

Objectives

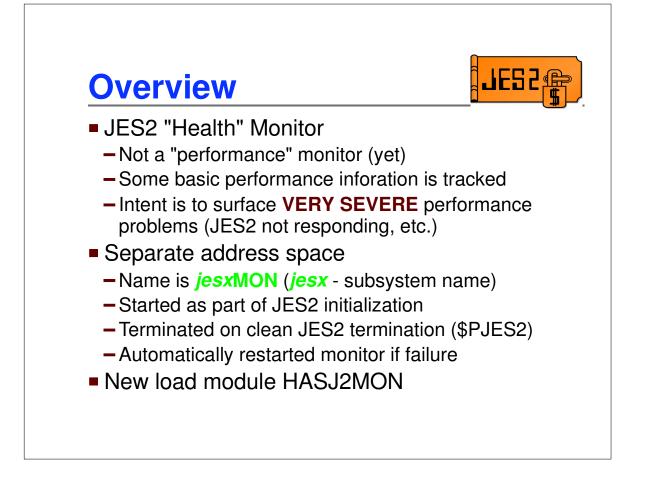


What's the problem?

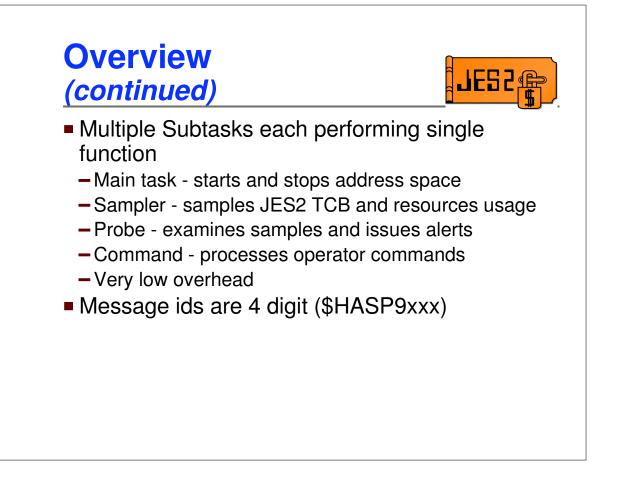
- How to diagnose why JES2 is not responding to JES2 commands?
- A process is not functioning, what command will indicate why?

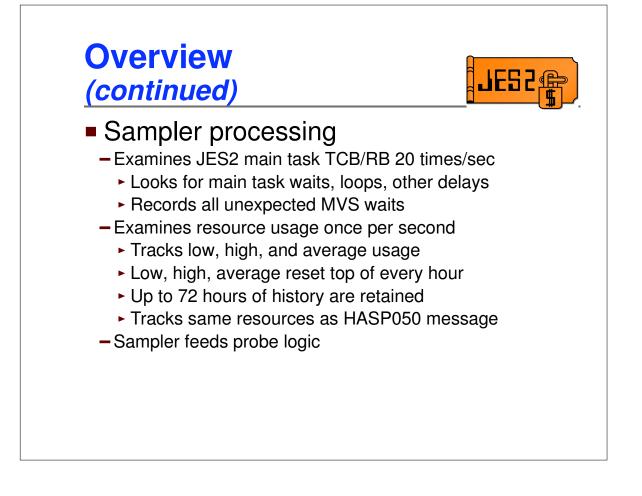
Solution

- New address space to examine JES2 activity
- Commands to summarize JES2 problems

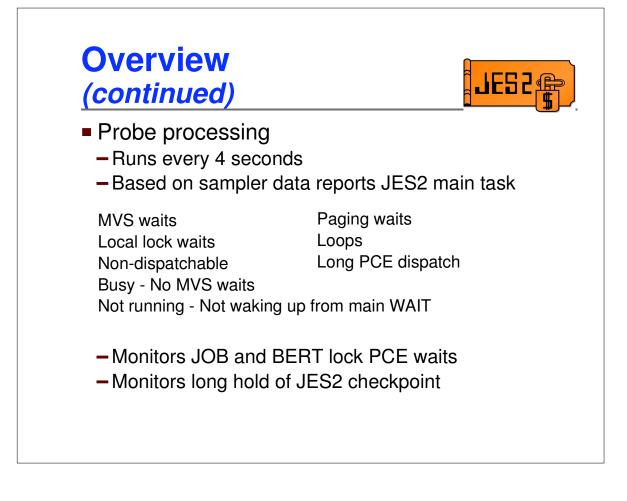


- It's important to note that the intent of the JES2 monitor is a "health" monitor, not a "performance" monitor. It is intended to address situations where JES2 is not responding to commands and the installation is unsure of what the problem is. It could be the result of a command that is just taking a long time to complete, or a bug in JES2, an EXIT, or some other code running in the JES2 address space. The monitor is intended to help identify the problem so the installation can take the correct action.
- Though the monitor does collect data that could be useful in tuning JES2, that is not the intended purpose of the monitor. Monitoring performance parameters is a future consideration for the monitor.

