Event and Alarm handling Application (EVA)

version 2.0

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Chapter 1

EVA User’s Guide

The Event and Alarm handling Application (EVA) is an Operation and Maintenance application in the Fault Management area. It contains support for applications to send events and alarms and create logs. It provides managers functions for controlling the events and alarms and controlling the logs.

EVA is a management protocol independent application that needs protocol adaptations to communicate with a remote manager. Currently, one such adaptation for SNMP is included in EVA.
1.1 Introduction

The operation and maintenance support in OTP consists of a generic model for management subsystems in OTP, and some components to be used in these subsystems. The model that this support is based upon is described in “OAM Principles”.

This document describes one of these components, the Fault Management application EVA. EVA consists of support for Event and Alarm Handling and support for generic Log Control.

EVA is a modular application that consists of two management protocol independent services. It contains also rules and functions for defining protocol adaptations for EVA. One such adaptation is included for SNMP. It consists of SNMP MIBs and implementation of these MIBs.

EVA uses the applications Mnesia and SASL.

Architecture

EVA is a subapplication that can be included into another application. It is designed to work as a distributed application, which means that it always executes on one node, with other nodes as standby nodes. EVA should run on the same node as other operation and maintenance applications, specifically the management protocol termination application, to minimize internal network traffic.

EVA is designed to be protocol independent, and may be used with different management protocols. For each such protocol, an EVA adaptation must be written. For example, we have defined an SNMP adaptation, and more adaptations may be defined in the future, e.g. for HTTP, CORBA or any proprietary protocol (e.g. plain Erlang).

The event and alarm support can run in two different modes, in server mode and client mode. In client mode, no processes are running, but the code implementing the API is loaded. There must always be one server running on one node in the network of Erlang nodes that the system consists of.

For EVA, all involved nodes are seen as one (distributed) system. This means for example that there is one active alarm list for the entire system.
1.2 Services

There are two management protocol independent EVA services provided, the basic Event and Alarm service and the Log Control service. The basic EVA service provides clients with an API for registering and sending events and alarms. The Log control service provides a mechanism for control of generic logs. Also included is a specialization of the generic log function for logging of events and alarms.

Each service provides client functions that can be used from applications in the system to, for example, send alarms. There is also an API that management applications can use to monitor and control the system. This API can be extended for specific management protocols, such as SNMP or CORBA.

Basic Event and Alarm service

This service contains functions for the client API to EVA. EVA is a distributed global application, which means that clients can access the EVA functionality from any node.

Clients can register and send events and alarms. Management applications can subscribe to event and alarms, and control the treatment of them.

An event is a notification sent from the NE to a management application. An event is uniquely identified by its name. A special form of an event is an alarm. An alarm represents a fault in the system that needs to be reported to the manager. An example of an alarm could be equipment_on_fire. When an alarm is sent, it becomes active, and is stored in an active alarm list. When the application that sent the alarm notices that the fault that caused the alarm is not valid anymore, it clears the alarm. When an alarm is cleared, the alarm is deleted from the active alarm list, and a clear_alarm event is generated by EVA. Each fault may give rise to several alarms, maybe with different severities. There can however only be one active alarm for each fault at the same time. For example, associated with disk space usage may be two alarms, disk_80_percent_filled and disk_90_percent_filled. These two alarms represents the same fault, but only one of them can be active at the same time. An active alarm is identified by its fault_id. In contrast to alarms, ordinary events do not represent faults, and are not stored as the alarms in the active alarm list.

The basic EVA server is a global server to which all events and alarms are sent. The server updates its tables (e.g. the active alarm list), and sends the event or alarm to the alarm_handler process that runs on the same node as the global server. alarm_handler is a gen_event process defined in the SASL application.

Before a client can send an event or alarm, the name of the event must be registered in EVA. To register an event, a client calls register_event/2. The parameters of this function are the name of the event and whether the event should be logged by default or not. A manager can decide to change this value later. To register an alarm, a client calls register_alarm/4. The parameters of this function are the name and logging parameters as for events, and the class and default severity of the alarm.

EVA stores the definitions of events and alarms in the Mnesia tables eventTable and alarmTable respectively. Since an alarm is a special form of an event, each alarm is present in both of these tables. The active alarm list is stored in the Mnesia table alarm. The records for all these tables are defined in the header file eva.hrl, available in the include directory in the distribution.
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Event Definition Table

All registered events are stored in the `eventTable`. It has the following attributes:

- `name`
- `log`
- `generated`

The event is uniquely identified by its `name`, which is an atom.

The `log` attribute is a boolean flag that tells whether this event should be stored in some log when it is generated or not. This attribute is writable.

The `generated` attribute is a counter that counts how many times the event has been generated.

Alarm Definition Table

The `alarmTable` extends the `eventTable`, and has the following attributes:

- `name`
- `class`
- `severity`

The alarm is uniquely identified by its `name`, which is an atom. Note that each alarm is present in the `eventTable` as well.

The `class` attribute categorizes the alarm, and is defined when the alarm is registered. It is as defined in X.733, ITU Alarm Reporting Function:

- `communications`. An alarm of this class is principally associated with the procedures or processes required to convey information from one point to another.
- `qos`. An alarm of this class is principally associated with a degradation in the quality of service.
- `processing`. An alarm of this class is principally associated with a software or processing fault.
- `equipment`. An alarm of this class is principally associated with an equipment fault.
- `environmental`. An alarm of this class is principally associated with a condition relating to an enclosure in which equipment resides.

The `severity` parameter defines five severity levels, which provide an indication of how it is perceived that the capability of the managed object has been affected. Those severity levels which represent service affecting conditions ordered from most severe to least severe are `critical`, `major`, `minor` and `warning`. The levels used are as defined in X.733, ITU Alarm Reporting Function:

- `indeterminate`. The Indeterminate severity level indicates that the severity level cannot be determined.
- `critical`. The Critical severity level indicates that a service affecting condition has occurred and an immediate corrective action is required. Such a severity can be reported, for example, when a managed object becomes totally out of service and its capability must be restored.
- `major`. The Major severity level indicates that a service affecting condition has developed and an urgent corrective action is required. Such a severity can be reported, for example, when there is a severe degradation in the capability of the managed object and its full capability must be restored.
1.2: Services

- **minor.** The Minor severity level indicates the existence of a non-service affecting fault condition and that corrective action should be taken in order to prevent a more serious (for example, service affecting) fault. Such a severity can be reported, for example, when the detected alarm condition is not currently degrading the capacity of the managed object.

- **warning.** The Warning severity level indicates the detection of a potential or impending service affecting fault, before any significant effects have been felt. Action should be taken to further diagnose (if necessary) and correct the problem in order to prevent it from becoming a more serious service affecting fault.

When an alarm is cleared, a clear.alarm event is generated. This event clears the alarm with the fault_id contained in the event. It is not required that the clearing of previously reported alarms are reported. Therefore, a managing system cannot assume that the absence of an clear.alarm event for a fault means that the condition that caused the generation of previous alarms is still present. Managed object definers shall state if, and under which conditions, the clear.alarm event is used.

**Active Alarm List**

The active alarm list is stored in the ordered Mnesia table alarm. The corresponding record is sent to the alarm_handler when an alarm is sent. It has the following read-only attributes:

- **index**
- **fault_id**
- **name**
- **sender**
- **cause**
- **severity**
- **time**
- **extra**

A row in the active alarm list is uniquely identified by its fault_id. However, to make the table ordered, the alarms uses the integer index as a key into the table. For each new alarm, EVA allocates a new index that is greater than the index of all other active alarms.

The name is the name of the corresponding alarm type, defined in alarmTable. sender is a term that uniquely identifies the resource that generated the alarm. cause describes the probable cause of the alarm. severity is the perceived severity of the alarm. time is the UTC time the alarm was generated. extra is any extra information describing the alarm.
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Event

When an event is generated, the event record is sent to alarm_handler. It has the following attributes:

- name
- sender
- time
- extra

The name is the name of the corresponding event type, defined in eventTable. sender is a term that uniquely identifies the resource that generated the event. time is the UTC time the event was generated. extra is any extra information describing the event.

Example

As an example of how to register and send events and alarms, consider the following code:

%%%-----------------------------------------------------------------
%%% Resource code
%%%-----------------------------------------------------------------
reg() ->
eva:register_event(boardRemoved, true),
eva:register_event(boardInserted, false),
eva:register_alarm(boardFailure, true, equipment, minor).

remove_board(No) ->
eva:send_event(boardRemoved, {board, No}, []).

insert_board(No, BoardName, BoardType) ->
eva:send_event(boardInserted, {board, No}, {BoardName, BoardType}).

board_on_fire(No) ->
  FaultId = eva:get_fault_id(),
  % Cause = fire, ExtraParams = []
  eva:send_alarm(boardFailure, FaultId, {board, No}, fire, [], FaultId).

Two events and one alarm is defined. Board removal is an event that is logged by default, and board insertion is an event that is not logged by default. The alarm equipmentFailure is a minor alarm that is logged by default.

When the application detects that board N is on fire, board_on_fire(N) is called. This function is responsible for sending the alarm. It gets a new fault identifier for the fault, and calls eva:send_alarm/5, pointing out the faulty board (N), and suggests that the probable cause for the equipment trouble is fire.

The board_on_fire function returns the fault identifier for the new alarm. This fault identifier can be used at a later time in a call to eva:clear_alarm(FaultId) to clear the alarm.
1.2: Services

Log Control service

The Log Control service contains functions for monitoring logs, and functions for transferring logs to remote hosts, e.g. management stations. The main purpose of the Log Control service is to provide one entity through which all logs in the system can be controlled by a management station. Regardless of the type log, all logs are controlled in a similar fashion.

Clients can register their logs in the log server. Management applications can control the logs, and transfer the logs to a remote host.

Log monitoring

This service uses a log server that monitors all logs in the system. Each log uses the standard module disk_log for the actual logging.

Each log has an administrative and an operational status, that both can be either \textit{up} or \textit{down}. If the operational status is \textit{up}, the log is working, and if it is \textit{down}, the log does not work. The administrative status is writable, and reflects the desired operational status. Normally they are both the same. If the administrative status is set to \textit{up}, the operational status will be \textit{up} as well. However, if the log for some reason does not work, e.g. if the disk partition is full, the operational status will be \textit{down}. When the operational status is \textit{down}, no events are logged in the log.

Alarms

The \textit{Tlog} service defines two EVA alarms; \textit{log_file_error} and \textit{log_wrap too often}.

- \textit{log_file_error}. This alarm is generated if a file error occurs when an item is logged. Default severity is \textit{critical}. The cause for this alarm can be any \textit{Reason} as returned from \textit{file:write} in case of error. The alarm is cleared if the file system starts working again. For example, the alarm can be generated if the partition is full, and cleared when space is available.

- \textit{log_wrap too often}. This alarm is generated when the log wraps more often than the wrap time. Default severity is \textit{major}. The cause for this alarm is undefined. The alarm is cleared if the log wraps within the wrap time, the next time it wraps.

