ModelArts

Billing

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Huawei Cloud Computing Technologies Co., Ltd.

Address: Huawei Cloud Data Center Jiaoxinggong Road

Qianzhong Avenue Gui'an New District Gui Zhou 550029

People's Republic of China

Website: https://www.huaweicloud.com/intl/en-us/

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1 Overview

In this document, you will learn about how ModelArts is billed, how you can renew subscriptions and manage costs, and what happens if your account goes into arrears.

Billing modes

ModelArts provides two billing modes: yearly/monthly and pay-per-use.

- Yearly/Monthly: You pay upfront for the amount of time you expect to use a resource for. You will need to make sure you have a top-up account with a sufficient balance or have a valid payment method configured first.
- Pay-per-use is a postpaid billing mode. You pay as you go and just pay for what you use.

• Billing items

The ModelArts billing items include ModelArts compute resources and basic resources such as object storage and EVS.

Table 1-1 Billing items

Billin g Item	Description	Billi ng Mod e	Billing Formula	Applicabl e Function Module
Compute resour ces	Charges apply for vCPUs, GPUs, and NPUs. Pay-per-use resources are billed based on specifications and usage duration. Yearly/Monthly resources are billed based on specifications and the subscription period.	Pay- per- use Yearl y/ Mon thly	 Pay-per-use: Specification unit price x Number of compute nodes x Usage duration Yearly/Monthly: Specification unit price x Number of compute nodes x Purchase duration For details, see ModelArts Price Calculator. 	 Model Arts Standa rd dedicat ed resourc e pool, workflo w, notebo ok, trainin g job, and real- time/ batch/ edge service Model Arts Lite Cluster resourc e pool Model Arts Lite Server Model Arts Lite Server Model Arts Lite Server

Billin g Item	Description	Billi ng Mod	Billing Formula	Applicabl e Function Module
Objec t storag e (syste m disk and data disk)	Charges apply for storage capacity, type, and duration.	Pay- per- use Yearl y/ Mon thly	Creating an OBS bucket is free of charge. You pay only for the storage capacity and duration you actually use. For details, see Object Storage Price Calculator.	Model Arts Standa rd data manag ement, workflo w, notebo ok, trainin g job, model manag ement, and real- time/ batch/ edge service Model Arts Studio (MAAS)
Scalab le File Servic e (SFS)	Charges apply for storage capacity and duration.	Pay- per- use	Unit price per GB x Storage capacity x Usage duration For details, see SFS Price Calculator.	 Model Arts Standa rd trainin g job and notebo ok Model Arts Lite Cluster resourc e pool Model Arts Lite Server

Billin g Item	Description	Billi ng Mod e	Billing Formula	Applicabl e Function Module
EVS disks (syste m disks and data disks)	Charges apply for EVS disk type and capacity. The selected EVS disks for creating a notebook instance will be billed from the time of creation until the instance is deleted.	Pay- per- use	EVS disk size x EVS disk unit price x Purchase quantity x Purchase duration For details, see EVS Price Calculator.	 Model Arts Standa rd notebo ok Model Arts Lite Cluster resourc e pool Model Arts Lite Server
Event notific ation (billed only when enabl ed)	This function uses Simple Message Notification (SMN) to send a message to you when the event you selected occurs. To use this function, enable event notification when creating a training job. For pricing details, see Simple Message Notification Pricing Details.	Pay by actu al usag e	 SMS: SMS notifications Email: Email notifications + Downstream Internet traffic HTTP or HTTPS: HTTP or HTTPS notifications + Downstream Internet traffic 	 Workfl ow, notebo ok, trainin g job, and real- time/ batch/ edge service Model Arts Studio (MAAS)

Billin g Item	Description	Billi ng Mod e	Billing Formula	Applicabl e Function Module
Run logs (billed only when enabl ed)	Log Tank Service (LTS) collects, analyzes, and stores logs. If Runtime Log Output is enabled during service deployment, you will be billed if the log data exceeds the LTS free quota. For details, see Log Tank Service Pricing Details.	Pay by actu al log size	After the free quota is exceeded, you are billed based on the actual log volume and retention duration.	ModelArts Standard real-time/ batch/ edge service

For details about the billing composition and formulas of each billing item, see **Billing Item (ModelArts Standard)**.

For more information about the billing samples and the billing for each item, see **Billing Examples**.

Renewal

After a yearly/monthly subscription expires, ModelArts jobs cannot run properly. To continue using ModelArts resources, renew your subscription within a specified period. Otherwise, your resources will be automatically released and data may be lost. You can renew your subscriptions manually or automatically. For more information on renewal, see Overview.

Bills

To learn about your expenditures, go to **Billing Center** > **Billing**, and check the transactions and detailed bills related to your resources. For details, see **Bills**.

Arrears

Your account goes into arrears when the balance is less than the bill to be settled. To continue using your cloud resources, top up your account in time. For details, see **About Arrears**.

Stopping billing

When cloud service resources are no longer in use, you can unsubscribe from or delete them to avoid further charges. For details, see **Stopping Billing**.

Cost management

You can manage costs from four dimensions: cost composition, cost allocation, cost analysis, and cost optimization. For details, see **Cost Management**.

2 Billing Modes

2.1 Overview

ModelArts provides two billing modes: yearly/monthly and pay-per-use to meet your requirements in different scenarios. For details about the prices of different billing modes, see **ModelArts Pricing Details**.

- Yearly/Monthly is a prepaid billing mode where resources are billed based on the purchase duration. You get a greater discount if you purchase a longer period. This mode is ideal for scenarios where your compute resource demand is stable during the purchase duration.
- Pay-per-use is a postpaid billing mode where ModelArts compute resources are billed based on the usage duration, in seconds. A bill is generated on the hour. This mode allows flexible resource usage based on service requirements, eliminating the need for pre-provisioning and preventing over or underallocation of resources. This mode applies if resource requirements fluctuate. You only need to pay for what you have used.

Table 2-1 lists the differences between the two billing modes.

Table 2-1 Differences

Billing Mode	Yearly/Monthly	Pay-per-use
Payme nt Metho d	Prepaid Billed by the purchase period specified in your order	Postpaid Billed by usage duration
Billing Cycle	Billed by the purchase period specified in the order	Billed by the second. A bill is generated on the hour.
Applica ble Billing Item	Compute resources	Compute resources and EVS disks

Applica ble Resour ce Pool	Dedicated resource pools	Public resource pools and dedicated resource pools
Applica ble Functio n	Workflow, notebook, model training, and model deployment Lite Cluster Lite Server	Workflow, notebook, model training, and model deployment
Billing Mode Change	Not supported	The billing mode can be changed to yearly/monthly. Changing the Billing Mode
Flavor Change	N/A	Supported
Applica tion Scenari o	This cost-effective mode is ideal when the duration of resource usage is predictable. This mode is recommended for long-term users.	This mode is suitable when you want more flexibility and control on compute resource usage.

2.2 Yearly/Monthly

Yearly/Monthly is a billing mode where you pay before using the resources. It is suitable when you have stable resource demands and want to reduce costs. This mode allows you to purchase cloud service resources beforehand with price discounts. This section describes the billing rules of yearly/monthly ModelArts resources.

Application Scenario

The yearly/monthly billing mode requires you to pay for a subscription period before using the resources. It is suitable for long-term users with stable demands. The following are some service scenarios applicable to this billing mode:

- Stable resource demands: For services with long-term, stable resource requirements, such as large model training that requires a long time, the yearly/monthly billing mode offers high cost-effectiveness.
- Long-term projects: For long-term projects, such as scientific model training, the yearly/monthly billing mode ensures stable resource usage throughout the project period.

Constraints

Yearly/Monthly resource pools cannot be used across regions.

Applicable Billing Item

You can purchase computing resources in Yearly/Monthly mode.

Table 2-2	Applicable	billing	items
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Billing Ite	m	Description
Compute resource	ModelArts Standard dedicated resource pools	vCPU, GPU, and NPU
	ModelArts Lite Cluster resource pools	
	ModelArts Lite Server resource pools	

ModelArts provides yearly/monthly AI dedicated resource pools, including Standard resource pools, Lite Cluster resource pools, and Lite Server resource pools.

To purchase a yearly/monthly Standard dedicated resource pool, log in to the ModelArts console. In the navigation pane on the left, choose **Standard Cluster** under **Resource Management**. On the displayed page, click **Buy Standard Cluster** in the upper right corner. Then, set **Billing Mode** to **Yearly/Monthly** and view the fee in the lower left corner.

Billing Cycle

The billing cycle of yearly/monthly resources is determined by the purchase duration (UTC+08:00). A billing cycle starts from the time when you enable or renew a resource (accurate to seconds) and ends at 23:59:59 on the expiration date.

For example, if you purchase a dedicated resource pool for one month at 15:50:04 on March 8, 2023, the billing cycle is from 15:50:04 on March 8, 2023 to 23:59:59 on April 8, 2023.

Billing Example

Assume that you purchase a yearly/monthly dedicated resource pool (specifications: CPU: 8 vCPUs 32GB; number of compute nodes: 1) at 15:50:04 on March 8, 2023. The billed resources are vCPUs. Your subscription is one month and you manually renew it for another month before it expires. The billing cycles are as follows:

- The first billing cycle is from 15:50:04 on March 8, 2023 to 23:59:59 on April 8, 2023.
- The second billing cycle is from 23:59:59 on April 8, 2023 to 23:59:59 on May 8, 2023.