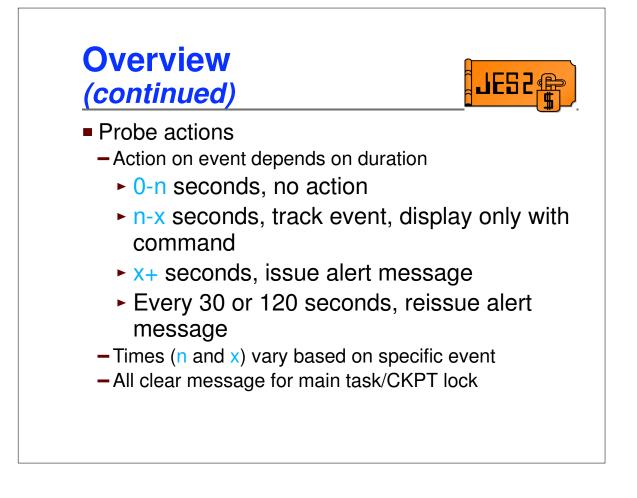




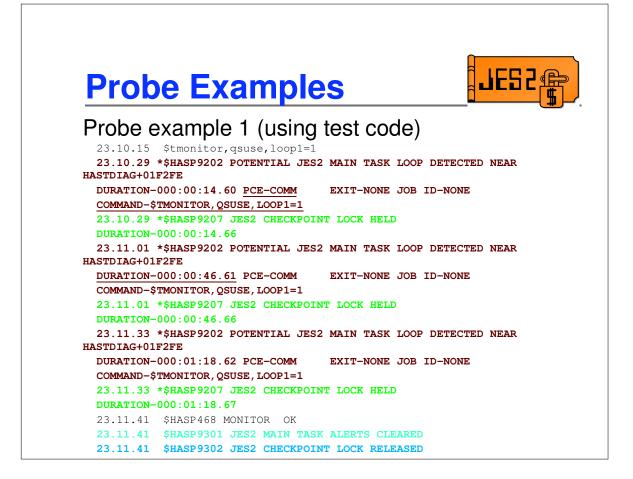
- The sampler subtask gathers data about what the JES2 main task TCB, main PRB and current RB are doing. This is done by directly accessing storage in the JES2 address space. Based on the data obtained, the code determines if the main task is:
 - at its normal MVS wait in HASPNUC
 - at some other MVS wait
 - waiting for the local lock
 - non-dispatchable
 - waiting for a page fault resolution
 - running code normally
 - looping
- The sampler also tracks data on resource usage. The resources monitored are currently the same as those reported on the HASP050 message. A list can be seen later in some of the command responses.



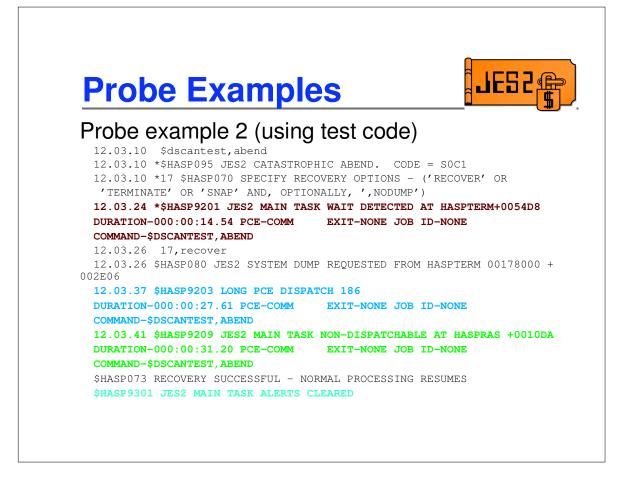
- The probe subtask is looking at the sampler data and determining if there is a problem. It runs less frequently because it is looking for relatively long-term trends in the sampling data.
- The checkpoint lock held condition is issued based on hold times. If the hold time is set high (intentionally or by mistake), this condition is not monitored.



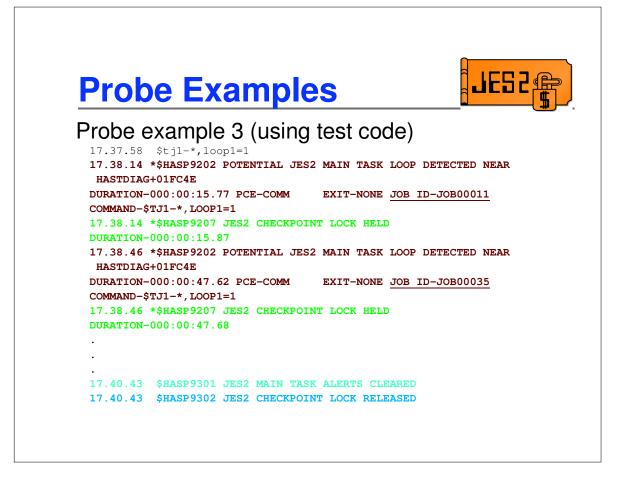
- The probe looks for conditions that may indicate a potential problem. It then examines how long the condition has existed. Based on the duration it will either:
 - ignore the condition if it has only been happening for a very short time
 - start tracking it as a potential problem. This creates a record in the monitor address space which can be displayed via the \$JDJES command.
 - start alerting the condition. This causes a message to be issued informing the operator of the problem. The message may be repeated on a timer (with updated status information).
- Events are grouped based on type. Two major groupings are main task events and checkpoint lock held events. When these transition from having had an alert to no tracks, an "all clear" message is issued.



