



Naked Exclusion by a Dominant Supplier

Third Annual FTC Northwestern University
Microeconomics Conference
November 19, 2010

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Motivation (1)

- “Naked Exclusion” – Exclusion for no other reason than to exclude
 - For example, not conditioned on promotional expenditures or other investments
- Dominant Supplier – “Must have” supplier
 - Large part of the market has no good alternative to the dominant supplier
 - Dominance necessary condition to exclude



Motivation (2)

- How could exclusives cause harm? Why would buyers accept an agreement if it were harmful?
 - End user models – coordination failure
 - Rasmussen et. Al (1991)
 - Aghion & Bolton (1987)
 - Intermediate goods models
 - Competing firms pass harm through to end user customers
 - Simpson & Wickelgren (2007 AER)
 - Fumagalli & Motta (2006 AER)
 - Abito and Wright (2008 IJIO)
 - Wright (2009 AER)



Motivation (3)

My Model

- Explicitly Model Dominant Supplier
- Eliminate the “First Mover Advantage”
 - All suppliers can offer exclusive contracts
- Eliminate “Entrant must spend F”
- Model 100% exclusion & market share discounts
- How big do payments have to be?
- Develop a more robust “price/cost test”



Results from 50,000 feet

- Two customer segments
 - Large segment prefers the dominant supplier's input a lot
 - Small segment prefers small rival supplier's input a little
- Downstream firms can sell goods with both suppliers' inputs
 - Dominant supplier pays downstream firm to be exclusive.
 - Rival too small to sign all firms to exclusive contracts so faces competition from dominant firm in the small segment
 - Dominant supplier pays each firm the value of these profits for exclusion and so faces no competition
 - Dominant supplier can therefore set monopoly price for input
 - Profitable if monopoly profits $>$ the payments to the producers
 - Monopoly profits finance payments

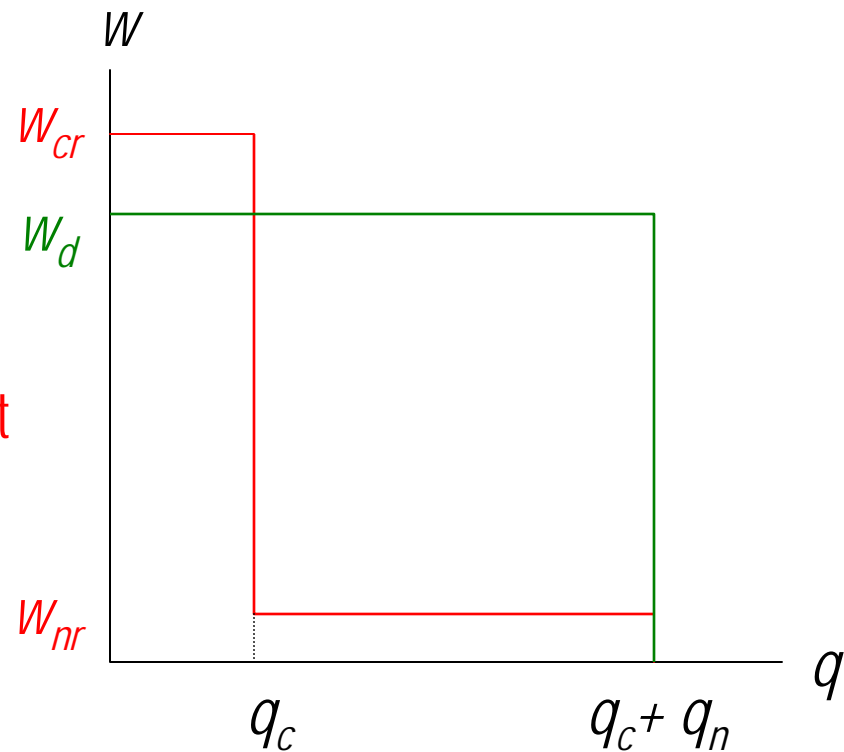
Model (1)

- Differentiated Input; Two Input Suppliers
 - Dominant (D) Sells d to downstream producers
 - Small Rival (R) sells r to downstream producers
- m downstream Producers
 - 1 unit of input \rightarrow 1 unit final good (MC=0)
 - Undifferentiated except for the input
 - Bertrand price competition
- End users
 - Most will pay much more for d -based good
 - A few will pay a little more for r -based good

Model (2)

The Final Good Market

- $W_{cr} = \text{WTP} - r$ -based units
Contestable segment
- $W_d = \text{WTP} - d$ -based units
- $W_{nr} = \text{WTP} - r$ -based units
Non-contestable segment
- q_c contestable segment
- q_n non-contestable segment
- Price discrimination
 - t denotes transfer price
 - p denotes final good price.