Example

The following is an example of code that creates a log to be controlled by the generic Log Control function:

```erlang
start() ->
    disk_log:open([{name, "ex_log"},
                   {file, "ex_log/ex_log.LOG"},
                   {type, wrap},
                   {size, \{10000, 4\}}]),
    log:open("ex_log", ex_log_type, 3600).

test() ->
    %% Log an item
    disk_log:log("ex_log", \{1, "log this"\}),

    %% Set the administrative status of the log to 'down'
    log:set_admin_status("ex_log", down),

    %% Try to log - this one won't be logged
    disk_log:log("ex_log", \{2, "won't be logged"\}),
```

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Logs1 = log:get_logs(),

%% Set the administrative status of the log to 'up'
log:set_admin_status("ex_log", up),

%% Log an item
disk_log:log("ex_log", {3, "log this"}),

Logged = disk_log:chunk("ex_log", start),
{Logs1, Logged}.

Log transfer

It is possible to transfer a log to a remote host. When the log is transferred, the log may be filtered, and
the log records may be formatted.

As the logs are implemented as disk_log logs, each log consists of several log files. When the log is
transferred, it is written to one single file on the remote host. When disk_log is used, the log records are
normally not formatted when they are stored in the log, in order to increase log performance. However,
a manager will probably need the log formatted in a human readable format. Thus, when the log is
being transferred, each log record may be formatted in a log specific way. Of course, to further increase
performance, the log can be transferred as is, and leave it to the manager to format the log off-line.

EVA log service

The EVA log service uses the generic Log Control service to implement log functionality for events and
alarms defined in EVA.

In the rest of this description, the term event refers to both events and alarms as defined in EVA.

This log functionality supports logging of events from EVA. It uses the module disk_log for logging of
events. There can be several event logs active at the same time. It is possible to create new event logs
dynamically, either from within an application, or from a management system. Each log uses a filter
function to decide whether an event should be stored in the log or not.

There is a concept of a default log. The default log is used to log any event that has the log flag in
eventTable set to true, but no log is currently able to store the event (or there is no other log defined
to log the event). The usage of the default log is optional.

For example, suppose that we want to define an alarm log, that logs all alarms in the system. We can do
this with the following code:

-module(alarm_log).
-export([alarm_filter/1, make_alarm_log/0]).

alarm_filter(Item) when record(alarm, Item) -> true;
alarm_filter(_) -> false.

make_alarm_log() ->
  disk_log:open([\{name, "alarm_log"},
               \{format, internal},
               \{type, wrap},
               \{size, \{10000, 10}}]),
  eva_log:open("alarm_log", \{alarm_log, alarm_filter, []}, 36000).
If we set the administrative status of this log to down, and an alarm that should be logged according to its definition in the eventTable, the alarm is stored in the default log instead of "alarm log" (provided there are no other logs that are defined to log the alarm).
1.3 EVA adaptations

As the basic EVA support is protocol independent, adaptations are needed for the actual management protocols. Such an adaptation is the manager’s interface towards EVA. It may implement strategies for filtering events and alarms to different operators, or it may store more information associated with each event or alarm locally.

An EVA adaptation should be written as a gen_event handler module. It should be installed into the alarm_handler process.

An adaptation is free to use the Mnesia tables defined in EVA. The eventTable and alarmTable must be accessed within a Mnesia transaction, while the active alarm list (alarm) may be accessed dirty. Some functions in the module eva could be useful as well.

When an event or alarm is registered or sent, an gen_event event is generated as gen_event:notify(alarm_handler, ...) by EVA, and should be taken care of in the handle_event function of the adaptation.

Example

Without going too deep into the details, the following is an example of a very simple adaptation, that prints all events and alarms to standard out, and provides a function to print the active alarm list.

-module(simple_adaptation).
-behaviour(gen_event).

-included_lib("eva/include/eva.hrl").
-included_lib("mnemosyne/include/mnemosyne.hrl").

%%%-----------------------------------------------------------------
%%% Simple EVA adaptation that formats events and alarms to standard
%%% out.
%%%-----------------------------------------------------------------
%% External exports
-export([start/0, print_alarms/0]).

%% Internal exports
-export([init/1, handle_event/2, handle_call/2, handle_info/2, terminate/2]).

%%%-----------------------------------------------------------------
%%% API
%%%-----------------------------------------------------------------

start() ->
    gen_event:add_handler(alarm_handler, ?MODULE, []).

print_alarms() ->
    gen_event:call(alarm_handler, ?MODULE, print_alarms).
1.3: EVA adaptations

%%% Call-back functions from gen_event

init(_) ->
    io:format("Initializing simple EVA adaptation...\n"),
    {ok, []}.

handle_event({send_event, #event{name = Name}}, S) ->
    X = Name, % due to bug in mnemosyne...
    Handle = query [E.generated || E <- table(eventTable),
        E.name = Name] end,
    {atomic, [Generated]} =
        mnesia:transaction(fun() -> mnemosyne:eval(Handle) end),
    io:format("** Event: ~w, ~w generated\n", [Name, Generated]),
    {ok, S};

handle_event({send_alarm, #alarm{name = Name, severity = Severity}}, S) ->
    X = Name, % due to bug in mnemosyne...
    Handle = query [E.generated || E <- table(eventTable),
        E.name = Name] end,
    {atomic, [Generated]} =
        mnesia:transaction(fun() -> mnemosyne:eval(Handle) end),
    Handle2 = query [A.class || A <- table(alarmTable),
        A.name = Name] end,
    {atomic, [Class]} =
        mnesia:transaction(fun() -> mnemosyne:eval(Handle2) end),
    io:format("** ~w alarm ~w of class ~w, ~w generated\n", [Severity, Name, Class, Generated]),
    {ok, S};

handle_event(_, S) ->
    {ok, S}.

handle_call(print_alarms, S) ->
    Handle = query [{A.name, A.sender, A.cause, A.severity, AlarmDef.class} ||
        A <- table(alarm),
        AlarmDef <- table(alarmTable),
        A.name = AlarmDef.name] end,
    {atomic, Alarms} = mnesia:transaction(fun() -> mnemosyne:eval(Handle) end),
    io:format("** Active alarm list\n"),
    lists:foreach(
        fun({Name, Sender, Cause, Severity, Class}) ->
            io:format("-14w -10w alarm "p from "p, probable cause: "p\n", [Severity, Class, Name, Sender, Cause])
        end, Alarms),
    {ok, ok, S}.

handle_info(_, S) ->
    {ok, S}.
terminate(R, S) ->
    io:format("Terminating simple EVA adaptation...\n"),
    ok.
1.4 EVA SNMP interface

This chapter describes an EVA adaptation for SNMP and an SNMP interface towards the Log Control service. Also included are an SNMP interface towards the logging of event, and an SNMP interface towards the snmp audit trail log.

A n application that uses the logs or event generating function does not have to know that the events or alarms are sent as SNMP traps, it just uses the EVA API.

There are four MIBs defined, OTP-EVA-MIB, OTP-LOG-MIB, OTP-EVA-LOG-MIB and OTP-SNMPEA-LOG-MIB. These MIBs can be found in the mibs directory in the EVA distribution. They are described in the following sections.

EVA SNMP adaptation

The EVA SNMP adaptation consists of functionality for translating the EVA events and alarms to SNMP traps, an SNMP MIB for the EVA tables, such as the active alarm list, and an API to be used for the SNMP instrumentation functions.

OTP-EVA-MIB

This MIB implements managed objects for the basic EVA service in OTP. It consists of the Event, Alarm and CurrentAlarms groups.

Event group

The Event group consists of the eventTable.

The eventTable has one entry for each event the system may generate. It defines all events in the system and controls how an event should be treated, and to whom it should be sent. Note that an alarm is a special kind of event, so all alarms are defined in this table as well.

The table has the following attributes:

- eventIndex
- eventTrapName
- eventTreatment
- eventCommunity
- eventSentTraps
- eventOwner

Each event has a unique index, eventIndex, which remains constant as long as the system is up and running. If some events are deleted (e.g. due to a new software release), the row will disappear.

The eventTrapName attribute defines which SNMP trap is associated with an event. This is for the manager to correlate incoming traps with the events.

The eventTreatment defines if the event should be sent as a trap or not, and if the event should be logged or not. The possible values are none, log, snmpTrap, logAndTrap. This attribute is writable.

This makes it possible for the manager to select which events should be reported as traps at a specific time, and to effectively make sure that an event will not be logged in any log. How the events are
logged and how to control the logs is not defined in this MIB. One log mechanism is defined in the OTP-EVA-LOG-MIB, but others could be defined instead.

The `eventCommunity` defines to which managers the trap should be sent, if at all. This attribute is writable.

The `eventSentTraps` counts the number of times the event has been sent as an SNMP trap. A manager may poll this value to see if he has lost an event.

Finally, the `eventOwner` is the manager entity that 'owns' the event, and is therefore responsible for its configuration. This attribute is writable.

**Alarm group**  The Alarm group consists of the `alarmTable`.

`alarmTable` is an extension to the `eventTable`. It has one entry for each defined alarm in the system.

The table is indexed by `eventIndex` and has the following attributes:

- `alarmClass`
- `alarmSeverity`

The `alarmClass` and `alarmSeverity` have the values defined by EVA. `alarmSeverity` is writable.

**CurrentAlarm group**  The CurrentAlarm group consists of two scalar variables, `numberOfCurrentAlarms`, and `currentAlarmLastTimeChanged`, the table `currentAlarmTable` and the event (defined as a trap) `alarmCleared`.

The `numberOfCurrentAlarms` is the number of active alarms in the `currentAlarmTable`.

The `currentAlarmLastTimeChanged` is a time stamp when the `currentAlarmTable` was changed. The time the table is changed is sent in each trap. A manager may store this value internally, and poll the `currentAlarmTable` variable regularly. If the internally stored value differs from the value of this variable, some alarm was lost (or not sent to the manager). In this case, the manager may download the entire table.

The `currentAlarmTable` is a list of all currently active alarms in the system. All objects in the table except for `alarmSeverity`, are read-only.

The table has the following attributes:

- `currentAlarmFaultId`
- `currentAlarmEventIndex`
- `currentAlarmObject`
- `currentAlarmCause`
- `currentAlarmSeverity`
- `currentAlarmTime`
- `currentAlarmInformation`
- `currentAlarmExtra1`
- `currentAlarmExtra2`
Each active alarm has a unique index, currentAlarmFaultId, which remains constant as long as the system is up and running. When an alarm is cleared, the fault id may be reused by another alarm, but only if the new alarm originates from the same fault. If the system reboots, the currentAlarmTable is reset, and all alarms that are still active are sent as new alarms.

currentAlarmEventIndex is a pointer into the eventTable. It connects the alarm to a certain trap.

currentAlarmObject defines which object generated the alarm. It should point to an instance of an accessible object in the MIB. For example, if the alarm was generated by interface no 3 in ifTable, the object should be \{ifIndex 3\}.

currentAlarmCause describes the cause of the alarm, if known. This is an OBJECT IDENTIFIER, which means that the possible causes must be defined in the MIB. If unknown, this object is \{0 0\}.

currentAlarmSeverity is the perceived severity of the alarm. The only value that can be written into this object is clear. When set to clear, the alarm is cleared and removed from the active alarm list. A clear alarm event is generated by EVA. A management application should use this with care.

