ModelArts

CLI Reference

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Contents

1 Using KooCLI

Huawei Cloud Koo Command Line Interface (previously "HCloud CLI") is designed to manage Huawei Cloud service APIs released on **API Explorer**. You can use this tool to call the APIs of ModelArts in API Explorer to manage and use your ModelArts resources. For detailed information about KooCLI, see **What is KooCLI?**

Installing KooCLI

Before you begin, you will need to install KooCLI. KooCLI is compatible with Windows, Linux, and macOS. Install the version that matches your OS.

- **Installing KooCLI in Windows**
- **Installing KooCLI in Linux**
- **Installing KooCLI in macOS**
- **Configuring and Using KooCLI in Docker**

Initializing KooCLI

When KooCLI is used to call APIs, you need to obtain the caller's identity information for authentication. If you initialize KooCLI, your permanent AK/SK is stored in the configuration file, so you do not need to enter the credentials each time you call an API.

Skip this step if you intend to pass authentication parameters directly in commands instead of using the configuration file. For details, see **Using KooCLI in Non-configuration Mode**.

The following uses Windows as an example to describe how to initialize KooCLI. The steps on Linux and macOS are similar. Before the initialization, obtain the AK/SK information. For details, see **Access Keys**.

1. Open the CLI.
2. Run the following command to initialize the configuration:
   ```
   hcloud configure init
   ```
3. Enter the parameter values as prompted.
   ```
   Access Key ID [required]:      // Mandatory. Enter the AK.
   Secret Access Key [required]:      // Mandatory. Enter the SK. The system will anonymize the input.
   Secret Access Key (again):      // Mandatory. Enter the SK again. The system will anonymize the input.
   Region:      //Optional. Enter a region.
   ```


The message "Initialization successful" is then displayed.

Generating and Executing a CLI Command

KooCLI supports two command generation methods:

- Use API Explorer to quickly generate and obtain the CLI command for calling an API. **This method is recommended as it is more convenient.**
- Use CLI commands to query API operations and related parameters, and then manually combine CLI commands to call APIs. For details, see **Step 4: View and Run Cloud Service Operation Commands**.

The following uses the ModelArts API for **querying the workspace list** as an example to describe how to generate a CLI command from API Explorer and then run the CLI command to call the API.

1. On the ModelArts page of **API Explorer**, select the API for which you want to generate a CLI command.
2. In the parameter configuration interface in the middle, enter the parameters required to call the API.
3. In the right pane, click the **CLI Example** tab and view the generated CLI command.

   The following is an example of the CLI command for calling the API for querying the workspace list.

   ```
   hcloud ModelArts ListWorkspace --cli-region="cn-north-4"
   ```

4. Copy the generated CLI command and paste it into the CLI for execution.

   The following is an example CLI command output for calling the API to query the workspace list.

   ```
   {
     "total_count": 1,
     "count": 1,
     "workspaces": [
       {
         "id": "0",
         "name": "default",
         "description": null,
         "owner": "0000****00",
         "create_time": 1773470348000,
         "update_time": 1773470348000,
         "enterprise_project_id": "0",
         "enterprise_project_name": "default",
         "auth_type": "public",
         "status": "NORMAL",
         "status_info": "",
         "metadata": {
           "tags": []
         }
       }
     ]
   }
   ```


2 CLI Command Reference

Development Environment Management

API Name	Command	Description	Operation
Querying Notebook Instances	hcloud ModelArts ListNotebooks	This API is used to obtain information about notebook instances that meet specific conditions.	Go debug
Creating a Notebook Instance	hcloud ModelArts CreateNotebook	This API is used to create a notebook instance based on specified parameters.	Go debug
Querying All Notebook Instances	hcloud ModelArts ListAllNotebooks	This API is used to obtain information about all created notebook instances.	Go debug
Querying Details of a Notebook Instance	hcloud ModelArts ShowNotebook	This API is used to obtain the details of a specified notebook instance.	Go debug
Updating a Notebook Instance	hcloud ModelArts UpdateNotebook	This API is used to modify the instance configurations, including its name, description, specifications, and image.	Go debug
Deleting a Notebook Instance	hcloud ModelArts DeleteNotebook	This API is used to delete a created notebook instance and its related resources.	Go debug

API Name	Command	Description	Operation
Saving a Running Instance as a Container Image	hcloud ModelArts CreateImage	This API is used to save a running instance as a container image.	Go debug
Querying the List of Valid Specifications Supported by Notebook Instances	hcloud ModelArts ListFlavors	This API is used to obtain the available specifications supported by notebook instances. This API applies to the following scenario: When you want to know the configuration options supported by a notebook instance, you can use this API to query the list of available specifications. Before using this API, ensure that you have logged in to the system and have the permission to access the target notebook instance. After this API is called, the system returns the valid specifications supported by the notebook instance. For example, the memory and CPU. If you do not have the permission to access the specified notebook instance or the notebook instance is not running, the API will return an error message.	Go debug
Querying the List of Switchable Specifications Supported by Notebook Instances	hcloud ModelArts ShowSwitchableFlavors	This API is used to obtain the available specifications that can be switched during notebook instance creation.	Go debug

API Name	Command	Description	Operation
Querying the Available Duration of a Running Notebook Instance	hcloud ModelArts ShowLease	This API is used to obtain the available duration of a running notebook instance.	**Go debug**
Prolonging a Notebook Instance	hcloud ModelArts RenewLease	This API is used to prolong the running time of a running notebook instance. This API applies to the following scenarios: When you need to prolong the running time of a notebook instance to complete long-time tasks, you can call this API to do so. Before using this API, ensure that you have logged in to the system and have the permission to perform operations on the target notebook instance. In addition, the notebook instance must be running. After this API is called, the system prolongs the running time of the specified notebook instance, so that you can continue to use it. If you do not have the permission to perform operations on the specified notebook instance or the notebook instance is not running, the API will return an error message.	**Go debug**
Starting a Notebook Instance	hcloud ModelArts StartNotebook	This API is used to start a created notebook instance.	**Go debug**

API Name	Command	Description	Operation
Stopping a Notebook Instance	hcloud ModelArts StopNotebook	This API is used to stop a notebook instance that is running.	Go debug
Obtaining Details About All Notebook Resource Pool Instances	hcloud ModelArts ListAuthoringClusters	This API is used to obtain details about all notebook resource pool instances associated with a user. This API is used when you need to select a resource pool when creating a notebook instance. Before using this API, ensure that you have registered and logged in to the system and have the permission to view resource pool instances. After the API is called, the API returns a list of detailed information about all resource pool instances, including the instance name, status, and node specifications. If you have not logged in to the system, do not have the required permission to access the resource pool, or an internal error occurs in the system, the API returns an error message, for example, unauthorized access, service unavailable, or internal error.	Go debug

API Name	Command	Description	Operation
Obtaining Details About a Notebook Resource Pool	hcloud ModelArts ShowCluster	This API is used to obtain details about a notebook resource pool. This API is used when you need to query details about a specified cluster when creating a notebook instance job. Before using this API, ensure that the cluster has been managed and you have the required permission. After this API is called, the system returns the instance ID, name, flavor, instance status, and URL for accessing the cluster. If the cluster does not exist, is not managed, or you do not have the access permission, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Querying the Switch and Quota of a Specified Feature of the Current User	hcloud ModelArts ListFeatures	This API is used to query the switch status and quota information of a specified feature of the current user. This API is used when you need to know whether a specific feature is enabled, check the quota limit, or monitor the used resources. Before using this API, ensure that you have logged in and have the query permission, and the specified feature must exist. After this API is called, the system returns the details, such as whether the feature is enabled, total quota, and used resources. If you do not have the required permission, the feature does not exist, or the system is abnormal, the API will return an error message.	**Go debug**
Obtaining the Dynamic Mounting Storage Information List	hcloud ModelArts ListDynamicStorages	This API is used to obtain the list of dynamic storage volumes mounted to a specified notebook instance.	**Go debug**

API Name	Command	Description	Operation
Dynamic Mounting of Notebook Storage	hcloud ModelArts AttachDynamicStorage	This API allows you to mount dynamic storage to a specified directory of a running notebook instance. After this API is called, the system mounts the specified storage instance to the notebook instance in **asynchronous** mode. After the mounting is complete, you can read and write files of the storage instance in the container. If you do not have the permission to access the specified notebook instance or the notebook instance is not running, the API will return an error message.	**Go debug**
Obtaining Details About a Dynamically Mounted Storage Instance	hcloud ModelArts ShowDynamicStorage	This API is used to obtain details about the storage instances that have been mounted to a running notebook instance.	**Go debug**
Dynamic Unmounting of Notebook Storage	hcloud ModelArts DetachDynamicStorage	This API is used to dynamically unmount a dynamic storage instance from a running notebook instance.	**Go debug**
Querying Supported Images	hcloud ModelArts ListImage	This API is used to query all images by page based on specified conditions.	**Go debug**
Registering a Custom Image	hcloud ModelArts RegisterImage	This API is used to register a custom image with ModelArts image management.	**Go debug**

API Name	Command	Description	Operation
Querying the User Image List	hcloud ModelArts ListImageGroup	This API is used to obtain the overview of user image information. Image names are used for aggregation.	Go debug
Obtaining Details of an Image	hcloud ModelArts ShowImage	This API is used to query image details.	Go debug
Deleting an Image	hcloud ModelArts DeleteImage	This API is used to delete an image object. For a private image, you can also delete its SWR image content using parameters.	Go debug
Synchronizing the Image Status	hcloud ModelArts SyncImage	This API is used to correct the abnormal image status. This API is used when you need to synchronize the latest image status when the image status is abnormal due to misoperations, network problems, or system faults. Before using this API, ensure that the image exists and you have the required permission. After the synchronization, the image status is updated to the latest correct status, and related resources and configurations are synchronized. If the image does not exist, you do not have the operation permission, or an error occurs during the synchronization, the API will return an error message.	Go debug

API Name	Command	Description	Operation
Delete Image Group	hcloud ModelArts DeleteImageGroup	The API for deleting an image group is used to delete all version objects in the image group. For a private image, you can delete the SWR image content by setting parameters. This API is applicable to the following scenarios: When an image is no longer needed, is incorrectly configured, or resources need to be cleared, you can use this API to delete all versions in a specified image group. The prerequisite for using this interface is that the mirroring group exists and the user has the permission to delete the mirroring group. After the deletion is complete, all version objects in the mirror group are permanently removed, and related resources and configurations are cleared. If the mirror group does not exist, the user does not have the permission to perform operations, or the mirror is being used, the interface returns an error message.	Go debug