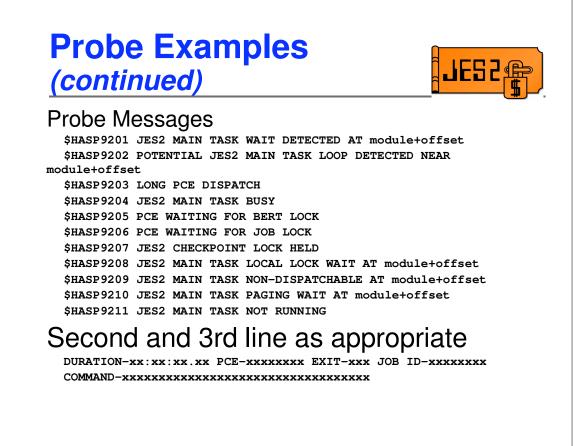
- In this example, a long loop is generated while holding the JES2 checkpoint (the **\$T MONITOR** command is not a real JES2 command but an internal test command to artificially cause problems detected by the monitor).
- After 15 seconds, two highlighted alert messages are issued:
 - SHASP9202 indicates that a loop was detected near a specific offset in HASTDIAG. This means that for a long period of time ALL of the samples indicate that the JES2 main task was running near this location. Also, since this is the command PCE, the specific command that is running at the moment is displayed.
 - SHASP9207 indicates that the JES2 checkpoint has been held by this member for a long time.
- About 30 seconds later, these two messages are DOM'ed and reissued with updated information. This occurs until the condition has cleared.
- In this case, the loop completes and JES2 operation returns to normal. The last messages are DOM'ed and \$HASP9301 and \$HASP9302 are issued (not hilighted) to indicate that everything is back to normal

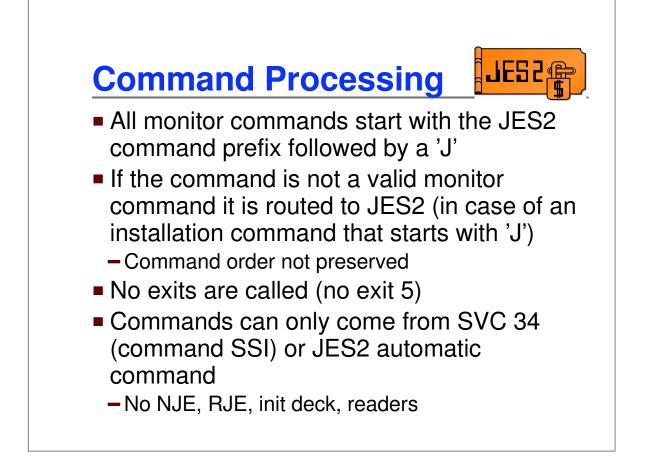


- In this example, another command is issued which causes a recoverable ABEND.
- After about 15 seconds, \$HASP9201 is issued to indicate JES2 has been MVS waiting, in this case for the reply to the \$HASP070.
- After the WTOR is replied to, JES2 stops MVS waiting, but the process of taking a dump takes a long time. There's no current MVS wait and no discernable loop, so \$HASP9203 is issued to indicate that a PCE has been dispatched for an extraordinarily long time.
- SDUMP processing eventually makes the JES2 main task non-dispatchable, and that is reflected in the \$HASP9209 message. Note that the DURATION in the message is the total time since the problems started, not since a particular flavor of the problem was exposed.
- Again, in this case, JES2 recovers and resumes normal processing, at which time all the outstanding messages are DOM'ed and the "all clear" message is issued.

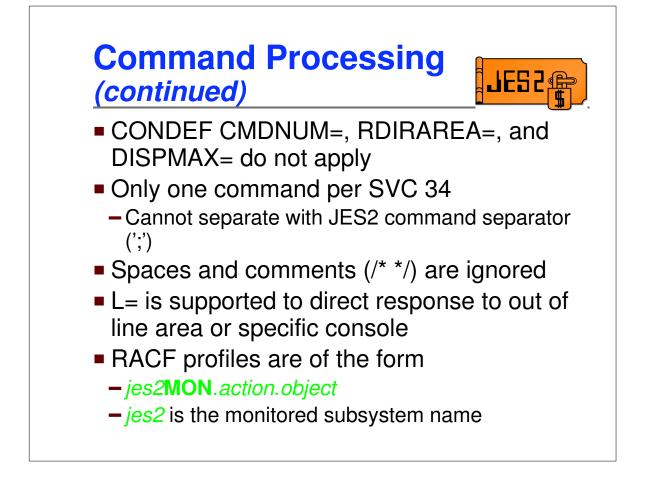


In this example, a loop is introduced, similar to an earlier example. This time, however, it's a command that runs through the job queue. The JOB-ID field is updated each time the \$HASP9202 message is issued to reflect the current job the processor is working on. In some cases (like this one), the JOB-ID field can be used to gauge the progress of a loop or long-running process.





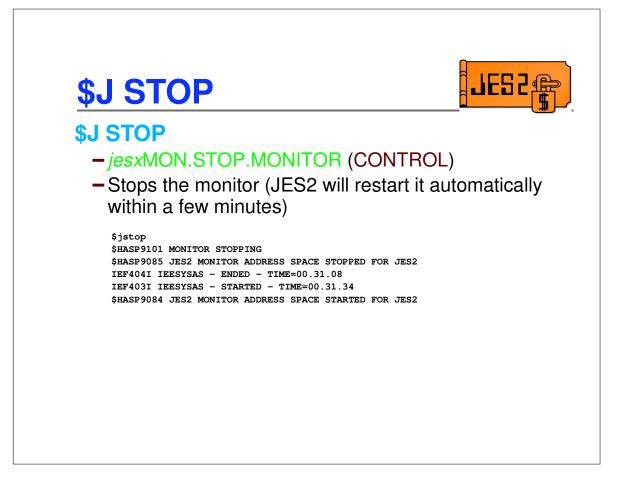
- Monitor commands are intercepted in the SSI and directed to the monitor command processor. To do this, the SSI code needs an easy way to route commands to the monitor. The method chosen was to use a 1 character command prefix of 'J'. All commands that have the JES2 command prefix followed by a 'J' are sent to the monitor command subtask first. No exits are taken for these commands (except for the pre/post SAF exits 36 and 37). If the monitor does not recognize the command, it is routed to the JES2 address space for normal command processing. Because of this, commands starting with a 'J' may execute out of order from other commands issued by the same source.
- Monitor commands are only allowed from the SVC 34 command SSI and JES2 automatic commands. Sources such as NJE, RJE, internal readers, and the init deck are not allowed to issue monitor commands. However, monitor commands can be the object of \$VS commands so they can be issued wherever a \$VS can be used.



