

The Public Option: A non-regulatory alternative to Network Neutrality

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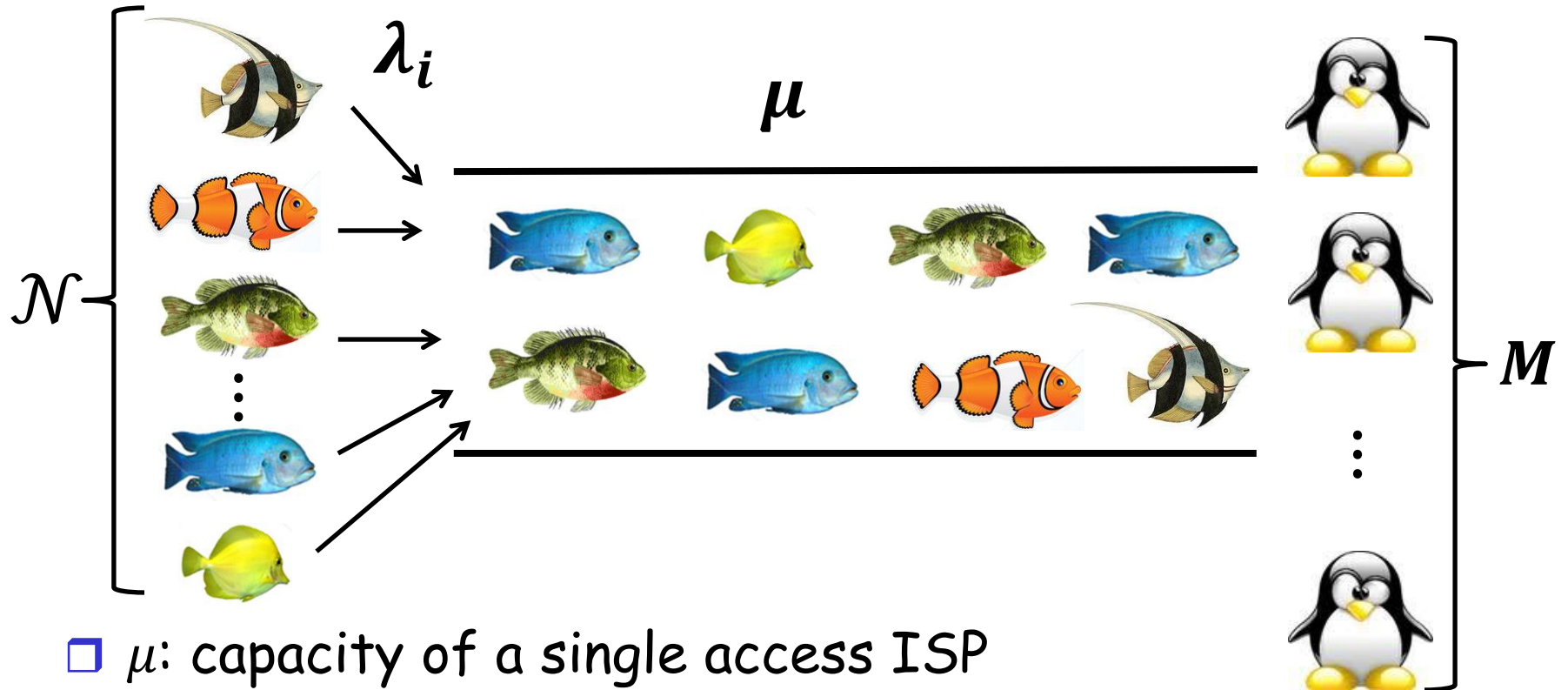
Joint work with Vishal Misra (Columbia University)

The 2nd Workshop on Internet Economics

Highlights

- A more realistic equilibrium model of content traffic, based on
 - User demand for content
 - System protocol/mechanism
- Game theoretic analysis on user utility under different ISP market structures:
 - Monopoly, Duopoly & Oligopoly
- Regulatory implications for all scenarios and the notion of a *Public Option*

Three-party model (M, μ, \mathcal{N})



- ❑ μ : capacity of a single access ISP
- ❑ M : # of users of the ISP (# of active users)
- ❑ \mathcal{N} : set of all content providers (CPs)
- ❑ λ_i : throughput rate of CP $i \in \mathcal{N}$