You must prepay for each billing cycle. Table 2-3 shows the billing formula.

Table 2-3 Billing formula

Resource Type	Billing Formula	Unit Price
Compute resource	Specification unit price x Number of compute nodes x Purchase duration	For details, see ModelArts Pricing Details.

The fee in the preceding example is calculated as follows:

 $1,750 \times 1 \times 2 = 43,500 \text{ CNY}$

NOTICE

The above shows an example. Refer to the actual specifications and price displayed on the console. For details, see **ModelArts Pricing Details**.

Billing Impacts Following Configuration Changes

If the specifications of a yearly/monthly compute resource do not meet your service requirements, you can change them on the ModelArts management console and pay for the new specifications.

- Upgrades: You change the current specification of a resource to a new, more expensive specification and then pay for the difference.
- Downgrades: You change the current specification of a resource to a new, less expensive specification and Huawei Cloud refunds the difference.

Avoid degrading resource specifications as it will negatively affect ModelArts performance. Example of upgrade fee (without any discount): Assume that you purchase a dedicated resource pool (specifications: CPU: 8 vCPUs 32GB; number of compute nodes: 1) for one month on April 8, 2023, and you add one compute node on April 18, 2023. The price of the configuration changes from \$625.10 USD/month to \$1,250.20 USD/month. The formula is as follows:

Upgrade fee = Price of the new specification x Remaining duration - Price of the old specification x Remaining duration

The remaining duration in the formula is the sum of the remaining days in each calendar month divided by the maximum days in the corresponding calendar month. In this example, the remaining duration = 12 (Remaining days in April)/30 (Maximum days in April) + 8 (Remaining days in May)/31 (Maximum days in May) = 0.6581. The specification upgrade fee is calculated as follows: $1,250.20 \times 0.6581 - 625.10 \times 0.6581 = 411.37 USD .

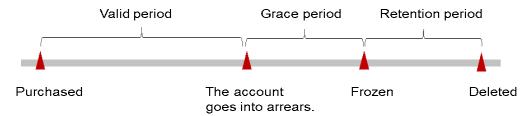
For details, see **Pricing of a Changed Specification**.

Impacts of Expiration

Figure 2-1 describes the status of yearly/monthly resources in each period. After purchasing a resource, it remains operational throughout the billing cycle. This can

be referred to as the validity period. If the resource is not renewed after expiration, it enters the grace period and then the retention period.

Figure 2-1 Periods of yearly/monthly resources



Expiration warning

You will be notified seven days before your yearly/monthly dedicated resource pool expires. Warning messages will be sent by email, SMS, and internal message.

Impacts of expiration

If your yearly/monthly resource pool is not renewed after expiration, it first enters the grace period and its status changes to **Expired**. During the grace period, you can access ModelArts, but the following operations will be restricted:

- Changing resource pool specifications
- Unsubscribing from the resource pool

If you do not renew the yearly/monthly resource pool within the grace period, the resource enters the retention period and the resource status changes to **Frozen**. You cannot perform any operation on the yearly/monthly resource in the retention period.

If the yearly/monthly resource pool is not renewed after the retention period ends, compute resources will be released and data cannot be restored.

Ⅲ NOTE

• Both the grace period and retention period are 15 days.

2.3 Pay-per-Use

Pay-per-use is a billing mode where you pay after using the resources. This billing mode does not require you to make any prepayments or long-term commitments. This section describes the billing rules for pay-per-use resources.

Application Scenario

Pay-per-use is ideal when your resource needs fluctuate. For instance, in the context of AI-generated content (AIGC) inference for To Customer (ToC) services, customer service volumes fluctuate regularly over time. Adopting this billing mode can significantly reduce customers' service costs. You can select resource flavors on the pages for running workflows, creating notebook instances, creating training jobs, and deploying model services.

Constraints

Pay-per-use resource pools cannot be used across regions.

Applicable Billing Item

Compute resources can be billed in this mode.

Table 2-4 Applicable billing items

Billing Ite	m	Description
1	Public resource pools	vCPU, GPU, and NPU
resource	ModelArts Standard AI dedicated resource pools	

ModelArts allows pay-per-use billing for both public and dedicated resource pools.

- To purchase a pay-per-use dedicated resource pool, log in to the ModelArts console. In the navigation pane on the left, choose Standard Cluster under Resource Management. On the displayed page, click Buy Standard Cluster in the upper right corner. Then, set Billing Mode to Pay-per-use and view the fee in the lower left corner. The price is calculated based on the resources selected for the resource pool.
- Pay-per-use public resource pools cannot be directly purchased on the management console. Instead, you can select a public resource pool for AI development, including running workflows, creating notebook instances, creating training jobs, and deploying real-time services. For example, when you create a training job, you can view the price details at the bottom of the page.

Figure 2-2 Price details for creating a training job



Billing Cycle

Pay-per-use resources are billed by second. A bill is generated on the hour (UTC +08:00). After the bill is generated, a new billing cycle starts.

□ NOTE

 For a dedicated resource pool, the billing starts when it is created, and ends when it is deleted.

Creating a dedicated resource pool takes time. The billing starts when the dedicated resource pool is enabled, not during its creation process. You can view the time you obtained a dedicated resource pool in the **Basic Information** area on the details page, and view the time when the resource pool is successfully created in the **Occurred At** column of the event whose **Details** is **Pool status changed, from Creating to Running.**

• For a public resource pool, the billing starts when an instance using the public resource pool is created, and ends when the instance is stopped or deleted.

The instance can be:

- Training jobs and real-time services created for running workflows
- Notebook instances
- Training jobs
- Real-time services

For example, if you purchase a pay-per-use dedicated resource pool with compute resources (vCPUs) at 08:45:30 and delete it at 08:55:30, the billing cycle is from 08:00:00 to 09:00:00 and fees are generated from 08:45:30 to 08:55:30. The billing duration in this billing cycle is 600 seconds.

Billing Example

Assume that you purchase a pay-per-use dedicated resource pool (specifications: **CPU: 8 vCPUs 32GB**; number of compute nodes: 1) on April 18, 2023 at 09:59:30. The billing resources are compute resources (vCPUs). If you delete the resource pool on April 18, 2023 at 10:45:46, then:

- The first billing cycle is from 09:00:00 to 10:00:00. Fees are generated from 09:59:30 to 10:00:00. The billing duration in this billing cycle is 30 seconds.
- The second billing cycle is from 10:00:00 to 11:00:00. Fees are generated from 10:00:00 to 10:45:46. The billing duration in this billing cycle is 2,746 seconds.

You must pay for each billing cycle. **Table 2-5** shows the billing formula. The **Product Pricing Details** page displays the hourly price of each resource. The price per second of each resource can be obtained by dividing their hourly price by 3600.

Table 2-5 Billing formula

Resource Type	Billing Formula	Unit Price
Compute resource (vCPU)	Specification unit price x Number of compute nodes x Billing duration	For details, see ModelArts Pricing Details.

The fee in the preceding example is calculated as follows:

0.66 USD/hour x 1 x (30 + 2746)/3600 hours = 0.50 USD

NOTICE

The prices in this document are for reference only. The actual prices are subject to **ModelArts Pricing Details**.

Billing Impacts Following Configuration Changes

If you change the specifications after purchasing a pay-per-use resource pool, a new order is generated and you are billed based on the price of the new configuration. The old order automatically becomes invalid.

If you have purchased a pay-per-use resource pool and then changed the specifications in an hour, multiple billing records will be generated. The duration between the start and end time of each billing record is the validity period of the corresponding configuration.

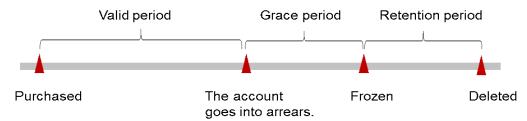
For example, if you purchase a pay-per-use dedicated resource pool with the flavor **modelarts.vm.cpu.8ud (8vCPUs 16GiB)** and two compute nodes at 09:00:00, and add two nodes at 09:30:00 (four nodes in total after the upgrade), two billing records are generated between 09:00:00 and 10:00:00.

- The first record corresponds to 09:00:00 to 9:30:00 and two compute nodes are billed.
- The second record corresponds to 09:30:00 to 10:00:00 and four compute nodes are billed.

About Arrears

Figure 2-3 describes the status of pay-per-use resources in each period. After purchasing a resource, it remains operational throughout the billing cycle. This can be referred to as the validity period. If your account is in arrears, the resource enters the grace period and then the retention period.

Figure 2-3 Periods of pay-per-use resources



Arrears warning

Fees are deducted based on pay-per-use resources at the end of each billing cycle. When your account is in arrears, you will be notified by email, SMS, and internal message.

Impacts of arrears

After your account is in arrears, the pay-per-use resources will not become unavailable immediately. These resources enter the grace period. You need to pay

fees for pay-per-use resources incurred during the grace period, which are counted as outstanding amount in the Billing Center. Huawei Cloud will automatically deduct the fees when you top up.

If you do not pay the arrears within the grace period, the resources enter the retention period and the resource status changes to **Frozen**. You cannot perform any operation on the pay-per-use resources in the retention period.