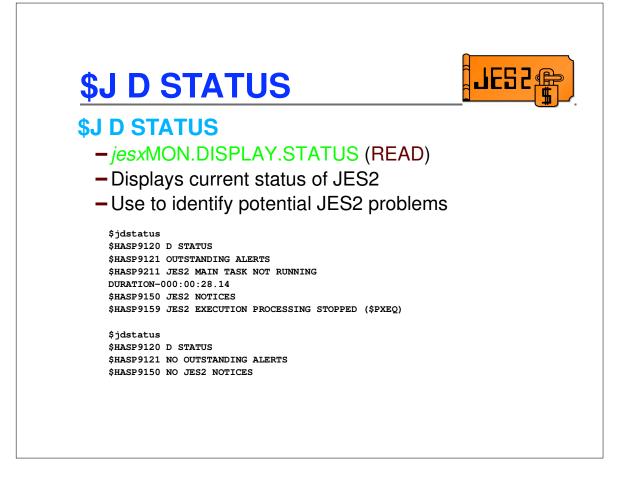
- There are some JES2 settings that do not apply to monitor commands. Monitor commands are not limited by CONDEF CMDNUM=. There is no limit as to the number of monitor commands that can be queued. Also the output of the commands is not limited by CONDEF DISPMAX=. Though you can direct the output of the command using the L= operand, the default area CONDEF RDIRAREA= is not supported.
- Since these commands are not supported by the normal JES2 command processor, there is no support for the JES2 command separator ';' Only one monitor command per SVC 34 request.
- As with other JES2 commands, spaces and comments (/* */) are ignored.
- RACF calls are made for all commands. Format of the RACF entity name protecting commands is similar to what is used for other JES2 commands. The first qualifier is the same as the monitor address space name.

J D M	ONITO	OR					
- jesx	/ON.D	ISPLA	Y.MO	NIT	<mark>OR</mark> (R	EAD)	
					•	,	informati
SAMPLER COMMANDS PROBE \$HASP910		MODULE II	NFORMATIO	N			
NAME		LENGTH			LASTAPAR	LASTPTF	
	06A2A000					NONE	

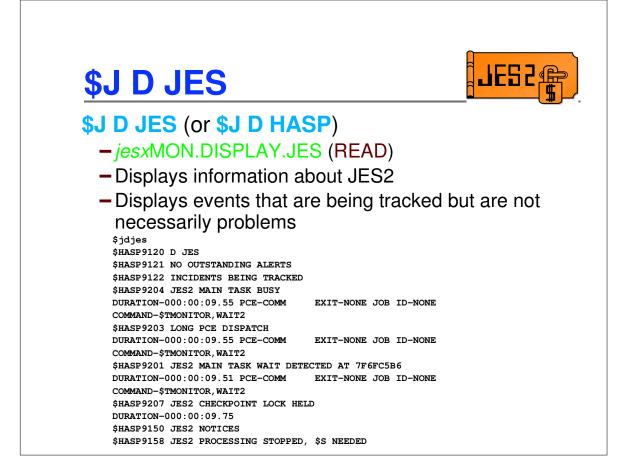
- The \$J D MONITOR command displays the status of the monitor itself. It includes two messages:
 - \$HASP9100 displays the status of each of the monitor subtasks.
 - SHASP9102 displays module information for each monitor module, similar to what the \$D MODULE command displays for other JES2 modules.



- This command shuts down the monitor address space. JES2 (if it is active) will restart the address space in a few minutes. The command is intended to recycle the monitor to correct any errors it may be having or to clear any history it may be keeping. Recycling the monitor will NOT pick up any new fixes to the monitor code. If a fix needs to be applied to the monitor, the JES2 address space must be recycled (a hot start will work)
- Note that JES2 will also restart the monitor address space if it's cancelled, forced, CALLRTM'ed, or otherwise vaporized.



- This is the primary command to determine what problems may exist in JES2. Only conditions that the monitor considers potential problems are displayed. Two types of information are displayed:
 - Alerts these are the alerts for which the monitor has already issued a message
 - Notices these are other conditions which can exist in JES2 which could be contributing to a problem, but are not things the monitor surfaces via alerts.



This command is very similar to \$JDSTATUS. The major difference is that this displays information that may not be a problem in addition to what the monitor considers a problem. Notice there are 4 items being tracked at the time of this command. Any one of these could, if it lasts long enough, become an alert.

