torchserve::ModelManager

- std::unordered_map
< std::string, std::
unordered_map< std::string,
 std::unique_ptr< Model >
 > > mapModelNameVersion2Model

+ Status registerModel
(const std::string &url,
 const std::string &defauleModel
Name, std::string &versionId)
+ Status registerAndUpdate
Model(const std::string
 &url, const std::string
 &defauleModelNam, std::string
 &versionId)
+ Status Status unregistger
Model(const std::string
 &modelName, const std::
string &versionId)
+ Status addJob(Job &job)