
Abstract: Event logs are very popular in today's software, especially in those high transactional software systems which process a huge number of transactions per second. Those software systems could produce enormous logs that prevent developers from getting effective information through them. Logs are widely used for different purposes, e.g., monitor system health, debug, transfer knowledge, etc. Information overload brings challenges to achieve developers' purposes for logging. Manually specifying log levels for logging statements could help developers filter log messages they would like to see on the run-time of application, but it may result in under-specifying the logging behavior, leaving developers with too little information. This survey presents an overview of approaches to information overload and under-specification of event logs in large highly transactional software systems along with existing approaches to alleviate this problem. Various solutions will also be explored that deal with event logs before and after the logs are emitted.

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