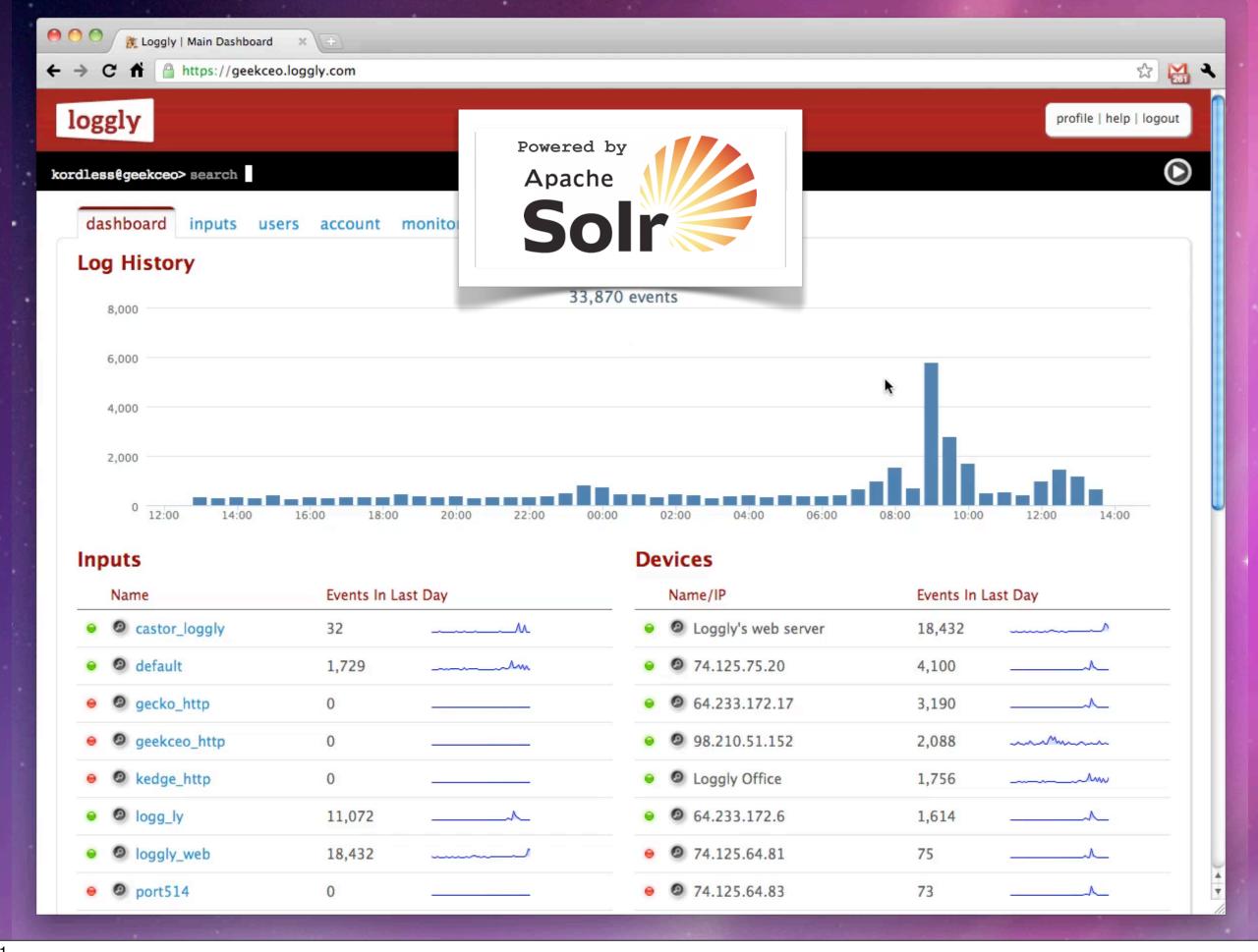
# The Loggly Stack



### Loggly's Infrastructure

- Amazon's AWS for infrastructure
- Sylog-NG for syslog/TLS input services
- Node.js for HTTP/HTTPs input services
- OMQ for event queuing & work distribution
- S3 bucket writer for local store and archives
- MongoDB for statistics and API /stat methods
- Solr Cloud for scalable search and facets
- Django/Python for middleware/app





