CNCon / KubeCon at North America

Fluentd and Distributed Logging





Masahiro Nakagawa Senior Software Engineer



T R E A S U R E D A T A

Logging and Containers

Logging on production

- Service Logs •
 - Web access logs •
 - Ad logs •
 - Transcation logs (Game, EC, etc...) Distributed tracing
- System Logs
 - Syslog, systemd and other logs
 - Audit logs •
 - Metrics (CPU, memory, etc...)

Logs for Bussiness KPI Machine Learning

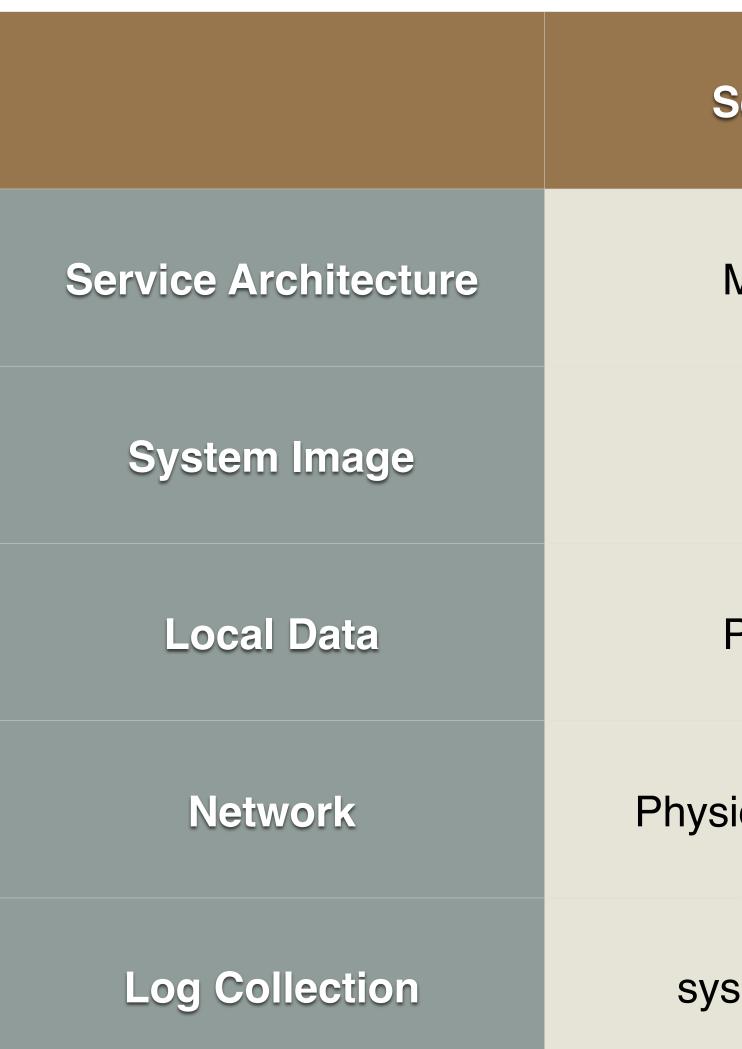
Logs for Service

. . .

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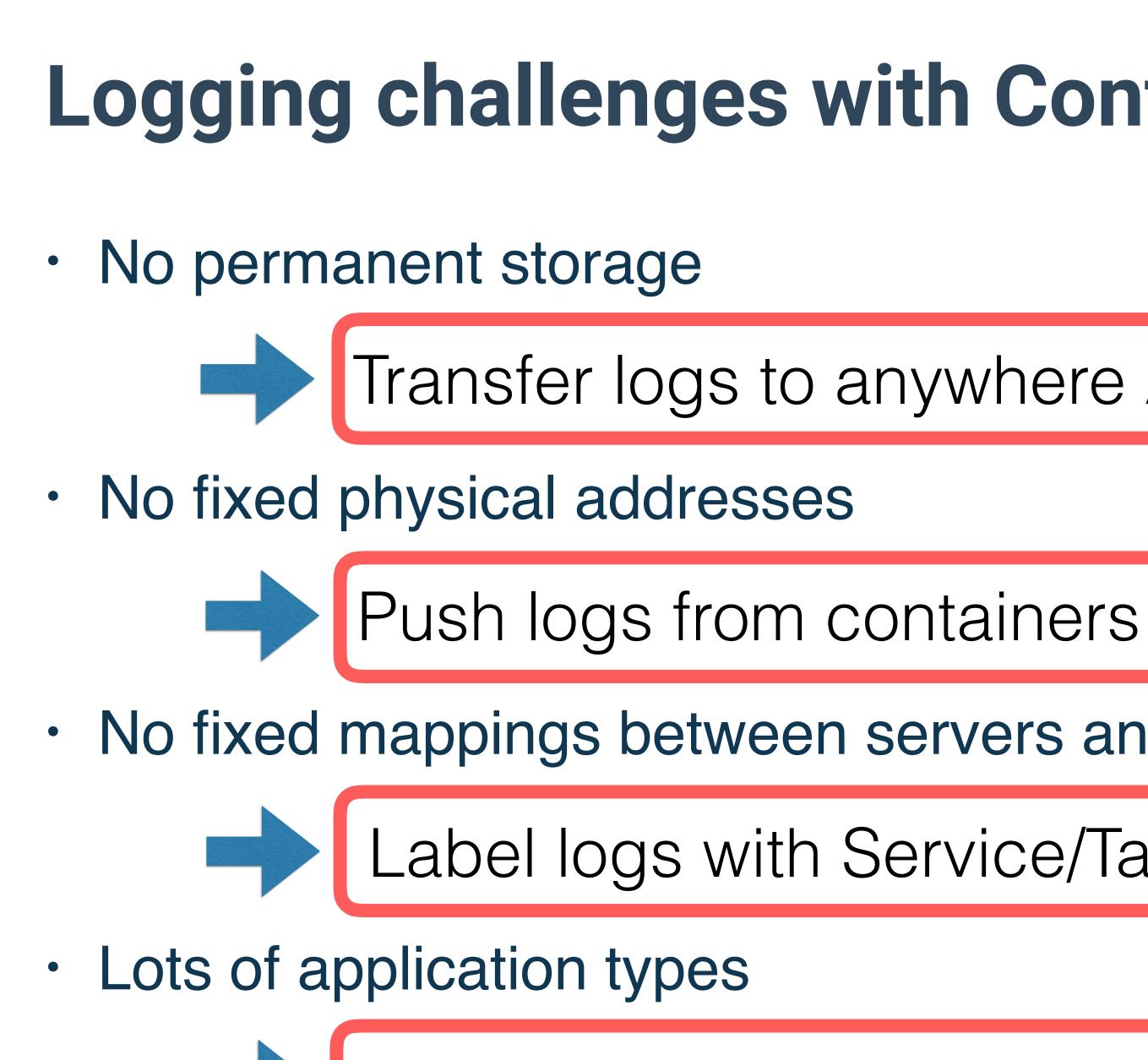
System monitoring Root cause check

The Container Era





Server Era	Container Era
Monolithic	Microservices
Mutable	Immutable
Persistent	Ephemeral
ical addresses	No fixed addresses
slogd / rsync	?



Logging challenges with Containers

- Transfer logs to anywhere ASAP
- No fixed mappings between servers and roles
 - Label logs with Service/Tags
 - Need to handle various logs

Fluentd overview



What's Fluentd?



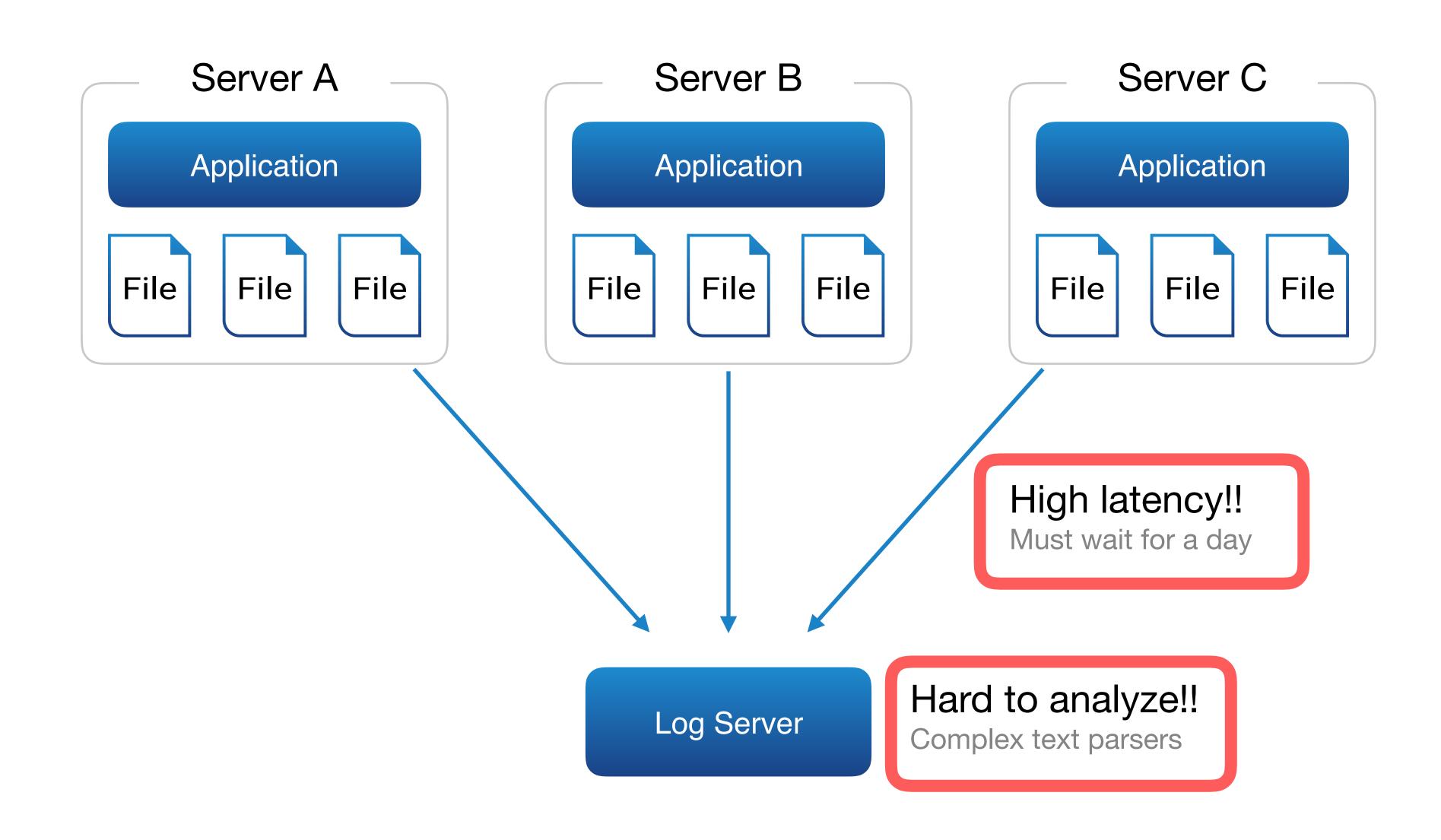
Simple core + Variety of plugins

Buffering, HA (failover), Secondary output, etc.

