99.99% of Your Traces Are (Probably) Trash

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Tracing Today





Tracing circa 2012-2019



No Standard

Tracing circa 2012-2019



Tracing circa 2012-2019



Steep learning curve

Tracing circa 2019-



No Standard

Tracing circa 2019-



Tracing circa 2019-



Steep learning curve









Applications

- Generate spans
- Send spans

Collector*



- Ingest spans
- Process spans
- Export spans

Tracing Cost Factors



- Throughput
- # Traced Apps

Metadata



In practice, sampling rates can be as low as

0.01%

Dapper paper from Google





Sampling









What traces should we keep? What traces should we toss?

What makes an "interesting" trace?

What constitutes an "interesting" trace?

- Infrequent Request Types
- Anomalous Events
- Edge Case
 - Error
 - Tail latency

i MUST get the latest drop from Purrada





User



User

















How Spans Become A Trace













Trace Waterfall

Cart Service	/checkout			
Inventory Service	/reserve-items			
Payment Service	/auth-card			

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Heads or Tails? Sampling Strategies

Constant Sampling






Head Based Sampling



Head Based: Probabilistic



"Sample 1% of traces"

Configured in the SDK

OTEL_TRACES_SAMPLER=parentbased_traceidratio

OTEL_TRACES_SAMPLER_ARG="0.01"





Head Based: Rate Limit

"Sample up to 10 traces per second"

Configured in the SDK & Jaeger Collector*

OTEL_TRACES_SAMPLER=parentbased_jaeger_remote

OTEL_TRACES_SAMPLER_ARG= endpoint=your-endpoint-here pollingIntervalMs=5000 initialSamplingRate=0.1

Head Based: Adaptive

"Sample 1 trace per second per endpoint"

Configured in the SDK & Jaeger Collector



OTEL_TRACES_SAMPLER=parentbased_jaeger_remote

OTEL_TRACES_SAMPLER_ARG= endpoint=http://localhost:14250 pollingIntervalMs=5000 initialSamplingRate=0.25

Head Sampling Trade Offs

Benefits

- Efficient for high throughput systems
- Limits data generation
- Easy to reason about
- Simple set up



Head Sampling Trade Offs



Drawbacks

• Can sacrifice "interesting" or edge case traces



Tail Based Sampling



Tail Based Sampling





Tail Based: Latency

"Sample all traces to /checkout where latency > 2m"



Configured in the *TailSamplingProcessor* in OTel Collector

AND policy

- string_attribute service.name = cart
- string_attribute with regex for http.route =
 [/checkout/.+]
- latency with **threshold_ms**: 120000

Tail Based: Error

"Sample all traces on /checkout that have errors"

AND policy

- string_attribute **service.name = cart**
 - string_attribute with regex http.route =
 [/checkout/.+]
- status_code {status_codes: [ERROR]}

Tail Based: Attributes

"Sample all traces on /checkout where cart is > \$1000"



AND policy

- string_attribute **service.name = cart**
- string_attribute with regex http.route = [/checkout/.+]
- numeric_attribute
 key: cart.total
 min_value: 1000

Tail Sampling Trade Offs

Benefits

- Focuses on capturing interesting traces
- Flexible configuration



Tail Sampling Trade Offs



Drawbacks

- Inherently higher cost (computational/financial)
- Variable/unpredictable, fluctuates with throughput, span size, trace size
- Introduce latency to make sampling decision



Head & Tail Combo





Example Time!



HALP!

- Yesterday's drop sold out in 20m
- Cat-lebrity complained about a long checkout time
- Confirmed reports of failed payments

Timeline





Constant Sampling - "interestingness"





Constant Sampling



Head Sampling 1% - volume



Head Sampling 1% - "interestingness"



Head Sampling 1%

Tail Sampling - volume

Tail Sampling - "interestingness"

Tail Sampling 1% success, 100% error + lat

Head & Tail Sampling Combo - volume

Head & Tail Sampling Combo - "interestingness"

Head & Tail Sampling Combo

Interestingness Comparison

"Gotchas"

Set It & Forget It Sampling

Siloing Telemetry

Traces <> Logs

- Inject traceIDs & spanIDs into logs
- Metrics <> Traces
- Exemplars

Sampling as only Shaping Strategy

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Tomorrow's Tracing





[Tracing] made queries like

find me requests where the user was logged in



[Tracing] made queries like

find me requests where the user was logged in the request took more than 2s



find me requests where the user was logged in the request took more than 2s only certain databases were used



find me requests where the user was logged in the request took more than 2s only certain databases were used a transaction was held open for > 500ms



find me requests where the user was logged in the request took more than 2s only certain databases were used a transaction was held open for > 500ms



possible



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(in)

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