Model (3)

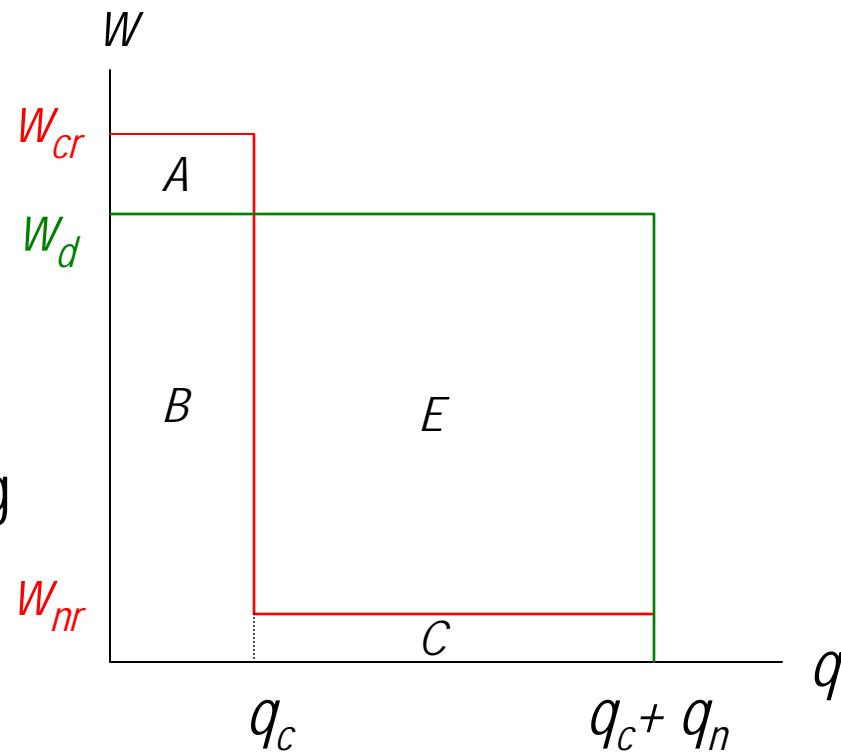
Values

$B = d$'s value to contestable seg

$A = r$'s extra value to con seg.