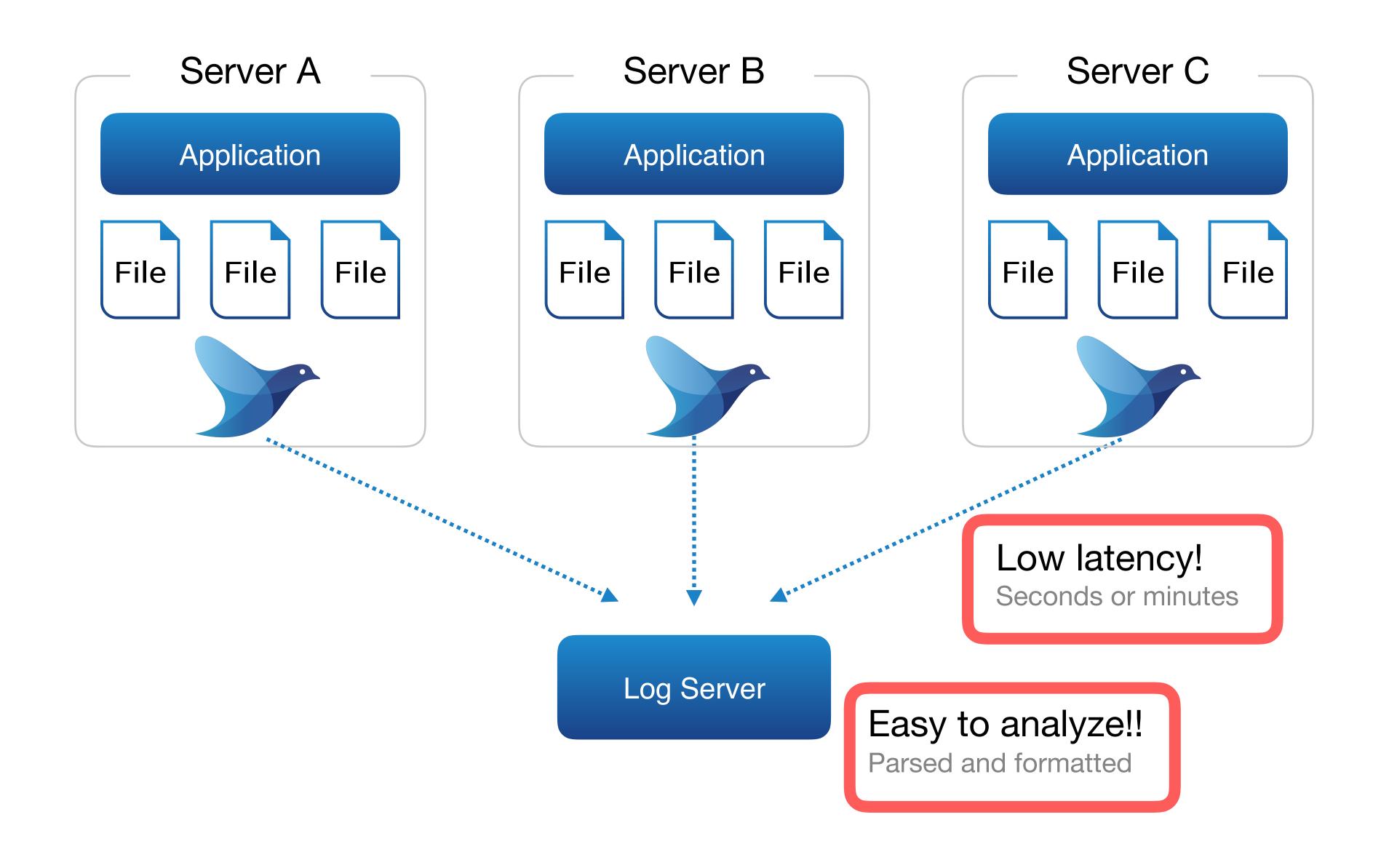
AN EXTENSIBLE & RELIABLE DATA COLLECTION TOOL

Like syslogd in streaming manner

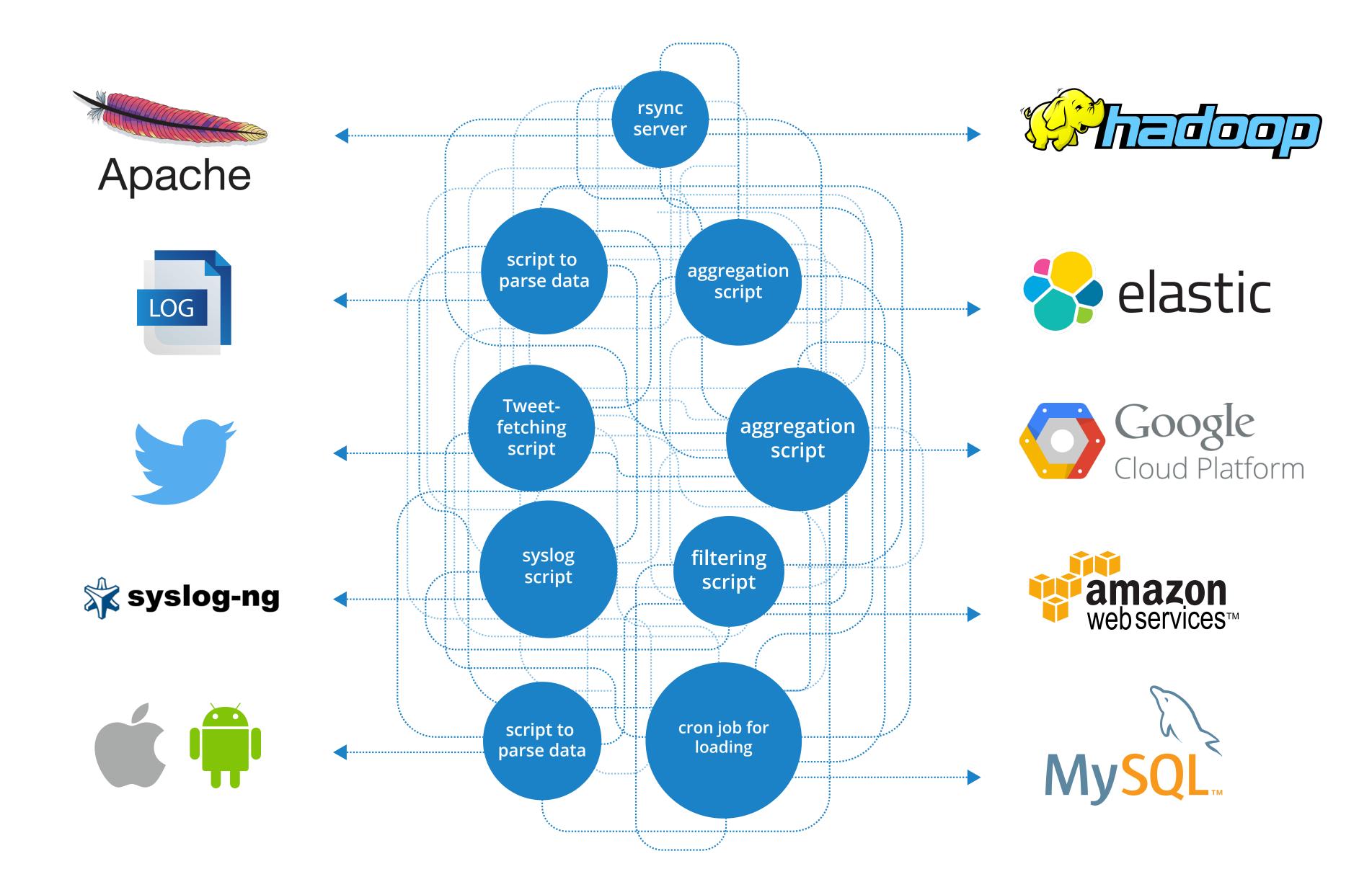
Log collection with traditional logrotate + rsync



