Alibaba Cloud Server Load Balancer

Pricing

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Generic conventions

Table -1: Style conventions

Style	Description	Example
	This warning information 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.
	This warning information 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 restore business.
	This indicates warning information, supplementary instructions, and other content that the user must understand.	 Notice: Take the necessary precautions to save exported data containing sensitive information.
	This indicates supplemental instructions, best practices, tips, and other content that is good to know for the user.	 Note: You can use Ctrl + A to select all files.
>	Multi-level menu cascade.	Settings > Network > Set network type
Bold	It is used for buttons, menus , page names, and other UI elements.	Click OK.
`Courier font`	It is used for commands.	Run the `cd / d C :/ windows` command to enter the Windows system folder.
Italics	It is used for parameters and variables.	`bae log list --instanceid` *Instance_ID*
[] or [a|b]	It indicates that it is a optional value, and only one item can be selected.	`ipconfig` *[-all|-t]*

Style	Description	Example
{} or {a|b}	It indicates that it is a required value, and only one item can be selected.	`swich {stand | slave}`

Contents

1 Billing method

The fees for a Server Load Balancer (SLB) instance are calculated using the Pay-As-You-Go billing method and are calculated based on your actual traffic usage. You can release a Pay-As-You-Go instance at any time.

To purchase a Pay-As-You-Go SLB instance, go to the purchase page.

Billing items

The following table details the items that are billed. Billing items vary by network type and instance type, as shown in the following table.

Note:
"-" means that the corresponding item is not billed, and "#" means that the corresponding item is billed.

Network type	Instance type	Instance fee	Traffic fee	Specification fee
Internet	Shared-performance instances	#	#	-
	Guaranteed-performance instances	#	#	#
Intranet	Shared-performance instances	-	-	-
	Guaranteed-performance instances	-	-	#

Instance fee

SLB instances that communicate through the Internet are charged for public IP address reservations. SLB instances that communicate through the intranet do not incur such charges. Instance fees for SLB instances that use the Internet are calculated as follows:

- Instance fee = unit price × instance reservation time

  The reservation time is the period from the time at which the instance is created to the time at which the instance is released.
- Instance fees are billed on an hourly basis. If your period of usage is less than one hour, the bill is rounded up to one hour.

If the price on the purchase page of the console is different from the price listed in the following table, take the price on the purchase page as the standard.

Region	Instance fee (USD/hour)
China (Hangzhou), China (Beijing), China (Shenzhen), China (Shanghai), China (Zhangjiakou)	0.003
China (Qingdao)	0.003
China (Hong Kong)	0.009
US (Virginia), US (Silicon Valley)	0.005
Singapore	0.006
Japan (Tokyo)	0.009
Germany (Frankfurt)	0.006
UAE (Dubai)	0.009
Australia (Sydney)	0.006

Traffic fee

SLB instances that communicate through the Internet incur traffic fees based on your usage. However, SLB instances that communicate through the intranet can be used free of charge. Traffic fees for SLB instances that use the Internet are calculated as follows:

- Internet traffic fee = unit traffic price × time

  Internet traffic is the outbound (downstream) traffic. Inbound (upstream) traffic is not charged.

- Traffic fees are billed on an hourly basis. If your period of usage is less than one hour, the bill is rounded up to one hour.

  If the price on the purchase page of the console is different from the price listed in the following table, take the price on the purchase page as the standard.

Region	Traffic fee (USD/Gbit/s)
China (Hangzhou), China (Beijing), China (Shenzhen), China (Shanghai), China (Zhangjiakou)	0.125
China (Qingdao)	0.113
China (Hong Kong)	0.156
US (Virginia), US (Silicon Valley)	0.078
Singapore	0.117
Japan (Tokyo)	0.120
Germany (Frankfurt)	0.070
UAE (Dubai)	0.447
Australia (Sydney)	0.096

Specification fee

The following are three key performance metrics for guaranteed-performance instances. The limits of these metrics are different for instances of different specifications. For more information, see #unique_4.

- Max Connection

  The maximum number of connections to an SLB instance. When the number of connections reaches the limit of the specification, new connections will be dropped.

- Connection Per Second (CPS)

  The rate at which new connections are established per second. When the CPS reaches the limit of the specification, new connections will be dropped.

- Query Per Second (QPS)

  The number of HTTP/HTTPS requests that can be processed per second. This metric is available only for Layer-7 SLB listeners. When the QPS reaches the limit of the specification, new connections will be dropped.

