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# hekad Documentation

*Release 0.5.0*

**Mozilla**

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The hekad daemon is the core component of the heka project, which handles routing messages, generating metrics, aggregating statsd-type messages, running plugins on the messages, and sending messages to the configured destinations.



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## Command Line Options

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**-version** Output the version number, then exit.

**-config *config\_path*** Specify the configuration file or directory to use; the default is `/etc/hekad.toml`. If *config\_path* resolves to a directory, all files in that directory must be valid TOML files. (See `hekad.config(5)`.)

**See also:**

[heka project](#)

Contents:

### 1.1 Installing

#### 1.1.1 Binaries

*hekad* releases are available on the [Github project releases page](#). Binaries are available for Linux and OSX, with packages for Debian and RPM based distributions.

#### 1.1.2 From Source

*hekad* requires a Go work environment to be setup for the binary to be built; this task is automated by the build process. The build script will override the Go environment for the shell window it is executed in. This creates an isolated environment that is intended specifically for building and developing Heka. The build script should be run every time a new shell is opened for Heka development to ensure the correct dependencies are found and being used. To create a working *hekad* binary for your platform you'll need to install some prerequisites. Many of these are standard on modern Unix distributions and all are available for installation on Windows systems.

Prerequisites (all systems):

- CMake 2.8.7 or greater <http://www.cmake.org/cmake/resources/software.html>
- Git <http://git-scm.com/download>
- Go 1.2 or greater <http://code.google.com/p/go/downloads/list>
- Mercurial <http://mercurial.selenic.com/downloads/>
- Protobuf 2.3 or greater (optional - only needed if `message.proto` is modified) <http://code.google.com/p/protobuf/downloads/list>
- Sphinx (optional - used to generate the documentation) <http://sphinx-doc.org/>

Prerequisites (Unix):

- make
- gcc
- patch
- dpkg (optional)
- rpmbuild (optional)
- packagemaker (optional)

Prerequisites (Windows):

- MinGW <http://sourceforge.net/projects/tdm-gcc/>

## Build Instructions

1. Check out the *heka* repository:

```
git clone https://github.com/mozilla-services/heka
```

2. Run *build* in the *heka* directory

```
cd heka
source build.sh # Unix (this file must be sourced to properly setup the environment)
build.bat # Windows
```

You will now have a *hekad* binary in the *build/heka/bin* directory.

3. (Optional) Run the tests to ensure a functioning *hekad*.

```
ctest # All, see note
# Or use the makefile target
make test # Unix
mingw32-make test # Windows
```

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**Note:** In addition to the standard test build target, *ctest* can be called directly providing much greater control over the tests being run and the generated output (see *ctest -help*). i.e., '*ctest -R pi*' will only run the pipeline unit test.

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## Clean Targets

- *clean-heka* - Use this target any time you change branches or pull from the Heka repository, it will ensure the Go workspace is in sync with the repository tree.
- *clean* - You will never want to use this target (it is autogenerated by *cmake*), it will cause all external dependencies to be re-fetched and re-built. The best way to 'clean-all' is to delete the build directory and re-run the *build.(sh|bat)* script.

## Build Options

There are two build customization options that can be specified during the *cmake* generation process.

- *INCLUDE\_MOZSVC* (bool) Include the Mozilla services plugins (default Unix: true, Windows: false).
- *BENCHMARK* (bool) Enable the benchmark tests (default false)



For example: to enable the benchmark tests in addition to the standard unit tests type ‘`cmake -DBENCHMARK=true ..`’ in the build directory.

### 1.1.3 Building *hekad* with External Plugins

It is possible to extend *hekad* by writing input, decoder, filter, or output plugins in Go (see *Extending Heka*). Because Go only supports static linking of Go code, your plugins must be included with and registered into Heka at compile time. The build process supports this through the use of an optional cmake file *{heka root}/cmake/plugin\_loader.cmake*. A cmake function has been provided *add\_external\_plugin* taking the repository type (git, svn, or hg), repository URL, the repository tag to fetch, and an optional list of sub-packages to be initialized.

```
add_external_plugin(git https://github.com/mozilla-services/heka-mozsvc-plugins 6fe574dbd32a21f5
add_external_plugin(git https://github.com/example/path <tag> util filepath)
add_external_plugin(git https://github.com/bellycard/heka-sns-input :local)
# The ':local' tag is a special case, it copies {heka root}/externals/{plugin_name} into the Go
# work environment every time 'make' is run. When local development is complete, and the source
# is checked in, the value can simply be changed to the correct tag to make it 'live'.
# i.e. {heka root}/externals/heka-sns-input -> {heka root}/build/heka/src/github.com/bellycard/h
```

The preceding entry clones the *heka-mozsvc-plugins* git repository into the Go work environment, checks out SHA 6fe574dbd32a21f5d5583608a9d2339925edd2a7, and imports the package into *hekad* when *make* is run. By adding an *init()* function in your package you can make calls into *pipeline.RegisterPlugin* to register your plugins with Heka’s configuration system.

### 1.1.4 Creating Packages

Installing packages on a system is generally the easiest way to deploy *hekad*. These packages can be easily created after following the above *From Source* directions:

1. Run *cpack* to build the appropriate package(s) for the current system:

```
cpack                                # All
# Or use the makefile target
make package                         # Unix (no deb, see below)
make deb                             # Unix (if dpkg is available see below)
mingw32-make package                # Windows
```

The packages will be created in the build directory.

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**Note:** You will need *rpmbuild* installed to build the rpms.

**See also:**

[Setting up an rpm-build environment](#)

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**Note:** For file name convention reasons, deb packages won’t be created by running *cpack* or *make package*, even on a Unix machine w/ dpkg installed. Instead, running *source build.sh* on such a machine will generate a Makefile with a separate ‘deb’ target, so you can run *make deb* to generate the appropriate deb package.

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## 1.2 Configuring *hekad*

A *hekad* configuration file specifies what inputs, decoders, filters, and outputs will be loaded. The configuration file is in [TOML](#) format. TOML looks very similar to INI configuration formats, but with slightly more rich data structures

and nesting support.

If hekad’s config file is specified to be a directory, all files will be loaded and merged into a single config. Merging will happen in alphabetical order, settings specified later in the merge sequence will win conflicts. All files in the folder must be valid TOML configuration or hekad will not start.

The config file is broken into sections, with each section representing a single instance of a plugin. The section name specifies the name of the plugin, and the “type” parameter specifies the plugin type; this must match one of the types registered via the *pipeline.RegisterPlugin* function. For example, the following section describes a plugin named “tcp:5565”, an instance of Heka’s plugin type “TcpInput”:

```
[tcp:5565]
type = "TcpInput"
parser_type = "message.proto"
decoder = "ProtobufDecoder"
address = ":5565"
```

If you choose a plugin name that also happens to be a plugin type name, then you can omit the “type” parameter from the section and the specified name will be used as the type. Thus, the following section describes a plugin named “TcpInput”, also of type “TcpInput”:

```
[TcpInput]
address = ":5566"
parser_type = "message.proto"
decoder = "ProtobufDecoder"
```

Note that it’s fine to have more than one instance of the same plugin type, as long as their configurations don’t interfere with each other.

Any values other than “type” in a section, such as “address” in the above examples, will be passed through to the plugin for internal configuration (see *Plugin Configuration*).

If a plugin fails to load during startup, hekad will exit at startup. When hekad is running, if a plugin should fail (due to connection loss, inability to write a file, etc.) then hekad will either shut down or restart the plugin if the plugin supports restarting. When a plugin is restarting, hekad will likely stop accepting messages until the plugin resumes operation (this applies only to filters/output plugins).

Plugins specify that they support restarting by implementing the Restarting interface (see *restarting\_plugins*). Plugins supporting Restarting can have *their restarting behavior configured*.

An internal diagnostic runner runs every 30 seconds to sweep the packs used for messages so that possible bugs in heka plugins can be reported and pinned down to a likely plugin(s) that failed to properly recycle the pack.

## 1.2.1 Global configuration options

You can optionally declare a *[hekad]* section in your configuration file to configure some global options for the heka daemon.

Config:

- **cpuprof (string output\_file):** Turn on CPU profiling of hekad; output is logged to the *output\_file*.
- **max\_message\_loops (uint):** The maximum number of times a message can be re-injected into the system. This is used to prevent infinite message loops from filter to filter; the default is 4.
- **max\_process\_inject (uint):** The maximum number of messages that a sandbox filter’s ProcessMessage function can inject in a single call; the default is 1.
- **max\_process\_duration (uint64):** The maximum number of nanoseconds that a sandbox filter’s ProcessMessage function can consume in a single call before being terminated; the default is 100000.

- **max\_timer\_inject (uint):** The maximum number of messages that a sandbox filter's TimerEvent function can inject in a single call; the default is 10.
- **max\_pack\_idle (string):** A time duration string (e.x. "2s", "2m", "2h") indicating how long a message pack can be 'idle' before its considered leaked by heka. If too many packs leak from a bug in a filter or output then heka will eventually halt. This setting indicates when that is considered to have occurred.
- **maxprocs (int):** Enable multi-core usage; the default is 1 core. More cores will generally increase message throughput. Best performance is usually attained by setting this to 2 x (number of cores). This assumes each core is hyper-threaded.
- **memprof (string output\_file):** Enable memory profiling; output is logged to the *output\_file*.
- **poolsize (int):** Specify the pool size of maximum messages that can exist; default is 100 which is usually sufficient and of optimal performance.
- **decoder\_poolsize (int):** Specify the number of decoder sets to spin up for use converting input data to Heka's Message objects. Default is 4, optimal value is variable, depending on number of total running plugins, number of expected concurrent connections, amount of expected traffic, and number of available cores on the host.
- **plugin\_chansize (int):** Specify the buffer size for the input channel for the various Heka plugins. Defaults to 50, which is usually sufficient and of optimal performance.
- **base\_dir (string):** Base working directory Heka will use for persistent storage through process and server restarts. The hekad process must have read and write access to this directory. Defaults to */var/cache/hekad* (or *c:\varcachehekad* on Windows).
- **share\_dir (string):** Root path of Heka's "share directory", where Heka will expect to find certain resources it needs to consume. The hekad process should have read- only access to this directory. Defaults to */usr/share/heka* (or *c:\usrshareheka* on Windows).

## 1.2.2 Example hekad.toml file

```
[hekad]
cpuprof = "/var/log/hekad/cpuprofile.log"
decoder_poolsize = 10
max_message_loops = 4
max_process_inject = 10
max_timer_inject = 10
maxprocs = 10
memprof = "/var/log/hekad/memprof.log"
plugin_chansize = 10
poolsize = 100

# Listens for Heka messages on TCP port 5565.
[TcpInput]
address = ":5565"
parser_type = "message.proto"
decoder = "ProtobufDecoder"

# Writes output from 'CounterFilter', 'lua_sandbox', and Heka's internal
# reports to stdout.
[debug]
type = "LogOutput"
message_matcher = "Type == 'heka.counter-output' || Type == 'heka.all-report' || Type == 'heka.sandbox'"

# Counts throughput of messages sent from a Heka load testing tool.
[CounterFilter]
```

```
message_matcher = "Type == 'hekabench' && EnvVersion == '0.8'"
output_timer = 1

# Defines a sandboxed filter that will be written in Lua.
[lua_sandbox]
type = "SandboxFilter"
message_matcher = "Type == 'hekabench' && EnvVersion == '0.8'"
output_timer = 1
script_type = "lua"
preserve_data = true
filename = "lua/sandbox.lua"
```

## 1.2.3 Configuring Restarting Behavior

Plugins that support being restarted have a set of options that govern how the restart is handled. If preferred, the plugin can be configured to not restart at which point hekad will exit, or it could be restarted only 100 times, or restart attempts can proceed forever.

Adding the restarting configuration is done by adding a config section to the plugins' config called *retries*. A small amount of jitter will be added to the delay between restart attempts.

Config:

- **max\_jitter (string):** The longest jitter duration to add to the delay between restarts. Jitter up to 500ms by default is added to every delay to ensure more even restart attempts over time.
- **max\_delay (string):** The longest delay between attempts to restart the plugin. Defaults to 30s (30 seconds).
- **delay (string):** The starting delay between restart attempts. This value will be the initial starting delay for the exponential back-off, and capped to be no larger than the *max\_delay*. Defaults to 250ms.
- **max\_retries (int):** Maximum amount of times to attempt restarting the plugin before giving up and shutting down hekad. Use 0 for no retry attempt, and -1 to continue trying forever (note that this will cause hekad to halt possibly forever if the plugin cannot be restarted).

Example (UdpInput does not actually support nor need restarting, illustrative purposes only):

```
[UdpInput]
address = "127.0.0.1:4880"
parser_type = "message.proto"
decoder = "ProtobufDecoder"

[UdpInput.retries]
max_delay = 30s
delay = 250ms
max_retries = 5
```

## 1.3 Inputs

### 1.3.1 AMQPInput

Connects to a remote AMQP broker (RabbitMQ) and retrieves messages from the specified queue. As AMQP is dynamically programmable, the broker topology needs to be specified in the plugin configuration.

Config:

- **URL (string):** An AMQP connection string formatted per the [RabbitMQ URI Spec](#).

- **Exchange (string):** AMQP exchange name
- **ExchangeType (string):** AMQP exchange type (*fanout*, *direct*, *topic*, or *headers*).
- **ExchangeDurability (bool):** Whether the exchange should be configured as a durable exchange. Defaults to non-durable.
- **ExchangeAutoDelete (bool):** Whether the exchange is deleted when all queues have finished and there is no publishing. Defaults to auto-delete.
- **RoutingKey (string):** The message routing key used to bind the queue to the exchange. Defaults to empty string.
- **PrefetchCount (int):** How many messages to fetch at once before message acks are sent. See [RabbitMQ performance measurements](#) for help in tuning this number. Defaults to 2.
- **Queue (string):** Name of the queue to consume from, an empty string will have the broker generate a name for the queue. Defaults to empty string.
- **QueueDurability (bool):** Whether the queue is durable or not. Defaults to non-durable.
- **QueueExclusive (bool):** Whether the queue is exclusive (only one consumer allowed) or not. Defaults to non-exclusive.
- **QueueAutoDelete (bool):** Whether the queue is deleted when the last consumer un-subscribes. Defaults to auto-delete.
- **Decoder (string):** Decoder name used to transform a raw message body into a structured hekad message. Must be a decoder appropriate for the messages that come in from the exchange. If accepting messages that have been generated by an AMQPOutput in another Heka process then this should be a *ProtobufDecoder* instance.

Since many of these parameters have sane defaults, a minimal configuration to consume serialized messages would look like:

```
[AMQPInput]
url = "amqp://guest:guest@rabbitmq/"
exchange = "testout"
exchangeType = "fanout"
```

Or you might use a PayloadRegexDecoder to parse OSX syslog messages with the following:

```
[AMQPInput]
url = "amqp://guest:guest@rabbitmq/"
exchange = "testout"
exchangeType = "fanout"
decoder = "logparser"
```

```
[logparser]
type = "MultiDecoder"
order = ["logline", "leftovers"]
```

```
[logparser.subs.logline]
type = "PayloadRegexDecoder"
MatchRegex = '\w+ \d+ \d+:\d+:\d+ \S+ (?P<Reporter>^[^[]+)[\[(?P<Pid>\d+)\](?P<Sandbox>^[^:]+)?:(?P<P' P
```

```
[logparser.subs.logline.MessageFields]
Type = "amqplogline"
Hostname = "myhost"
Reporter = "%Reporter%"
Remaining = "%Remaining%"
Logger = "%Logger%"
```

```

Payload = "%Remaining%"

[leftovers]
type = "PayloadRegexDecoder"
MatchRegex = '.*'

[leftovers.MessageFields]
Type = "drop"
Payload = ""

```

### 1.3.2 HttpInput

HttpInput plugins intermittently poll remote HTTP URLs for data and populate message objects based on the results of the HTTP interactions. Messages will be populated as follows:

- **Uuid:** Type 4 (random) UUID generated by Heka.
- **Timestamp:** Time HTTP request is completed.
- **Type:** *heka.httpinput.data* or *heka.httpinput.error* depending on whether or not the request completed. (Note that a response returned with an HTTP error code is still considered complete and will generate type *heka.httpinput.data*.)
- **Hostname:** Hostname of the machine on which Heka is running.
- **Payload:** Entire contents of the HTTP response body.
- **Severity:** HTTP response 200 uses *success\_severity* config value, all other results use *error\_severity* config value.
- **Logger:** Fetched URL.
- **Fields["Status"]** (string): HTTP status string value (e.g. "200 OK").
- **Fields["StatusCode"]** (int): HTTP status code integer value.
- **Fields["ResponseSize"]** (int): Value of HTTP Content-Length header.
- **Fields["ResponseTime"]** (float64): Clock time elapsed for HTTP request, in seconds.
- **Fields["Protocol"]** (string): HTTP protocol used for the request (e.g. "HTTP/1.0")

The *Fields* values above will only be populated in the event of a completed HTTP request. Also, it is possible to specify a decoder to further process the results of the HTTP response before injecting the message into the router.

Config:

- **url (string):** A HTTP URL which this plugin will regularly poll for data. This option cannot be used with the *urls* option. No default URL is specified.
- **urls (array):** New in version 0.5.  
An array of HTTP URLs which this plugin will regularly poll for data. This option cannot be used with the *url* option. No default URLs are specified.
- **method (string):** New in version 0.5.  
The HTTP method to use for the request. Defaults to "GET".
- **headers (subsection):** New in version 0.5.  
Subsection defining headers for the request. By default the User-Agent header is set to "Heka"

- **body (string):** New in version 0.5.

The request body (e.g. for an HTTP POST request). No default body is specified.

- **username (string):** New in version 0.5.

The username for HTTP Basic Authentication. No default username is specified.

- **password (string):** New in version 0.5.

The password for HTTP Basic Authentication. No default password is specified.

- **ticker\_interval (uint):** Time interval (in seconds) between attempts to poll for new data. Defaults to 10.

- **success\_severity (uint):** New in version 0.5.

Severity level of successful HTTP request. Defaults to 6 (information).

- **error\_severity (uint):** New in version 0.5.

Severity level of errors, unreachable connections, and non-200 responses of successful HTTP requests. Defaults to 1 (alert).

- **decoder (string):** The name of the decoder used to further transform the response body text into a structured hekad message. No default decoder is specified.

Example:

```
[HttpInput]
url = "http://localhost:9876/"
ticker_interval = 5
success_severity = 6
error_severity = 1
decoder = "MyCustomJsonDecoder"
[HttpInput.headers]
user-agent = "MyCustomUserAgent"
```

### 1.3.3 HttpListenInput

New in version 0.5.