API Name	Command	Description	Operation
Update image group	hcloud ModelArts UpdateImageGroup	This API is used to update the label and description of a mirror group. This API is applicable to the following scenarios: You can use this API to modify the image description or image tag. The prerequisite for using this interface is that the mirroring group exists and the user has the update permission. After the update is complete, the configuration file of the mirror group is displayed. If the mirror group does not exist, the user does not have the permission to perform operations, or the mirror is being used, the interface returns an error message.	**Go debug**

Training Management

API Name	Command	Description	Operation
Creating an Algorithm	hcloud ModelArts CreateAlgorithm	This API is used to create an algorithm.	**Go debug**
Querying the Algorithm List	hcloud ModelArts ListAlgorithms	This API is used to query the algorithm list.	**Go debug**
Querying Algorithm Details	hcloud ModelArts ShowAlgorithmByUuid	This API is used to query a specified algorithm based on the algorithm ID.	**Go debug**
Modifying an Algorithm	hcloud ModelArts ChangeAlgorithm	This API is used to modify an algorithm.	**Go debug**
Deleting an Algorithm	hcloud ModelArts DeleteAlgorithm	This API is used to delete an algorithm.	**Go debug**

API Name	Command	Description	Operation
Obtaining Supported Hyperparameter Search Algorithms	hcloud ModelArts ShowSearchAlgor-ithms	Obtain supported hyperparameter search algorithms.	Go debug
Creating a Training Job	hcloud ModelArts CreateTrainingJob	This API is used to create a training job.	Go debug
Querying the Details About a Training Job	hcloud ModelArts ShowTrainingJob-Details	This API is used to query the details about a training job.	Go debug
Modifying the Description of a Training Job	hcloud ModelArts ChangeTrainingJo bDescription	This API is used to modify the description of a training job.	Go debug
Deleting a Training Job	hcloud ModelArts DeleteTrainingJob	This API is used to delete a training job.	Go debug
Terminating a Training Job	hcloud ModelArts StopTrainingJob	This API is used to terminate a training job. Only jobs in the creating, awaiting, or running state can be terminated.	Go debug
Querying the Logs of a Specified Task in a Given Training Job (Preview)	hcloud ModelArts ShowTrainingJobL ogsPreview	This API is used to query the logs of a specified task in a given training job (preview).	Go debug
Querying the Logs of a Specified Task in a Training Job (OBS Link)	hcloud ModelArts ShowObsUrlOfTrai ningJobLogs	This API is used to obtain the logs of a specified task of a training job (temporary OBS link, which is valid for 5 minutes). You can view all logs or download the logs.	Go debug
Querying the Running Metrics of a Specified Task in a Training Job	hcloud ModelArts ShowTrainingJob-Metrics	This API is used to query the running metrics of a specified task in a training job.	Go debug
Querying a Training Job List	hcloud ModelArts ListTrainingJobs	This API is used to query the the created training jobs that meet the search criteria.	Go debug

API Name	Command	Description	Operation
Querying All Trials Using Hyperparameter Search	hcloud ModelArts ShowAutoSearchTrials	This API is used to query all trails using hyperparameter search.	Go debug
Querying Information About a Trial Using Hyperparameter Search	hcloud ModelArts ShowAutoSearchPerTrial	This API is used to query information about a trial using hyperparameter search based on the **trial_id**.	Go debug
Obtaining the Hyperparameter Sensitivity Analysis Result	hcloud ModelArts ShowAutoSearchParamsAnalysis	This API is used to obtain the summary of hyperparameter sensitivity analysis results.	Go debug
Obtaining the Path for Storing a Hyperparameter Sensitivity Analysis Image	hcloud ModelArts ShowAutoSearchParamAnalysisResultPath	This API is used to obtain the path for storing a hyperparameter sensitivity analysis image.	Go debug
Early Stopping a Trial of an Auto Search Job	hcloud ModelArts ShowAutoSearchTrialEarlyStop	This API is used to early stop a trial of an auto search job.	Go debug
Obtaining Information About the YAML Template of an Auto Search Job	hcloud ModelArts ShowAutoSearchYamlTemplatesInfo	This API is used to obtain information about the YAML template of an auto search job.	Go debug
Obtaining the Content of the YAML Template of an Auto Search Job	hcloud ModelArts ShowAutoSearchYamlTemplateContent	This API is used to obtain the content of the YAML template of an auto search job.	Go debug
Obtaining the General Specifications Supported by a Training Job	hcloud ModelArts ShowTrainingJob-Flavors	This API is used to obtain the public flavors supported by a training job.	Go debug
Obtaining the Preset AI Frameworks Supported by a Training Job	hcloud ModelArts ShowTrainingJobEngines	This API is used to obtain the preset AI frameworks supported by a training job.	Go debug

API Name	Command	Description	Operation
Obtaining the Events of a Training Job	hcloud ModelArts ListTrainingJobEvents	This API is used to obtain the events of a training job.	Go debug
Obtain Training Quotas	hcloud ModelArts ShowTrainingQuotas	This API is used to obtain the training resource quota of a user in ModelArts.	Go debug
Modify Training Quotas	hcloud ModelArts ModifyTrainingQuotas	This API is used to modify the training resource quota of a user in ModelArts.	Go debug
Counting Training Job Resources by Tag	hcloud ModelArts CountTrainingJobsByTags	This API is used to query the total number of training jobs that meet the specified conditions in the current project based on tags and other conditions.	Go debug
Obtaining the Stage Information List of a Training Job	hcloud ModelArts ListTrainingJobStages	This API is used to obtain the process stage information list of a training job on ModelArts.	Go debug
Obtaining the Event Type List	hcloud ModelArts ListEventCategories	This API is used to obtain the event type list supported by training management.	Go debug
Querying Logs of a Specified Training Job Task	hcloud ModelArts ShowTrainingJobLogsFromAom	This API is used to obtain the real-time running logs of a specified training job task on ModelArts.	Go debug
Querying the Maximum Available Resource of a Resource Pool Specification	hcloud ModelArts ShowTrainingFlavorMaxAvailableResource	This API is used to obtain the maximum CPU and memory resources that can be allocated for a specified resource specification in a specified resource pool.	Go debug

API Name	Command	Description	Operation
Obtaining the Historical Scheduling Information of a Training Job Instance	hcloud ModelArts ListTrainingJob-Tasks	This API is used to query the instance IP address and node IP address of a training job. You can use the **schedule_count** parameter to query the instance information of a specific scheduling.	**Go debug**
Training Job Event Reporting APIs	hcloud ModelArts NotifyTrainingJo-bInformation	This API is used to report the training event to the service plane.	**Go debug**
Obtaining Training Experiment Details	hcloud ModelArts ShowTrainingExpe rimentDetails	This API is used to query the details about a training experiment.	**Go debug**
Deleting a Training Experiment	hcloud ModelArts DeleteTrainingEx-periment	This API is used to delete a created training experiment.	**Go debug**
Creating a Training Experiment	hcloud ModelArts CreateTrainingEx-periment	This API is used to create an experiment category on ModelArts.	**Go debug**
Obtaining the Training Experiment List	hcloud ModelArts ListTrainingExperi-ments	This API is used to obtain the list of created training experiments created on ModelArts.	**Go debug**
Verifying the Training Experiment Name	hcloud ModelArts CheckTrainingEx-periment	This API is used to check whether the training experiment name is duplicate before training experiment creation.	**Go debug**
Creating and Publishing an Algorithm	hcloud ModelArts CreateAlgorithm-VersionToGallery	This API is used to create and publish algorithms in algorithm management.	**Go debug**

AI Application Management

API Name	Command	Description	Operation
Obtaining the Model Runtime	hcloud ModelArts ShowModelEngineAndRuntime	This API is used to obtain the AI engine and runtime of models.	Go debug
Querying the AI Application List	hcloud ModelArts ListModels	This API is used to query the AI application list based on different search parameters.	Go debug
Creating an AI Application	hcloud ModelArts CreateModel	Import a meta model to create an AI application.	Go debug
Obtaining Details About an AI Application	hcloud ModelArts ShowModel	This API is used to query details about an AI application based on the AI application ID.	Go debug
Deleting an AI application	hcloud ModelArts DeleteModel	This interface is used to delete an AI application based on the AI application ID. When cascade is set to true, the AI application specified by the AI application ID and other AI applications with the same name but different versions as the specified AI application are deleted. By default, only the AI application corresponding to the current AI application ID is deleted.	Go debug

App Authentication Management

API Name	Command	Description	Operation
Obtaining the App List	hcloud ModelArts ListApigApps	This API is used to obtain the basic information about APIG apps. You can obtain only the information about the apps created by yourself.	Go debug
Creating Apps	hcloud ModelArts CreateApigApp	This API is used to create API Gateway applications (apps for short). Each user can create a maximum of five apps. You can apply for increasing the quota as required.	Go debug
Obtaining App Details	hcloud ModelArts ShowApigApp	This API is used to obtain details about a specified app.	Go debug
Deleting an App	hcloud ModelArts DeleteApigApp	This API is used to delete a specified app. Only the user who creates the app can delete it, and the app is not bound to any API.	Go debug
Adding an App Code	hcloud ModelArts CreateApigAppCode	This API is used to create an app code for a specified API Gateway app. Only the user who creates the app can create an app code, and only apps of the shared or dedicated API Gateway can have app codes.	Go debug

API Name	Command	Description	Operation
Resetting an App Code	hcloud ModelArts ResetApigAppCode	This API is used to reset a specified app code of an API Gateway app. Only the user who creates the app can reset it, and only apps of the shared or dedicated API Gateway can have app codes.	Go debug
Deleting an App Code	hcloud ModelArts DeleteApigAppCode	This API is used to delete a specified app code of an API Gateway app. Only the user who creates the app can delete it, and only apps of the shared or dedicated API Gateway can have app codes.	Go debug
Resetting an AppSecret	hcloud ModelArts ResetApigAppSecret	This API is used to reset the AppSecret of a specified API Gateway app. Only the user who creates the app can reset the AppSecret.	Go debug
Obtaining the List of APIs Bound to an App	hcloud ModelArts ShowApisBindToApp	This API is used to obtain the list of APIs bound to an app.	Go debug
Registering an API and Authorizing the API to an App	hcloud ModelArts CreateAndAuthAppAuthApi	This API is used to register an API and authorize the API to an App. Only Huawei Cloud users who have the permission to update the service can call this API.	Go debug
Deleting an API	hcloud ModelArts DeleteAppAuthApi	This API is used to delete a specified API. Only users who have the permission to delete the service to which the API belongs can delete the API.	Go debug