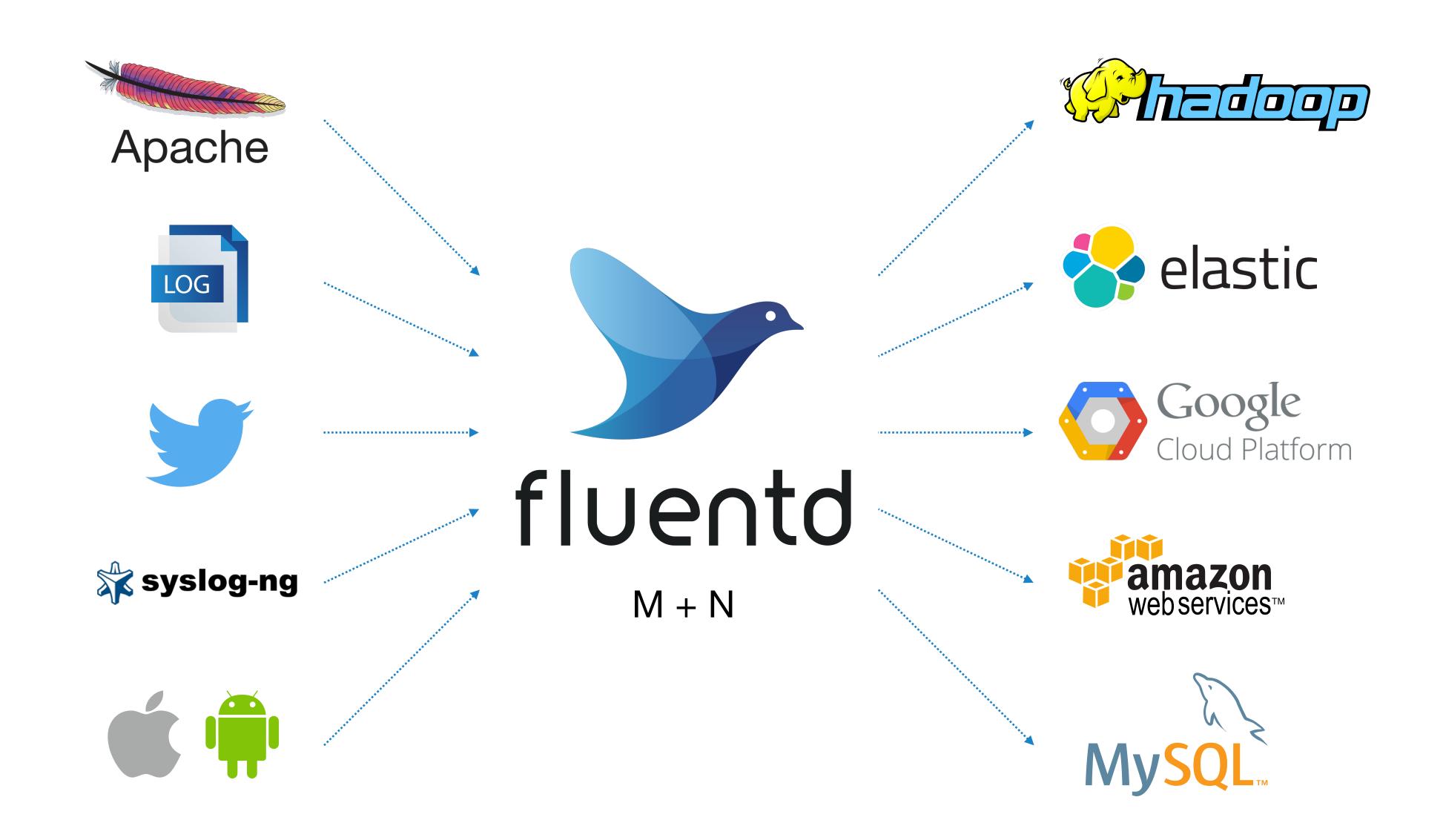
Streaming way with Fluentd



M x N problem for data integration



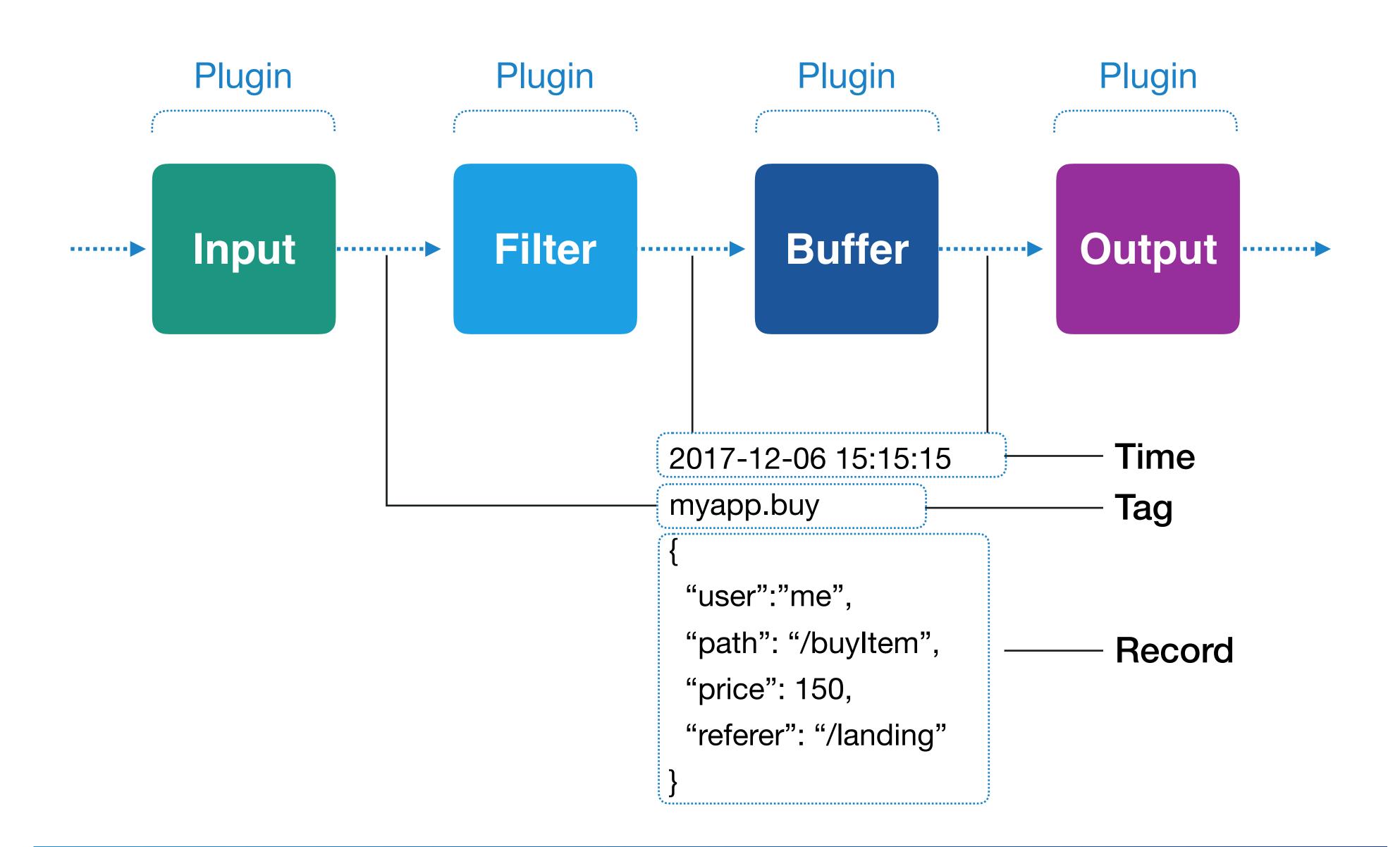
A solution: unified logging layer



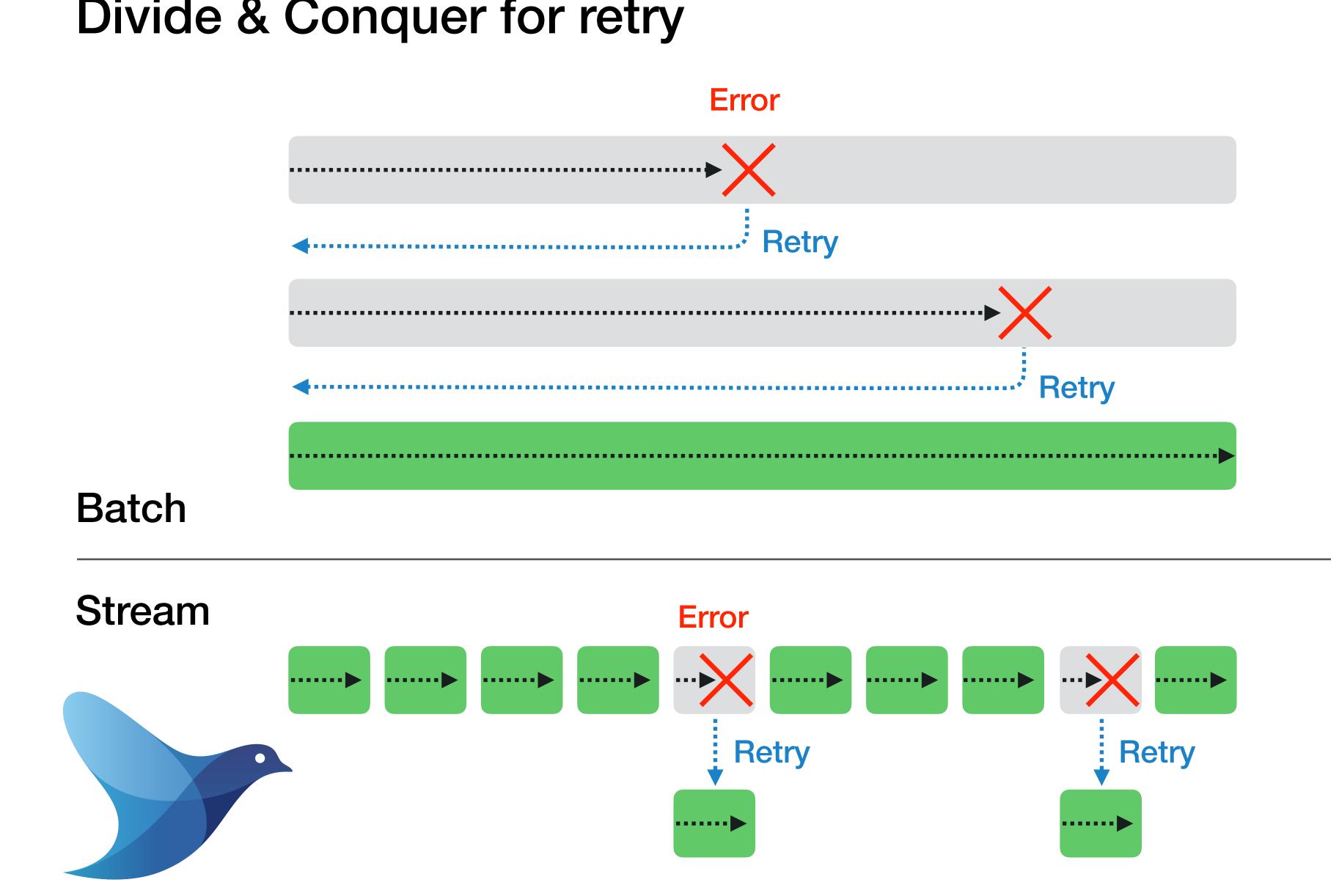
Fluentd Architecture



Internal Architecture (simplified)