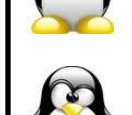
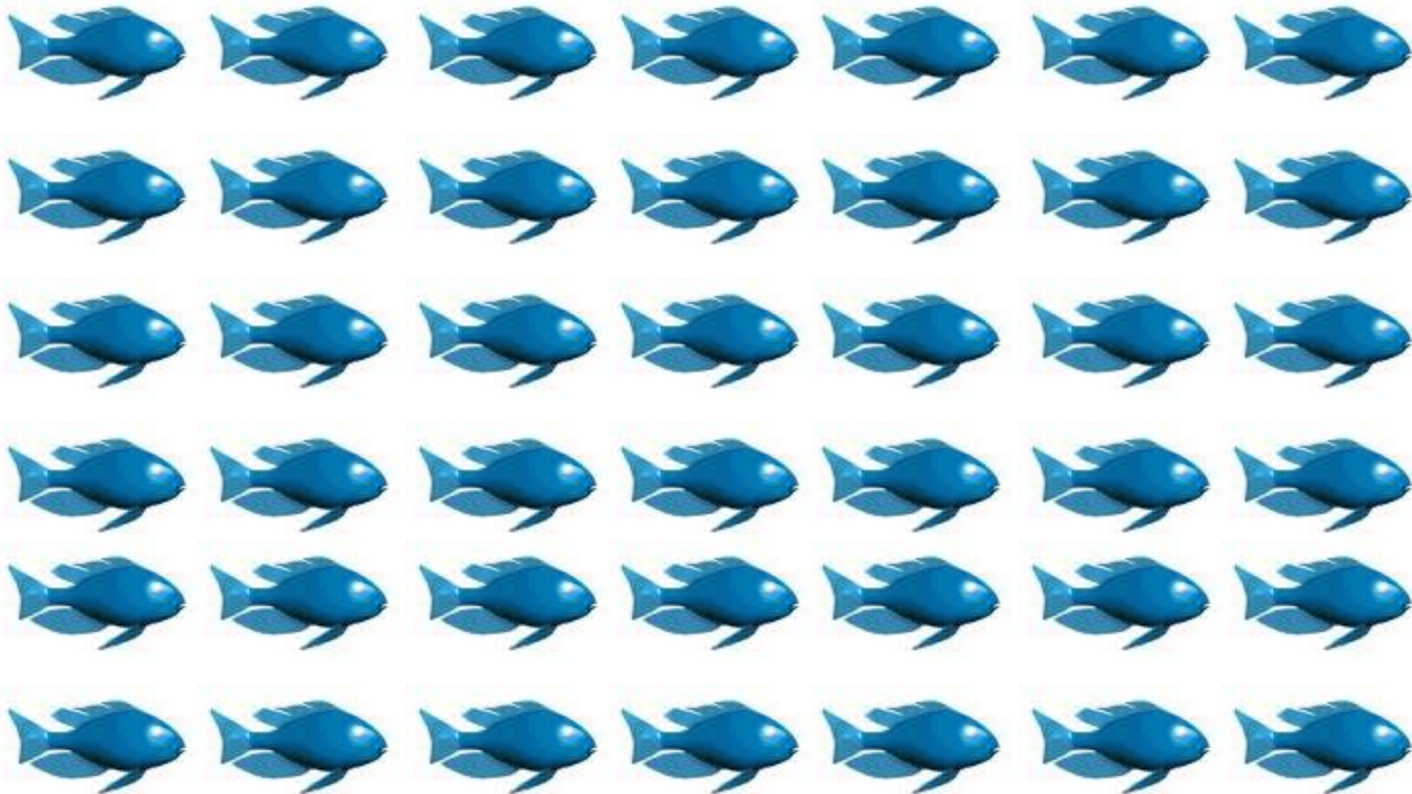
User-side: 3 Demand Factors

- Unconstrained throughput $\hat{\theta}_i$
 - Upper-bound, achieved under unlimited capacity
 - E.g. 5Mbps for Netflix
- Popularity of the content α_i
 - Google has a larger user base than other CPs.
- Demand function of the content $d_i(\theta_i)$
 - Percentage of users still being active under the achievable throughput $\theta_i \leq \hat{\theta}_i$