API Name	Command	Description	Operation
Authorizing an API to an App	hcloud ModelArts AuthorizeApiToA-pigApps	This API is used to authorize a specified API to an App. The API authentication mode must be App authentication. The user who creates an App must be the creator of the service to which the API belongs, and the request user must have the update permission on the service to which the API belongs.	Go debug
Updating API Authorization	hcloud ModelArts UpdateAuthApiTo ApigApps	This API is used to update the authorization relationship of an API. The API authentication mode must be App authentication. The user who creates an App must be the creator of the service to which the API belongs, and the request user must have the update permission on the service to which the API belongs.	Go debug
Canceling the Authorization of an API to an App	hcloud ModelArts DeleteApiAppAuth	This API is used to cancel the authorization of a specified API to an app. The request user must have the update permission on the service to which the API belongs. Same as the URL: /v1/{project_id}/app-auth/{service_id}/apis/{api_id}/auths	Go debug

API Name	Command	Description	Operation
Obtaining API Authorization Relationships	hcloud ModelArts ShowApiAuthInfos	This API is used to obtain the authorization relationships between specified APIs and Apps. The API authentication mode must be App authentication. Administrators can obtain authorization information about all APIs. Common users can obtain only authorization information about APIs of services on which they have access permissions.	**Go debug**
Creates an API.	hcloud ModelArts CreateAppAuthApi	An API is created, but the API is not authorized to the app.	**Go debug**
API query	hcloud ModelArts GetAppAuthApiInfo	This API is used to query details about a specified API.	**Go debug**
Querying APIs and Apps	hcloud ModelArts GetServiceAppAuthApiAuthInfo	This API is used to query information about APIs and apps authorized by a service.	**Go debug**
Check whether the app exists.	hcloud ModelArts ApigAppExists	Check whether the app exists.	**Go debug**

Service Management

API Name	Command	Description	Operation
Obtaining Service Monitoring	hcloud ModelArts ShowServiceMonitorInfo	This API is used to obtain service monitoring information.	**Go debug**
Obtaining Services	hcloud ModelArts ListServices	This API is used to obtain model services.	**Go debug**

API Name	Command	Description	Operation
Deploying Services	hcloud ModelArts CreateService	This API is used to deploy a model as a service.	**Go debug**
Obtaining Supported Service Deployment Specifications	hcloud ModelArts ShowServiceSpecifications	This API is used to obtain supported service deployment specifications.	**Go debug**
Obtaining Service Details	hcloud ModelArts ShowService	This API is used to obtain the details about a model service based on the service ID.	**Go debug**
Updating Service Configurations	hcloud ModelArts UpdateService	This API is used to update configurations of a model service. It can also be used to start or stop a service.	**Go debug**
Updating the Service Through the Patch Operation	hcloud ModelArts PatchServiceV2	This API is used to update the service through the patch operation. For details about the patch format, see **json patch**.	**Go debug**
Deleting a Service	hcloud ModelArts DeleteService	This API is used to delete a model service. You can delete your own services only.	**Go debug**
Updating a Single Property of a Model Service	hcloud ModelArts UpdateServiceByProperty	This API is used to update a single property of a model service. Currently, only **instance_count** (number of instances of the model service) is supported. This operation can be performed only for real-time services in the running, alarm, or abnormal state.	**Go debug**

API Name	Command	Description	Operation
Obtaining Service Event Logs	hcloud ModelArts ShowServiceEvents	This API is used to obtain service event logs, including service operation records, key actions during deployment, and deployment failure causes.	Go debug
Obtaining Service Update Logs	hcloud ModelArts ShowServiceUpdateLogs	This API is used to obtain the update logs of a real-time service.	Go debug
Adding a Resource Tag	hcloud ModelArts BatchCreateServiceTags	This API is used to add tags to specified real-time services. If a tag to be added has the same key as an existing tag, the tag will overwrite the existing one.	Go debug
Deleting Resource Tags	hcloud ModelArts BatchDeleteServiceTags	This API is used to delete tags of a real-time service. Tags can be deleted in batches.	Go debug
Obtaining Inference Service Tags	hcloud ModelArts ListServiceTags	This API is used to obtain inference service tags in the current project. Tags in all workspaces are obtained by default. If you do not have the permission, no tag is returned.	Go debug
Obtaining an Inference VPC Access Channel	hcloud ModelArts ShowInternalChannelVpcepApi	This API is used to obtain an inference VPC access channel.	Go debug

Resource Management

API Name	Command	Description	Operation
Obtain Jobs in a Resource Pool	hcloud ModelArts ListWorkloads	This API is used to obtain the job list in a specified dedicated resource pool. This API is used when you need to obtain details about a dedicated resource pool, such as resource usage, job status, or resource allocation. Before using this API, ensure that the dedicated resource pool exists and you have the required permissions (such as administrator permissions or resource management permissions). After the API is called, the system returns the job list of the dedicated resource pool, including the job ID, name, status, and resource usage. If the dedicated resource pool does not exist, the user does not have the operation permission, or the resource pool is unavailable, the API will return an error message.	Go debug

API Name	Command	Description	Operation
Querying dedicated resource pool Job Statistics	hcloud ModelArts ShowWorkloadStatistics	This API is used to obtain job statistics of a dedicated resource pool. This API is used when you need to obtain the job running information, resource usage, or job status distribution of a dedicated resource pool. Before using this API, ensure that the dedicated resource pool exists and you have the required permissions (such as administrator permissions or resource management permissions). After the API is called, the system returns the job statistics of the dedicated resource pool, including the total number of jobs, number of running jobs, number of completed jobs, and resource usage. If the dedicated resource pool does not exist, the user does not have the operation permission, or the resource pool is unavailable, the API returns an error message.	Go debug

API Name	Command	Description	Operation
Obtaining Resource Specifications	hcloud ModelArts ListResourceFla-vors	This API is used to obtain available resource specifications. This API is used when you need to view or select resource specifications to create resource pools, allocate resources, or learn available resource specifications. Before using this API, ensure that you have the required permissions (such as administrator permissions or resource management permissions). After the API is called, the system returns the resource specifications, including the specification ID, name, number of CPUs, memory size, and storage capacity. If you do not have the required permission or the resource specifications are not configured, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Creating Resource Pools	hcloud ModelArts CreatePool	This API is used to create a resource pool in the system. This API is used when you need to allocate resources for new services, optimize resource management, or isolate resources. You can use this API to create a resource pool to manage compute, storage, and network resources. Before using this API, ensure that you have the administrator permission and the system has sufficient resources to create resource pools. After the creation, the resource pool will be added to the system and be available for future resource allocation and management. If you do not have the required permission, the system resources are insufficient, or the input parameter is incorrect, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Obtaining Resource Pools	hcloud ModelArts ListPools	This API is used to obtain information about resource pools created in the system. This API is used when you need to query the resource pool list recorded in the system when monitoring resource pool status, planning resources, managing resource allocation, or auditing. Before using this API, ensure that you have the required permission and the resource pool exists in the system. After the query, the API returns the resource pool list, including the resource pool ID, name, type, status, and resource quota. If you do not have the required permission, the resource pools do not exist in the system, or the query parameter is incorrect, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Obtaining a Resource Pool	hcloud ModelArts ShowPool	This API is used to obtain the details of a specified resource pool. This API is used when you need to query details about a specified resource pool, such as its configuration, status, resource usage, or resource management. Before using this API, ensure that you have the required permission and the specified resource pool exists in the system. After the query, the API returns the resource pool details, including the resource pool ID, name, type, status, resource quota, and usage. If the specified resource pool does not exist, the user does not have the permission to perform the operation, or the input parameters are incorrect, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Deleting a Resource Pool	hcloud ModelArts DeletePool	This API is used to delete a specified resource pool. This API is used when you need to delete a specified resource pool when the resource pool is no longer required, the configuration is incorrect, or resources need to be cleared. Before using this API, ensure that the resource pool exists and you have the administrator permissions. After the deletion, the specified resource pool is permanently removed, and related resources and configurations are cleared. If the resource pool does not exist, you do not have the operation permission, or the resource pool is depended on by other resources, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Updating a Resource Pool	hcloud ModelArts PatchPool	This API is used to update the configuration and capacity of a specified resource pool. This API is used when you need to update the information about a resource pool when the resource pool capacity needs to be expanded, the configuration needs to be adjusted, or the performance needs to be optimized. Before using this API, ensure that the resource pool exists and you have the administrator permissions. After the update, the configuration and capacity of the resource pool will be updated, and the related resources and configurations will be adjusted. If the resource pool does not exist, the user does not have the permission to perform the operation, or the resource pool cannot be updated, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Monitoring a Resource Pool	hcloud ModelArts ShowPoolMonitor	This API is used to obtain the real-time or historical monitoring information about a specified resource pool. This API is used when you need to obtain the monitoring data of a resource pool in real time, such as resource usage, performance status, or historical data. Before using this API, ensure that the resource pool exists and you have the administrator permissions. After the API is called, the system returns the monitoring information of the resource pool, including the resource usage, performance metrics, and historical trends. If the resource pool does not exist, the user does not have the permission to perform the operation, or the resource pool is unavailable, the API will return an error message.	Go debug