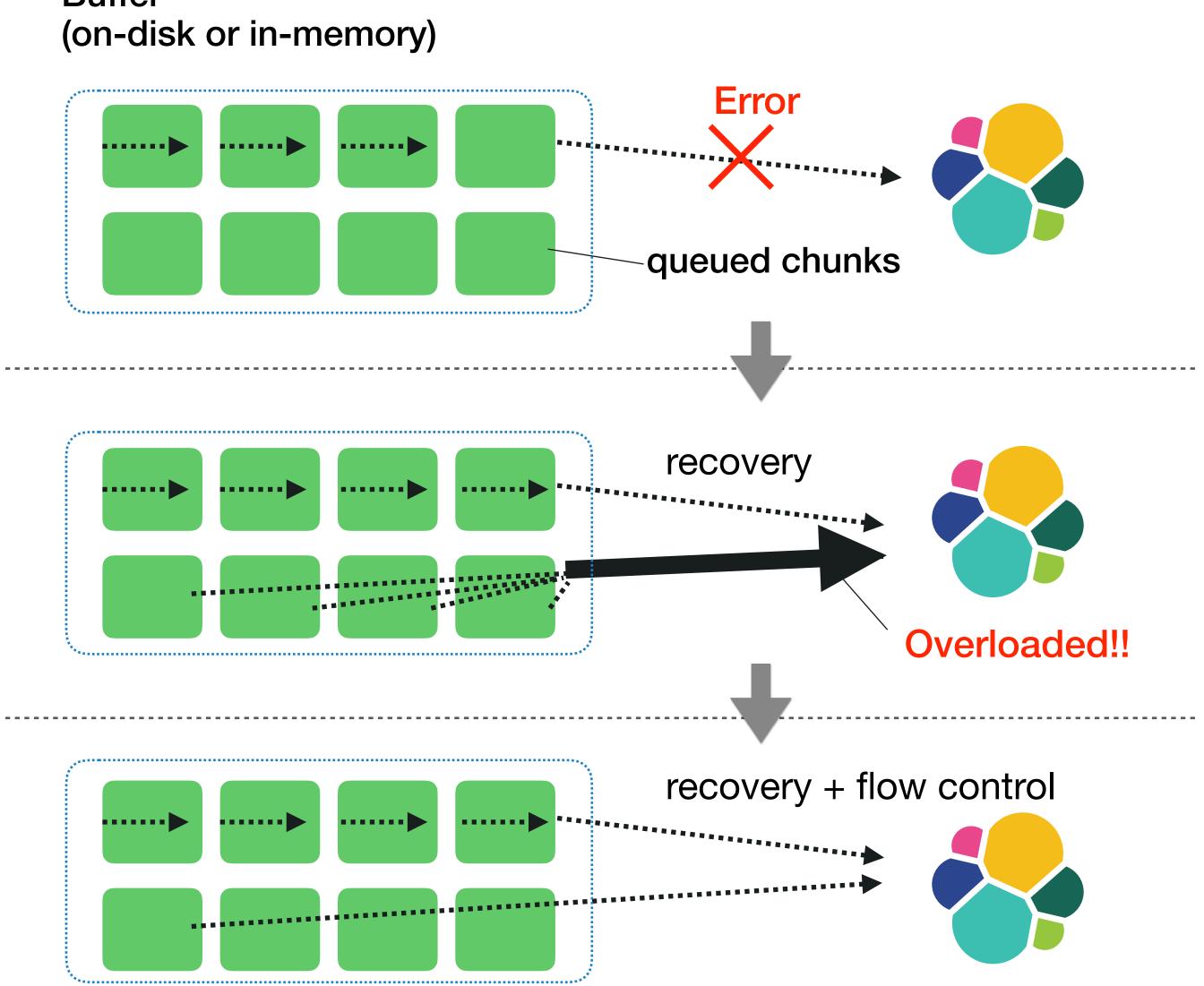


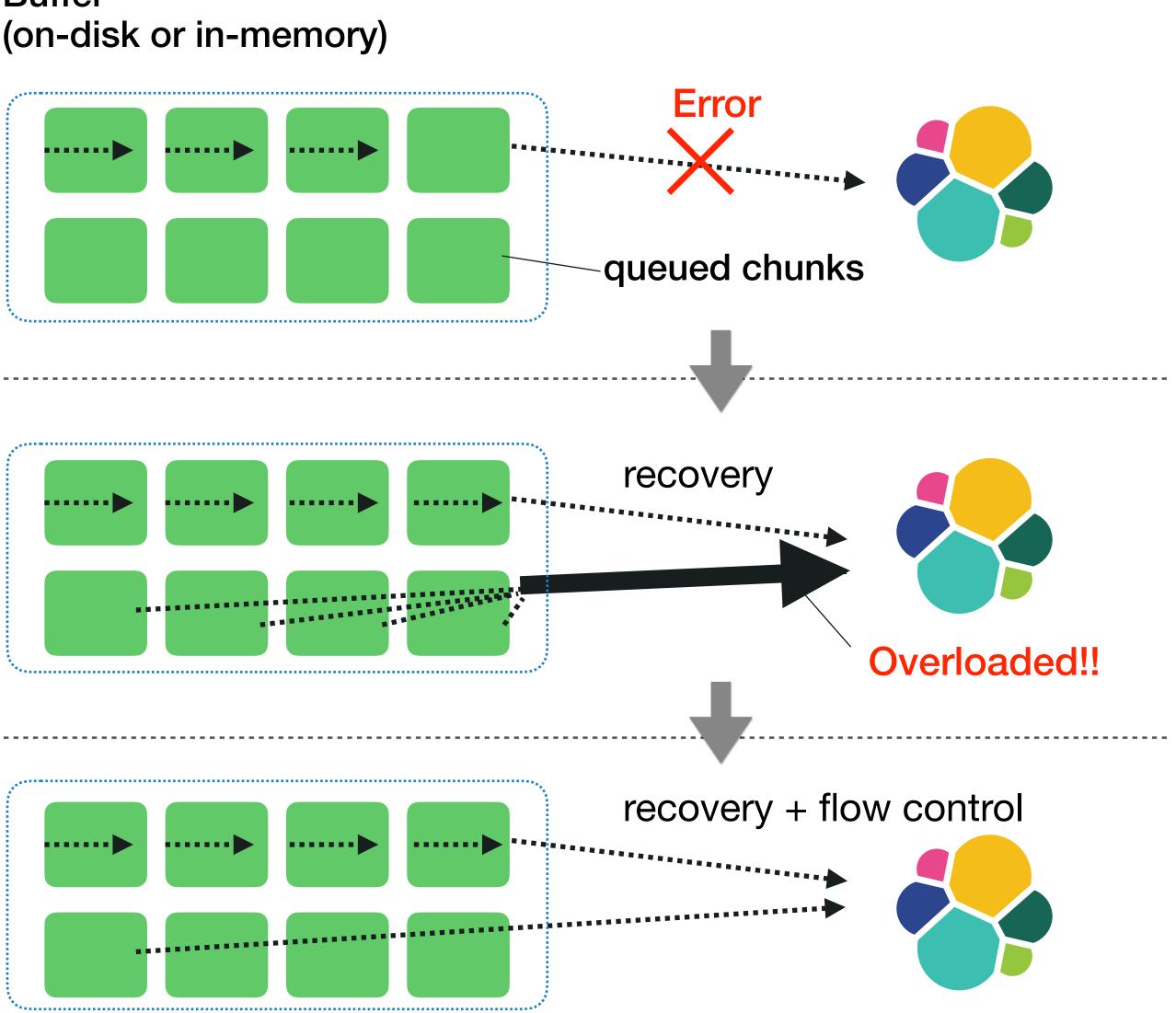
Divide & Conquer for retry

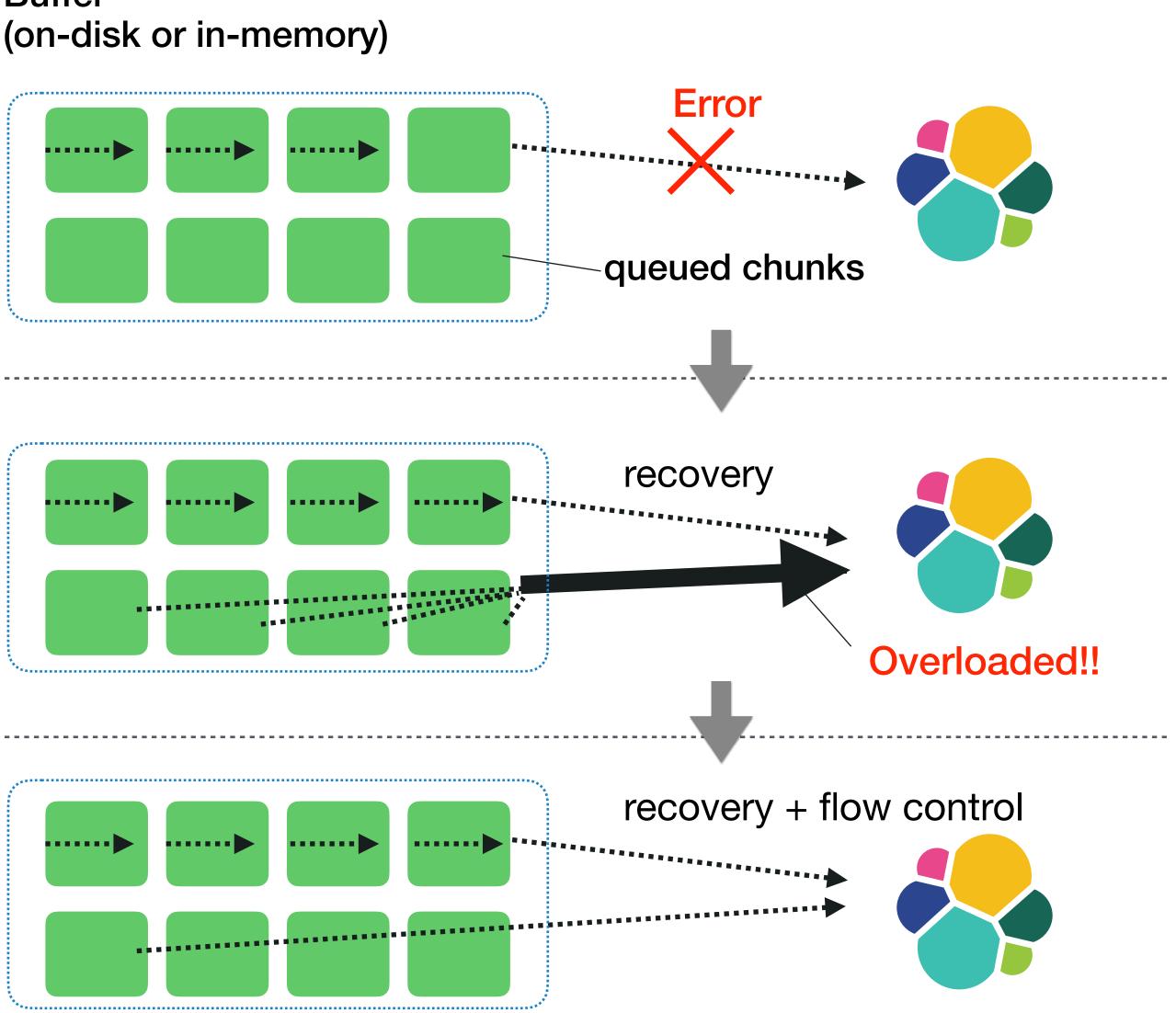


Divide & Conquer for recovery

Buffer

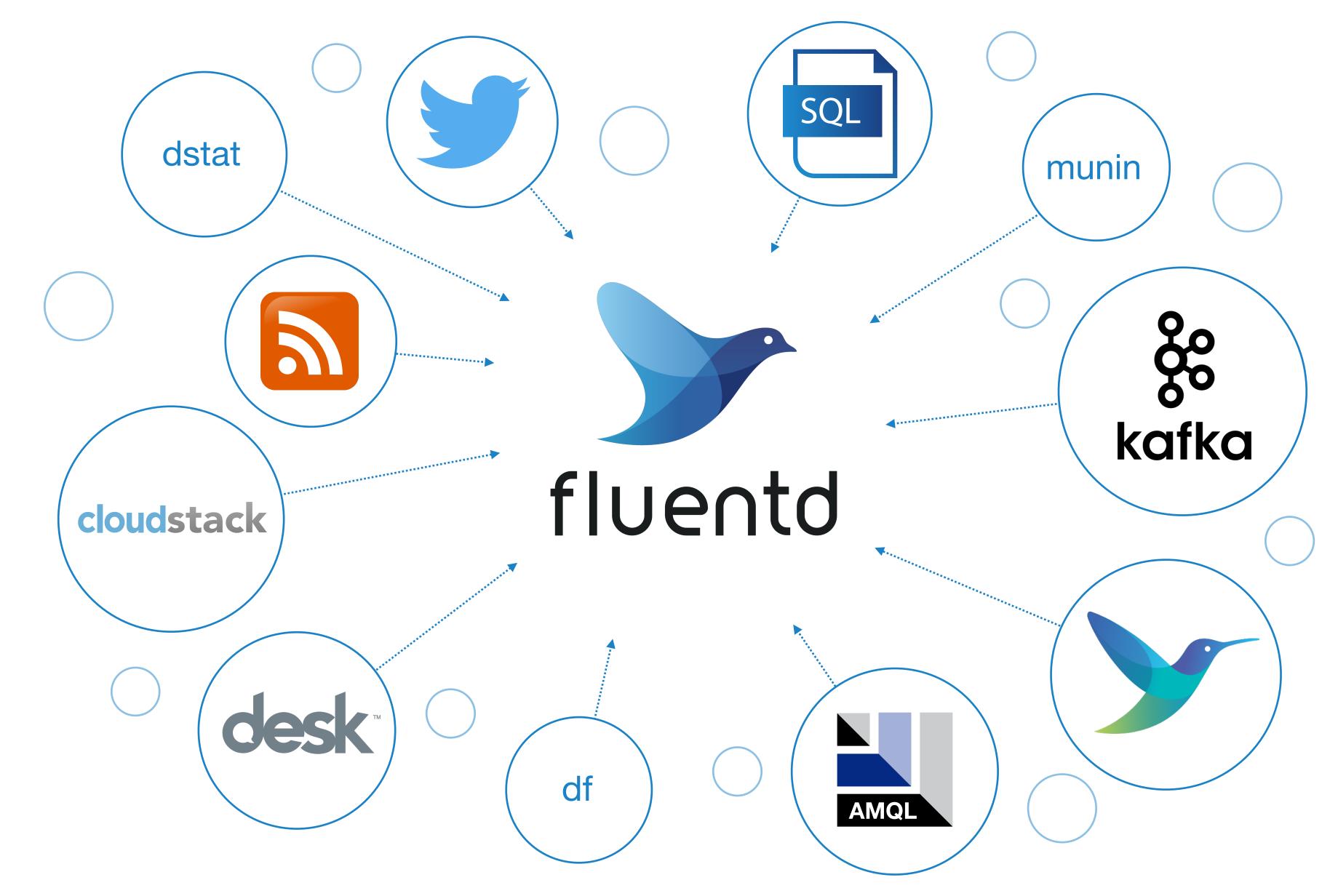




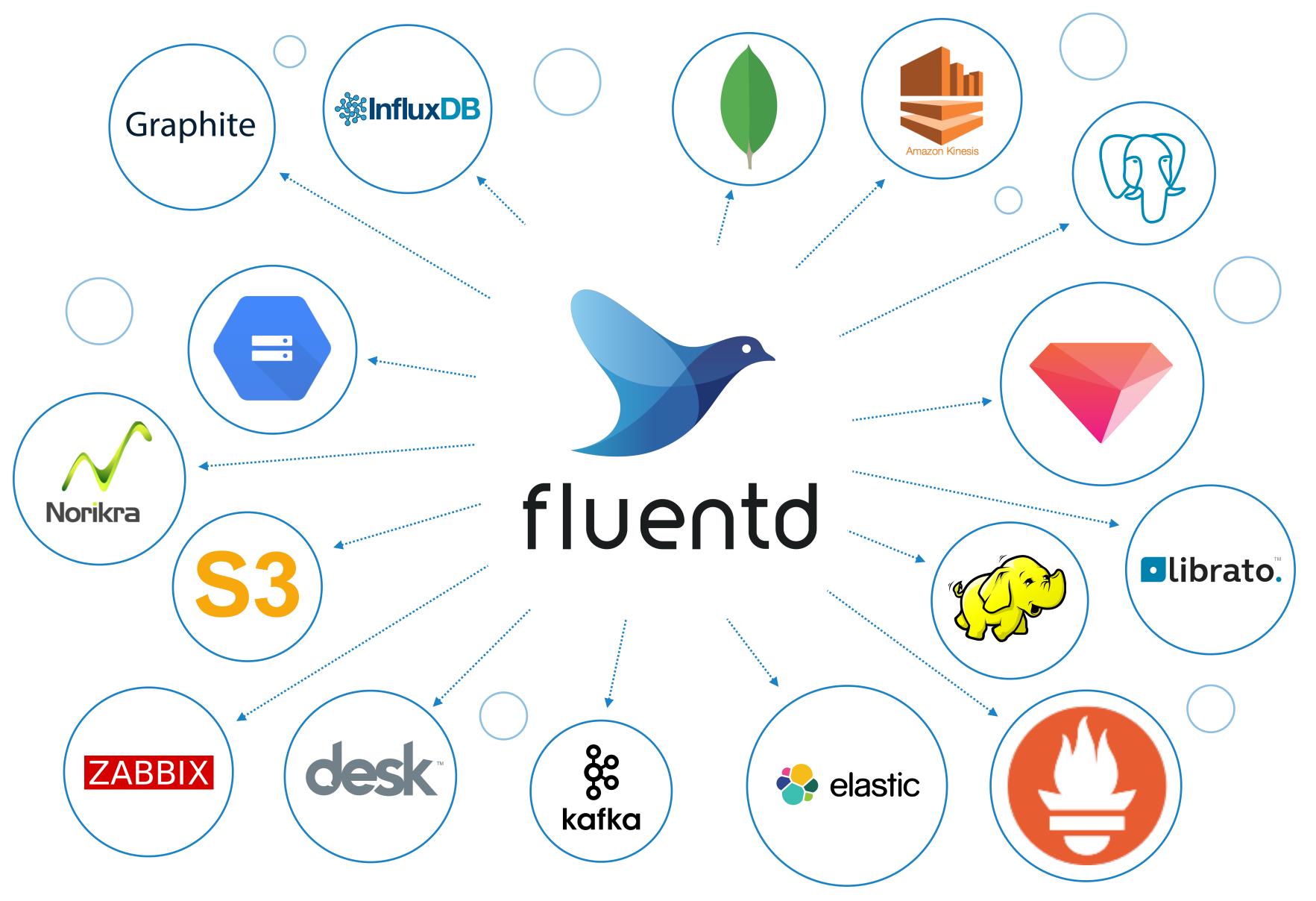