Unconstrained Throughput $\hat{\lambda}_i$

(Max) Throughput $\hat{\theta}_i (= 7Kbps)$

User size $M (= 10)$



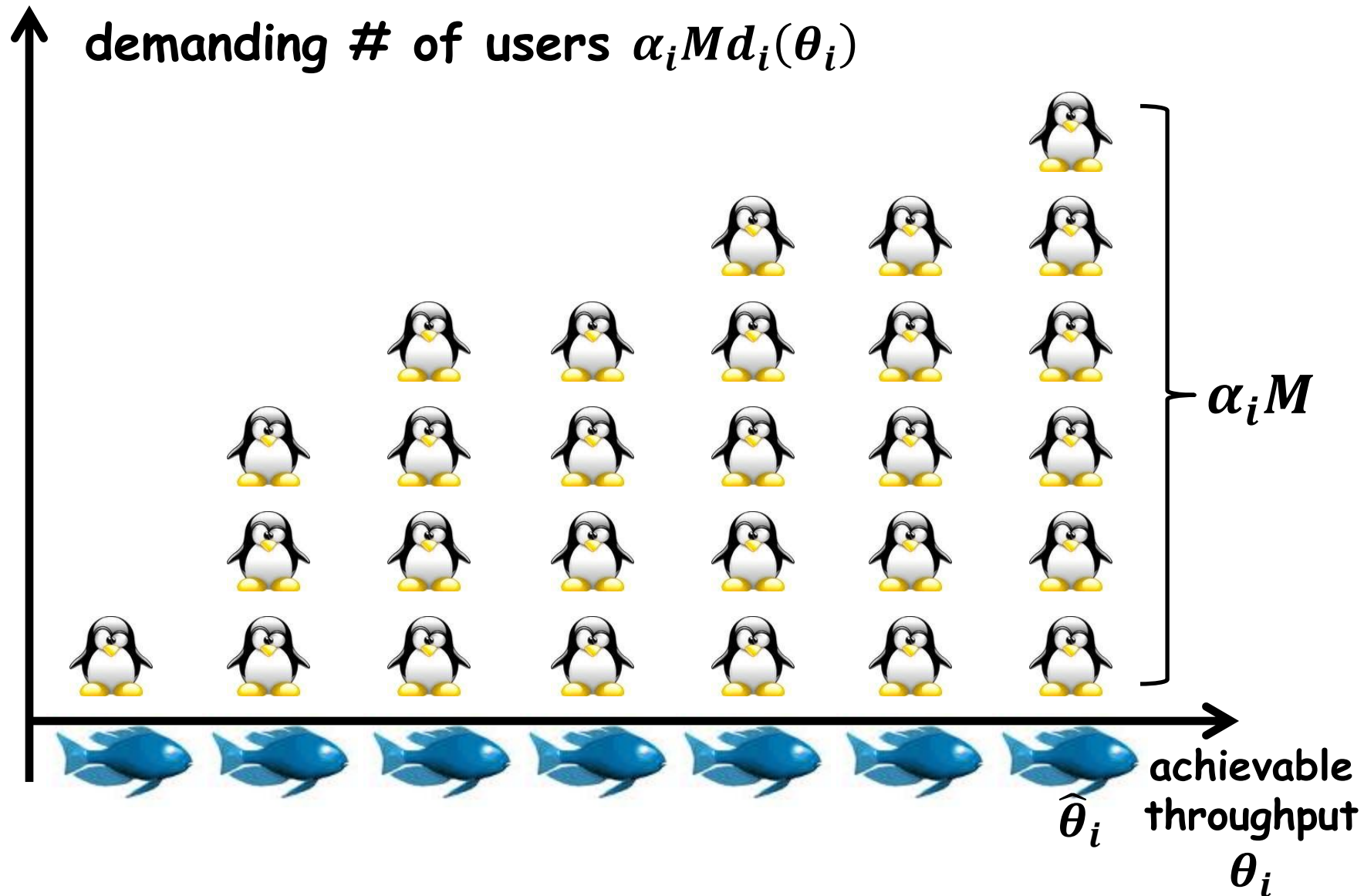
Content unconstrained throughput

$$\hat{\lambda}_i = \alpha_i M \hat{\theta}_i (= 42Kbps)$$

Content popularity

$$\alpha_i (= 60\%)$$

Demand Function $d_i(\theta_i)$

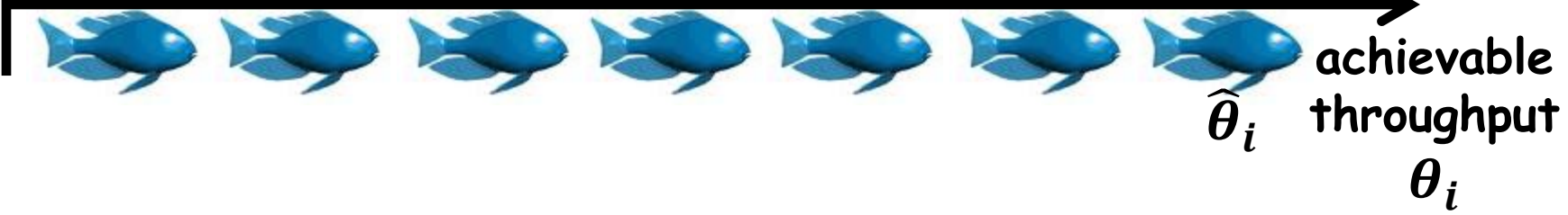
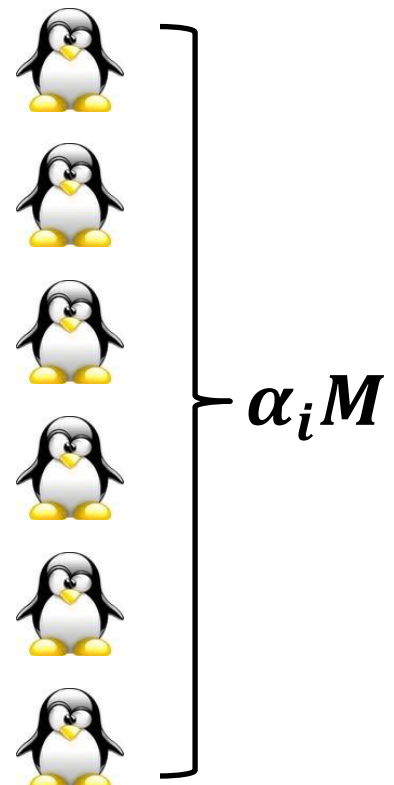


Demand Function $d_i(\theta_i)$

↑ demanding # of users $\alpha_i M d_i(\theta_i)$

- Assumption 1: $d_i(\theta_i)$ is continuous and non-decreasing in θ_i with $d_i(\hat{\theta}_i) = 1$.
- More sensitive to throughput
- Throughput of CP i :

$$\lambda_i(\theta_i) = \alpha_i M d_i(\theta_i) \theta_i$$



System Side: Rate Allocation

- Axiom 1 (Throughput upper-bound)

$$\theta_i \leq \hat{\theta}_i$$

- Axiom 2 (Work-conserving)

$$\lambda_{\mathcal{N}} = \sum_{i \in \mathcal{N}} \lambda_i = \min \left(\mu, \sum_{i \in \mathcal{N}} \hat{\lambda}_i \right)$$

- Axiom 3 (Monotonicity)

$$\theta_i(M, \mu_2, \mathcal{N}) \geq \theta_i(M, \mu_1, \mathcal{N}) \quad \forall \mu_2 \geq \mu_1$$

Uniqueness of Rate Equilibrium

- Theorem (Uniqueness): A system (M, μ, \mathcal{N}) has a unique equilibrium $\{\theta_i : i \in \mathcal{N}\}$ (and therefore $\{\lambda_i : i \in \mathcal{N}\}$) under Assumption 1 and Axiom 1, 2 and 3.

$$\left. \begin{array}{l} \text{User demand: } \{\theta_i\} \rightarrow \{d_i\} \\ \text{Rate allocation: } \mu, \{d_i\} \rightarrow \{\theta_i\} \end{array} \right\}$$

→ Rate equilibrium: $(\{\theta_i^*\}, \{d_i^*\})$

ISP Paid Prioritization

$$\text{ISP Payoff: } c \sum_{i \in \mathcal{P}} \lambda_i = c \lambda_{\mathcal{P}}$$