API Name	Command	Description	Operation
Resource Pool Statistics	hcloud ModelArts ShowPoolStatistics	This API is used to obtain the statistics of a specified resource pool. This API is used when you need to obtain the resource usage, allocation, or usage of a resource pool. Before using this API, ensure that the resource pool exists and you have the administrator permissions. After the API is called, the system returns the statistics of the resource pool, including the total resource usage, allocated resources, usage, and resource allocation trend. If the resource pool does not exist, the user does not have the permission to perform the operation, or the resource pool is unavailable, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Querying the Real-Time Resource Usage	hcloud ModelArts ShowPoolRuntimeMetrics	This API is used to obtain the real-time usage of all resource pools in the current project. This API is used when you need to query the real-time usage of resource pools when monitoring resource usage, optimizing resources, planning capacity, or troubleshooting faults. The resource usage includes the usage of CPU, memory, and storage resources. Before using this API, ensure that you have the required permission and there is a running resource pool. After the query, the API returns the real-time usage data of the resource pool, including the usage percentage, resource type, and timestamp. If you do not have the required permission, the resource pool does not exist, or the system cannot obtain the real-time data, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Creating Network Resources	hcloud ModelArts CreateNetwork	This API is used to create network resources in a system. This API is used when you need to create network resources, such as virtual networks, subnets, or routes, when you need to expand services, plan resources, or adjust the network architecture. Before using this API, ensure that you have the administrator permission and the system has sufficient resources to create network resources. After the creation, the network resources will be added to the system for future service configurations. If you do not have the required permission, the resources are insufficient, or the input parameter is incorrect, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Obtaining Network Resources	hcloud ModelArts ListNetworks	This API is used to obtain information about created network resources in the system. This API is used when you need to query the network resource list recorded in the system when monitoring network status, planning resources, locating network faults, or auditing. Before using this API, ensure that you have the required permission and the network resources exist in the system. After the query, the API returns the network resource list, including the resource ID, type, status, and creation time. If you do not have the required permission, the network resources do not exist in the system, or the query parameter is incorrect, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Obtaining a Network Resource	hcloud ModelArts ShowNetwork	This API is used to obtain the details of a specified network resource. This API is used when you need to query details about a specified network resource, such as its configuration, status, or attributes. Before using this API, ensure that you have the required permission and the specified network resource exists in the system. After the query, the API returns the details of the specified network resource, including the resource ID, type, status, and configuration parameters. If the specified network resource does not exist, you do not have the operation permission, or the input parameters are incorrect, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Deleting a Network Resource	hcloud ModelArts DeleteNetwork	This API is used to remove specified network resources. This API is used when you need to delete a specified network resource when the network resource is no longer required, the configuration is incorrect, or resources need to be cleared. Before using this API, ensure that the network resource exists and you have the administrator permissions. After the deletion, the specified network resource is permanently removed, and related configurations and associations are cleared. If the specified network resource does not exist, you do not have the operation permission, or the resource is depended on by other resources, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Updating a Network Resource	hcloud ModelArts PatchNetwork	This API is used to update the configuration information of a specified network resource. This API is used when you need to update the details of a specified network resource, such as adjusting attributes, fixing configuration errors, or optimizing resource settings. Before using this API, ensure that the network resource exists and you have the administrator permissions. After the update, the configuration information of the specified network resource is modified, and the latest resource status and attributes are displayed. If the specified network resource does not exist, you do not have the operation permission, or the input parameters are incorrect, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Querying a Trace List	hcloud ModelArts ListEvents	This API is used to obtain the event information recorded in the system. This API is used when you need to query the event records recorded in the system when monitoring the system status, locating faults, or auditing. Before using this API, ensure that you have the required permission and the event records exist in the system. After the query, the API returns the event list, including the event ID, type, time, and description. If you do not have the required permission, the event record does not exist, or the query parameter is incorrect, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Obtaining Nodes in a Resource Pool	hcloud ModelArts ListPoolNodes	This API is used to obtain the node list of a specified resource pool. This API is used when you need to obtain the details about a resource pool, such as the node distribution, status, or resource usage. Before using this API, ensure that the resource pool has been created and is available, and you have the required permission. After the query, the system returns the detailed information about the nodes in the resource pool, including the node ID, status, and resource usage, helping you manage and optimize resources. If the resource pool does not exist, you do not have the permission to access the resource pool, or the request parameters are invalid, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Deleting nodes in batches	hcloud ModelArts BatchDeletePoolNodes	This API is used to delete nodes from a specified resource pool in batches. This API is used when you need to delete redundant nodes, re-allocate resources, or remove faulty nodes from a resource pool. Before using this API, ensure that the resource pool has been created and is available, you have the required permission, and at least one node is retained in the resource pool. After the deletion, the specified nodes are permanently removed, and the remaining nodes in the resource pool continue to work. If the resource pool does not exist, the node does not exist, you do not have the permission to perform the operation, or the number of nodes in the resource pool is insufficient, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Querying OS Configuration Parameters	hcloud ModelArts ShowOsConfig	This API is used to obtain the configuration parameters of ModelArts OS, such as network CIIDR and user resource quota. This API is used when you need to query the network configuration, resource allocation, or system management of ModelArts OS. Before using this API, ensure that you have the permission to access ModelArts OS and the service is running properly. After the query, the configuration parameters are returned for future resource planning and system optimization. If you do not have the required permission, the service is unavailable, or the request parameter is invalid, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Querying a Plug-in Template	hcloud ModelArts ShowPluginTemplate	This API is used to obtain details about a specified plug-in template. This API is used when you need to query the configuration, functions, or usage of a specific plug-in template. Before using this API, ensure that the plug-in template exists and you have the required permission. After the query, the details of the specified plug-in template are returned, including the configuration parameters and function description of the template, helping you develop and manage plug-ins. If the plug-in template does not exist or you do not have the access permission, the API will return an error message.	**Go debug**

Lite Server

API Name	Command	Description	Operation
Querying All Lite Server Instances of a User	hcloud ModelArts ListDevServers	This API is used to obtain details about all Lite Server instances of a user. It is used when you need to view the status and configuration of all Lite Server instances of a user for resource management and monitoring. Before using this API, ensure that you have logged in to the system and have the permission to view Lite Server instances. After this API is called, the system returns the list of all Lite Server instances of the user, including the instance ID, name, status, and creation time. If you do not have the required permission or have not logged in, the API returns an error message.	Go debug

API Name	Command	Description	Operation
Creating a Lite Server	hcloud ModelArts CreateDevServer	This API is used to create Lite Server ECSs, BMSs, and supernode servers. It is used when you need to quickly deploy and configure different types of server resources based on service requirements. Before calling this API, ensure that you have logged in to the system and have the permission to create Lite Servers. In addition, you need to provide required parameters, such as the server type, specifications, and network configuration. After the creation, the system returns the information about the created Lite Server instance, including the instance ID and status. If you do not have the required permission, the parameter settings are incorrect, or system resources are insufficient, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Querying Lite Server Instance Details	hcloud ModelArts ShowDevServer	This API is used to obtain the details of a specified Lite Server instance. It is used when you need to view the configuration, status, and network information of a specific Lite Server instance for fault locating, resource management, and monitoring. Before using this API, ensure that you have logged in to the system, have the permission to view the Lite Server instance, and have a valid instance ID. After the query, the system returns the details of the specified Lite Server instance, including the instance ID, name, status, configuration, and network configuration. If you do not have the required permission, the instance ID is invalid, or the instance does not exist, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Deleting a Lite Server Instance	hcloud ModelArts DeleteDevServer	This API is used to delete a created Lite Server instance. It is used when a pay-per-use Lite Server instance is no longer needed, fails to be created, or is in the **ERROR** state. Before using this API, ensure that the Lite Server instance exists and you have the administrator permissions. After the deletion, the Lite Server instance is permanently removed, and related resources are cleared. If the Lite Server instance does not exist or you do not have the required permission, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Changing the Lite Server Instance Name	hcloud ModelArts UpdateDevServer	This API is used to change the name of a created DevServer instance. It is used when you need to rename a DevServer instance to better reflect the function or usage of the instance, or when the instance name does not comply with the current project naming rules. Before using this API, ensure that the DevServer instance exists and you have the permission to manage the instance. After the modification, the new name of the instance takes effect immediately and is updated in all related views and records. If the DevServer instance does not exist, you do not have the required permission, or the new name does not comply with the naming rules, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Synchronizing the Status of All Lite Server Instances of a User in Real Time	hcloud ModelArts SyncDevServers	This API is used to obtain and synchronize the status of a Lite Server instance in real time. It is used when you need to monitor the status of a Lite Server instance in real time to ensure that the instance is running properly or detect and handle exceptions in a timely manner. Before using this API, ensure that you have logged in to the system and have the required permission, and the Lite Server instance has been created and is running. After this API is called, the latest status of the Lite Server instance is returned, including the instance ID, status, and resource usage. If you do not have the required permission or the Lite Server instance does not exist, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Starting a Lite Server Instance	hcloud ModelArts StartDevServer	This API is used to start a Lite Server instance that has been created but is not running. It is used when you need to use a Lite Server instance for development or testing. Before using this API, ensure that the Lite Server instance has been created and is stopped, and you have the permission to start the instance. If the Lite Server instance does not exist or is running, or you do not have the required permission, the API returns an error message.	**Go debug**
Stopping a Lite Server Instance	hcloud ModelArts StopDevServer	This API is used to stop a running Lite Server instance. It is used when you need to stop a Lite Server instance to save resources or perform maintenance. Before using this API, ensure that the Lite Server instance has been created and is running, and you have the permission to stop the instance. If the Lite Server instance does not exist or is stopped, or you do not have the required permission, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Creating a Lite Server Supernode Tag	hcloud ModelArts CreateHyperinstanceTags	This API is used to add a custom tag to a Lite Server supernode. It is used when you need to manage Lite Server supernodes by category or mark specific information. Before using this API, ensure that the Lite Server supernode exists and you have the permission to create tags. After the creation, the tag is added to the specified supernode. You can quickly search for and manage the supernode by tag. If the Lite Server supernode does not exist, the tag already exists, or you do not have the permission to perform operations on the supernode, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Deleting a Lite Server Supernode Tag	hcloud ModelArts DeleteHyperinstanceTags	This API is used to delete a Lite Server supernode tag. It is used when you need to delete unnecessary tags or correct tag errors. Before using this API, ensure that the Lite Server supernode exists, the supernode has the tag to be deleted, and you have the permission to delete tags. After the deletion, the specified tag is removed from the supernode, and other configurations and data of the supernode remain unchanged. If the Lite Server supernode does not exist, the tag does not exist, or you do not have the permission to perform operations on the supernode, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Querying Lite Server Supernode Tags	hcloud ModelArts QueryHyperinstanceTags	This API is used to obtain all tag information on a Lite Server supernode. It is used when you need to view or manage tags of a Lite Server supernode. Before using this API, ensure that the Lite Server supernode exists and you have the permission to query tags. After the query, the API returns all tag information on the supernode, including the tag name and related attributes. If the Lite Server supernode does not exist or you do not have the permission to perform operations on the supernode, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Reinstalling the OS Image of a Lite Server	hcloud ModelArts ReinstallDevSer-verOS	This API is used to reinstall the OS image of a Lite Server. It is used when you need to update the OS version, rectify system faults, or reconfigure the system environment. Before using this API, ensure that the Lite Server exists and is stopped, and you have the permission to reinstall the OS. After the reinstallation, the new OS image is installed for the Lite Server and the Lite Server starts running. If the Lite Server does not exist, is running, or you do not have the required permission, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Changing the OS Image of a Lite Server	hcloud ModelArts ChangeDevServerOS	This API is used to change the OS image of a Lite Server. It is used when you need to change the OS of a Lite Server to meet different development or test requirements. Before using this API, ensure that the Lite Server exists and is stopped, and you have the permission to switch the OS. After the OS is switched, the Lite Server will install the new OS image and enter the running state. If the Lite Server does not exist, is in the running state, or you do not have the operation permission, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Changing the OS Image of a Lite Server Supernode	hcloud ModelArts ChangeHyperinstanceOS	This API is used to change the OS image of a Lite Server supernode. It is used when you need to change the OS of a Lite Server supernode to meet different development or test requirements. Before using this API, ensure that the Lite Server supernode exists and is stopped, and you have the permission to switch the OS. After the OS is switched, the Lite Server supernode will install the new OS image and enter the running state. If the Lite Server supernode does not exist, is in the running state, or you do not have the operation permission, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Obtaining Details About All Supernode Instances of a User	hcloud ModelArts ListHyperinstan-ces	This API is used to obtain details about all Lite Server supernode instances of a user. It is used when you need to view the configuration, status, and usage of all supernode instances. Before using this API, ensure that you have logged in to the system and have the permission to query supernode instances. After the query, the API returns details about all supernode instances, including the instance ID, OS, status, and resource usage. If you do not have the required permission or the system does not have supernode instances, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Obtaining Details About a Specified Supernode Instance	hcloud ModelArts GetHyperinstance	This API is used to obtain the details of a specific Lite Server supernode instance. It is used when you need to view the configuration, status, and usage of a specified supernode instance. Before using this API, ensure that you have logged in to the system and have the permission to query the supernode instance, and the specified supernode instance exists. After the query, the API returns details about a specified supernode instance, including the instance ID, OS, status, and resource usage. If you do not have the required permission to perform the operation, the specified supernode instance does not exist, or the instance ID is invalid, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Deleting a Lite Server Supernode Instance	hcloud ModelArts DeleteHyperinstance	This API is used to delete a pay-per-use supernode instance and remove the Lite Server supernode instances in the **ERROR** state. It is used when a supernode instance is in the **ERROR** state due to creation failure or other reasons. Before using this API, ensure that you have logged in to the system and have the permission to delete a supernode instance, and the specified supernode instance is pay-per-use and in the **RUNNING** or **ERROR** state. After the deletion, the specified supernode instance is permanently removed, and related resources are cleared. If the specified supernode instance does not exist, is not in the **ERROR** state, or you do not have the operation permission, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Restarting a Lite Server Instance	hcloud ModelArts RebootDevServer	This API is used to restart a running Lite Server instance. It is used when you need to restart a specified Lite Server instance to apply configuration changes, solve running problems, or maintain the system. Before using this API, ensure that the Lite Server instance has been created and is running, and you have the permission to restart the instance. After the restart, the Lite Server instance restarts and enters the running state. You can continue to use the services provided by the instance. If the Lite Server instance does not exist or is stopped, or you do not have the required permission, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Starting a Lite Server Supernode	hcloud ModelArts StartHyperinstance	This API is used to start a Lite Server supernode that has been created but is not running. It is used when you need to start a Lite Server supernode for development or testing. Before using this API, ensure that the Lite Server supernode has been created and is stopped, and you have the permission to start the supernode. After the startup, the supernode enters the running state, and you can access and use the services provided by the server. If the Lite Server supernode does not exist, is in the running state, or you do not have the operation permission, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Stopping a Lite Server Supernode	hcloud ModelArts StopHyperinstance	This API is used to stop a running Lite Server supernode. It is used when you need to stop a Lite Server supernode to save resources or perform maintenance. Before using this API, ensure that the Lite Server supernode has been created and is running or fails to be stopped, and you have the permission to stop the supernode. After the operation, the supernode is stopped and does not provide services. If the Lite Server supernode does not exist, is stopped, or you do not have the permission to stop the supernode, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Mounting a Disk to a Lite Server	hcloud ModelArts AttachDevServer-Volume	This API is used to mount an additional disk to a Lite Server. It is used when you need to expand the storage space of a Lite Server to meet larger data storage requirements. Before using this API, ensure that the Lite Server has been created and is running or stopped, you have the permission to mount disks, and the specified disk exists and is not used by other servers. After the mounting, the disk is mounted to the Lite Server, and you can access and use the new storage space. If the Lite Server does not exist, the specified disk does not exist or is in use, or you do not have the required permission, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Binding an EIP to a Lite Server	hcloud ModelArts BindDevServerPublicIP	This API is used to bind an EIP to a Lite Server. It is used when you need to assign a fixed public IP address to a Lite Server so that the Lite Server can be accessed from the external network. Before using this API, ensure that the Lite Server has been created and is running, you have the permission to bind an EIP, and the specified EIP exists and is not used by other resources. After the binding, the EIP is bound to the Lite Server and the Lite Server can be accessed from the external network through the EIP. If the Lite Server does not exist, the Lite Server is stopped, the specified EIP does not exist or is in use, or you do not have the required permission, the API returns an error message.	Go debug