HttpListenInput plugins start a webserver listening on the specified address and port. If no decoder is specified data in the request body will be populated as the message payload. Messages will be populated as follows:

- Uuid: Type 4 (random) UUID generated by Heka.
- Timestamp: Time HTTP request is handled.
- Type: *heka.httpdata.request*
- Hostname: The remote network address of requester.
- Payload: Entire contents of the HTTP response body.
- Severity: 6
- Logger: HttpListenInput
- Fields["UserAgent"] (string): Request User-Agent header (e.g. "GitHub Hookshot dd0772a").
- Fields["ContentType"] (string): Request Content-Type header (e.g. "application/x-www-form-urlencoded").
- Fields["Protocol"] (string): HTTP protocol used for the request (e.g. "HTTP/1.0")

Config:

- **address (string):** An IP address:port on which this plugin will expose a HTTP server. Defaults to “127.0.0.1:8325”.
- **decoder (string):** The name of the decoder used to further transform the request body text into a structured hekad message. No default decoder is specified.

Example:

```
[HttpListenInput]
address = "0.0.0.0:8325"
```

### 1.3.4 LogfileInput

Deprecated since version 0.5: This input has been superseded by *Logstreamer Input*.

Tails a single log file, creating a message for each line in the file being monitored. Files are read in their entirety, and watched for changes. This input gracefully handles log rotation via the file moving but may lose a few log lines if using the “truncation” method of log rotation. It’s recommended to use log rotation schemes that move the file to another location to avoid possible loss of log lines.

In the event the log file does not currently exist, it will be placed in an internal discover list, and checked for existence every *discover\_interval* milliseconds (5000ms or 5s by default).

A single LogfileInput can only be used to read a single file. If you have multiple identical files spread across multiple directories (e.g. a */var/log/hosts/<HOSTNAME>/app.log* structure, where each *<HOSTNAME>* folder contains a log file originating from a separate host), you’ll want to use the *LogfileDirectoryManagerInput*.

Config:

- **logfile (string):** Each LogfileInput can have a single logfile to monitor.
- **hostname (string):** The hostname to use for the messages, by default this will be the machines qualified host-name. This can be set explicitly to ensure its the correct name in the event the machine has multiple interfaces/hostnames.
- **discover\_interval (int):** During logfile rotation, or if the logfile is not originally present on the system, this interval is how often the existence of the logfile will be checked for. The default of 5 seconds is usually fine. This interval is in milliseconds.
- **stat\_interval (int):** How often the file descriptors for each file should be checked to see if new log data has been written. Defaults to 500 milliseconds. This interval is in milliseconds.
- **logger (string):** Each LogfileInput may specify a logger name to use in the case an error occurs during processing of a particular line of logging text. By default, the logger name is set to the logfile name.
- **use\_seek\_journal (bool):** Specifies whether to use a seek journal to keep track of where we are in a file to be able to resume parsing from the same location upon restart. Defaults to true.
- **seek\_journal\_name (string):** Name to use for the seek journal file, if one is used. Only refers to the file name itself, not the full path; Heka will store all seek journals in a *seekjournal* folder relative to the Heka base directory. Defaults to a sanitized version of the *logger* value (which itself defaults to the filesystem path of the input file). This value is ignored if *use\_seek\_journal* is set to false.
- **resume\_from\_start (bool):** When heka restarts, if a logfile cannot safely resume reading from the last known position, this flag will determine whether hekad will force the seek position to be 0 or the end of file. By default, hekad will resume reading from the start of file.

New in version 0.4.



- **decoder (string):** A *ProtobufDecoder* instance must be specified for the message.proto parser. Use of a decoder is optional for token and regexp parsers; if no decoder is specified the parsed data is available in the Heka message payload.
- **parser\_type (string):**
  - token - splits the log on a byte delimiter (default).
  - regexp - splits the log on a regexp delimiter.
  - message.proto - splits the log on protobuf message boundaries
- **delimiter (string): Only used for token or regexp parsers.** Character or regexp delimiter used by the parser (default “\n”). For the regexp delimiter a single capture group can be specified to preserve the delimiter (or part of the delimiter). The capture will be added to the start or end of the log line depending on the delimiter\_location configuration. Note: when a start delimiter is used the last line in the file will not be processed (since the next record defines its end) until the log is rolled.
- **delimiter\_location (string): Only used for regexp parsers.**
  - start - the regexp delimiter occurs at the start of a log line.
  - end - the regexp delimiter occurs at the end of the log line (default).

```
[LogfileInput]
logfile = "/var/log/opendirectoryd.log"
logger = "opendirectoryd"
```

```
[LogfileInput]
logfile = "/var/log/opendirectoryd.log"
```

### 1.3.5 LogfileDirectoryManagerInput

Deprecated since version 0.5: This input has been superseded by *Logstreamer Input*.

Scans for log files in a globbed directory path and when a new file matching the specified path is discovered it will start an instance of the LogfileInput plugin to process it. Each LogfileInput will inherit its configuration from the manager’s settings with the logfile property properly adjusted.

Config: (identical to LogfileInput with the following exceptions)

- **logfile (string):** A path with a globbed directory component pointing to a common (statically named) log file. Note that only directories can be globbed; the file itself must have the same name in each directory.
- **seek\_journal\_name (string):** With a LogfileInput it is possible to specify a particular name for the seek journal file that will be used. This is not possible with the LogfileDirectoryManagerInput; the seek\_journal\_name will always be auto-generated, and any attempt to specify a hard coded seek\_journal\_name will be treated as a configuration error.
- **ticker\_interval (uint):** Time interval (in seconds) between directory scans for new log files. Defaults to 0 (only scans once on startup).

```
[vhosts]
type = "LogfileDirectoryManagerInput"
logfile = "/var/log/vhost/*/apache.log"
```

---

**Note:** The spawned LogfileInput plugins are named *manager\_name-logfile* i.e.,

- vhosts-/var/log/www/apache.log
  - vhosts-/var/log/internal/apache.log
-

### 1.3.6 Logstreamer Input

New in version 0.5.

Tails a single log file, a sequential single log source, or multiple log sources of either a single logstream or multiple logstreams.

**See also:**

*Complete documentation with examples*

Config:

- **hostname (string):** The hostname to use for the messages, by default this will be the machine’s qualified host-name. This can be set explicitly to ensure it’s the correct name in the event the machine has multiple interfaces/hostnames.
- **oldest\_duration (string):** A time duration string (e.x. “2s”, “2m”, “2h”). Logfiles with a last modified time older than `oldest_duration` ago will not be included for parsing.
- **journal\_directory (string):** The directory to store the journal files in for tracking the location that has been read to thus far. By default this is stored under heka’s base directory.
- **log\_directory (string):** The root directory to scan files from. This scan is recursive so it should be suitably restricted to the most specific directory this selection of logfiles will be matched under. The `log_directory` path will be prepended to the `file_match`.
- **rescan\_interval (int):** During logfile rotation, or if the logfile is not originally present on the system, this interval is how often the existence of the logfile will be checked for. The default of 5 seconds is usually fine. This interval is in milliseconds.
- **file\_match (string):** Regular expression used to match files located under the `log_directory`. This regular expression has `$` added to the end automatically if not already present, and `log_directory` as the prefix.
- **priority (list of strings):** When using sequential logstreams, the priority is how to sort the logfiles in order from oldest to newest.
- **differentiator (list of strings):** When using multiple logstreams, the differentiator is a set of strings that will be used in the naming of the logger, and portions that match a captured group from the `file_match` will have their matched value substituted in.
- **translation (hash map of hash maps of ints):** A set of translation mappings for matched groupings to the ints to use for sorting purposes.
- **decoder (string):** A *ProtobufDecoder* instance must be specified for the `message.proto` parser. Use of a decoder is optional for token and regexp parsers; if no decoder is specified the parsed data is available in the Heka message payload.
- **parser\_type (string):**
  - token - splits the log on a byte delimiter (default).
  - regexp - splits the log on a regexp delimiter.
  - message.proto - splits the log on protobuf message boundaries
- **delimiter (string): Only used for token or regexp parsers.** Character or regexp delimiter used by the parser (default “\n”). For the regexp delimiter a single capture group can be specified to preserve the delimiter (or part of the delimiter). The capture will be added to the start or end of the log line depending on the `delimiter_location` configuration. Note: when a start delimiter is used the last line in the file will not be processed (since the next record defines its end) until the log is rolled.
- **delimiter\_location (string): Only used for regexp parsers.**

- start - the regexp delimiter occurs at the start of a log line.
- end - the regexp delimiter occurs at the end of the log line (default).

### 1.3.7 ProcessInput

Executes one or more external programs on an interval, creating messages from the output. Supports a chain of commands, where stdout from each process will be piped into the stdin for the next process in the chain. In the event the program returns a non-zero exit code, ProcessInput will stop, logging the exit error.

Config:

- **command (map[uint]cmd\_config):** The command is a structure that contains the full path to the binary, command line arguments, optional environment variables and an optional working directory (see below). ProcessInput expects the commands to be indexed by integers starting with 0, where 0 is the first process in the chain.
- **ticker\_interval (uint):** The number of seconds to wait between each run of *command*. Defaults to 15. A ticker\_interval of 0 indicates that the command is run only once, useful for long running processes.
- **stdout (bool):** If true, for each run of the process chain a message will be generated with the last command in the chain's stdout as the payload. Defaults to true.
- **stderr (bool):** If true, for each run of the process chain a message will be generated with the last command in the chain's stderr as the payload. Defaults to false.
- **decoder (string):** Name of the decoder instance to send messages to. If omitted messages will be injected directly into Heka's message router.
- **parser\_type (string):**
  - token - splits the log on a byte delimiter (default).
  - regexp - splits the log on a regexp delimiter.
- **delimiter (string): Only used for token or regexp parsers.** Character or regexp delimiter used by the parser (default “\n”). For the regexp delimiter a single capture group can be specified to preserve the delimiter (or part of the delimiter). The capture will be added to the start or end of the log line depending on the delimiter\_location configuration. Note: when a start delimiter is used the last line in the file will not be processed (since the next record defines its end) until the log is rolled.
- **delimiter\_location (string): Only used for regexp parsers.**
  - start - the regexp delimiter occurs at the start of a log line.
  - end - the regexp delimiter occurs at the end of the log line (default).
- **timeout (uint):** Timeout in seconds before any one of the commands in the chain is terminated.
- **trim (bool) :** Trim a single trailing newline character if one exists. Default is true.

cmd\_config structure:

- **bin (string):** The full path to the binary that will be executed.
- **args ([]string):** Command line arguments to pass into the executable.
- **environment ([]string):** Used to set environment variables before *command* is run. Default is nil, which uses the heka process's environment.
- **directory (string):** Used to set the working directory of *Bin* Default is “”, which uses the heka process's working directory.

Example:

```
[DemoProcessInput]
type = "ProcessInput"
ticker_interval = 2
parser_type = "token"
delimiter = " "
stdout = true
stderr = false
trim = true

[ProcessInput.command.0]
bin = "/bin/cat"
args = ["../testsupport/process_input_pipes_test.txt"]

[ProcessInput.command.1]
bin = "/usr/bin/grep"
args = ["ignore"]
```

### 1.3.8 ProcessDirectoryInput

New in version 0.5.

The ProcessDirectoryInput periodically scans a filesystem directory looking for ProcessInput configuration files. The ProcessDirectoryInput will maintain a pool of running ProcessInputs based on the contents of this directory, refreshing the set of running inputs as needed with every rescan. This allows Heka administrators to manage a set of data collection processes for a running hekad server without restarting the server.

Each ProcessDirectoryInput has a *process\_dir* configuration setting, which is the root folder of the tree where scheduled jobs are defined. It should contain exactly one nested level of subfolders, named with ASCII numeric characters indicating the interval, in seconds, between each process run. These numeric folders must contain TOML files which specify the details regarding which processes to run.

For example, a process\_dir might look like this:

```
-/usr/share/heka/processes/
|-5
|  |- check_myserver_running.toml
|-61
|  |- cat_proc_mounts.toml
|  |- get_running_processes.toml
|-302
|  |- some_custom_query.toml
```

This indicates one process to be run every five seconds, two processes to be run every 61 seconds, and one process to be run every 302 seconds.

Note that ProcessDirectory will ignore any files that are not nested one level deep, are not in a folder named for an integer 0 or greater, and do not end with '.toml'. Each file which meets these criteria, such as those shown in the example above, should contain the TOML configuration for exactly one *ProcessInput*, matching that of a standalone ProcessInput with the following restrictions:

- The section name *must* be *ProcessInput*. Any TOML sections named anything other than ProcessInput will be ignored.
- Any specified *ticker\_interval* value will be *ignored*. The ticker interval value to use will be parsed from the directory path.

If the specified process fails to run or the ProcessInput config fails for any other reason, ProcessDirectoryInput will log an error message and continue.

Config:

- **ticker\_interval (int, optional):** Amount of time, in seconds, between scans of the process\_dir. Defaults to 300 (i.e. 5 minutes).
- **process\_dir (string, optional):** This is the root folder of the tree where the scheduled jobs are defined. Absolute paths will be honored, relative paths will be computed relative to Heka's globally specified share\_dir. Defaults to "processes" (i.e. "\$share\_dir/processes").

Example:

```
[ProcessDirectoryInput]
process_dir = "/etc/hekad/processes.d"
ticker_interval = 120
```

### 1.3.9 StatAccumInput

Provides an implementation of the *StatAccumulator* interface which other plugins can use to submit *Stat* objects for aggregation and roll-up. Accumulates these stats and then periodically emits a "stat metric" type message containing aggregated information about the stats received since the last generated message.

Config:

- **emit\_in\_payload (bool):** Specifies whether or not the aggregated stat information should be emitted in the payload of the generated messages, in the format accepted by the [carbon](#) portion of the [graphite](#) graphing software. Defaults to true.
- **emit\_in\_fields (bool):** Specifies whether or not the aggregated stat information should be emitted in the message fields of the generated messages. Defaults to false. *NOTE:* At least one of 'emit\_in\_payload' or 'emit\_in\_fields' *must* be true or it will be considered a configuration error and the input won't start.
- **percent\_threshold (int):** Percent threshold to use for computing "upper\_N%" type stat values. Defaults to 90.
- **ticker\_interval (uint):** Time interval (in seconds) between generated output messages. Defaults to 10.
- **message\_type (string):** String value to use for the *Type* value of the emitted stat messages. Defaults to "heka.statmetric".
- **legacy\_namespaces (bool):** If set to true, then use the older format for namespacing counter stats, with rates recorded under *stats.<counter\_name>* and absolute count recorded under *stats\_counts.<counter\_name>*. See [statsd metric namespacing](#). Defaults to false.
- **global\_prefix (string):** Global prefix to use for sending stats to graphite. Defaults to "stats".
- **counter\_prefix (string):** Secondary prefix to use for namespacing counter metrics. Has no impact unless *legacy\_namespaces* is set to false. Defaults to "counters".
- **timer\_prefix (string):** Secondary prefix to use for namespacing timer metrics. Defaults to "timers".
- **gauge\_prefix (string):** Secondary prefix to use for namespacing gauge metrics. Defaults to "gauges".
- **statsd\_prefix (string):** Prefix to use for the statsd *numStats* metric. Defaults to "statsd".
- **delete\_idle\_stats (bool):** Don't emit values for inactive stats instead of sending 0 or in the case of gauges, sending the previous value. Defaults to false.

### 1.3.10 StatsdInput

Listens for [statsd protocol](#) *counter*, *timer*, or *gauge* messages on a UDP port, and generates *Stat* objects that are handed to a *StatAccumulator* for aggregation and processing.

Config:

- **address (string):** An IP address:port on which this plugin will expose a statsd server. Defaults to “127.0.0.1:8125”.
- **stat\_accum\_name (string):** Name of a StatAccumInput instance that this StatsdInput will use as its StatAccumulator for submitting received stat values. Defaults to “StatAccumInput”.

Example:

```
[StatsdInput]
address = ":8125"
stat_accum_input = "custom_stat_accumulator"
```

### 1.3.11 TcpInput

Listens on a specific TCP address and port for messages. If the message is signed it is verified against the signer name and specified key version. If the signature is not valid the message is discarded otherwise the signer name is added to the pipeline pack and can be used to accept messages using the message\_signer configuration option.

Config:

- **address (string):** An IP address:port on which this plugin will listen.
- **signer:** Optional TOML subsection. Section name consists of a signer name, underscore, and numeric version of the key.
  - **hmac\_key (string):** The hash key used to sign the message.

New in version 0.4.

- **decoder (string):** A *ProtobufDecoder* instance must be specified for the message.proto parser. Use of a decoder is optional for token and regexp parsers; if no decoder is specified the raw input data is available in the Heka message payload.
- **parser\_type (string):**
  - token - splits the stream on a byte delimiter.
  - regexp - splits the stream on a regexp delimiter.
  - message.proto - splits the stream on protobuf message boundaries.
- **delimiter (string): Only used for token or regexp parsers.** Character or regexp delimiter used by the parser (default “\n”). For the regexp delimiter a single capture group can be specified to preserve the delimiter (or part of the delimiter). The capture will be added to the start or end of the message depending on the delimiter\_location configuration.
- **delimiter\_location (string): Only used for regexp parsers.**
  - start - the regexp delimiter occurs at the start of the message.
  - end - the regexp delimiter occurs at the end of the message (default).

New in version 0.5.

- **use\_tls (bool):** Specifies whether or not SSL/TLS encryption should be used for the TCP connections. Defaults to false.
- **tls (TlsConfig):** A sub-section that specifies the settings to be used for any SSL/TLS encryption. This will only have any impact if *use\_tls* is set to true. See *Configuring TLS*.
- **net (string, optional, default: “tcp”)** Network value must be one of: “tcp”, “tcp4”, “tcp6”, “unix” or “unix-packet”.

Example:

```
[TcpInput]
address = ":5565"
parser_type = "message.proto"
decoder = "ProtobufDecoder"

[TcpInput.signer.ops_0]
hmac_key = "4865ey9urgkidls xtb0[7lf9rzcivthkm"
[TcpInput.signer.ops_1]
hmac_key = "xdd908lfcgikauexdi8elogusridaxoalf"

[TcpInput.signer.dev_1]
hmac_key = "haeoufyaiofeugdsnzaogpi.ua,dp.804u"
```

### 1.3.12 UdpInput

Listens on a specific UDP address and port for messages. If the message is signed it is verified against the signer name and specified key version. If the signature is not valid the message is discarded otherwise the signer name is added to the pipeline pack and can be used to accept messages using the `message_signer` configuration option.

---

**Note:** The UDP payload is not restricted to a single message; since the stream parser is being used multiple messages can be sent in a single payload.

---

Config:

- **address (string):** An IP address:port on which this plugin will listen.
- **signer:** Optional TOML subsection. Section name consists of a signer name, underscore, and numeric version of the key.
  - **hmac\_key (string):** The hash key used to sign the message.

New in version 0.4.

- **decoder (string):** A *ProtobufDecoder* instance must be specified for the `message.proto` parser. Use of a decoder is optional for token and regexp parsers; if no decoder is specified the raw input data is available in the Heka message payload.
- **parser\_type (string):**
  - token - splits the stream on a byte delimiter.
  - regexp - splits the stream on a regexp delimiter.
  - message.proto - splits the stream on protobuf message boundaries.
- **delimiter (string): Only used for token or regexp parsers.** Character or regexp delimiter used by the parser (default “\n”). For the regexp delimiter a single capture group can be specified to preserve the delimiter (or part of the delimiter). The capture will be added to the start or end of the message depending on the `delimiter_location` configuration.
- **delimiter\_location (string): Only used for regexp parsers.**
  - start - the regexp delimiter occurs at the start of the message.
  - end - the regexp delimiter occurs at the end of the message (default).

