ModelArts

Preparations

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1 Registering a HUAWEI CLOUD Account

Register a HUAWEI CLOUD account. Go to the HUAWEI CLOUD official website and register an account by following the instructions in **Registering a HUAWEI ID and Enabling HUAWEI CLOUD Services**.

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2 Configuring Access Authorization (Global Configuration)

Certain ModelArts functions require access to Object Storage Service (OBS) and Software Repository for Container (SWR). Therefore, before using ModelArts, your account must be authorized to access these services. Otherwise, these functions will be unavailable.

Before You Start

- Account
  - You can use an agency to authorize the current account or all IAM users under the current account.
  - Multiple IAM users or accounts can use the same agency.
  - A maximum of 20 agencies can be created under an account.
  - If you use ModelArts for the first time, add an agency. Generally, common user permissions are sufficient for your requirements. If refined permissions management is required, you can apply for customized permissions.
- IAM user
  - If the agency has been authorized, you can view the authorization information on the **Settings** page.
  - If you have not been authorized, ModelArts will display a message indicating that you have not been authorized when you access the **Add Authorization** page. In this case, contact your administrator to add authorization.

Adding Authorization

1. Log in to the ModelArts management console. In the left navigation pane, choose **Settings**. The **Global Configuration** page is displayed.
2. Click **Add Authorization**. On the **Add Authorization** page that is displayed, configure the parameters.

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Figure 2-1 Add Authorization

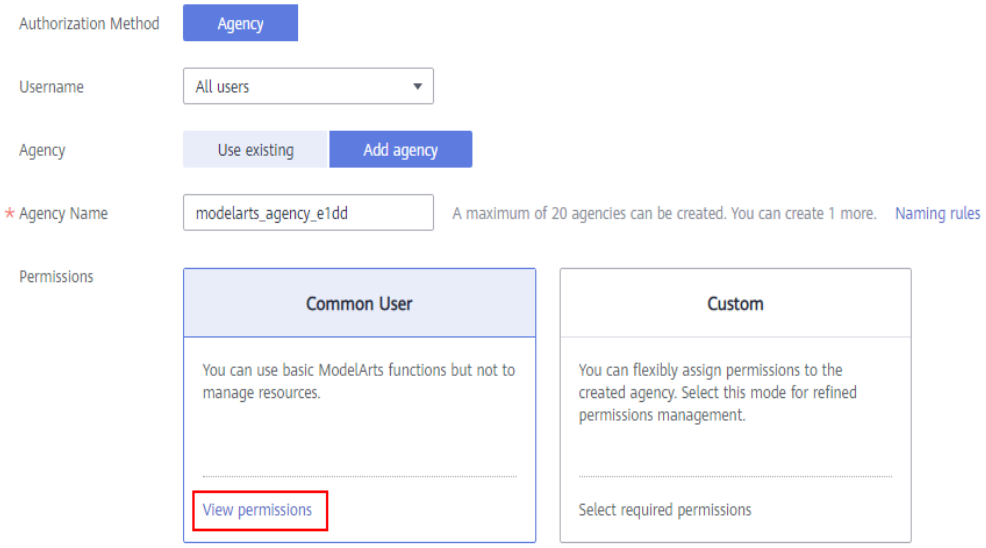

Table 2-1 Parameters

Parameter	Description
Username	By default, **All users** is selected, which indicates that all users, including the current account in the drop-down list will be authorized. You can also select a username from the drop-down list.
Agency	• **Use existing**: If there are agencies in the list, select an available one to authorize the selected user. Click the drop-down arrow next to an agency name to view its permission details. • **Add agency**: If there is no available agency, create one. If you use ModelArts for the first time, select **Add agency**.
Add agency > Agency Name	The system automatically creates an agency name that is editable.
Add agency > Permissions > Common User	**Common User** provides the permissions to use all basic ModelArts functions. For example, you can access data, and create and manage training jobs. Select this option generally. Click **View permissions** to view common user permissions.
Add agency > Permissions > Custom	If you need refined permissions management, select **Custom** to flexibly assign permissions to the created agency. You can select permissions from the permission list as required.

