

# ROUTING DATA AROUND THE WORLD WITH STREAM!

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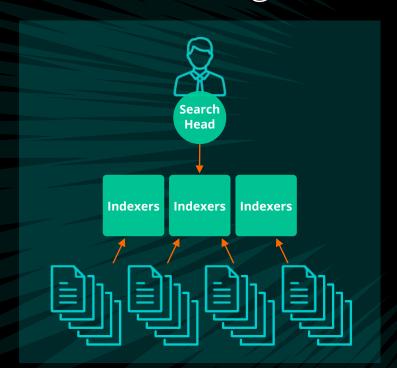


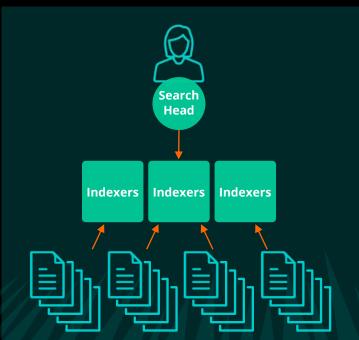


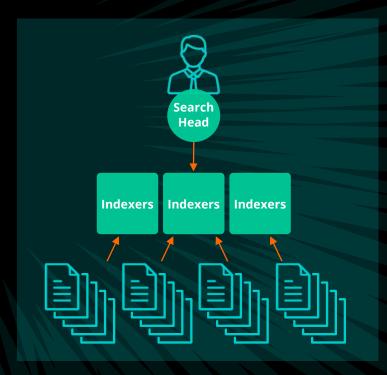


#### PROBLEM STATEMENT

We operate in **over 30 countries** around the world and lack visibility in the form of a single centralized view for our stakeholders and operators.







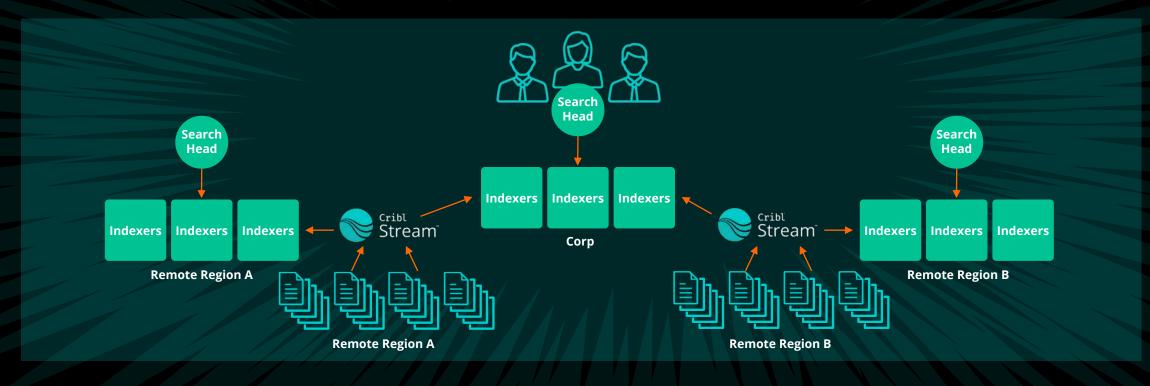






#### SOLUTION

Use Cribl Stream to aggregate and route data from remote regions into a centralized location.





