

# Autosys Demonstration

- **Provides a view of the COTS GUIs for monitoring and controlling production.**
- **Includes view of:**
  - **Main Menu**
  - **Jobscape**
  - **Hostscape**
  - **Alarm Manager**
  - **Timescape**

# Autosys Screens

- Main Menu - Selects one of the AutoSys GUIs and exits
- Ops Console
  - Job Activity Console - monitor jobs in AutoSys database
  - Job Selection - specify jobs to monitor
  - Alarm Manager - view alarms and respond to
  - Alarm Selection Dialog - filter alarms for viewing
- Job Definition - Define job name, machine, command, starting conditions
- HostScape - View running jobs by machine
- JobScape - View jobs by name, dependency and status
- TimeScape - View jobs by name, status and run time

# Autosys Demonstration Script

Script 1: This script highlights the GUI used to monitor processing.

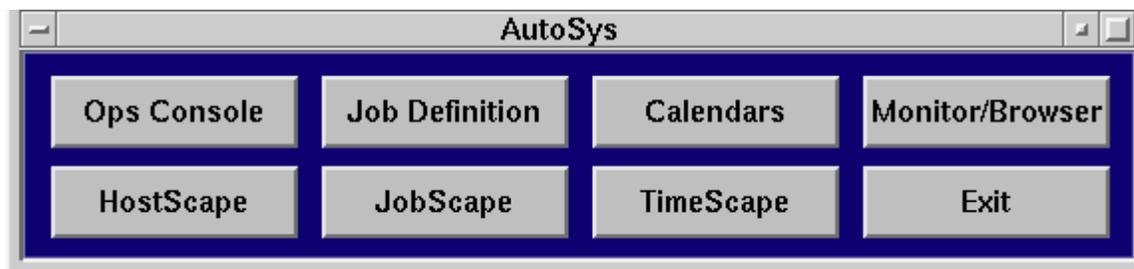
Preconditions:

1. Autosys is managing production at the DAAC. Operator is monitoring progress.
2. Autosys screens have been initiated: Job Console, Hostscape, Jobscape, Timescape, Alarm Manager

STEP #	TIME	PLAYER	ACTIVITY	GUI
1	10:26 am	PM	The PM hears the AutoSys audible alarm, "Job failure, Job failure" and sees that the Alarm button on the AutoSys Job Activity Console and on the Alarm Manager GUI has changed to red.	Job Console Alarm Manager
2	10:27	PM	The PM first freezes the Job Console display and then looks at the Alarm Manager GUI where he sees that a MODIS preprocessing job, MOD03_L1A00009.pre has failed	Job Console Alarm Manager
3	10:27	PM	The PM selects the job from the Alarm Manager GUI and looks back at the job definitions in the Job Activity Console. The PM notices that the command is obviously wrong. The PM initiates a trouble ticket with REMEDY and consults with the Data Specialist and OPS Supervisor. It is decided to fix the problem. A comment is added to the alarm in the Alarm Manager and the Alarm status is changed from open to closed	Job Console Alarm Manager

# Autosys Demonstration Script (con'd)

4	10:45	PM	The PM selects the Job Definition GUI and corrects the faulty command. Then, the PM unfreezes the Job Console and manually starts the job. The PM selects the box that the job is in from the Job Definition GUI and switches to JobScape where Select By Name is used to view just the box that the job is in. The PM notices that the job has changed colors in JobScape from red to green	Job Console Job Definition JobScape
5	10:50	PM	Back on the Alarm Manager GUI, more alarms have been piling up. The PM decides to have a look at HostScape to see if a machine is down. None are.	HostScape
6	10:55	PM	Since many errors have occurred the PM begins to filter the displays by selecting only jobs whose status is "Failure" in the Job Console. The PM does the same on JobScape	Job Console JobScape
7	11:00	PM	A post-processing job that has failed, MOD09_PNTR_L3_DY0059.post is selected and its definition is viewed directly from JobScape by clicking on Job Console. A trouble ticket is started and the Data Specialist and OPS Supervisor are notified. This time the alarm is marked as "Acknowledged" in the Alarm Manager GUI without closing it.	HostScape Job Console
8	11:05	PM	In order to see a broad view of system activity, TimeScape is selected.	TimeScape



AutoSys Job Activity Console

File View

Job Name	Description	Status	Command	Machine
MOD01_L1A00002.pge		INACTIVE	sleep 0	
MOD01_L1A00003.post		INACTIVE	sleep 10	
MOD02_L1BBo×00004		INACTIVE		
MOD02_L1B00005.pre		INACTIVE	sleep 10	
MOD02_L1B00006.pge		INACTIVE	sleep 10	
MOD02_L1B00007.post		INACTIVE	sleep 10	
MOD03_L1ABo×00008		INACTIVE		
MOD03_L1A00009.pre		INACTIVE	sleep -1	
MOD03_L1A00010.pge		INACTIVE	sleep 10	
MOD03_L1A00011.post		INACTIVE	sleep 10	