API Name	Command	Description	Operation
Query Bound EIPs	hcloud ModelArts ListDevServerPublicIP	This API is used to obtain the information about the EIP bound to the Lite Server. It is used when you need to view the EIP bound to the Lite Server and the detailed information. Before using this API, ensure that you have logged in to the system and have the permission to query the EIP, and the specified Lite Server exists. After the query, the API returns the details of the EIP bound to the Lite Server, including the EIP address, binding time, and status. If the Lite Server does not exist, the EIP is not bound to the Lite Server, or you do not have the required permission, the API returns an error message.	Go debug

API Name	Command	Description	Operation
Querying the Specification List	hcloud ModelArts ListDevServerFla-vors	This API is used to obtain information about all available resource specifications in the system. It is used when you need to know the available resource specifications so that you can select proper configurations when creating or adjusting a Lite Server instance. Before using this API, ensure that you have logged in to the system and have the permission to query specifications. After the query, the API returns information about all available resource specifications, including the specification ID, CPU, memory, and storage. If you do not have the required permission or the system does not have available resource specifications, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Unmounting a Disk from a Lite Server	hcloud ModelArts DetachDevServer-Volume	This API is used to unmount a disk from a Lite Server. It is used when you need to release storage resources or reallocate disks. Before using this API, ensure that the Lite Server has been created and is running or stopped, you have the permission to unmount disks, and the specified disk has been mounted to the server. After the unmounting, the disk is unmounted from the Lite Server, and you can mount the disk to another server or perform other operations. If the Lite Server does not exist, the specified disk is not mounted to the server, or you do not have the required permission, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Creating a RoCE Network	hcloud ModelArts CreateRoceNetwork	This API is used to create a RoCE network in the system. It is used when you need to create a dedicated RoCE network for high-performance computing or low-latency applications. Before using this API, ensure that you have logged in to the system and have the permission to create a RoCE network, and the required network resources have been configured in the system. After the creation, a RoCE network is created, and details about the RoCE network are returned, including the network ID, subnet information, and configuration parameters. If you do not have the required permission, the system lacks necessary network resources, or the network configuration parameters are invalid, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Querying the Lite Server List of a Tenant	hcloud ModelArts ListAllDevServers	This API is used to obtain all Lite Server instances of a specified tenant. It is used when you need to view the details of all Lite Server instances of a tenant for management and monitoring. Before using this API, ensure that you have logged in to the system and have the permission to query the Lite Server list of a tenant. After the query, the API returns the details of all Lite Server instances of the tenant, including the instance ID, name, status, and resource configuration. If you do not have the required permission or the tenant does not have Lite Server instances, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Querying Lite Server Image Details	hcloud ModelArts GetDevServerImage	This API is used to obtain the details of a specified Lite Server image. It is used when you need to know the configuration and attributes of a Lite Server image so that you can select a proper image when creating or adjusting a Lite Server instance. Before using this API, ensure that you have logged in to the system and have the permission to query image details, and the specified image exists. After the query, the API returns the details of the specified Lite Server image, including the image ID, name, OS, version, and creation time. If you do not have the operation permission, the specified image does not exist, or the image ID is invalid, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Querying the Lite Server Image List	hcloud ModelArts ListDevServerImages	This API is used to obtain information about all available Lite Server images in the system. It is used when you need to know the available Lite Server images so that you can select a proper image when creating or adjusting a Lite Server instance. Before using this API, ensure that you have logged in to the system and have the permission to query images. After the query, the API returns information about all available Lite Server images, including the image ID, name, and architecture type. If you do not have the permission to perform the operation or no image is available in the system, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Querying the HyperInstance List of a Tenant	hcloud ModelArts ListAllHyperinstances	This API is used to obtain information about all hyper instances of a specified tenant. It is used when you need to view the details of all hyper instances of a tenant for management and monitoring. Before using this API, ensure that you have logged in to the system and have the permission to query the hyper instance list of a tenant. After the query, the API returns the details of all hyper instances of the tenant, including the instance ID, name, status, and resource configuration. If you do not have the required permission or the tenant does not have hyper instances, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Obtaining Operation Details	hcloud ModelArts GetDevServerOperation	This API is used to obtain the details of a specified operation. It is used when you need to know the execution status of an operation for troubleshooting or operation audit. Before using this API, ensure that you have logged in to the system and have the permission to query the details of an operation, and the specified operation exists. After the query, the API returns the details of the specified operation, including the operation ID, operation type, execution status, start time, end time, and operation result. If you do not have the operation permission, the specified operation does not exist, or the operation ID is invalid, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Querying the Supported Lite Server Scaling Specifications and Capacity Calculation	hcloud ModelArts GetScaleEvaluationsDevServer	This API is used to obtain supported scaling specifications of a Lite Server supernode and calculate the capacity. It is used when you need to know the scaling options supported by the Lite Server supernode so that you can select proper specifications when adjusting the supernode resources and evaluate the resource requirements after scaling. Before using this API, ensure that you have logged in to the system and have the permission to query the supernode scaling specifications, and the specified supernode exists. After the query, the API returns the list of supported scaling specifications and capacity calculation results, including the specification ID, CPU, memory, storage, and resource usage after scaling. If you do not have the required permission, the specified supernode does not exist, or no scaling specifications are available in the system, the API returns an error message.	Go debug

API Name	Command	Description	Operation
Scaling Out Lite Server Supernodes	hcloud ModelArts ScaleUpHyperinstance	This API is used to increase the resource capacity of a Lite Server supernode. It is used when you need to improve the performance of a Lite Server supernode to support more loads or process more data. Before using this API, ensure that you have logged in to the system and have the permission to expand the supernode capacity, and the specified supernode exists and is running. After the scale-out, the resource capacity of the supernode is adjusted based on the specified specifications. You can use the increased resources immediately. If you do not have the required permission to perform the operation, the specified supernode does not exist, the supernode has reached the maximum capacity, or the specified scale-out specifications are invalid, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Scaling in Lite Server Supernodes	hcloud ModelArts ScaleDownHyperinstance	This API is used to reduce the resource capacity of a Lite Server supernode. It is used when you need to reduce resource usage of Lite Server supernodes to reduce costs or optimize resource allocation. Before using this API, ensure that you have logged in to the system and have the permission to reduce the supernode capacity, and the specified supernode exists and is running. After the scale-in, the resource capacity of the supernode is adjusted based on the specified specifications. You can use the reduced resources immediately. If you do not have the required permission to perform the operation, the specified supernode does not exist, the supernode has reached the minimum capacity, or the specified scale-in specifications are invalid, the API returns an error message.	Go debug