If you do not pay the arrears within the retention period, the compute resources will be released and data cannot be restored.

∩ NOTE

• Both the grace period and retention period are 15 days.

Outstanding Balance

If your account is in arrears, some operations will be restricted. Top up your account as soon as possible. **Table 2-6** describes the restricted operations.

Table 2-6 Restricted operations due to arrears

Feature	Restricted Operation		
Workflow	Subscribing to workflows, training models, and deploying models		
Notebook	Creating and starting notebook instances		
Training job	Creating training jobs		
Real-time	Deploying real-time services		
Dedicated Resource Pools	Creating, freezing, unfreezing, and deleting dedicated resource pools		

3 Billing Item (ModelArts Standard)

3.1 Data Management

Description

ModelArts data management allows you to use dataset, data labeling, and data processing functions for free. The details are as follows:

- **Dataset**: Creating datasets in ModelArts is free of charge.
- **Data labeling**: Manual labeling and auto labeling in ModelArts are free of charge.
- **Data processing**: Creating data cleaning, data validation, data selection, and data augmentation tasks in ModelArts are free of charge.

However, you will be billed for storing data in OBS. For details, see Table 3-1.

Table 3-1 Billing for storage resources

Billing Item		Description	Billing Mode	Billing Formula
Stora ge resour ce	Obj ect Sto rag e Ser vice (OB S)	OBS is used to store the input and output data of training and inference. For details, see Object Storage Service Pricing Details. CAUTION OBS resources for storing data are continuously billed. To stop billing, delete the data stored in OBS.	Pay-per- use Yearly/ Monthly	Creating an OBS bucket is free of charge. You pay only for the storage capacity and duration you actually use.

NOTICE

The following prices are for reference only. For the actual prices, see pricing details for each service.

Example: storage fee

Assume that you create a dataset at 10:00:00 on April 1, 2023 and the data is stored in OBS. The billing item is storage resources. The fee for storing data in OBS is calculated as follows:

 Storage fee: Data in the data management module is uploaded to or exported from OBS. The storage fee is based on the OBS billing rules. For details, see Object Storage Service Pricing Details.

In conclusion, the data management fee is equal to the storage fee.

3.2 Development Environment

Description

Running notebook instances in ModelArts development environments use compute and storage resources, which are billed. For details, see **Table 3-2**.



After a notebook instance is stopped, the compute resources are no longer billed, but EVS is still billed. To avoid unnecessary fees, delete EVS resources in a timely manner to stop charging.

For details about EVS billing, see **Table 3-2**. For details about how to delete an EVS, see **Detaching and Deleting an EVS Disk**.

- Compute resource fee:
 - If dedicated resource pools are used for running notebook instances, compute resources are not billed.
 - If public resource pools are used for running notebook instances, compute resources are billed.
- Storage resource fee: fee for storing data in OBS, EVS, or SFS

Table 3-2 Billing items

Billing	g Item	Description	Billing Mode	Billing Formula
Com pute reso urce	Public resour ce pools	Usage of compute resources. For details, see ModelArts Pricing Details.	Pay-per- use	Specification unit price x Number of compute nodes x Usage duration
	Dedic ated resour ce pools	Fees for dedicated resource pools are paid upfront upon purchase. There are no additional charges for running notebook instances. For details about fees for dedicated resource pools, see Dedicated Resource Pool.	N/A	N/A
Stor age reso urce	EVS	EVS is used to store data generated for running notebook instances. The default disk size is 5 GB. You are billed by GB from the time when a notebook instance is created to the time when it is deleted. For details, see EVS Pricing Details. CAUTION EVS resources for storing data are continuously billed. To stop billing, delete the data stored in EVS.	Pay-per- use	Specification unit price x Usage duration
	SFS	SFS is used to store data generated for running notebook instances. For details, see Scalable File Service Pricing Details. CAUTION SFS resources for storing data are continuously billed. To stop billing, delete the data stored in SFS.	Pay-per- use Yearly/ Monthly	Pay-per-use: Specification unit price x Purchase duration Yearly/Monthly: Specification unit price x Purchase duration x Purchase quantity

NOTICE

The following prices are for reference only. For the actual prices, see pricing details for each service.

Example: Using a public resource pool; billing items: compute resources and EVS storage

Assume that you create a notebook instance on April 1, 2023 at 10:00:00. A public resource pool with flavor **CPU: 8 vCPUs 32GB** and one compute node is used, along with a 5 GB disk. (Unit price: \$0.573 USD/hour). Then, you delete the notebook instance at 13:00:00 on the same day. The billing items are compute and storage resources. The fee for running this notebook instance is calculated as follows:

Resource fee = Compute resource fee + Storage fee = \$0.573 USD/hour x 1
 x 3 hours = \$1.719 USD

In conclusion, the fee for running the notebook instance = \$1.719 USD.

Example: Using a dedicated resource pool; billing item: EVS storage

Assume that you create a notebook instance on April 1, 2023 at 10:00:00. A dedicated resource pool and a 5 GB disk are used. You delete the data stored in EVS on April 2, 2023 at 10:00:00. The billing item is EVS storage. The fee for running the notebook instance is as follows:

• **Storage fee** = \$0.002 USD/hour x 24 hours = \$0.048 USD

In conclusion, the fee for running the notebook instance is \$0.048 USD.

3.3 Model Training

Description

Model training in ModelArts uses compute and storage resources, which are billed. Compute resources are billed for running training jobs. Storage resources are billed for storing data in OBS or SFS. For details, see **Table 3-3**.

Table 3-3 Billing items

Billing	g Item	Description	Billing Mode	Billing Formula
Com pute reso urce	Publi c reso urce pools	Usage of compute resources. For details, see ModelArts Pricing Details.	Pay- per-use	Specification unit price x Number of compute nodes x Usage duration

Billing	g Item	Description	Billing Mode	Billing Formula
	Dedi cate d reso urce pools	Fees for dedicated resource pools are paid upfront upon purchase. There are no additional charges for model training. For details about fees for dedicated resource pools, see Dedicated Resource Pool.	N/A	N/A
Stor age reso urce	Obje ct Stora ge Servi ce (OBS	OBS is used to store the input and output data of model training. For details, see Object Storage Service Pricing Details. CAUTION OBS resources for storing data are continuously billed. To stop billing, delete the data stored in OBS.	Pay- per-use Yearly/ Monthl y	Creating an OBS bucket is free of charge. You pay only for the storage capacity and duration you actually use.
	Scala ble File Servi ce (SFS) Turb	When a dedicated resource pool is used for training, multiple SFS Turbo file systems can be mounted for one training job. OBS is used to store the code and input and output data of model training. For details, see Scalable File Service Pricing Details.	Pay- per-use Yearly/ Monthl y	Billed based on used storage space of the file system and usage duration Fees = Price per GB-hour x Storage space used x Hours of use
Event notific (billed when enable	l only	This function uses Simple Message Notification (SMN) to send a message to you when the event you selected occurs. To use this function, enable event notification when creating a training job. For pricing details, see Simple Message Notification Pricing Details.	Pay by actual usage	 SMS: SMS notifications Email: Email notifications + Downstream Internet traffic HTTP or HTTPS: HTTP or HTTPS notifications + Downstream Internet traffic

NOTICE

The following prices are for reference only. For the actual prices, see pricing details for each service.

Example: Using a public resource pool; billing items: compute resources and storage

Assume that you create a training job on April 1, 2023 at 10:00:00. The training job uses a public resource pool with specification **CPU: 8 vCPUs 32GB** and one compute node (unit price: \$0.66 USD/hour) and is stopped at 11:00:00. The billing items are compute and storage resources. The fee for running this training job is calculated as follows:

- Compute resource fee = \$0.66 USD/hour x 1 hour = \$0.66 USD
- **Storage fee**: Training job data is uploaded to or exported from OBS. The storage fee is based on the OBS billing rules.

Fee for running the training job = Compute resource fee (\$0.66 USD) + Storage fee

Example: Using a dedicated resource pool; billing item: storage

Assume that you create a training job using a dedicated resource pool on April 1, 2023 at 10:00:00 and stop the job at 11:00:00. The billing item is storage. The fee for running the training job is as follows:

• **Storage fee**: Training job data is uploaded to or exported from OBS. The storage fee is based on the OBS billing rules.

In conclusion, the fee for running the training job is equal to the storage fee.

3.4 Model Management

Description

Creating a model in ModelArts is free, but if you import a model package file from OBS, you need to store it in OBS, which will involve some charges. For details, see Table 3-1.

	Table 5 4 bining for storage resources					
Billing Item		g Item	Description	Billing Mode	Billing Formula	
	Stor age reso urc e	Objec t Stora ge Servic e (OBS)	OBS is used to store the input and output data of training and inference. For details, see Object Storage Service Pricing Details. CAUTION OBS resources for storing data are continuously billed. To stop billing, delete the data stored in OBS.	Pay-per- use Yearly/ Monthly	Creating an OBS bucket is free of charge. You pay only for the storage capacity and duration you actually use.	

Table 3-4 Billing for storage resources

Example: Storage fee

Assume that you upload the model package required for creating a model to an OBS bucket at 10:00 on April 1, 2023. The billing item is storage resources. The fee for creating the AI application is calculated as follows:

• **Storage fee**: The model package required for creating the model is uploaded to or exported from OBS. The storage fee is based on the OBS billing rules. For details, see **Object Storage Service Pricing Details**.