Currently Selected Job

Description

Command

Start Time  Status  Machine

End Time  Exit Code  Queue Name  Priority

Run Time  Next Start  Num. Of Tries

Starting Conditions

Atomic Condition	Current State	T/F

Job Report

Actions

<input type="button" value="Start Job"/>	<input type="button" value="On Hold"/>	<input type="button" value=""/>
<input type="button" value="Kill Job"/>	<input type="button" value="Off Hold"/>	<input type="button" value=""/>
<input type="button" value="Force Start Job"/>	<input type="button" value="Send Event"/>	<input type="button" value=""/>

Show

<input type="button" value="Job Definition"/>
<input type="button" value="Dependent Jobs"/>
<input checked="" type="checkbox"/> Freeze Frame

Reports

<input type="checkbox"/> Summary
<input type="checkbox"/> Event
<input checked="" type="checkbox"/> None

**Alarm**

Exit

**Alarm Manager**

**View Options**

Alarm Type	Job Name	Time	State	Comment
JOBFAILURE	MOD03_L1A00009,.pre	07/16 10:05:20	Open	
JOBFAILURE	MOD04_L3_DYBox00016	07/16 08:47:30	Open	
JOBFAILURE	MOD06_L3_MNBox00036	07/16 08:47:24	Open	
JOBFAILURE	MOD04_L3_DY00019,.post	07/16 08:47:18	Open	
JOBFAILURE	MOD06_L3_MN00039,.post	07/16 08:47:12	Open	
JOBFAILURE	MOD_ATMOS_L3_MN00049,.pre	07/16 08:46:41	Open	
JOBFAILURE	MOD09_PNTR_L3_DYBox00056	07/16 08:46:00	Open	
JOBFAILURE	MOD09_PNTR_L3_DY00059,.pos	07/16 08:45:49	Open	
JOBFAILURE	MOD03_L1A00009,.pre	07/16 08:44:53	Open	
JOBFAILURE	MOD05_L200029,.pre	07/16 07:42:25	Open	

**Currently Selected Alarm**

JOBFAILURE    MOD03\_L1A00009,.pre    07/16 10:05:20    Open

**Response**

**Alarm State**

- ◆ Open
- ◆ Acknowledged
- ◆ Closed

User: dsims@heron

Freeze Frame

**Job Definition**

Job Name: 
 Job Type:  Box  
 Command  
 File Watcher

Edit OneTime Over-Rides?  Yes  
 No

Name of Box this Job is IN:

Owner:

Description:

**Starting Parameters**

Is the Start Date/Time Dependent?  Yes  
 No

Starting Condition:

**Command & File Watch Information**

Execute On Machine:

UNIX Command:

File To Watch for...:

10:09

- Monitor
- Xpert Engine
- Freeze Frame

- ACTIVATED
- STARTING
- RUNNING
- SUCCESS
- FAILURE
- TERMINATED
- RESTART
- QUE\_WAIT
- ON\_ICE
- ON\_HOLD
- INACTIVE

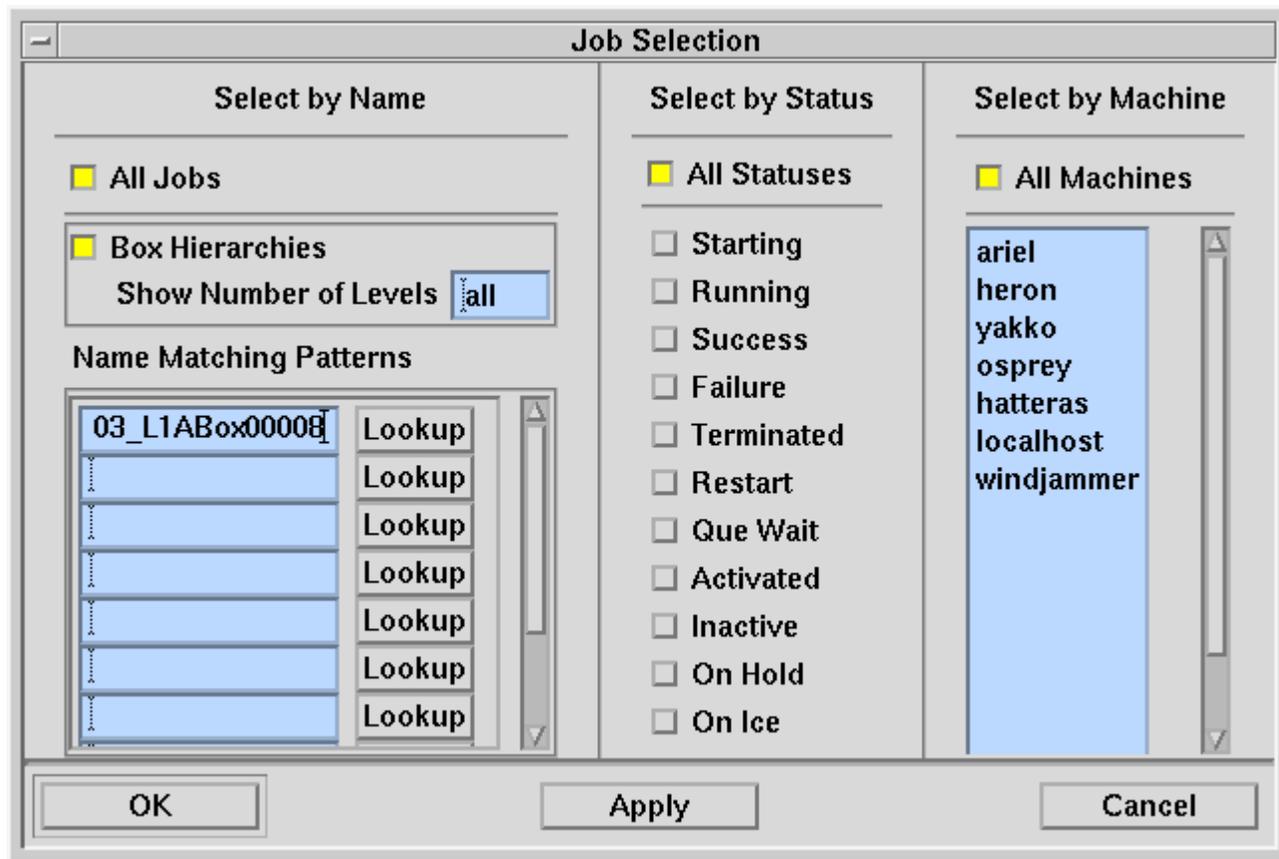
- TRUE
- - - → FALSE

Job Console

Alarm

Current Job Name





JobScape

File Edit View Options

10:14

Monitor

Xpert Engine

Freeze Frame

ACTIVATED

STARTING

RUNNING

SUCCESS

FAILURE

TERMINATED

RESTART

QUE\_WAIT

ON\_ICE

ON\_HOLD

INACTIVE

→ TRUE

---→ FALSE

Job Console

Alarm

Current Job Name

```
graph TD; A[MOD03_L1A00008] --> B[MOD03_L1A00009_pre]; B --> C[MOD03_L1A00010_pge]; C --> D[MOD03_L1A00011_post];
```

