

# Discussion on “**Merger Analysis in the App Economy: An Empirical Model fo Ad-Sponsored Media**”

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# Summary

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- RQ1. How to define a relevant market in the app economy?
  - The traditional market definition approach for horizontal merger analysis consists of four steps: (1) define market; (2) calculate HHI and change in HHI; (3) evaluate other factors; (4) consider pro-competitive justification
  - The traditional test for (1) is the “Small but Significant and Non-transitory Increase in Price” (SSNIP) test
  - But many apps are free.
  - This paper uses SSNIC where “cost” is ad intensity
- RQ2. What is the welfare effect of a merger where the developer of a top app in a category acquires other top apps?
- RQ3. What happens when platform transaction fee is reduced?

# Antitrust in Two-Side Markets

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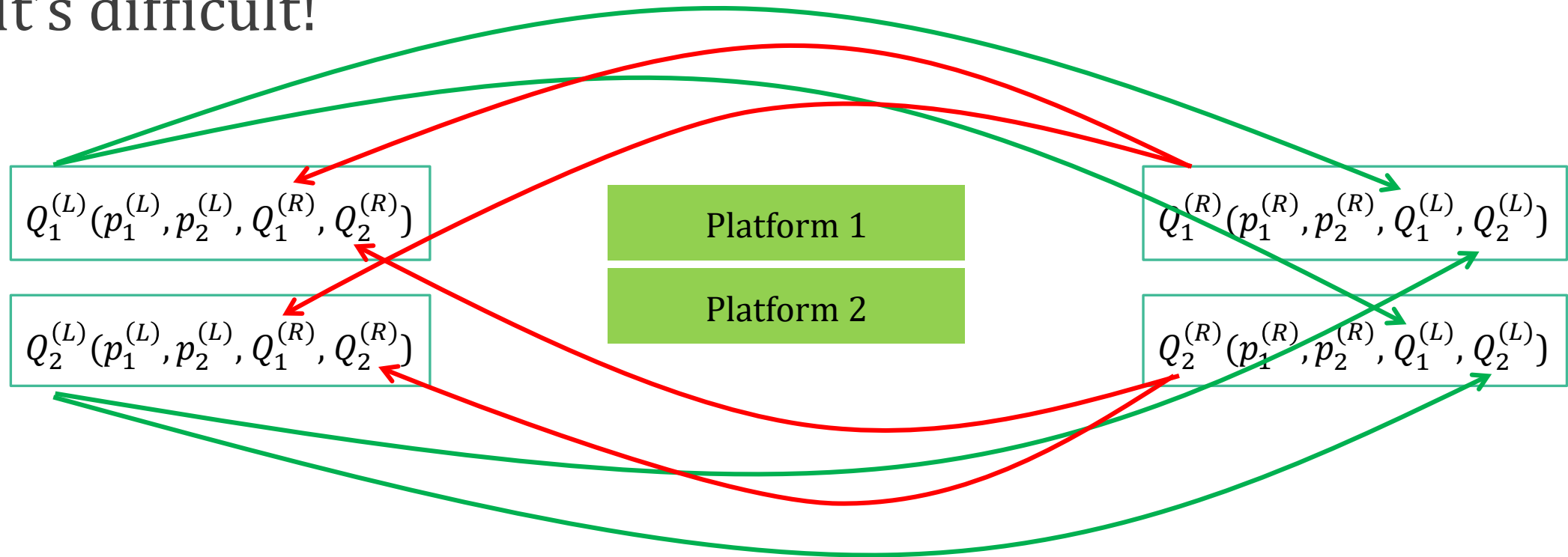
## Example: the Amex 2018 case

- “The plaintiffs have not carried their burden to show anticompetitive effects. Their argument—that Amex’s anti-steering provisions increase merchant fees—wrongly focuses on just one side of the market. Evidence of a price increase on one side of a two-sided transaction platform cannot, by itself, demonstrate an anticompetitive exercise of market power.”
- “courts must include both sides of the platform—merchants and cardholders—when defining the credit-card market.”

