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# **ClusterLogger Documentation**

***Release 0.2.0***

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<b>1 Features</b>	<b>3</b>
1.1 Welcome to ClusterLogger's documentation!	3
<b>2 Contents:</b>	<b>5</b>
2.1 Installation	5
2.2 Usage	5
2.3 Reference	6
2.4 Contributing	9
2.5 Credits	11
2.6 History	11
<b>3 Feedback</b>	<b>13</b>
3.1 Indices and tables	13
<b>Python Module Index</b>	<b>15</b>



Logging package for contextual information of clusters.



## Features

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- Hazel Hen logging filter.
- GELFTCPHandler for sending logs to Graylog via TCP.

### 1.1 Welcome to ClusterLogger's documentation!



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**Contents:**

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## 2.1 Installation

At the command line either via easy\_install or pip:

```
$ easy_install clusterlogger  
$ pip install clusterlogger
```

Or, if you have virtualenvwrapper installed:

```
$ mkvirtualenv clusterlogger  
$ pip install clusterlogger
```

## 2.2 Usage

### 2.2.1 Filter

Logfilters in this case provide contextual information about the cluster platform.

To use a filter on a logger:

```
import logging  
import clusterlogger  
  
logger = logging.getLogger(__name__)  
logger.addFilter(clusterlogger.HazelHenFilter)
```

Now logs are sent with contextual information of the specific cluster platform.

### 2.2.2 Handler

Messages are sent to Graylog using a custom handler for the builtin logging library in GELF format via TCP. For UDP use the `graypy` package. Some clusters might not allow outgoing UDP connections.:

```
import logging  
import clusterlogger  
  
my_logger = logging.getLogger('test_logger')  
my_logger.setLevel(logging.DEBUG)
```

```
handler = clusterlogger.GELFTCPHandler('localhost', 12201)
my_logger.addHandler(handler)

my_logger.debug('Hello Graylog2.')
```

## 2.3 Reference

Automatic generated Documenation by apidoc and autodoc.

### 2.3.1 clusterlogger

#### Submodules

`clusterlogger.handler`

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`GELFTCPHandler`(host[, port, ...]) Graylog Extended Log Format handler

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#### Classes

`clusterlogger.handler.GELFTCPHandler`

`class clusterlogger.handler.GELFTCPHandler(host, port=12201, debugging_fields=True, extra_fields=True, fqdn=False, localname=None, facility=None)`

Bases: `logging.handlers.SocketHandler`

Graylog Extended Log Format handler

This handler uses TCP Sockets.

`__init__(host, port=12201, debugging_fields=True, extra_fields=True, fqdn=False, localname=None, facility=None)`

Initialize a new GELF TCP Handler

#### Parameters

- `host` (`str`) – The host of the graylog server.
- `port` (`int`) – The port of the graylog server (default 12201).
- `debugging_fields` (`bool`) – Send debug fields if true (the default).
- `extra_fields` (`bool`) – Send extra fields on the log record to graylog if true (the default).
- `fqdn` (`str`) – Use fully qualified domain name of localhost as source host (`socket.getfqdn()`).
- `localname` (`str`) – Use specified hostname as source host.
- `facility` (`str`) – Replace facility with specified value. If specified, `record.name` will be passed as `logger` parameter.

## Methods

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<code>__init__(host[, port, debugging_fields, ...])</code>	Initialize a new GELF TCP Handler
<code>makePickle(record)</code>	

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## Attributes

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name

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`makePickle(record)`

`clusterlogger.logfilter`

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<code>HazelHenFilter()</code>	Filter for adding contextual information on Hazel Hen
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## Classes

`clusterlogger.logfilter.HazelHenFilter`

`class clusterlogger.logfilter.HazelHenFilter`

Bases: `logging.Filter`

Filter for adding contextual information on Hazel Hen

Hazel Hen is the Cray XC40 system at HLRS in Stuttgart.

This filter adds information about the currently running job.

`__init__()`

Initialize a new HazelHenFilter

**Raises** None

## Methods

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`__init__()` Initialize a new HazelHenFilter

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`filter(record)` Add contextual information to the log record

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**jobid = None**

The job identifier assigned to the job by the batch system. This is the same number you see when you do qstat. -1 if logging when not running in a job.

**logname = None**

Value of the LOGNAME variable in the environment in which qsub was executed

**jobname = None**

The job name supplied by the user

**queue = None**

The name of the queue from which the job is executed

**fqdn = None**

The fully qualified domain name.

**sitename = None**

The site name of the cluster

**platform = None**

The cluster platform on the site. E.g. hazelhen.