$C = r$'s value in noncon seg

$E = d$'s extra value in non con seg



Model (4) - Benchmark

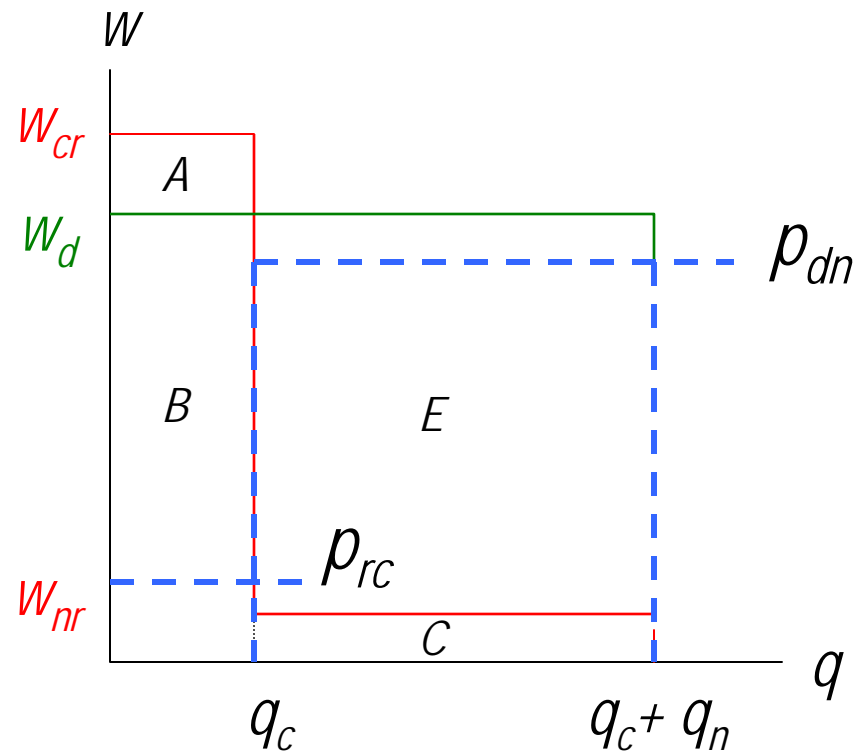
Bertrand outcome
in each segment

Dominant earns E

Rival earns A

$$\rho_{rc} = W_{cr} - W_d$$

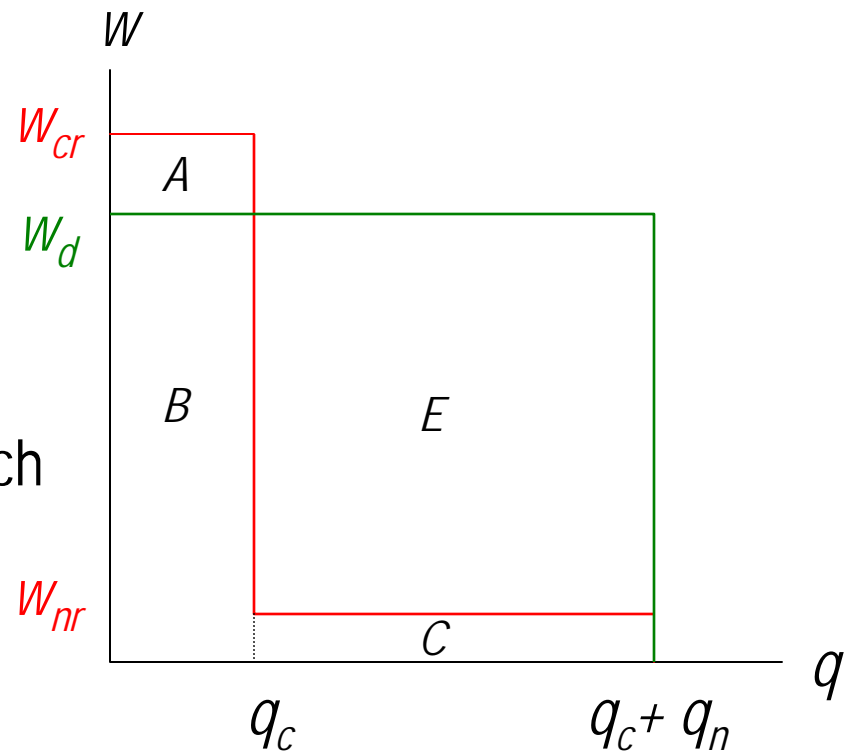
$$\rho_{dn} = W_d - W_{nr}$$



Model (5)

The Game

- Both suppliers offer pmnt. \mathcal{P}
- m producers accept or reject
- Suppliers set prices, t_{ij}
- Producers can breach
- Supplier set new \downarrow t 's if breach
- Producers set prices, p
- *Producers and supplier discriminate across segments*
- All players observe all decisions



Model (6) - Exclusivity

Equilibrium With Exclusives

If $mA < B+C$

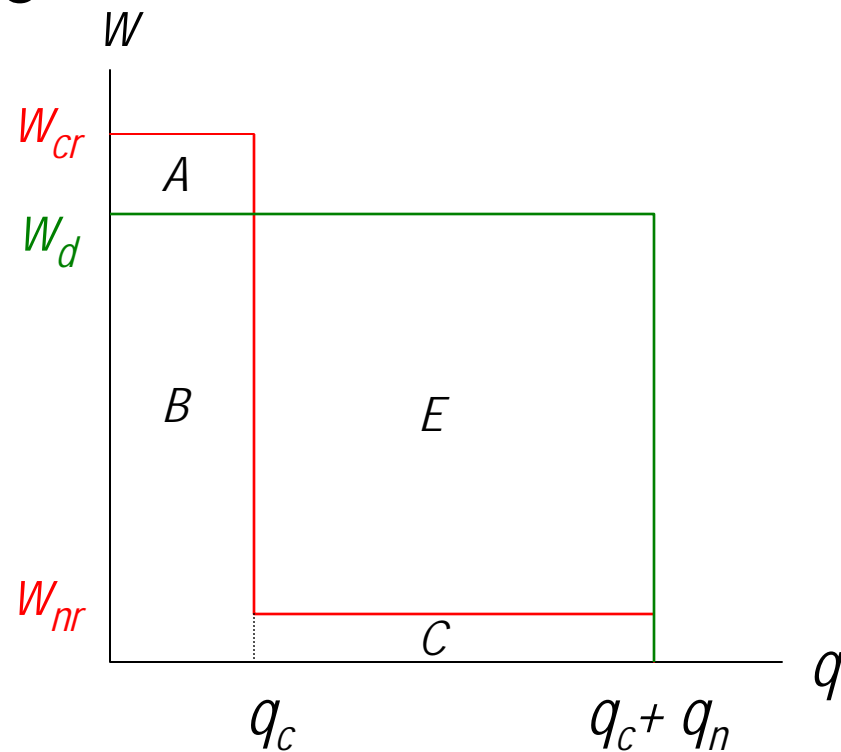
$(A+B+C)/m < E$

D signs all producers to exclusives (pays A)