3rd party input plugins



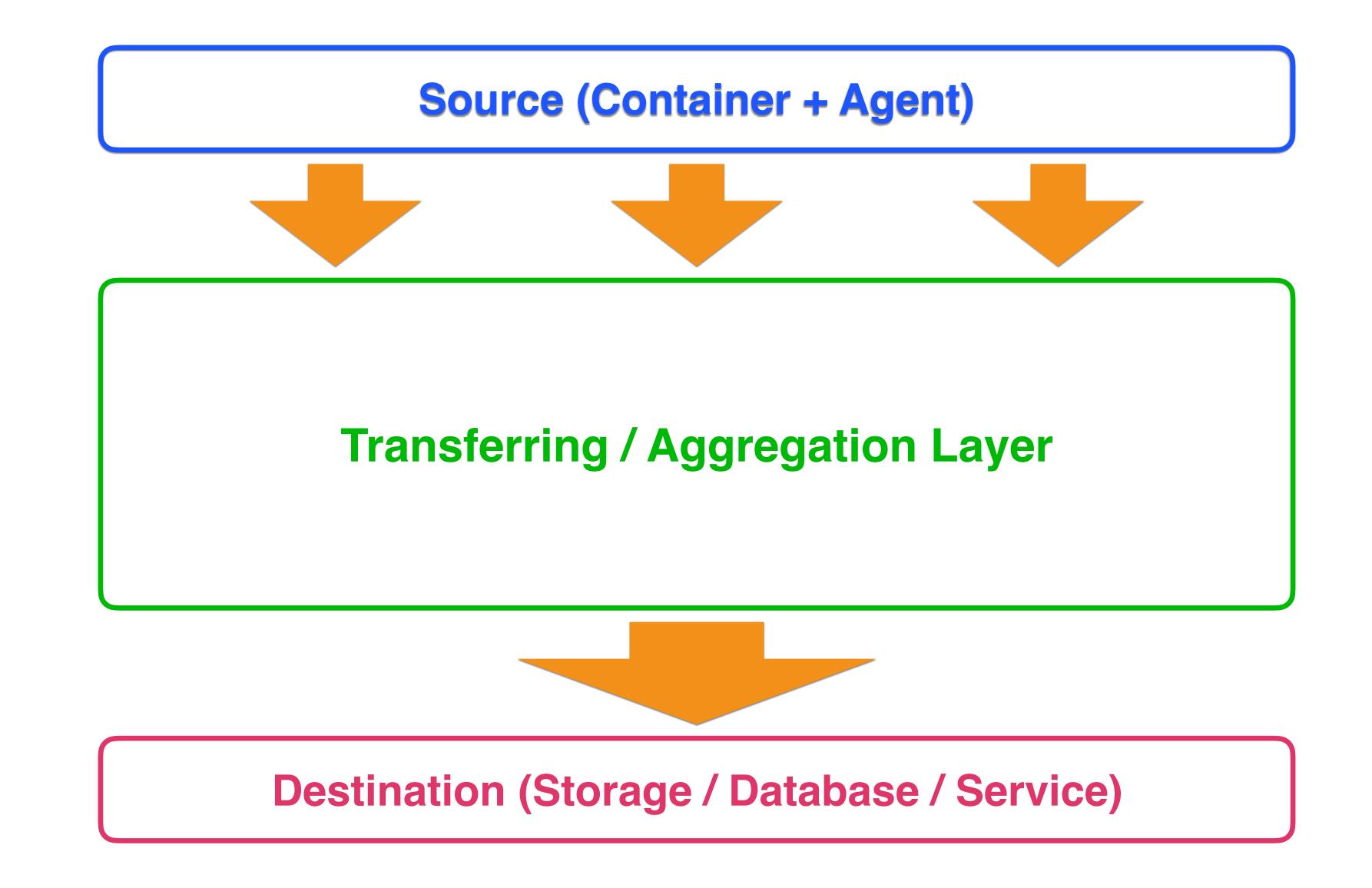
3rd party output plugins



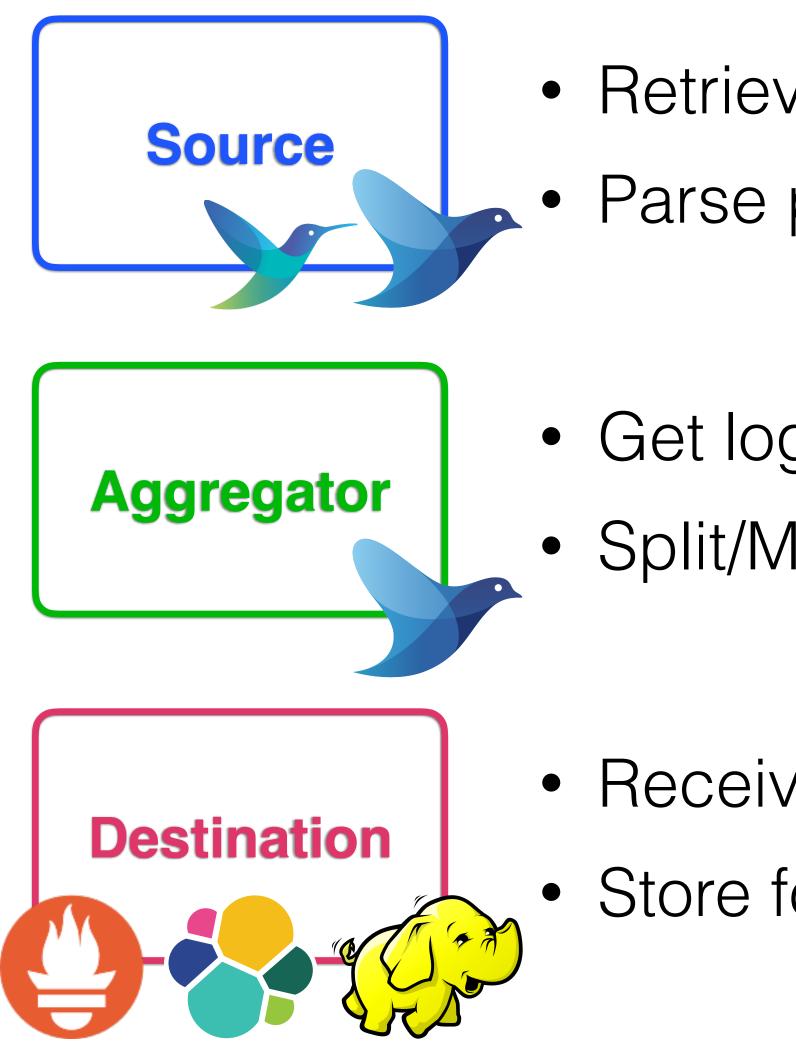
Distributed Logging



Architecture



Logging Workflow





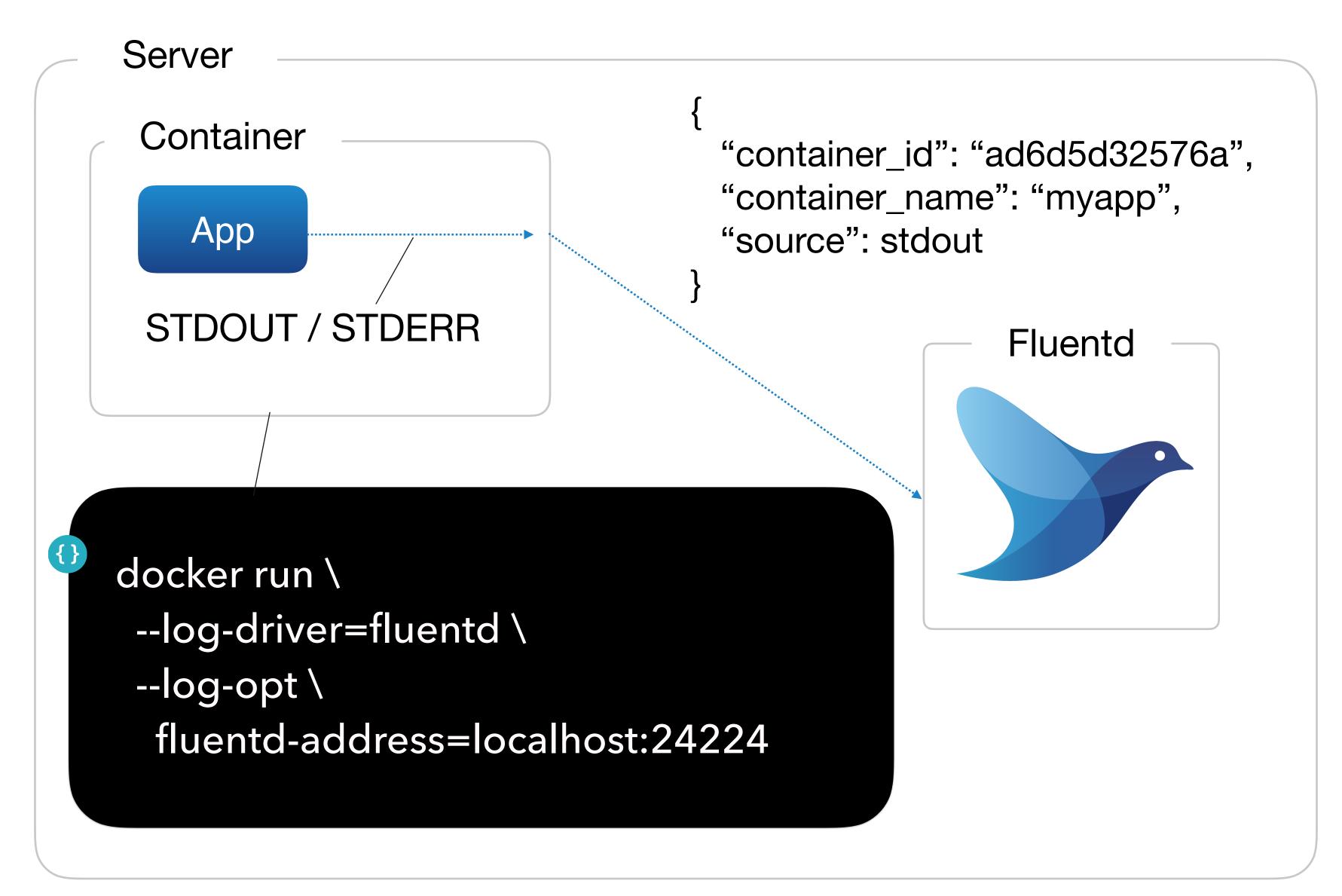