### MongoDB for Statistics

- switched because it scales well & easy to do upserts
- •runs all of Loggly's primary stats storage
- use master-slave replication
- java bindings + jetty to serve aggregated data
  - -use the same parsing methods for dates as solr
  - -presents data the same as solr does to the middleware



### MongoDB for Statistics

- stats job watches OMQ for events
- as things fly by, stuff gets counted
- by ip, destination(port), time
- stuff that into mongoDB
- rollups occur every hour via upserts
- can rebuild the entire stats store in about an hour



## MongoDB for Statistics

• MongoDB is GREAT for logging statistics

```
{
   u'endtime': 1299948299,
   u'name': u's3countbyip',
   u'value': 1,
   u'width': 60,
   u'cust_id': u'1000',
   u'split': u'229.94.176.132',
   u'starttime': 1299948240,
   u'_id': ObjectId('4d7ba317635d28d2cdb4f337')
}
```



• MongoDB is PERFECT for logging stuff if it's semi-structured

```
"version": "1.0",
"host": "webhead2",
"short message": "Short message",
"full message": "Backtrace here\n\nmore stuff",
"timestamp": 1291899928,
"level": 1,
"facility": "payment-backend",
"file": "/var/www/somefile.rb",
"line": 356,
" user id": 42,
" something else": "foo"
```



- Voxify's Robert Stewart @ http://logg.ly/tpM
- Wrote log4mongo-java parked on Github

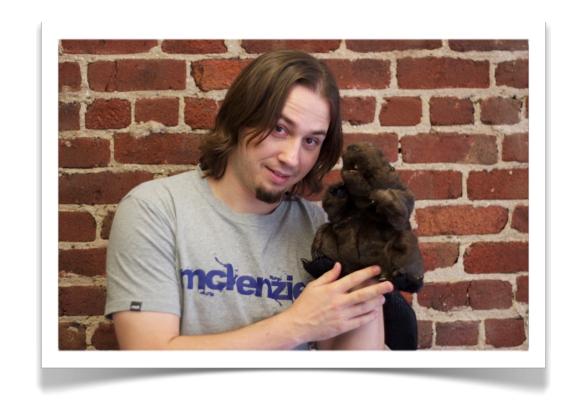








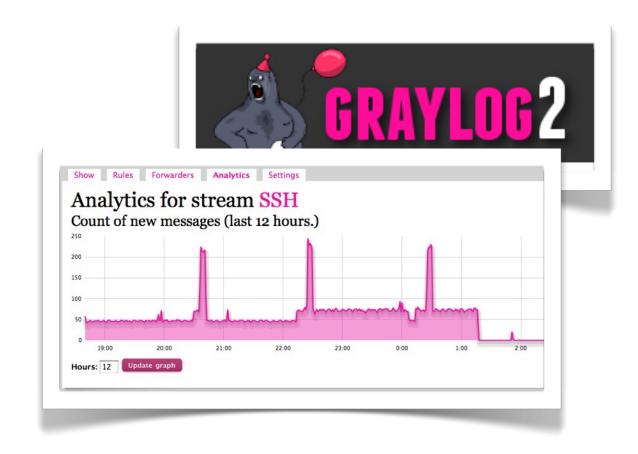
- logstash by Jordan Sissel (Loggly's devops extraordinaire)
- http://logstash.net/
- uses MongoDB for output channel







- graylog2 by Lennart Koopmann (@\_lennart)
- http://graylog2.org/
- uses MongoDB for storage and search (with ElasticSearch)







#### Visualization Stuff

- Highcharts @ <a href="http://highcharts.com/">http://highcharts.com/</a>
- Protoviz @ <a href="http://vis.stanford.edu/protovis/">http://vis.stanford.edu/protovis/</a>
- Smoothie Charts @ <a href="http://smoothiecharts.org/">http://smoothiecharts.org/</a>
- Google Earth plugin @ <a href="http://code.google.com/apis/earth/">http://code.google.com/apis/earth/</a>
- Google Charts @ <a href="http://code.google.com/apis/chart/">http://code.google.com/apis/chart/</a>



#### Free Stuff

• Free accounts at <a href="http://loggly.com/signup">http://loggly.com/signup</a>

• Free stickers

• Free shirts

• Free lunch

• Free advice







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