D sets $t_{dc} = t_{dn} = W_d$

End users pay W_d

R sets $t_r = 0$ to one producer



Model (7) - Exclusivity

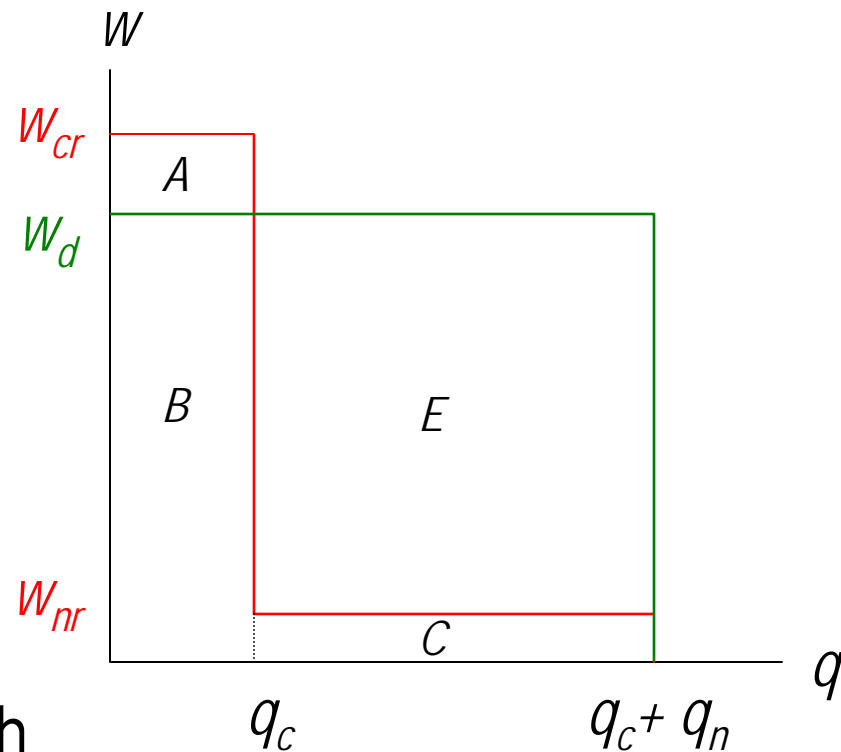
$$mA < B+C$$

Excluding R makes D a monopolist.

He earns $B+C$ more than he would in competition.

D pays A to each producer for a total of mA

If $mA < B+C$ it's profitable to pay all m producers A each



Model (8) - Exclusivity

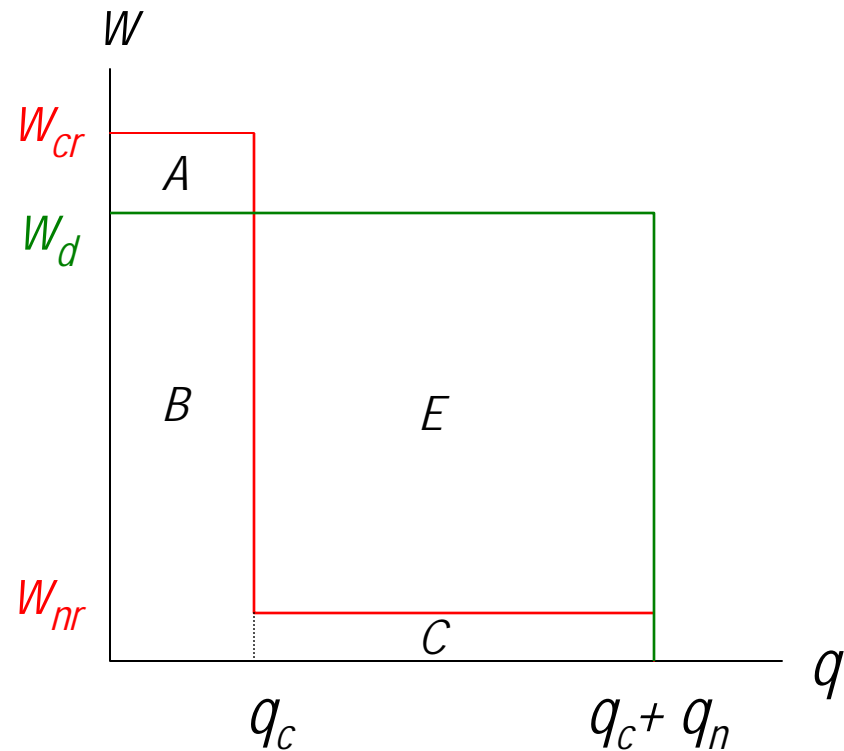
$$(A+B+C)/m < E$$

R cannot sign all producers

R can pay $(A+B+C)/m$ to each producer for exclusivity

If *R* signs all producers, *D* loses *E*. *D* could pay one producer $E-\varepsilon$ Not to be exclusive.

R faces competition from *D*.