In conclusion, the fee for creating the model is equal to the storage fee.

3.5 Inference Deployment

Description

Deploying a service in ModelArts uses compute and storage resources, which are billed. Compute resources are billed for running the inference service. Storage resources are billed for storing data in OBS. For details, see **Table 3-5**.

Table 3-5 Billing items

Billing Item		Description	Billing Mode	Billing Formula
Com pute reso urce	Publ ic reso urce pool s	Usage of compute resources. For details, see ModelArts Pricing Details.	Pay-per- use	Specification unit price x Number of compute nodes x Usage duration

Billing Item		Description	Billing Mode	Billing Formula
	Dedi cate d reso urce pool s	Fees for dedicated resource pools are paid upfront upon purchase. There are no additional charges for service deployment. For details about fees for dedicated resource pools, see Dedicated Resource Pool.	N/A	N/A
Stora ge reso urce	Obje ct Stor age Servi ce (OB S)	OBS is used to store the input and output data for service deployment. For details, see Object Storage Service Pricing Details. CAUTION OBS resources for storing data are continuously billed. To stop billing, delete the data stored in OBS.	Pay-per- use Yearly/ Monthly	Creating an OBS bucket is free of charge. You pay only for the storage capacity and duration you actually use.
Event notification (billed only when enabled)		This function uses Simple Message Notification (SMN) to send a message to you when the event you selected occurs. To use this function, enable event notification when creating a training job. For pricing details, see Simple Message Notification Pricing Details.	Pay by actual usage	 SMS: SMS notifications Email: Email notifications + Downstream Internet traffic HTTP or HTTPS: HTTP or HTTPS notifications + Downstream Internet traffic
Run logs (billed only when enabled)		Log Tank Service (LTS) collects, analyzes, and stores logs. If Runtime Log Output is enabled during service deployment, you will be billed if the log data exceeds the LTS free quota. For details, see Log Tank Service Pricing Details.	Pay by actual log size	After the free quota is exceeded, you are billed based on the actual log volume and retention duration.

NOTICE

The following prices are for reference only. For the actual prices, see pricing details for each service.

Example: Using a public resource pool; billing items: compute resources and storage

Assume that you create a real-time service that uses a public resource pool on April 1, 2023 at 10:00:00 and stop it at 11:00:00. The specifications are as follows: **CPU: 8 vCPUs 32GB** and one compute node. The unit price is \$1.3023 USD/hour. The billing items are compute and storage resources. The fee for running this real-time service is calculated as follows:

- Compute resource fee = \$1.3023 USD/hour x 1 hour = \$1.3023 USD
- **Storage fee**: Training job data is uploaded to or exported from OBS. The storage fee is based on the OBS billing rules.

Fee for running the real-time service = Compute resource fee (\$1.3023 USD) + Storage fee

Example: Using a dedicated resource pool; billing item: storage

Assume that you create a real-time service using a dedicated resource pool on April 1 at 10:00:00, 2023 and stop the job at 11:00:00. The billing item is storage. The fee for running the real-time service is as follows:

• **Storage fee**: Training job data is uploaded to or exported from OBS. The storage fee is based on the OBS billing rules.

In conclusion, the fee for running the real-time service is equal to the storage fee.

3.6 Dedicated Resource Pool

Description

When using ModelArts for AI development, compute resources are billed for running development environments, training jobs, and deployed services. For details, see **Table 3-5**.

	auto o o siaming items					
Billing Item		Description	Billing Mode	Billing Formula		
Com pute resou	De dic ate	Usage of compute resources. For details, see	Pay-per-use	Specification unit price x Number of compute nodes x Usage duration		
rce	d res our ce poo ls	ModelArts Pricing Details	Yearly/Monthly	Specification unit price x Number of compute nodes x Purchase duration		

Table 3-6 Billing items

NOTICE

The following specifications and prices are for reference only. For the actual prices, see pricing details for each service.

Example: Using a pay-per-use dedicated resource pool; billing item: compute resource

Assume that you create a pay-per-use dedicated resource pool on April 1, 2023 at 10:00:00 and delete it on May 1, 2023 at 10:00:00. The flavor **CPU: 8 vCPUs 32GB** and one compute node are used. The unit price is \$0.66 USD/h. The billing item is compute resources. The fee for running the dedicated resource pool is calculated as follows:

• **Compute resource fee** = \$0.66 USD/hour x 1 x (30 x 24) hours = \$475.20 USD

Fee for running the dedicated resource pool = \$475.20 USD

Example: Using a yearly/monthly dedicated resource pool; billing item: compute resource

Assume that a user creates a yearly/monthly dedicated resource pool at 10:00:00 on April 1, 2023, the resource pool specifications are 8 vCPUs 32 GB, the number of compute nodes is 1, the service duration is two months, and the unit price is 625.1 USD. The billing item is compute resources. The fee for running the dedicated resource pool is calculated as follows:

• **Compute resource fee** = \$625.10 USD x 2 = \$1,250.20 USD

In conclusion, the fee for running the dedicated resource pool is \$1,250.20 USD

4 Billing Item (ModelArts Studio)

4.1 Model Inference Billing Items

Compute Resource Billing Items

Model inference in MaaS uses compute and storage resources, which are billed. Compute resources are billed for running the model service. Storage resources are billed for storing data in OBS. For details, see **Table 4-1**.

Table 4-1 Billing items

Billing Item		Description	Billing Mode	Billing Formula
Com pute reso urces	Dedi cate d reso urce pool s	Fees for dedicated resource pools are paid upfront upon purchase. There are no additional charges for service deployment. For details about dedicated resource pool fees, see Dedicated Resource Pool Billing Items.	-	N/A
Event notification (billed only when enabled)		This function uses Simple Message Notification (SMN) to send a message to you when the event you selected occurs. To use this function, enable event notification when creating a training job. For pricing details, see SMN Pricing Details.	Pay by actual usage	 SMS: SMS notifications Email: Email notifications + Downstream Internet traffic HTTP or HTTPS: HTTP or HTTPS notifications + Downstream Internet traffic

Scenario 1

At 15:30:00 on March 18, 2023, a user uses a pay-per-use public resource pool for training. The configuration is as follows:

- Flavor: CPU: 2 vCPUs 8GB 50GB
- Number of compute nodes: 1

The training job is stopped on March 20, 2023 at 10:30:00. How much is the total cost of the public resource pool in March?

Analysis

From 15:30:00 on March 18, 2023 to 9:00:00 on March 20, 2023, you are billed for flavor **CPU: 2 vCPUs 8GB 50GB** and one node. The unit price is \$0.15 USD/hour and the billing duration is 41.5 hours. The fee is calculated as follows:

\$0.15 USD/hour x 41.5 hours = \$6.225 USD

The total fee generated by the dedicated resource pool in March is \$6.225 USD.

Scenario 2

At 15:30:00 on March 18, 2023, a user purchases a pay-per-use dedicated resource pool. The configuration is as follows:

- Flavor: CPU: 8 vCPUs 32GB (modelarts.vm.cpu.8ud)
- Number of compute nodes: 1

After a period of time, the user finds that the specifications cannot meet service requirements and adds one node on March 20, 2023 at 9:00:00. At 10:30:00 on March 20, 2023, the user changes the billing mode of the dedicated resource pool to yearly/monthly. The purchase duration is one month. After expiration, the user will unsubscribe from the dedicated resource pool. How much is the total fee generated by the dedicated resource pool from March to April?

Analysis

The usage of the dedicated resource pool can be divided into two phases based on the billing mode. The pay-per-use billing mode is used from 15:30:00 on March 18, 2023 to 10:30:00 on March 20, 2023. The yearly/monthly billing mode is used from 10:30:00 on March 20, 2023 to 23:59:59 on April 20, 2023.

Pay-per-use

From 15:30:00 on March 18, 2023 to 9:00:00 March 20, 2023, you are billed for flavor **CPU: 8 vCPUs 32GB** and one node. The unit price is \$0.66 USD/hour and the billing duration is 41.5 hours. The fee is calculated as follows:

\$0.66 USD x 41.5 hours = \$27.39 USD

From 9:00:00 on March 20, 2023 to 10:30:00 on March 20, 2023, you are billed for flavor **CPU: 8 vCPUs 32GB** and two nodes. The unit price is \$1.32 USD/hour and the billing duration is 1.5 hours. The fee is calculated as follows:

\$1.32 USD/hour x 1.5 hours = \$1.98 USD

Yearly/Monthly

From 10:30:00 on March 20, 2023 to 23:59:59 on April 20, 2023, the yearly/monthly billing mode is used for one month. The unit price is \$625.10 USD. The fee is calculated as follows:

\$625.10 USD x 1 = \$625.10 USD

The total fee of the dedicated resource pool from March to April is 27.39 + 1.98 + 625.10 = \$654.47 USD.

Scenario 3

A company needs to use ModelArts to train and develop models and deploy services. A resource pool with flavor CPU: 8 vCPUs 32GB is used for one month (30 days). The company wants to know which billing mode is more cost-effective.

Analysis

The following shows the expenditure details of the pay-per-use and yearly/monthly billing modes.