3. Click **Create**.

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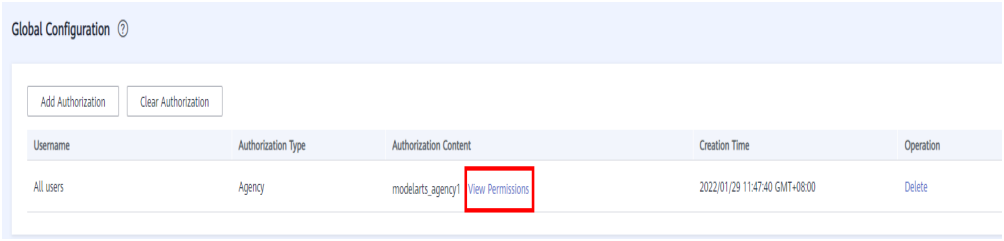
Viewing Configured Authorizations

You can view the configured authorizations on the **Global Configuration** page. Click **View Permissions** in the **Authorization Content** column to view the permission details.

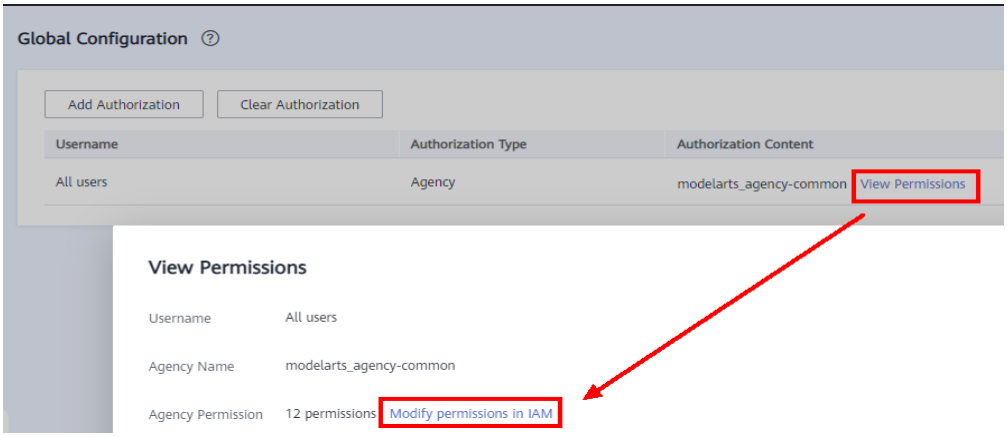
Figure 2-2 View Permissions



Modifying the Agency Information

1. If you want to modify the authorization, click **Modify permissions in IAM** in the the **View Permissions** dialog box.

   Figure 2-3 Modify permissions in IAM

2. Modify the agency information.

   You can select your required validity period. To modify a permission policy, click **Modify** in the **Operation** column of the row that contains the target permission.

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Figure 2-4 Agency information

