

Alibaba Cloud Object Storage Service

Pricing

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Document conventions

| Style | Description | Example |
|---|---|--|
|  | A danger notice indicates a situation that will cause major system changes, faults, physical injuries, and other adverse results. |  Danger: Resetting will result in the loss of user configuration data. |
|  | A warning notice indicates a situation that may cause major system changes, faults, physical injuries, and other adverse results. |  Warning: Restarting will cause business interruption. About 10 minutes are required to restart an instance. |
|  | A caution notice indicates warning information, supplementary instructions, and other content that the user must understand. |  Notice: If the weight is set to 0, the server no longer receives new requests. |
|  | A note indicates supplemental instructions, best practices, tips, and other content. |  Note: You can use Ctrl + A to select all files. |
| > | Closing angle brackets are used to indicate a multi-level menu cascade. | Click Settings > Network > Set network type. |
| Bold | Bold formatting is used for buttons, menus, page names, and other UI elements. | Click OK . |
| Courier font | Courier font is used for commands. | Run the <code>cd /d C:/window</code> command to enter the Windows system folder. |
| <i>Italic</i> | Italic formatting is used for parameters and variables. | <code>bae log list --instanceid</code> <i>Instance_ID</i> |
| [] or [a b] | This format is used for an optional value, where only one item can be selected. | <code>ipconfig [-all -t]</code> |

| Style | Description | Example |
|---------------------------|---|---|
| {} or {a b} | This format is used for a required value, where only one item can be selected. | switch { <i>active</i> <i>stand</i> } |

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1 Billing items and methods

This topic describes the billing items and methods of Alibaba Cloud Object Storage Service (OSS).



Note:

This topic describes the billing items and methods of OSS. For more information about prices, visit [Object Storage Service Pricing](#).

Billing methods

OSS charges fees based on actual usage. The fees incurred within an hour are included in the bill of the next hour. Fees are calculated based on the formula: Fees = Actual usage × Unit price. For example, fees incurred from 08:00 to 09:00 are included in the bill that you receive at 09:30.

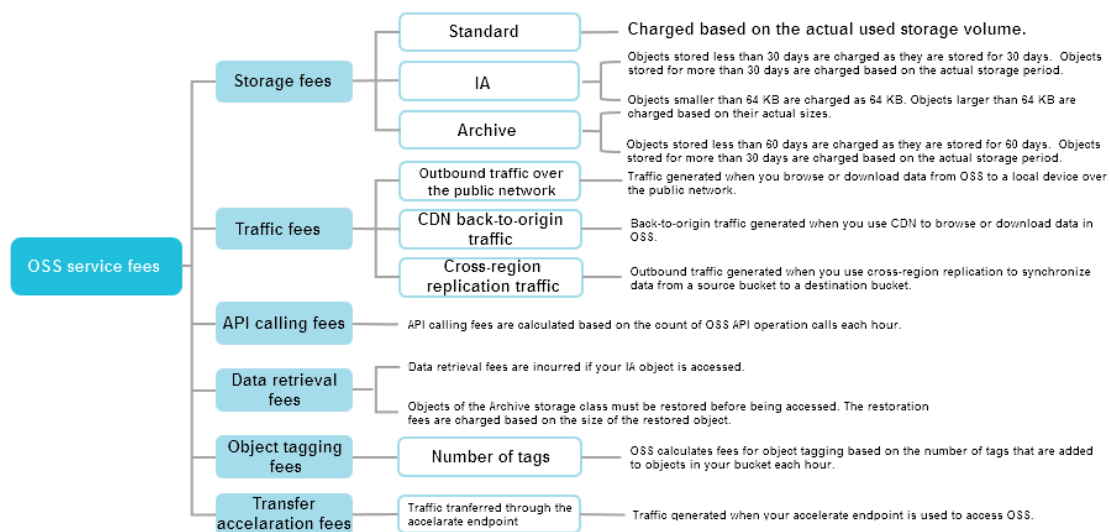


Notice:

Assume that you receive a bill at 09:30. However, the bill may include costs within a period only from 07:00 to 08:00 due to the system latency.