Capacity

Charge

Premium Class

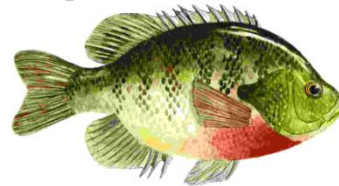
$(M, \kappa\mu, \mathcal{P})$



$\kappa\mu$



$\$c/\text{unit traffic}$



Ordinary Class

$(M, (1 - \kappa)\mu, \mathcal{O})$

$(1 - \kappa)\mu$



$\$0$



Monopolistic Analysis

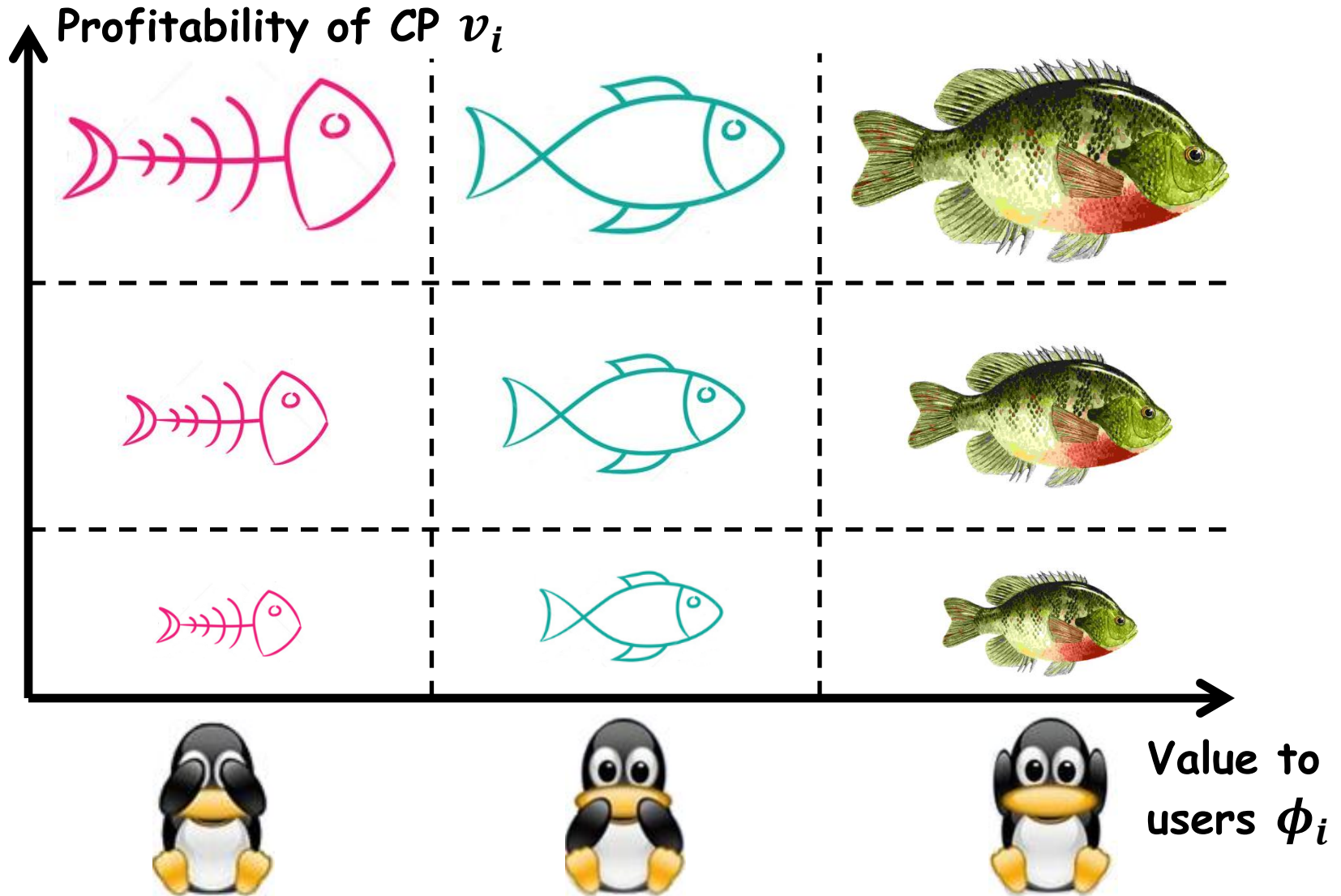
- Players: monopoly ISP I and the set of CPs \mathcal{N}
- A Two-stage Game Model (M, μ, \mathcal{N}, I)
 - 1st stage, ISP chooses $s_I = (\kappa, c)$ announces s_I .
 - 2nd stage, CPs simultaneously choose service classes reach a joint decision $s_{\mathcal{N}} = (\mathcal{O}, \mathcal{P})$.
- Outcome: set \mathcal{P} of CPs shares capacity $\kappa\mu$ and set \mathcal{O} of CPs share capacity $(1 - \kappa)\mu$.

Utilities (Surplus)

- ISP Surplus: $IS = c \sum_{i \in \mathcal{P}} \lambda_i = c \lambda_{\mathcal{P}}$;
- Consumer Surplus: $CS = \sum_{i \in \mathcal{N}} \phi_i \lambda_i$
 - ϕ_i : per unit traffic value to the users
- Content Provider:
 - v_i : per unit traffic profit of CP i

$$u_i(\lambda_i) = \begin{cases} v_i \lambda_i & \text{if } i \in \mathcal{O}, \\ (v_i - c) \lambda_i & \text{if } i \in \mathcal{P}. \end{cases}$$