New in version 0.5.

- **net (string, optional, default: “udp”)** Network value must be one of: “udp”, “udp4” or “udp6”.

Example:

```
[UdpInput]
address = "127.0.0.1:4880"
parser_type = "message.proto"
decoder = "ProtobufDecoder"

[UdpInput.signer.ops_0]
hmac_key = "4865ey9urgkidls xtb0[7lf9rzciwthkm"
[UdpInput.signer.ops_1]
hmac_key = "xdd908lfcgikauexdi8elogusridaxoalf"

[UdpInput.signer.dev_1]
hmac_key = "haeoufyaiofeugdsnzaogpi.ua,dp.804u"
```

## 1.4 Decoders

### 1.4.1 MultiDecoder

This decoder plugin allows you to specify an ordered list of delegate decoders. The MultiDecoder will pass the PipelinePack to be decoded to each of the delegate decoders in turn until decode succeeds. In the case of failure to decode, MultiDecoder will return an error and recycle the message.

Config:

- **subs:** A subsection is used to declare the TOML configuration for any delegate decoders. The default is that no delegate decoders are defined.
- **order (list of strings):** PipelinePack objects will be passed in order to each decoder in this list. Default is an empty list.
- **log\_sub\_errors (bool):** If true, the DecoderRunner will log the errors returned whenever a delegate decoder fails to decode a message. Defaults to false.
- **cascade\_strategy (string):** Specifies behavior the MultiDecoder should exhibit with regard to cascading through the listed decoders. Supports only two valid values: “first-wins” and “all”. With “first-wins”, each decoder will be tried in turn until there is a successful decoding, after which decoding will be stopped. With “all”, all listed decoders will be applied whether or not they succeed. In each case, decoding will only be considered to have failed if *none* of the sub-decoders succeed.

Example (Two PayloadRegexDecoder delegates):

```
[syncdecoder]
type = "MultiDecoder"
order = ['syncformat', 'syncraw']

[syncdecoder.subs.syncformat]
type = "PayloadRegexDecoder"
match_regex = '^(?P<RemoteIP>\S+) \S+ (?P<User>\S+) \[(?P<Timestamp>[^\]]+)\] "(?P<Method>[A-Z]+) (?P<Uri>[^\s"]*)$'
timestamp_layout = "02/Jan/2006:15:04:05 -0700"

[syncdecoder.subs.syncformat.message_fields]
RemoteIP|ipv4 = "%RemoteIP%"
User = "%User%"
Method = "%Method%"
Uri|uri = "%Uri%"
StatusCode = "%StatusCode%"
```



```

RequestSize|B= "%RequestSize%"
Referer = "%Referer%"
Browser = "%Browser%"
ResponseTime|s = "%ResponseTime%"
ResponseSize|B = "%ResponseSize%"
Payload = ""

[syncdecoder.subs.syncraw]
type = "PayloadRegexDecoder"
match_regex = '^(?P<TheData>.*)'

[syncdecoder.subs.syncraw.message_fields]
Somedata = "%TheData%"

```

## 1.4.2 Nginx Access Log Decoder

New in version 0.5.

Parses the Nginx access logs based on the Nginx 'log\_format' configuration directive.

Config:

- **log\_format (string)** The 'log\_format' configuration directive from the nginx.conf. \$time\_local or \$time\_iso8601 variable is converted to the number of nanosecond since the Unix epoch and used to set the Timestamp on the message.
- **type (string, optional, default nil):** Sets the message 'Type' header to the specified value
- **user\_agent\_transform (bool, optional, default false)** Transform the http\_user\_agent into user\_agent\_browser, user\_agent\_version, user\_agent\_os.
- **user\_agent\_keep (bool, optional, default false)** Always preserve the http\_user\_agent value if transform is enabled.
- **user\_agent\_conditional (bool, optional, default false)** Only preserve the http\_user\_agent value if transform is enabled and fails.

*Example Heka Configuration*

```

[FxaNginxAccessDecoder]
type = "SandboxDecoder"
script_type = "lua"
filename = "lua_decoders/nginx_access.lua"

[FxaNginxAccessDecoder.config]
log_format = '$remote_addr - $remote_user [$time_local] "$request" $status $body_bytes_sent "$http_re
user_agent_transform = true

```

*Example Heka Message*

```

Timestamp 2014-01-10 07:04:56 -0800 PST
Type logfile
Hostname trink-x230
Pid 0
UUID 8e414f01-9d7f-4a48-a5e1-ae92e5954df5
Logger FxaNginxAccessInput

```

**Payload**

**EnvVersion**

**Severity** 7

**Fields**

```
name:"remote_user" value_string:"-"  
name:"http_x_forwarded_for" value_string:"-"  
name:"http_referer" value_string:"-"  
name:"body_bytes_sent" value_type:DOUBLE representation:"B" value_double:82  
name:"remote_addr" value_string:"62.195.113.219"  
name:"status" value_type:DOUBLE value_double:200  
name:"request" value_string:"GET /v1/recovery_email/status HTTP/1.1"  
name:"user_agent_os" value_string:"FirefoxOS"  
name:"user_agent_browser" value_string:"Firefox"  
name:"user_agent_version" value_type:DOUBLE value_double:29
```

### 1.4.3 PayloadJsonDecoder

**NOTE:** The PayloadJsonDecoder is deprecated. The recommended way to parse JSON is to make use of the cJSON Lua library in a *SandboxDecoder*. This approach is typically both faster and more flexible than using PayloadJsonDecoder.

This decoder plugin accepts JSON blobs and allows you to map parts of the JSON into Field attributes of the pipeline pack message using JSONPath syntax.

Config:

- **json\_map:** A subsection defining a capture name that maps to a JSONPath expression. Each expression can fetch a single value, if the expression does not resolve to a valid node in the JSON message, the capture group will be assigned an empty string value.
- **severity\_map:** Subsection defining severity strings and the numerical value they should be translated to. hekad uses numerical severity codes, so a severity of *WARNING* can be translated to 3 by settings in this section. See *Heka Message*.
- **message\_fields:** Subsection defining message fields to populate and the interpolated values that should be used. Valid interpolated values are any captured in a JSONPath in the message\_matcher, and any other field that exists in the message. In the event that a captured name overlaps with a message field, the captured name's value will be used. Optional representation metadata can be added at the end of the field name using a pipe delimiter i.e. ResponseSizeB = "%ResponseSize%" will create Fields[ResponseSize] representing the number of bytes. Adding a representation string to a standard message header name will cause it to be added as a user defined field i.e., Payloadljson will create Fields[Payload] with a json representation (see *Field Variables*).

Interpolated values should be surrounded with % signs, for example:

```
[my_decoder.message_fields]  
Type = "%Type%Decoded"
```

This will result in the new message's Type being set to the old messages Type with *Decoded* appended.

- **timestamp\_layout (string):** A formatting string instructing hekad how to turn a time string into the actual time representation used internally. Example timestamp layouts can be seen in [Go's time documentation](#). The default layout is ISO8601 - the same as Javascript.

- **timestamp\_location (string):** Time zone in which the timestamps in the text are presumed to be in. Should be a location name corresponding to a file in the IANA Time Zone database (e.g. “America/Los\_Angeles”), as parsed by Go’s *time.LoadLocation()* function (see <http://golang.org/pkg/time/#LoadLocation>). Defaults to “UTC”. Not required if valid time zone info is embedded in every parsed timestamp, since those can be parsed as specified in the *timestamp\_layout*.
- **require\_all\_fields (bool):** Requires json mappings to match ALL specified message\_fields. If any message field is not matched, the pack is silently passed back unmodified. Useful when used in combination with a MultiDecoder and multiple JSON formats. Defaults to “false”

Example:

```
[my_multi_decoder]
type = "MultiDecoder"
order = ["amqp_decoder", "log1_json", "log2_json"]
cascade_strategy = "all"

[my_multi_decoder.subs.log1_json]
type = "PayloadJsonDecoder"
require_all_fields = "true"

[my_multi_decoder.subs.log1_json.json_map]
field1 = "$.field1"
field2 = "$.field2"
field3 = "$.field3"

[my_multi_decoder.subs.log1_json.message_fields]
field1 = "%field1%"
field2 = "%field2%"
field3 = "%field3%"

[my_multi_decoder.subs.log2_json]
type = "PayloadJsonDecoder"
require_all_fields = "true"

[my_multi_decoder.subs.log2_json.json_map]
field4 = "$.field4"
field5 = "$.field5"
field6 = "$.field6"

[my_multi_decoder.subs.log2_json.message_fields]
field4 = "%field4%"
field5 = "%field5%"
field6 = "%field6%"
```

Example:

```
[myjson_decoder]
type = "PayloadJsonDecoder"

[myjson_decoder.json_map]
Count = "$.statsd.count"
Name = "$.statsd.name"
Pid = "$.pid"
Timestamp = "$.timestamp"
Severity = "$.log_level"

[myjson_decoder.severity_map]
DEBUG = 7
```

```
INFO = 6
WARNING = 4
```

```
[myjson_decoder.message_fields]
Pid = "%Pid%"
StatCount = "%Count%"
StatName = "%Name%"
Timestamp = "%Timestamp%"
```

PayloadJsonDecoder's `json_map` config subsection only supports a small subset of valid JSONPath expressions.

JSONPath	Description
\$	the root object/element
.	child operator
[]	subscript operator to iterate over arrays

### Examples:

```
var s = {
  "foo": {
    "bar": [
      {
        "baz": "",
        "noo": "aaa"
      },
      {
        "maz": "123",
        "moo": 256
      }
    ],
    "boo": {
      "bag": true,
      "bug": false
    }
  }
}

# Valid paths
$.foo.bar[0].baz
$.foo.bar
```

## 1.4.4 PayloadRegexDecoder

Decoder plugin that accepts messages of a specified form and generates new outgoing messages from extracted data, effectively transforming one message format into another.

Config:

- **match\_regex:** Regular expression that must match for the decoder to process the message.
- **severity\_map:** Subsection defining severity strings and the numerical value they should be translated to. hekad uses numerical severity codes, so a severity of *WARNING* can be translated to 3 by settings in this section. See *Heka Message*.
- **message\_fields:** Subsection defining message fields to populate and the interpolated values that should be used. Valid interpolated values are any captured in a regex in the `message_matcher`, and any other field that exists in the message. In the event that a captured name overlaps with a message field, the captured name's value

will be used. Optional representation metadata can be added at the end of the field name using a pipe delimiter i.e. `ResponseSize|B = "%ResponseSize%"` will create `Fields[ResponseSize]` representing the number of bytes. Adding a representation string to a standard message header name will cause it to be added as a user defined field i.e., `Payload|json` will create `Fields[Payload]` with a json representation (see *Field Variables*).

Interpolated values should be surrounded with `%` signs, for example:

```
[my_decoder.message_fields]
Type = "%Type%Decoded"
```

This will result in the new message's `Type` being set to the old messages `Type` with *Decoded* appended.

- **timestamp\_layout (string):** A formatting string instructing hekad how to turn a time string into the actual time representation used internally. Example timestamp layouts can be seen in [Go's time documentation](#).
- **timestamp\_location (string):** Time zone in which the timestamps in the text are presumed to be in. Should be a location name corresponding to a file in the IANA Time Zone database (e.g. "America/Los\_Angeles"), as parsed by Go's `time.LoadLocation()` function (see <http://golang.org/pkg/time/#LoadLocation>). Defaults to "UTC". Not required if valid time zone info is embedded in every parsed timestamp, since those can be parsed as specified in the *timestamp\_layout*.
- **log\_errors (bool):** New in version 0.5.

If set to false, payloads that can not be matched against the regex will not be logged as errors. Defaults to true.

Example (Parsing Apache Combined Log Format):

```
[apache_transform_decoder]
type = "PayloadRegexDecoder"
match_regex = '/^(?P<RemoteIP>\S+) \S+ \S+ \[(?P<Timestamp>[^\]]+)\] "(?P<Method>[A-Z]+) (?P<Url>[^\s])'
timestamp_layout = "02/Jan/2006:15:04:05 -0700"

# severities in this case would work only if a (?P<Severity>...) matching
# group was present in the regex, and the log file contained this information.
[apache_transform_decoder.severity_map]
DEBUG = 7
INFO = 6
WARNING = 4

[apache_transform_decoder.message_fields]
Type = "ApacheLogfile"
Logger = "apache"
Url|uri = "%Url%"
Method = "%Method%"
Status = "%Status%"
RequestSize|B = "%RequestSize%"
Referer = "%Referer%"
Browser = "%Browser%"
```

### 1.4.5 PayloadXmlDecoder

This decoder plugin accepts XML blobs in the message payload and allows you to map parts of the XML into Field attributes of the pipeline pack message using XPath syntax using the `xmlpath` library.

Config:

- **xpath\_map:** A subsection defining a capture name that maps to an XPath expression. Each expression can fetch a single value, if the expression does not resolve to a valid node in the XML blob, the capture group will be assigned an empty string value.
- **severity\_map:** Subsection defining severity strings and the numerical value they should be translated to. hekad uses numerical severity codes, so a severity of *WARNING* can be translated to 3 by settings in this section. See *Heka Message*.
- **message\_fields:** Subsection defining message fields to populate and the interpolated values that should be used. Valid interpolated values are any captured in an XPath in the message\_matcher, and any other field that exists in the message. In the event that a captured name overlaps with a message field, the captured name's value will be used. Optional representation metadata can be added at the end of the field name using a pipe delimiter i.e. ResponseSizeB = "%ResponseSize%" will create Fields[ResponseSize] representing the number of bytes. Adding a representation string to a standard message header name will cause it to be added as a user defined field i.e., Payload|json will create Fields[Payload] with a json representation (see *Field Variables*).

Interpolated values should be surrounded with % signs, for example:

```
[my_decoder.message_fields]
Type = "%Type%Decoded"
```

This will result in the new message's Type being set to the old messages Type with *Decoded* appended.

- **timestamp\_layout (string):** A formatting string instructing hekad how to turn a time string into the actual time representation used internally. Example timestamp layouts can be seen in [Go's time documentation](#). The default layout is ISO8601 - the same as Javascript.
- **timestamp\_location (string):** Time zone in which the timestamps in the text are presumed to be in. Should be a location name corresponding to a file in the IANA Time Zone database (e.g. "America/Los\_Angeles"), as parsed by Go's *time.LoadLocation()* function (see <http://golang.org/pkg/time/#LoadLocation>). Defaults to "UTC". Not required if valid time zone info is embedded in every parsed timestamp, since those can be parsed as specified in the *timestamp\_layout*.

Example:

```
[myxml_decoder]
type = "PayloadXmlDecoder"

[myxml_decoder.xpath_map]
Count = "/some/path/count"
Name = "/some/path/name"
Pid = "//pid"
Timestamp = "//timestamp"
Severity = "//severity"

[myxml_decoder.severity_map]
DEBUG = 7
INFO = 6
WARNING = 4

[myxml_decoder.message_fields]
Pid = "%Pid%"
StatCount = "%Count%"
StatName = "%Name%"
Timestamp = "%Timestamp%"
```

PayloadXmlDecoder's xpath\_map config subsection supports XPath as implemented by the [xmlpath](#) library.

- All axes are supported ("child", "following-sibling", etc)

- All abbreviated forms are supported (".", "/", etc)
- All node types except for namespace are supported
- Predicates are restricted to [N], [path], and [path=literal] forms
- Only a single predicate is supported per path step
- Richer expressions and namespaces are not supported

## 1.4.6 ProtobufDecoder

The ProtobufDecoder is used for Heka message objects that have been serialized into protocol buffers format. This is the format that Heka uses to communicate with other Heka instances, so it is almost always a good idea to include one in your Heka configuration. The ProtobufDecoder has no configuration options.

The hekad protocol buffers message schema is defined in the *message.proto* file in the *message* package.

Example:

```
[ProtobufDecoder]
```

See also:

Protocol Buffers - Google's data interchange format

## 1.4.7 Rsyslog Decoder

New in version 0.5.

Parses the rsyslog output using the string based configuration template.

Config:

- **template (string)** The 'template' configuration string from rsyslog.conf.
- **tz (string, optional, defaults to UTC)** The conversion actually happens on the Go side since there isn't good TZ support here.

*Example Heka Configuration*

```
[RsyslogDecoder]
type = "SandboxDecoder"
script_type = "lua"
filename = "lua_decoders/rsyslog.lua"
```

```
[RsyslogDecoder.config]
```

```
template = '%TIMESTAMP% %HOSTNAME% %syslogtag%%msg:::sp-if-no-1st-sp%%msg:::drop-last-1f%\n'
tz = "America/Los_Angeles"
```

*Example Heka Message*

```
Timestamp 2014-02-10 12:58:58 -0800 PST
Type logfile
Hostname trink-x230
Pid 0
UUID e0eef205-0b64-41e8-a307-5772b05e16c1
Logger RsyslogInput
```

**Payload** “imklog 5.8.6, log source = /proc/kmsg started.”

**EnvVersion**

**Severity** 7

**Fields**

name:”syslogtag” value\_string:”kernel:”]

### 1.4.8 SandboxDecoder

The SandboxDecoder provides an isolated execution environment for data parsing and complex transformations without the need to recompile Heka. See *Sandbox*. Config:

- **script\_type (string):** The language the sandbox is written in. Currently the only valid option is ‘lua’.
- **filename (string):** The path to the sandbox code; if specified as a relative path it will be appended to Heka’s global share\_dir.
- **preserve\_data (bool):** True if the sandbox global data should be preserved/restored on Heka shutdown/startup.
- **memory\_limit (uint):** The number of bytes the sandbox is allowed to consume before being terminated (max 8MiB, default max).
- **instruction\_limit (uint):** The number of instructions the sandbox is allowed the execute during the process\_message function before being terminated (max 1M, default max).
- **output\_limit (uint):** The number of bytes the sandbox output buffer can hold before before being terminated (max 63KiB, default max). Anything less than 64B is set to 64B.
- **module\_directory (string):** The directory where ‘require’ will attempt to load the external Lua modules from. Defaults to \${SHARE\_DIR}/lua\_modules.
- **config (object):** A map of configuration variables available to the sandbox via read\_config. The map consists of a string key with: string, bool, int64, or float64 values.

Example

```
[sql_decoder]
type = "SandboxDecoder"
script_type = "lua"
filename = "sql_decoder.lua"
```

### 1.4.9 ScribbleDecoder

New in version 0.5.

The ScribbleDecoder is a trivial decoder that makes it possible to set one or more static field values on every decoded message. It is often used in conjunction with another decoder (i.e. in a MultiDecoder w/ cascade\_strategy set to “all”) to, for example, set the message type of every message to a specific custom value after the messages have been decoded from Protocol Buffers format. Note that this only supports setting the exact same value on every message, if any dynamic computation is required to determine what the value should be, or whether it should be applied to a specific message, a *SandboxDecoder* using the provided *write\_message* API call should be used instead.