Billing details

OSS fees consist of *Storage fees*, *Traffic fees*, *API operation calling fees*, *Data processing fees*, *Object tagging fees*, and *Transfer acceleration fees*.



Notice:

These billing items are independent of each other. If you store 100 GB of data in your bucket, you will incur storage fees. If other users access your bucket over the public network, you will incur additional fees for API operation calling and generated outbound traffic over the public network.

Storage fees

OSS provides the following storage classes: Standard, IA, and Archive. For more information, see [#unique_8](#).



Storage fees are charged based on actual storage usage. The following table describes storage fees incurred by different storage classes.





Notice:

Storage fees are calculated in GB/month, as instructed in [Object Storage Service Pricing](#). When you use pay-as-you-go, you must convert GB/month to GB/hour to calculate the fees based on the formula: $\text{Unit price/GB/hour} = \text{Unit price in GB/month}/30/24$. Assume that the unit price of IA objects in US (Virginia) is USD 0.01/GB/month. The unit price/GB/month is USD 0.01/30/24.


| Storage class | Billing item | Billing method |
|---------------|--|--|
| Standard | <ul style="list-style-type: none"> Storage usage: calculated based on the amount of storage space used. Storage duration: calculated based on the actual storage duration. | <p>Fees for standard objects are calculated on an hourly basis. The storage usage read by the system applies.</p> <p>Storage fees:</p> <ul style="list-style-type: none"> Storage usage \leq 5 GB: free of charge. Storage usage $>$ 5 GB: $[\text{Storage usage (GB)} - 5 \text{ (GB)}] \times \text{Unit price of Standard/hour}$. |

| Storage class | Billing item | Billing method |
|---------------|--|---|
| IA | <ul style="list-style-type: none"> • Storage usage: <ul style="list-style-type: none"> - IA has the minimum billable size of 64 KB for each object. Assume that 10 objects with each object sized 32 KB are stored. The storage usage is calculated based on 10 objects with each object sized 64 KB. - If an object whose size is at least 64 KB, the actual object size applies for billing. • Storage duration: <ul style="list-style-type: none"> - IA has the minimum storage duration of 30 days. - If an object is stored for at least 30 days, the actual storage duration applies for billing. <div style="background-color: #f0f0f0; padding: 10px; margin-top: 10px;">  Notice: If you upload an object that has the same name as an existing object, the existing object is deleted and the uploaded object is stored. However, the storage duration of the original object and the uploaded object is calculated individually. Assume that an object named a is an IA object. It is overwritten as a new object after stored for 10 days. The system will add the storage fee of remaining 20 days for the original object and calculate the storage fee of the new object in the next billing cycle. </div> | <p>Fees for IA objects are calculated on an hourly basis. The storage usage read by the system applies.</p> <p>Pay-as-you-go: Storage fees = Storage usage (GB) × Unit price of IA/hour.</p> <div style="background-color: #f0f0f0; padding: 10px; margin-top: 10px;">  Notice: If an IA object is stored for less than 30 days, the system will add the storage fee of remaining days in the next billing cycle. Assume that an IA object sized 100 GB is deleted after stored for 20 days. The system will add the storage fee of remaining 10 days in the next billing cycle based on the formula: Storage fees of remaining 10 days in the next billing cycle = 100 (GB) × 10 (days) × 24 (hours) × Unit price of IA/hour. </div> |