API Name	Command	Description	Operation
Querying the Logical Capacity Calculation Result of the hyperinstance-clusters Supernode	hcloud ModelArts ListHyperinstance-ClustersCapacity	This API is used to obtain the logical capacity calculation result of a specified hyper instance cluster. It is used when you need to know the resource usage and capacity planning of a supernode cluster for resource management and optimization. Before using this API, ensure that you have logged in to the system and have the permission to query the logical capacity of a supernode cluster, and the specified supernode cluster exists. After the query, the API returns the logical capacity calculation result of a specified supernode cluster, including the available capacity information. If you do not have the required permission to perform the operation, the specified supernode cluster does not exist, or the cluster ID is invalid, the API returns an error message.	Go debug

API Name	Command	Description	Operation
Querying the Tor Information of an Instance	hcloud ModelArts GetTopologies	This API is used to obtain the Top-of-Rack (Tor) switch information of a specified instance. It is used when you need to know the Tor switch connected to an instance for network configuration. Before using this API, ensure that you have logged in to the system and have the permission to query the Tor information of an instance, and the specified instance exists. After the query, the API returns the Tor information of the specified instance. If you do not have the operation permission, the specified instance does not exist, or the instance is not connected to the Tor switch, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Obtaining the Hyper Cluster Details List	hcloud ModelArts ListHyperCluster	This API is used to obtain details about all hyper clusters. It is used when you need to know the configuration and status of all supernode networks in the system. Before using this API, ensure that you have logged in to the system and have the permission to query hyper cluster details. After the query, the API returns details about all supernode networks, including the ID, name, and subnet information. If you do not have the required permission or the system does not have hyper clusters, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Creating a Hyper Cluster	hcloud ModelArts CreateHyperCluster	This API is used to create a hyper cluster in the system. It is used when you need to use a supernode network and create a hyper cluster. Before using this API, ensure that you have logged in to the system and have the permission to create a hyper cluster, and the required resources have been configured in the system. After the creation, a supernode network is created, and details about the supernode network are returned, including the ID, name, and subnet information. If you do not have the required permission, the system does not have the required resources, or the configuration parameters are invalid, the API returns an error message.	Go debug

API Name	Command	Description	Operation
Querying Hyper Cluster Instance Details	hcloud ModelArts GetHyperCluster	This API is used to obtain the details of a specified hyper cluster instance. It is used when you need to know the configuration and status of a supernode network for management and monitoring. Before using this API, ensure that you have logged in to the system, have the permission to query hyper cluster details, and the specified supernode network exists. After the query, the API returns details about the specified supernode network, including the ID, name, and subnet information. If you do not have the required permission to perform the operation, the specified supernode network does not exist, or the ID is invalid, the API returns an error message.	Go debug

API Name	Command	Description	Operation
Deleting a Hyper Cluster Instance	hcloud ModelArts DeleteHyperCluster	This API is used to delete a created hyper cluster instance. It is used when the supernode network is incorrectly configured or resources need to be cleared. Before using this API, ensure that the hyper cluster instance exists and you have the administrator permissions. After the deletion, the supernode network is permanently removed, and related resources and configurations are cleared. If the hyper cluster instance does not exist or you do not have the operation permission, the API returns an error message.	Go debug

API Name	Command	Description	Operation
Performing Operations on Lite Server Instances in Batches	hcloud ModelArts BatchDevServersAction	This API is used to perform unified operations, such as starting, stopping, restarting, or deleting Lite Server instances. It is used when you need to perform the same operation on multiple Lite Server instances, for example, stopping instances in batches during maintenance, restarting instances in batches after configuration update, or clearing unnecessary instances. Before using this API, ensure that the target Lite Server instance exists and you have the required operation permissions. After the operation, all specified Lite Server instances will be changed or removed according to the request, and related resources and configurations will be adjusted or cleared accordingly. If the target Lite Server instance does not exist, you do not have the operation permission, or the request parameters are incorrect, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Querying Lite Server Job Details	hcloud ModelArts GetDevServerJob	This API is used to obtain the details of a specified Lite Server job. It is used when you need to view the execution status, configuration parameters, and log information of a Lite Server job. Before using this API, ensure that the target Lite Server job exists and you have the view permission. After the query, the API returns the details of the specified Lite Server job, including the job ID, status, creation time, execution time, configuration parameters, and logs. If the target Lite Server job does not exist or you do not have the required permission, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Querying the Lite Server Job List	hcloud ModelArts ListDevServerJobs	This API is used to obtain the Lite Server job list and filter jobs by status and ID. It is used when you need to view the brief information about multiple Lite Server jobs. For example, you can use this API to obtain the jobs that meet the filter criteria during job status monitoring, troubleshooting, or routine management. Before using this API, ensure that you have the view permission. After the query, the API returns the Lite Server jobs that meet the search criteria, including the ID, status, and creation time. If you do not have the required permission or the request parameters are incorrect, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Deleting Lite Server Jobs in Batches	hcloud ModelArts DeleteDevServer-Jobs	This API is used to remove multiple Lite Server jobs. It is used when multiple Lite Server jobs are completed, incorrectly configured, or resources need to be cleared. Before using this API, ensure that the target Lite Server job exists and you have the administrator permissions. After the deletion, the specified Lite Server job is permanently removed, and related resources and configurations are cleared. If the target Lite Server job does not exist, you do not have the required permission, or the request parameters are incorrect, the API returns an error message.	**Go debug**

API Name	Command	Description	Operation
Creating a Lite Server Task	hcloud ModelArts CreateDevServer-Job	This API is used to create a Lite Server task. It is used when you need to start a development, test, or deployment task on the Lite Server. Before using this API, ensure that you have the permission to create a task and the task configuration parameters meet the requirements. After the creation, the Lite Server task is created, and the task ID and other related information are returned. If you do not have the required permission, the parameters are incorrect, or the system resources are insufficient, the API returns an error message.	Go debug
Obtaining the Lite Server Job Template List	hcloud ModelArts ListDevServerJob-Templates	This API is used to obtain the list of available Lite Server job templates. It is used when you need to view available job templates and select a proper template to create a Lite Server task. After the query, the API returns all available Lite Server job templates, including the template ID, name, and description. If no template is available in the system, the API returns an error message.	Go debug

API Name	Command	Description	Operation
Obtaining Lite Server Job Template Details	hcloud ModelArts GetDevServerJob-Template	This API is used to obtain the details of a specified Lite Server job template. It is used when you need to view the detailed configurations of a specified job template to learn about the parameter settings and usage description. After the query, the API returns the details of the specified template, including the template ID, name, description, and configuration parameters. If the target template does not exist, the API returns an error message.	Go debug
Obtaining Lite Server Service Details	hcloud ModelArts GetDevServerJob-Service	This API is used to obtain Lite Server deployment service details based on the service ID. It is used when you need to view the details of a deployed service, such as the status and APIs of the service. Before using this API, ensure that you have the permission to view services. After the query, the API returns the details of the deployed service, including the name, status, description, used model, and instance details. If you do not have the required permission or the ID does not exist, the API returns an error message.	Go debug

API Name	Command	Description	Operation
Querying Operation Details of a Super Node	hcloud ModelArts GetHyperinstance Operation	This API is used to query details about a specified operation. This interface is applicable to the following scenarios: Users can use this interface to obtain information about the execution and status of an operation for troubleshooting or operation audit. The prerequisites for using this API are that you have logged in to the system and have the permission to query operation details, and the specified operation exists. After the query operation is complete, the interface returns the detailed information about the specified operation, including the operation ID, operation type, execution status, start time, end time, and operation result. If the user does not have the operation permission, the specified operation does not exist, or the operation ID is invalid, the interface returns the corresponding error information.	**Go debug**
Attaching a NIC to a Lite Server	hcloud ModelArts AttachDevServer-Port	This API is used to attach a NIC to a Lite Server.	**Go debug**

API Name	Command	Description	Operation
Detaching a NIC from a Lite Server	hcloud ModelArts DetachDevServer-Port	This API is used to remove a specified NIC from a server. This API is designed for scenarios such as hardware maintenance, resource reclamation, or network configuration adjustments, allowing you to detach NIC devices that are no longer in use. To use this API, the target NIC must be correctly installed and operable, and you must have system administrator permissions. Once the detachment is complete, the NIC will be removed from the server configuration, and associated drivers and network parameters will be cleared. If the target NIC does not exist, you have insufficient permissions, or the server is in a state that prevents detachment, the API will return a corresponding error message.	Go debug

Authorization Management

API Name	Command	Description	Operation
Viewing an Authorization List	hcloud ModelArts GetAuthorizations	This API is used to view the authorization information.	Go debug
Configuring Authorization	hcloud ModelArts CreateAuthoriza-tion	This API is used to configure ModelArts authorization.	Go debug

API Name	Command	Description	Operation
Deleting Authorization	hcloud ModelArts DeleteAuthoriza-tions	This API is used to delete the authorization of a specified user or all users.	**Go debug**
Creating a ModelArts Agency	hcloud ModelArts CreateModelArts-Agency	This API is used to create an agency so that ModelArts can access dependent services such as OBS, SWR, and IEF.	**Go debug**

Workspace Management

API Name	Command	Description	Operation
Querying the Authorization Mode	hcloud ModelArts ShowAuthmodeDetail	This API is used to obtain the authorization mode and permission configuration information of a specified resource or function. This API is used when system administrators can use this API to view the access permission settings of resources. Developers can use this API to verify whether authorization policies are correctly configured. Security auditors can use this API to check whether authorization configurations comply with security specifications. Before using this API, ensure that you have the query permission and the authorization mode of the target resource or function has been configured. After the API is called, the API returns details about the authorization mode, including the authorization mode type, rules, and permission scope. If you do not have the permission to access this API or the authorization mode of the target resource is not configured, the API will return an error message.	Go debug

API Name	Command	Description	Operation
Updating the Authorization Mode	hcloud ModelArts UpdateAuthMode	This API is used to modify the authorization mode and permission configuration information of a specified resource or function. This API is used when system administrators can use this API to adjust the access permission of resources. Developers can use this API to update authorization policies to meet new service requirements. Security auditors can use this API to modify authorization configurations to comply with new security specifications. Before using this API, ensure that you have the update permission and the authorization mode of the target resource or function exists. After the API is called, the API updates the authorization mode of the target resource and returns the updated authorization mode information. If you do not have the permission to access this API or the authorization mode of the target resource does not exist, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Authenticating Whether the Current Workspace Can Be Used	hcloud ModelArts ValidateAuthori-zation	This API is used to check whether a user has the permission to access and use resources in the current workspace. This API is used when you try to access or operate resources in the workspace, and the system needs to check whether you have the required permission. Before using this API, ensure that you have logged in and the workspace exists. If the authentication is successful, the user can access and use resources in the workspace. If the authentication fails, the API returns an error message, for example, insufficient permissions or the workspace does not exist.	**Go debug**