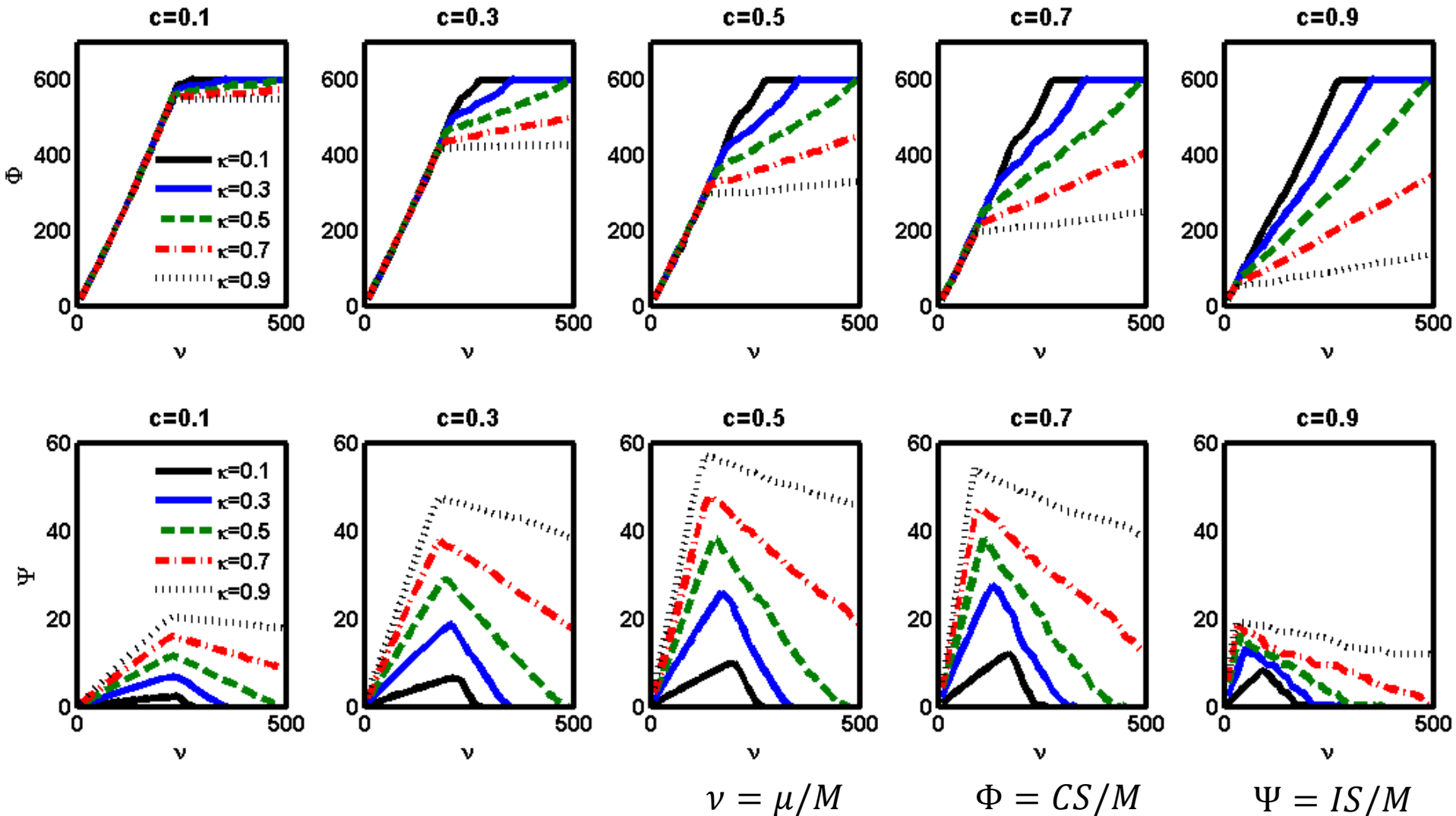
Type of Content



Monopolistic Analysis

- Players: monopoly ISP I and the set of CPs \mathcal{N}
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 - 1st stage, ISP chooses $s_I = (\kappa, c)$ announces s_I .
 - 2nd stage, CPs simultaneously choose service classes reach a joint decision $s_{\mathcal{N}} = (\mathcal{O}, \mathcal{P})$.
- ❖ Theorem: Given a fixed charge c , strategy $s_I = (\kappa, c)$ is dominated by $s_I' = (1, c)$.
- The monopoly ISP has incentive to allocate all capacity for the premium service class.