Config:

- **message\_fields:** Subsection defining message fields to populate. Optional representation metadata can be added at the end of the field name using a pipe delimiter i.e. *hostipv4* = “192.168.55.55” will create Fields[Host] containing an IPv4 address. Adding a representation string to a standard message header name will cause it



to be added as a user defined field, i.e. Payloadjson will create Fields[Payload] with a json representation (see *Field Variables*). Does not support Timestamp or Uuid.

Example (in MultiDecoder context)

```
[mytypedecoder]
type = "MultiDecoder"
order = ["proto", "mytype"]

[mytypedecoder.subs.proto]
type = "ProtobufDecoder"

[mytypedecoder.subs.mytype]
type = "ScribbleDecoder"

[mytypedecoder.subs.mytype.message_fields]
Type = "MyType"
```

### 1.4.10 StatsToFieldsDecoder

New in version 0.4.

The StatsToFieldsDecoder will parse time series statistics data in the [graphite message format](#) and encode the data into the message fields, in the same format produced by a *StatAccumInput* plugin with the *emit\_in\_fields* value set to true. This is useful if you have externally generated graphite string data flowing through Heka that you'd like to process without having to roll your own string parsing code.

This decoder has no configuration options. It simply expects to be passed messages with statsd string data in the payload. Incorrect or malformed content will cause a decoding error, dropping the message.

The fields format only contains a single “timestamp” field, so any payloads containing multiple timestamps will end up generating a separate message for each timestamp. Extra messages will be a copy of the original message except a) the payload will be empty and b) the unique timestamp and related stats will be the only message fields.

Example:

```
[StatsToFieldsDecoder]
```

## 1.5 Filters

### 1.5.1 Common Filter Parameters

There are some configuration options that are universally available to all Heka filter plugins. These will be consumed by Heka itself when Heka initializes the plugin and do not need to be handled by the plugin-specific initialization code.

- **message\_matcher (string, optional):** Boolean expression, when evaluated to true passes the message to the filter for processing. Defaults to matching nothing. See: *Message Matcher Syntax*
- **message\_signer (string, optional):** The name of the message signer. If specified only messages with this signer are passed to the filter for processing.
- **ticker\_interval (uint, optional):** Frequency (in seconds) that a timer event will be sent to the filter. Defaults to not sending timer events.

## 1.5.2 Circular Buffer Delta Aggregator

New in version 0.5.

Collects the circular buffer delta output from multiple instances of an upstream sandbox filter (the filters should all be the same version at least with respect to their cbuf output). The purpose is to recreate the view at a larger scope in each level of the aggregation i.e., host view -> datacenter view -> service level view.

Config:

- **enable\_delta (bool, optional, default false)** Specifies whether or not this aggregator should generate cbuf deltas.
- **alert\_rows (uint, optional, default 15)** Specifies the size of the rolling average windows to compare. The window cannot be more than one third of the entire circular buffer.
- **alert\_cols (JSON string, optional)** An array of JSON objects consisting of a 'col' number and a 'deviation' alert threshold. If not specified no anomaly detection/alerting will be performed.

*Example Heka Configuration*

```
[TelemetryServerMetricsAggregator]
type = "SandboxFilter"
message_matcher = "Logger == 'TelemetryServerMetrics' && Fields[payload_type] == 'cbufd'"
ticker_interval = 60
script_type = "lua"
filename = "lua_filters/cbufd_aggregator.lua"
preserve_data = true

[TelemetryServerMetricsAggregator.config]
enable_delta = false
alert_rows = 15
alert_cols = '[{"col":1, "deviation":2}]'
```

## 1.5.3 CBuf Delta Aggregator By Hostname

New in version 0.5.

Collects the circular buffer delta output from multiple instances of an upstream sandbox filter (the filters should all be the same version at least with respect to their cbuf output). Each column from the source circular buffer will become its own graph. i.e., 'Error Count' will become a graph with each host being represented in a column.

Config:

- **max\_hosts (uint)** Pre-allocates the number of host columns in the graph(s). If the number of active hosts exceed this value, the plugin will terminate.
- **rows (uint)** The number of rows to keep from the original circular buffer. Storing all the data from all the hosts is not practical since you will most likely run into memory and output size restrictions (adjust the view down as necessary).
- **host\_expiration (uint, optional, default 120 seconds)** The amount of time a host has to be inactive before it can be replaced by a new host.

*Example Heka Configuration*

```
[TelemetryServerMetricsHostAggregator]
type = "SandboxFilter"
message_matcher = "Logger == 'TelemetryServerMetrics' && Fields[payload_type] == 'cbufd'"
ticker_interval = 60
script_type = "lua"
```

```
filename = "lua_filters/cbufd_host_aggregator.lua"
preserve_data = true
```

```
[TelemetryServerMetricsHostAggregator.config]
max_hosts = 5
rows = 60
host_expiration = 120
```

### 1.5.4 CounterFilter

Once per ticker interval a CounterFilter will generate a message of type *heka.counter-output*. The payload will contain text indicating the number of messages that matched the filter's *message\_matcher* value during that interval (i.e. it counts the messages the plugin received). Every ten intervals an extra message (also of type *heka.counter-output*) goes out, containing an aggregate count and average per second throughput of messages received.

Config:

- **ticker\_interval (int, optional):** Interval between generated counter messages, in seconds. Defaults to 5.

Example:

```
[CounterFilter]
message_matcher = "Type != 'heka.counter-output'"
```

### 1.5.5 Frequent Items

New in version 0.5.

Calculates the most frequent items in a data stream.

Config:

- **message\_variable (string)** The message variable name containing the items to be counted.
- **max\_items (uint, optional, default 1000)** The maximum size of the sample set (higher will produce a more accurate list).
- **min\_output\_weight (uint, optional, default 100)** Used to reduce the long tail output by only outputting the higher frequency items.
- **reset\_days (uint, optional, default 1)** Resets the list after the specified number of days (on the UTC day boundary). A value of 0 will never reset the list.

*Example Heka Configuration*

```
[FxaAuthServerFrequentIP]
type = "SandboxFilter"
script_type = "lua"
filename = "lua_filters/frequent_items.lua"
ticker_interval = 60
preserve_data = true
message_matcher = "Logger == 'nginx.access' && Type == 'fxa-auth-server'"

[FxaAuthServerFrequentIP.config]
message_variable = "Fields[remote_addr]"
max_items = 10000
min_output_weight = 100
reset_days = 1
```

## 1.5.6 Heka Message Schema

New in version 0.5.

Generates documentation for each message type in a data stream. The output includes each message Type, its associated field attributes, and their counts (number in the brackets). This plugin is meant for data discovery/exploration and should not be left running on a production system.

Config:

<none>

*Example Heka Configuration*

```
[FxaAuthServerMessageSchema]
type = "SandboxFilter"
script_type = "lua"
filename = "lua_filters/heka_message_schema.lua"
ticker_interval = 60
preserve_data = false
message_matcher = "Logger == 'fxa-auth-server'"
```

*Example Output*

```
DB.getToken [11598]
  id (string)
  rid (string - optional [2])
  msg (string)
```

## 1.5.7 HTTP Status Graph

New in version 0.5.

Graphs HTTP status codes using the numeric Fields[status] variable collected from web server access logs.

Config:

- **sec\_per\_row (uint, optional, default 60)** Sets the size of each bucket (resolution in seconds) in the sliding window.
- **rows (uint, optional, default 1440)** Sets the size of the sliding window i.e., 1440 rows representing 60 seconds per row is a 24 sliding hour window with 1 minute resolution.

*Example Heka Configuration*

```
[FxaAuthServerHTTPStatus]
type = "SandboxFilter"
script_type = "lua"
filename = "lua_filters/http_status.lua"
ticker_interval = 60
preserve_data = true
message_matcher = "Logger == 'nginx.access' && Type == 'fxa-auth-server'"

[FxaAuthServerHTTPStatus.config]
sec_per_row = 60
rows = 1440
```

### 1.5.8 StatFilter

Filter plugin that accepts messages of a specified form and uses extracted message data to generate statsd-style numerical metrics in the form of *Stat* objects that can be consumed by a *StatAccumulator*.

Config:

- **Metric:** Subsection defining a single metric to be generated
  - **type (string):** Metric type, supports “Counter”, “Timer”, “Gauge”.
  - **name (string):** Metric name, must be unique.
  - **value (string):** Expression representing the (possibly dynamic) value that the *StatFilter* should emit for each received message.
- **stat\_accum\_name (string):** Name of a StatAccumInput instance that this StatFilter will use as its StatAccumulator for submitting generate stat values. Defaults to “StatAccumInput”.

Example (Assuming you had TransformFilter inserting messages as above):

```
[StatsdInput]
address = "127.0.0.1:29301"
stat_accum_name = "my_stat_accum"

[my_stat_accum]
flushInterval = 5

[Hits]
type = "StatFilter"
stat_accum_name = "my_stat_accum"
message_matcher = 'Type == "ApacheLogfile"'

[Hits.Metric.bandwidth]
type = "Counter"
name = "httpd.bytes.%Hostname%"
value = "%Bytes%"

[Hits.Metric.method_counts]
type = "Counter"
name = "httpd.hits.%Method%.%Hostname%"
value = "1"
```

---

**Note:** StatFilter requires an available StatAccumulator to be running.

---

### 1.5.9 SandboxFilter

The sandbox filter provides an isolated execution environment for data analysis. Any output generated by the sandbox is injected into the payload of a new message for further processing or to be output.

Config:

- *Common Filter Parameters*
- **script\_type (string):** The language the sandbox is written in. Currently the only valid option is ‘lua’.
- **filename (string):** For a static configuration this is the path to the sandbox code; if specified as a relative path it will be appended to Heka’s global share\_dir. The filename must be unique between static plugins, since the global data is preserved using this name. For a dynamic configuration the filename is ignored and the the physical location on disk is controlled by the SandboxManagerFilter.

- **preserve\_data (bool):** True if the sandbox global data should be preserved/restored on Heka shutdown/startup.
- **memory\_limit (uint):** The number of bytes the sandbox is allowed to consume before being terminated (max 8MiB, default max). For a dynamic configuration the value is ignored and the SandboxManagerFilter setting is used.
- **instruction\_limit (uint):** The number of instructions the sandbox is allowed the execute during the process\_message/timer\_event functions before being terminated (max 1M, default max). For a dynamic configuration the value is ignored and the SandboxManagerFilter setting is used.
- **output\_limit (uint):** The number of bytes the sandbox output buffer can hold before before being terminated (max 63KiB, default max). Anything less than 64B is set to 64B. For a dynamic configuration the value is ignored and the SandboxManagerFilter setting is used.
- **profile (bool):** When true a statistically significant number of ProcessMessage timings are immediately captured before reverting back to the regular sampling interval. The main purpose is for more accurate sandbox comparison/tuning/optimization.
- **module\_directory (string):** The directory where 'require' will attempt to load the external Lua modules from. Defaults to \${SHARE\_DIR}/lua\_modules. For a dynamic configuration the module\_directory is ignored and the the physical location on disk is controlled by the SandboxManagerFilter.
- **config (object):** A map of configuration variables available to the sandbox via read\_config. The map consists of a string key with: string, bool, int64, or float64 values.

Example:

```
[hekabench_counter]
type = "SandboxFilter"
message_matcher = "Type == 'hekabench'"
ticker_interval = 1
script_type = "lua"
filename = "counter.lua"
preserve_data = true
profile = false

[hekabench_counter.config]
rows = 1440
sec_per_row = 60
```

## 1.5.10 SandboxManagerFilter

The SandboxManagerFilter provides dynamic control (start/stop) of sandbox filters in a secure manner without stopping the Heka daemon. Commands are sent to a SandboxManagerFilter using a signed Heka message. The intent is to have one manager per access control group each with their own message signing key. Users in each group can submit a signed control message to manage any filters running under the associated manager. A signed message is not an enforced requirement but it is highly recommended in order to restrict access to this functionality.

### SandboxManagerFilter Settings

- *Common Filter Parameters*
- **working\_directory (string):** The directory where the filter configurations, code, and states are preserved. The directory can be unique or shared between sandbox managers since the filter names are unique per manager. Defaults to a directory in \${BASE\_DIR}/sbxmgrs with a name generated from the plugin name.
- **module\_directory (string):** The directory where 'require' will attempt to load the external Lua modules from. Defaults to \${SHARE\_DIR}/lua\_modules.

- **max\_filters (uint):** The maximum number of filters this manager can run.

New in version 0.5.

- **memory\_limit (uint):** The number of bytes managed sandboxes are allowed to consume before being terminated (max 8MiB, default max).
- **instruction\_limit (uint):** The number of instructions managed sandboxes are allowed to execute during the process\_message/timer\_event functions before being terminated (max 1M, default max).
- **output\_limit (uint):** The number of bytes managed sandbox output buffers can hold before being terminated (max 63KiB, default max). Anything less than 64B is set to 64B.

Example

```
[OpsSandboxManager]
type = "SandboxManagerFilter"
message_signer = "ops"
message_matcher = "Type == 'heka.control.sandbox'"
max_filters = 100
```

## 1.6 Outputs

### 1.6.1 Common Output Parameters

There are some configuration options that are universally available to all Heka output plugins. These will be consumed by Heka itself when Heka initializes the plugin and do not need to be handled by the plugin-specific initialization code.

- **message\_matcher (string, optional):** Boolean expression, when evaluated to true passes the message to the filter for processing. Defaults to matching nothing. See: *Message Matcher Syntax*
- **message\_signer (string, optional):** The name of the message signer. If specified only messages with this signer are passed to the filter for processing.
- **ticker\_interval (uint, optional):** Frequency (in seconds) that a timer event will be sent to the filter. Defaults to not sending timer events.

### 1.6.2 AMQPOutput

Connects to a remote AMQP broker (RabbitMQ) and sends messages to the specified queue. The message is serialized if specified, otherwise only the raw payload of the message will be sent. As AMQP is dynamically programmable, the broker topology needs to be specified.

Config:

- **URL (string):** An AMQP connection string formatted per the [RabbitMQ URI Spec](#).
- **Exchange (string):** AMQP exchange name
- **ExchangeType (string):** AMQP exchange type (*fanout*, *direct*, *topic*, or *headers*).
- **ExchangeDurability (bool):** Whether the exchange should be configured as a durable exchange. Defaults to non-durable.
- **ExchangeAutoDelete (bool):** Whether the exchange is deleted when all queues have finished and there is no publishing. Defaults to auto-delete.
- **RoutingKey (string):** The message routing key used to bind the queue to the exchange. Defaults to empty string.

- **Persistent (bool):** Whether published messages should be marked as persistent or transient. Defaults to non-persistent.
- **Serialize (bool):** Whether published messages should be fully serialized. If set to true then messages will be encoded to Protocol Buffers and have the AMQP message Content-Type set to *application/hekad*. Defaults to true.

Example (that sends log lines from the logger):

```
[AMQPOutput]
url = "amqp://guest:guest@rabbitmq/"
exchange = "testout"
exchangeType = "fanout"
message_matcher = 'Logger == "/var/log/system.log"'
```

### 1.6.3 CarbonOutput

CarbonOutput plugins parse the “stat metric” messages generated by a StatAccumulator and write the extracted counter, timer, and gauge data out to a [graphite](#) compatible [carbon](#) daemon. Output is written over a TCP or UDP socket using the [plaintext](#) protocol.

Config:

- **address (string):** An IP address:port on which this plugin will write to. (default: “localhost:2003”)

New in version 0.5.

- **protocol (string):** “tcp” or “udp” (default: “tcp”)
- **tcp\_keep\_alive (bool)** if set, keep the TCP connection open and reuse it until a failure; then retry (default: false)

Example:

```
[CarbonOutput]
message_matcher = "Type == 'heka.statmetric'"
address = "localhost:2003"
protocol = "udp"
```

### 1.6.4 DashboardOutput

Specialized output plugin that listens for certain Heka reporting message types and generates JSON data which is made available via HTTP for use in web based dashboards and health reports.

Config:

- **ticker\_interval (uint):** Specifies how often, in seconds, the dashboard files should be updated. Defaults to 5.
- **message\_matcher (string):** Defaults to “Type == ‘heka.all-report’ || Type == ‘heka.sandbox-output’ || Type == ‘heka.sandbox-terminated’”. Not recommended to change this unless you know what you’re doing.
- **address (string):** An IP address:port on which we will serve output via HTTP. Defaults to “0.0.0.0:4352”.
- **working\_directory (string):** File system directory into which the plugin will write data files and from which it will serve HTTP. The Heka process must have read / write access to this directory. Relative paths will be evaluated relative to the Heka base directory. Defaults to *\$(BASE\_DIR)/dashboard*.
- **static\_directory (string):** File system directory where the Heka dashboard source code can be found. The Heka process must have read access to this directory. Relative paths will be evaluated relative to the Heka base directory. Defaults to *\$(SHARE\_DIR)/dasher*.



Example:

```
[DashboardOutput]
ticker_interval = 30
```

## 1.6.5 ElasticSearchOutput

Output plugin that serializes messages into JSON structures and uses HTTP requests to insert them into an Elastic-Search database.

Config:

- **cluster (string):** ElasticSearch cluster name. Defaults to “elasticsearch”
- **index (string):** Name of the ES index into which the messages will be inserted. Supports interpolation of message field values (from ‘Type’, ‘Hostname’, ‘Pid’, ‘UUID’, ‘Logger’, ‘EnvVersion’, ‘Severity’, a field name, or a timestamp format) with the use of ‘%{ }’ chars, so ‘%{Hostname}-%{Logger}-data’ would add the records to an ES index called ‘some.example.com-processname-data’. Defaults to ‘heka-%{2006.01.02}’.
- **type\_name (string):** Name of ES record type to create. Supports interpolation of message field values (from ‘Type’, ‘Hostname’, ‘Pid’, ‘UUID’, ‘Logger’, ‘EnvVersion’, ‘Severity’, field name, or a timestamp format) with the use of ‘%{ }’ chars, so ‘%{Hostname}-stat’ would create an ES record with a type of ‘some.example.com-stat’. Defaults to ‘message’.
- **flush\_interval (int):** Interval at which accumulated messages should be bulk indexed into ElasticSearch, in milliseconds. Defaults to 1000 (i.e. one second).
- **flush\_count (int):** Number of messages that, if processed, will trigger them to be bulk indexed into ElasticSearch. Defaults to 10.
- **format (string):** Message serialization format, either “clean”, “logstash\_v0”, “payload” or “raw”. “clean” is a more concise JSON representation of the message, “logstash\_v0” outputs in a format similar to Logstash’s original (i.e. “version 0”) ElasticSearch schema, “payload” passes the message payload directly into ElasticSearch, and “raw” is a full JSON representation of the message. Defaults to “clean”.
- **fields ([string]):** If the format is “clean”, then the ‘fields’ parameter can be used to specify that only specific message data should be indexed into ElasticSearch. Available fields to choose are “Uuid”, “Timestamp”, “Type”, “Logger”, “Severity”, “Payload”, “EnvVersion”, “Pid”, “Hostname”, and “Fields” (where “Fields” causes the inclusion of any and all dynamically specified message fields. Defaults to all.
- **timestamp (string):** Format to use for timestamps in generated ES documents. Defaults to “2006-01-02T15:04:05.000Z”.
- **server (string):** ElasticSearch server URL. Supports [http://](#), [https://](#) and [udp://](#) urls. Defaults to “http://localhost:9200”.
- **ESIndexFromTimestamp (bool):** When generating the index name use the timestamp from the message instead of the current time. Defaults to false.
- **id (string):** New in version 0.5.

