Loggly is a highly scalable hosted search engine for logs.
Loggly is a highly scalable hosted search engine for logs.
News

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

Mission Statement

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.

Join Us!

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

Mark Spenner VP & GM, EA2D
about.me™
A CUSTOM PROFILE & PERSONAL ANALYTICS DASHBOARD

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ENTER AN EMAIL ADDRESS

CREATE A PASSWORD

 PICK AN ABOUT.ME URL

about.me/

Create Your Profile
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
- 0MQ 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
• stats job watches 0MQ 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 is GREAT for logging statistics

```javascript
{
    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')
}
```
More Logging w/ MongoDB

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

```json
{
  "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"
}
```
More Logging w/ MongoDB

- Voxify’s Robert Stewart @ http://logg.ly/tpM
- Wrote log4mongo-java parked on Github
More Logging w/ MongoDB

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

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

• Highcharts @ http://highcharts.com/
• Protoviz @ http://vis.stanford.edu/protovis/
• Smoothie Charts @ http://smoothiecharts.org/
• Google Earth plugin @ http://code.google.com/apis/earth/
• Google Charts @ http://code.google.com/apis/chart/
Free Stuff

• Free accounts at http://loggly.com/signup
• Free stickers
• Free shirts
• Free lunch
• Free advice

Wednesday, June 29, 2011
If you like beavers, you should work here! http://logg.ly/jobs