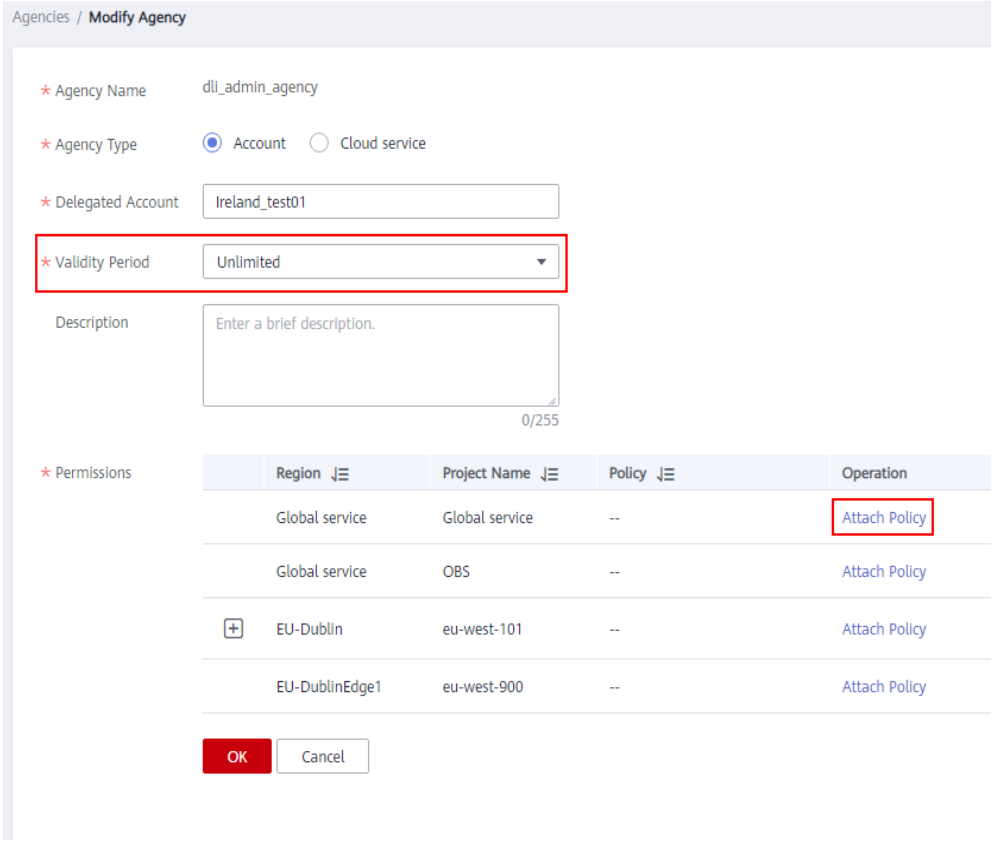
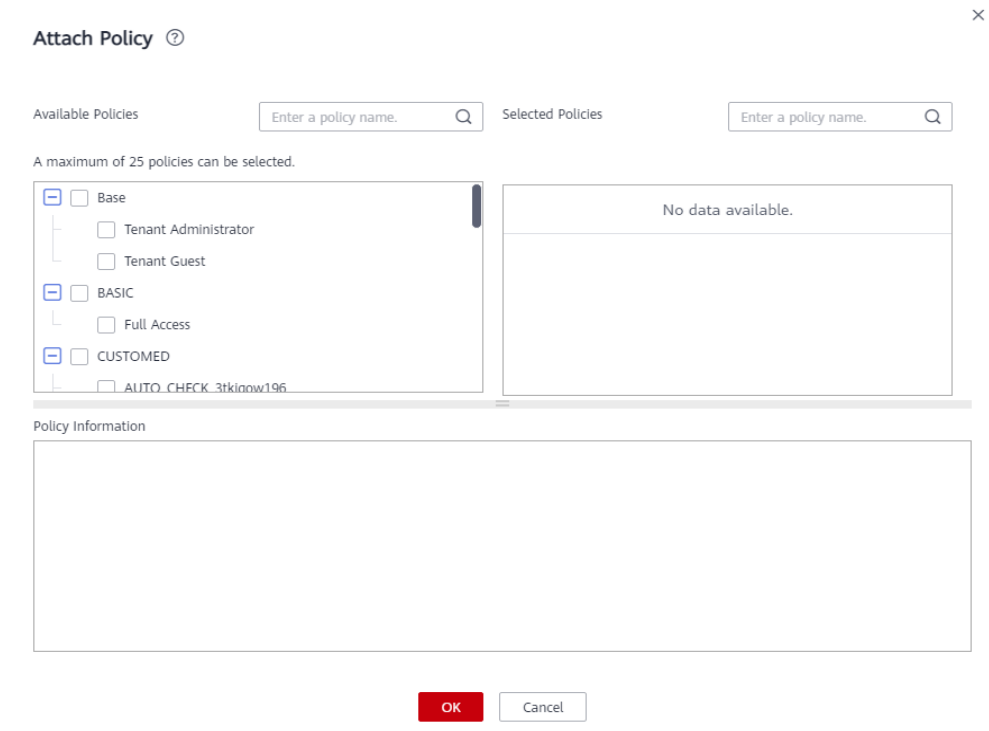


Figure 2-5 Modifying a permission policy



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3. On the **Agencies** page, click **Authorize**, select policies or rules, and click **Next**. Select the scope for minimum authorization and click **OK**.

   When setting the minimum authorization scope, you can select either **Global services** or **All resources**. If you select **All resources**, the selected permissions will be applied to all resources.

Deleting Authorization

To better manage your authorization, you can delete the authorization of an IAM user or delete the authorizations of all users in batches.

- **Deleting the authorization of a user**

  On the **Settings** page, the authorizations configured for IAM users under the current account are displayed. You can click **Delete** in the **Operation** column to delete the authorization of a user. After the deletion takes effect, the user cannot use ModelArts functions.