Notice ir	Iformation
\$HASP9150	{NO} JES2 NOTICES
\$HASP9151	JES2 ADDRESS SPACE NOT ACTIVE
\$HASP9152	JES2 INITIALIZING
\$HASP9153	JES2 TERMINATING
\$HASP9154	CKPT RECONFIGURATION IN PROGRESS
\$HASP9155	ADDRESS SPACES WAITING FOR INTERNAL READERS
\$HASP9156	ADDRESS SPACES WAITING FOR SPOOL SPACE
\$HASP9157	CANNOT RESTART JES2, IPL REQUIRED
\$HASP9158	JES2 PROCESSING STOPPED, \$S NEEDED
\$HASP9159	JES2 EXECUTION PROCESSING STOPPED (\$PXEQ)
\$HASP9160	AT LEAST ONE PCE HAS ENDED
\$HASP9161	NOT ALL SPOOL VOLUMES ARE AVAILABLE
\$HASP9162	PCES WAITING FOR SPOOL SPACE
\$HASP9163	FAST SPOOL GARBAGE COLLECTION (SPOOLDEF GCRATE=FAST)

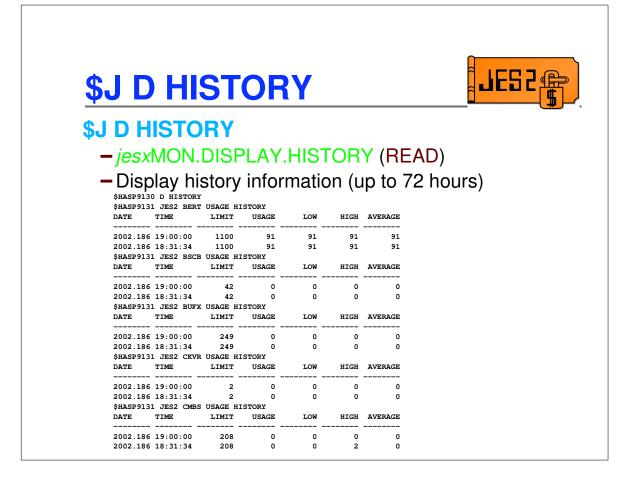
 Notices are conditions that arise in JES2 but are not time related in nature (it does not matter how long the condition existed). Notices are displayed on the \$JDJES and \$JDSTATUS commands. Many have related JES2 messages or commands that further explain the situation. They are gathered here to provide a single place to determine what is happening in JES2.

<u>\$J D</u>	DE	TA	ILS	5		
\$J D D	ETAIL	S				
- jesx		ISPI	ΑΥ Γ	FTA	AILS (R	FAD)
sam – Inter	pling a nded a				aid	
	ls 3 D DETAIL 4 JES2 RESOU LIMIT	JRCE USAGE USAGE	SINCE 20		19:00:00 AVERAGE	
BERT	1100	 91	 91	91	 91	
BSCB	42	0	0	0	0	
BUFX	249	0	0	0	0	
CKVR CMBS	2 208	0	0	0	0 1	
CMDS	208	0	0	2	0	
ICES	101	0	0	0	0	
JNUM	9999	7	7	7	7	
JOES	200	3	3	3	3	
JQES	500	7	7	7	7	
LBUF	151	0	0	0	0	
NHBS	23 53	0	0	0	0	
SMFB TGS	53 525	0 243	0 243	0 243	243	
TTAB	3	243	243	243	243	
	2	-	-	•	-	

- This command displays various information that the monitor is collecting..
 - \$HASP9104 displays resource usage currently for all of the resources that are tracked by the \$HASP050 message in the JES2 main task. The intent is to get all of the information in a single display and have it available when JES2 commands can't be processed (for example, if a serious CMB shortage exists).
 - The resource usage is reset at the top of every hour (low, high, and average). Previous usage can be displayed by the \$J D HISTORY command.

		5 JES2 SA				002.186 1	9:00:00		
TYPE			COUNT						
ACTIV				11.92					
IDLE	-		23850						
LOCAL	LOC	СК	0	0.00					
NON-D	ISPZ	ATCHABLE	0	0.00					
PAGIN	3		0	0.00					
OTHER	WA:	ITS	1048	3.70					
TOTAL	SAN	MPLES	28270						
\$HASP	910¢	6 JES2 MA	IN TASK M	VS WAIT	TABLE				
DATE		TIME	ADDRESS	MODULE	OFFSET	WT-COUNT	SM-COUNT	PCE	XIT
2002.3	186	18:47:00	7F6FC5B6	UNKNOWN	+000000	1	1048	10	JCO
2002.3	186	18:46:28	010E6D80	IGC018	+000B40	4	10	23	JCO
2002.3	186	18:46:25	0003D5B2	HASPCKP	T+0065B2	1	2	23	JCO
2002.3	186	18:46:25	0003E25A	HASPCKP	T+00725A	1	1	23	JCO
2002.3	186	18:46:26	06B057D2	HASPIRD	A+0027D2	2	36	23	JCO
2002.3	186	18:46:28	0125767E	IEWFETC	H+00152E	1	1	23	JCO
2002.3	186	18.46.28	00066FFA	HASPDYN	+000FFA	1	1	23	JCO

- Sampling statistics display counts and percentages of what the sampler detected the JES2 main task was doing. It too is reset at the top of every hour.
- The main task wait table is maintained until the monitor is recycles. It has information on explicit waits of the JES2 main task. A wait of the main task could indicate a potential problem. The WT-COUNT is the number of unique times the sampler encountered a wait. The SM-COUNT is the number of time the sampler saw the wait. So in this case, the first wait was encountered once and sampled 1048 times. Since we sample 20 times a second, this wait lasted about 52 seconds. If the WT-COUNT was 2, then that would imply that we waited at the wait 2 times for an average of 26 seconds each time.
- The PCE and XIT column gives information on what PCE and exit were in control at the time of the wait. PCE can be a number (the decimal PCE id) or MLT if multiple PCE types waited. XIT can be an exit number, MLT (multiple exits), JCO (JES2 Code Only), or JNX (JES2 and exits).