Allows you to optionally specify the document id for ES to use. Useful for overwriting existing ES documents. If the value specified is placed within %{ }, it will be interpolated to its Field value. Default is allow ES to auto-generate the id.

Example:

```
[ElasticSearchOutput]
message_matcher = "Type == 'sync.log'"
cluster = "elasticsearch-cluster"
```

```
index = "synclog-%{field1}-${2006.01.02.15.04.05}"
type_name = "sync.log.line-%{field1}"
server = "http://es-server:9200"
format = "clean"
flush_interval = 5000
flush_count = 10
id = %{id}
```

### 1.6.6 FileOutput

Writes message data out to a file system.

Config:

- **path (string):** Full path to the output file.
- **format (string, optional):** Output format for the message to be written. Supports *json* or *protobufstream*, both of which will serialize the entire *Message* struct, or *text*, which will output just the payload string. Defaults to *text*.
- **prefix\_ts (bool, optional):** Whether a timestamp should be prefixed to each message line in the file. Defaults to *false*.
- **perm (string, optional):** File permission for writing. A string of the octal digit representation. Defaults to "644".
- **folder\_perm (string, optional):** Permissions to apply to directories created for FileOutput's parent directory if it doesn't exist. Must be a string representation of an octal integer. Defaults to "700".
- **flush\_interval (uint32, optional):** Interval at which accumulated file data should be written to disk, in milliseconds (default 1000, i.e. 1 second). Set to 0 to disable.
- **flush\_count (uint32, optional):** Number of messages to accumulate until file data should be written to disk (default 1, minimum 1).
- **flush\_operator (string, optional):** Operator describing how the two parameters "flush\_interval" and "flush\_count" are combined. Allowed values are "AND" or "OR" (default is "AND").

Example:

```
[counter_file]
type = "FileOutput"
message_matcher = "Type == 'heka.counter-output'"
path = "/var/log/heka/counter-output.log"
prefix_ts = true
perm = "666"
flush_count = 100
flush_operator = "OR"
```

### 1.6.7 LogOutput

Logs messages to stdout using Go's *log* package.

Config:

- **payload\_only (bool, optional):** If set to true, then only the message payload string will be output, otherwise the entire *Message* struct will be output in human readable text format.

Example:

```
[counter_output]
type = "LogOutput"
message_matcher = "Type == 'heka.counter-output'"
payload_only = true
```

## 1.6.8 NagiosOutput

Specialized output plugin that listens for Nagios external command message types and delivers passive service check results to Nagios using either HTTP requests made to the Nagios `cmd.cgi` API or the use of the `send_nscsa` binary. The message payload must consist of a state followed by a colon and then the message e.g., “OK:Service is functioning properly”. The valid states are: OK|WARNING|CRITICAL|UNKNOWN. Nagios must be configured with a service name that matches the Heka plugin instance name and the hostname where the plugin is running.

Config:

- **url (string, optional):** An HTTP URL to the Nagios `cmd.cgi`. Defaults to `http://localhost/nagios/cgi-bin/cmd.cgi`.
- **username (string, optional):** Username used to authenticate with the Nagios web interface. Defaults to empty string.
- **password (string, optional):** Password used to authenticate with the Nagios web interface. Defaults to empty string.
- **response\_header\_timeout (uint, optional):** Specifies the amount of time, in seconds, to wait for a server’s response headers after fully writing the request. Defaults to 2.
- **nagios\_service\_description (string, optional):** Must match Nagios service’s `service_description` attribute. Defaults to the name of the output.
- **nagios\_host (string, optional):** Must match the hostname of the server in nagios. Defaults to the `Hostname` attribute of the message.
- **send\_nscsa\_bin (string, optional):** New in version 0.5.  
Use `send_nscsa` program, as provided, rather than sending HTTP requests. Not supplying this value means HTTP will be used, and any other `send_nscsa_*` settings will be ignored.
- **send\_nscsa\_args ([string, optional]):** New in version 0.5.  
Arguments to use with `send_nscsa`, usually at least the nagios hostname, e.g. `["-H", "nagios.somehost.com"]`. Defaults to an empty list.
- **send\_nscsa\_timeout (int, optional):** New in version 0.5.  
Timeout for the `send_nscsa` command, in seconds. Defaults to 5.
- **use\_tls (bool, optional):** New in version 0.5.  
Specifies whether or not SSL/TLS encryption should be used for the TCP connections. Defaults to false.
- **tls (TlsConfig, optional):** New in version 0.5.  
A sub-section that specifies the settings to be used for any SSL/TLS encryption. This will only have any impact if `use_tls` is set to true. See *Configuring TLS*.

Example configuration to output alerts from `SandboxFilter` plugins:

```
[NagiosOutput]
url = "http://localhost/nagios/cgi-bin/cmd.cgi"
username = "nagiosadmin"
```

```
password = "nagiospw"
message_matcher = "Type == 'heka.sandbox-output' && Fields[payload_type] == 'nagios-external-command'"
```

Example Lua code to generate a Nagios alert:

```
output("OK:Alerts are working!")
inject_message("nagios-external-command", "PROCESS_SERVICE_CHECK_RESULT")
```

## 1.6.9 SmtplibOutput

New in version 0.5.

Outputs a Heka message in an email. The message subject is the plugin name and the message content is controlled by the `payload_only` setting. The primary purpose is for email alert notifications e.g., PagerDuty.

Config:

- **payload\_only (bool)** If set to true, then only the message payload string will be emailed, otherwise the entire *Message* struct will be emailed in JSON format. (default: true)
- **send\_from (string)** The email address of the sender. (default: "heka@localhost.localdomain")
- **send\_to (array of strings)** An array of email addresses where the output will be sent to.
- **subject (string)** Custom subject line of email. (default: "Heka [SmtplibOutput]")
- **host (string)** SMTP host to send the email to (default: "127.0.0.1:25")
- **auth (string)** SMTP authentication type: "none", "Plain", "CRAMMD5" (default: "none")
- **user (string, optional)** SMTP user name
- **password (string, optional)** SMTP user password

## 1.6.10 TcpOutput

Output plugin that serializes messages into the Heka protocol format and delivers them to a listening TCP connection. Can be used to deliver messages from a local running Heka agent to a remote Heka instance set up as an aggregator and/or router.

Config:

- **address (string):** An IP address:port to which we will send our output data.
- **use\_tls (bool):** Specifies whether or not SSL/TLS encryption should be used for the TCP connections. Defaults to false.

New in version 0.5.

- **tls (TlsConfig):** A sub-section that specifies the settings to be used for any SSL/TLS encryption. This will only have any impact if *use\_tls* is set to true. See *Configuring TLS*.
- **ticker\_interval (uint):** Specifies how often, in seconds, the output queue files are rolled. Defaults to 300.

Example:

```
[aggregator_output]
type = "TcpOutput"
address = "heka-aggregator.mydomain.com:55"
message_matcher = "Type != 'logfile' && Type != 'heka.counter-output' && Type != 'heka.all-report'"
```

### 1.6.11 WhisperOutput

WhisperOutput plugins parse the “statmetric” messages generated by a StatAccumulator and write the extracted counter, timer, and gauge data out to a [graphite](#) compatible [whisper database](#) file tree structure.

Config:

- **base\_path (string):** Path to the base directory where the whisper file tree will be written. Absolute paths will be honored, relative paths will be calculated relative to the Heka base directory. Defaults to “whisper” (i.e. “\$(BASE\_DIR)/whisper”).
- **default\_agg\_method (int):** Default aggregation method to use for each whisper output file. Supports the following values:
  0. Unknown aggregation method.
  1. Aggregate using averaging. (default)
  2. Aggregate using summation.
  3. Aggregate using last received value.
  4. Aggregate using maximum value.
  5. Aggregate using minimum value.
- **default\_archive\_info ([[]int]):** Default specification for new whisper db archives. Should be a sequence of 3-tuples, where each tuple describes a time interval’s storage policy: [<offset> <# of secs per datapoint> <# of datapoints>] (see whisper docs for more info). Defaults to:
 

```
[ [0, 60, 1440], [0, 900, 8], [0, 3600, 168], [0, 43200, 1456]]
```

The above defines four archive sections. The first uses 60 seconds for each of 1440 data points, which equals one day of retention. The second uses 15 minutes for each of 8 data points, for two hours of retention. The third uses one hour for each of 168 data points, or 7 days of retention. Finally, the fourth uses 12 hours for each of 1456 data points, representing two years of data.
- **folder\_perm (string):** Permission mask to be applied to folders created in the whisper database file tree. Must be a string representation of an octal integer. Defaults to “700”.

Example:

```
[WhisperOutput]
message_matcher = "Type == 'heka.statmetric'"
default_agg_method = 3
default_archive_info = [ [0, 30, 1440], [0, 900, 192], [0, 3600, 168], [0, 43200, 1456] ]
folder_perm = "755"
```

## 1.7 Monitoring Internal State

Heka can emit metrics about it’s internal state to either an outgoing Heka message (and, through the DashboardOutput, to a web dashboard) or to stdout. Sending SIGUSR1 to hekad on a UNIX will send a plain text report to stdout. On Windows, you will need to send signal 10 to the hekad process using Powershell.

Sample text output

```
===== [heka.all-report] =====
inputRecycleChan:
  InChanCapacity: 100
  InChanLength: 99
```

```
injectRecycleChan:
  InChanCapacity: 100
  InChanLength: 98
Router:
  InChanCapacity: 50
  InChanLength: 0
  ProcessMessageCount: 26
ProtobufDecoder-0:
  InChanCapacity: 50
  InChanLength: 0
ProtobufDecoder-1:
  InChanCapacity: 50
  InChanLength: 0
ProtobufDecoder-2:
  InChanCapacity: 50
  InChanLength: 0
ProtobufDecoder-3:
  InChanCapacity: 50
  InChanLength: 0
DecoderPool-ProtobufDecoder:
  InChanCapacity: 4
  InChanLength: 4
OpsSandboxManager:
  InChanCapacity: 50
  InChanLength: 0
  MatchChanCapacity: 50
  MatchChanLength: 0
  MatchAvgDuration: 0
  ProcessMessageCount: 0
hekabench_counter:
  InChanCapacity: 50
  InChanLength: 0
  MatchChanCapacity: 50
  MatchChanLength: 0
  MatchAvgDuration: 445
  ProcessMessageCount: 0
  InjectMessageCount: 0
  Memory: 20644
  MaxMemory: 20644
  MaxInstructions: 18
  MaxOutput: 0
  ProcessMessageAvgDuration: 0
  TimerEventAvgDuration: 78532
LogOutput:
  InChanCapacity: 50
  InChanLength: 0
  MatchChanCapacity: 50
  MatchChanLength: 0
  MatchAvgDuration: 406
DashboardOutput:
  InChanCapacity: 50
  InChanLength: 0
  MatchChanCapacity: 50
  MatchChanLength: 0
  MatchAvgDuration: 336
=====
```

To enable the HTTP interface, you will need to enable the dashboard output plugin, see *DashboardOutput*.

## 1.8 Extending Heka

The core of the Heka engine is written in the [Go](#) programming language. Heka supports four different types of plugins (inputs, decoders, filters, and outputs), which are also written in Go. This document will try to provide enough information for developers to extend Heka by implementing their own custom plugins. It assumes a small amount of familiarity with Go, although any reasonably experienced programmer will probably be able to follow along with no trouble.

*NOTE:* Heka also supports the use of [Lua](#) for dynamically loaded, security sandboxed filter plugins. This document only covers the use of Go plugins. You can learn more about sandboxed plugins in the *Sandbox* section.

### 1.8.1 Definitions

You should be familiar with the *glossary* terminology before proceeding.

### 1.8.2 Overview

Each Heka plugin type performs a specific task: inputs receive input from the outside world and inject the data into the Heka pipeline, decoders turn binary data into Message objects that Heka can process, filters perform arbitrary processing of Heka message data, and outputs send data from Heka back to the outside world. Each specific plugin has some custom behaviour, but it also shares behaviour w/ every other plugin of that type. A `UDPInput` and a `TCPInput` listen on the network differently, and a `LogFileInput` (reading logs off the file system) doesn't listen on the network at all, but all of these inputs need to interact w/ the Heka system to access data structures, gain access to decoders to which we pass our incoming data, respond to shutdown and other system events, etc.

To support this, each Heka plugin actually consists of two parts: the plugin itself, and an accompanying “plugin runner”. Inputs have an `InputRunner`, decoders have a `DecoderRunner`, filters have a `FilterRunner`, and Outputs have an `OutputRunner`. The plugin itself contains the plugin-specific behaviour, and is provided by the plugin developer. The plugin runner contains the shared (by type) behaviour, and is provided by Heka. When Heka starts a plugin, it a) creates and configures a plugin instance of the appropriate type, b) creates a plugin runner instance of the appropriate type (passing in the plugin), and c) calls the `Start` method of the plugin runner. Most plugin runners (excepting decoders) then call the plugin's `Run` method, passing themselves and an additional `PluginHelper` object in as arguments so the plugin code can use their exposed APIs to interact w/ the Heka system.

For inputs, filters, and outputs, there's a 1:1 correspondence between sections specified in the config file and running plugin instances. This is not the case for decoders, however; decoder configurations are registered and then instances are created as needed when requested by input plugins calling the `PluginHelper`'s `DecoderRunner` method.

### 1.8.3 Plugin Configuration

Heka uses [TOML](#) as its configuration file format (see: *Configuring hekad*), and provides a simple mechanism through which plugins can integrate with the configuration loading system to initialize themselves from settings in hekad's config file.

The minimal shared interface that a Heka plugin must implement in order to use the config system is (unsurprisingly) *Plugin*, defined in `pipeline_runner.go`:

```
type Plugin interface {
    Init(config interface{}) error
}
```

During Heka initialization an instance of every input, filter, and output plugin (and many instances of every decoder) listed in the configuration file will be created. The TOML configuration for each plugin will be parsed and the resulting

configuration object will be passed in to the above specified *Init* method. The argument is of type *interface{}*; by default the underlying type will be *\*pipeline.PluginConfig*, a map object that provides config data as key/value pairs. There is also a way for plugins to specify a custom struct to be used instead of the generic *PluginConfig* type (see *Custom Plugin Config Structs*). In either case, the config object will be already loaded with values read in from the TOML file, which your plugin code can then use to initialize itself.

As an example, imagine we're writing a filter that will deliver messages to a specific output plugin, but only if they come from a list of approved hosts. Both 'hosts' and 'output' would be required in the plugin's config section. Here's one version of what the plugin definition and *Init* method might look like:

```
type HostFilter struct {
    hosts map[string]bool
    output string
}

// Extract hosts value from config and store it on the plugin instance.
func (f *HostFilter) Init(config interface{}) error {
    var (
        hostsConf interface{}
        hosts      []interface{}
        host       string
        outputConf interface{}
        ok         bool
    )
    conf := config.(pipeline.PluginConfig)
    if hostsConf, ok = conf["hosts"]; !ok {
        return errors.New("No 'hosts' setting specified.")
    }
    if hosts, ok = hostsConf.([]interface{}); !ok {
        return errors.New("'hosts' setting not a sequence.")
    }
    if outputConf, ok = conf["output"]; !ok {
        return errors.New("No 'output' setting specified.")
    }
    if f.output, ok = outputConf.(string); !ok {
        return errors.New("'output' setting not a string value.")
    }
    f.hosts = make(map[string]bool)
    for _, h := range hosts {
        if host, ok = h.(string); !ok {
            return errors.New("Non-string host value.")
        }
        f.hosts[host] = true
    }
    return nil
}
```

(Note that this is a bit of a contrived example. In practice, you would generally route messages to specific outputs using the *Message Matcher Syntax*.)

## 1.8.4 Restarting Plugins

In the event that your plugin fails to initialize properly at startup, hekad will exit. However, once hekad is running, if a plugin should fail (perhaps because a network connection dropped, a file became unavailable, etc), then hekad will shutdown. This shutdown can be avoided if your plugin supports being restarted.

To add restart support to your plugin, the *Restarting* interface defined in the [config.go](#) file:



```
type Restarting interface {
    CleanupForRestart()
}
```

A plugin that implements this interface will not trigger shutdown should it fail while hekad is running. The *CleanupForRestart* method will be called when the plugins' main run method exits, a single time. Then the runner will repeatedly call the plugins *Init* method until it initializes successfully. It will then resume running it unless it exits again at which point the restart process will begin anew.

## 1.8.5 Custom Plugin Config Structs

In simple cases it might be fine to get plugin configuration data as a generic map of keys and values, but if there are more than a couple of config settings then checking for, extracting, and validating the values quickly becomes a lot of work. Heka plugins can instead specify a schema struct for their configuration data, into which the TOML configuration will be decoded.

Plugins that wish to provide a custom configuration struct should implement the *HasConfigStruct* interface defined in the `config.go` file:

```
type HasConfigStruct interface {
    ConfigStruct() interface{}
}
```

Any plugin that implements this method should return a struct that can act as the schema for the plugin configuration. Heka's config loader will then try to decode the plugin's TOML config into this struct. Note that this also gives you a way to specify default config values; you just populate your config struct as desired before returning it from the *ConfigStruct* method.

Let's say we wanted to write a *UdpOutput* that delivered messages to a UDP listener somewhere, defaulting to using `my.example.com:44444` as the destination. The initialization code might look as follows:

```
// This is our plugin struct.
type UdpOutput struct {
    conn net.Conn
}

// This is our plugin's config struct
type UdpOutputConfig struct {
    Address string
}

// Provides pipeline.HasConfigStruct interface.
func (o *UdpOutput) ConfigStruct() interface{} {
    return &UdpOutputConfig{"my.example.com:44444"}
}

// Initialize UDP connection
func (o *UdpOutput) Init(config interface{}) (err error) {
    conf := config.(*UdpOutputConfig) // assert we have the right config type
    var udpAddr *net.UDPAddr
    if udpAddr, err = net.ResolveUDPAddr("udp", conf.Address); err != nil {
        return fmt.Errorf("can't resolve %s: %s", conf.Address,
            err.Error())
    }
    if o.conn, err = net.DialUDP("udp", nil, udpAddr); err != nil {
        return fmt.Errorf("error dialing %s: %s", conf.Address,
            err.Error())
    }
}
```

```
    }
    return
}
```

In addition to specifying configuration options that are specific to your plugin, it is also possible to use the config struct to specify default values for the *ticker\_interval* and *message\_matcher* values that are available to all Filter and Output plugins. If a config struct contains a uint attribute called *TickerInterval*, that will be used as a default ticker interval value (in seconds) if none is supplied in the TOML. Similarly, if a config struct contains a string attribute called *MessageMatcher*, that will be used as the default message routing rule if none is specified in the configuration file.

