

Bidding and Auction Cost

Agenda

- Goals
- Background
- Benchmarking and tooling
- Cost targets
- Q&A

Goals

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- Discuss our plans around benchmarks and providing tooling for AdTech to perform cost estimation
- Align on metric we plan to use
- Feedback and participation from AdTechs

Background

Background

- **Scope**
 - Cost discussions limited to operational cost of Bidding and Auction (B&A).
 - Out of scope: Other costs such as maintenance and personnel
- **Cost factors**
 - See B&A [cost explainer](#) for cost components.
 - Cost depends on several factors, like QPS, latency, over-provisioning etc.
- **Determining cost**
 - See [cost estimation](#) section in the explainer.
 - TLDR: Stand up a representative system, run a cost test, measure actual costs and extrapolate.
- **Key-Value**
 - Similar work being done on the K/V services
 - K/V cost explainer will be published by June 2024
 - Tooling (next slide) will work with both services

Benchmarking and tooling

Benchmarking and tooling plan

- **Benchmarks**

- Determine and publish a baseline system including configuration, scripts and other details.
- Benchmark cost of the published baseline system as a reference

- **Tooling**

- Plans for publishing a tool that will model/estimate cost of the system.
- Tool will help extrapolate cost of a provisioned system while running a cost test.
- Tool can also help approximate cost of a running system without running a cost test.

- **Timelines**

- EOQ2 '24 Publish the cost tool
- EOQ2 '24 Publish the baseline system
- EOQ3 '24 Publish cost for the baseline system

Cost targets

Cost targets

- **Github**

- <https://github.com/WICG/protected-auction-services-discussion/issues/48>
- You are welcome to comment publicly

- **Plan:**

- Release end-to-end benchmark
- \$/million requests under X latency
 - Standard billing on reference cloud provider

- **Questions for ad tech**

- Your thoughts about our benchmark design
- Your thoughts about how we measure cost (\$/million requests on a specific cloud provider)

- **Ad tech participation**

- Grounded cost targets
- Feedback on tooling / explainers
- Code / data contributions

Q/A