API Name	Command	Description	Operation
Querying the User List	hcloud ModelArts ListUsers	This API is used to query the user list in the system. It is applicable when you need to view all users or filter users based on specific conditions. Administrators or the system can query the user list through this API. The prerequisite is that users already exist and the querier has the required permissions. After the query is complete, the API returns the list of users that meet the criteria. If no users exist or the querier does not have the required permissions, the API returns the corresponding error message.	Go debug
Querying Details About a Workspace	hcloud ModelArts ShowWorkspace	This API is used to obtain details about a workspace.	Go debug
Modifying a Workspace	hcloud ModelArts UpdateWorkspace	This API is used to modify a workspace.	Go debug
Deleting a Workspace	hcloud ModelArts DeleteWorkspace	This API is used to delete a workspace.	Go debug
Querying a Workspace Quota	hcloud ModelArts ShowWorkspaceQuotas	This API is used to obtain workspace quotas.	Go debug
Modifying a Workspace Quota	hcloud ModelArts UpdateWorkspaceQuotas	This API is used to modify a workspace quota.	Go debug
Querying a Workspace List	hcloud ModelArts ListWorkspace	This API is used to obtain a workspace list with detailed information contained in the response body.	Go debug

API Name	Command	Description	Operation
Creating a Workspace	hcloud ModelArts CreateWorkspace	This API is used to create a workspace. The name of the created workspace cannot be **default**, which is the name of the default workspace reserved by the system.	**Go debug**

Quota Management

API Name	Command	Description	Operation
Obtaining OS Quotas	hcloud ModelArts ShowOsQuota	This API is used to obtain the quotas of some ModelArts OS resources, such as resource pool quotas and network quotas. This API is used when you need to know the usage limits of resource pools or network resources, plan resource allocation, or monitor resource usage. Before using this API, ensure that ModelArts OS is deployed and you have the required permissions (such as administrator permissions or resource management permissions). After the API is called, the system returns details about resource pool quotas and network quotas, helping you better plan and manage resources. If you do not have the required permission, the service is unavailable, or the quota information is not configured, the API will return an error message.	Go debug

Resource Tag Management

API Name	Command	Description	Operation
Creating Resource Pool Tags in Batches	hcloud ModelArts BatchCreatePool-Tags	This API is used to add or update multiple tags for a specified resource pool. It is used when administrators need to manage resource pools by category (such as cost ownership and environment ID), configure metadata (such as project ownership and owner information) in batches, or update existing tag values. Before calling this API, ensure that the target resource pool exists and can be managed, you have the permissions to manage resource pool tags, and the submitted tag data complies with the format requirements (for example, the key is not empty and the value length is limited). After this API is called, the system adds a new tag to the resource pool or overwrites the value of the tag with the same name, and other configuration attributes of the resource pool are not affected. If the resource pool does not exist, you do not have the required permissions, the tag format is incorrect, or the system service is abnormal, an error	Go debug

API Name	Command	Description	Operation
		message (such as "404 Not Found", "403 Forbidden", "400 Bad Request", or "503 Service Unavailable") is returned.	

API Name	Command	Description	Operation
Deleting Resource Pool Tags in Batches	hcloud ModelArts BatchDeletePool-Tags	This API is used to delete multiple tags from a specified resource. It is used when administrators need to delete redundant tags (such as expired categories and invalid metadata), adjust resource classification policies, or remove tags in batches due to permission changes. Before calling this API, ensure that the target resource exists and can be managed, you have the required permissions to manage resource tags, the tags to be deleted have been associated with the resource, and TMS is running properly. After this API is called, the specified tags will be completely deleted from the resource, and other configuration attributes of the resource will not be affected. If the resource does not exist, you do not have the required permissions, the tags have not been associated with the resource, or the system service is abnormal, an error message (such as "404 Not Found", "403 Forbidden", "400 Bad Request", or "503 Service Unavailable") is returned.	**Go debug**

API Name	Command	Description	Operation
Obtaining All Tags of Resource Pools	hcloud ModelArts ListPoolTags	This API is used to obtain all tags of resource pools in the current project. By default, all workspaces are queried, but tag data is not returned for workspaces to which you do not have permissions. This API is used when you need to manage, classify, or collect statistics on resource pool tags. Before using this API, ensure that you have the required permission and the resource pool exists. After the API is called, the system returns the resource pool tags of all accessible workspaces in the current project. If you do not have the required permission, the resource pool does not exist, or the project is not created, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Obtaining Tags of a Resource Pool	hcloud ModelArts ShowPoolTags	This API is used to obtain the tag information of a specified resource pool. This API is used when you need to view, manage, or collect statistics on resource pool tags. Before using this API, ensure that the resource pool exists and you have the required permission. After the API is called, the system returns the tag information of the specified resource pool, including the tag key and tag value. If the resource pool does not exist, you do not have the access permission, or the resource pool is not configured with tags, the API will return an error message.	**Go debug**

Node Pool Management

API Name	Command	Description	Operation
Obtaining Node Pools	hcloud ModelArts ListNodePools	This API is used to obtain the list of a specified node pool. This API is used when you need to obtain the details about a node pool, such as the configuration, status, or resource management. Before using this API, ensure that the node pool exists and you have the administrator permissions. After the API is called, the system returns the node pool list, including the node pool ID, name, number of nodes, and status. If the node pool does not exist, the user does not have the permission to perform the operation, or the node pool is unavailable, the API will return an error message.	Go debug

API Name	Command	Description	Operation
Creating a Node Pool	hcloud ModelArts CreateNodePool	This API is used to create a node pool. This API is used when you need to create a node pool with specified configurations when you need to expand compute resources, optimize resource allocation, or deploy new services. Before using this API, ensure that you have the administrator permission and the node pool parameters (such as the number of nodes, specifications, and network configurations) are correctly set. After the creation, the node pool will be created and be available, and the related node information will be recorded. If you do not have the required permission, the parameter settings are incorrect, or system resources are insufficient, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Obtaining Details About a Specified Node Pool	hcloud ModelArts ShowNodePool	This API is used to obtain the details of a specified node pool. This API is used when you need to obtain the details about a node pool, such as the configuration, status, resource usage, or resource management. Before using this API, ensure that the node pool exists and you have the permission to access the node pool. After the API is called, the system returns the details about the node pool, including the node pool ID, name, number of nodes, status, creation time, and configuration parameters. If the node pool does not exist, the user does not have the permission to access the node pool, or the node pool is unavailable, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Updating a Node Pool	hcloud ModelArts PatchNodePool	This API is used to update the configurations of a specified node pool. This API is used when you need to expand the capacity of a node pool, adjust node specifications, optimize resource allocation, or repair node pool configurations. Before using this API, ensure that the node pool exists and you have the administrator permissions. After the update, the configurations of the node pool will be updated, including the number of nodes, node specifications, and network configurations. If the node pool does not exist, the user does not have the permission to operate the node pool, or the configuration parameters are incorrect, the API will return an error message.	Go debug

API Name	Command	Description	Operation
Deleting a Node Pool	hcloud ModelArts DeleteNodePool	This API is used to remove a created node pool. This function is not supported for yearly/monthly resource pools. This API is used when you need to delete a specified node pool when the tasks in the node pool are complete, the configuration is incorrect, or resources need to be cleared. Before using this API, ensure that the node pool exists and you have the administrator permissions. After the deletion, the node pool is permanently removed, and related resources and configurations are cleared. If the node pool does not exist, the user does not have the permission to perform the operation, or the node pool cannot be deleted, for example, it is a yearly/monthly resource pool or the node pool is in use, the API will return an error message.	Go debug

API Name	Command	Description	Operation
Obtaining Nodes in a Node Pool	hcloud ModelArts ListNodePoolNodes	This API is used to obtain details about all nodes in a specified node pool. This API is used when you need to obtain the details about a node pool, such as the node status, resource usage, or resource management. Before using this API, ensure that the node pool exists and you have the permission to access the node pool. After the API is called, the system returns the node list of the node pool, including the node ID, name, status, IP address, and resource usage. If the node pool does not exist, the user does not have the permission to access the node pool, or the node pool is unavailable, the API will return an error message.	Go debug

Plugin Management

API Name	Command	Description	Operation
Creating a Plugin	hcloud ModelArts CreatePoolPlugin	This API is used to create plugin instances.	Go debug
Querying the Plugin List	hcloud ModelArts ListPoolPlugins	This API is used to list plugin instances.	Go debug

Order Management

API Name	Command	Description	Operation
Querying Order Details	hcloud ModelArts ShowOrder	This API is used to query order details.	Go debug

Task Management

API Name	Command	Description	Operation
Querying Tasks	hcloud ModelArts ListJobs	This API is used to obtain the jobs of the current user.	Go debug

Training job management

API Name	Command	Description	Operation
Creating a Training Job Tag	hcloud ModelArts CreateTrainJobTags	This API is used to create tags for a training job. Tags can be added in batches. If the tag key to be added already exists, the tag value will be overwritten.	Go debug
Deleting a Training Job Tag	hcloud ModelArts DeleteTrainJobTags	This API is used to delete training job tags. Batch deletion is supported.	Go debug
Querying Tags of a Training Job	hcloud ModelArts ShowTrainJobTags	This API is used to query training job tags.	Go debug
Creating an Image Saving Task of a Training Job	hcloud ModelArts CreateSaveImage-Job	This API is used to create an image saving task of a training job.	Go debug
Query the Image Saving Task of a Training Job	hcloud ModelArts ShowSaveImageJob	This API is used to query the image saving task of a training job.	Go debug

Application Authentication Management

API Name	Command	Description	Operation
Querying the API Authentication Information of an Application	hcloud ModelArts GetAppAuthApisInfo	This API is used to query the API authentication information of an application.	Go debug

Algorithm management

API Name	Command	Description	Operation
Update training experiment information	hcloud ModelArts ChangeTrainingExperiment	Updates the training experiment information based on the experiment ID.	Go debug

Node configuration template

API Name	Command	Description	Operation
Obtaining a Node Configuration Template	hcloud ModelArts ShowNodeConfigTemplate	This API is used to obtain details about a node configuration template. This API is used when you need to view a node configuration template, manage node configurations, or perform related operations. Before using this API, ensure that the node configuration template exists and you have the required permission. After this API is called, the system returns the details of the specified node configuration template, including the template name, version, configuration parameters, and description. If the node configuration template does not exist or you do not have the access permission, the API will return an error message.	Go debug

API Name	Command	Description	Operation
Obtaining Custom Node Configuration Templates of a Resource Pool	hcloud ModelArts ShowPoolNodeConfigTemplate	This API is used to obtain the structure definition and parameter specifications of a node configuration template. It is used when you need to view the template structure of custom node configurations (such as parameter fields, verification rules, and example values), verify whether the configuration template complies with specifications, or select a configuration template, you can use this API to obtain the template metadata (such as parameter description, type restriction, and dependency). Before using this API, ensure that the target configuration template has been registered with the system and is accessible, you have the permissions to view the template, and the system configuration management service functions properly. After the query operation is complete, the system returns complete definitions of the template, including the parameter list, version number, and update time. The query operation does not	Go debug

API Name	Command	Description	Operation
		affect the template content or node configuration. If the template is not registered, you do not have sufficient permissions, or the system service is abnormal, an error message (for example, "404 Not Found", "403 Forbidden", or "503 Service Unavailable") is returned.	