NOTICE

The unit price in this case is for reference only, and the calculated fee is an estimated value. The actual data is subject to that released on the Huawei Cloud official website.

When ModelArts is used for AI development, data is stored in OBS, EVS, or SFS. In this case, storage fees are generated based on the OBS, EVS, and SFS billing standards.

Billin g Mod e	Calculation Rule	Billing Cycle	Fee Calculation
Pay- per- use	Compute resource fee: Specification unit price x Duration	Hourly fee	Compute resource fee: \$1.3023 USD/hour x 720 hours = \$937.656 USD
Yearl y/ Mont hly	Compute resource fee: Specification unit price x Duration	Monthly fee	Compute resource fee: \$625.10 USD/month x 1 month = \$625.10 USD

This table shows that the yearly/monthly billing is more effective when you have long-term resource demand. The longer the resource package is purchased, the more the discount is.

6 Changing the Billing Mode

If the billing mode of your dedicated resource pool cannot meet your service requirements, you can change the billing mode.

If you want to use a pay-per-use dedicated resource pool for a long time, you can change the billing mode of it to yearly/monthly to reduce costs. By doing so, a new order is generated. After you pay the order, the yearly/monthly resource takes effect immediately.

Assume that you purchase a pay-per-use dedicated resource pool on April 18, 2023 at 15:29:16. Due to service requirements, you change the billing mode from pay-per-use to yearly/monthly on April 18, 2023 at 16:30:30 and a change-to-yearly/monthly order is generated. After you pay for the order, the dedicated resource pool immediately enters the yearly/monthly billing mode. The following bills are generated in the Billing Center:

- Pay-per-use: 2023/04/18 15:00:00 to 2023/04/18 16:00:00. Fees are generated between 15:29:16 and 16:00:00.
- Pay-per-use: 2023/04/18 16:00:00 to 2023/04/18 17:00:00. Fees are generated between 16:00:00 and 16:30:30.
- Yearly/Monthly: 2023/04/18 16:30:30

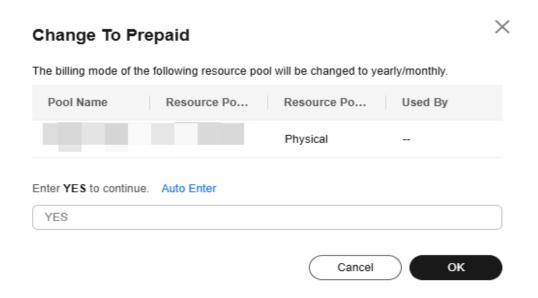
Constraints

- Currently, you can only change the billing mode from pay-per-use to yearly/ monthly.
- Public resource pools cannot be purchased separately, and the billing mode cannot be changed.
- The billing mode of the target dedicated resource pool must be pay-per-use.
- Only the billing mode of those resources in the **Enabled** status can be changed.
- The billing mode can be changed only for dedicated resource pools, but not for flavors.
- All nodes of the target dedicated resource pool must use the same billing mode (pay-per-use or yearly/monthly).

Procedure

- **Step 1** Log in to the ModelArts console.
- **Step 2** In the navigation pane on the left, choose **Standard Cluster** under **Resource Management**. Then, click the target dedicated resource pool. In the upper right corner of the details page, choose **More** > **Change To Prepaid**.
- **Step 3** In the displayed dialog box, confirm the information, enter **YES**, and click **OK**.

Figure 6-1 Change To Prepaid



- **Step 4** Select the required duration, determine whether to enable auto-renewal, confirm the expected expiration date and price, and click **Pay**.
- **Step 5** Select a payment method and confirm the payment. After you pay the order, the change is complete.

----End

7 Renewal

7.1 Overview

Introduction

After a yearly/monthly dedicated resource pool expires, ModelArts services that use this resource pool will not run properly. If you want to continue using the resource pool, renew it within the specified period. Otherwise, resources will be automatically released, and data will be lost and cannot be restored.

The renewal operation applies only to yearly/monthly dedicated resource pools. For pay-per-use dedicated resource pools, you only need to ensure that your account balance is sufficient.

If a dedicated resource pool is renewed before it expires, all resources are retained, and ModelArts services using this resource pool will not be affected. For details about the dedicated resource pool status after expiration, see Impacts of Expiration.

Functions

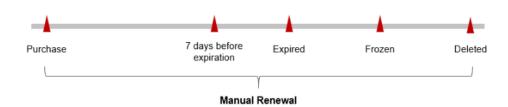
Table 7-1 describes the renewal functions for yearly/monthly dedicated resource pools.

Table 7-1 Renewal functions

Function	Description
Manual renewal	You can renew a yearly/monthly dedicated resource pool on the ModelArts management console at any time before it is automatically deleted, in order to extend its validity period.
Auto renewal	After auto renewal is enabled, the dedicated resource pool is automatically renewed before each expiration. This prevents resources from being automatically deleted if you forget to manually renew the resource pool.

You can renew a yearly/monthly dedicated resource pool in any phase of its lifecycle. For details, see **Figure 7-1**.

Figure 7-1 Lifecycle of a dedicated resource pool



- Before a dedicated resource pool expires, it runs properly and the resource status is Running.
- After the resource expires, the resource status changes to **Expired**.
- If the dedicated resource pool is not renewed upon expiration, it enters the grace period. If the resource is not renewed within the grace period, the resource status changes to **Frozen**.
- If the resource pool is not renewed within the grace period, it enters the retention period. If it is not renewed with the retention period, it will be automatically deleted.

□ NOTE

Both the grace period and retention period are 15 days.

Auto-renewal can be enabled before a dedicated resource pool expires. The system attempts to automatically renew the dedicated resource pool at 03:00 on the seventh day before it expires. If the fee deduction fails, the system attempts to automatically renew the dedicated resource pool at 03:00 every day until the dedicated resource pool expires or the renewal is successful. By default, the dedicated resource pool is renewed seven days before the expiration. You can change the deduction date.

7.2 Manual Renewal

You can renew a yearly/monthly dedicated resource pool on the ModelArts management console at any time before it is automatically deleted, in order to extend its validity period.

Renewing a Subscription on the ModelArts Console

For yearly/monthly Standard Cluster, Lite Cluster, and Lite Server, you can manually renew them after purchasing them.

- To renew a Lite Cluster: Log in to the ModelArts console. In the navigation pane on the left, choose Lite Cluster under Resource Management. Locate the target yearly/monthly resource pool and choose > Renewal on the right. Renew the Lite Cluster as prompted.

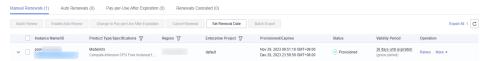
Renewing a Resource in the Billing Center

- **Step 1** Go to the **Billing Center > Renewals** page.
- **Step 2** Customize search criteria. On the **Manual Renewals**, **Auto Renewals**, **Pay-per-Use After Expiration**, and **Renewals Canceled** tabs, you can view all resources to be renewed and manually renew the resources.

The **Manual Renewals** tab displays all resources that need to be manually renewed. For details, see **Restoring to Manual Renewal**.

- **Step 3** Manually renew resources.
 - Single resource: Click **Renew** in the **Operation** column of the target resource.

Figure 7-2 Renewing a single resource



- Multiple resources: Select the check boxes for the target resources, and click **Batch Renew** in the upper left corner.
- **Step 4** Configure the renewal duration and determine whether to select **Renewal Date** to renew resources on the standard renewal date. For details, see **Standard Renewal Date of Yearly/Monthly Resources**. Confirm the fee and click **Pay**.
- **Step 5** Select a payment method and confirm the payment. After you pay the order, the renewal is complete.

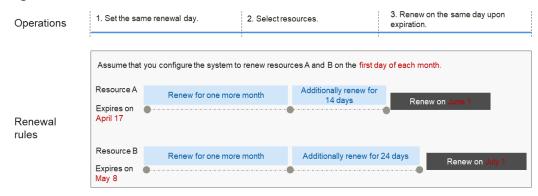
----End

Standard Renewal Date of Yearly/Monthly Resources

If you have multiple dedicated resource pools with different expiration dates, you can set the expiration dates to the same date for convenient management and renewal.

Figure 7-3 shows a user enabling a renewal date and renewing two resources for one month, each expiring at a different time.

Figure 7-3 Renewal date



For details about renewal date rules, see **Setting a Renewal Date**.

7.3 Auto-Renewal

Auto-renewal relieves you from management costs of manual renewal, ensuring available Standard dedicated resource pools, Lite Clusters, and Lite Servers in case you forget to manually renew your subscription.

Constraints

Auto-renewal is supported only for yearly/monthly resources (Standard, Lite Cluster, and Lite Server).

To enable auto-renewal, the yearly/monthly Standard dedicated resource pool, Lite Cluster, or Lite Server must have not expired.

Auto-Renewal Rules

The auto-renewal rules are as follows:

- The first auto-renewal date is based on when the resource expires and the billing cycle.
- The auto-renewal period of a resource depends on the subscription term. For example, if the subscription term is 3 months, your subscription will be automatically renewed for three months every time before expiration.
- Auto-renewal can be enabled before a resource expires. The system attempts
 to automatically renew the resource pool at 03:00 on the seventh day before
 it expires. If the fee deduction fails, the system attempts to automatically
 renew the resource pool at 03:00 every day until it expires or the renewal is
 successful.
- After auto-renewal is enabled, you can still manually renew the resource as needed. After a manual renewal is completed, auto-renewal is still valid, and the renewal charge will be deducted from your account seven days before the new expiration date.
- By default, the renewal charge is deducted from your account seven days before the new expiry date. You can change this auto-renewal payment date as required.