Suprecourt (slip opinion) OHIO ET AL. v. AMERICAN EXPRESS CO. ET AL, [https://www.supremecourt.gov/opinions/17pdf/16-1454\\_5h26.pdf](https://www.supremecourt.gov/opinions/17pdf/16-1454_5h26.pdf)

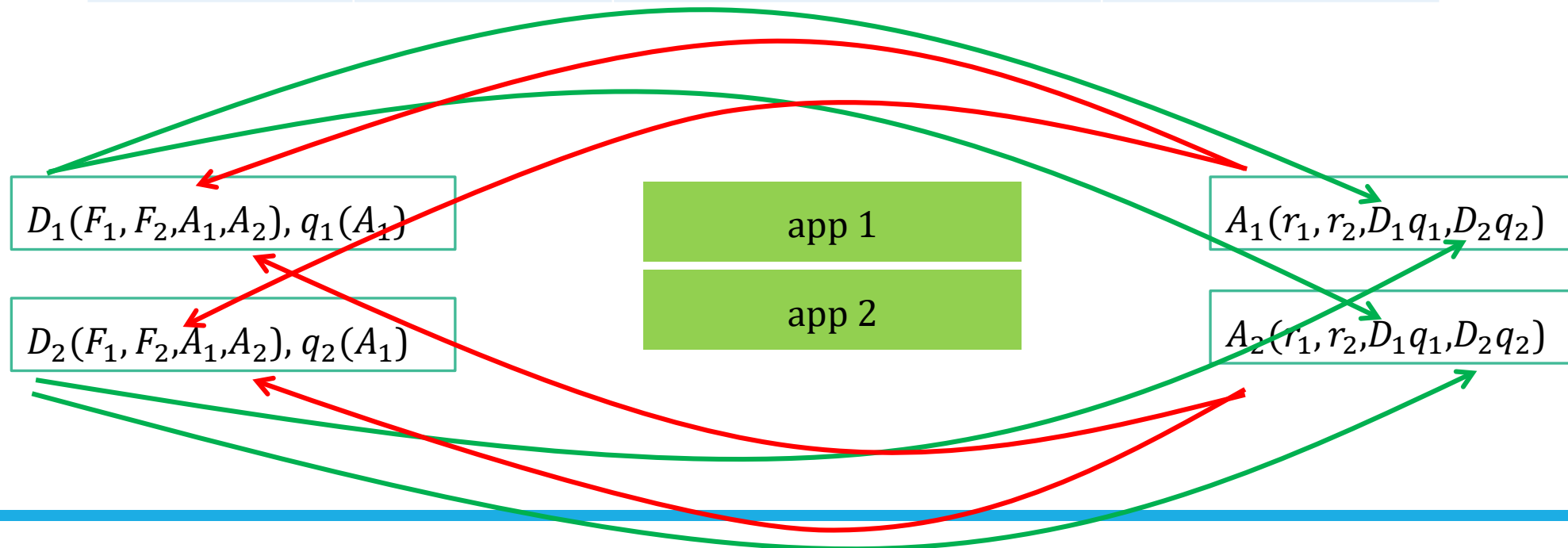
# Antitrust in Two-Side Markets

It's difficult!



# In the Context of the App Market

	Consumers	Demand	Price
“Left Side”	Users	Download ( $D_j$ ), Usage ( $q_j$ )	Fee ( $F_j$ )
“Right Side”	Advertisers	Advertisement ( $A_j$ )	Ad rate ( $r_j$ )



# This Paper

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“Transform the original model of competition in advertising intensity and prices into an equivalent competition-in-utility model”

# What's the Magic?

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Ignore mc and platform royalty  
for simplicity

$$F_j \cdot D_j(F_1, F_2, A_1, A_2) + r_j \cdot A_j(r_1, r_2, D_1 q_1, D_2 q_2)$$

# What's the Magic?

$A_j$  linear in  $D_j q_j$ ,  $a_j$ =ad intensity  
Change of var: choose  $a_j$  instead of  $r_j$

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$$F_j \cdot D_j(F_1, F_2, a_1, a_2) + r_j(a_1, a_2) \cdot a_j D_j(F_1, F_2, a_1, a_2) q_j(a_j)$$



# What's the Magic?

$A_j$  linear in  $D_j q_j$ ,  $a_j$ =ad intensity  
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No direct competition for advertisers:  
 $r_j = r$

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Fee ( $F_j$ ) and ad intensity ( $a_j$ ) affect  
demand only through "mean utility"  $\delta_j$

