Designing Adaptive Regulation

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5th CAIDA-MIT Workshop on the Economics of the Internet San Diego, CA, December 10-11, 2014

Why adaptive regulation?

- Recognition that *ex ante* regulation is difficult if not impossible to design for the dynamic Internet
 - Growing interdependence among players in two- and multi-sided markets
 - Continued rapid technological and economic change and plasticity of digital technology
 - High fixed/near-zero incremental cost technology requires innovative pricing
 - Shared resource use creates externalities and raises public good problems
- More realistic view of the strengths and weaknesses of markets and regulation

Basic characteristics

- Cherry and Bauer (2004) discussed conditions for sustainable policy under conditions of co-evolving technology, economics, and policy
- Whitt (2007, 2009) proposed that adaptive regulation should have the following characteristics
 - (1) cautious
 - (2) macroscopic
 - (3) incremental
 - (4) experimental
 - (5) contextual

- (6) flexible
- (7) provisional
- (8) accountable
- (9) sustainable
- Recent contributions by Noam (2010), Yoo (2012), Bauer (2014) echo similar concerns

Normative foundations

- Not every problem can and should be fixed with (adaptive) regulation
- Compared to traditional regulation, lack of clear normative foundations for adaptive regulation
 - Coordination problems across complex value nets
 - Aligning incentives of players with performance
 - Spill-overs, externalities, and public good problems
 - Complementarities between policy and markets (e.g., Mazzucato, 2013; Block & Keller, 2011)
- Policy making as tuning, caretaking, stewardship

Operationalizing "adaptability"

 Most institutional arrangements adapt to changing external circumstances and in response to the performance of the system they govern

At varying speed and at varying cost

- Adaptability can refer to dynamic adjustments of
 - objectives (e.g., performance metrics, adoption patterns)
 - instruments (e.g., financial incentives and disincentives, rights and obligations)
 - intensity of instruments (e.g., reward or penalty payment)
 - in response to the state of the system

Requirements

- Understanding of the working of the system and its dynamic properties ("fitness landscape")
- Performance information at micro, meso, and macro levels (e.g., routers, links, ISPs, regions, whole network)
- Target levels or target rates of change of performance
- Politically feasible policy instruments capable of achieving the objectives
- Understanding of the effects of governance and its adaptation on performance
- Continuous monitoring of performance and feedback so that governance can be adapted

Mechanism design

- Adaptability can be designed into Internet governance at different levels
 - Periodic reviews of the overall system of rules governing the Internet
 - Periodic reviews of specific areas of policy intervention (e.g., universal service, interoperability, network openness)
 - Case-by-case reviews of specific situations (e.g., contracts between players, network management)
- Incentive mechanisms targeted at individual players and groups of players (e.g., Laffont & Tirole 1993;)
 - Accelerating response to congestion via a price mechanism
 - Mechanisms that incent ISPs to offer a contractually agreed service quality to other firms and end users
 - Mechanisms that keep players within a target security zone
 - Automatic stabilizers that nudge the system in a desired direction (e.g., R&D tax incentives)

Example network investment



Example network investment



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Pitfalls and limitations

- Information requirements may be daunting
- Identifying the actor who is in a position to implement the mechanism
- Adaptive strategies may constrain the system to improvement and local optima
- Incentive mechanisms may inadvertently bias decisions strategically
- Development, implementation and enforcement of adaptive policy may have high transaction costs
- Adaptive changes of broader policy rules may not be feasible or imply high cost (regulatory re-contracting)
- The set of feasible policies may be empty, especially at the international level

Take away

- The call for adaptive regulation is a response to dynamic change and system complexity
- While the general principles are appealing, practical implementation needs to overcome considerable obstacles
- These include information requirements, political feasibility constraints, and trade-offs between stable rules and flexible change
- Overall, the concept has great potential for the design of mechanisms that can keep the Internet on a desirable performance trajectory

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