Learn about Auto-Renewal Rules before enabling auto-renewal.

Enabling Auto-Renewal on the ModelArts Console

You can enable auto-renewal on the ModelArts console when purchasing yearly/monthly Standard dedicated resource pools, Lite Clusters, and Lite Servers.

Enabling auto-renewal during purchase

Log in to the ModelArts console. In the navigation pane on the left, choose **Standard Cluster** under **Resource Management**. On the displayed page, click **Buy Standard Cluster**. Set **Billing Mode** to **Yearly/Monthly** and enable **Auto-Renewal** at the bottom.

Log in to the ModelArts console. In the navigation pane on the left, choose Lite Cluster under Resource Management. On the displayed page, click Buy Lite Cluster. Set Billing Mode to Yearly/Monthly and enable Auto-Renewal at the bottom.

Log in to the ModelArts console. In the navigation pane on the left, choose Lite Servers under Resource Management. On the displayed page, click Buy Lite Server. Set Billing Mode to Yearly/Monthly and enable Auto-Renewal at the bottom.

• Enabling auto-renewal after purchase

Log in to the ModelArts console. In the navigation pane on the left, choose **Standard Cluster** under **Resource Management**. Locate the target yearly/

monthly resource pool and choose > Enable Auto-Renewal on the right. Renew the resource pool as prompted.

Log in to the ModelArts console. In the navigation pane on the left, choose Lite Cluster under Resource Management. Locate the target yearly/monthly

Lite Cluster and choose > **Enable Auto-Renewal** on the right. Renew the resource pool as prompted.

Enabling auto-renewal on the ModelArts console is not supported for Lite Server. You need to go to the Billing Center. For details, see **Enabling Auto Renewal on the Renewals Page**.

Modifying Auto-Renewal on the ModelArts Console

You can modify auto-renewal settings for yearly/monthly Standard dedicated resource pools and Lite Clusters on the ModelArts console after they are purchased.

To change auto-renewal settings for a Standard resource pool, log in to the ModelArts console. In the navigation pane on the left, choose **Standard Cluster** under **Resource Management**. Locate the target yearly/monthly Standard

resource pool and choose > Modify Auto-Renewal on the right.

To change auto-renewal settings for a Lite Cluster, log in to the ModelArts console. In the navigation pane on the left, choose **Lite Cluster** under **Resource**

Management. Locate the target yearly/monthly Lite Cluster and choose **Modify Auto-Renewal** on the right.

Modifying auto-renewal settings on the ModelArts console is not supported for Lite Server. You need to go to the Billing Center. For details, see **Modifying Auto-Renewal on the Renewals Page**.

Enabling Auto Renewal on the Renewals Page

Auto-renewal can be enabled for yearly/monthly Standard dedicated resource pools, Lite Clusters, and Lite Servers on the **Renewals** page.

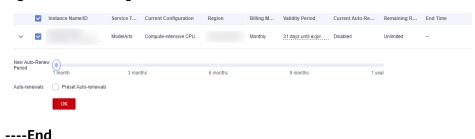
- **Step 1** Go to the **Billing Center > Renewals** page.
- Step 2 Customize search criteria.
 - You can view the resources for which auto-renewal has been enabled on the Auto Renewals page.
 - You can enable auto-renewal for resources on the **Manual Renewals**, **Payper-Use After Expiration**, and **Renewals Canceled** pages.

Figure 7-4 Managing renewals



- **Step 3** Enable auto-renewal for yearly/monthly resources.
 - For a single resource: Locate the target resource and click **Enable Auto-Renewal** in the **Operation** column.
 - For multiple resources: Select the target resources and click **Enable Auto- Renewal** above the list.
- **Step 4** Select a renewal period, specify the auto-renewal times, and click **Pay**.

Figure 7-5 Enabling auto-renewal



Modifying Auto-Renewal on the Renewals Page

Auto-renewal can be enabled for yearly/monthly Standard dedicated resource pools, Lite Clusters, and Lite Servers on the **Renewals** page.

- **Step 1** Go to the **Billing Center > Renewals** page.
- **Step 2** Select the resource for which you want to modify auto-renewal and click **Modify Auto-Renew** in the **Operation** column.
- **Step 3** Set the renewal mode, select a renewal period, specify the desired auto-renewal times, and click **OK**.
 - ----End

Billing 7 Renewal

8 Bills

You can choose **Billing** in the Billing Center to view the bill of a resource and learn about the usage and billing information of the resource in a certain period.

Bill Reporting Period

After you pay for a yearly/monthly resource, a bill is reported to the billing system in real time for settlement.

The usage of pay-per-use resources is reported to the billing system at a fixed interval for settlement. Pay-per-use products can be settled by hour, day, or month based on the usage type. Pay-per-use ModelArts dedicated resource pools are billed by hour.

The fee deduction time of pay-per-use resources may be later than the settlement period. For example, if a dedicated resource pool billed by hour is deleted at 8:30, the fee generated from 8:00 to 9:00 is usually deducted at about 10:00. On the **Billing Center > Billing > Transactions and Detailed Bills > Transaction Bills** page, **Expenditure Time** indicates the time when a pay-per-use product is used.

Viewing Bills

During runtime, different bills will be generated for training jobs and service deployment.

- Obtain bills generated by training jobs by referring to Viewing Training Job Bills.
- Obtain bills generated by service deployment by referring to Viewing Real-Time Service Bills.

Viewing Notebook Bills

- Step 1 Log in to the ModelArts management console and choose **Development**Workspace > Notebook. In the list, click □ to copy the notebook ID.
- **Step 2** Go to the **Billing > Expenditure Details** page.
- **Step 3** In the bill list, select **Resource ID** from the filter options, paste the notebook ID copied in **Step 1**, and click Q to obtain the bill.

By default, expenditure details are displayed by usage and the statistical period is a billing cycle. You can also set other statistical dimensions and periods.

----End

Viewing Training Job Bills

To obtain the resource bills for a ModelArts training job, obtain the job ID first. However, the job ID displayed on the ModelArts management console is different from the resource ID reported in the bill. You must learn how to obtain the job ID and the mapping between the job ID and the resource ID reported in the bill. The procedure is as follows:

Step 1 Obtain the resource ID.

Log in to the ModelArts console. In the navigation pane, choose **Model Training** > **Training Jobs**. Copy the ID of the job whose bills you want to view.

Step 2 Combine the resource ID reported in the bill based on the obtained job ID.

Combination rule: training_Job ID

For example, if the job ID is **32de36ea-26c0-4876-ae48-fdbbb03cd455**, the resource ID reported to the bill is **training_32de36ea-26c0-4876-ae48-fdbbb03cd455**.

- **Step 3** View the resource bills in the Billing Center based on the resource ID.
 - 1. Go to the **Billing > Expenditure Details** page.
 - 2. In the bill list, select **Resource ID** from the filter options, enter the resource ID combined in **Step 2**, and click Q to obtain the bill.

By default, expenditure details are displayed by usage and the statistical period is a billing cycle. You can also set other statistical dimensions and periods.

----End

Viewing Real-Time Service Bills

To obtain resource bills of ModelArts real-time services, you must obtain the resource name first. However, the real-time service name displayed on the ModelArts management console is different from the resource name reported in the bill. You must learn how to obtain the resource name and the mapping between the service name and the resource name reported in the bill. The procedure is as follows:

- **Step 1** Obtain the resource name.
 - Log in to the ModelArts console and choose Model Deployment > Real-Time Services. From there, copy the instance name.
 - 2. Click the service name to access its details page. In the **Configuration Updates** tab, click the model name to access its details page.
 - 3. In the **Basic Information** area, copy the model ID.

Figure 8-1 Obtaining a model ID



Step 2 Combine the resource name reported in the bill based on the obtained service name and application ID.

Combination rule: Real-time service name-Model ID

For example, if the real-time service name is **service_predictor_name** and the model ID is **b9c97269-c9b6-4c77-b31e-58b0cb4e02e3**, the resource name reported to the bill is **service_predictor_name-b9c97269-c9b6-4c77-b31e-58b0cb4e02e3**.

- **Step 3** View the resource bill in the Billing Center based on the resource name.
 - Go to the Billing > Expenditure Details page.
 - 2. In the bill list, select **Resource Name** from the filter options, enter the resource name combined in **Step 2**, and click Q to obtain the bill. By default, expenditure details are displayed by usage and the statistical period is a billing cycle. You can also set other statistical dimensions and periods.

----End

Viewing Dedicated Resource Pool Bills

- **Step 1** Log in to the ModelArts console. In the navigation pane on the left, choose **Standard Cluster** under **Resource Management**. Then, click a resource name to access its details page.
- **Step 2** On the resource details page, click the **Specifications** tab and copy the **Metering ID**.
- **Step 3** Go to the **Billing > Expenditure Details** page.
- **Step 4** In the bill list, select **Resource ID** from the filter options, paste the metering ID copied in **Step 2**, and click Q to obtain the bill.