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$$f(\delta_j, a_j) \cdot D_j(\delta_1, \delta_2) + r \cdot a_j D_j(\delta_1, \delta_2) q_j(a_j)$$

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$$f(\delta_j, a_j) \cdot D_j(\delta_1, \delta_2) + r \cdot a_j D_j(\delta_1, \delta_2) q_j(a_j)$$

$$f(\delta_j, a_j^*(\delta_j)) \cdot D_j(\delta_1, \delta_2) + r \cdot a_j^*(\delta_j) D_j(\delta_1, \delta_2) q_j(a_j^*(\delta_j))$$

# Assumptions

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## (1) No direct competition on one side

- No direct competition for advertisers
  - exogenous and common advertising rate,  $r_j = r$ : this paper
  - “monopoly” advertising market,  $r_j = r_j(a_j)$ : Rysman (2004) and Fan (2013)
- Not a “real” two-sided market
  - Not a criticism!!

## (2) Fee and ad intensity affect demand through a summary stat, i.e., mean utility

# Estimation Challenges (1): Unobservable $a_j$

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Identification of how ad intensity ( $a_j$ ) affects utility (i.e., coef.  $\alpha_a$ )

- Ad intensity ( $a_j$ ) is unobservable
- Plug the optimal  $a_j$  according to the model, i.e.,  $a_j(X_j, r)$ , in the utility function  $u_{ij}(F_j, a_j, X_j)$
- How to separate the effect of  $a_j$  and the effect of  $X_j$ ?
  - Functional form?
  - Variation in  $r$ ? (only time variation)

# Estimation Challenges (2): Zero Fees

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Consider the following constrained profit-maximization problem:

$$\max_{(p_1, p_2, p_3)} \sum_{j=1,2,3} (p_j - c_j) Q_j(p_1, p_2, p_3) \quad \text{s.t.} \quad p_j \geq 0$$

Data:  $p_1 > 0, p_2 = 0, p_3 = 0$

$$\text{F.O.C.: } Q_1 + \frac{\partial Q_1}{\partial p_1} (p_1 - c_1) + \frac{\partial Q_2}{\partial p_1} (p_2 - c_2) + \frac{\partial Q_3}{\partial p_1} (p_3 - c_3) = 0$$

$$Q_2 + \frac{\partial Q_1}{\partial p_2} (p_1 - c_1) + \frac{\partial Q_2}{\partial p_2} (p_2 - c_2) + \frac{\partial Q_3}{\partial p_2} (p_3 - c_3) \leq 0$$

$$Q_3 + \frac{\partial Q_1}{\partial p_2} (p_1 - c_1) + \frac{\partial Q_2}{\partial p_2} (p_2 - c_2) + \frac{\partial Q_3}{\partial p_2} (p_3 - c_3) \leq 0$$

# Estimation Challenges (2): Zero Fees (Cont.)

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From  $Q + \frac{\partial Q}{\partial p} (p - c) \leq 0$ ,

- We cannot back out  $c_j$  due to inequalities
- We cannot obtain bounds such as  $c_j \geq^*$  or  $c_j \leq^*$  even with one equality due to the multi-product nature of the firm

# Estimation Challenges (2): Zero Fees (Cont.)

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Dubois and Lasio (2018)

- A product is sold in both unconstrained markets (without price ceilings) and constrained markets (with price ceilings)
- Estimate the Lagrangian multipliers together with the marginal cost parameters using the variation across such markets

Fan and Zhang (2021)

- Unbinding for all products of some firms --> identify mc parameters and distribution of the unobservable shock (“point identified”)
- Draw the unobservable shock for other observations (“set identified”)



# Demand Estimation

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- Estimating the substitution pattern is important for defining the market and the merger analysis
  - Price is very often zero. The true cost of using an app is the ad intensity
  - Maybe allow for consumer heterogeneity in the ad intensity (and yet maintaining the assumption that the fee and the ad intensity enters the utility function through one summary statistics)?
- It would be helpful to present diversion ratios

# Overall

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- A comprehensive study of the app market
- The framework is potentially useful for other studies in the market or similar markets
- Contributes to the rising literature on digital economy
  - Guy Aridor, Columbia, field experiment to study the relevant market in the app economy
  - **Xuan Teng**, Michigan, study preferential search ranking and its consequences in the Apple app market