There is an optional configuration interface called *WantsName*. It provides a plug-in access to its configured name before the runner has started. The Sandbox filter plug-in uses the name to locate/load any preserved state before being run:

```
type WantsName interface {
    SetName(name string)
}
```

## 1.8.6 Inputs

Input plugins are responsible for acquiring data from the outside world and injecting this data into the Heka pipeline. An input might be passively listening for incoming network data or actively scanning external sources (either on the local machine or over a network). The input plugin interface is:

```
type Input interface {
    Run(ir InputRunner, h PluginHelper) (err error)
    Stop()
}
```

The *Run* method is called when Heka starts and, if all is functioning as intended, should not return until Heka is shut down. If a condition arises such that the input can not perform its intended activity it should return with an appropriate error, otherwise it should continue to run until a shutdown event is triggered by Heka calling the input's *Stop* method, at which time any clean-up should be done and a clean shutdown should be indicated by returning a *nil* error.

Inside the *Run* method, an input has three primary responsibilities:

1. Acquire information from the outside world
2. Use acquired information to populate *PipelinePack* objects that can be processed by Heka.
3. Pass the populated *PipelinePack* objects on to the appropriate next stage in the Heka pipeline (either to a decoder plugin so raw input data can be converted to a *Message* object, or by injecting them directly into the Heka message router if the *Message* object is already populated.)

The details of the first step are clearly entirely defined by the plugin's intended input mechanism(s). Plugins can (and should!) spin up goroutines as needed to perform tasks such as listening on a network connection, making requests to external data sources, scanning machine resources and operational characteristics, reading files from a file system, etc.

For the second step, before you can populate a *PipelinePack* object you have to actually *have* one. You can get empty packs from a channel provided to you by the *InputRunner*. You get the channel itself by calling *ir.InChan()* and then pull a pack from the channel whenever you need one.

Often, populating a *PipelinePack* is as simple as storing the raw data that was retrieved from the outside world in the pack's *MsgBytes* attribute. For efficiency's sake, it's best to write directly into the already allocated memory rather than overwriting the attribute with a *[]byte* slice pointing to a new array. Overwriting the array is likely to lead to a lot of garbage collector churn.

The third step involves the input plugin deciding where next to pass the *PipelinePack* and then doing so. Once the *MsgBytes* attribute has been set the pack will typically be passed on to a decoder plugin, which will convert the raw bytes into a *Message* object, also an attribute of the *PipelinePack*. An input can gain access to the decoders that are available by calling *PluginHelper.DecoderRunner*, which can be used to access decoders by the name they have been registered as in the config. Each call to *PluginHelper.DecoderRunner* will spin up a new decoder in its own goroutine. It's perfectly fine for an input to ask for multiple decoders; for instance the *TcpInput* creates one for each separate TCP connection. All decoders will be closed when Heka shuts down, but if a decoder will not longer be used (e.g. when a TCP connection is closed in the *TcpInput* example mentioned above) it's a good idea to call *PluginHelper.StopDecoderRunner* to shut it down or else it will continue to consume system resources throughout the life of the Heka process.

It is up to the input to decide which decoder should be used. Once the decoder has been determined and fetched from the *PluginHelper* the input can call *DecoderRunner.InChan()* to fetch a *DecoderRunner*'s input channel upon which the *PipelinePack* can be placed.

Sometimes the input itself might wish to decode the data, rather than delegating that job to a separate decoder. In this case the input can directly populate the *pack.Message* and set the *pack.Decoded* value as *true*, as a decoder would do. Decoded messages are then injected into Heka's routing system by calling *InputRunner.Inject(pack)*. The message will then be delivered to the appropriate filter and output plugins.

One final important detail: if for any reason your input plugin should pull a *PipelinePack* off of the input channel and *not* end up passing it on to another step in the pipeline (i.e. to a decoder or to the router), you *must* call *PipelinePack.Recycle()* to free the pack up to be used again. Failure to do so will cause the *PipelinePack* pool to be depleted and will cause Heka to freeze.

### 1.8.7 Decoders

Decoder plugins are responsible for converting raw bytes containing message data into actual *Message* struct objects that the Heka pipeline can process. As with inputs, the *Decoder* interface is quite simple:

```
type Decoder interface {
    Decode(pack *PipelinePack) (packs []*PipelinePack, err error)
}
```

There are two optional Decoder interfaces. The first provides the Decoder access to its *DecoderRunner* object when it is started:

```
type WantsDecoderRunner interface {
    SetDecoderRunner(dr DecoderRunner)
}
```

The second provides a notification to the Decoder when the *DecoderRunner* is exiting:

```
type WantsDecoderRunnerShutdown interface {
    Shutdown()
}
```

A decoder's *Decode* method should extract the raw message data from *pack.MsgBytes* and attempt to deserialize this and use the contained information to populate the *Message* struct pointed to by the *pack.Message* attribute. Again, to minimize GC churn, take care to reuse the already allocated memory rather than creating new objects and overwriting the existing ones.

If the message bytes are decoded successfully then *Decode* should return a slice of *PipelinePack* pointers and a nil error value. The first item in the returned slice (i.e. *packs[0]*) should be the pack that was passed in to the method. If the decoding process produces more than one output pack, additional packs can be appended to the slice.

If decoding fails for any reason, then *Decode* should return a nil value for the *PipelinePack* slice, causing the message to be dropped with no further processing. Returning an appropriate error value will cause Heka to log an error message

about the decoding failure.

## 1.8.8 Filters

Filter plugins are the message processing engine of the Heka system. They are used to examine and process message contents, and trigger events based on those contents in real time as messages are flowing through the Heka system.

The filter plugin interface is just a single method:

```
type Filter interface {
    Run(r FilterRunner, h PluginHelper) (err error)
}
```

Like input plugins, filters have a *Run* method which accepts a runner and a helper, and which should not return until shutdown unless there's an error condition. And like input plugins, filters should call *runner.InChan()* to gain access to the plugin's input channel.

The similarities end there, however. A filter's input channel provides pointers to *PipelinePack* objects, defined in [pipeline\\_runner.go](#)

The *Pack* contains a fully decoded *Message* object from which the filter can extract any desired information.

Upon processing a message, a filter plugin can perform any of three tasks:

1. Pass the original message through unchanged to one or more specific alternative Heka filter or output plugins.
2. Generate one or more *new* messages, which can be passed to either a specific set of Heka plugins, or which can be handed back to the router to be checked against all registered plugins' *message\_matcher* rules.
3. Nothing (e.g. when performing counting / aggregation / roll-ups).

To pass a message through unchanged, a filter can call *PluginHelper.Filter()* or *PluginHelper.Output()* to access a filter or output plugin, and then call that plugin's *Deliver()* method, passing in the *PipelinePack*.

To generate new messages, your filter must call *PluginHelper.PipelinePack(msgLoopCount int)*. The *msgloopCount* value to be passed in should be obtained from the *MsgLoopCount* value on the *PipelinePack* that you're already holding, or possibly zero if the new message is being triggered by a timed ticker instead of an incoming message. The *PipelinePack* method will either return a pack ready for you to populate or *nil* if the loop count is greater than the configured maximum value, as a safeguard against inadvertently creating infinite message loops.

Once a *PipelinePack* has been obtained, a filter plugin can populate its *Message* object. The pack can then be passed along to a specific plugin (or plugins) as above. Alternatively, the pack can be injected into the Heka message router queue, where it will be checked against all plugin message matchers, by passing it to the *FilterRunner.Inject(pack \*PipelinePack)* method. Note that, again as a precaution against message looping, a plugin will not be allowed to inject a message which would get a positive response from that plugin's own matcher.

Sometimes a filter will take a specific action triggered by a single incoming message. There are many cases, however, when a filter is merely collecting or aggregating data from the incoming messages, and instead will be sending out reports on the data that has been collected at specific intervals. Heka has built-in support for this use case. Any filter (or output) plugin can include a *ticker\_interval* config setting (in seconds, integers only), which will automatically be extracted by Heka when the configuration is loaded. Then from within your plugin code you can call *FilterRunner.Ticker()* and you will get a channel (type *<-chan time.Time*) that will send a tick at the specified interval. Your plugin code can listen on the ticker channel and take action as needed.

Observant readers might have noticed that, unlike the *Input* interface, filters don't need to implement a *Stop* method. Instead, Heka will communicate a shutdown event to filter plugins by closing the input channel from which the filter is receiving the *PipelinePack* objects. When this channel is closed, a filter should perform any necessary clean-up and then return from the *Run* method with a *nil* value to indicate a clean exit.

Finally, there is one very important point that all authors of filter plugins should keep in mind: if you are *not* passing your received *PipelinePack* object on to another filter or output plugin for further processing, then you *must* call *PipelinePack.Recycle()* to tell Heka that you are through with the pack. Failure to do so will cause Heka to not free up the packs for reuse, exhausting the supply and eventually causing the entire pipeline to freeze.

### 1.8.9 Outputs

Finally we come to the output plugins, which are responsible for receiving Heka messages and using them to generate interactions with the outside world. The *Output* interface is nearly identical to the *Filter* interface:

```
type Output interface {
    Run(or OutputRunner, h PluginHelper) (err error)
}
```

In fact, there is very little difference between filter and output plugins, other than tasks that they will be performing. Like filters, outputs should call the *InChan* method on the provided runner to get an input channel, which will feed *PipelinePack* objects. Like filters, outputs should listen on this channel until it is closed, at which time they should perform any necessary clean-up and then return. And, like filters, any output plugin with a *ticker\_interval* value in the configuration will use that value to create a ticker channel that can be accessed using the runner's *Ticker* method. And, finally, outputs should also be sure to call *PipelinePack.Recycle()* when they finish w/ a pack so that Heka knows the pack is freed up for reuse.

### 1.8.10 Registering Your Plugin

The last step you have to take after implementing your plugin is to register it with *hekad* so it can actually be configured and used. You do this by calling the *pipeline* package's *RegisterPlugin* function:

```
func RegisterPlugin(name string, factory func() interface{})
```

The *name* value should be a unique identifier for your plugin, and it should end in one of "Input", "Decoder", "Filter", or "Output", depending on the plugin type.

The *factory* value should be a function that returns an instance of your plugin, usually a pointer to a struct, where the pointer type implements the *Plugin* interface and the interface appropriate to its type (i.e. *Input*, *Decoder*, *Filter*, or *Output*).

This sounds more complicated than it is. Here are some examples from Heka itself:

```
RegisterPlugin("UdpInput", func() interface{} {return new(UdpInput)})
RegisterPlugin("TcpInput", func() interface{} {return new(TcpInput)})
RegisterPlugin("ProtobufDecoder", func() interface{} {return new(ProtobufDecoder)})
RegisterPlugin("CounterFilter", func() interface{} {return new(CounterFilter)})
RegisterPlugin("StatFilter", func() interface{} {return new(StatFilter)})
RegisterPlugin("LogOutput", func() interface{} {return new(LogOutput)})
RegisterPlugin("FileOutput", func() interface{} {return new(FileOutput)})
```

It is recommended that *RegisterPlugin* calls be put in your Go package's *init()* function so that you can simply import your package when building *hekad* and the package's plugins will be registered and available for use in your Heka config file. This is made a bit easier if you use *plugin\_loader.cmake*, see *Building hekad with External Plugins*.

## 1.9 Heka Message

### 1.9.1 Message Variables

- uuid (required, []byte) - 16 byte array containing a type 4 UUID.
- timestamp (required, int64) - Number of nanoseconds since the UNIX epoch.
- type (optional, string) - Type of message i.e. “WebLog”.
- logger (optional, string) - Data source i.e. “Apache”, “TCPInput”, “/var/log/test.log”.
- severity (optional, int32) - [Syslog severity level](#).
- payload (optional, string) - Textual data i.e. log line, filename.
- env\_version (optional, string) - Unused, legacy envelope version.
- pid (optional, int32) - Process ID that generated the message.
- hostname (optional, string) - Hostname that generated the message.
- fields (optional, Field) - Array of Field structures.

### 1.9.2 Field Variables

- name (required, string) - Name of the field (key).
- **value\_type (optional, int32) - Type of the value stored in this field.**
  - STRING = 0 (default)
  - BYTES = 1
  - INTEGER = 2
  - DOUBLE = 3
  - BOOL = 4
- representation (optional, string) - Freeform metadata string where you can describe what the data in this field represents. This information might provide cues to assist with processing, labeling, or rendering of the data performed by downstream plugins or UI elements. Examples of common usage follow:
  - **Numeric value representation - In most cases it is the [unit](#).**
    - \* count - It is a standard practice to use ‘count’ for raw values with no units.
    - \* KiB
    - \* mm
  - **String value representation - Ideally it should reference a formal specification but you are free to create you own voca**
    - \* date-time [RFC 3339](#), [section 5.6](#)
    - \* email [RFC 5322](#), [section 3.4.1](#)
    - \* hostname [RFC 1034](#), [section 3.1](#)
    - \* ipv4 [RFC 2673](#), [section 3.2](#)
    - \* ipv6 [RFC 2373](#), [section 2.2](#)
    - \* uri [RFC 3986](#)

- **How the representation is/can be used**
  - \* data parsing and validation
  - \* unit conversion i.e., B to KiB
  - \* presentation i.e., graph labels, HTML links
- value\_\* (optional, value\_type) - Array of values, only one type will be active at a time.

## 1.10 Message Matcher Syntax

Message matching is done by the *hekad* router to choose an appropriate filter(s) to run. Every filter that matches will get a copy of the message.

### 1.10.1 Examples

- Type == “test” && Severity == 6
- (Severity == 7 || Payload == “Test Payload”) && Type == “test”
- Fields[foo] != “bar”
- Fields[foo][1][0] == ‘alternate’
- Fields[MyBool] == TRUE
- TRUE
- Fields[created] =~ /%TIMESTAMP%/

### 1.10.2 Relational Operators

- == equals
- != not equals
- > greater than
- >= greater than equals
- < less than
- <= less than equals
- =~ regular expression match
- !~ regular expression negated match

### 1.10.3 Logical Operators

- Parentheses are used for grouping expressions
- && and (higher precedence)
- || or

### 1.10.4 Boolean

- **TRUE**
- **FALSE**

### 1.10.5 Message Variables

- All message variables must be on the left hand side of the relational comparison
- **String**
  - **Uuid**
  - **Type**
  - **Logger**
  - **Payload**
  - **EnvVersion**
  - **Hostname**
- **Numeric**
  - **Timestamp**
  - **Severity**
  - **Pid**
- **Fields**
  - **Fields[\_field\_name\_]** (shorthand for Field[\_field\_name\_][0][0])
  - **Fields[\_field\_name\_][\_field\_index\_]** (shorthand for Field[\_field\_name\_][\_field\_index\_][0])
  - **Fields[\_field\_name\_][\_field\_index\_][\_array\_index\_]**
  - If a field type is mis-match for the relational comparison, false will be returned i.e. Fields[foo] == 6 where 'foo' is a string

### 1.10.6 Quoted String

- single or double quoted strings are allowed
- must be placed on the right side of a relational comparison i.e. Type == 'test'

### 1.10.7 Regular Expression String

- enclosed by forward slashes
- must be placed on the right side of the relational comparison i.e. Type =~ /test/
- capture groups will be ignored



## Regular Expression Helpers

Commonly used complex regular expressions are provide as template variables in the form of %TEMPLATE%.

i.e., Fields[created] =~ /%TIMESTAMP%/

Available templates - TIMESTAMP - matches most common date/time string formats

**See also:**

[Regular Expression re2 syntax](#)

## 1.11 Sandbox

Sandboxes are Heka plugins that are implemented in a sandboxed scripting language. They provide a dynamic and isolated execution environment for data parsing, transformation, and analysis. They allow real time access to data in production without jeopardizing the integrity or performance of the monitoring infrastructure and do not require Heka to be recompiled. This broadens the audience that the data can be exposed to and facilitates new uses of the data (i.e. debugging, monitoring, dynamic provisioning, SLA analysis, intrusion detection, ad-hoc reporting, etc.)

### 1.11.1 Features

- **dynamic loading**
  - SandboxFilters can be started/stopped on a self-service basis while Heka is running
  - SandboxDecoder can only be started/stopped on a Heka restart but no recompilation is required to add new functionality.
- small - memory requirements are about 16 KiB for a basic sandbox
- fast - microsecond execution times
- stateful - ability to resume where it left off after a restart/reboot
- isolated - failures are contained and malfunctioning sandboxes are terminated

### 1.11.2 Lua Sandbox

The *Lua* sandbox provides full access to the Lua language in a sandboxed environment under *hekad* that enforces configurable restrictions.

**See also:**

[Lua Reference Manual](#)

## API

### Functions that must be exposed from the Lua sandbox

**int process\_message()** Called by Heka when a message is available to the sandbox. The instruction\_limit configuration parameter is applied to this function call.

*Arguments* none

*Return*

- < 0 for non-fatal failure (increments ProcessMessageFailures)
- 0 for success
- > 0 for fatal error (terminates the sandbox)

**timer\_event(ns)** Called by Heka when the ticker\_interval expires. The instruction\_limit configuration parameter is applied to this function call. This function is only required in SandboxFilters (SandboxDecoders do not support timer events).

*Arguments*

- ns (int64) current time in nanoseconds since the UNIX epoch

*Return* none

### Core functions that are exposed to the Lua sandbox

See: [https://github.com/mozilla-services/lua\\_sandbox/blob/master/docs/sandbox\\_api.md](https://github.com/mozilla-services/lua_sandbox/blob/master/docs/sandbox_api.md)

**require(libraryName)**

**output(arg0, arg1, ...argN)**

In most cases circular buffers should be directly output using inject\_message. However, in order to create graph annotations the annotation table has to be written to the output buffer followed by the circular buffer. The output function is the only way to combine this data before injection (use a unique payload\_type when injecting a message with a non-standard circular buffer mashups). *graph\_annotation*

### Heka specific functions that are exposed to the Lua sandbox

**read\_config(variableName)** Provides access to the sandbox configuration variables.

*Arguments*

- variableName (string)

*Return* number, string, bool, nil depending on the type of variable requested

**read\_message(variableName, fieldIndex, arrayIndex)** Provides access to the Heka message data.

*Arguments*

- **variableName (string)**
  - raw (accesses the raw MsgBytes in the PipelinePack)
  - Uuid
  - Type
  - Logger
  - Payload
  - EnvVersion
  - Hostname
  - Timestamp
  - Severity
  - Pid
  - Fields[\_name\_]

- **fieldIndex (unsigned) only used in combination with the Fields variableName**
  - use to retrieve a specific instance of a repeated field `_name_`
- **arrayIndex (unsigned) only used in combination with the Fields variableName**
  - use to retrieve a specific element out of a field containing an array

**Return** number, string, bool, nil depending on the type of variable requested

**write\_message(variableName, value, representation, fieldIndex, arrayIndex)** New in version 0.5.

Decoders only. Mutates specified field value on the message that is being decoded.