By default, expenditure details are displayed by usage and the statistical period is a billing cycle. You can also set other statistical dimensions and periods.

----End

9 About Arrears

When you use cloud services, if the available credit of your account is less than the bill to be settled, your account is in arrears. Recharge your account promptly to avoid cloud service disruptions due to arrears.

Arrears Reason

- When the used resources exceed the package quota or the resource package
 is not applicable to the bucket, you will be charged for the used resources on
 a pay-per-use basis. If your account balance is insufficient, outstanding bills
 are generated. For more information, see How Do I View the ModelArts Jobs
 Being Billed? Select applicable resource packages or top up your account.
- Your account balance is insufficient to pay for the used resources on the payper-use basis, and you do not have any resource packages either.

Impact of Arrears

Yearly/Monthly

For yearly/monthly dedicated resource pools, you have prepaid for the resources. Therefore, you can continue to use the existing yearly/monthly dedicated resource pools even if your account is in arrears. However, you cannot perform operations that require fees, such as storing data to OBS or EVS and renewing orders.

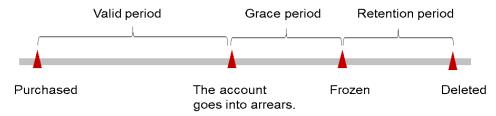
Pay-per-use

Your account may fall into arrears due to automatic fee deduction for payper-use resources. In this case, relevant cloud services will not be stopped immediately. There will be a grace period for pay-per-use resources. You must pay fees for pay-per-use resources incurred during the grace period, which are counted as outstanding amount in the Billing Center. Huawei Cloud will automatically deduct the fees when you top up.

If you do not pay the arrears within the grace period, the resources enter the retention period and the resource status changes to **Frozen**. You cannot perform any operation on the pay-per-use resources in the retention period.

If you do not pay the arrears within the retention period, the compute resources, EVS disks, and OBS resources will be released and data cannot be restored.

Figure 9-1 Periods of pay-per-use resources



□ NOTE

Both the grace period and retention period are 15 days.

Avoiding and Handling Arrears

You need to top up your account in arrears.

If you do not use ModelArts anymore, confirm that all billed instances have been stopped or deleted on the **Dashboard** page of the ModelArts management console. Additionally, clear the data stored in EVS disks for running notebook instances and data stored in OBS to stop billing.

You can enable balance alerts on the **Overview** page of the Billing Center. If the sum of your account balance, cash coupons, and flexi-purchase coupons goes below the threshold, the system automatically sends an SMS notification.

10 Stopping Billing

You need to delete or stop the billing items in ModelArts if they are no longer needed. The following are the billing items that need to be stopped or deleted involved in workflows, development environments, model training, real-time services, and dedicated resource pools:

- Workflow: Stop training jobs and real-time services created for running workflows. Delete the OBS bucket and data stored in OBS.
- Notebook: Delete notebook instances. Delete the OBS bucket and data stored in OBS.

EVS is still billed even if the notebook instance is stopped. To stop billing, delete the notebook instance.

- Training job: Stop the training job. Delete the OBS bucket and data stored in OBS.
- Real-time service: Stop the real-time service. Delete the OBS bucket and data stored in OBS.
- Dedicated resource pool: Delete the dedicated resource pool. Pay-per-use dedicated resource pools are billed immediately after they are created and are continuously billed during use. Delete the dedicated resource pools that are no longer used. Yearly/Monthly dedicated resource pools are automatically stopped after they expire.

□ NOTE

OBS resources for storing data are continuously billed. To stop billing, delete the data stored in OBS.

Yearly/Monthly Resources

For yearly/monthly resources, you need to pay for them at a time when purchasing them. The services will be automatically stopped after they expire.

 If you no longer need a yearly/monthly resource, but the subscription has not yet expired, you can unsubscribe from it. For details, see Overview of Unsubscription Rules. • If you have enabled auto-renewal, disable it before the auto-renewal deduction date (seven days before the expiration date by default) to avoid further fees.

Pay-per-Use Resources

If pay-per-use billing mode resources are no longer used, delete them to stop billing.

Searching for Cloud Service Resources Based on Bill Information and Stopping Billing

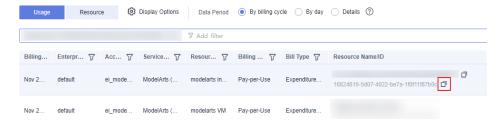
To ensure that all billed resources can be found and deleted, obtain the IDs of these resources from the bills, find the specific resources with the IDs, and delete them.

You can use the resource ID to search for notebook instances. The procedure is shown below.

NOTICE

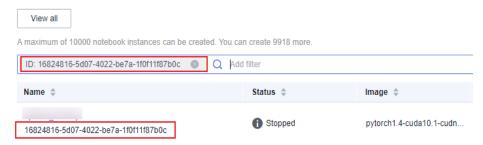
- If a notebook instance is created using a public resource pool, the billing will stop after you delete the instance.
- If a notebook instance is created using a dedicated resource pool, you must delete the dedicated resource pool to stop the billing.
- If you use storage resources, such as OBS and SFS, for running a notebook instance, you must delete the data stored in the storage services accordingly.
- **Step 1** Go to the **Billing > Expenditure Details** page.
- **Step 2** In the bill list, click \Box to copy the resource ID.

Figure 10-1 Copying a resource ID



- **Step 3** Log in to the ModelArts console and choose **Development Workspace** > **Notebook**.
- **Step 4** To find the resource, select **ID** from the filter options above the notebook list and paste the resource ID copied in **Step 2** in the search box.

Figure 10-2 Searching for a resource



Step 5 Choose **More** > **Delete** in the **Operation** column to delete the notebook instance.

You are billed one hour after the resource usage is calculated, so a bill may still be generated after the pay-per-use resource is deleted. For example, suppose you delete some training job resources that are billed by hour at 08:30. Then, you will likely get billed for the usage from 08:00 to 09:00 around 10:00.

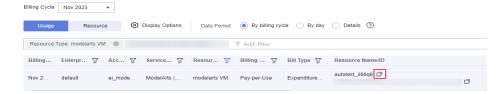
----End

You can use the resource name to search for training jobs. The procedure is shown below.

NOTICE

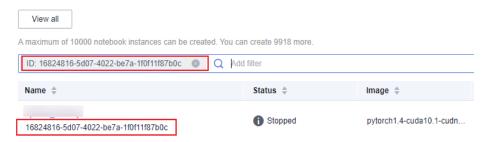
- If a training job is created using a public resource pool, the billing will stop after you stop the job.
- If a training job is created using a dedicated resource pool, you must delete the dedicated resource pool to stop the billing.
- If you use storage resources, such as OBS, for running a training job, you must delete the data stored in the storage services accordingly.
- **Step 1** Go to the **Billing > Expenditure Details** page.
- **Step 2** In the bill list, click to copy the resource name.

Figure 10-3 Copying a resource name



- **Step 3** Log in to the ModelArts console and choose **Model Training > Training Jobs**.
- **Step 4** To find the resource, select **Name** from the filter options above the training job list and paste the resource name copied in **Step 2** in the search box.

Figure 10-4 Searching for a resource



Step 5 Click **Stop** in the **Operation** column to stop the training job.

∩ NOTE

You are billed one hour after the resource usage is calculated, so a bill may still be generated after the pay-per-use resource is deleted. For example, suppose you delete some training job resources that are billed by hour at 08:30. Then, you will likely get billed for the usage from 08:00 to 09:00 around 10:00.

----End

For real-time and batch services, the resource ID is different from that reported in the bills. To obtain the bill and stop the billing, do as follows:

NOTICE

- If a real-time or batch service is created using a public resource pool, the billing will stop after you stop the service.
- If a real-time or batch service is created using a dedicated resource pool, you
 must delete the dedicated resource pool to stop the billing.
- If you use storage resources, such as OBS, for running a real-time job, you must delete the data stored in the storage services accordingly.
- **Step 1** Go to the **Billing > Expenditure Details** page.
- **Step 2** In the bill list, view the resource ID. The resource ID combination rule is <*Real-time-service-name*>-<*Model-ID*>. This way, you can tell which real-time service the resource ID belongs to.

Ⅲ NOTE

If the resource ID in a bill contains multiple hyphens (-), you can copy the content before the first hyphen (-).

- **Step 3** Search for the resource on the cloud service console based on the resource name and delete the resource.
 - On the ModelArts console and choose Model Deployment > Real-Time Services.
 - To find the resource, select Name from the filter options above the service list and paste the real-time service name copied in Step 2 in the search box.
 - 3. Choose **More** > **Stop** in the **Operation** column to stop the real-time service.

◯ NOTE

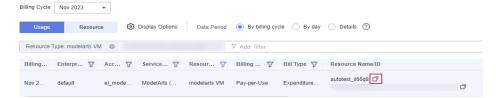
You are billed one hour after the resource usage is calculated, so a bill may still be generated after the pay-per-use resource is deleted. For example, if compute resources billed by hour are deleted at 08:30, the fees generated from 08:00 to 09:00 are usually deducted at about 10:00.

----End

For a resource pool, you can search for a resource by resource name. The procedure is as follows:

- **Step 1** Go to the **Billing > Expenditure Details** page.
- **Step 2** In the bill list, click \square to copy the resource name.