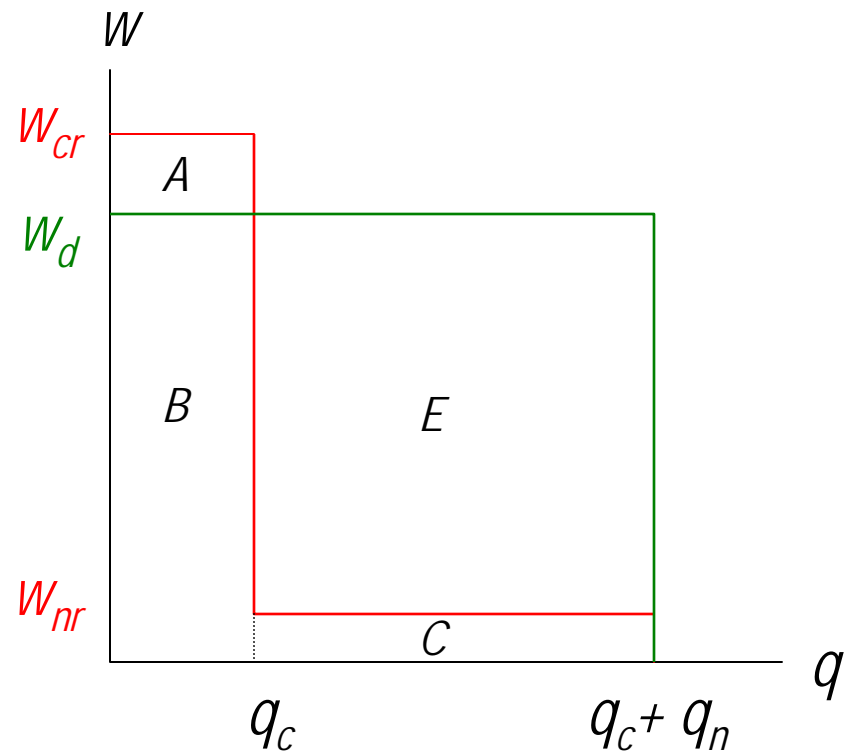
Model (9) - Exclusivity

$$(A+B+C)/m < E$$

R cannot sign one producer

In competition the most R
Could pay one producer to
Breach and sell r is A .

But each producer already
gets A , so no benefit in
deviating



Model (10) - Exclusivity

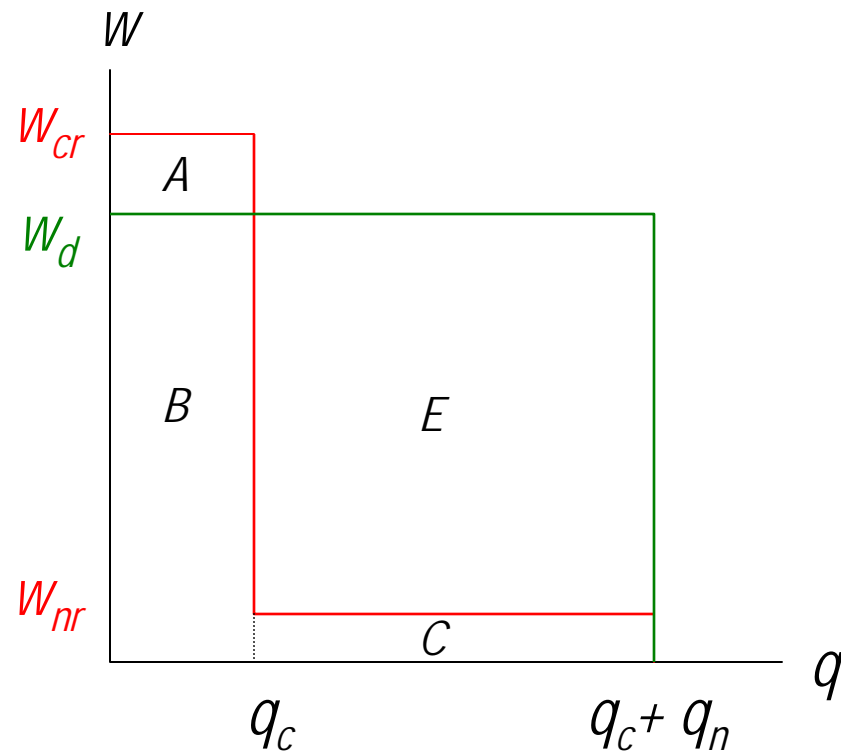
If a producer breaches:

