Typed Variables

Typed Variables allow users to add more restrictions on the variables that get parsed during log capture.

For example, a user can define that a variable named *username* must meet a certain format, such as being all caps, or being of a certain length. Consider the following parser which may look something like:

By this definition, any kind of text will qualify for any of the variables. Hence, *username* could be "192.168.1.1" which is valid since the variable has no associated type. If we know that we only want a pattern to match if the *username* variable contains only characters and numbers, then we can define *username* as a **typed variable**. Thus our new parser may look something like:

In this example we have added the following line:

```
<VARTYPE name="username" regex="[a-z0-9]+" ignorecase="true" />
```

The name of the variable is specified with the name attribute. In this example, we use a regular expression to define the criteria that *username* must meet before any pattern containing that variable will match. Thus, if a value of "192.168.1.1" is found where the *username* variable resides in the pattern, the pattern will not match.

Types of Typed Variables

regex

In the above example we used a regular expression to define the criteria for the variable *username*. This functionality uses the standard regular expression syntax. Case sensitivity can be toggled using the <code>ignorecase</code> attribute. This attribute is optional and regular expressions are case sensitive by default. Hence, these two statements are identical:

```
<VARTYPE name="username" regex="[a-z0-9]+" ignorecase="false" />
and
<VARTYPE name="username" regex="[a-z0-9]+" />
```

format

The criteria for a typed variable can also be set using the format attribute. The value of the attribute are predefined types (list below) that specify the type the variable must have for a match to happen. For example, if we have a variable named *hostip* in which we only want valid IPs but we see that some log messages are incorrectly assigning it a value of "hostname.com" we can define *hostip* as a type variable:

```
<VARTYPE name="hostip" format="IPv4" />
```

In this case, only IPs of the format "XXX.XXX.XXX" will match and thus the value of "hostname.com" would not.

The valid types of formats are:

format	description	example
Text	Any character sequence	This format provided no validation and thus was removed in 11.2.1
IPv4	ipv4	192.168.1.1
IPv6	ipv6	2607:f0d0:1002:51::4
MAC	physical Mac address	01:23:45:67:89:ab
UInt8	unsigned 8- bit integer	0 to 255
UInt16	unsigned 16-bit integer	0 to 65535

UInt32	unsigned 32-bit integer	0 to 4294967295
UInt64	unsigned 64-bit integer	0 to 18446744073709551615
Int16	signed 16- bit integer	-32768 to 32767
Int32	signed 32- bit integer	-2147483648 to 2147483647
Int64	signed 64- bit integer	-9223372036854775808 to 9223372036854775807
Float32	decimal numbers	2.71818
Float64	decimal numbers	2.71818
EMail	valid email address (11.2.1+)	bob@company.com
URI	universal resource identifier (11.2.1+)	http://www.google.com/path/script?query=param
Hostname	RFC-1123 compliant hostname (11.2.1+)	abc.xzy.com

Multiple Types

It is possible to define multiple criteria for a typed variable. Consider a variable *hostip* that we want to match an IPv4 or IPv6 IP but **not** a hostname. In this case we can define additional types like such:

```
<VARTYPE name="hostip" format="IPv4">

<TYPE format="IPv6" />

</VARTYPE>
```

In this case a log will match if it the value of *hostip* matches either of the two formats specified.

In this way, any number of criteria can be added to a variable. We can define multiple formats, multiple regular expressions and/or a mixture of both.

These variants of encoding are also supported to specify multiple types.

Fully nested:

```
<VARTYPE name="hhost">
  <TYPE format="IPv4" />
  <TYPE format="IPv6" />
</VARTYPE>

Individually defined:

<VARTYPE name="hhost" format="IPv4" />
<VARTYPE name="hhost" format="IPv6" />
```

Capture (11.2.1+)

The **CAPTURE** ...> element is provided to capture sub-components of the match and assign them to additional variables. The approach reflects that which is already used for <u>Parse</u> <u>Rules</u>, except it captures to variables, not to registered meta keys. The same indexing notation is used however the target is the <u>variable</u> name rather than the meta <u>key</u>.

Here we have an example of the primary use case, a regex with captures specified for username and optionally the domain if it is present. The coordinating index values are used to specify which capture index is assigned to which variable.

```
<VARTYPE name="huser" regex="((\w+)\\)?(\w+)">
  <CAPTURE index="0" variable="user" />
  <CAPTURE index="2" variable="domain" />
  <CAPTURE index="3" variable="username" />
  </VARTYPE>
```

In the above example, with the input $DOMAIN \setminus user$, index 0 would capture the entire input $DOMAIN \setminus user$, index 2 would capture DOMAIN and index 3 would capture user. Index 1, not specified here for capture, would have a value $DOMAIN \setminus user$ and thus would be ignored.

The <CAPTURE ...> element can also be used for format Typed Variables. This provides a mechanism to conditionally assign a variable based on the discovered (verified) type.

The capture index for a **format** Typed Variable must be zero (0) and there must only be one capture specified. If not, *all* captures are ignored.

Precedence (11.2.1+)

Typed Variables support a match order to enable the application of precedence.

In the following example, if the regex was run first on <u>user@domain.com</u> it would match the user portion of the email, short circuit, and not allow for the full email signature to match. The <u>order</u> attribute specifies that the <u>Email</u> format should be executed for variable <u>huser</u> before the <u>regex</u> format.

Those Typed Variables with the order attribute absent or with a value of zero (0) are executed after those with a defined value, which are executed lowest to highest. This behavior is intended to match that which is used for Parse Rules.

Match Requirement (11.3+)

There are cases where a match may **not** be required. For example, in a **tagval** <MESSAGE> (which is inherently very structured), a <VARTYPE> may be useful for parsing additional <CAPTURE> values from a field (e.g. user and domain). However, being that the message is very structured, it would be desirable to allow the message to match **even if the data received is unexpected**, in order to consume the other highly structured fields of the message.

To this means, the attribute requireMatch is provided (when absent the default is true). It allows <VARTYPE> to provide <CAPTURE> functionality without invalidating a message match. It can be specified in either the <VARTYPE> or <TYPE> elements. When absent or containing a garbage value in the <TYPE> element, the value will be inherited from the parent <VARTYPE>.

When multiple format types are provided, precedence order is followed and the last format type processed wins out on requiring a match.

Note - Typed Variable processing support for TagVal messages was added in 11.3.

FAQ

What if a variable *username* has a type definition in one parser and another type definition in a second parser?

Type variables are applied on a **per parser** basis. Thus, variables of the same name can have different defined types across multiple parsers and the type criteria will only apply to patterns in that parser.

Where should <VARTYPE> elements be placed?

The <VARTYPE> elements must be a child elements of the <DEVICESMESSAGES> element. Hence, they are siblings of the <HEADER> and <MESSAGE> elements. It does not matter if it the <VARTYPE> elements are placed before or after its siblings. It is even possible to have some before and after, so long as they meet the hierarchy requirements.

How do I view debug logging for typed variable evaluation?

The log level must be explicitly set for the log parsing module with LogParse=debug.

What about header priority?

It should be noted that header priority does not play a role in Typed Variables (or vice-versa). Header priority dictates the priority in which headers should be matched if there are multiple matches. Typed Variables are part of the final matching process which happens after priorities ever come into play.