**Arguments**

- **variableName (string)**
  - Uuid (accepts raw bytes or RFC4122 string representation)
  - Type (string)
  - Logger (string)
  - Payload (string)
  - EnvVersion (string)
  - Hostname (string)
  - **Timestamp (accepts Unix ns-since-epoch number or a handful of parseable string representations.)**
  - Severity (number or int-parseable string)
  - Pid (number or int-parseable string)
  - Fields[\_name\_] (field type determined by value type: bool, number, or string)
- **value (bool, number or string)**
  - value to which field should be set
- **representation (string) only used in combination with the Fields variableName**
  - representation tag to set
- **fieldIndex (unsigned) only used in combination with the Fields variableName**
  - use to set a specific instance of a repeated field `_name_`
- **arrayIndex (unsigned) only used in combination with the Fields variableName**
  - use to set a specific element of a field containing an array

**Return** none

**read\_next\_field()** Iterates through the message fields returning the field contents or nil when the end is reached.

**Arguments** none

**Return** value\_type, name, value, representation, count (number of items in the field array)

**inject\_message(payload\_type, payload\_name)** Creates a new Heka message using the contents of the output payload buffer and then clears the buffer. Two pieces of optional metadata are allowed and included as fields in the injected message i.e., `Fields[payload_type] == 'csv'` `Fields[payload_name] == 'Android Usage Statistics'`. The number of messages that may be injected by the `process_message` or `timer_event` functions are globally controlled by the hekad `hekad_command_line_options`; if these values are exceeded the sandbox will be terminated.

**Arguments**

- `payload_type` (**optional, default “txt”** string) Describes the content type of the injected payload data.
- `payload_name` (**optional, default “”** string) Names the content to aid in downstream filtering.

**Return** none

**inject\_message(circular\_buffer, payload\_name)** Creates a new Heka message placing the circular buffer output in the message payload (overwriting whatever is in the output buffer). The `payload_type` is set to the circular buffer output format string. i.e., `Fields[payload_type] == ‘cbuf’`. The `Fields[payload_name]` is set to the provided `payload_name`.

**Arguments**

- `circular_buffer` (`circular_buffer`)
- `payload_name` (**optional, default “”** string) Names the content to aid in downstream filtering.

**Return** none

**Notes**

- injection limits are enforced as described above
- if the *DashboardOutput* plugin is configured a graphical view of the data is automatically generated.

**inject\_message(message\_table)** Creates a new Heka protocol buffer message using the contents of the specified Lua table (overwriting whatever is in the output buffer). Notes about message fields:

- Timestamp is automatically generated if one is not provided. Nanosecond since the UNIX epoch is the only valid format.
- UUID is automatically generated, anything provided by the user is ignored.
- Hostname and Logger are automatically set by the *SandboxFilter* and cannot be overridden.
- Type is prepended with “heka.sandbox.” by the *SandboxFilter* to avoid data confusion/mis-representation.
- **Fields can be represented in multiple forms and support the following primitive types: string, double, bool. These co**

- `name=value` i.e., `foo=“bar”`; `foo=1`; `foo=true`

- `name={array}` i.e., `foo={“b”, “a”, “r”}`

- **`name={object}` i.e. `foo={value=1, representation=“s”}`; `foo={value={1010, 2200, 1567}, representation=“ms”}`**

- \* `value` (required) may be a single value or an array of values

- \* `representation` (optional) metadata for display and unit management

**Arguments**

- `message_table` A table with the proper message structure.

**Return** none

**Notes**

- injection limits are enforced as described above

## Sample Lua Message Structure

```
{
  Uuid          = "data",          -- always ignored
  Logger        = "nginx",        -- ignored in the SandboxFilter
  Hostname      = "bogus.mozilla.com", -- ignored in the SandboxFilter

  Timestamp     = 1e9,
  Type          = "TEST",          -- will become "heka.sandbox.TEST" in the SandboxFilter
  Papload       = "Test Payload",
  EnvVersion    = "0.8",
  Pid           = 1234,
  Severity      = 6,
  Fields        = {
    http_status   = 200,
    request_size  = {value=1413, representation="B"}
  }
}
```

### 1.11.3 Lua Sandbox Tutorial

#### How to create a simple sandbox filter

1. Implement the required Heka interface in Lua

```
function process_message ()
  return 0
end
```

```
function timer_event(ns)
end
```

2. Add the business logic (count the number of ‘demo’ events per minute)

```
require "string"

total = 0 -- preserved between restarts since it is in global scope
local count = 0 -- local scope so this will not be preserved

function process_message()
  total= total + 1
  count = count + 1
  return 0
end

function timer_event(ns)
  output(string.format("%d messages in the last minute; total=%d", count, total))
  count = 0
  inject_message()
end
```

3. Setup the configuration

```
[demo_counter]
type = "SandboxFilter"
message_matcher = "Type == 'demo'"
ticker_interval = 60
script_type = "lua"
```

```
filename = "counter.lua"
preserve_data = true
```

4. Extending the business logic (count the number of ‘demo’ events per minute per device)

```
require "string"

device_counters = {}

function process_message()
    local device_name = read_message("Fields[DeviceName]")
    if device_name == nil then
        device_name = "_unknown_"
    end

    local dc = device_counters[device_name]
    if dc == nil then
        dc = {count = 1, total = 1}
        device_counters[device_name] = dc
    else
        dc.count = dc.count + 1
        dc.total = dc.total + 1
    end
    return 0
end

function timer_event(ns)
    output("#device_name\tcount\ttotal\n")
    for k, v in pairs(device_counters) do
        output(string.format("%s\t%d\t%d\n", k, v.count, v.total))
        v.count = 0
    end
    inject_message()
end
```

### 1.11.4 SandboxManagerFilter

The SandboxManagerFilter provides dynamic control (start/stop) of sandbox filters in a secure manner without stopping the Heka daemon. Commands are sent to a SandboxManagerFilter using a signed Heka message. The intent is to have one manager per access control group each with their own message signing key. Users in each group can submit a signed control message to manage any filters running under the associated manager. A signed message is not an enforced requirement but it is highly recommended in order to restrict access to this functionality.

#### SandboxManagerFilter Settings

- *Common Filter Parameters*
- **working\_directory (string):** The directory where the filter configurations, code, and states are preserved. The directory can be unique or shared between sandbox managers since the filter names are unique per manager. Defaults to a directory in \${BASE\_DIR}/sbxmgrs with a name generated from the plugin name.
- **module\_directory (string):** The directory where ‘require’ will attempt to load the external Lua modules from. Defaults to \${SHARE\_DIR}/lua\_modules.
- **max\_filters (uint):** The maximum number of filters this manager can run.

New in version 0.5.

- **memory\_limit (uint):** The number of bytes managed sandboxes are allowed to consume before being terminated (max 8MiB, default max).
- **instruction\_limit (uint):** The number of instructions managed sandboxes are allowed the execute during the process\_message/timer\_event functions before being terminated (max 1M, default max).
- **output\_limit (uint):** The number of bytes managed sandbox output buffers can hold before before being terminated (max 63KiB, default max). Anything less than 64B is set to 64B.

Example

```
[OpsSandboxManager]
type = "SandboxManagerFilter"
message_signer = "ops"
message_matcher = "Type == 'heka.control.sandbox'"
max_filters = 100
```

## Control Message

The sandbox manager control message is a regular Heka message with the following variables set to the specified values.

Starting a SandboxFilter

- Type: “heka.control.sandbox”
- Payload: *sandbox code*
- Fields[action]: “load”
- Fields[config]: the TOML configuration for the SandboxFilter *sandboxfilter\_settings*

Stopping a SandboxFilter

- Type: “heka.control.sandbox”
- Fields[action]: “unload”
- Fields[name]: The SandboxFilter name specified in the configuration

## heka-sbmgr

Heka Sbmgr is a tool for managing (starting/stopping) sandbox filters by generating the control messages defined above.

Command Line Options

```
heka-sbmgr [-config config_file] [-action load|unload] [-filtername specified on unload] [-script sandbox script filename] [-scriptconfig sandbox script configuration filename]
```

Configuration Variables

- ip\_address (string): IP address of the Heka server.
- use\_tls (bool): Specifies whether or not SSL/TLS encryption should be used for the TCP connections. Defaults to false.
- signer (object): **Signer information for the encoder.**
  - name (string): The name of the signer.
  - hmac\_hash (string): md5 or sha1

- hmac\_key (string): The key the message will be signed with.
- version (int): The version number of the hmac\_key.
- tls (TlsConfig): A sub-section that specifies the settings to be used for any SSL/TLS encryption. This will only have any impact if *use\_tls* is set to true. See *Configuring TLS*.

#### Example

```
ip_address      = "127.0.0.1:5565"
use_tls         = true
[signer]
  name          = "test"
  hmac_hash     = "md5"
  hmac_key      = "4865ey9urgkidls xtb0[7lf9rzcivthkm"
  version       = 0

[tls]
  cert_file     = "heka.crt"
  key_file      = "heka.key"
  client_auth   = "NoClientCert"
  prefer_server_ciphers = true
  min_version   = "TLS11"
```

## heka-sbmgrload

Heka Sbmgrload is a test tool for starting/stopping a large number of sandboxes. The script and configuration are built into the tool and the filters will be named: CounterSandboxN where N is the instance number.

#### Command Line Options

heka-sbmgrload [-config *config\_file*] [-action *load|unload*] [-num *number of sandbox instances*]

Configuration Variables (same as heka-sbmgr)

## 1.11.5 Tutorial - How to use the dynamic sandboxes

### SandboxManager/Heka Setup

1. Configure the SandboxManagerFilter.

The SandboxManagerFilters are defined in the hekad configuration file and are created when hekad starts. The manager provides a location/namespace for SandboxFilters to run and controls access to this space via a signed Heka message. By associating a message\_signer with the manager we can restrict who can load and unload the associated filters. Lets start by configuring a SandboxManager for a specific set of users; platform developers. Choose a unique filter name [PlatformDevs] and a signer name “PlatformDevs”, in this case we will use the same name for each.

```
[PlatformDevs]
type = "SandboxManagerFilter"
message_signer = "PlatformDevs"
message_matcher = "Type == 'heka.control.sandbox'"
working_directory = "/var/heka/sandbox"
max_filters = 100
```

2. Configure the input that will receive the SandboxManager control messages.

For this setup we will extend the current TCP input to handle our signed messages. The signer section consists of the signer name followed by an underscore and the key version number (the reason for this notation is to simply flatten



the signer configuration structure into a single map). Multiple key versions are allowed to be active at the same time facilitating the rollout of new keys.

```
[TCP:5565]
type = "TcpInput"
address = ":5565"
[TCP:5565.signer.PlatformDevs_0]
hmac_key = "Old Platform devs signing key"
[TCP:5565.signer.PlatformDevs_1]
hmac_key = "Platform devs signing key"
```

3. Configure the sandbox manager utility (sbmgr). The signer information must exactly match the values in the input configuration above otherwise the messages will be discarded. Save the file as PlatformDevs.toml.

```
ip_address      = ":5565"
[signer]
  name          = "PlatformDevs"
  hmac_hash     = "md5"
  hmac_key      = "Platform devs signing key"
  version       = 1
```

## SandboxFilter Setup

1. Create a SandboxFilter script and save it as “example.lua”. See *lua\_tutorials* for more detail.

```
require "circular_buffer"

data = circular_buffer.new(1440, 1, 60) -- message count per minute
local COUNT = data:set_header(1, "Messages", "count")
function process_message ()
  local ts = read_message("Timestamp")
  data:add(ts, COUNT, 1)
  return 0
end

function timer_event(ns)
  inject_message(data)
end
```

2. Create the SandboxFilter configuration and save it as “example.toml”.

The only difference between a static and dynamic SandboxFilter configuration is the filename. In the dynamic configuration it can be left blank or left out entirely. The manager will assign the filter a unique system wide name, in this case, “PlatformDevs-Example”.

```
[Example]
type = "SandboxFilter"
message_matcher = "Type == 'Widget'"
ticker_interval = 60
script_type = "lua"
filename = ""
preserve_data = false
```

3. Load the filter using sbmgr.

```
sbmgr -action=load -config=PlatformDevs.toml -script=example.lua -scriptconfig=example.toml
```

If you are running the *DashboardOutput* the following links are available:

- Information about the running filters: [http://localhost:4352/heka\\_report.html](http://localhost:4352/heka_report.html).

- Graphical Output (after 1 minute in this case): <http://localhost:4352/PlatformDevs-Example.html>

Otherwise

- Information about the terminated filters: [http://localhost:4352/heka\\_sandbox\\_termination.html](http://localhost:4352/heka_sandbox_termination.html).

---

**Note:** A running filter cannot be ‘reloaded’ it must be unloaded and loaded again. The state is not preserved in this case for two reasons (in the future we hope to remedy this):

1. During the unload/load process some data can be missed creating a small gap in the analysis causing anomalies and confusion. 2. The internal data representation may have changed and restoration may be problematic.

---

4. Unload the filter using sbmgr.

```
sbmgr -action=unload -config=PlatformDevs.toml -filtername=Example
```

### 1.11.6 SandboxDecoder

The SandboxDecoder provides an isolated execution environment for data parsing and complex transformations without the need to recompile Heka. See *Sandbox*. Config:

- **script\_type (string):** The language the sandbox is written in. Currently the only valid option is ‘lua’.
- **filename (string):** The path to the sandbox code; if specified as a relative path it will be appended to Heka’s global share\_dir.
- **preserve\_data (bool):** True if the sandbox global data should be preserved/restored on Heka shutdown/startup.
- **memory\_limit (uint):** The number of bytes the sandbox is allowed to consume before being terminated (max 8MiB, default max).
- **instruction\_limit (uint):** The number of instructions the sandbox is allowed to execute during the process\_message function before being terminated (max 1M, default max).
- **output\_limit (uint):** The number of bytes the sandbox output buffer can hold before being terminated (max 63KiB, default max). Anything less than 64B is set to 64B.
- **module\_directory (string):** The directory where ‘require’ will attempt to load the external Lua modules from. Defaults to \${SHARE\_DIR}/lua\_modules.
- **config (object):** A map of configuration variables available to the sandbox via read\_config. The map consists of a string key with: string, bool, int64, or float64 values.

Example

```
[sql_decoder]
type = "SandboxDecoder"
script_type = "lua"
filename = "sql_decoder.lua"
```

### 1.11.7 Available Sandbox Decoders

#### Nginx Access Log Decoder

Parses the Nginx access logs based on the Nginx ‘log\_format’ configuration directive.

Config:

- **log\_format (string)** The ‘log\_format’ configuration directive from the nginx.conf. \$time\_local or \$time\_iso8601 variable is converted to the number of nanosecond since the Unix epoch and used to set the Timestamp on the message.
- **type (string, optional, default nil):** Sets the message ‘Type’ header to the specified value
- **user\_agent\_transform (bool, optional, default false)** Transform the http\_user\_agent into user\_agent\_browser, user\_agent\_version, user\_agent\_os.
- **user\_agent\_keep (bool, optional, default false)** Always preserve the http\_user\_agent value if transform is enabled.
- **user\_agent\_conditional (bool, optional, default false)** Only preserve the http\_user\_agent value if transform is enabled and fails.

#### Example Heka Configuration

```
[FxaNginxAccessDecoder]
type = "SandboxDecoder"
script_type = "lua"
filename = "lua_decoders/nginx_access.lua"

[FxaNginxAccessDecoder.config]
log_format = '$remote_addr - $remote_user [$time_local] "$request" $status $body_bytes_sent "$http_re
user_agent_transform = true
```

#### Example Heka Message

**Timestamp** 2014-01-10 07:04:56 -0800 PST

**Type** logfile

**Hostname** trink-x230

**Pid** 0

**UUID** 8e414f01-9d7f-4a48-a5e1-ae92e5954df5

**Logger** FxaNginxAccessInput

**Payload**

**EnvVersion**

**Severity** 7

**Fields**

```
name:"remote_user" value_string:"-“
name:"http_x_forwarded_for" value_string:"-“
name:"http_referer" value_string:"-“
name:"body_bytes_sent" value_type:DOUBLE representation:"B" value_double:82
name:"remote_addr" value_string:"62.195.113.219"
name:"status" value_type:DOUBLE value_double:200
name:"request" value_string:"GET /v1/recovery_email/status HTTP/1.1"
name:"user_agent_os" value_string:"FirefoxOS"
name:"user_agent_browser" value_string:"Firefox"
name:"user_agent_version" value_type:DOUBLE value_double:29
```

## Rsyslog Decoder

Parses the rsyslog output using the string based configuration template.

Config:

- **template (string)** The ‘template’ configuration string from rsyslog.conf.
- **tz (string, optional, defaults to UTC)** The conversion actually happens on the Go side since there isn’t good TZ support here.

*Example Heka Configuration*

```
[RsyslogDecoder]
type = "SandboxDecoder"
script_type = "lua"
filename = "lua_decoders/rsyslog.lua"

[RsyslogDecoder.config]
template = '%TIMESTAMP% %HOSTNAME% %syslogtag%%msg:::sp-if-no-1st-sp%%msg:::drop-last-lf%\n'
tz = "America/Los_Angeles"
```

*Example Heka Message*

```
Timestamp 2014-02-10 12:58:58 -0800 PST
Type logfile
Hostname trink-x230
Pid 0
UUID e0eef205-0b64-41e8-a307-5772b05e16c1
Logger RsyslogInput
Payload "imklog 5.8.6, log source = /proc/kmsg started."
EnvVersion
Severity 7
Fields
    name:"syslogtag" value_string:"kernel:"]
```

### 1.11.8 Lua Parsing Expression Grammars (LPeg)

#### Best practices (using Lpeg in the sandbox)

1. Read the [LPeg reference](#)
2. **There are no plans to include the ‘re’ module so embrace the SNOBOL tradition. Why?**
  - Consistency and readability of a single syntax.
  - Promotes more modular grammars.
  - Is easier to comment.
3. Do not use parentheses around function calls that take a single string argument.

```
-- prefer
lpeg.P("Literal")
```

```
-- instead of
lpeg.P("Literal")
```

4. When writing sub-grammars with an ordered choice (+) place each choice on its own line; this make it easier to pick out the alternates. Also, if possible order them from most frequent to least frequent use.

```
local date_month = lpeg.P"0" * lpeg.R"19"
                  + "1" * lpeg.R"02"
```

```
-- The exception: when grouping alternates together in a higher level grammar.
```

```
local log_grammar = (rfc3339 + iso8601) * log_severity * log_message
```

5. Use the locale patterns when matching standard character classes.

```
-- prefer
lpeg.digit
```

```
-- instead of
lpeg.R"09".
```

6. If a literal occurs within an expression avoid wrapping it in a function.

```
-- prefer
lpeg.digit * "Test"
```

```
-- instead of
lpeg.digit * lpeg.P"Test"
```

7. When creating a parser from an RFC standard mirror the ABNF grammar that is provided.
8. If creating a grammar that would also be useful to others, please consider contributing it back to the project, thanks.
9. Use the grammar tester <http://lpeg.trink.com>.