The specification fee of a guaranteed-performance instance is charged based on your actual usage. If the actual performance of the instance is between two specifications, the specification fee is calculated according to the higher specification.

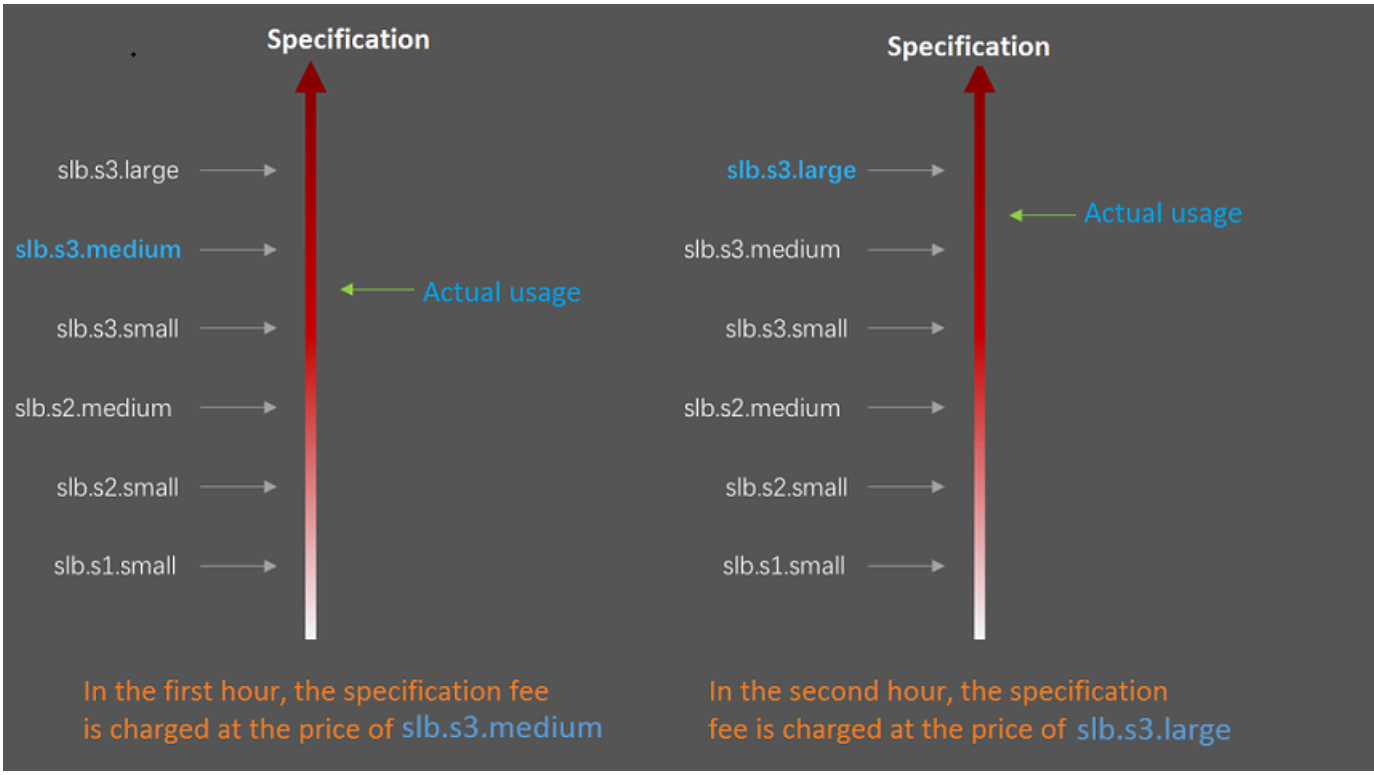
For example, you choose the specification of slb.s3.large (Max Connection: 1,000,000; CPS: 500,000; QPS: 50,000), and the actual usage of the instance in an hour is as follows:

Max Connection	CPS	QPS
90,000	4,000	11,000

- With respect to Max Connection, the actual metric value of 90,000 lies between the limit of 50,000 defined in Standard I (slb.s2.small) and the limit of 100,000 defined in Standard II (slb.s2.medium). Therefore, the specification of the Max Connection metric for this hour is Standard II (slb.s2.medium).
- With respect to CPS, the actual metric value of 4,000 occurs between the limit of 3,000 defined in the Small I (slb.s1.small) specification and the limit of 5,000 defined in the Standard I (slb.s2.small) specification. Therefore, the specification of the CPS metric for this hour is Standard I (slb.s2.small).
- With respect to QPS, the actual metric value of 11,000 occurs between the limit of 10,000 defined in Standard II (slb.s2.medium) and the limit of 20,000 defined in Higher I (slb.s3.small). Therefore, the specification of the QPS metric for this hour is Higher I (slb.s3.small).