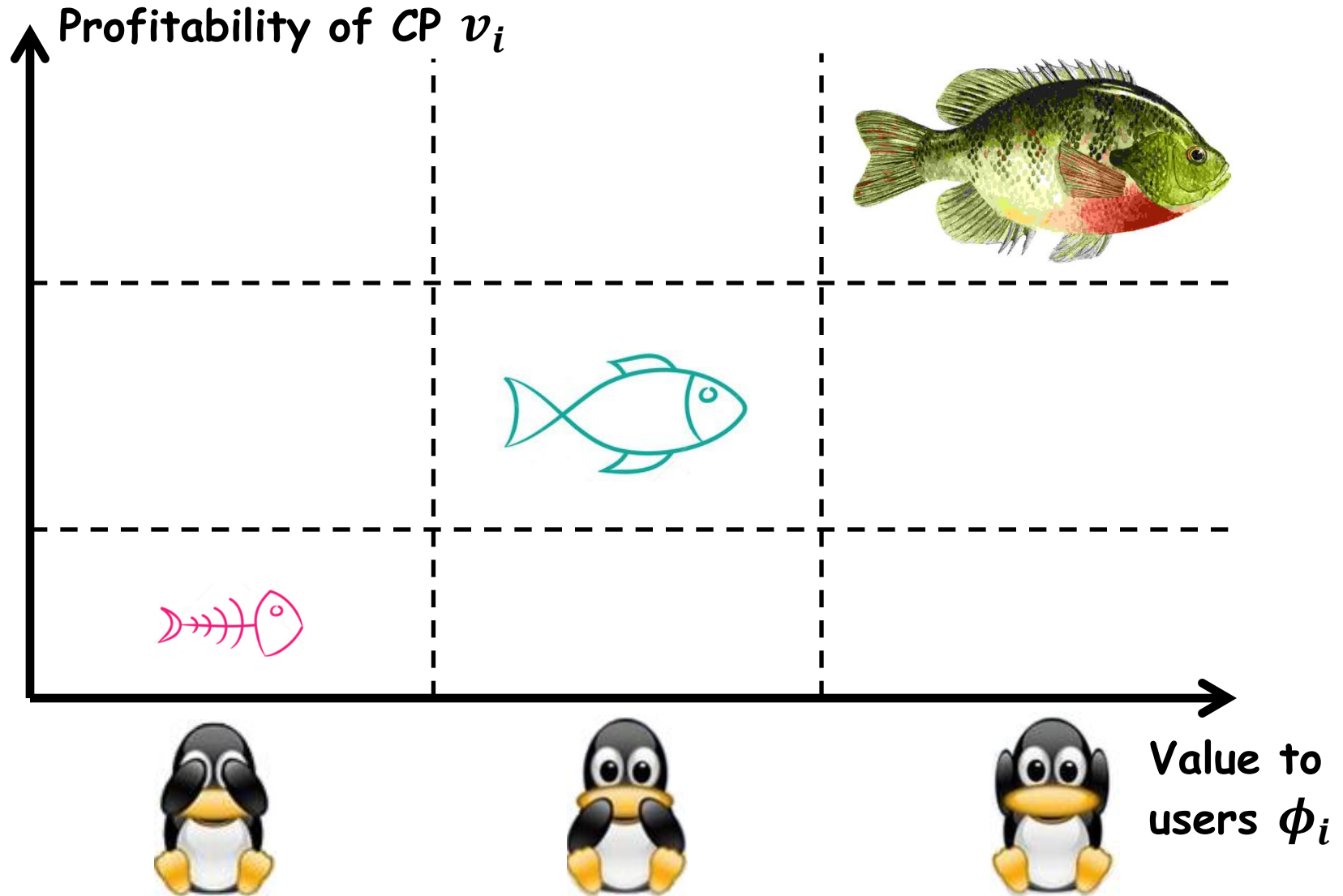
Utility Comparison: Φ vs Ψ



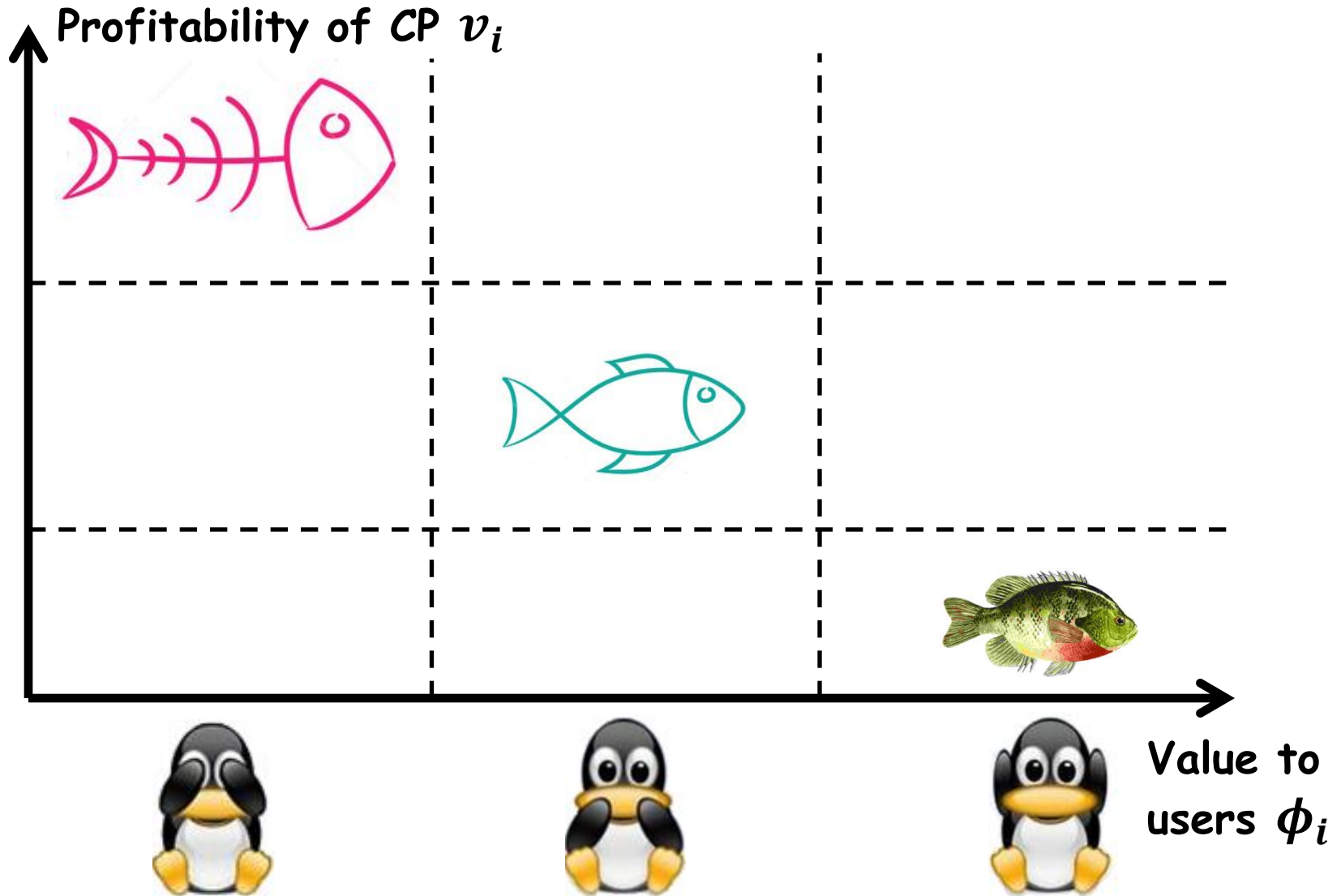
Regulatory Implications

- Ordinary service can be made “damaged goods”, which hurts the user utility.
- Implication: ISP should not be allowed to use non-work-conserving policies (κ cannot be too large).
- ❖ Should we allow the ISP to charge an arbitrarily high price c ?