- **Deleting authorizations in batches**

  On the **Settings** page, click **Delete Authorization** above the authorization list to delete all authorizations of the current account. After the deletion, the account and all IAM users under the account cannot use ModelArts functions.

FAQs

1. How do I configure authorization when I use ModelArts for the first time?

   Select **Common User** generally. As a common user, you can use basic ModelArts functions, for example, accessing data and creating and managing training jobs, but not to manage resources.

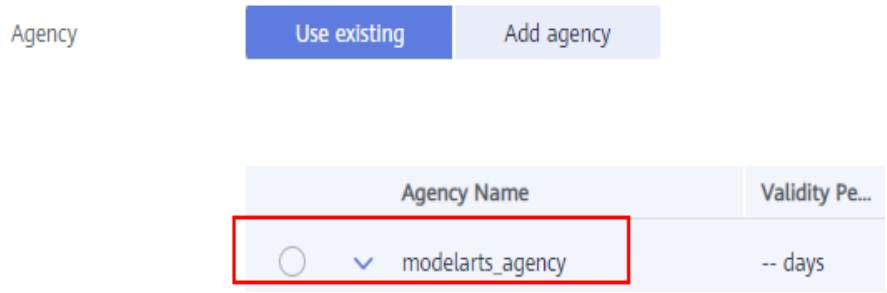
2. Where is the entrance for authorization using an access key?

   The access key authorization function on the global configuration page has been discontinued. If you used access keys for authorization before, you are advised to use agency authorization now. On the **Global Configuration** page, click **Clear Authorization**, and use agencies for authorization.

3. How do I obtain AK/SK?

   If you need AK/SK authentication to use certain functions (such as accessing real-time services), see **How Do I Obtain Access Keys?**

4. How do I delete an agency from the existing agency list?

   Go to the agency page of the IAM console and delete the target agency.

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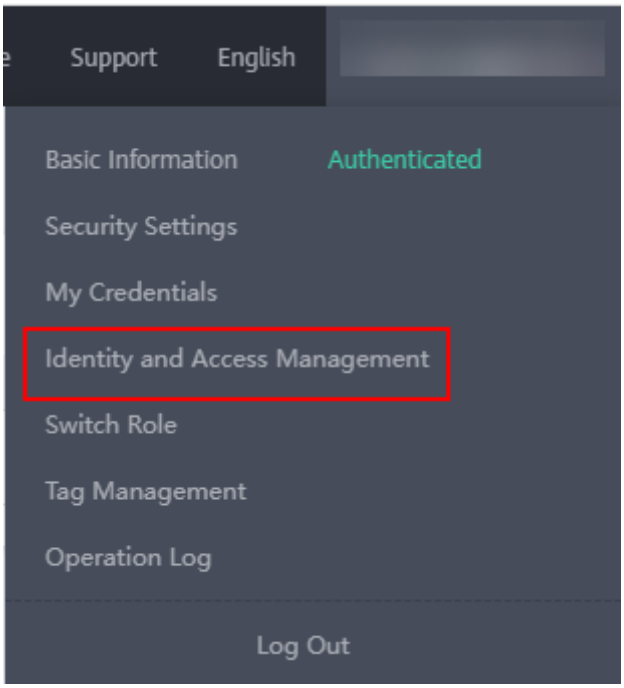

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3 Creating an OBS Bucket

ModelArts uses OBS to store data and model backups and snapshots, achieving secure, reliable, and low-cost storage. Before using ModelArts, create an OBS bucket and folders for storing data.

OBS

OBS provides stable, secure, and efficient cloud storage service that lets you store virtually any volume of unstructured data in any format. Bucket and objects are basic concepts in OBS. A bucket is a container for storing objects in OBS. Each bucket is specific to a region and has specific storage class and access permissions. A bucket is accessible through its domain name over the Internet. An object is the basic unit of data storage in OBS.

ModelArts cannot store data and uses OBS as its data storage center. All the input data, output data, and cache data during AI development can be stored in OBS buckets for reading.

Before using ModelArts, create an OBS bucket and folders for storing data.