D sets $t_{djc} = 0$

r -based unit price = $W_{cr} - W_d$

Producers earn 0

Again breach causes Bertrand



Model (13) - Market Share Discount

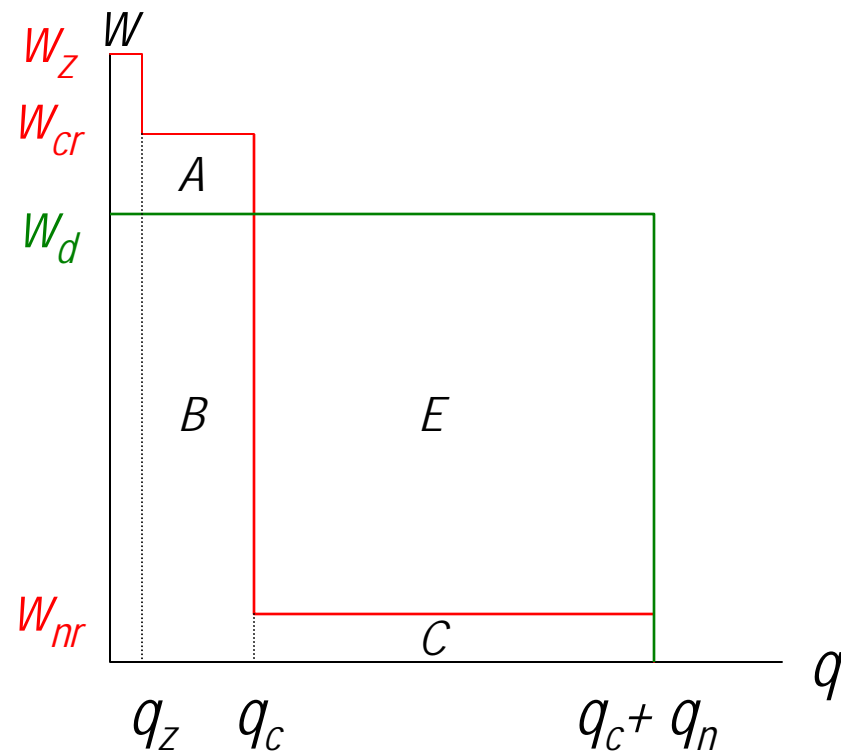
q_z end users WTP w_z

$m(w_z - w_d) > w_d$ and

$mA < B + C$ creates

incentive for MS discount

Cheaper to concede q_z units rather than compensate producers for not selling those r -based units