| Storage class | Billing item | Billing method |
|----------------|--|--|
| <p>Archive</p> | <ul style="list-style-type: none"> • Storage usage: <ul style="list-style-type: none"> - Archive has the minimum billable size of 64 KB for each object. Assume that 10 objects with each object sized 32 KB are stored. The storage usage is calculated based on 10 objects with each object sized 64 KB. - If an object whose size is at least 64 KB, the actual object size applies for billing. • Storage duration: <ul style="list-style-type: none"> - Archive has the minimum storage duration of 60 days. - If an object is stored for at least 60 days, the actual storage duration applies for billing. <div style="background-color: #f0f0f0; padding: 5px; margin-top: 10px;">  Notice: If you upload an object that has the same name as an existing object, the existing object is deleted and the uploaded object is stored. However, the storage duration of the original object and the uploaded object is calculated individually. Assume that an object named a is an archive. It is overwritten as a new object after stored for 10 days. The system will add the storage fee of remaining 50 days for the a object and calculate the storage fee of the new object in the next billing cycle. </div> | <p>Fees for archives are calculated on an hourly basis. The storage usage read by the system applies.</p> <p>Pay-as-you-go: Storage fees = Storage usage (GB) × Unit price of Archive/hour.</p> <div style="background-color: #f0f0f0; padding: 5px; margin-top: 10px;">  Notice: If an archive is deleted after stored for less than 60 days, the system will add the storage fee of remaining days in the next billing cycle. Assume that an archive sized 100 GB is deleted after stored for 40 days. The system will add the storage fee of remaining 20 days in the next billing cycle based on the formula: Storage fees of remaining 20 days in the next billing cycle = 100 (GB) × 20 (days) × 24 (hours) × Unit price of Archive/hour. </div> |

Traffic fees


Traffic fees are incurred when you use bandwidth during a period of time. Traffic fees are charged based on outbound traffic over the public network, outbound traffic over the internal network, inbound traffic over the public network, inbound traffic over the internal network, CDN back-to-origin outbound traffic, and cross-region replication traffic. For more information about prices, visit [Object Storage Service Pricing](#).

| Billing item | Description | Billing method |
|--|--|---|
| <p>Outbound traffic over the public network</p> | <p>Traffic generated when you browse or download data from OSS to a local device over the public network.</p> | <p>Unit prices of traffic fees are calculated by calendar month. Traffic fees are incrementally charged based on different tiers. The traffic usage exceeding the current tier will be charged based on the pricing standard of the next tier. Fees for outbound traffic over the public network are calculated on an hourly basis.</p> <ul style="list-style-type: none"> • Traffic usage ≤ 5 GB: free of charge. • Traffic usage > 5 GB: Fees = Unit price of the current tier × Total traffic usage in the current billing cycle. Assume that a total of 100 GB of outbound traffic over the public network has been generated when you use a bucket located in US (Virginia). 2 GB is generated in the current billing cycle. 100 GB falls into the tier of 5 GB to 10 TB. The fees for outbound traffic over the public network in the current billing cycle are calculated based on the formula: Fees = USD 0.076 × 2 (GB) = USD 0.152. <div style="background-color: #f0f0f0; padding: 5px; margin-top: 10px;"> <p> Note: Unit prices of traffic fees in Mainland China regions vary with different periods of time. The prices on the actual purchase page apply.</p> </div> |
| <p>Outbound traffic over the internal network</p> | <p>Traffic generated when you browse or download data from OSS to an ECS instance over the internal network.</p> | <p>Free of charge.</p> |

| Billing item | Description | Billing method |
|--|--|---|
| Inbound traffic over the public network | Traffic generated when you upload data from a local device to OSS over the public network. | Free of charge. |
| Inbound traffic over the internal network | Traffic generated when you upload data from an ECS instance to OSS over the VPC or classic network. | Free of charge. |
| CDN back-to-origin outbound traffic | Back-to-origin traffic generated when you use CDN to browse or download data in OSS. | <p>Fees for CDN back-to-origin traffic are calculated on an hourly basis.</p> <p>Fees for CDN back-to-origin outbound traffic: Total CDN back-to-origin outbound traffic/hour (GB) × Unit price/GB.</p> |
| Cross-region replication traffic | Outbound traffic generated when you use cross-region replication to synchronize data from a source bucket to a destination bucket. | <p>Fees for cross-region replication are calculated on an hourly basis.</p> <p>Pay-as-you-go: Traffic fees = Total cross-region replication traffic/hour (GB) × Unit price/GB.</p> |

API operation calling fees

API operation calling fees are calculated based on the count of OSS API operation calls. For more information about prices, visit [Object Storage Service Pricing](#).