Normally the application that generated an alarm is responsible for clearing the alarm.

currentAlarmTime is the time the alarm was generated. This value is written into currentAlarmLastTimeChanged when the alarm is sent.

currentAlarmInformation is a string with extra information pin-pointing the problem. Use this string with care, as too complicated strings makes it hard for a management application to make automated decisions. The only option may be to display the string to the operator as is.

currentAlarmExtra1 and currentAlarmExtra2 are extra parameters used by alarms at their own discretion. Can be used for example to identify additional objects in the alarm, or instead of currentAlarmInformation to pin-point the problem, if the additional information is defined in some MIB.

When an alarm is cleared, either by the application itself, or by an operator, the event alarmCleared is sent. In this event, one single variable is sent, currentAlarmEventIndex. Note that the currentAlarmFaultId is implicit in the instance OBJECT IDENTIFIER for this variable.

**API**

The applications generate events and alarms using the API provided by EVA. They are not aware that the events and alarms are sent as SNMP traps to SNMP managers.

However, each trap that should be sent must be defined in an SNMP MIB, and there must be instrumentation functions that translates the EVA events and alarms into SNMP traps. Normally, each event and alarm in the system is mapped to separate SNMP traps. This mapping is done when the events are registered. The following functions are available for the registration. They could be called e.g. when the corresponding MIB is loaded. They are described in detail in the Reference Manual, eva, the module eva\_snmp\_adaptation [page 55].

```
register_events([[Name, Trap, EFunc, Treatment, Community]]) This function is used to associate each event with the corresponding trap and an Erlang instrumentation function that translates the #event into a trap. It also defines the default treatment and community.
```

```
register_alarms([[Name, Trap, AFunc, Treatment, Community]]) This function is used to associate each alarm with the corresponding trap and an Erlang instrumentation function that translates the #alarm into a trap. It also defines the default treatment and community.
```

In these functions, the instrumentation functions should be defined as:

EFunc = fun(#event) -> {ok, SnmpVarbinds}

AFunc = fun(#alarm) -> {ok, ObjOID, CauseOID, SnmpVarbinds}
respectively, where SnmpVarbinds is a list of any extra SNMP variables included in the trap.

**MIB definition rules**

When using this SNMP EVA adaptation, each event and alarm must be defined as an SNMP trap in a MIB. Any SNMP trap may be used as an event since there are no restrictions on these traps. However, for each alarm, there are some objects that must be present in the trap definition. These objects must be the first objects in the trap, and they must be defined in the following order:

- `currentAlarmTime`
- `currentAlarmSeverity`
- `currentAlarmObject`

Note that implicit in each of these objects is the `currentAlarmFaultId`, since this is the index for the table.

These are the objects that are most important for the manager. Any other object may be retrieved by sending a GET request to the agent.

An example of a correct trap definition using SNMP v1 syntax:

```snmp
boardFailure TRAP-TYPE
  ENTERPRISE board
  VARIABLES {
    currentAlarmTime,
    currentAlarmSeverity,
    currentAlarmObject,
    boardName
  }
  DESCRIPTION
    "An alarm sent when a board failure is detected."
  ::= 3
```

And the same trap using SNMP v2 syntax:

```snmp
boardFailure NOTIFICATION-TYPE
  OBJECTS {
    currentAlarmTime,
    currentAlarmSeverity,
    currentAlarmObject
  }
  STATUS current
  DESCRIPTION
    "An alarm sent when a board failure is detected."
  ::= { board 0 3 }
```

The values of these mandatory objects are set by EVA.

Note that after the three mandatory objects, any other objects may be specified.
Example

This section shows an example of how EVA may be used by an application. The complete code is available in the example directory in the distribution.

The example application is an application that controls boards and generates an event when a board is removed or inserted, and an alarm if a board failure is detected.

The following code is the SNMP independent resource code:

```erlang
%%%-----------------------------------------------------------------
%%% Resource code
%%%-----------------------------------------------------------------
reg() ->
  eva:register_event(boardRemoved, true),
  eva:register_event(boardInserted, false),
  eva:register_alarm(boardFailure, true, equipment, minor).

remove_board(No) ->
  eva:send_event(boardRemoved, {board, No}, []).

insert_board(No, BoardName, BoardType) ->
  eva:send_event(boardInserted, {board, No}, {BoardName, BoardType}).

board_on_fire(No) ->
  FaultId = eva:get_fault_id(),
  % Cause = fire, ExtraParams = []
  eva:send_alarm(boardFailure, FaultId, {board, No}, fire, [], FaultId).
```

The function reg/0 is used to register the events and the alarm in EVA. The boardRemoved event just identifies the removed board, but the boardInserted identifies the board and sends the name and type of the board as extra parameters in the event.

When this is mapped to SNMP, the following MIB is designed:

```mib
BOARD-MIB DEFINITIONS ::= BEGIN

IMPORTS
  DisplayString
  FROM RFC1213-MIB

OBJECT-TYPE
  FROM RFC-1212

experimental
  FROM RFC1155-SMI

currentAlarmTime, currentAlarmSeverity, currentAlarmObject
  FROM OTP-EVA-MIB;

board OBJECT IDENTIFIER ::= {experimental 1}

boardTable OBJECT-TYPE
  SYNTAX SEQUENCE OF BoardEntry
  ACCESS not-accessible
  STATUS mandatory
  DESCRIPTION
```

Event and Alarm handling Application (EVA)
Chapter 1: EVA User's Guide

"Contains information about the boards in the system."
::= { board 1 }

boardEntry OBJECT-TYPE
SYNTAX BoardEntry
ACCESS not-accessible
STATUS mandatory
DESCRIPTION
"A set of parameters for boards."
INDEX { boardIndex }
::= { boardTable 1 }

BoardEntry ::= SEQUENCE {
    boardIndex INTEGER,
    boardName DisplayString,
    boardType DisplayString
}

boardIndex OBJECT-TYPE
SYNTAX INTEGER
ACCESS not-accessible
STATUS mandatory
DESCRIPTION
"A unique index identifying each board."
::= { boardEntry 1 }

boardName OBJECT-TYPE
SYNTAX DisplayString
ACCESS read-only
STATUS mandatory
DESCRIPTION
"The name of the board."
::= { boardEntry 2 }

boardType OBJECT-TYPE
SYNTAX DisplayString
ACCESS read-only
STATUS mandatory
DESCRIPTION
"The type of the board."
::= { boardEntry 3 }

-- Events

boardRemoved TRAP-TYPE
ENTERPRISE board
VARIABLES {
    boardName
}
DESCRIPTION
"An event sent when a board is removed."
::= 1
To implement this MIB, instrumentation functions for the managed objects are needed for the SNMP agent. Also, we must write instrumentation functions for the traps for EVA.

```erlang
%%-----------------------------------------------------------------
%% instrumentation functions
%%-----------------------------------------------------------------
```

Event and Alarm handling Application (EVA)
% Using default instrumentation

%%-----------------------------------------------------------------
%% "backwards" instrumentation functions event -> trap
%%-----------------------------------------------------------------

boardRemoved(#event{sender = {board, Idx}}) ->
    [#boardTable{name = Name}] = mnesia:dirty_read({boardTable, Idx}),
    {ok, [{boardName, [Idx], Name}]}.

boardInserted(#event{sender = {board, Idx}, extra = {Name, Type}}) ->
    {ok, [{boardName, [Idx], Name},
          {boardType, [Idx], Type}]}.

boardFailure(#alarm{sender = {board, Idx}, cause = Cause}) ->
    [#boardTable{name = Name}] = mnesia:dirty_read({boardTable, Idx}),
    {value, Oid} = snmp:name_to_oid(boardName),
    {value, COid} = snmp_cause(Cause),
    {ok, {Oid ++ [Idx], COid, [{boardName, [Idx], Name}]}).

snmp_cause(fire) -> snmp:name_to_oid(fire);
snmp_cause(_) -> [0,0].

LOG SNMP interface

The LOG SNMP interface consists of functionality for controlling the logs in the system using SNMP, and an SNMP MIB which also includes functions for transferring logs to a remote host with FTP.

OTP-LOG-MIB

This MIB implements managed objects for the Log Control service. It consists of the logGroup, logTransferGroup, and the logAlarmsGroup.

Log group

The Log group consists of the table logTable. The logTable has one entry for each log in the system. Applications can choose to extend this table, for logs of certain types. This can be used e.g. to specify additional parameters for what should be logged in a log. The evaLogDiscriminatorTable is such an example.

The logTable has the following attributes:

- logIndex
- logName
- logType
- logAdminStatus
- logOperStatus
- logMaxSize
- logNumberOfRecords
1.4: EVA SNMP interface

- logMinWrapTime
- logWrapPercentage
- logOwner
- logRowStatus

Each log is identified by a unique index, logIndex.

logName is a string that gives a human readable name for the log. This attribute is writable at creation time. The name must be unique.

logType is an OBJECT IDENTIFIER that specifies what type of log it is. This attribute is writable at creation time. If it is an unknown log type, this entry has the value 0.0.

logAdminStatus can be up or down. Specifies the desired logOperStatus. This attribute is writable.

logOperStatus can be up or down. Specifies whether the log is active or not. A log that is down discards all log records sent to it.

logMaxSize defines the maximum size the log may occupy. When the max size is reached, logWrapPercentage of the log space is freed to make room for more records. This attribute is writable at creation time. If logTotalMaxSize + logMaxSize > logTotalMaxAllowedSize, the creation fails.

logNumberOfRecords counts the number of records in the log.

logMinWrapTime defines the minimum time between two wrap situations. If the log wraps more often, an logWrapAlarm is sent. This attribute is writable at creation time.

logWrapPercentage defines how many percent of the log space is freed when the log reaches its maximum size. This attribute is writable at creation time.

logOwner is the manager entity that ‘owns’ the log, and is therefore responsible for its contents, including entries in the logDiscriminatorTable. Logs created by the agent system have this object equal to "local", and should not be deleted or otherwise modified by a manager. This attribute is writable at creation.

logRowStatus is used to create and delete logs.

**Log Alarms group**  Two alarms are defined, the logWrapAlarm which is sent if a log wraps too often and logMediaErrorAlarm which is sent if the logging function detects an error in the storage media for a log, and cannot log anything more.

There are two probable causes defined for the logMediaErrorAlarm. These are logNoSpaceLeft which is used when there is no space left on the media, and logMediaBroken which is used when the storage media is broken.

**Log Transfer group**  The Log Transfer group consists of the table logTransferTable.

The logTransferTable has one entry for each transfer in the system. When a transfer entry has been created (with createAndWait), its status is notInService. When it is made active, the log transfer begins. When the transfer is complete, the status is notInService again. The outcome of the transfer session is available in the variable logTransferLastResult.

Applications can choose to extend this table, for logs of certain types. This can be used e.g. to specify additional log specific filtering parameters. The snmpcapLogTransferTable is such an example.