High price c is good when



High price c is bad when

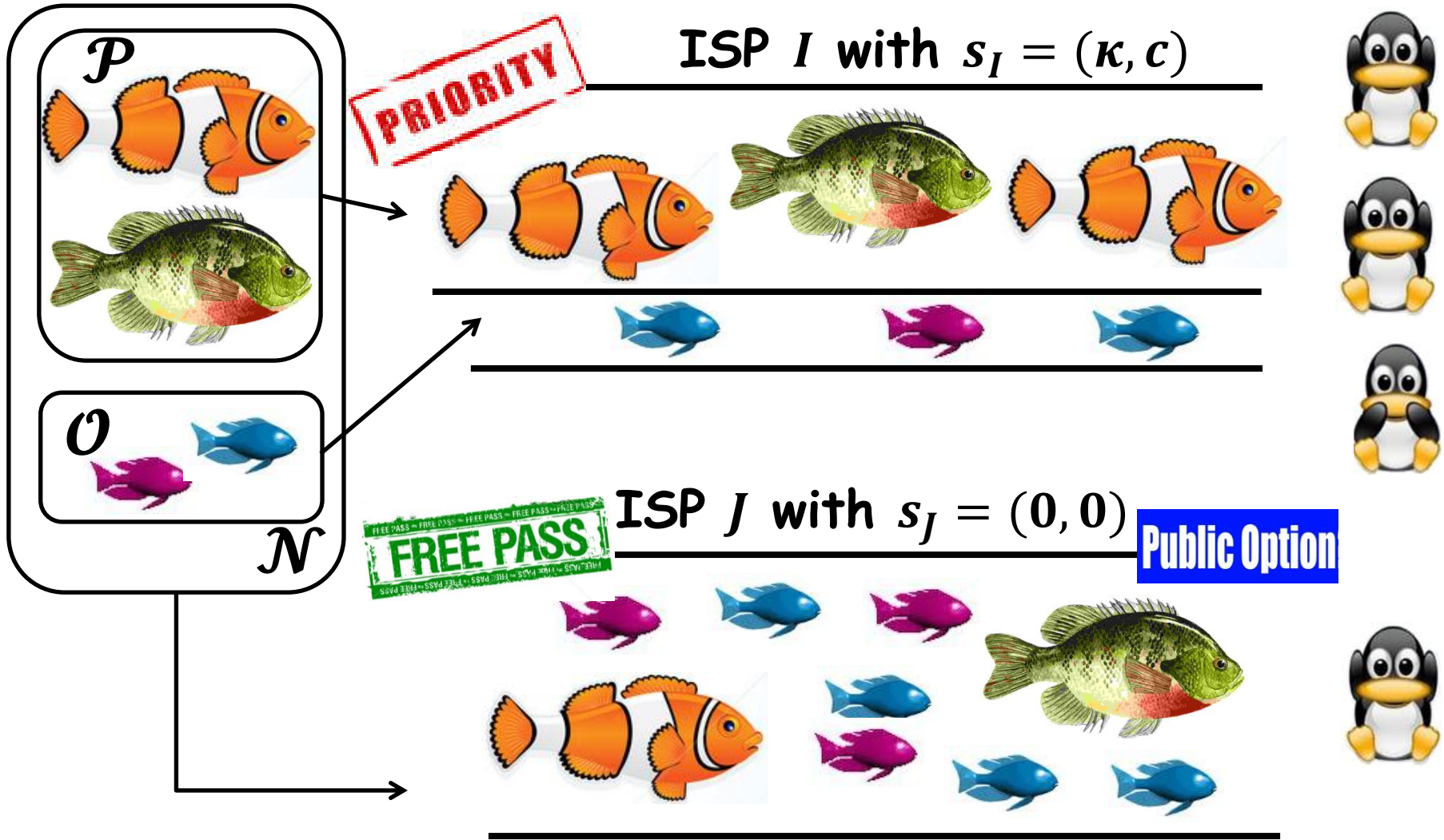


Oligopolistic Analysis

- A Two-stage Game Model $(M, \mu, \mathcal{N}, \mathcal{I})$
 - 1st stage: for each ISP $I \in \mathcal{I}$ chooses $s_I = (\kappa_I, c_I)$ simultaneously.
 - 2nd stage: at each ISP $I \in \mathcal{I}$, CPs choose service classes with $s_{\mathcal{N}}^I = (\mathcal{O}_I, \mathcal{P}_I)$

- Difference with monopolistic scenarios:
 - Users move among ISPs until the per user surplus Φ_I is the same, which determines the market share of the ISPs
 - ISPs try to maximize their market share.

Duopolistic Analysis



Duopolistic Analysis: Results

- Theorem: In the duopolistic game, where an ISP J is a Public Option, i.e. $s_J = (0, 0)$, if s_I maximizes the non-neutral ISP I 's market share, s_I also maximizes user utility.
- Regulatory implication for monopoly cases:

Public Option



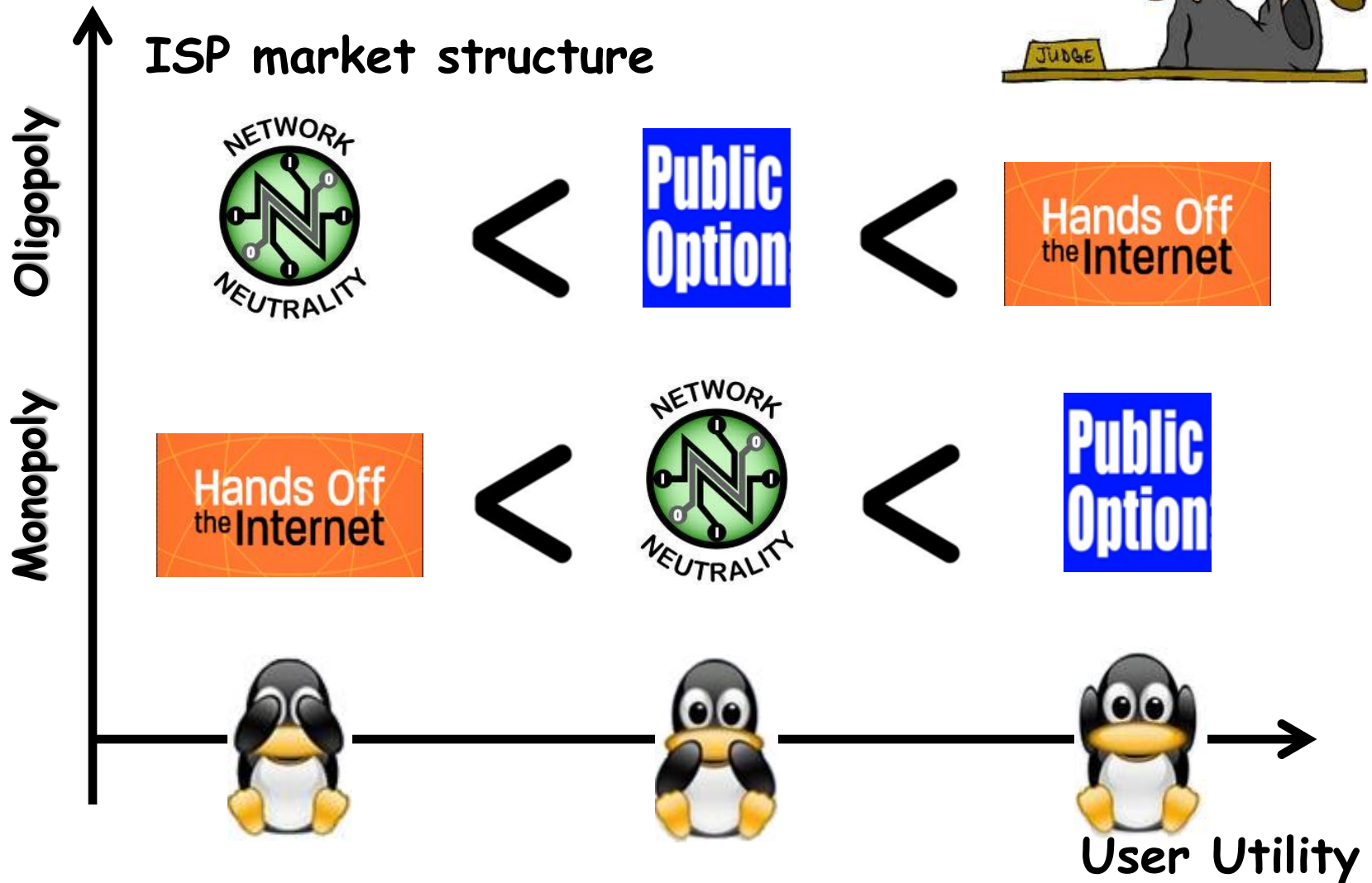
**Hands Off
the Internet**

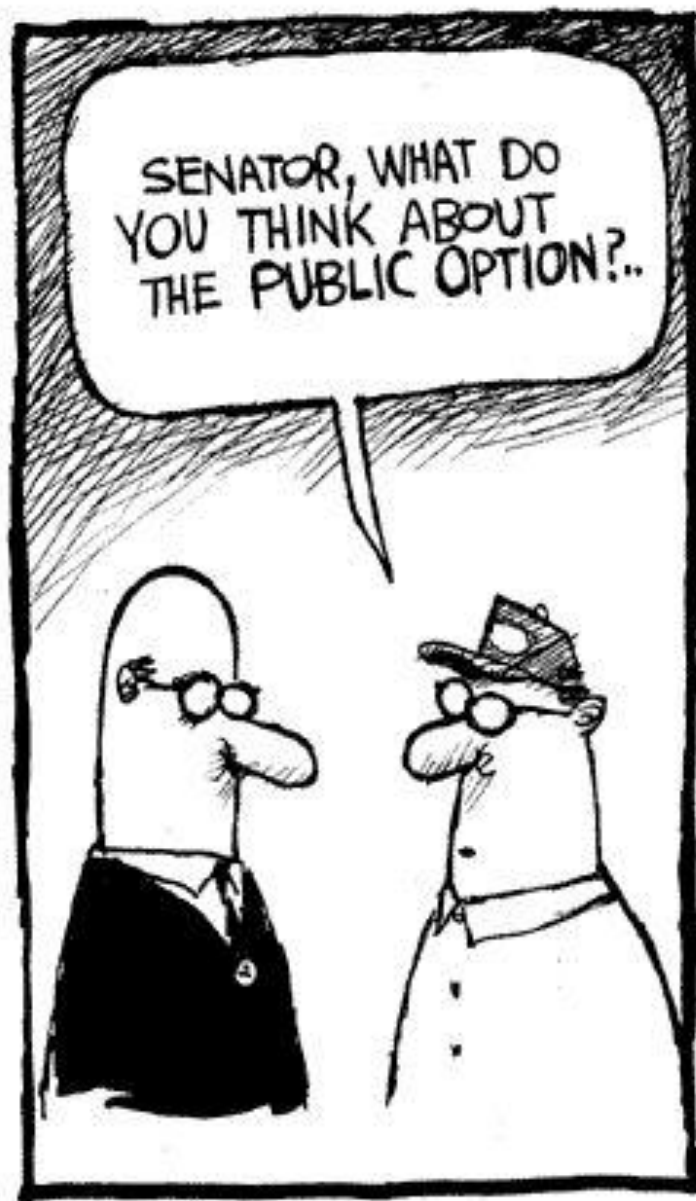
Oligopolistic Analysis: Results

- Theorem: Under any strategy profile s_{-I} , if s_I is a best-response to s_{-I} that maximizes market share, then s_I is an ϵ -best-response for the per user utility Φ .
- The Nash equilibrium of market share is an ϵ -Nash equilibrium of user utility.
- Oligopolistic scenarios:



Regulatory Preference





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