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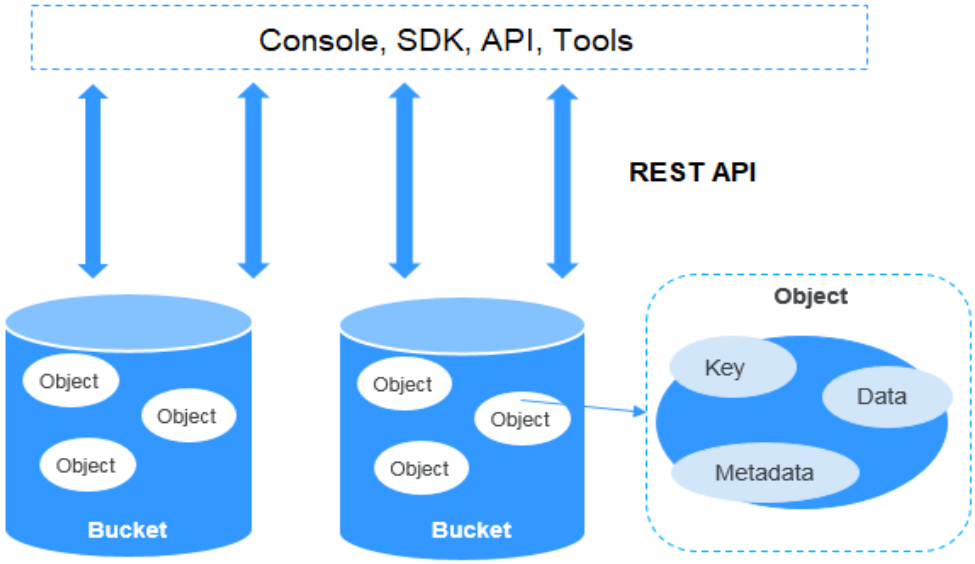
Figure 3-1 OBS



Procedure

1. Log in to the OBS management console and click **Create Bucket** in the upper right corner of the page to create an OBS bucket. For example, create an OBS bucket named **c-flowers**.

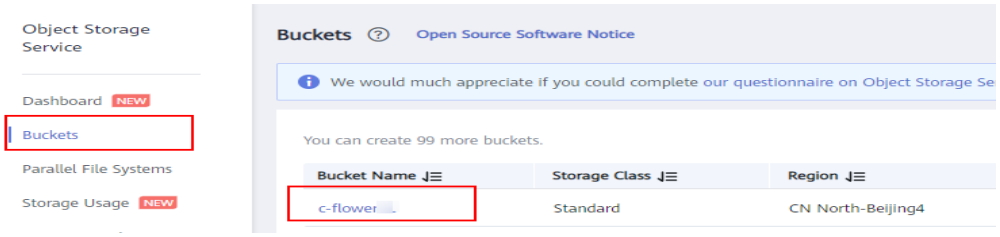
   NOTE

   The created OBS bucket and ModelArts are in the same region.

   Do not enable **Default Encryption**. ModelArts cannot read the data from encrypted OBS buckets.

2. On the **Buckets** page, click the bucket name to view its details.

   Figure 3-2 Buckets



3. Click **Objects** in the navigation pane on the left. On the **Objects** page, click **Create Folder** to create an OBS folder. For example, create a folder named **flowers** in the created **c-flowers** OBS bucket. For details, see section "Creating a Folder".

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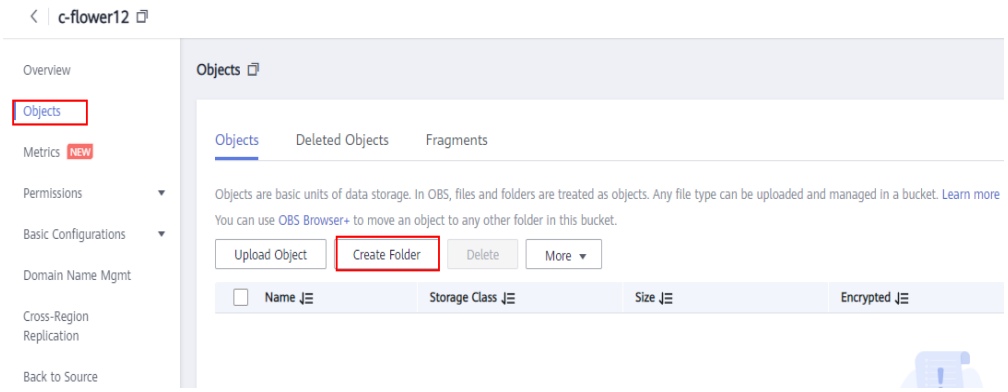
Figure 3-3 Create Folder



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