The logTransferTable has the following attributes:

- logTransferIndex
- logTransferStartTime

Event and Alarm handling Application (EVA)  21
A log transfer entry refers to a particular log in the logTable. There may exist several log transfer entries for each log. Thus, the logTransferTable is indexed by logIndex and a logTransferIndex.

logTransferStartTime is a DateAndTime variable that specifies that log records generated after this time should be transferred. This attribute is writable.

logTransferStopTime is a DateAndTime variable that specifies that log records generated before this time should be transferred. This attribute is writable.

logTransferFTPAddress is the IP address of the remote host to which the log should be transferred. This attribute is writable.

logTransferFTPUser is the user in the FTP session. This attribute is writable.

logTransferFTPPasswd is the password for the user in the FTP session. This attribute is writable. If it is read, the empty string is returned.

logTransferFTPFile is a string with the absolute file name for the log at the remote host. This attribute is writable.

logTransferLastResult is an enumerated integer that contains the result of the last transfer. This attribute is read-only. The following values are valid:

- **ok**: the transfer succeeded
- **aborted**: the transfer was aborted by the management station
- **ftpBadAddress**: the FTP address could not be contacted
- **ftpLoginError**: the combination of FTP user and passwd was invalid
- **ftpWriteError**: the user had no write access to the file
- **ftpTransferError**: the FTP session aborted
- **otherError**: any other error, e.g. internal error in log

logTransferRowStatus controls the creation/deletion of transfer entries, and controls the transfer of logs. If set to active, the transfer begins. If an active transfer’s status is set to notInService, the transfer aborts. This attribute is writable.

### Creation of local logs

The system may choose to create local logs, i.e. logs that cannot be modified by a manager. For example, an alarm log can be created that always logs all alarms. To create a local log, the functions in log should be used. All logs that log knows of will be visible in the logTable.

### Manager use cases

This section describes how a manager may use the OTP-LOG-MIB to perform logging.
Log creation  When a management application wants to create a log, it should perform the following steps.

1. Decide which type of log is wanted. This is defined in MIBs for applications that use the generic log control service.
2. Find a free logIndex by looping through the logTable.
3. Choose a name for the log, choose the maximum size, wrap percentage and minimum wrap time for the log.
4. Send a SET request with these parameters and logRowStatus = createAndGo to the agent.
5. If the creation failed because the logIndex was occupied, choose a new logIndex.

Log deletion  When a management application wants to delete a log, it should perform the following steps.

1. Set the logRowStatus to destroy for the corresponding logIndex.

Controlling logs  Sometimes it can be useful to block a specific log so that no records are stored in the log, but not delete it. To accomplish this a manager should:

1. Set the logAdminStatus to down for the corresponding logIndex.

Log transfer creation  When a log should be transferred to a remote host, the following steps should be followed.

First, create the log transfer entry:

1. Decide the logIndex of the log that should be transferred.
2. Choose a free logTransferIndex by looping through all transfer entries with the same log index as the selected log.
3. Decide general filtering parameters for the selected log. This means find values for logTransferStartTime and logTransferStopTime.
4. Choose a remote host, user, password and filename.
5. Send a SET request with these parameters and logTransferRowStatus = createAndWait to the agent.
6. Decide log specific filtering parameters for the selected log. This depends on if the type of the log has defined additional filtering parameters.

When the log transfer entry is created, the log will be transferred each time the row is activated:

1. Send a SET request with logTransferRowStatus = active to the agent.
2. Poll the value of logTransferRowStatus until it becomes notInService.
3. Check the value of logTransferLastResult if the transfer succeeded or not.

If a log transfer takes too long time, the transfer may be aborted in the following way:

1. Send a SET request with logTransferRowStatus = notInService to the agent.
2. Poll the value of logTransferRowStatus until it becomes notInService. The logTransferLastResult is now aborted.
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API

The applications create logs using the API provided by the Log Control service. However, if an application has defined additional managed objects in a MIB, the SNMP adaptation of the generic log service must know of this, in order to use this information when logs are created or transferred.

There is just one function needed, and it is `log_snmp:register_type/3`. It registers the type of log in the SNMP log adaptation. The function is described in detail in the reference manual.

EVA-LOG SNMP interface

The EVA-LOG SNMP interface consists of functionality for controlling the logging of events and alarms using SNMP, and an SNMP MIB. This functionality uses the generic log control service described above.

OTP-EVA-LOG-MIB

This MIB implements managed objects for the EVA LOG service. It consists of the Eva Log group.

Eva Log group

The Eva Log group consists of the table `evaLogDiscriminatorTable`, and the variables `evaLogTotalMaxSize` and `evaLogTotalMaxAllowedSize`.

The `evaLogDiscriminatorTable` has the following attributes:

- `evaLogDiscrEventIndex`
- `evaLogDiscrRowStatus`

Each entry in this table is indexed by `logIndex` and `evaLogDiscrEventIndex`. Each row means that the event with `eventIndex` equal to `evaLogDiscrEventIndex` should be logged in the log with `logIndex`.

The `evaLogDiscrRowStatus` is used to create and delete rows in the table.

The variable `evaLogTotalMaxSize` is the sum of specified maximum sizes of all logs. This object is read-only.

The variable `evaLogTotalMaxAllowedSize` is the total size all event logs created by the manager are allowed to fill. This object corresponds to the amount of disk space available for the log function in the agent system. This object is read-only.

Manager use cases

This section describes how a manager may use the OTP-EVA-LOG-MIB to perform event and alarm logging.

Log creation

When a management application wants to create an event log, it should perform the following steps.

1. Create a log in the `logTable` as described above, using the `logType` `evaLogType`.
2. If the creation succeed, decide which events should be logged in the log.
3. For each such event, create the corresponding row in `evaLogDiscriminatorTable`, using the same `logIndex` as defined in step 1.
Log deletion When a management application wants to delete an event log, it should follow the steps defined above in the section about general log deletion.

Controlling logs Sometimes it can be useful to block a specific log so that no events are stored in the log, but not delete it. To accomplish this a manager should:

1. Set the logAdminStatus to down for the corresponding logIndex.

In other situations it can be useful to make a certain event not be stored in any log at all, for example if the event is generated very often. This can be accomplished by:

1. Set the eventTreatment to snmpTrap or none for the event in eventTable. As long as the eventTreatment is not log or logAndTrap, the event is not stored in any log.

SNMPEA LOG SNMP interface

The SNMPEA LOG SNMP interface consists of functionality for controlling the audit trail logging mechanisms in the Extensible Snmp Agent in the system. This functionality uses the generic log control service described above.

OTP-SNMPEA-LOG-MIB

This MIB implements managed objects for the SNMPEA LOG service. It consists of the Snmpea Log group and Snmpea Log Transfer group.

Snmp Log group The Snmp Log group consists of the single variable snmpeaLogDiscriminator. This variable controls which requests should be stored in the singel snmp audit trail log in the system. The possible values are:

- none Nothing is stored in the log.
- readWrite All requests and traps are stored in the log.
- write Only SET requests are stored in the log.

Snmp Log Transfer group The Snmp Log Transfer group consists of a table snmpeaLogTransferTable that extends the logTransferTable. It consists of a single column, snmpeaLogTransferIPAdress, which is used as a log specific filtering parameter. If this variable is set for a transfer entry when the log is transferred, requests to or from this address only are transferred.
1.5 Appendix A

This section describes the interfaces involved in the operations and maintenance functions for EVA. As an example SNMP is used for management interaction.