| Billing item | Description | Billing method |
|-------------------------|---|--|
| OSS API operation calls | The count you call OSS API operations. Operations on the OSS console are implemented through OSS API operation calls. | <p>Fees for calling OSS API operations are calculated on an hourly basis.</p> <p>Calling fees = Unit price/10000 calls × Actual calls/hour/10000.</p> <div style="border: 1px solid gray; background-color: #f0f0f0; padding: 5px;">  Notice: You can call OSS API operations 50,000 times free of charge to perform operations on buckets located in China (Beijing) and China (Shenzhen). Extra calls incur fees. </div> |

Data retrieval fees

Data retrieval fees are incurred if you access IA objects or archives. For more information about prices, visit [Object Storage Service Pricing](#).

| Storage class | Billing item | Billing method |
|---------------|---|--|
| IA | Data retrieval fees are incurred if your IA object is accessed. | Fees for data retrieval are calculated on an hourly basis. Retrieval fees = Accessed object size (GB) × Unit price of data retrieval/GB. |
| Archive | Restoration fees are incurred when your object is restored before it is accessed. No restoration fees are incurred if your object is accessed after it is restored. | Fees for data retrieval are calculated on an hourly basis. Retrieval fees = Restored object size × Unit price of data retrieval /GB. |

Object tagging fees

If you add *tags* to objects in your bucket, OSS charges fees for object tagging. For more information about prices, visit [Object Storage Service Pricing](#).

| Billing item | Storage class | Description | Billing method |
|----------------|---------------------|--|---|
| Object tagging | All storage classes | OSS calculates fees for object tagging based on the number of tags that are added to objects in your bucket. | Fees for object tagging are calculated on an hourly basis. Pay-as-you-go: Tagging fees = Unit price/10000 object tags × Actual object tags/hour/10000. |

Transfer acceleration fees

If you have enabled [#unique_10](#) and the accelerate endpoint is used to access your bucket, OSS will charge additional fees. Assume that an accelerate endpoint is used to download 1 GB of data from a bucket that has transfer acceleration enabled. OSS charges fees based on 1 GB for transfer acceleration and 1 GB for outbound traffic over the public network. For more information about prices, visit [Object Storage Service Pricing](#).

| Billing item | Storage class | Description | Billing method |
|---------------------------------------|---------------------|--|---|
| Transfer acceleration inbound traffic | All storage classes | Traffic generated when your accelerate endpoint is used to upload data from a local device to OSS. | Fees for transfer acceleration inbound traffic are calculated on an hourly basis. Pay-as-you-go: Traffic fees = Total transfer acceleration inbound traffic/hour (GB) × Unit price/GB. |

| Billing item | Storage class | Description | Billing method |
|--|---------------------|--|--|
| Transfer acceleration outbound traffic | All storage classes | Traffic generated when your accelerate endpoint is used to browse or download data from OSS to a local device. | <p>Fees for transfer acceleration outbound traffic are calculated on an hourly basis.</p> <p>Pay-as-you-go: Traffic fees = Total transfer acceleration outbound traffic/hour (GB) × Unit price/GB.</p> |

**Note:**

For more information about prices, visit [#unique_10/unique_10_Connect_42_section_t8x_mzm_5h1](#).

2 Overdue payments

If your account balance is insufficient and you continue to use OSS paid services, you will have an overdue payment.

If you have an overdue payment, note that:

- **Your service is not suspended if you top up your balance within 24 hours.**
- **Your OSS is suspended automatically if you fail to pay off all overdue bills within 24 hours. However, you will still be charged for the buckets that are being used. Consequently, the overdue amount will continue to increase.**
- **You have 15 days to pay off the overdue bills. The service will be resumed after you pay off the overdue bills.**
- **If you fail to pay off all overdue bills within 15 days, you are regarded as voluntarily discarding OSS. Data in your buckets may be deleted and deleted data cannot be recovered. Note that you will still be charged for data stored in OSS before the data is deleted. Therefore, if you no longer want to use OSS, make sure to delete data stored in OSS.**