The resource usage and sampling statistics displayed by the \$JDDETAILS command are reset every hour. Previous values are retained and displayed on the \$JDHISTORY command. Up to 72 hours of history are displayed.

			OR	Y			
ont	tinu	ed)					
		-	<u> </u>				
DH	ISIC	RY	Cont	inue	d		
	L JES2 CMDS TIME		ISTORY USAGE	LOW	HIGH	AVERAGE	
	19:00:00		0	0	0	0	
2002.186	18:31:34	200	0	0	1	0	
	JES2 ICES						
	TIME		USAGE	LOW	HIGH	AVERAGE	
2002.186	19:00:00	101	0	0	0	0	
			0				
	L JES2 JNUN						
DATE	TIME	LIMIT	USAGE	LOW	HIGH	AVERAGE	
2002.186	19:00:00	9999	7	7	7	7	
2002.186	18:31:34	9999	7	7	7	7	
\$HASP9131	L JES2 JOES	S USAGE HI	STORY				
			USAGE	LOW	HIGH	AVERAGE	
	19:00:00		3	3	3	3	
2002.186	18:31:34	200	3	3	3	3	
\$HASP9131	L JES2 JQES	S USAGE HI	STORY				
DATE	TIME	LIMIT	USAGE	LOW	HIGH	AVERAGE	
2002.186	19:00:00	 500	 7	7	7	7	
			7				
\$HASP9131	L JES2 LBU	F USAGE HI	STORY				
DATE	TIME	LIMIT	USAGE	LOW	HIGH	AVERAGE	
2002.186	19:00:00	151	0	0	0	0	

JD	H	S 1	ГО	R	Y			
ont	inu	ed)					
DH	ISTC	DRY	Cc	ontii	nue	d		
\$HASP913: DATE	L JES2 NHB: TIME	S USAGE LIMIT			TOW	итси	AVEDA	28
	19:00:00					0		0
	18:31:34				0	0		0
	L JES2 SMF1 TIME				LOW	HIGH	AVEDA	2 F
2002.186	19:00:00	53	3	0	0	0		0
2002.186	18:31:34	53	3	0	0	0		0
\$HASP913	L JES2 TGS	USAGE	HISTORY	<u>r</u>				
DATE	TIME	LIMI	r USA	GE	LOW	HIGH	AVERA	GE
2002 186	19:00:00	 525	5 2	243	243	243	2	43
	18:31:34							
	JES2 TTA						_	
	TIME				LOW	HIGH	AVERA	GE
2002 196	19:00:00		 >	·	 0	 0		0
	18:31:34		3	0	ő			0
	L JES2 VTM	-	-	-	Ũ	•		°
DATE		LIMI			LOW	HIGH	AVERA	GE
2002 186	19:00:00					 0		0
	18:31:34							-
	2 MAIN TAS		-	-	-	Ū		•
DATE	TIME		ACTIVE			L-LOCK	N-DISP	PAGING
	19:00:00							
2002.186	18:31:34	33660	10.04	86.84	3 11	0.00	0 00	0.00

(continue	ST(ed)					
\$J D HISTO	RY					
		_				
Excerpt fro	om a	long	er rur	nning	g system	
· •		Ũ				
\$HASP9131 JES2 TGS	USAGE HIS	TORY				
DATE TIME	LIMIT	USAGE	LOW	HIGH	AVERAGE	
2002.192 14:00:00	3525	1183	1002	1312	1143	
2002.192 13:00:00	3525	1157	907	1351	1106	
2002.192 11:00:00	3525	952	936	1406	1182	
2002.192 10:00:00	3525	1129	962	1437	1198	
2002.192 9:00:00	3525	1105	932	1443	1198	
2002.192 8:00:00	3525	1302	1061	1596	1307	
2002.192 7:00:00	3525	1161	962	1525	1266	
2002.192 6:00:00	3525	1339	991	1646	1253	
2002.192 5:00:00	3525	1285	978	1564	1293	
2002.192 4:00:00	3525	1399	974	1530	1266	
2002.192 3:00:00	3525	1378	1094	1656	1346	
2002.192 2:00:00	3525	1343	1102	1856	1476	
2002.192 1:00:00	3525	1505	1071	1875	1400	
2002.192 0:00:00	3525	1787	1280	1958	1562	
	3525	1880	1320	2039	1676	
2002.191 23:00:00	3525	1718	1424	2325	1849	
2002.191 23:00:00 2002.191 22:00:00				2373	1837	
2002.191 23:00:00 2002.191 22:00:00 2002.191 21:00:00	3525	1869	1390			
2002.191 23:00:00 2002.191 22:00:00		1869 1975	1390 1438	2253	1836	

This is an excerpt from a \$J D HISTORY command on a system that has been running for several hours. For each entry, there is a line for every hour of activity. Since up to the last 72 hours of activity are tracked, the output can be very long.