• Retrieve logs: File / Network / API ... Parse payload for structured logging

• Get logs from multiple sources • Split/Merge logs into streams

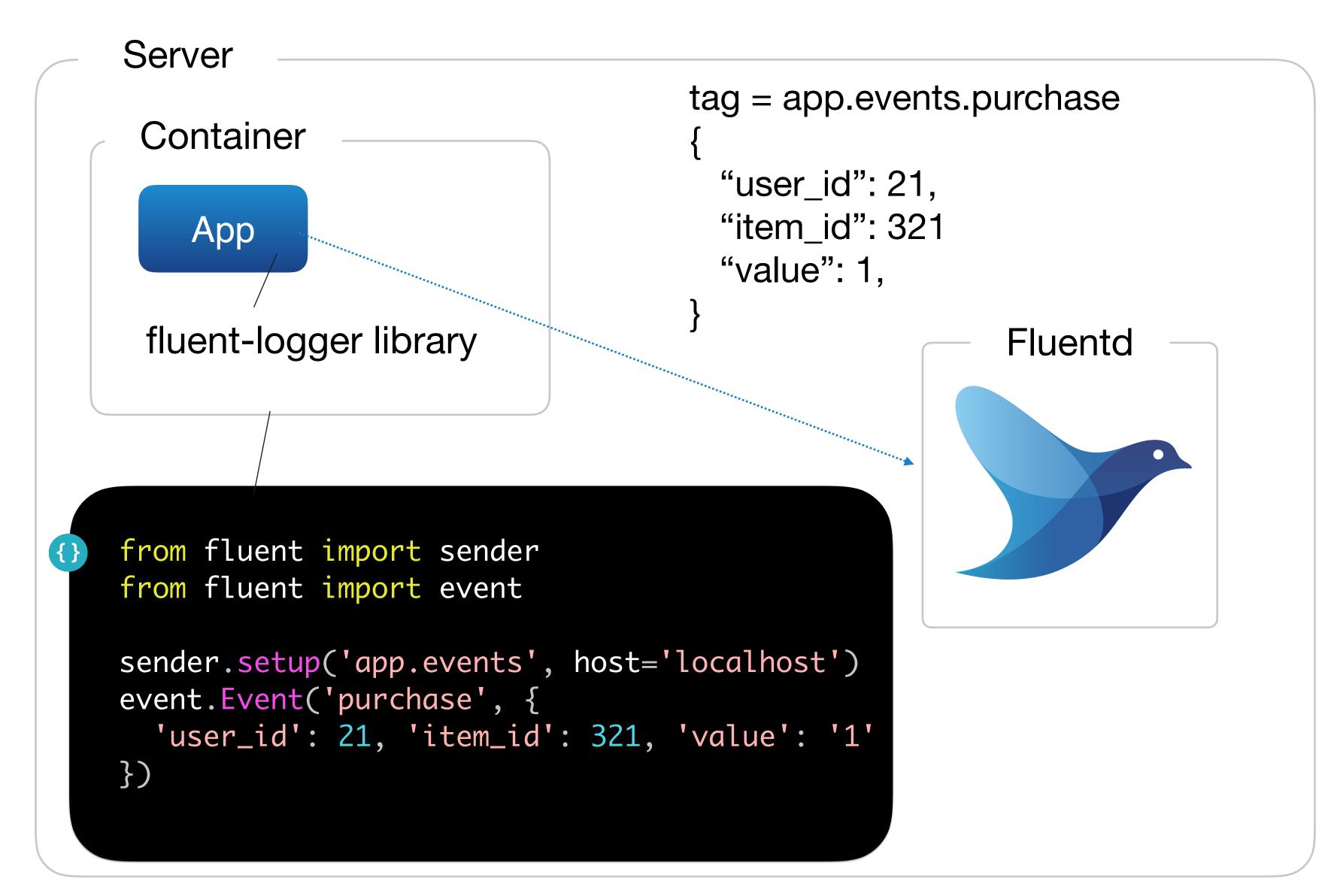
 Receive logs from Aggreagtors • Store formatted logs

How to collect logs from containers using Fluentd in source layer?