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CMS60

HostScope

File Edit View Option

10:17

Monitor  
Xpert Engine

Freeze Frame

- ACTIVATED
- STARTING
- RUNNING
- SUCCESS
- FAILURE
- TERMINATED
- RESTART
- QUE\_WAIT
- ON\_ICE
- ON\_HOLD
- INACTIVE

- MACHINE UP
- MACHINE DOWN

Job Console

Alarm

Current Job Name

hatteras 0 Alarm

Event Processor 1  
hatteras\_svr

osprey 0 Alarm

Event Processor  
osprey\_svr

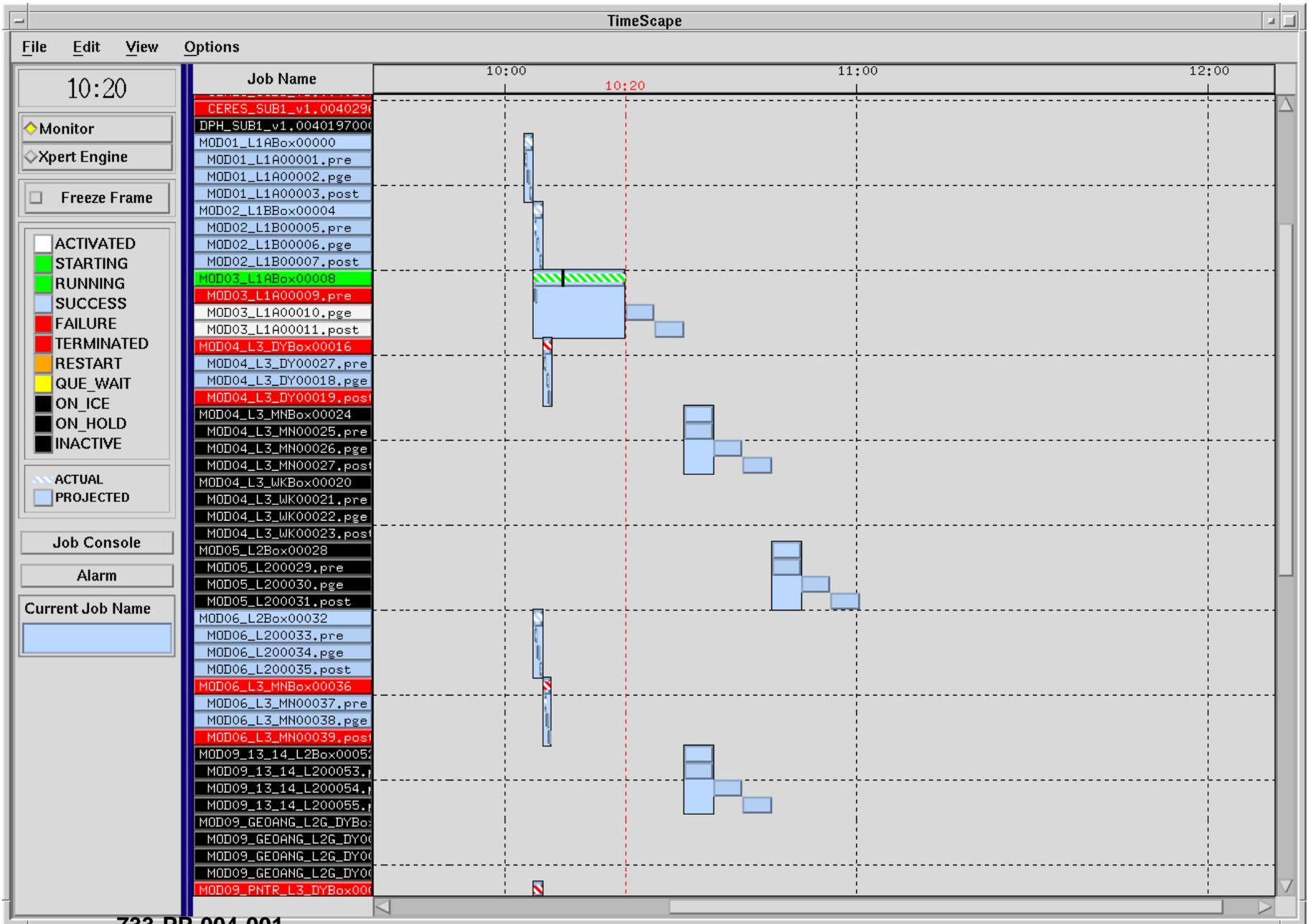
ariel 0 Alarm

heron 0 Alarm

localhost 0 Alarm

windjammer 0 Alarm

yakko 0 Alarm



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CMS62

# Release A GUI Workshop Issues Assigned to B

<p>PDPS:1 Production Planning  Release B</p>	<p><u>Release B</u>: Alternate Production Planning displays.</p>	<p>Investigate alternate Production Processing displays. Would like to see a display with PRs on the Y axis with DPRs satisfying the PR displayed on the time line.</p>	<p>This is not in the Release B design. The progress of DPRs and their relationship to the parent PR can be generated as a report from the database. The ability to view this information graphically is being considered for Release B as time allows.</p>
<p>PDPS:2 Production Planning  Release B</p>	<p><u>Release B</u>: Production Plan assessment.</p>	<p>Metrics for assessing the “goodness” of a plan. Need mechanisms for assessing the quality of a candidate plan. Identify needed plans.</p>	<p>The production plan is a function of Production Requests selected, and the production strategies employed. The Target Date Report can help assess the “goodness” of a plan with respect to target completion times vs. target times and baselines. Further analysis of plan “goodness” is the responsibility of the DAAC Planner.</p>

# Release A GUI Workshop Issues Assigned to B

<p>PDPS:6 Resource Planning</p> <p>Release B</p>	<p><u>Investigate:</u> Naming conventions for Ground Events.</p>	<p>Naming conventions for ground events should be configurable and configurable by DAAC.</p>	<p>Naming conventions for the ground events are configurable. However, the list of activity types are predefined at this stage, the list is Production, Maintenance, Training, Test, and a catch all Ground Event. This list is predefined so that a different color may be associated with each type. In order to make this list configurable, additional GUI items would be required to edit and modify the list. Making this list configurable is low on the list of possible enhancements within the Release B GUI that may be investigated during implementation.</p>

# Release A GUI Workshop Issues Assigned to B

<p>PDPS:8 Resource Planning</p> <p>Release B</p>	<p><u>Release B</u>: HE aspects of Resource Planning vs. AutoSys/AutoXpert.</p>	<p>Concern about HE aspects of the resource planning with comparison to auto systems/auto xpert displays, commercial packages.</p>	<p>ECS has set GUI standards to which all custom GUIs conform. This standardizes the look and feel of custom GUIs across ECS. ECS is also designed to be modular with respect to COTS. It would be imprudent to design PDPS screens to have the same look/feel as our current COTs selections, as the COTS products may change over time, and we would introduce screens inconsistent with other custom-built ECS screens.</p>
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