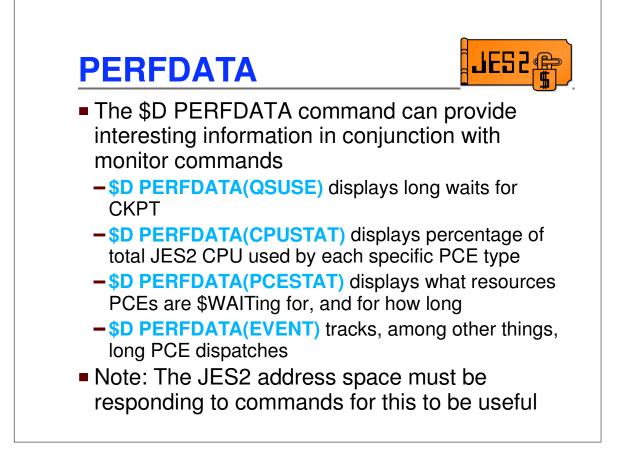
\$J	DH									
ΨΟ		ISIC	RV							
	Exc	erpt fr	om a	a loi	naer	' rur	nnin	a sv	/stem	
		- 1			3-	_		5-7		
		0 MR THE MR 0				TODY				
	DATE	2 MAIN TAS TIME	COUNT 2		IDLE		L-LOCK	N-DISP	PAGING	
			15540		96.26	0.00	0.09	0.00	0.00	
			69286		97.07		0.07	0.00	0.00	
		11:00:00	70393		96.79		0.07	0.00	0.00	
		10:00:00	70577		97.33	0.00	0.05	0.00	0.00	
		9:00:00	69129		96.32	0.00	0.08	0.00	0.00	
		8:00:00	70234		97.06	0.00	0.05	0.00	0.00	
		7:00:00 6:00:00	70834 70848		97.26 97.19	0.00	0.04	0.00	0.00 0.00	
		5:00:00	70510		97.19	0.00	0.04	0.00	0.00	
		4:00:00	70310		97.24 97.21	0.00	0.05	0.00	0.00	
		3:00:00	70979		96.94	0.00	0.05	0.00	0.00	
		2:00:00	71020		96.98	0.00	0.05	0.00	0.00	
		1:00:00	70960		96.68	0.00	0.05	0.00	0.00	
		0:00:00	71060		96.60	0.00	0.05	0.00	0.00	
		23:00:00	71020		96.14	0.00	0.07	0.00	0.00	
		22:00:00	71000		95.77	0.00	0.08	0.00	0.00	
		21:00:00	71038		95.48	0.00	0.10	0.00	0.00	
	2002.191	20:10:50	58174	4.48	95.41	0.00	0.09	0.00	0.00	

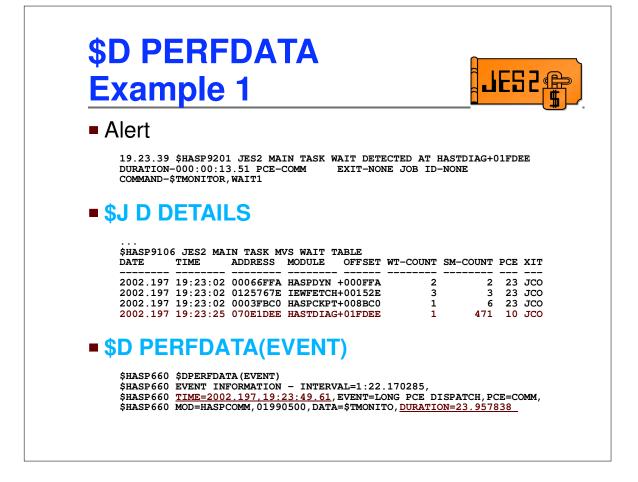
Note that in this case, the number of samples for the periods representing a full hour range from 69129 to 71060, which averages 19.2 to 19.7 samples per second. The tracking of probes and alerts are based on "sample seconds", which equates to 20 samples rather than wall clock seconds. This is primarily to deal with test systems, especially second level VM systems which may be stopped for long periods of time. However, all times reported in messages represent actual wall clock times.

Other goodies

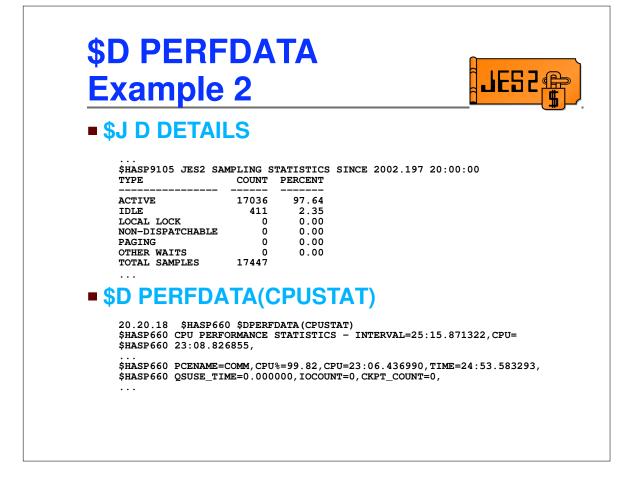


- Dumps including the JES2 address space also include the monitor address space
- Dumps including the monitor address space also include the JES2 address space
- No IPCS formatting of JES2 monitor control blocks or sampling data (yet)
- Main task save areas (\$PSV) now include a time stamp (PSVSTCK)