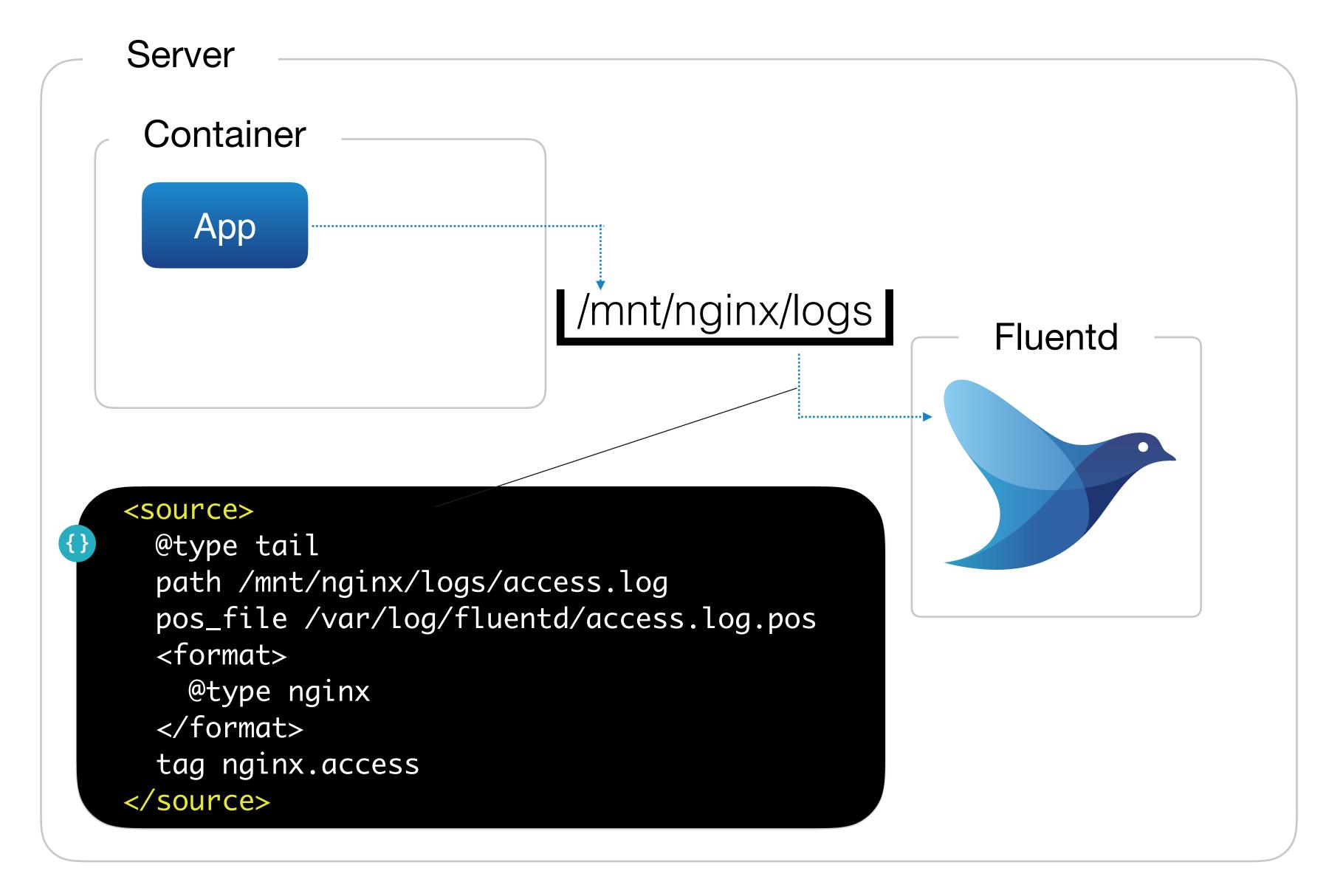
Text logging with --log-driver=fluentd



Metrics collection with fluent-logger



Shared data volume and tailing

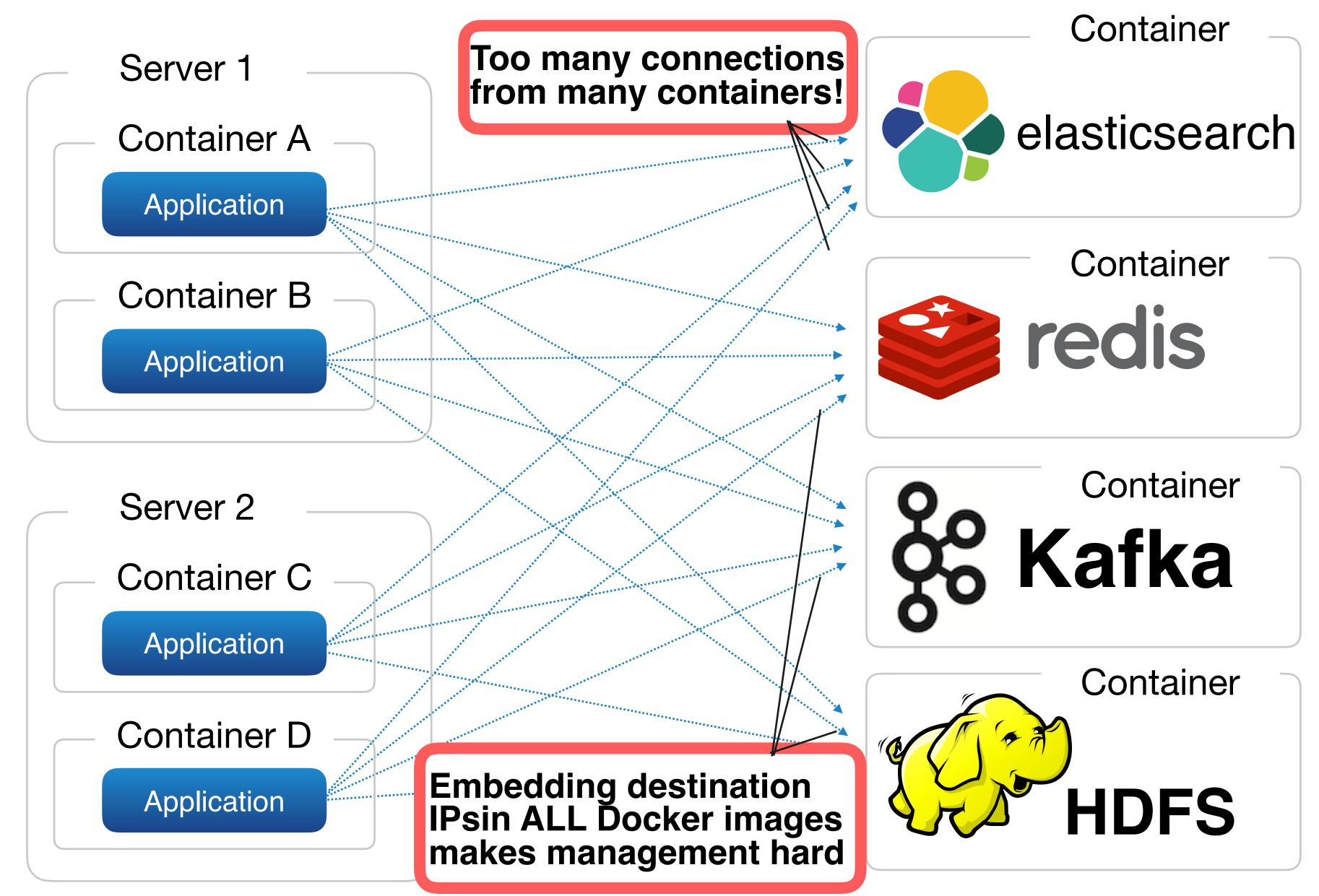


Logging methods for each purpose

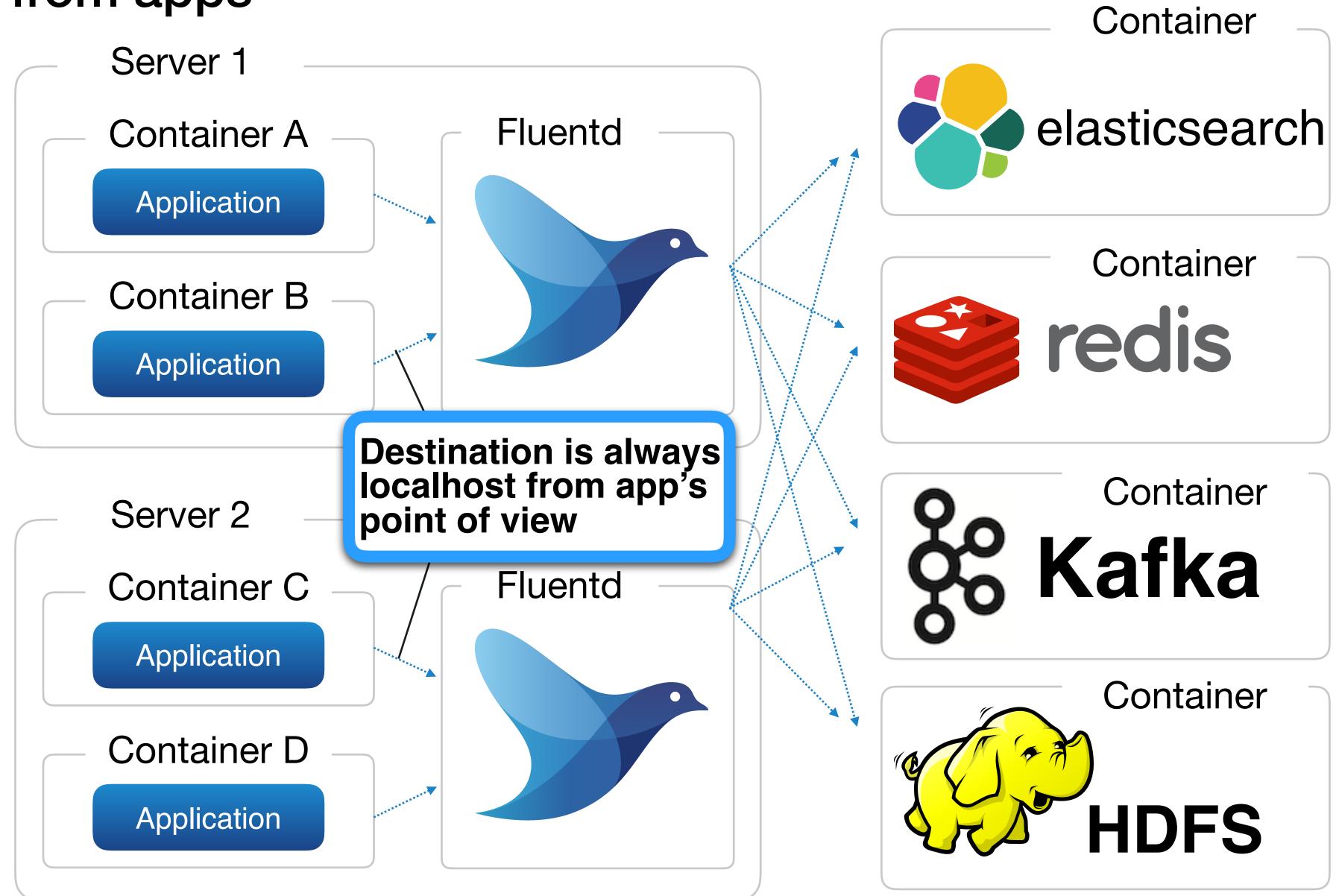
- Collecting log messages •
 - --log-driver=fluentd
- Application metrics
 - fluent-logger
- Access logs, logs from middleware
 - Shared data volume •
- System metrics (CPU usage, Disk capacity, etc.)
 - Fluentd's input plugins (Fluentd pulls data periodically)
 - Prometheus or other monitoring agent

Deployment Patterns

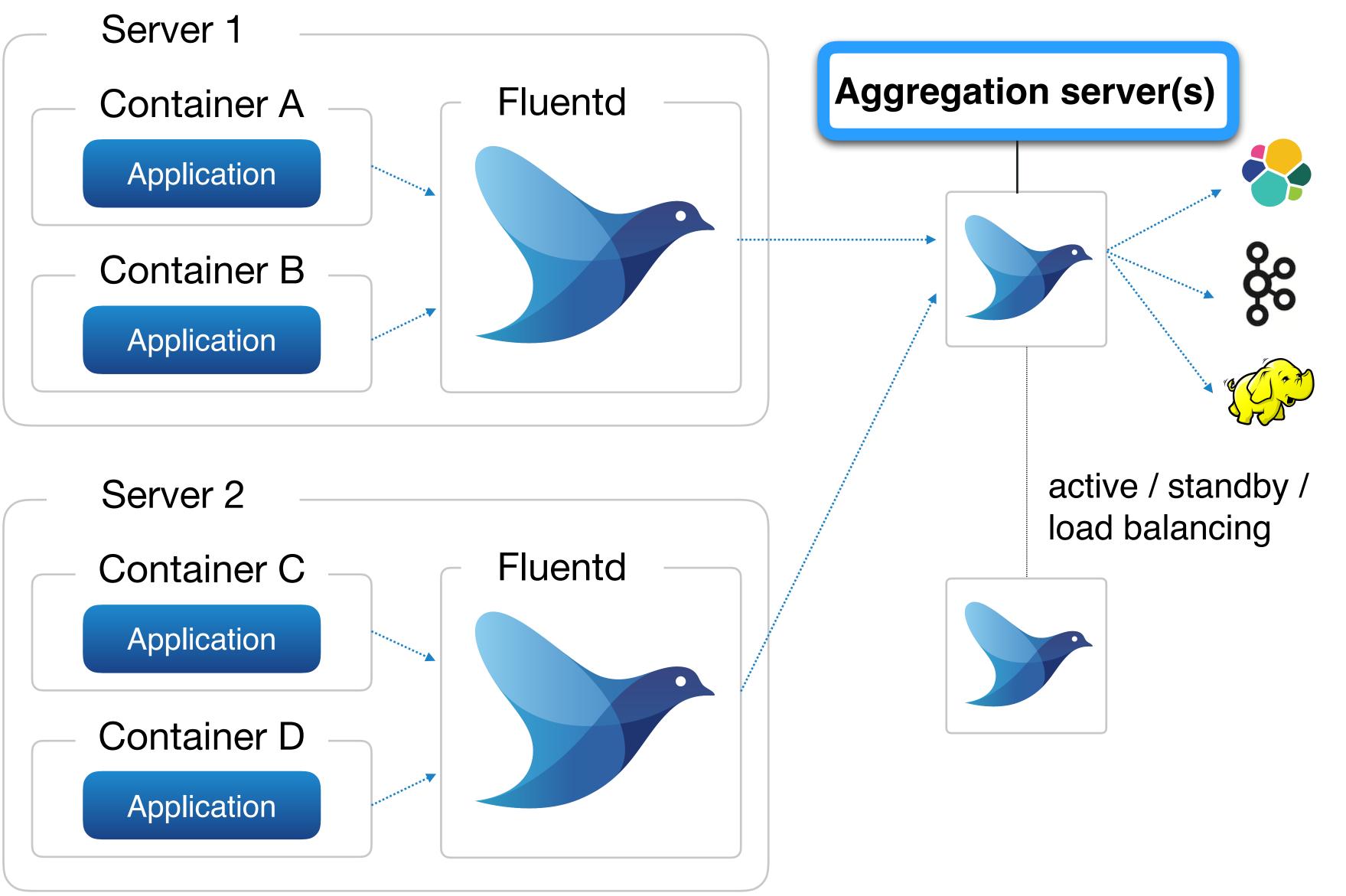
Primitive deployment...

