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Extending Flamegraphs for Multi-Dimensional Performance Analysis

Over the past decade, Brendan Gregg's Flamegraph has become an indispensable tool for pinpointing performance bottlenecks. Based on the canonical Flamegraph, it has been evolving into various flavors tailored to address specific performance issues in the production systems. We'll share how the novel approach generates Flamegraphs from latency, memory usage, crashdump, and kern.log traces. Furthermore, we'll discuss how to take it further with the collective user experience.

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