### 1.11.9 SandboxFilter

The sandbox filter provides an isolated execution environment for data analysis. Any output generated by the sandbox is injected into the payload of a new message for further processing or to be output.

Config:

- *Common Filter Parameters*
- **script\_type (string):** The language the sandbox is written in. Currently the only valid option is ‘lua’.
- **filename (string):** For a static configuration this is the path to the sandbox code; if specified as a relative path it will be appended to Heka’s global share\_dir. The filename must be unique between static plugins, since the global data is preserved using this name. For a dynamic configuration the filename is ignored and the the physical location on disk is controlled by the SandboxManagerFilter.
- **preserve\_data (bool):** True if the sandbox global data should be preserved/restored on Heka shutdown/startup.
- **memory\_limit (uint):** The number of bytes the sandbox is allowed to consume before being terminated (max 8MiB, default max). For a dynamic configuration the value is ignored and the SandboxManagerFilter setting is used.

- **instruction\_limit (uint):** The number of instructions the sandbox is allowed to execute during the process\_message/timer\_event functions before being terminated (max 1M, default max). For a dynamic configuration the value is ignored and the SandboxManagerFilter setting is used.
- **output\_limit (uint):** The number of bytes the sandbox output buffer can hold before being terminated (max 63KiB, default max). Anything less than 64B is set to 64B. For a dynamic configuration the value is ignored and the SandboxManagerFilter setting is used.
- **profile (bool):** When true a statistically significant number of ProcessMessage timings are immediately captured before reverting back to the regular sampling interval. The main purpose is for more accurate sandbox comparison/tuning/optimization.
- **module\_directory (string):** The directory where 'require' will attempt to load the external Lua modules from. Defaults to \${SHARE\_DIR}/lua\_modules. For a dynamic configuration the module\_directory is ignored and the physical location on disk is controlled by the SandboxManagerFilter.
- **config (object):** A map of configuration variables available to the sandbox via read\_config. The map consists of a string key with: string, bool, int64, or float64 values.

Example:

```
[hekabench_counter]
type = "SandboxFilter"
message_matcher = "Type == 'hekabench'"
ticker_interval = 1
script_type = "lua"
filename = "counter.lua"
preserve_data = true
profile = false

[hekabench_counter.config]
rows = 1440
sec_per_row = 60
```

### 1.11.10 Available Sandbox Filters

#### Circular Buffer Delta Aggregator

Collects the circular buffer delta output from multiple instances of an upstream sandbox filter (the filters should all be the same version at least with respect to their cbuf output). The purpose is to recreate the view at a larger scope in each level of the aggregation i.e., host view -> datacenter view -> service level view.

Config:

- **enable\_delta (bool, optional, default false)** Specifies whether or not this aggregator should generate cbuf deltas.
- **alert\_rows (uint, optional, default 15)** Specifies the size of the rolling average windows to compare. The window cannot be more than one third of the entire circular buffer.
- **alert\_cols (JSON string, optional)** An array of JSON objects consisting of a 'col' number and a 'deviation' alert threshold. If not specified no anomaly detection/alerting will be performed.

*Example Heka Configuration*

```
[TelemetryServerMetricsAggregator]
type = "SandboxFilter"
message_matcher = "Logger == 'TelemetryServerMetrics' && Fields[payload_type] == 'cbufd'"
ticker_interval = 60
```

```
script_type = "lua"
filename = "lua_filters/cbufd_aggregator.lua"
preserve_data = true
```

```
[TelemetryServerMetricsAggregator.config]
enable_delta = false
alert_rows = 15
alert_cols = ' [{"col":1, "deviation":2}] '
```

## Circular Buffer Delta Aggregator (by hostname)

Collects the circular buffer delta output from multiple instances of an upstream sandbox filter (the filters should all be the same version at least with respect to their cbuf output). Each column from the source circular buffer will become its own graph. i.e., 'Error Count' will become a graph with each host being represented in a column.

Config:

- **max\_hosts (uint)** Pre-allocates the number of host columns in the graph(s). If the number of active hosts exceed this value, the plugin will terminate.
- **rows (uint)** The number of rows to keep from the original circular buffer. Storing all the data from all the hosts is not practical since you will most likely run into memory and output size restrictions (adjust the view down as necessary).
- **host\_expiration (uint, optional, default 120 seconds)** The amount of time a host has to be inactive before it can be replaced by a new host.

*Example Heka Configuration*

```
[TelemetryServerMetricsHostAggregator]
type = "SandboxFilter"
message_matcher = "Logger == 'TelemetryServerMetrics' && Fields[payload_type] == 'cbufd'"
ticker_interval = 60
script_type = "lua"
filename = "lua_filters/cbufd_host_aggregator.lua"
preserve_data = true

[TelemetryServerMetricsHostAggregator.config]
max_hosts = 5
rows = 60
host_expiration = 120
```

## Frequent Items

Calculates the most frequent items in a data stream.

Config:

- **message\_variable (string)** The message variable name containing the items to be counted.
- **max\_items (uint, optional, default 1000)** The maximum size of the sample set (higher will produce a more accurate list).
- **min\_output\_weight (uint, optional, default 100)** Used to reduce the long tail output by only outputting the higher frequency items.
- **reset\_days (uint, optional, default 1)** Resets the list after the specified number of days (on the UTC day boundary). A value of 0 will never reset the list.

### Example Heka Configuration

```
[FxaAuthServerFrequentIP]
type = "SandboxFilter"
script_type = "lua"
filename = "lua_filters/frequent_items.lua"
ticker_interval = 60
preserve_data = true
message_matcher = "Logger == 'nginx.access' && Type == 'fxa-auth-server'"

[FxaAuthServerFrequentIP.config]
message_variable = "Fields[remote_addr]"
max_items = 10000
min_output_weight = 100
reset_days = 1
```

## Heka Message Schema (Message Documentation)

Generates documentation for each message type in a data stream. The output includes each message Type, its associated field attributes, and their counts (number in the brackets). This plugin is meant for data discovery/exploration and should not be left running on a production system.

Config:

<none>

### Example Heka Configuration

```
[FxaAuthServerMessageSchema]
type = "SandboxFilter"
script_type = "lua"
filename = "lua_filters/heka_message_schema.lua"
ticker_interval = 60
preserve_data = false
message_matcher = "Logger == 'fxa-auth-server'"
```

### Example Output

```
DB.getToken [11598]
  id (string)
  rid (string - optional [2])
  msg (string)
```

## HTTP Status Graph

Graphs HTTP status codes using the numeric Fields[status] variable collected from web server access logs.

Config:

- **sec\_per\_row (uint, optional, default 60)** Sets the size of each bucket (resolution in seconds) in the sliding window.
- **rows (uint, optional, default 1440)** Sets the size of the sliding window i.e., 1440 rows representing 60 seconds per row is a 24 sliding hour window with 1 minute resolution.

### Example Heka Configuration



```
[FxaAuthServerHTTPStatus]
type = "SandboxFilter"
script_type = "lua"
filename = "lua_filters/http_status.lua"
ticker_interval = 60
preserve_data = true
message_matcher = "Logger == 'nginx.access' && Type == 'fxa-auth-server'"

[FxaAuthServerHTTPStatus.config]
sec_per_row = 60
rows = 1440
```

### 1.11.11 Sandbox Development

#### Decoders

Since decoders cannot be dynamically loaded and they stop Heka processing on fatal errors they must be developed outside of a production environment. Most Lua decoders are LPeg based as it is the best way to parse and transform data within the sandbox. The other alternatives are the built-in Lua pattern matcher or the JSON parser with a manual transformation.

1. Procure some sample data to be used as test input.

```
timestamp=time_t key1=data1 key2=data2
```

2. Configure a simple LogstreamerInput to deliver the data to your decoder.

```
[LogstreamerInput]
log_directory = "."
file_match = 'data\.log'
decoder = "SandboxDecoder"
```

3. Configure your test decoder.

```
[SandboxDecoder]
script_type = "lua"
filename = "decoder.lua"
```

4. Configure the DashboardOutput for visibility into the decoder (performance, memory usage, messages processed/failed, etc.)

```
[DashboardOutput]
address = "127.0.0.1:4352"
ticker_interval = 10
working_directory = "dashboard"
static_directory = "/usr/share/heka/dasher"
```

5. Configure a LogOutput to display the generated messages.

```
[LogOutput]
message_matcher = "TRUE"
```

6. **Build the decoder.** The decoder will receive a message from an input plugin. The input may have set some additional message headers but the 'Payload' header contains the data for the decoder. The decoder can access the payload using `read_message("Payload")`. The payload can be used to construct an entirely new message, multiple messages or modify any part of the existing message (see `inject_message`, `write_message` in the *lua* API). Message headers not modified by the decoder are left intact and in the case of multiple message injections the initial message header values are duplicated for each message.

- (a) **LPeg grammar.** Incrementally build and test your grammar using <http://lpeg.trink.com>.
  - (b) **Lua pattern matcher.** Test match expressions using <http://www.lua.org/cgi-bin/demo>.
  - (c) **JSON parser.** For data transformation use the LPeg/Lua matcher links above. Something like simple field remapping i.e. `msg.Hostname = json.host` can be verified in the LogOutput.
7. Run Heka with the test configuration.
  8. Inspect/verify the messages written by LogOutput.

## Filters

Since filters can be dynamically loaded it is recommended you develop them in production with live data.

1. Read *sandbox\_manager\_tutorial*

### OR

1. If you are developing the filter in conjunction with the decoder you can add it to the test configuration.

```
[SandboxFilter]
script_type = "lua"
filename = "filter.lua"
```

2. Debugging

- (a) Watch for a dashboard sandbox termination report. The termination message provides the line number and cause of the failure. These are usually straight forward to correct and commonly caused by a syntax error in the script or invalid assumptions about the data (e.g. `cnt = cnt + read_message("Fields[counter]")` will fail if the counter field doesn't exist or is non-numeric due to a error in the data).
- (b) No termination report and the output does not match expectations. These are usually a little harder to debug.
  - i. Check the Heka dashboard to make sure the router is sending messages to the plugin. If not, verify your `message_matcher` configuration.
  - ii. Visually review the the plugin for errors. Are the message field names correct, was the result of the `cjson.decode` tested, are the output variables actually being assigned to and output/injected, etc.
  - iii. Add a debug output message with the pertinent information.

```
require "string"
require "table"
local dbg = {}

-- table.insert(dbg, string.format("Entering function x arg1: %s", arg1))
-- table.insert(dbg, "Exiting function x")

output(table.concat(dbg, "\n"))
inject_message("txt", "debug")
```

- i. **LAST RESORT:** Move the filter out of production, turn on preservation, run the tests, stop Heka, and review the entire preserved state of the filter.

### 1.11.12 Lua Sandbox Cookbooks

- **Decoders**
  - *json\_payload\_transform*
  - *mysql\_slow\_query\_decoder*
- **Presentation**
  - *graph\_annotation*

## 1.12 Testing Heka

### 1.12.1 heka-flood

heka-flood is a Heka load test tool; it is capable of generating a large number of messages to exercise Heka using different protocols, message types, and error conditions.

#### Command Line Options

- `-config="flood.toml"`: Path to heka-flood config file
- `-test="default"`: Name of config file defined test to run

Example:

```
heka-flood -config="/etc/flood.toml" -test="my_test_name"
```

#### Configuration Variables

- **test (object)**: Name of the test section (toml key) in the configuration file.
- **ip\_address (string)**: IP address of the Heka server.
- **sender (string)**: tcp or udp
- **pprof\_file (string)**: The name of the file to save the profiling data to.
- **encoder (string)**: protobuf or json
- **num\_messages (int)**: The number of messages to be sent, 0 for infinite.
- **corrupt\_percentage (float)**: The percentage of messages that will be randomly corrupted.
- **signed\_percentage (float)**: The percentage of message that will be signed.
- **variable\_size\_messages (bool)**: True, if a random selection of variable size messages are to be sent. False, if a single fixed message will be sent.
- **signer (object)**: **Signer information for the encoder.**
  - **name (string)**: The name of the signer.
  - **hmac\_hash (string)**: md5 or sha1
  - **hmac\_key (string)**: The key the message will be signed with.
  - **version (int)**: The version number of the hmac\_key.

- `ascii_only` (bool): True, if generated message payloads should only contain ASCII characters. False, if message payloads should contain arbitrary binary data. Defaults to false.

New in version 0.5.

- `use_tls` (bool): Specifies whether or not SSL/TLS encryption should be used for the TCP connections. Defaults to false.
- `tls` (TlsConfig): A sub-section that specifies the settings to be used for any SSL/TLS encryption. This will only have any impact if `use_tls` is set to true. See *Configuring TLS*.

Example

```
[default]
ip_address      = "127.0.0.1:5565"
sender          = "tcp"
pprof_file      = ""
encoder         = "protobuf"
num_messages    = 0
corrupt_percentage = 0.0001
signed_percentage = 0.00011
variable_size_messages = true
[default.signer]
name            = "test"
hmac_hash       = "md5"
hmac_key        = "4865ey9urgkidls xtb0[7lf9rzciwthkm"
version         = 0
```

## 1.12.2 heka-inject

New in version 0.5.

heka-inject is a Heka client allowing for the injecting of arbitrary messages into the Heka pipeline. It is capable of generating a message of specified message variables with values. It allows for quickly testing plugins. Inject requires TcpInput with Protobufs encoder availability.

### Command Line Options

- `-heka`: Heka instance to connect
- `-hostname`: message hostname
- `-logger`: message logger
- `-payload`: message payload
- `-pid`: message pid
- `-severity`: message severity
- `-type`: message type

Example:

```
heka-inject -payload="Test message with high severity." -severity=1
```

### 1.12.3 heka-cat

New in version 0.5.

A command-line utility for counting, viewing, filtering, and extracting Heka protobuf logs.

#### Command Line Options

- `-format="txt"`: output format [txt|json|hekalcount]
- `-match="TRUE"`: `message_matcher` filter expression
- `-offset=0`: starting offset for the input file in bytes
- `-output=""`: output filename, defaults to stdout
- `-tail=false`: don't exit on EOF
- *input filename*

Example:

```
heka-cat -format=count -match="Fields[status] == 404" test.log
```

Output:

```
Input:test.log Offset:0 Match:Fields[status] == 404 Format:count Tail:false Output:
Processed: 1002646, matched: 15660 messages
```

## 1.13 Configuring TLS

Many input and output plugins that rely on TCP as the underlying transport for network communication also support the use of SSL/TLS encryption for their connections. Typically the TOML configuration for these plugins will support a boolean `use_tls` flag that specifies whether or not encryption should be used, and a `tls` sub-section that specifies the settings to be used for negotiating the TLS connections. If `use_tls` is not set to true, the `tls` section will be ignored.

Modeled after Go's stdlib TLS [configuration struct](#), the same configuration structure is used for both client and server connections, with some of the settings being applicable for a client's configuration, some for a server's, and some for both. In the description of the TLS configuration settings below, each setting is marked as appropriate to client, server, or both as appropriate.

### 1.13.1 TLS configuration settings

- **server\_name (string, client):** Name of the server being requested. Included in the client handshake to support virtual hosting server environments.
- **cert\_file (string, both):** Full filesystem path to the certificate file to be presented to the other side of the connection.
- **key\_file (string, both):** Full filesystem path to the specified certificate's associated private key file.
- **client\_auth (string, server):** Specifies the server's policy for TLS client authentication. Must be one of the following values:
  - NoClientCert
  - RequestClientCert

- RequireAnyClientCert
- VerifyClientCertIfGiven
- RequireAndVerifyClientCert

Defaults to “NoClientCert”.

- **ciphers ([string, both]):** List of cipher suites supported for TLS connections. Earlier suites in the list have priority over those following. Must only contain values from the following selection:

- RSA\_WITH\_RC4\_128\_SHA
- RSA\_WITH\_3DES\_EDE\_CBC\_SHA
- RSA\_WITH\_AES\_128\_CBC\_SHA
- RSA\_WITH\_AES\_256\_CBC\_SHA
- ECDHE\_ECDSA\_WITH\_RC4\_128\_SHA
- ECDHE\_ECDSA\_WITH\_AES\_128\_CBC\_SHA
- ECDHE\_ECDSA\_WITH\_AES\_256\_CBC\_SHA
- ECDHE\_RSA\_WITH\_RC4\_128\_SHA
- ECDHE\_RSA\_WITH\_3DES\_EDE\_CBC\_SHA
- ECDHE\_RSA\_WITH\_AES\_128\_CBC\_SHA
- ECDHE\_RSA\_WITH\_AES\_256\_CBC\_SHA
- ECDHE\_RSA\_WITH\_AES\_128\_GCM\_SHA256
- ECDHE\_ECDSA\_WITH\_AES\_128\_GCM\_SHA256

If omitted, the implementation’s [default ordering](#) will be used.

- **insecure\_skip\_verify (bool, client):** If true, TLS client connections will accept any certificate presented by the server and any host name in that certificate. This causes TLS to be susceptible to man-in-the-middle attacks and should only be used for testing. Defaults to false.
- **prefer\_server\_ciphers (bool, server):** If true, a server will always favor the server’s specified cipher suite priority order over that requested by the client. Defaults to true.
- **session\_tickets\_disabled (bool, server):** If true, session resumption support as specified in [RFC 5077](#) will be disabled.
- **session\_ticket\_key (string, server):** Used by the TLS server to provide session resumption per [RFC 5077](#). If left empty, it will be filled with random data before the first server handshake.
- **min\_version (string, both):** Specifies the minimum acceptable SSL/TLS version. Must be one of the following values:
  - SSL30
  - TLS10
  - TLS11
  - TLS12

Defaults to SSL30.

- **max\_version (string, both):** Specifies the maximum acceptable SSL/TLS version. Must be one of the following values:
  - SSL30

- TLS10
- TLS11
- TLS12

Defaults to TLS12.

- **client\_cafile (string, server):** File for server to authenticate client TLS handshake. Any client certs recieved by server must be chained to a CA found in this PEM file.

Has no effect when NoClientCert is set.

- **root\_cafile (string, client):** File for client to authenticate server TLS handshake. Any server certs recieved by client must be must be chained to a CA found in this PEM file.

### 1.13.2 Sample TLS configuration

The following is a sample TcpInput configuration showing the use of TLS encryption.

```
[TcpInput]
address = ":5565"
parser_type = "message.proto"
decoder = "ProtobufDecoder"
use_tls = true

[TcpInput.tls]
cert_file = "/usr/share/heka/tls/cert.pem"
key_file = "/usr/share/heka/tls/cert.key"
client_auth = "RequireAndVerifyClientCert"
prefer_server_ciphers = true
min_version = "TLS11"
```





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## Indices and tables

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- *search*
- *glossary*