**Interfaces**

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</table>
```

The (*) marked blocks are in the application domain; the left-most is the actual application implementation, are the right-most is the instrumentation of the application.

There are several interfaces involved:

1. From SNMPEA to instrumentation functions for the application. This interface is defined in SNMPEA. [e.g. table_func(get_next, RowIndex, Cols)]

2. From instrumentation code to the resources. This interface is internal to the application, and may differ between applications.

3. From instrumentation code for events and alarms to SNMPEA traps. This interface is defined in SNMPEA. [e.g. snmp:send_trap(Trap)]

4. From EVA to the different adaptations. This interface is defined in EVA. [e.g. gen_event:notify(#alarm {},{})]

5. From applications to EVA. This interface is defined in EVA. [e.g. eva:send_alarm(Name, Sender, ...)]

6. From SNMP EVA to application instrumentation. This interface is defined in EVA. [e.g. board_failure(#alarm {})]
1.6 EVA Release Notes

This document describes the changes made to the EVA application.

EVA - Event and Alarm Handler v2.0.2.1

Improvements and New Features

- EVA is now able to handle upgrade properly.

Fixed Bugs and Malfunctions

- 

Incompatibilities With Event and Alarm handler v2.0.2

- 

Known Bugs and Problems

- 

EVA - Event and Alarm Handler v2.0.2

Improvements and New Features

- A duplicated entry in a case-statement, i.e., a few lines of unused code, has been removed.

Fixed Bugs and Malfunctions

- 

Incompatibilities With Event and Alarm handler v2.0.1

- 

Known Bugs and Problems

- 
EVA 2.0.1

Reported Fixed Bugs and Malfunctions

- The configuration parameter use_snmpea_log didn’t work.  
  Own Id: OTP-2117
- The SNMP trap alarmCleared in OTP-EVA-MIB was erroneously defined and sent. The 
  currentAlarmEventIndex is sent in the trap now.  
  Own Id: OTP-2118
- The MODULE-IDENTITY was erroneously named in OTP-EVA-MIB. It is now corrected to 
  otpEvaModule.  
  Own Id: OTP-2136

EVA 2.0.0

Improvements and new features

- The log functionality is made generic. Any log in the system can be controlled by the log service 
  in eva.
- Any log can be filtered and formatted and transferred with FTP to a remote host.
- A timestamp is added to each event.
- The fault id for an alarm does not have to be generated by eva:get_fault_id/0.
- The default log argument in eva_log:start_link/1, eva_sup:start_link_log/1, 
  eva_sup:start_link_log_snmp/3 and eva_log_sup:start_link/1,3 is now a 2-tuple (Name, 
  WrapTime). If the, old style is used, WrapTime defaults to 86400 seconds (i.e. 24 h)

Reported Fixed Bugs and Malfunctions

- The source code in the examples directory now compile!  
  Own Id: OTP-1766
- Errors in logging was not handled correctly; the operational status was not updated.  
  Own Id: OTP-1769

Incompatibilities with 1.0

- The generic log functionality is moved from the module eva_log to the module log.
- The generic SNMP log functionality is moved from OTP-EVA-LOG-MIB to OTP-LOG-MIB.

EVA 1.0

New application.
Short Summaries

- Application **eva** [page 33] - The Event and Alarm Handling Application
- Erlang Module **eva** [page 35] - Client API for the Event and Alarm handling Functionality in the EVA Application
- Erlang Module **eva_log** [page 41] - Log functionality for events and alarms in EVA
- Erlang Module **eva_server** [page 43] - The Main Global Server in EVA
- Erlang Module **eva_sup** [page 44] - A Supervisor for the EVA Application
- Erlang Module **log** [page 46] - Client API for the log functionality in the EVA application
- Erlang Module **log_server** [page 50] - The main server in LOG

**eva**

No functions are exported

**eva**

The following functions are exported:

- `aclear_alarm(FaultId)`
  [page 37] Clears an alarm
- `clear_alarm(FaultId)`
  [page 37] Clears an alarm
- `clear_alarm(FaultId, Time) -> ok`
  [page 37] Clears an alarm
- `get_alarm_status() -> [{Severity, boolean()}]`
  [page 37] Returns information on whether there is any active alarm or not
- `get_alarms(Item) -> [#alarm]`
  [page 37] Returns all active alarms matching Item
- `get_fault_id() -> fault_id()`
  [page 37] Returns a fault id for a new alarm
EVA Reference Manual

- `get_no_alarms() -> integer()` [page 38] Returns the number of active alarms in the system

- `register_alarm(Name, Log, Class, Severity) -> boolean()` [page 38] Registers an alarm within EVA

- `register_event(Name, Log) -> boolean()` [page 38] Registers an event within EVA

- `asend_alarm(Name, FaultId, Sender, Cause, Extra)` [page 38] Sends an alarm and makes it active

- `send_alarm(Name, FaultId, Sender, Cause, Extra)` [page 38] Sends an alarm and makes it active

- `send_alarm(Name, FaultId, Sender, Cause, Extra, Time) -> ok | {error, Reason}` [page 38] Sends an alarm and makes it active

- `asend_event(Name, Sender, Extra)` [page 39] Sends an event

- `send_event(Name, Sender, Extra)` [page 39] Sends an event

- `send_event(Name, Sender, Extra, Time) -> ok | {error, Reason}` [page 39] Sends an event

- `unregister_alarm(Name) -> void()` [page 39] Unregisters an alarm within EVA

- `unregister_event(Name) -> void()` [page 40] Unregisters an event within EVA

- `alarm_first() -> {ok, Index} | '$end of table'` [page 40] Returns the index of the first element in the alarm table

- `alarm_next(Index) -> {ok, NextIndex} | '$end of table'` [page 40] Returns the next index in the alarm table

**eva_log**

The following functions are exported:

- `close(Name) -> ok` [page 41] Closes an event log

- `get_logs() -> [#eva_log]` [page 41] Returns all event logs

- `open(Name, FilterFunction, WrapTime) -> ok | {error, Reason}` [page 41] Opens a new event log

- `set_filter(Name, FilterFunction)` [page 42] Changes the filter function for a log

- `start_link()` [page 42] Starts the eva log service

- `start_link(DefaultLog) -> {ok, Pid} | {error, Reason}` [page 42] Starts the eva log service
eva_server

The following functions are exported:

- `create_tables(Nodes) -> void()`  
  (page 43) Creates the Mnesia tables required for the eva server
- `start_link() -> {ok, Pid} | {error, Reason}`  
  (page 43) Starts the eva server

eva_sup

The following functions are exported:

- `create_tables(Nodes) -> void()`  
  (page 44) Creates Mnesia tables for basic EVA
- `create_tables_log(Nodes) -> void()`  
  (page 44) Creates Mnesia tables for basic EVA and log
- `create_tables_log_snmp(Nodes) -> void()`  
  (page 44) Creates Mnesia tables for basic EVA, log, and SNMP implementations
- `create_tables_snmp(Nodes) -> void()`  
  (page 45) Creates Mnesia tables for basic EVA and SNMP implementation
- `start_link() -> {ok, Pid} | {error, Reason}`  
  (page 45) Starts basic EVA
- `start_link_log(DefaultLog) -> {ok, Pid} | {error, Reason}`  
  (page 45) Starts basic EVA and log
- `start_link_log_snmp(DefaultLog, LogDir, MaxDirSize) -> {ok, Pid} | {error, Reason}`  
  (page 45) Starts basic EVA, log and SNMP implementations
- `start_link_snmp() -> {ok, Pid} | {error, Reason}`  
  (page 45) Starts basic EVA and SNMP implementation

log

The following functions are exported:

- `close(Name) -> ok`  
  (page 47) Closes an open log
- `get_logs() -> [Log]`  
  (page 47) Gets all logs known to the log server
- `open(Name,Type,WrapTime)`  
  (page 47) Opens a log
- `set_admin_status(Name, AdminStatus) -> OperStatus | {error, Reason}`  
  (page 47) Sets the administrative status of the log
- `transfer(Host,User,Passwd,DestFile,SearchFunc) -> ok | {error, Reason}`  
  (page 47) Transfers a log with FTP
log_server

The following functions are exported:

- `start_link() -> {ok, Pid} | {error, Reason}`
  [page 50] Starts the log server
eva (Application)

The Event and Alarm handling application (EVA) is a Fault Management application that provides support to applications and managers for sending and controlling events and alarms, and for control and transfer of logs in the system.

EVA is modular and provides two different management protocol independent services. These two services are basic eva, which provides event and alarm definition and sending, and log which provides support for controlling logs in the system, and for transferring logs to remote systems. There is also a service called eva_log, which provides a specialization of the generic log mechanism, for logging of events and alarms. The basic eva can be used independently of log. EVA defines an API that can be used to make management protocol specific interfaces to EVA, for example SNMP, CORBA, or HTTP interfaces. Currently, an SNMP interface to the two generic services are defined.

EVA is designed to be used as an included application, which means that it needs another application to include it, in order to run. That application is an ordinary application which starts the EVA services it needs in its supervision tree. The services can either be started individually, or by using the supervisor eva_sup.

EVA is designed to be a distributed global application, which means that the super application that includes EVA may be specified as a distributed application which runs at one node at a time only, with the other nodes as standby nodes. The basic EVA service - the eva server - is a global server, which means that clients can access the EVA functionality from any node.

EVA uses the Mnesia DBMS to store data. This means that Mnesia must be running on all nodes where EVA can run, and that the tables EVA uses are created and configured correctly. Each EVA service provides a function that should be called to create the tables, and to define the replicas for Mnesia. Each such function is called create_tables* and takes one parameter that is a list of nodes. The Mnesia tables will be replicated on these nodes; some on disk, and some in RAM. It is important that these nodes are the same as where the super application that includes EVA is defined to run as a distributed application.

CONFIGURATION

The following configuration parameters are defined for the EVA application; for more information about configuration parameters see application(3):

use_snmp_ea_log = true | false <optional> Specifies if the audit trail log in snmp should be visible and controllable in the log application. Default is false.
SNMP MIBs

The following MIBs are defined in EVA:

**OTP-EVA-MIB (eva)** This MIB contains objects for instrumentation and control of the events and alarms in the system.

**OTP-LOG-MIB (eva)** This MIB contains objects for instrumentation and control of the logs and FTP transfer of logs.

**OTP-EVA-LOG-MIB (eva)** This MIB contains objects for instrumentation and control of the events and alarm logs in the system.

**OTP-SNMP-EA-LOG-MIB (eva)** This MIB contains objects for instrumentation and control of the snmp audit trail log in the system.

The MIBs are stored in the mibs directory. All MIBs are defined in SNMPv2 SMI syntax. SNMPv1 versions of the mibs are delivered in the mibs/v1 directory.

The compiled MIBs are located under priv/mibs, and the generated .hrl files under the include directory. To compile a MIB that IMPORTS an EVA MIB, give the option {il, ["eva/priv/mibs"]} to the MIB compiler.

The MIBs are loaded into the agent when the services are started.

SEE ALSO

eva(3), eva_log(3), eva_server(3), eva_sup(3), eva_log_snmp(3),
eva_snmp_adaptation(3), log(3), log_snmp(3), log_snmp_ea(3), snmp(6)
eva (Module)

This module contains functions for the client API to the Event and Alarm handling application EVA. EVA is a distributed global application, which means that clients can access the EVA functionality from any node. There is a globally registered server called eva_server to which all requests are sent. The client functions for sending and clearing events and alarms exist in two variants; one asynchronous and one synchronous. The decision to use one or the other depends on how secure the delivery of events should be. If the asynchronous variant is used, the message may be lost if the node where the eva_server crashes after the message is sent, but before it is correctly received. The synchronous variant fails if it does not get an acknowledgment back from the server. In this case, it is up to the client application to decide what to do. It may, for example, wait a few seconds for another node to takeover the EVA application, and then try again.

An event is a notification sent from the NE to a management application. An event is uniquely identified by its name. A special form of an event is an alarm. An alarm represents a fault in the system that needs to be reported to the manager. An example of an alarm could be equipment_on_fire. When an alarm is sent, it becomes active and is stored in an active alarm list. When the application from which the alarm was sent notices that the fault that caused the alarm is not valid anymore, it clears the alarm. When an alarm is cleared, the alarm is deleted from the active alarm list, and an clear_alarm event is generated by EVA. Each fault may give rise to several alarms, maybe with different severities. They can, however, only be one active alarm for each fault at any one time. For example, associated with disk space usage may be two alarms, disk_80_percent_filled and disk_90_percent_filled. These two alarms represent the same fault, but only one of them can be active at the same time. An active alarm is identified by its fault_id. In contrast to alarms, ordinary events do not represent a fault, and they are not stored as the alarms in the active alarm list.

The basic EVA server is a global server to which all events and alarms are sent. The server updates its tables, the active alarm list for example, and sends the event or alarm to the alarm_handler process that runs on the same node as the global server. alarm_handler is a gen_event process defined in S A S L.

