O New Relic.

How Distributed Tracing Works

The trouble with modern systems

New technologies introduce greater complexity for monitoring software and systems.

HYBRID

CONTINUOUS DEPLOYMENT

DISTRIBUTED SYSTEMS TH

CLOUD / SAAS

THOUSANDS OF MICROSERVICES

What is distributed tracing?

Distributed tracing refers to the method of tracking, observing, and collecting data about requests as they flow through distributed systems.

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WHAT IS A TRACE?

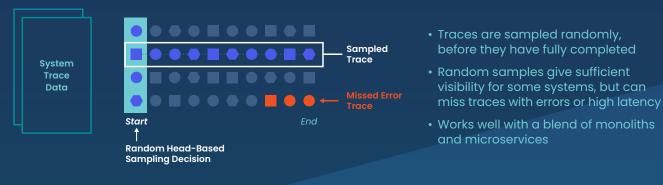
services in a distributed system talk to one another by sending requests. A trace is data that tracks the complete path of a request as it travels from service to service. It's composed of spans that represent time spent in each operation, or segment, along the path.

Types of sampling

Because distributed tracing processes massive amounts of data, it captures and

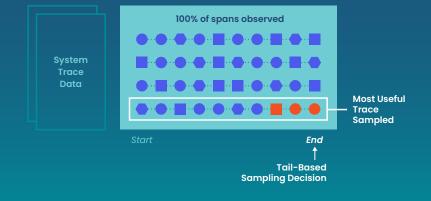
gives you a representative "sample" of activity. Here are the two most common types of sampling:

TRADITIONAL HEAD-BASED SAMPLING



TAIL-BASED SAMPLING

- Samples only after the trace has fully completed, observes 100% of traces, and keeps those with errors, highlatency, or anomalies
- Usually requires users to deploy and operate complex tracing infrastructure
- Works well in highly distributed microservices-based systems



How to troubleshoot faster with New Relic

Troubleshooting is much easier and faster when you can see software requests end-to-end. Follow these steps to understand the behavior and performance of your distributed systems.

1

INSTRUMENT

Auto-instrument your services with New Relic agents, or use open instrumentation, to begin collecting trace data.

CONNECT

Utilize the W3C trace context standard to make sure each span can be connected to create complete trace paths.



COLLECT

Collect trace telemetry from every source across your system including microservices, containers, serverless functions, messaging queues, service meshes, etc.



VISUALIZE

Use New Relic Edge with Infinite Tracing to analyze and visualize your trace data.





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