Model (14) - Market Share Discount

Equilibrium

D offers A to producers

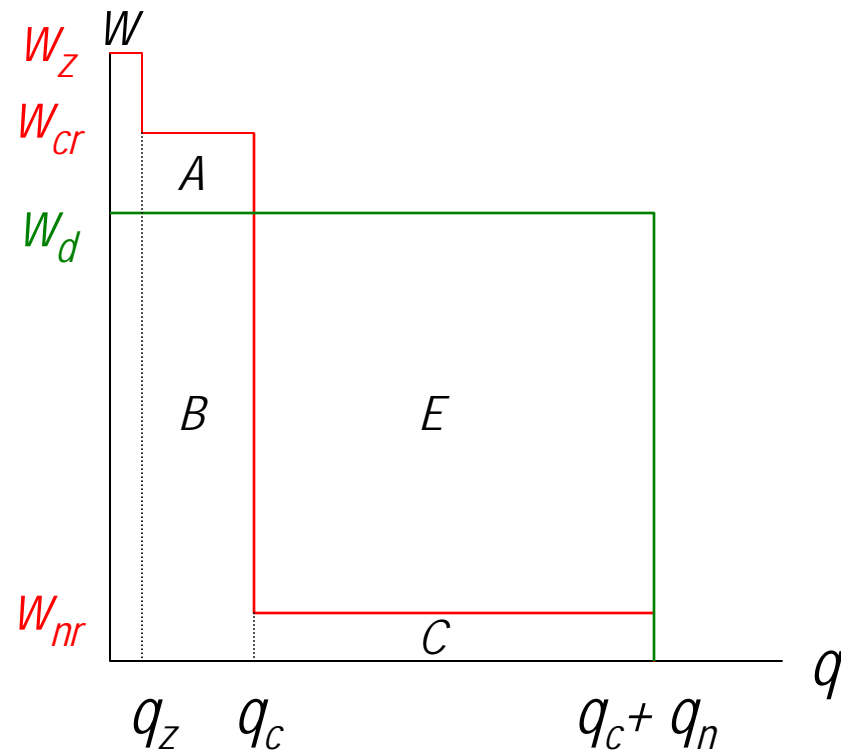
Producers accept

D sets $t_{dz} = 0$; $t_{d-z} = W_d$

R sets $t_{rz} = W_z - W_d$; $t_{r-z} = 0$

If breach

$t_{dc} = 0$; $t_{dn} = W_d - W_{cn}$



Model (15) - Price-Cost Test

Naïve price-cost test -

$m_A < B$ wrongly concludes
anticompetitive payments
are procompetitive

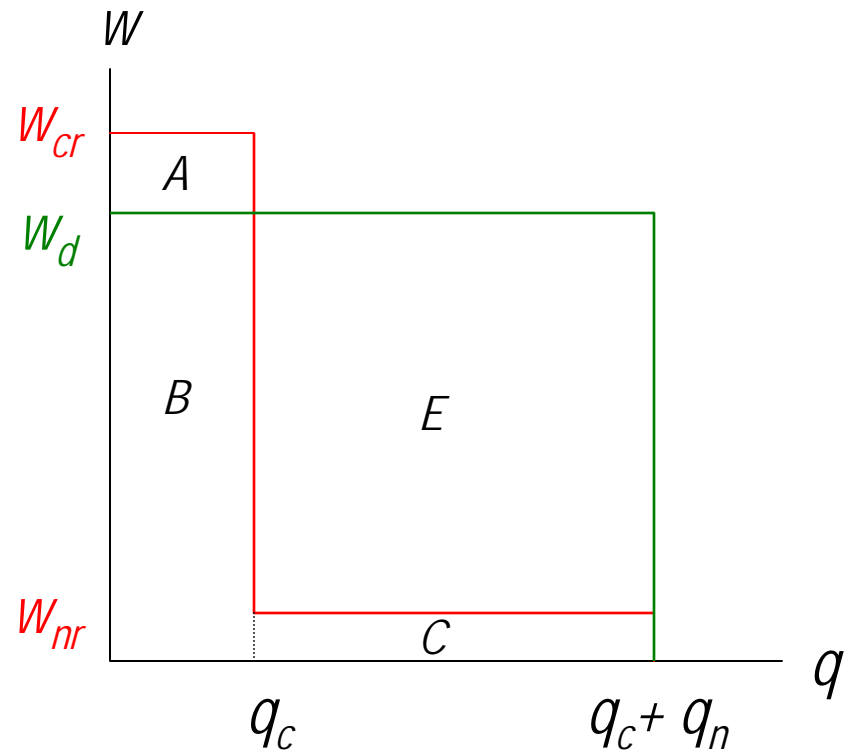
Naïve Test:

Effective Discount:

Divide \mathcal{P} by q_j

Effective Price:

t minus effective discount



Model (16) - Price-Cost Test

$$mA < B \rightarrow A < w_d q_c / m.$$

Naïve Test

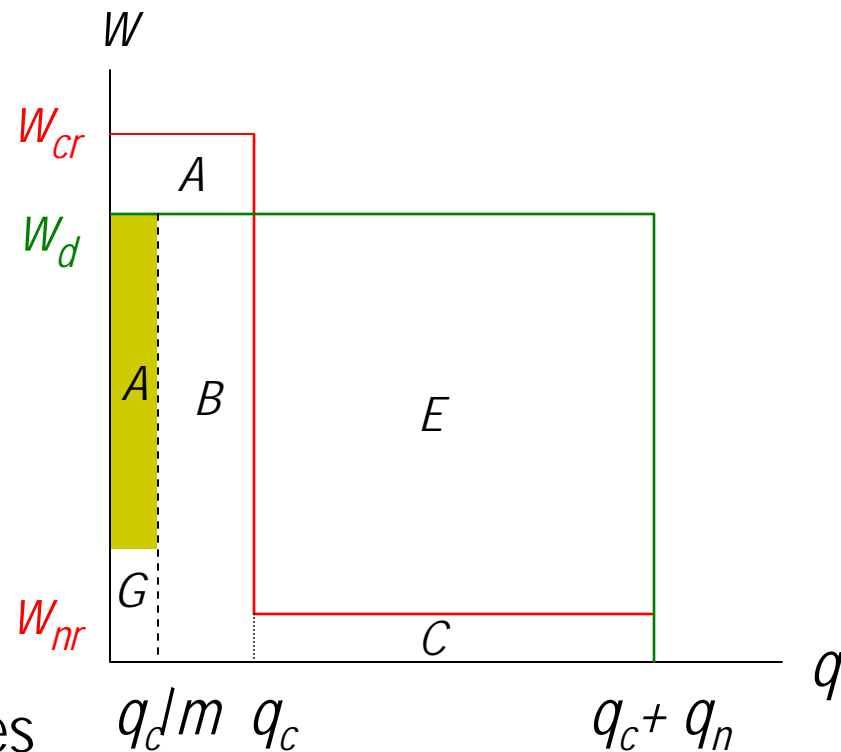
Take A

Overlay in $w_d q_c / m$

G is positive

$G/(q_c/m)$ is effective price

Naïve test says no harm but
exclusion leads to monopoly prices



Model (17) - Price-Cost Test

□ Sophisticated price-cost test

D's transfer price

- effective discount

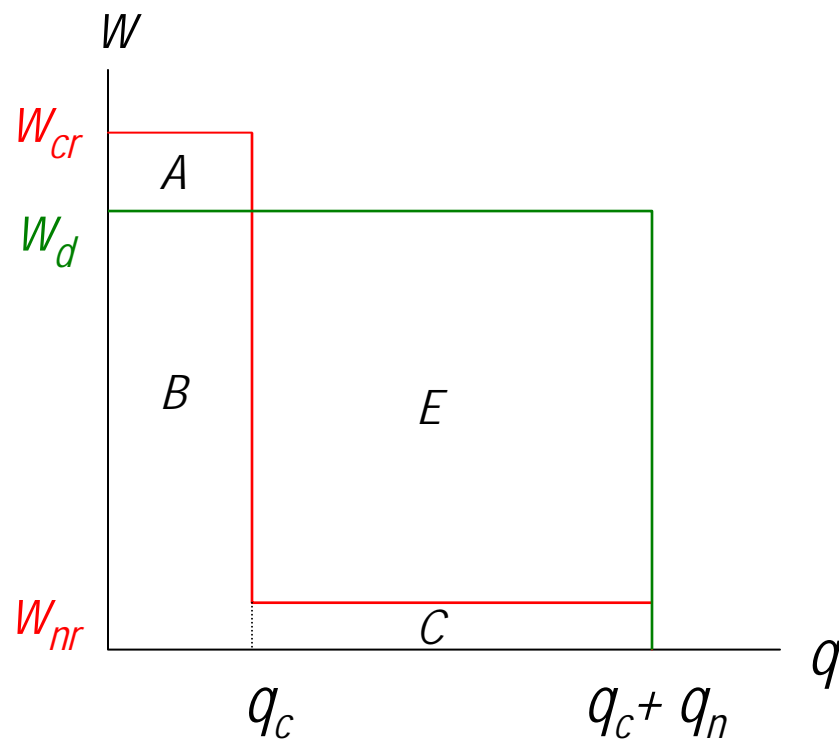
+ extra willingness to pay

- reduction in competitive price
compare to *D*'s marginal cost

$$W_d - A/(q_c/m) + (A)/q_c - (W_{cr} - W_d) = (1-m)A/q_c + W_{cr}$$

- This is not a profit sacrifice test

- More like an equivalent profit test

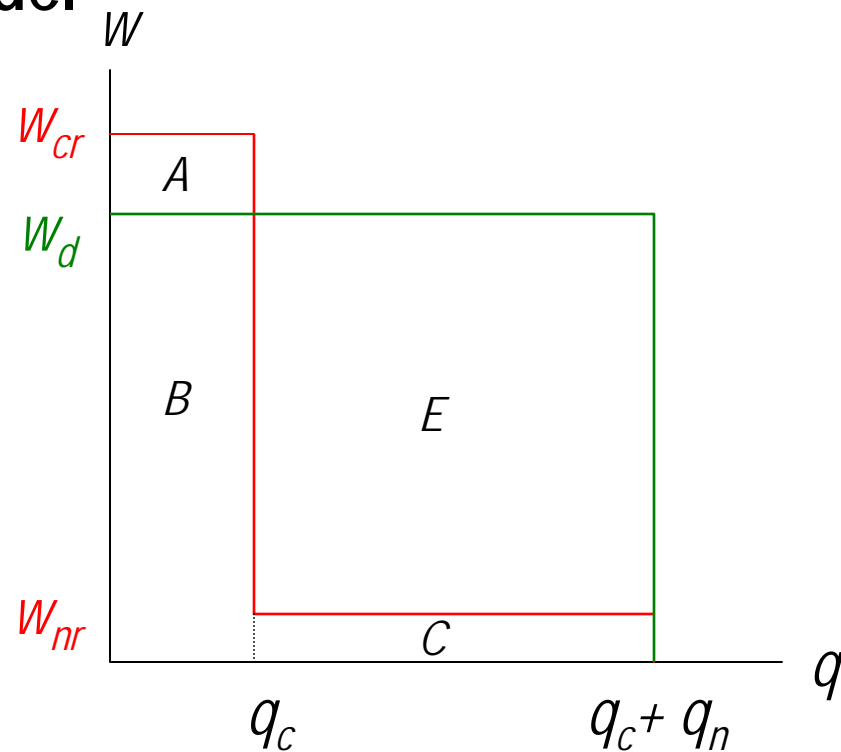


Model (20) - Punishment Conjecture

Need for a punishment model

Dominant supplier has existing relationship with producer that is threatened if producer does not accept exclusivity.

Could threaten A profits from "other markets" to enforce exclusivity.





Differentiated Producers

- Differentiation downstream
 - One producer can't serve entire Market.
 - Creates quasi-rents for each producer.
- Adds a potential for “Punishment”
 - Producer earns quasi-rents in non-contested segment.
 - D threatens to eliminate quasi-rents by raising prices to those who breach exclusivity.
 - Subgame perfection obtained by D charging less than monopoly price. Implementing price increase is profitable.
 - Welfare loss from exclusion weighed against welfare gain from initial lower prices.