EVA stores the definitions of events and alarms in the Mnesia tables eventTable and alarmTable respectively. As an alarm is a special form of an event, each alarm is present in both of these tables. The active alarm list is stored in the Mnesia table alarm. The records for all these tables are defined in the header file eva.hrl, available in the include directory in the distribution.

The EVA application provides functionality to send and to log events and alarms. The logs can be examined by a manager at a later time.

Before a client can send any events or alarms, the name of the event must be registered in EVA. To register an event, a client calls register_event/2. The parameters of this function are the name of the event and notification of whether the event should be logged by default or not. A manager can decide to change this value later. To register an alarm, a client calls register_alarm/4. The parameters of this function are the name and logging parameters as for events, and the class and default severity of the alarm.
Adaptations and Subscriptions

The EVA services are management protocol independent. However, to provide EVA services to a manager, a management protocol is however needed. EVA uses adaptations for mapping of EVA services to specific protocols. Adaptations need access to the Mnesia tables used in EVA.

The event definitions are stored in the Mnesia table `eventTable`, and the alarm definitions in `alarmTable`. They are replicated to disk and RAM on each node that may run the EVA application. The tables are defined as follows:

- `record(eventTable, {name, log, generated}).`
- `record(alarmTable, {name, class, severity}).`

Each alarm is defined in both the event and alarm table, since an alarm is a special kind of event. `log` is a boolean which defines whether the event should be logged or not, `generated` is a counter that is incremented each time this event is sent, `class` and `severity` are as defined in `register_alarm/4` below.

The active alarm list is stored in the Mnesia table `alarm`. The `alarm` record is defined as:

- `record(alarm, {index, fault_id, name, sender, cause, severity, time, extra}).`

These records are defined in the file `include/eva.hrl`. To include this file in your code, use `-include_lib("eva/include/eva.hrl")`. All these tables are part of the API, which means that they may be accessed and modified by any application, for example by an EVA adaptation. They must be accessed and modified within a transaction.

When an event or alarm is generated by an application, it is sent to the global EVA server, which updates the Mnesia tables, and constructs a record that it sends to the local `alarm_handler` process in the SASL application. `alarm_handler` is a `gen_event` manager process, which means that EVA server uses `gen_event:notify` to send the event or alarm record. An application which needs to subscribe to certain events, should write a `gen_event` handler module and install it in the `alarm_handler`. EVA adaptations should do this as well. The EVA server sends the following `gen_event` notifications to `alarm_handler`:

- `{register_alarm, Name}` Sent when an alarm has been registered.
- `{register_event, Name}` Sent when an event has been registered.
- `{send_alarm, #alarm}` Sent when an alarm is to be sent. The EVA server sends this notification after the Mnesia tables have been updated. An adaptation should translate the #alarm into a format suitable for the protocol that the adaptation implements.
- `{send_event, #event}` Sent when an event is to be sent. The EVA server sends this notification after the Mnesia tables have been updated. An adaptation should translate the #event into a format suitable for the protocol the adaptation implements.
- `{unregister_alarm, Name}` Sent when an alarm has been unregistered.
- `{unregister_event, Name}` Sent when an event has been unregistered.
When an alarm is cleared, EVA generates an event called clear_alarm, where 
#event.sender is the index in the table alarm. For example, if an application calls 
eva:clear_alarm(Fault) and the fault was stored with index 6 in the active alarm list, 
the following #event is generated: #event{name = clear_alarm, sender = 6}. 
The clear_alarm event is generated using gen_event:sync:notify, which means that 
all adaptations and subscribers are given a chance to take care of this event, before the 
alarm is deleted from the active alarm list.

Exports

aclear_alarm(FaultId)
clear_alarm(FaultId)
clear_alarm(FaultId, Time) -> ok

Types:
- FaultId = fault_id()
- Time = integer() > 0 | infinity

These functions are used to clear an active alarm. The FaultId is a term the uniquely 
identifies the fault. For example, the function get_fault_id/0 can be used to generate 
a unique id.

aclear_alarm/1 is an asynchronous function which just sends the clear alarm request to 
the global eva server. clear_alarm/1,2 are synchronous functions that wait Time ms 
for an answer. If Time is not given, it defaults to 10000 ms.

If the server does not respond within the specified time, the function exits with reason 
{timeout, _}.

get_alarm_status() -> [{Severity, boolean()}]

Types:
- Severity = severity()

For each alarm severity, it returns information on whether there is any active alarm for 
that severity or not.

get_alarms(Item) -> [#alarm]

Types:
- Item = {name, Name} | {sender, Sender}
- Name = atom()
- Sender = term()

Returns all active alarms which match Item. This function can be used by a client to 
check if it has any active alarms defined when it starts. For each such alarm, it must be 
prepared to clear it. A client may, for example, at start-up perform a “self-test” to see 
which alarms should be active, and compare then this with what this function returns, 
and clear or send missing alarms.

get_fault_id() -> fault_id()
This function can be called before a client sends an alarm to obtain a globally unique fault identity that can be used in subsequent calls to send_alarm and clear_alarm.

This function does not communicate with the eva_server, it just constructs a unique reference and is therefore fast.

get_no_alarms() -> integer()

Returns the number of active alarms in the system.

register_alarm(Name, Log, Class, Severity) -> boolean()

Types:
- Name = atom()
- Log = boolean()
- Class = class()
- Severity = severity()

- class() = unknown | communications | qos | processing | equipment | environmental
- severity() = indeterminate | critical | major | minor | warning

Registers an alarm within EVA. An alarm must be registered before it is sent the first time. The registration information is stored persistently, so this function can be called just once. However, if EVA detects that the alarm is already registered, it discards the registration and returns false. Otherwise, it returns true.

The Log parameter defines if the alarm should be logged by default or not.

The Class and Severity parameters are originally defined in X.733, ITU Alarm Reporting Function.

register_event(Name, Log) -> boolean()

Types:
- Name = atom()
- Log = boolean()

Registers an event within EVA. An event must be registered before it is sent the first time. The registration information is stored persistently, so this function can be called just once. However, if EVA detects that the event is already registered, it discards the registration and returns false. Otherwise, it returns true.

The Log parameter defines if the event should be logged by default or not.

asend_alarm(Name, FaultId, Sender, Cause, Extra)

send_alarm(Name, FaultId, Sender, Cause, Extra)

send_alarm(Name, FaultId, Sender, Cause, Extra, Time) -> ok | {error, Reason}

Types:
- Name = atom()
- FaultId = fault_id()
- Sender = term()
- Cause = term()
- Extra = term()
- Time = integer() > 0 | infinity
These functions are used to send an alarm and make it active (stored in the active alarm list).

Name is the name of the alarm. The alarm must be registered before this function is called.

FaultId is a term the uniquely identifies the fault. For example, the function get_fault_id/0 can be used to generate a unique id.

Sender is the object that generated the alarm. It could, for example, be a tuple \{board, 7\} or a registered name. This object should be fairly constant - not a Pid - so that it is possible to trace the sending object at a later time.

Cause is the cause of the alarm. It is recommended not to use strings as cause, to make it easier to match upon for other programs. For example a management application may want to translate the cause into another language.

Extra is any extra information which describes the alarm.

asend_alarm/5 is an asynchronous function which just sends the alarm request to the global eva server. send_alarm/5,6 are synchronous functions that wait \(Time\) ms for an answer. If \(Time\) is not given, it defaults to 10000 ms.

If the server does not respond within the specified time, the function exits with reason \{timeout, _\}.

Types:
- Name = atom() 
- Sender = term() 
- Extra = term() 
- Time = integer() \(> 0\) \(\lor\) infinity 
- Reason = \{no_such_alarm, Name\} \(\lor\) \{aborted, Name, R\}

These functions are used to send an event to the eva server.

Name is the name of the event. The event must be registered before this function is called.

Sender is the object that generated the event. It could, for example, be a tuple \{board, 7\} or a registered name. This object should be fairly constant - not a Pid - so that it is possible to trace the sending object at a later time.

Extra is any extra information which describes the event.

asend_event/3 is an asynchronous function, that just sends the event request to the global eva server. send_event/3,4 are synchronous functions that waits \(Time\) ms for an answer. If \(Time\) is not given, it defaults to 10000 ms.

If the server does not respond within the specified time, the function exits with reason \{timeout, _\}.

Types:
- Name = atom() 

unregister_alarm(Name) \(\rightarrow\) void()
Unregisters an alarm within EVA. This function should only be used when an alarm definition should be removed, due to a new release of the system, for example.

\texttt{unregister\_event(Name) \rightarrow void()}  

\textbf{Types:}  
- \texttt{Name = atom()}  

Unregisters an event within EVA. This function should only be used when an event definition should be removed, due to a new release of the system, for example.

\section*{Access functions for the Active Alarm List}

The active alarm list is stored in the Mnesia table \texttt{alarm}. This table is indexed by an integer \texttt{alarmIndex}. This integer is used to get the table ordered, with the latest sent alarm after the previous. Currently ordered Mnesia tables cannot be traversed in a convenient way and for this reason this module provides two functions to handle the traversal. These functions will be removed if ordered tables are implemented in Mnesia.

\section*{Exports}

\texttt{alarm\_first() \rightarrow \{ok, Index\} \mid \$end\_of\_table\}}  

\textbf{Types:}  
- \texttt{Index = integer()}  

Returns the index of the first element in the alarm table. This is a temporary function which will be removed if ordered tables are implemented in Mnesia.

\texttt{alarm\_next(Index) \rightarrow \{ok, NextIndex\} \mid \$end\_of\_table\}}  

\textbf{Types:}  
- \texttt{Index = NextIndex = integer()}  

Returns the next index after \texttt{Index} in the alarm table. This is a temporary function which will be removed if ordered tables are implemented in Mnesia.

\section*{SEE ALSO}

\texttt{alarm\_handler(3), gen\_event(3), mnesia(3)}
The EVA log service uses the generic Log Control service to implement log functionality for events and alarms defined in EVA.

In the rest of this description, the term event refers to both events and alarms as defined in EVA.

This log functionality supports logging of events from EVA. It uses the module disk_log for logging of events, using the internal log format defined by disk_log. There can be several logs active at the same time. Each log uses a filter function to decide whether an event should be stored in the log or not.

There are several ways to control whether an event should be stored in a log or not. First of all, eva_log checks if the log flag in eventTable is set (see eva(3)). If it is set to false, the event is not stored in any log, even if there are logs that are configured to log the event. In this way, logging of individual events can be turned on/off by a manager. If the log flag is true, eva_log checks the operational status of the log. If it is down, the event is not stored. If it is up, the associated filter function is called. If this function returns true, the event is stored, otherwise it is discarded. To summarize, all these conditions must be true for an event to be stored:

- The log flag for the event is true.
- The operational status for the log is up.
- The filter function for the log returns true, when applied to the event.

There is a concept of a default log. The default log is used to log any event that has the log flag in eventTable set to true, but no log is currently able to store the event (or there is no other log defined to log the event). The usage of the default log is optional.

Exports

close(Name) -> ok

Types:
- Name = string()
  Closes an event log.

get_logs() -> [#eva_log]

Returns all event logs known to eva_log. The record #eva_log is defined in the file eva_log.hrl.

open(Name, FilterFunction, WrapTime) -> ok | {error, Reason}
Types:

- **Name** = string()
- **FilterFunction** = \{M, F, A\}
- **M = F = atom()**
- **A = list()**
- **WrapTime = integer()**

Makes *eva_log* aware of the log *Name*. The log must be an open disk log, with log format internal. This function will call log:open(*Name*, *eva_log*, *WrapTime*) in order to register the log in the generic Log Control service.

The **FilterFunction** is used when an event is received from EVA. It is then called as \(M:F(\text{Event} \times A)\), and supposed to return true if the event should be stored in the log.

All other return values makes the event be discarded. The filter function can be exchanged during runtime, by using `set_filter/2`.