  Out of the three metrics, QPS has the highest instance specification. Therefore, the specification fee of the instance in this hour is charged according to the price of the Higher I (slb.s3.small) specification.

The following figure provides a demonstration of how the specification fee is billed for an SLB instance:



The billing is more flexible for guaranteed-performance instances. The specification you select when purchasing an instance is the higher performance limit of the instance. For example, if you select slb.s3.medium, new requests will be dropped when requests reach 30,000 in one second.

The prices detailed in the following table are for reference purposes only. The price you see on the console will more accurately reflect your usage.

Region	Specification	Max Connectio	CPS	QPS	Specification fee (USD/ hour)
China (Hangzhou) China (Zhangjiakou) China (Hohhot) China (Qingdao) China (Beijing) China (Shanghai) China (Shenzhen)	Small I (slb.s1. small)	5,000	3,000	1,000	Free of charge
	Standard I (slb.s2. small)	50,000	5,000	5,000	0.05
	Standard II (slb.s2. medium)	100,000	10,000	10,000	0.10
	Higher I (slb.s3. small)	200,000	20,000	20,000	0.20
	Higher II (slb.s3. medium)	500,000	50,000	30,000	0.31
	Super I (slb.s3.large)	1,000,000	100,000	50,000	0.51
Singapore Malaysia (Kuala Lumpur) Indonesia (Jakarta) India (Mumbai) US (Silicon Valley) US (Virginia) China (Hong Kong)	Small I (slb.s1. small)	5,000	3,000	1,000	Free of charge
	Standard I (slb.s2. small)	50,000	5,000	5,000	0.06
	Standard II (slb.s2. medium)	100,000	10,000	10,000	0.12
	Higher I (slb.s3. small)	200,000	20,000	20,000	0.24
	Higher II (slb.s3. medium)	500,000	50,000	30,000	0.37
	Super I (slb.s3.large)	1,000,000	100,000	50,000	0.61

2 Overdue payments

The load balancing service will not be stopped immediately after a Server Load Balancer (SLB) bill is overdue. We recommend that you renew SLB instances in time to avoid service interruptions.

The following will happen when a Pay-As-You-Go instance is overdue:

- After a bill is overdue, the instance will keep running for 15 days. Then, the instance will be locked and the service stops.

  After the instance stops running, billing is also stopped.
- If the SLB bill is still overdue 15 days after the instance is locked, the instance will be automatically released.

  The account owner will receive an email notification one day before the instance is released. The instance configuration and related data will be deleted and cannot be restored after the instance is released.

3 Monitoring data and billing data

Server Load Balancer (SLB) provides a monitoring function that monitors such metrics as the inbound and outbound traffic and the number of connections. You can view real-time monitoring data in the console. Besides monitoring data, billing data is also collected, but it is collected for the calculation of fees to be charged. Monitoring data and billing data differ given the factors described as follows.

Factor	Monitoring data	Billing data
Calculation method	The SLB system collects monitoring data every minute, and reports the data to CloudMonitor. After every 15 minutes, CloudMonitor calculates the average value of data collected in that time period. The network traffic data displayed in the console is the average value calculated.	Billing data is collected every minute, and the SLB system reports the accumulated value once each hour to the billing system. Monitoring data is the calculated average for a 15-minute time period, but the billing data is the accumulated value in a billing cycle.
Latency	SLB provides real-time monitoring data. However, a short delay may inevitably occur during the process of data collection, calculation, and display. Although this delay is nearly immeasurable, it can create a certain degree of discrepancy between the monitoring and billing data.	Billing data can allow up to a three-hour delay. For example, billing data generated between 01:00-02:00 is normally reported to the billing system before 03:00. However, data may be reported up to three hours later, with the last reporting time being 05:00. As a result, there may be a discrepancy between billing data and monitoring data.
Purpose	The purpose of monitoring is to help you observe if instances are running normally. If not, you can take measures to solve problems in a timely manner.	The purpose of billing is to generate bills. Monitoring data cannot be used as billing data.