Figure 10-5 Copying a resource name



- **Step 3** Log in to the ModelArts console. In the navigation pane on the left, choose **Standard Cluster** under **Resource Management**.
- **Step 4** Paste the resource name copied in **Step 2** in the search box and click ^Q to search for the resource.
- **Step 5** Choose **More** > **Delete** in the **Operation** column to delete the resource pool. Ensure that the resource pool has been deleted from the list.

□ NOTE

After a pay-per-use resource is deleted, the bill information may still exist because the system usually deducts the fee of the previous settlement period within one hour after the resource is used. For example, if dedicated resource pool resources billed by hour are deleted at 08:30, the fees generated from 08:00 to 09:00 are usually deducted at about 10:00.

----End

11 Cost Management

Cost Composition

ModelArts provides the AI tool chain and AI compute power. The cost consists of the resource cost and O&M cost of AI compute power.

Cost Allocation

ModelArts supports enterprise project management. In this way, costs are managed by project under the same account.

Cost Analysis

Huawei Cloud bills are used to analyze the costs of your account.

Cost Optimization

When you have long-term needs for resources, use the yearly/monthly billing mode to enjoy more discounts. When you temporarily use resources, use the payper-use billing mode to avoid waste.

12 Billing FAQs

12.1 How Do I View the ModelArts Jobs Being Billed?

Log in to the ModelArts console. In the navigation pane, choose **Overview**. On the **Production Overview** area, view the jobs that are being billed. Go to the management page and stop and delete them as needed. For example, if a notebook instance is being billed, choose **Development Workspace** > **Notebook**, and stop and delete the running notebook instance.

Figure 12-1 Viewing jobs that are being billed

Production Overview			
Notebooks	Workflow	Training Jobs	Real-Time Services
0/181/142	6/69°	2/76,760°	7/2,365
Running/Projects/Being billed	Running/Projects	Running/Projects	Running/Services

The following items will be billed when you use ModelArts:

- Workflow: A workflow is billed when it is running. After using the workflow, stop it and the training jobs and services created for running the workflow. Additionally, clear the data stored in OBS.
- Notebook instances:

Braduation Overview

- Running notebook instances are billed. To stop billing a notebook instance, stop or delete it. If EVS is used for storage, clear the data stored in EVS.
- You will be billed for a paid flavor when you try CodeLab. To stop billing the flavor, stop the notebook instance on the JupyterLab page.
- Training jobs: Running training job are billed. To stop billing a training job, stop it. Additionally, clear the data stored in OBS.
- Deployed models: If a model is deployed as a real-time service, the service will be billed. To stop the billing, stop the deployed service. Additionally, clear the data stored in OBS.
- Dedicated resource pools: If you have purchased a dedicated resource pool in ModelArts for AI development and use this resource pool for running

notebook instances, training jobs, and deployed services, the compute resources used in these operations will be billed via the dedicated resource pool. A pay-per-use dedicated resource pool is billed continuously since it has been created, so delete it if you do not use it.



In addition to the billing items displayed on the **Dashboard** page of ModelArts, OBS and EVS storage will be separately billed if they are used.

- To stop billing the OBS resources, go to the OBS management console and clear the data in OBS.
- To stop billing the EVS storage, go to the ModelArts management console and delete the notebook instances with EVS storage. To stop billing the EVS resources, go to the EVS management console and clear the data in EVS.

12.2 How Do I View ModelArts Expenditure Details?

In **Billing Center**, the expenditure details of ModelArts are displayed on an hourly basis. You can switch to the **Expenditure Details** page to view the fees consumed for each job.

Procedure:

- 1. In **Billing Center**, choose **Billing** > **Expenditure Items**. On the **Expenditure Items** page, click the order or transaction number of a record in the list to view its expenditure details.
- On the Expenditure Details page, the resource usage and fees in the order are displayed. Select display options and data period to view expenditure details.

Figure 12-2 Expenditure details



12.3 How Do I Stop Billing If I Do Not Use ModelArts?

The cost of AI development in ModelArts mainly includes the storage fee and resource fee. If ModelArts is no longer used, stop or delete the services running in ModelArts and delete the data stored in OBS and EVS.

Clearing Storage Data

ModelArts data is stored in OBS. To stop storage billing, switch to the OBS console and delete the data and directories.

Clearing Resources

To stop resource billing, check running jobs in ModelArts, and stop or delete the jobs.

Procedure

Being Bill... Projects

- 1

Log in to the ModelArts console. In the navigation pane, choose **Overview**. In the **Overview** area, view the jobs that are being billed. Then, stop the jobs as needed.

Figure 12-3 Viewing jobs that are being billed

Being Bill... Projects

- 1

Overview Object Detection ... Predictive Analyt... Auto Labeling - D... Model Managem... Real-Time Servic...

column. Then, the billing will be stopped accordingly.

Being Bill... Datasets

3

 In the navigation pane of the ModelArts console, choose Workflow and check whether there are any running workflows. If so, click Delete in the Operation

models versions

Being Bill... services

1

- In the navigation pane of the ModelArts console, choose **Development** Workspace > Notebook and check whether there are running notebook
 instances. If so, click **Stop** in the **Operation** column. Then, the billing will be
 stopped accordingly. Check whether there are notebook instances using EVS
 storage. If so, stop and delete the notebook instances. Then, the EVS billing
 will be stopped accordingly.
- In the navigation pane of the ModelArts console, choose **Model Training** > **Training Jobs**, and check whether there are running jobs. If so, click **Stop** in the **Operation** column. Then, the billing will be stopped accordingly.
- In the navigation pane of the ModelArts console, choose Model Deployment
 Real-Time Services and check whether there are running jobs. If so, click
 Stop in the Operation column. Then, the billing will be stopped accordingly.
- In the navigation pane of the ModelArts console, choose Model Deployment
 Batch Services and check whether there are running jobs. If so, click Stop in the Operation column. Then, the billing will be stopped accordingly.

12.4 Billing FAQs About ModelArts Standard Data Management

Will I Be Charged for Uploading Datasets to ModelArts?

You are not charged for dataset management and labeling in ModelArts. However, datasets are stored in OBS, and you will be billed for the storage on OBS.

For details, see **OBS pricing details** and create OBS buckets to store data used by ModelArts.

How Can I Prevent Unnecessary Billing After Labeling Datasets and Exiting?

Labeling datasets is free. However, OBS bills you for the storage space used for storing the datasets. You are advised to go to the OBS console and delete the stored data and OBS buckets to stop billing.

12.5 What Should I Do to Avoid Unnecessary Billing After I Label Datasets and Exit?

Labeling datasets is free of charge. However, OBS bills you for the storage space used for storing the datasets. You are advised to go to the OBS management console and delete the stored data and OBS buckets to stop billing.

12.6 How Are Training Jobs Billed?

- If you use a public resource pool, you are charged based on the selected flavor, number of nodes, and running duration. The billing rule is as follows: Unit price of the flavor x Number of nodes x Running duration (accurate to seconds).
- If you use dedicated resource pool, training jobs are not billed separately. You are charged for the dedicated resource pool.

12.7 Why Does Billing Continue After All Projects Are Deleted?

Even if notebook instances, training jobs, or real-time services of ModelArts are stopped, and there is no charging item is displayed on the **Overview** page, the account may still be billed for the OBS storage being used.

The possible causes are as follows:

- 1. You have uploaded data to OBS for storage when using ModelArts, and the OBS storage is billed. In this case, go to the OBS management console and delete the data, folders, and OBS buckets that are no longer needed.
- 2. You have selected EVS storage when creating a notebook instance, and the storage is separately billed even after the notebook instance is stopped. In this case, delete the notebook instance.

13 Historical Documents to Be Brought Offline

13.1 Package

How to Buy

Log in to the **ModelArts console**. On the **Overview** page, click **Buy Package**. Purchase the required package.

Description

ModelArts offers various packages with different fees based on the selected resources. You can select packages of different specifications based on service requirements.

ModelArts provides packages for AI development lifecycle. For developers with AI development experience, it supports machine learning and deep learning algorithm development and deployment, including data processing, model development, training, and management, and model deployment.

Constraints

Constraints on buying and using packages are as follows:

- A package can only be used in public resource pools in the region selected when the package was purchased. Only some regions are available.
- The package you bought cannot be unsubscribed.
- The resources in a pay-per-use package are public resources.
- Packages cannot be used across regions. Resource packages in different regions are isolated. Select a region according to your requirements.

Resource Package Use Sequence

Your package quota is used first. Once it is used up, any additional usage will be billed on a pay-per-use basis. The quota defines the resources available from the purchase date until the package expires. Check the console for the package's validity period.

Plan your purchases based on your service needs (Total duration = Number of packages x Service duration per package).

As you use resources, the remaining duration is calculated by subtracting the total time consumed by all jobs (Time per job = Number of nodes x Job running time) from the total duration.

Package Usage Alerts

To avoid unexpected pay-per-use charges, set an alert for the remaining quota. This way, you will be notified before your package runs out. To do so, follow these steps:

- Choose Billing Center > Resource Packages and click Usage Alert in the upper right corner.
- 2. In the **Usage Alert** dialog box, set the package threshold type, enable the target packages, and set the threshold type and remaining usage threshold.
- 3. After the setting is complete, click **OK**.