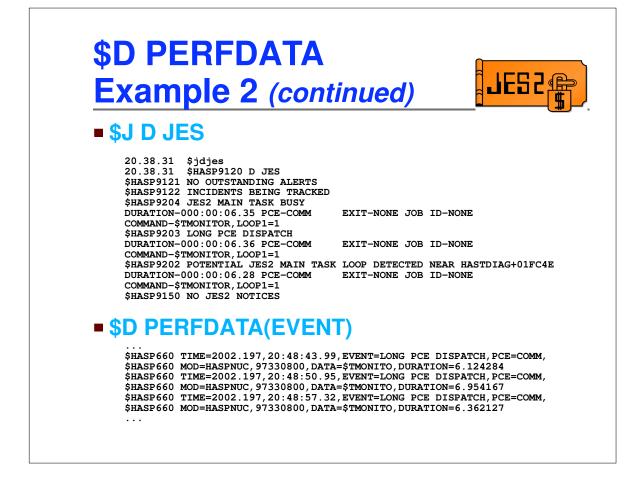




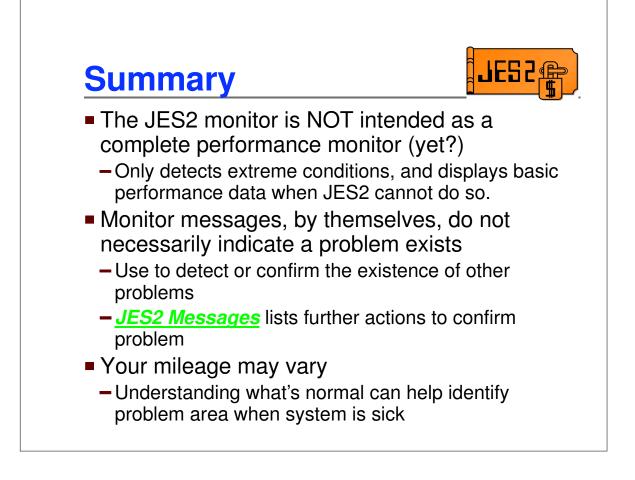
- Here's an example
 - In this case, JES2 has gone into a long MVS WAIT.
 - While JES2 is waiting, an ALERT will be issued showing that JES2 is in an MVS WAIT.
 - The \$J D DETAILS command shows a list of all unexpected MVS WAITs. This wait shows up on the list, and will remain in the list even after the WAIT has been resolved and the ALERT has been cleared.
 - The \$D PERFDATA(EVENT) will also notice that a long time passed between JES2 dispatcher calls. There's advantages and disadvantages to this command:
 - Disadvantages: First of all, the command obviously won't work while JES2 is stuck in the WAIT. Also, it's only identifiable as a long PCE dispatch, not a loop near HASTDIAG+1FDEE as the \$J D DETAILS command does.
 - Advantages: \$D PERFDATA will track all long PCE dispatches, not just MVS WAITs. So, had this been a loop, the only indication once the loop has terminated is the \$D PERFDATA command.



- Here's another example
 - In this case, JES2 is very unresponsive and slow, and appears to be using a lot of CPU, but no monitor ALERTs are being issued.
 - \$J D DETAILS confirms that JES2 is using massive amounts of CPU, but doesn't indicate where
 - SD PERFDATA(PCESTAT) displays, for every PCE type, what percentage of the CPU time spent in JES2 is in that type (all percentages add up to 100%). In this case, we see over 99% in COMM. Additional information about the COMM PCE from this display, like where \$WAITs were done, can be useful in isolating exactly which commands are involved



- Just to see what's going on, issue a \$J D JES command. In this case, we get lucky and see that the monitor is tracking a long PCE dispatch and a potential loop that's been going on for a few seconds but not long enough to issue an alert.
- SD PERFDATA(EVENT) shows that lots of 6-7 second long dispatches are occurring, one after another.
- There are two things worth noting in this example
 - If the loops we see here had terminated in less than 5 seconds, neither of these two commands would have tracked anything
 - In the first 5 seconds of each event, \$J D JES would not yet be tracking an incident. So, if it doesn't display anything, it can't hurt to issue it more than once.



► Here's a sample from JES2 Messages:

\$HASP9202 POTENTIAL JES2 MAIN TASK LOOP DETECTED NEAR module+offset **DURATION-***hh:mm:ss.xx* **PCE-***pcename* **EXIT-***xit* **JOB ID-***jobid*

COMMAND-jes2_command

Explanation: This is an alert message which is issued in response to a \$JDJES or a \$JDSTATUS JES2 monitor command or as a highlighted message. Based on context, this message may indicate an alert or a incident being tracked. This message indicates a potential loop condition exists in the JES2 main task. Loops may indicate a problem or complex processing that takes a long time to complete. One way to determine if the loop is making progress is the job information in the message. If it is changing over time then the loop may eventually complete. If it is not changing, it may indicate a problem with the processing or the current job. In general, most functions in JES2 processes jobs in job number order. Warm start processes jobs in job index order.

System Action: If condition persists, this message is re-issued every 30 seconds with updated information.

Operator response: Monitor alerts indicate potential reasons why JES2 is not functioning properly. If this condition persists and is impacting normal JES2 operations, notify the system programmer.

System Programmer response: Loops can be an indication of a tuning problem, a complex process that takes a long time to complete or an error situation. If the JES2 main task is not getting enough CPU resource, it could appear to the monitor as a loop. Use the D A,JES2 command D A,JES2 command or a performance monitor to ensure that JES2 is indeed consuming CPU. Once CPU performance problems have been eliminated, examine the job information displayed in the messages to determine if it is being updated or not.

If no progress is being made JES2 needs to be ABENDed and restarted. First capture a dump of the JES2 address space using an MVS DUMP command. While JES2 is taking a dump, the \$HASP9202 message may be deleted and another alert message issued. Once the dump has completed, a \$PJES2,ABEND command should be entered followed by a \$PJES2,ABEND,FORCE. The \$PJES2,ABEND,FORCE is needed because the main task is in a loop. Once JES2 has terminated, it can be restarted. The dump should be analyzed to determine what code is looping and the cause of the loop. If the problem is in exit code (or exit invoked code) correct the exit logic. If the problem is caused by base code, contact the IBM support center.