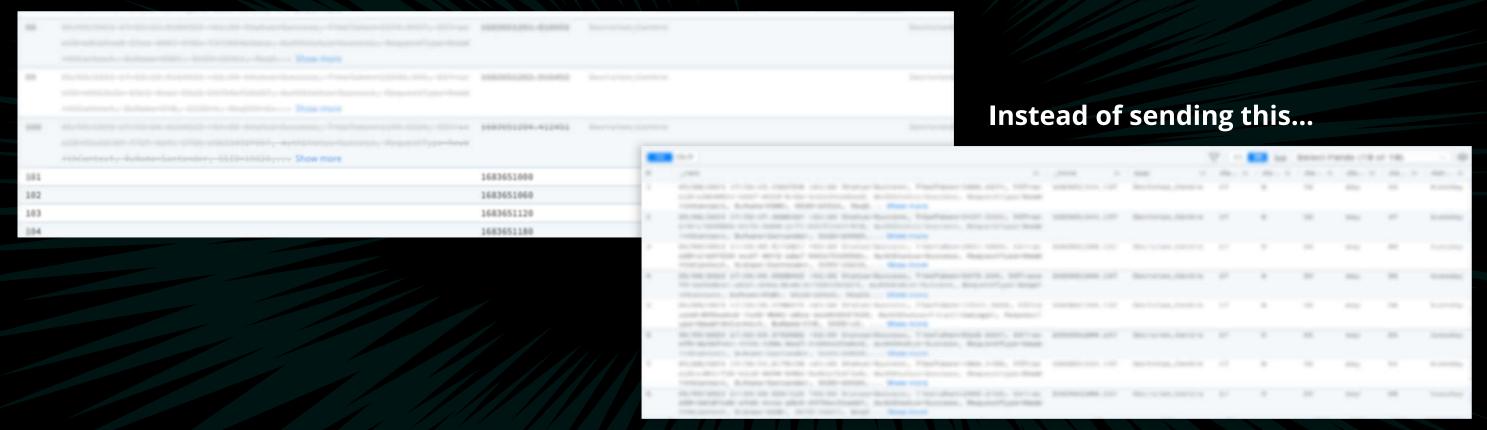






#### AGGREGATING DATA ON THE EDGE

#### Send this...













	_raw Length ⑦	Full Event Length ③	Number of Fields ⑦	Number of Events ⑦
IN	73.82KB	120.58KB	19	100
OUT	8.00B	1.38KB	16	4
DIFF	↓ -99.99%	↓ -98.85%	<b>√</b> -15.79%	↓ -96.00%





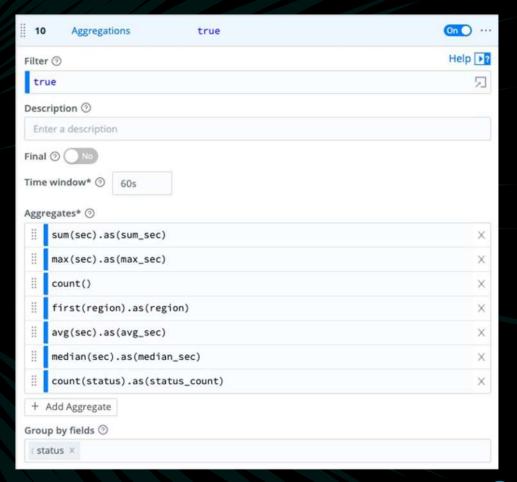


#### Aggregating in Splunk

```
bin _time span=60s
stats max(resp_time) by _time, status
```



#### **Aggregating in Stream**







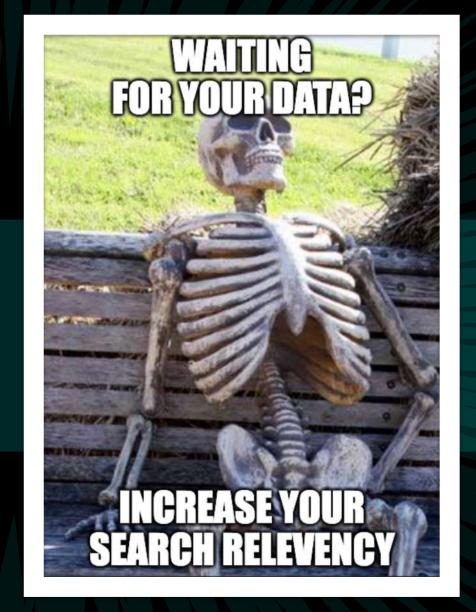
# SEARCH RELEVANCE



Search Raw Events?



Index Relevant Data Points.