Resource Pool Management

API Name	Command	Description	Operation
Obtaining Custom Node Configurations of a Resource Pool	hcloud ModelArts ShowPoolNodeConfig	This API is used to obtain custom node configurations of a resource pool.	**Go debug**

API Name	Command	Description	Operation
Order ID for Creating a Resource Pool	hcloud ModelArts CreateOrderId	This API is used to create a resource pool order ID. It is used when you need to apply for a new resource pool due to service expansion, resource insufficiency, or temporary resource requirements. You can use this API to change the pay-per-use billing mode to yearly/monthly. Before using this API, ensure that you have the permission to apply for resources, and the submitted resource pool configuration parameters (such as the resource type, capacity, and period) must comply with the system verification rules. Currently, only pay-per-use orders can be changed to yearly/monthly orders. After an order is created, the system generates a unique order ID, triggers the subsequent resource allocation, and records operation logs. If you do not have the required permissions, configuration parameters are missing or encounter an error (for example, the capacity exceeds the quota), the order type is not supported, or the system resources are insufficient, an error code and message are returned. No order ID	**Go debug**

API Name	Command	Description	Operation
		is generated and no resource is occupied.	

Network Management

API Name	Command	Description	Operation
Querying Available IP Addresses of a Network	hcloud ModelArts ShowNetworkAvailableIp	This API is used to query available IP addresses on a specified network. It is used when you need to quickly obtain available IP addresses during network planning, resource allocation, or troubleshooting. Before calling this API, ensure that you have the permissions to access the target network and the network range (such as the subnet mask or IP address segment) is valid. After this API is called, the system returns a list of available IP addresses on the specified network. You can assign IP addresses or perform further operations based on the query results. If the network is unreachable, you do not have the required permissions, or the network range is incorrect, an error message is returned.	Go debug

Node Management

API Name	Command	Description	Operation
Batch Updating Nodes	hcloud ModelArts BatchUpdatePoolNodes	This API is used to modify the configuration or attributes of multiple nodes at the same time. Each node can execute the update process independently during batch operations. Use this API when you need to upgrade node software versions, manage resource tags, adjust resource allocation policies, apply security fixes, or synchronize configuration changes. To use it, ensure the target nodes exist, have administrator rights, and are operational (not locked or under maintenance). Provide a valid node list and update parameters like configurations or version numbers. After the update, nodes adopt the new settings and become available, replacing old configurations. If issues arise, like missing nodes, insufficient permissions, incorrect node states (like under maintenance), invalid parameters, or incomplete data, the system returns errors such as 404 node not found, 403 permission denied, or 400 parameter validation failed.	Go debug

API Name	Command	Description	Operation
Locking Node Functions in Batches	hcloud ModelArts BatchLockPoolNodes	This API is used to lock node functions in batches. The locked functions cannot be used on the console. This API is used when you need to temporarily disable functions of some nodes to prevent misoperations, or perform system maintenance or tests. You can use this API to lock node functions in batches. Before using this API, ensure that the node function exists and you have the administrator permissions. After the lock operation is complete, the functions of the specified node are disabled on the console, and related operations cannot be performed. If the node function does not exist, you do not have the permission to perform the operation, or the request parameters are invalid, the API will return an error message.	Go debug

API Name	Command	Description	Operation
Unlocking Node Functions in Batches	hcloud ModelArts BatchUnlockPool Nodes	This API is used to unlock functions of a specified node in batches. After the unlocking, the functions become available on the console. This API is used when you need to unlock the locked functions in batches after the system maintenance or test. Before using this API, ensure that the node function has been locked and the user has the administrator permission. After the unlocking, the functions of the specified node become available on the console, and the user can use the functions. If the node function is not locked, the user does not have the permission to perform the operation, or the request parameters are invalid, the API will return an error message.	**Go debug**

API Name	Command	Description	Operation
Resetting Nodes	hcloud ModelArts BatchResetPoolNodes	This API is used to reset a node to the initial state and clear data and configurations on the node. This API is used when you need to reset a node to the factory or initial state when the node is faulty, the configuration is incorrect, the node needs to be redeployed, or the system needs to be restored. Before using this API, ensure that the node exists and the user has the administrator permission. After the reset, all data and configurations on the node are cleared, and the node is restarted and restored to the initial state. If the node does not exist, you do not have the permission to perform operations on the node, or the node cannot be reset (for example, a task is running), the API will return an error message.	Go debug

API Name	Command	Description	Operation
Changing the Node Specifications	hcloud ModelArts BatchResizePoolNodes	This API is used to adjust the specifications (such as step) of a specified node. For example, you can expand the node from 8-node supernode to 16-node supernode. This API is used when you need to adjust the resource capacity of a node, optimize resource utilization, or upgrade the system based on service requirements. Before using this API, ensure that the node has been created and can be modified, the target specifications are supported, and the user has the administrator permissions. After the specifications are changed, the resource capacity of the node is adjusted as required, and related services and configurations are reloaded to adapt to the new specifications. If the node does not exist, the node cannot be modified, the target specifications are not supported, or the user does not have the permission to perform the operation, an error message will be returned.	**Go debug**

API Name	Command	Description	Operation
Migrating Nodes in Batches	hcloud ModelArts BatchMigratePoolNodes	This API is used to batch migrate nodes between resource pools. Nodes are migrated from one resource pool to another. Use this API when nodes in a resource pool are unevenly distributed, during cluster maintenance, or for service expansion. It allows you to move specific nodes between resource pools. Make sure the resource pool has at least two nodes and enough resources like IP addresses before migrating them with this API. The API returns an error if the resource pool has only one node, lacks sufficient cluster resources, the node cannot migrate, or you lack operation permissions.	**Go debug**
Binding Nodes to a Logical Subpool in Batches	hcloud ModelArts BatchBindPoolNodes	This API is used to bind nodes in a logical subpool to another logical subpool when node binding is enabled for a physical dedicated pool.	**Go debug**

API Name	Command	Description	Operation
Batch Draining Nodes	hcloud ModelArts BatchDrainPoolN-odes	This API is used to batch drain nodes. You can use this API to stop the service processing capabilities of specified nodes and release related resources. This API applies to the following scenarios: When the system needs to isolate faults urgently, reclaim resources, perform version upgrade or maintenance operations, you can use this API to suspend the service traffic of the target nodes in batches to ensure service stability during operations. Before using this API, ensure that the target nodes already exist, you have the administrator permissions, the nodes are running and not locked, and the resource pool meets the capacity constraints after drainage (for example, the minimum number of available nodes). In addition, a valid node list and drainage policies (for example, immediate drainage or delayed drainage) must be provided as input parameters. After the operation is complete, the specified node stops receiving new tasks and gradually releases	**Go debug**

API Name	Command	Description	Operation
		resources. The original service data is retained or migrated according to the policies. If issues arise, like missing nodes, insufficient permissions, incorrect node states (like under maintenance), insufficient capacity of resource pools, or missing input parameters, the system returns errors such as 404 (Node not found), 403 (Permission denied), and 400 (Parameter verification failed).	

API Name	Command	Description	Operation
Querying Details About a Single Node in a Resource Pool	hcloud ModelArts ShowPoolNode	This API is used to obtain details about a single node in a specified resource pool. It is used when you need to view the node resource allocation and details such as the node type, status, configuration parameters, and associated services. Before using this API, ensure that the target resource pool exists and you have sufficient permissions to view it. In addition, you need to provide a valid resource pool ID as the input parameter. After this API is called, the system returns data of a single node in the resource pool. If the resource pool does not exist, the user permission is insufficient, or the input parameters are invalid, an error message, for example, "404 Resource pool not found" or "403 Permission denied", is returned.	Go debug

Plugin Template Management

API Name	Command	Description	Operation
Query Plugin Templates	hcloud ModelArts ListPluginTemplates	This API is used to obtain plugin templates.	Go debug

Training Job Management (New)

API Name	Command	Description	Operation
Querying Fine-tuning Training Job Details	hcloud ModelArts ShowFtDetail	The fine-tuning training job details query API is used to obtain detailed information about a specified training job on ModelArts. This API applies to the following scenario: when users need to view the running status and configuration information of a specific training job, they can use this API to obtain job details. The prerequisite for using this API is that the user knows the training job ID and has the permission to view job details. After the query operation is complete, the platform returns detailed information including the status, configuration, and logs of the training job. If the training job ID does not exist or the user does not have the permission, the API returns an error message.	Go debug
Querying Fine-tuning Training Job Metrics	hcloud ModelArts ShowFtMetrics	Query fine-tuning training job metrics, such as training loss.	Go debug
Querying Fine-tuning Training Job Artifact List	hcloud ModelArts ListFtArtifacts	Query the artifact list of a fine-tuning training job.	Go debug
Publishing Fine-tuning Training Artifacts as Model Assets	hcloud ModelArts PublishFtArtifacts	After a training job runs successfully, publish the generated model information to the asset center.	Go debug

Training Job Management (New Version)

API Name	Command	Description	Operation
Querying the Training Job Resource List (Filtered by Tag)	hcloud ModelArts ListTrainingJobs-ByTags	This API is used to filter training job resources that meet the specified conditions in the project by tags, resource names, and other conditions, and returns the tag information of each job.	Go debug
Verifying a Training Job Name	hcloud ModelArts ValidateTraining-JobName	This API is used to check whether the name of a training job to be created on ModelArts is duplicated.	Go debug
Querying the Route Plan Information of a Training Job	hcloud ModelArts ShowTrainingJobR outePlan	This API is used to obtain the route plan (rank mapping) result of a specified training job in a dedicated resource pool with Ascend specifications.	Go debug
Querying the Training Job Tag List in a Project	hcloud ModelArts ListTrainingJob-Tags	This API is used to obtain the collection of tags used by all training jobs in a specified project. The tags are aggregated by key, and each key contains all distinct values.	Go debug

Training Job Management (Old Version)

API Name	Command	Description	Operation
Batch Deleting Training Jobs	hcloud ModelArts BatchDeleteTrai-ningJob	This API is used to remove multiple created training jobs from ModelArts at a time.	Go debug

Scheduled Events

API Name	Command	Description	Operation
Authorizing Scheduled Events	hcloud ModelArts AcceptScheduledEvent	Specifies the authorization of a scheduled event.	Go debug
Obtaining the Scheduled Event List	hcloud ModelArts ListScheduledEvents	This API is used to obtain the scheduled event list.	Go debug