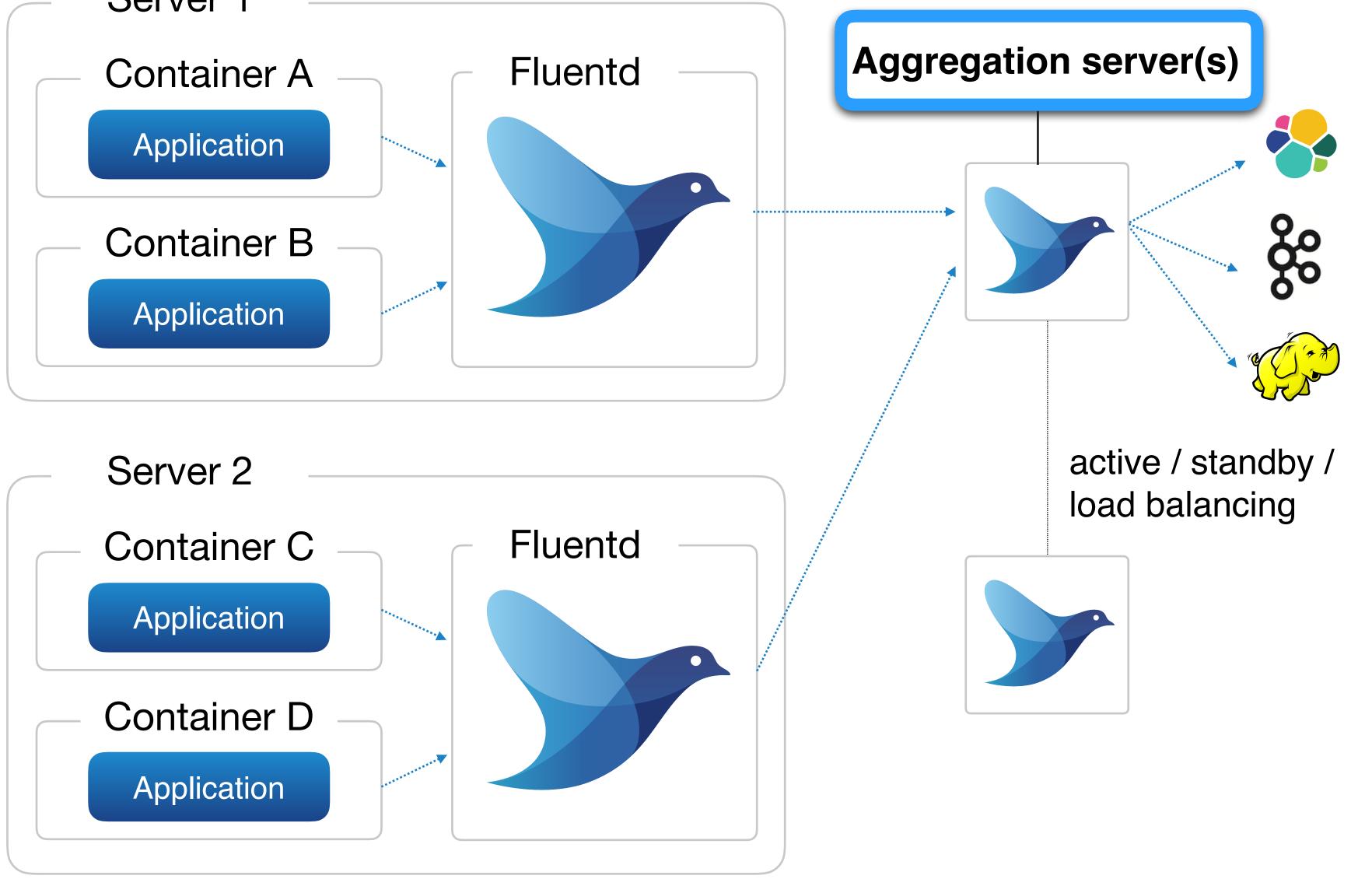


Source aggregation decouples config from apps



Destination aggregation makes storages scalable for high traffic

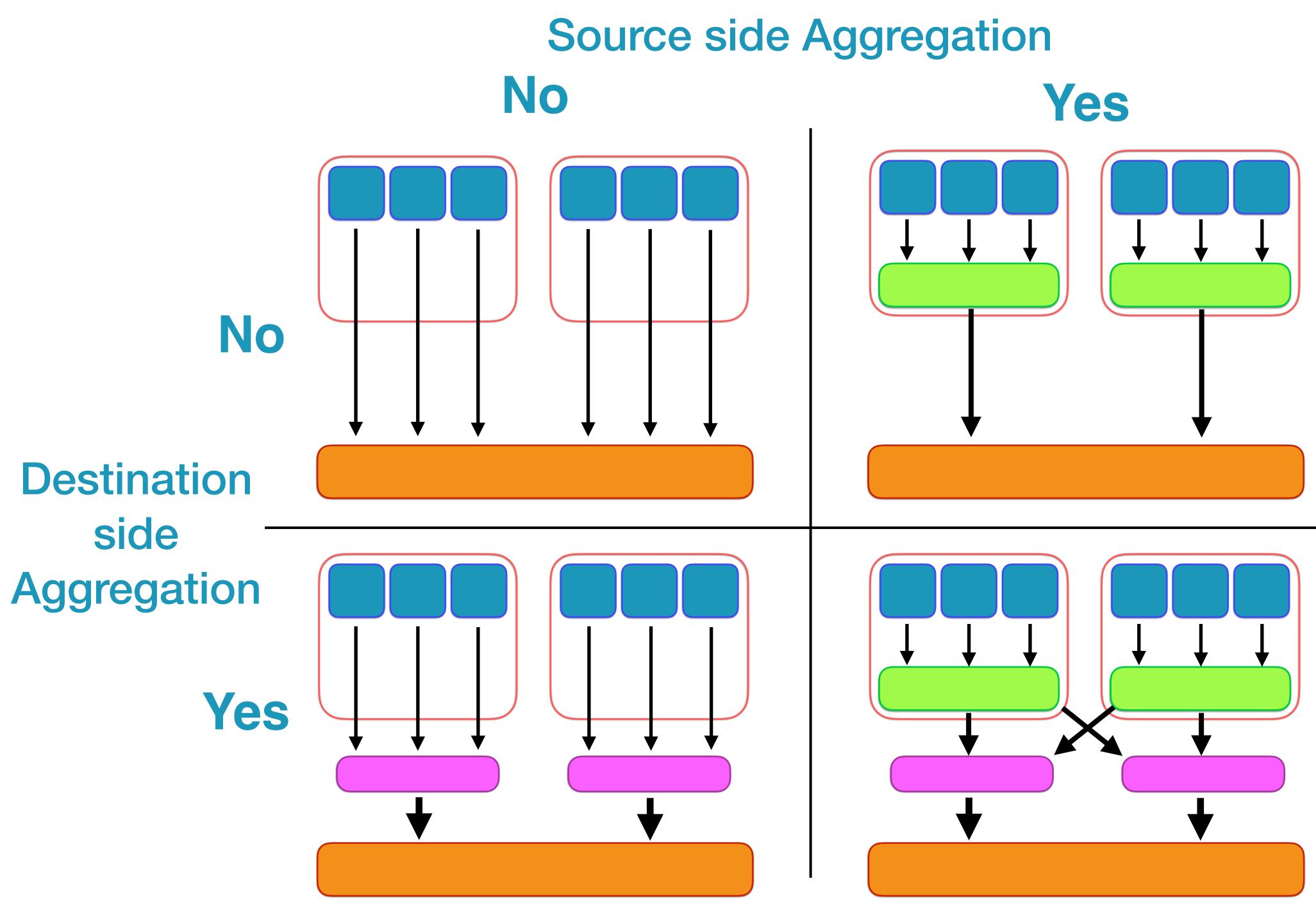




Aggregation servers

- Logging directly from microservices makes log storages overloaded.
 - Too many connections
 - Too frequent import API calls
- Aggregation servers make the logging infrastracture more reliable and scalable.
 - Connection aggregation
 - Buffering for less frequent import API calls
 - Data persistency during downtime
 - Automatic retry at recovery from downtime





Should use these patterns?

- Source-side aggregation: Yes
 - Fluentd frees logging pain from applications
 - Buffering, Retry, HA, etc...
 - Application don't need to care destination changes
- Destination-side aggregation: It depends
 - good for high traffic
 - may need for self-hosted distributed systems or
 - maybe, no need for cloud logging services cloud services which charges per request

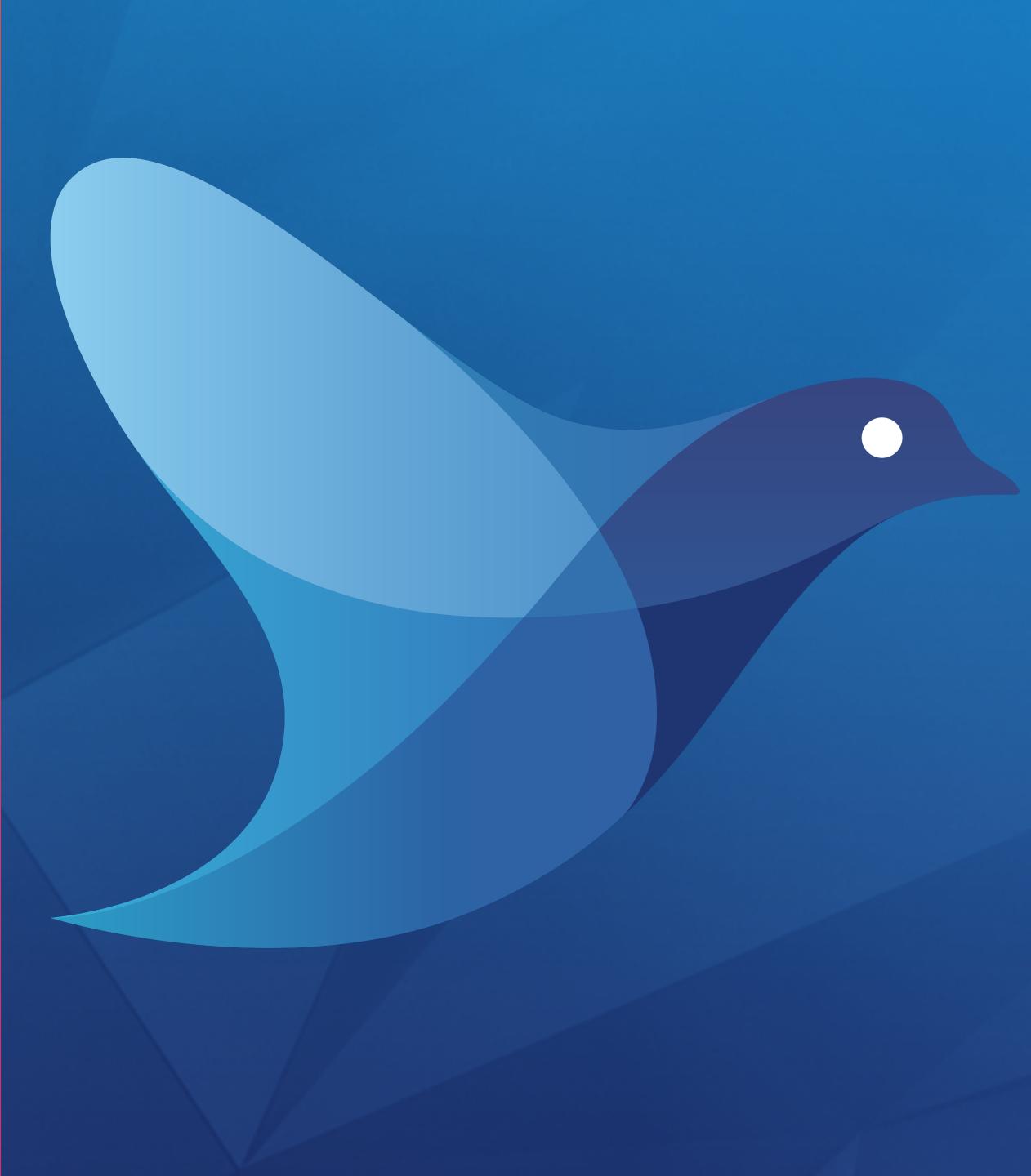
Scalable Distributed Logging

- Network
 - Split heavy traffic into traffics to nodes
 - Merge connections
- CPU / Memory
 - Distribute processing to nodes about heavy processing
- High Availability
 - Switch / fallback from a node to another for failure
- Agility
 - Avoid reconfiguring whole logging layer to modify destinations

Fluentd () Container

- Fluentd model fits container based systems
 - Pluggable and Robust pipelines
 - Support typical deployment patterns
- Smart CNCF products for scalable system k8s: Container orchestration
- - Prometheus: Monitoring
 - Fluentd: Logging
 - JAEGER: Distributed Tracing
 - etc...

Let's make scalable and stable system!



Enjoy logging!