### TO PUSH OR TO PULL



#### **Distributed Search Against Data at Rest**



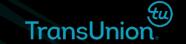
**Aggregating and Routing Data** 



**PULL** 

**PUSH** 

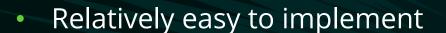






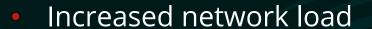
# PULLING DATA





- Don't need to understand format of data upfront
- Better suited for adhoc searching





- Impossible to achieve 100%Search Relevance
- Unpredictable search run times



**PROS** 

CONS





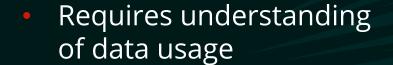


### PUSHING DATA





- Better suited for recurrent searching
- Uniform data structures
- 100% search relevancy
- Predictable search run times
- Reduced network load



- More planning required for implementation
- Changes will not work retroactively
- Slight increase of Ingest & Storage











# WORKER NODES HAVE THEIR INDEPENDENCE





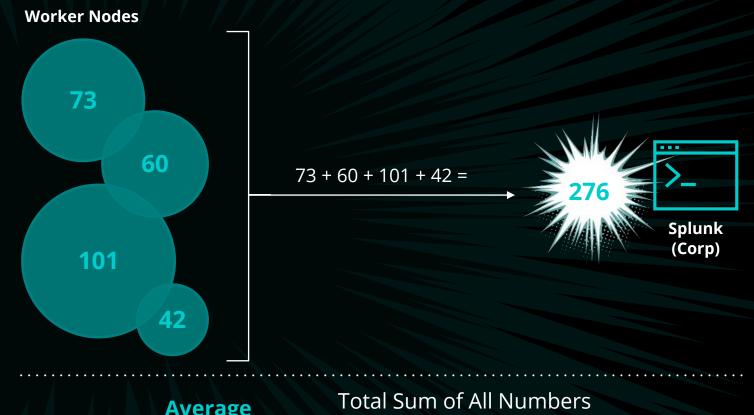
#### **Problem**

We're aggregating on one of many nodes per region

#### Solution



Use a second layer of aggregation (i.e., scheduled search) to further aggregate and push to a summary index



**Average Formula** 

Number of Items in the Set





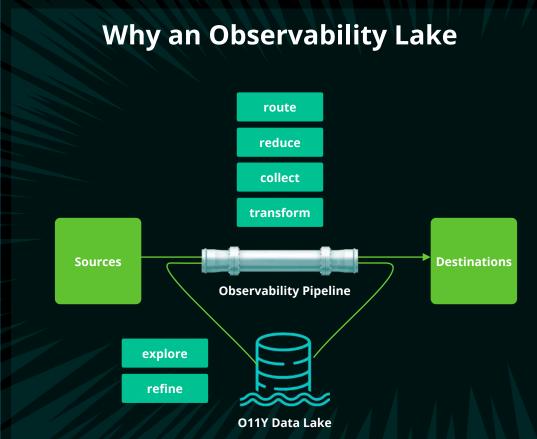


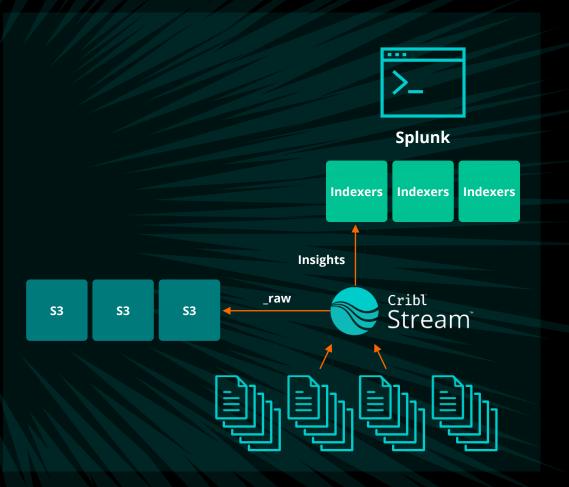


# FUTURE

# Ingest the insights and store the \_raw

- Significantly reduced license costs
- Fast search-time query speeds
- Lower storage costs











# PUSHING DATA

- Better suited for recurrent searching
- Uniform data structures
- 100% search relevancy
- Predictable search run times
- Reduced network load
- Massive decrease of Storage & License!

- Requires understanding of data usage
- More planning required for implementation
- Changes will not work retroactively
- Slight increase of Ingest & Storage



PROS

CONS









**Aggregating Data** 



https://cribl.io/blog/search-observability-data/

**Cribl Search** 



https://cribl.io/blog/search-observability-data/

**O11Y Data Lake** 



https://cribl.io/blog/observability-lake/





