syntax = "proto3";

package tensorflow.serving;

import "tensorflow\_serving/apis/model.proto";

import "tensorflow\_serving/apis/status.proto";

option cc\_enable\_arenas = true;

// GetModelStatusRequest contains a ModelSpec indicating the model for which

// to get status.

message GetModelStatusRequest {

// Model Specification. If version is not specified, information about all

// versions of the model will be returned. If a version is specified, the

// status of only that version will be returned.

ModelSpec model\_spec = 1;

}

// Version number, state, and status for a single version of a model.

message ModelVersionStatus {

// Model version.

int64 version = 1;

// States that map to ManagerState enum in

// tensorflow\_serving/core/servable\_state.h

enum State {

// Default value.

UNKNOWN = 0;

// The manager is tracking this servable, but has not initiated any action

// pertaining to it.

START = 10;

// The manager has decided to load this servable. In particular, checks

// around resource availability and other aspects have passed, and the

// manager is about to invoke the loader's Load() method.

LOADING = 20;

// The manager has successfully loaded this servable and made it available

// for serving (i.e. GetServableHandle(id) will succeed). To avoid races,

// this state is not reported until \*after\* the servable is made

// available.

AVAILABLE = 30;

// The manager has decided to make this servable unavailable, and unload

// it. To avoid races, this state is reported \*before\* the servable is

// made unavailable.

UNLOADING = 40;

// This servable has reached the end of its journey in the manager. Either

// it loaded and ultimately unloaded successfully, or it hit an error at

// some point in its lifecycle.

END = 50;

}

// Model state.

State state = 2;

// Model status.

StatusProto status = 3;

}

// Response for ModelStatusRequest on successful run.

message GetModelStatusResponse {

// Version number and status information for applicable model version(s).

repeated ModelVersionStatus model\_version\_status = 1

[json\_name = "model\_version\_status"];

}