```
set_filter(Name, FilterFunction)
```

Types:

- **Name** = string()
- **FilterFunction** = \{M, F, A\}
- **M = F = atom()**
- **A = list()**

Changes the filter function for the event log.

```
start_link()
start_link(DefaultLog) -> \{ok, Pid\} | \{error, Reason\}
```

Types:

- **DefaultLog** = \{Name, WrapTime\} \| false
- **Name** = string()
- **WrapTime** = integer()

Starts the *eva_log* service. This function can be used to include the service in a supervisor. Normally, functions in the supervisor *eva_sup* can be used instead.

**DefaultLog** is either the name and wrap time of the default log to use, or false. If it is not false, the log must have been created with disk_log, just as any other log (see open/3). The default log is used to log any event that has the log flag set to true in eventTable, but no log has actually logged the event, either because there was no such log, or the log had operational status down. If the DefaultLog argument is omitted, it defaults to false. If the default log is used, it will be made known to the generic Log Control service as log:open(*Name*, *eva_log*, *WrapTime*).

**SEE ALSO**

disk_log(3), eva(3), eva_sup(3), file(3), log(3)
eva_server (Module)

This module implements the main global server in EVA. The client API towards this server is defined in the module eva. The functions in this module are used to start the service.

Exports

create_tables(Nodes) -> void()

Types:
- Nodes = [node()]

This function creates the Mnesia tables required for the eva_server. Nodes is a list of nodes where the tables should be replicated. This list of nodes should specify the same nodes where the application EVA can be run distributed, so that EVA always can have local access to the tables.

This function should be called once when installing the EVA application in the system.

start_link() -> {ok, Pid} | {error, Reason}

Starts the eva server. This function can be used to include the server in a supervisor. Normally, functions in the supervisor eva_sup can be used instead.

The function create_tables/1 must have been called before the server is started.

SEE ALSO

eva(3), eva_sup(3)
eva_sup (Module)

This module provides a supervisor for the entire EVA application. An application can use this supervisor, or write its own, using the start_link functions of the individual services.

The supervisor can be configured to start the different EVA services independently, such as the basic eva_server and eva_log functionality, and to start the SNMP implementations of the respective service. For each possible combination of services, there is a corresponding start function, for example start_link_log/1 which starts the basic eva server and the log functionality.

Before the services can be used, the Mnesia tables involved must be created. For each combination of services, there is a corresponding function which creates the tables. Each such function takes a list of nodes as its argument. This list of nodes defines to which nodes the Mnesia tables will be replicated. These nodes should be the same nodes as where the application where EVA is included can run distributed. This is as per the kernel configuration parameter distributed.

Exports

create_tables(Nodes) -> void()
Types:
- Nodes = [node()]
  Creates the Mnesia tables for the basic EVA service (eva_server) only.

create_tables_log(Nodes) -> void()
Types:
- Nodes = [node()]
  Creates the Mnesia tables for the basic EVA service (eva_server) and EVA log service (eva_log).

create_tables_log_snmp(Nodes) -> void()
Types:
- Nodes = [node()]
  Creates the Mnesia tables for the basic EVA service (eva_server), EVA log service (eva_log), and for the SNMP implementation of these (eva_snmp_adaptation and eva_log_snmp).
create_tables_snmp(Nodes) -> void()

Types:
  • Nodes = [node()]

Creates the Mnesia tables for the basic EVA service (eva_server), and for the SNMP implementation of this service (eva_snmp_adaptation).

start_link() -> {ok, Pid} | {error, Reason}

Starts the supervisor and the basic EVA service (eva_server) only.

start_link_log(DefaultLog) -> {ok, Pid} | {error, Reason}

Types:
  • DefaultLog = string() | false

Starts the supervisor, the basic EVA service (eva_server) and EVA log service (eva_log).

DefaultLog is passed to eva_log:start_link(DefaultLog).

start_link_log_snmp(DefaultLog, LogDir, MaxDirSize) -> {ok, Pid} | {error, Reason}

Types:
  • DefaultLog = string() | false
  • LogDir = string()
  • MaxDirSize = integer()

Starts the supervisor, the basic EVA service (eva_server), EVA log service (eva_log) and the SNMP implementations of these (eva_snmp_adaptation and eva_log_snmp).

DefaultLog is passed to eva_log:start_link(DefaultLog), LogDir and MaxDirSize to eva_log_snmp:start_link(LogDir, MaxDirSize).

start_link_snmp() -> {ok, Pid} | {error, Reason}

Starts the supervisor, the basic EVA service (eva_server) and the SNMP implementation of this service (eva_snmp_adaptation).

SEE ALSO

eva_log(3), eva_server(3), eva_log_snmp(3), eva_snmp_adaptation(3)
log (Module)

This module contains client functions to the generic Log Control services in the EVA
tool application. There are two services available: log monitoring and log transfer. The logs
are controlled by a log server, and each log may be transferred with FTP to a remote host.

The log server has a list of all active logs in the system. An application that wants to
make a log controllable with this functionality, must register the log in the log server.
Each log is implemented as a disk log. The application stores its log records using
the ordinary functions in disk log. The following picture illustrates the idea:

```
+------+ tell +-------+
| Appl |       | log |
|-------|-------+------|
| open, /log*, /control |
| close / |
| +---------+
```

First, the application opens the log. Then it registers the log in the log server, which
makes the log server control the log. The application can store log records in the log,
until it eventually closes the log, and tells the log server about it.

Each log has an administrative and an operational status, that both can be either up or
down. The administrative status is configurable, and reflects the desired operational
status. Normally they are both the same. If the administrative status is set to up, the
operational status will be up as well. However, if the log for some reason does not work,
for example if the disk partition is full, the operational status will be down. When the
operational status is down, no records are stored in the log.

Alarms

Two EVA alarms are defined in the log service, log_file_error and
log_wrap_too_often.

- log_file_error. This alarm is generated if there is a file error when an item
  should be logged. Default severity is critical. The cause for this alarm can be
  any Reason as returned from file:write in case of error (it returns (error,
  Reason)). The alarm is cleared if the file system starts working again.
- log_wrap_too_often. This alarm is generated when the log wraps more often than
  the wrap time. Default severity is major. The cause for this alarm is undefined.
  The alarm is cleared if the log wraps within the wrap time, the next time it wraps.
Exports

close(Name) -> ok
Types:
  • Name = string()
Use this function to remove a log from the log server.

get_logs() -> [Log]
Types:
  • Log = #log
Returns all logs known to log_server. The record #log is defined in the file log.hrl.

open(Name,Type,WrapTime)
Types:
  • Name = string()
  • Type = term()
  • WrapTime = integer()
Makes log_server aware of the log Name. The log must be an open disk_log log.
The type argument is there for information to a manager.
If the log is a wrap log, log_server generates the log_wrap_too_often alarm if the log
wraps more often than WrapTime seconds. In this context, wraps means that disk_log
switches to a previously used file, and some log items are lost.

set_admin_status(Name, AdminStatus) -> OperStatus | {error, Reason}
Types:
  • Name = string()
  • AdminStatus = OperStatus = up | down
  • Reason = {error, {no_such_log, Name}}
Sets the desired state of the log. Returns the new operational status of the log. If the
administrative status is set to up, and the operational status is down, there is some error
with the logging mechanism, for example if the disk partition is full.
If the operational status of the log is down, no log records will be stored in the log. This
function uses the functions disk_log:block/unblock to change the operational status.

transfer(Host,User,Passwd,DestFile,SearchFunc) -> ok | {error, Reason}
Types:
  • Host = ip_address()
  • User = string()
  • Passwd = string()
  • DestFile = string()
  • SearchFunc = {M,F,A}
This function is used to transfer a log with FTP to a remote host, for example a management station. It could be triggered from for example SNMP or from a web interface to the system. This log is received as one contiguous file, although it is stored as several files in the underlying disk log. It is possible to filter the log for certain log records, and to format the log records. Thus, log records can be efficiently stored by not formatting them when they are written, but later when the log is actually needed. Of course, to further improve performance, the log records can be transferred unformatted as well, and later formatted off-line at the management station.

The Host argument is either a string or a four-tuple representing the IP address of the host. The string can be the name of the host, or the IP address in dotted decimal notation, for example "150.236.14.136".

The SearchFunc argument specifies a function that will be called by the transfer session to get a chunk of log records to transfer. At the first call, the atom start is used as an initial continuation. Each time the function is called, it is supposed to return a new continuation and a binary that contains the bytes to be transferred (the formatted log records). When the end of the log is reached, eof is returned by the function. The return values of the SearchFunc is chosen to match those of disk_log:chunk/2. The extra arguments (A) to the functions can be used to pass filtering information to the search function. An example of a search function:

```erlang
-module(my_log).

f(Cont, Time) ->
    case disk_log:chunk("my_log", Cont) of
        eof ->
            eof;
        {error, R} ->
            {error, R};
        {NCont, ListOfTerms} ->
            List = lists:map(fun(Term) -> format(Term, Time) end, ListOfTerms),
            Bin = list_to_binary(List),
            {NCont, Bin}
    end.

%% Each log record is a tuple: {LogTime, LogData}
format({LogTime, LogData}, Time) when LogTime > Time ->
    io_lib:format("time: ~p data: ~p\n", [LogTime, LogData]);
format(_LogRecord, _Time) ->
```

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Event and Alarm handling Application (EVA)
This function can be used as follows to transfer all log records stored after 1997-11-01:

```erlang
log:transfer("cave.ericsson.se", "mbj", "secret!", "my_log.txt",
              {my_log, f, [{1997,11,01}]})
```

**SEE ALSO**

disk_log(3), eva(3), file(3)
log_server (Module)

This module implements the main server in the LOG application. The client API to this server is defined in the module log. 

Exports

start_link() -> {ok, Pid} | {error, Reason}

Starts the log server. This function can be used to include the server in a supervisor. Normally, functions in the supervisor log_sup can be used instead.

SEE ALSO

eva_log_sup(3), log(3)
EVA Reference Manual - SNMP adaptation

Short Summaries

- Erlang Module `eva_log_snmp` [page 53] - Implements an SNMP Interface to EVA log
- Erlang Module `eva_snmp_adaptation` [page 55] - An SNMP Adaptation to EVA
- Erlang Module `log_snmp` [page 58] - Implements an SNMP interface to the log service in the EVA application
- Erlang Module `log_snmppea` [page 60] - SNMP instrumentation functions for the OTP-SNMP-LOG-MIB

`eva_log_snmp`

The following functions are exported:

- `create_tables(Nodes) -> void()` [page 53] Creates the Mnesia tables required for EVA log SNMP implementation
- `start_link(LogDir, MaxSize) -> {ok, Pid} | {error, Reason}` [page 53] Starts the EVA LOG SNMP service
- `log_discr_table(Op,RowIndex, Cols) -> InstrumRet` [page 54] Instrumentation function for the logDiscriminatorTable
- `log_table(Op,RowIndex, Cols) -> InstrumRet` [page 54] Instrumentation function for the logTable
- `log_total_max_allowed(get) -> InstrumRet` [page 54] Instrumentation function for the logTotalMaxAllowedSize
- `log_total_max_size(get) -> InstrumRet` [page 54] Instrumentation function for the logTotalMaxSize
**eva_snmp_adaptation**

The following functions are exported:

- `create_tables(Nodes) -> void()`
  
  [page 55] Creates the required Mnesia tables

- `name2index(Name) -> {ok, Index} | undefined`
  
  [page 55] Maps an event to the corresponding eventIndex

- `register_alarms(Alarms) -> void()`
  
  [page 55] Registers an alarm

- `register_events(Events) -> void()`
  
  [page 56] Registers an event

- `start_link() -> {ok, Pid} | {error, Reason}`
  
  [page 56] Starts the EVA SNMP adaptation service

- `alarmTable(Op, RowIndex, Cols) -> InstrumRet`
  
  [page 57] Instrumentation function for the alarmTable

- `curAlarmTable(Op, RowIndex, Cols) -> InstrumRet`
  
  [page 57] Instrumentation function for the currentAlarmTable

- `curAlarmLastTimeChanged(get) -> InstrumRet`
  
  [page 57] Instrumentation function for the currentAlarmTable

- `eventTable(Op, RowIndex, Cols) -> InstrumRet`
  
  [page 57] Instrumentation function for the eventTable

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**log_snmp**

The following functions are exported:

- `create_tables(Nodes) -> void()`
  
  [page 58] Creates the Mnesia tables required by the log SNMP implementation

- `register_type(Type,TypeOid,TypeFunc)`
  
  [page 58] Registers a log to the SNMP log functionality

- `start_link() -> {ok, Pid} | {error, Reason}`
  
  [page 59] Starts the LOG SNMP service

- `log_table(Op, RowIndex, Cols) -> InstrumRet`
  
  [page 59] Instrumentation function for the logTable

- `log_tr_table(Op, RowIndex, Cols) -> InstrumRet`
  
  [page 59] Instrumentation function for the logTransferTable

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**log_snmpesa**

The following functions are exported:

- `snmpesaLogDiscriminator(Op,Val)`
  
  [page 60] Instrumentation function for snmpesaLogDiscriminator variable
eva_log_snmp (Module)

This module implements an SNMP interface to EVA LOG. The MIB implemented by this adaptation is OTP-EVA-LOG-MIB. The MIB is located in the directory mibs in the distribution.

Exports

create_tables(Nodes) -> void()

Types:
  - Nodes = [node()]

This function creates the necessary Mnesia tables for the eva log SNMP implementation. Nodes is a list of nodes where the tables should be replicated. This list of nodes should specify the same nodes where the application EVA can be run distributed, so that EVA can always have local access to the tables.

This function should be called once when installing the EVA application in the system.

start_link(LogDir, MaxSize) -> {ok, Pid} | {error, Reason}

Types:
  - LogDir = string()
  - MaxDirSize = integer()

Starts the EVA LOG SNMP implementation. This function can be used to include the service in a supervisor. Normally, functions in the supervisor eva_sup can be used instead.

LogDir is a directory where all manager created logs are stored. The directory must exist.

MaxDirSize is the maximum total space the logs manager created logs are allowed to use.

The function create_tables/1 must be called before the server is started.
Instrumentation Functions for the OTP-EVA-LOG-MIB

In some cases, other adaptations may need access to the SNMP specific data in EVA LOG. To do this, the instrumentation functions for the SNMP objects can be used. These instrumentation functions takes the arguments and return the values defined in the application snmp.

Exports

$log\_discr\_table(Op, RowIndex, Cols) -> InstrumRet$

Instrumentation function for $log\_Discriminator\_Table$. This function assumes that access checks are made according to the MIB. It may crash if, for example, $log\_Discr\_Row\_Status$ is set NO $not\_Ready$.

$log\_table(Op, RowIndex, Cols) -> InstrumRet$

Instrumentation function for $log\_Table$. This function assumes that access checks are made according to the MIB. It may crash if, for example, $log\_Oper\_Status$ is set.

$log\_total\_max\_allowed(get) -> InstrumRet$

Instrumentation function for $log\_Total\_Max\_Allowed\_Size$.

$log\_total\_max\_size(get) -> InstrumRet$

Instrumentation function for $log\_Total\_Max\_Size$.

SEE ALSO

eva_log(3), eva_sup(3)
eva_snmp_adaptation (Module)

This module implements an SNMP adaptation to basic EVA. The MIB implemented by this adaptation is OTP-EVA-MIB. The MIB is located in the directory `mibs` in the distribution.

The resources generate events and alarms using the API provided by EVA. They are not aware that the events and alarms are sent as SNMP traps to SNMP managers. However, each trap to be sent must be defined in an SNMP MIB, and there must be instrumentation functions that translate the EVA events and alarms into SNMP traps. Normally, each event and alarm in the system is mapped onto one separate SNMP trap. This mapping is done by registration of the events. The following functions are available for the registration. They could be called when the corresponding MIB is loaded.

### Exports

- **create_tables(Nodes) -> void()**

  Types:
  - `Nodes = [node()]`
  
  This function creates the Mnesia tables required for the `eva_snmp_adaptation`. `Nodes` is a list of nodes where the tables should be replicated. This list of nodes should specify the same nodes where the application EVA can be run distributed, so that EVA always can have local access to the tables.
  
  This function should be called once when installing the EVA application in the system.

- **name2index(Name) -> {ok, Index} | undefined**

  Types:
  - `Name = atom()`
  - `Index = integer()`
  
  Maps an event to the corresponding `eventIndex` value for the event, as defined in the `eventTable` in OTP-EVA-MIB.

- **register_alarms(Alarms) -> void()**

  Types:
  - `Alarms = [{Name, Trap, Treatment, Community, Func}]`
  - `Name = Trap = atom()`
  - `Func = fun(#alarm) -> {ok, O b j O I D , C a u s e O I D , SnmpV arbinds}`
  - `Treatment = none | snmpTrap`

Event and Alarm handling Application (EVA)
Community = string()

ObjOid = CauseOid = [integer()]

This function must be used to register an EVA alarm as an SNMP alarm. It is used to associate each event with the corresponding SNMP trap and an Erlang instrumentation function which translates the #alarm into a trap. The corresponding Trap must be defined in an SNMP MIB. Treatment defines how this alarm is treated when it is generated. If it is snmpTrap, it is sent to the Community.

When the EVA alarm Name is generated by an application, the adaptation calls Func(#alarm). The purpose of the Func is to translate the Erlang record #alarm into SNMP values. ObjOid is an OBJECT IDENTIFIER representation of the #alarm.sender, CauseOid is an OBJECT IDENTIFIER representation of the #alarm.cause, and SnmpVarbinds is a list of extra variable bindings for the trap. This list is as defined for snmp:send_trap.

The alarm record is defined in eva.hrl, available in the include directory in the distribution.

register_events(Events) -> void()

Types:

Events = [{Name, Trap, Treatment, Community, Func}]

Name = Trap = atom()

Func = fun(#event) -> {ok, SnmpVarbinds}

Treatment = none | snmpTrap

Community = string()

This function must be used to register an EVA event as an SNMP event. It is used to associate each event with the corresponding SNMP trap and an Erlang instrumentation function which translates the #event into a trap. The corresponding Trap must be defined in an SNMP MIB. Treatment defines how this event is treated when it is generated. If it is snmpTrap it is sent to the Community.

When the EVA event Name is generated by an application, the adaptation calls Func(#event). The purpose of the Func is to translate the Erlang record #event into SNMP values. The SnmpVarbinds is a list of extra variable bindings for the trap. This list is as defined for snmp:send_trap.

The event record is defined in eva.hrl, available in the include directory in the distribution.

start_link() -> {ok, Pid} | {error, Reason}

Starts the EVA SNMP adaptation. This function can be used to include the service in a supervisor. Normally, functions in the supervisor eva_sup can be used instead.

The function create_tables/1 must be called before the service is started.

An EVA adaptation is always implemented as a gen_event handler. So is eva_snmp_adaptation. But in order to supervise this service from an ordinary supervisor, this function creates a process that supervises the gen_event handler.
Instrumentation Functions for the OTP-EVA-MIB

In some cases, other adaptations may need access to the SNMP specific data in EVA. To do this, the instrumentation functions for the SNMP objects can be used. These instrumentation functions takes the arguments and return the values defined in the application snmp.

Exports

alarmTable(Op, RowIndex, Cols) -> InstrumRet
Instrumentation function for alarmTable. This function assumes that access checks are made according to the MIB, so it may crash if, for example, alarmClass is set.

curAlarmTable(Op, RowIndex, Cols) -> InstrumRet
Instrumentation function for currentAlarmTable. This function assumes that access checks are made according to the MIB, so it may crash if, for example, currentAlarmSeverity is set.

curAlarmLastTimeChanged(get) -> InstrumRet
Instrumentation function for currentAlarmLastTimeSent.

eventTable(Op, RowIndex, Cols) -> InstrumRet
Instrumentation function for eventTable. This function assumes that access checks are made according to the MIB, so it may crash if, for example, eventTrapName is set.

SEE ALSO

eva(3), eva_sup(3), gen_event(3), snmp(3)
log_snmp (Module)

This module implements an SNMP interface to the log service in the EVA application. The MIB implemented by this adaptation is OTP-LOG-MIB. The MIB is located in the directory mibs in the distribution.

Exports

create_tables(Nodes) -> void()

Types:
- Nodes = [node()]

This function creates the Mnesia tables required by the log SNMP implementation. Nodes is a list of nodes where the tables should be replicated. This list of nodes should specify the same nodes where the application EVA can be run distributed, in order for the log server to always have local access to the tables.

This function should be called once when installing the EVA application in the system.

register_type(Type,TypeOid,TypeFunc)

Types:
- Type = term()
- TypeOid = oid() = [int()]
- TypeFunc = {M,F,A}
- M = F = atom()
- A = list()

This function is used to register a type of log to the SNMP log functionality. The Type is the same as the Type argument given to log:open/3.

The purpose of this function is to tell the SNMP LOG functions that all logs of type Type have an SNMP type defined in some MIB (TypeOid, defined as an OBJECT IDENTITY), and that the TypeFunc should be used to control creation and transfer of logs of this type.

The type control function (TypeFunc) will be called when a manager tries to create or delete a log of type TypeOid, or when he tries to transfer a log of this type. The purpose of this function is to check if creation is possible, and to format the log when it is transferred. The function should be defined as:
M:F(validate_creation, LogIndex, Cols | A) -> true | false | {SnmpError, Col} Called when the manager tries to create a new log of type TypeOid. It is supposed to check if it is possible to create a new log of this type. If it is, it should return true. If it is never possible to create logs of this type, it should return false. Otherwise, the creation is not possible because some resource is not available, and the function should return {SnmpError, Col} (see definition of SNMP instrumentation functions for a description of this).

M:F(create, Log | A) -> ok | error Called when M:F(validate_creation, ...) returned true. This function is supposed to create the log. Log is a #log record, defined in log.hrl.

M:F(delete, Log | A) -> void() Called when a log previously created by a manager is deleted.

M:F(search, LogIndex, LogTrIndex | A) -> SearchFunc Called when the manager activates a log transfer for a log of this type. The LogIndex is the index into logTable, and LogIndex, LogTrIndex is the index into the logTransferTable. This function is supposed to return a search function as specified in log:transfer/5. The records for these tables are defined in include/log_snmp.hrl.

start_link() -> {ok, Pid} | {error, Reason} Starts the LOG SNMP implementation. This function can be used to include the service in a supervisor. Normally, functions in the supervisor log_sup can be used instead. The function create_tables/1 must have been called before the server is started.

Instrumentation functions for the OTP-LOG-MIB

In some cases other adaptations may need access to the SNMP specific data in LOG. To do this, the instrumentation functions for the SNMP objects can be used. These instrumentation functions takes the arguments and return the values defined in the application snmp.

Exports

log_table(Op, RowIndex, Cols) -> InstrumRet

Instrumentation function for logTable. This function assumes that access checks are made according to the MIB, so it may crash if e.g. logOperStatus is set.

log_tr_table(Op, RowIndex, Cols) -> InstrumRet

Instrumentation function for logTransferTable. This function assumes that access checks are made according to the MIB.
log_snmpea (Module)

This module contains the instrumentation functions for the OTP-SNMP-EA-LOG-MIB. In some cases other adaptations may need access to the SNMP specific data in EVA. To do this, the instrumentation functions for the SNMP objects can be used. These instrumentation functions take the arguments and return the values defined in the application snmp.

Exports

\texttt{snmpeaLogDiscriminator(Op,Val)}

Instrumentation function for the \texttt{snmpeaLogDiscriminator} variable.
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EVA adaptation

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