**filter (record)**

Add contextual information to the log record

**Parameters** `record(logging.LogRecord)` – the log record

**Returns** True, if log should get sent

**Return type** `bool`

**Raises** None

## Module contents

### Data

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```
clusterlogger.absolute_import = _Feature((2, 5, 0, 'alpha', 1), (3, 0, 0, 'alpha', 0), 16384)
```

## 2.4 Contributing

Contributions are welcome, and they are greatly appreciated! Every little bit helps, and credit will always be given.

You can contribute in many ways:

### 2.4.1 Types of Contributions

#### Report Bugs

Report bugs at <https://github.com/RayCrafter/clusterlogger/issues>.

If you are reporting a bug, please include:

- Your operating system name and version.
- Any details about your local setup that might be helpful in troubleshooting.
- Detailed steps to reproduce the bug.

#### Fix Bugs

Look through the GitHub issues for bugs. Anything tagged with “bug” is open to whoever wants to implement it.

#### Implement Features

Look through the GitHub issues for features. Anything tagged with “feature” is open to whoever wants to implement it.

### Write Documentation

ClusterLogger could always use more documentation, whether as part of the official ClusterLogger docs, in docstrings, or even on the web in blog posts, articles, and such.

### Submit Feedback

The best way to send feedback is to file an issue at <https://github.com/RayCrafter/clusterlogger/issues>.

If you are proposing a feature:

- Explain in detail how it would work.
- Keep the scope as narrow as possible, to make it easier to implement.
- Remember that this is a volunteer-driven project, and that contributions are welcome :)

### 2.4.2 Get Started!

Ready to contribute? Here's how to set up *clusterlogger* for local development.

1. Fork the *clusterlogger* repo on GitHub.
2. Clone your fork locally:

```
$ git clone git@github.com:your_name_here/clusterlogger.git
```

3. Create a branch for local development:

```
$ git checkout -b name-of-your-bugfix-or-feature
```

Now you can make your changes locally.

4. When you're done making changes, check that your changes pass style and unit tests, including testing other Python versions with tox:

```
$ tox
```

To get tox, just pip install it.

5. Commit your changes and push your branch to GitHub:

```
$ git add .  
$ git commit -m "Your detailed description of your changes."  
$ git push origin name-of-your-bugfix-or-feature
```

6. Submit a pull request through the GitHub website.

### 2.4.3 Pull Request Guidelines

Before you submit a pull request, check that it meets these guidelines:

1. The pull request should include tests.
2. If the pull request adds functionality, the docs should be updated. Put your new functionality into a function with a docstring, and add the feature to the list in README.rst.
3. The pull request should work for Python 2.6, 2.7, and 3.3, and for PyPy. Check <https://travis-ci.org/RayCrafter/clusterlogger> under pull requests for active pull requests or run the `tox` command and make sure that the tests pass for all supported Python versions.

## 2.4.4 Tips

To run a subset of tests:

```
$ py.test test/test_clusterlogger.py
```

## 2.5 Credits

### 2.5.1 Development Lead

- David Zuber <[zuber.david@gmx.de](mailto:zuber.david@gmx.de)>

### 2.5.2 Contributors

None yet. Why not be the first?

## 2.6 History

### 2.6.1 0.1.0 (2015-07-17)

- First release on PyPI.

### 2.6.2 0.1.1 (2015-07-18)

- Add `sitename` and `platform` attributes to the log record.

### 2.6.3 0.2.0 (2015-07-28)

- GELFTCPHandler: Some clusters might not support outgoing UDP connections.



### Feedback

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If you have any suggestions or questions about **ClusterLogger** feel free to email me at [zuber.david@gmx.de](mailto:zuber.david@gmx.de).

If you encounter any errors or problems with **ClusterLogger**, please let me know! Open an Issue at the GitHub <https://github.com/RayCrafter/clusterlogger> main repository.

### 3.1 Indices and tables

- genindex
- modindex
- search



**C**

clusterlogger, 9  
clusterlogger.handler, 6  
clusterlogger.logfilter, 8



## Symbols

`__init__()` (clusterlogger.handler.GELFTCPHandler method), [6](#)  
`__init__()` (clusterlogger.logfilter.HazelHenFilter method), [8](#)

## A

`absolute_import` (in module clusterlogger), [9](#)

## C

clusterlogger (module), [9](#)  
clusterlogger.handler (module), [6](#)  
clusterlogger.logfilter (module), [8](#)

## F

`filter()` (clusterlogger.logfilter.HazelHenFilter method), [9](#)  
`fqdn` (clusterlogger.logfilter.HazelHenFilter attribute), [8](#)

## G

GELFTCPHandler (class in clusterlogger.handler), [6](#)

## H

HazelHenFilter (class in clusterlogger.logfilter), [8](#)

## J

`jobid` (clusterlogger.logfilter.HazelHenFilter attribute), [8](#)  
`jobname` (clusterlogger.logfilter.HazelHenFilter attribute), [8](#)

## L

`logname` (clusterlogger.logfilter.HazelHenFilter attribute), [8](#)

## M

`makePickle()` (clusterlogger.handler.GELFTCPHandler method), [8](#)

## P

`platform` (clusterlogger.logfilter.HazelHenFilter attribute), [9](#)

## Q

`queue` (clusterlogger.logfilter.HazelHenFilter attribute), [8](#)

## S

`sitename` (clusterlogger.logfilter.HazelHenFilter attribute), [8](#)