



University  
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Center for  
Innovative Finance



# Bitcoin, Blockchain and Cryptoassets

## Monetary Control Structures

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# Monetary Control Structures

Monetary control structures can be described along three dimensions:



Creation

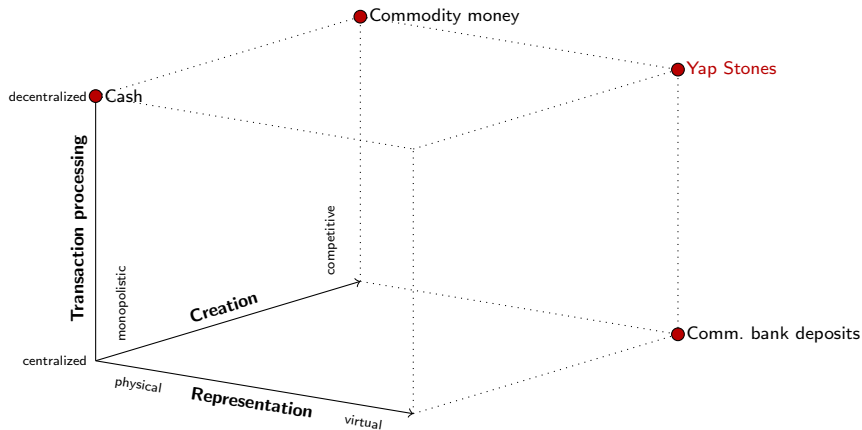


Representation



Transaction  
processing

# Matrix of the Control Structures



# Scaling the Yap Network



**Large network size results in three problems:**

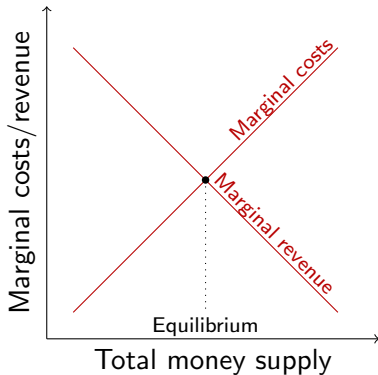
- Transaction capacity
- Transaction legitimacy
- Transaction consensus

# Competitive Creation

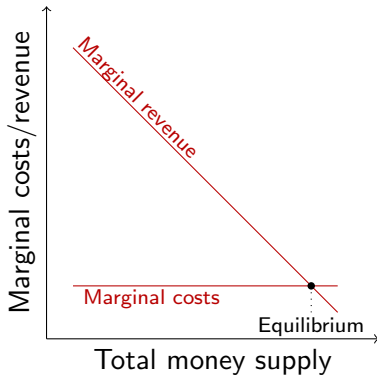
The graphs show how the marginal costs and marginal revenue of creating money vary depending on the total money supply in the market. Marginal costs are the additional costs incurred by creating one more unit of money. Marginal revenue is the additional revenue earned by creating one more unit of money.

The graphs also show the equilibrium point, where the marginal costs and marginal revenue are equal. This is the optimal point for the money creators, as they maximize their profits by creating money up to this point. If they create more money beyond this point, they will incur losses, as the marginal costs will exceed the marginal revenue.

The difference between the two graphs is that graph (a) shows a case where the marginal costs increase as the total money supply increases, while graph (b) shows a case where the marginal costs are constant regardless of the total money supply. This implies that in graph (a), there are some factors that make creating money more difficult or expensive as the market becomes more saturated, such as regulation, competition, or scarcity of resources. In graph (b), there are no such factors, and creating money is equally easy or cheap at any level of money supply.



(a) Increasing marginal costs



(b) Constant marginal costs

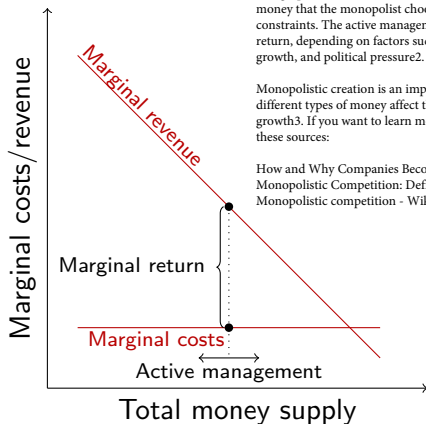
# Monopolistic Creation

Monopolistic creation occurs when there is only one entity that can issue money, such as a central bank or a government<sup>1</sup>

The graph also shows the active management, which is the amount of money that the monopolist chooses to create based on its objectives and constraints. The active management may differ from the marginal return, depending on factors such as inflation, interest rates, economic growth, and political pressure<sup>2</sup>.

Monopolistic creation is an important concept to understand how different types of money affect the price level, inflation, and economic growth<sup>3</sup>. If you want to learn more about this topic, you can check out these sources:

How and Why Companies Become Monopolies - Investopedia  
Monopolistic Competition: Definition, How it Works, Pros and Cons  
Monopolistic competition - Wikipedia



Monopolistic money creation with constant marginal costs

# Physical Representation

Physical monetary units are tied to an object.



## Pros:

- Simple
- Clear ownership rights
- Anonymity
- No systemic dependency

## Cons:

- Location bound
- Safekeeping and transport
- Counterfeiting
- Divisibility

# Virtual Representation

Virtual monetary units allow the transfer of value without any change in the physical control of a particular object.



## Pros:

- No physical handover

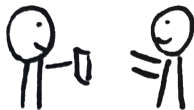
## Cons:

- Contestable



# Transaction Processing

## Decentralized



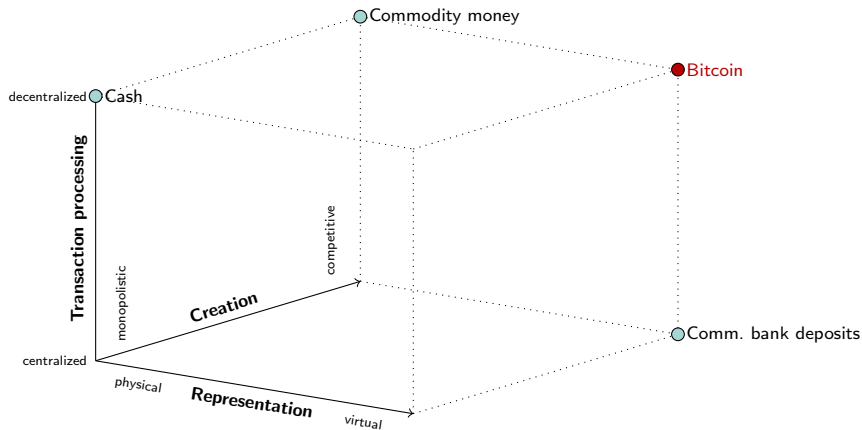
## Centralized



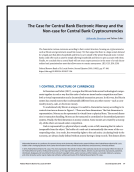
For virtual monetary units:

	Decentralized	Centralized
Transaction capacity	?	✓
Transaction legitimacy	?	✓
Transaction consensus	?	✓

# Desirable Control Structures



# References and Recommended Reading



## **The Case for Central Bank Electronic Money and the Non-Case for Central Bank Cryptocurrencies**

Aleksander Berentsen and Fabian Schär

🔗 [Online Version](#)