

# Content Moderation in Presence of Fringe Platforms

Iván Rendo (Toulouse School of Economics)



# Introduction

- **Online** hateful/**unsafe content** considered bad *per se*, and:
  - e.g. Jiménez-Durán (2022) links online hate to **offline violence**
  - e.g. **20%** of terrorists radicalized **exclusively** online

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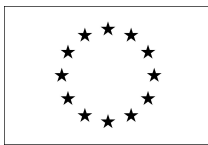
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- Rizzi (2023), Agarwal et al. (2022)
  - ➡ **↑ moderation** on Twitter = **↑ migration** to fringe platforms
  - ~ **6% of the US citizens** use fringe platforms: Parler, Truth...

(Stocking et al., 2022)

# Today



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Platforms' competition model to analyze the **net effect** of  
**Content Moderation on the level of Content Unsafety**  
...while **allowing** for **Migration\*** to a **fringe, unmoderated** platform

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## Research Questions:

- ➡ How **users choice** is determined by **content moderation policies**
- ➡ How the **level of unsafe content** is affected by **users choice**
- ➡ Characterize the optimal regulation to minimize unsafe content

# Model

 (Technical version)

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  - Maximizes revenues from **advertisers** (averse to unsafe content)
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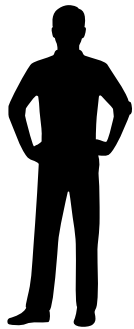
8Chan, Truth, Parler

The **moderated** chooses moderation policy to max size & min hate on it

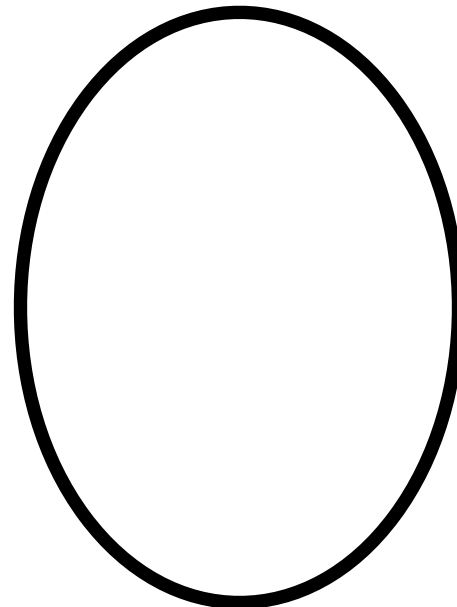
The **fringe** does not do anything

# Main Mechanism

**Moderated Platform**

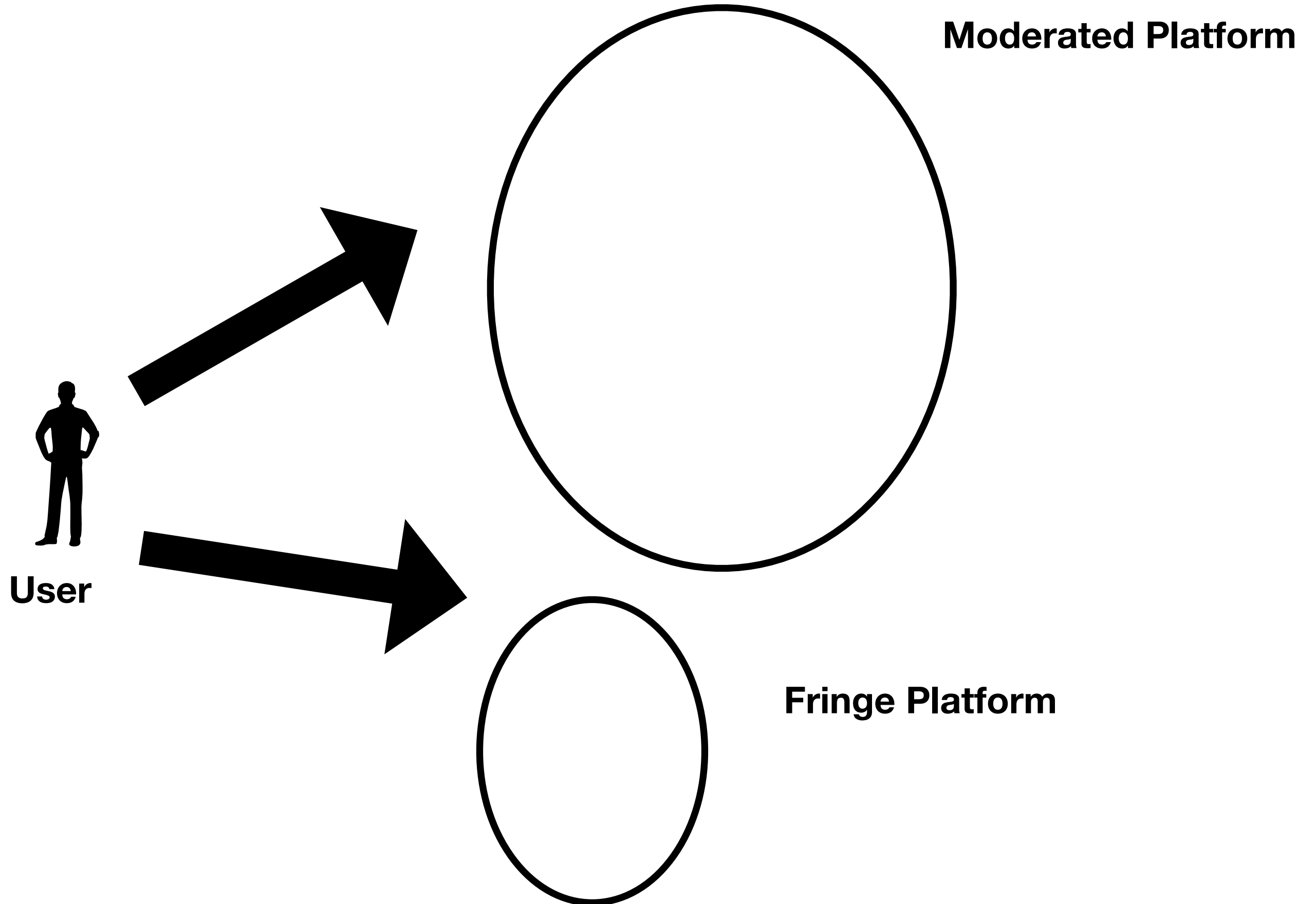


**User**

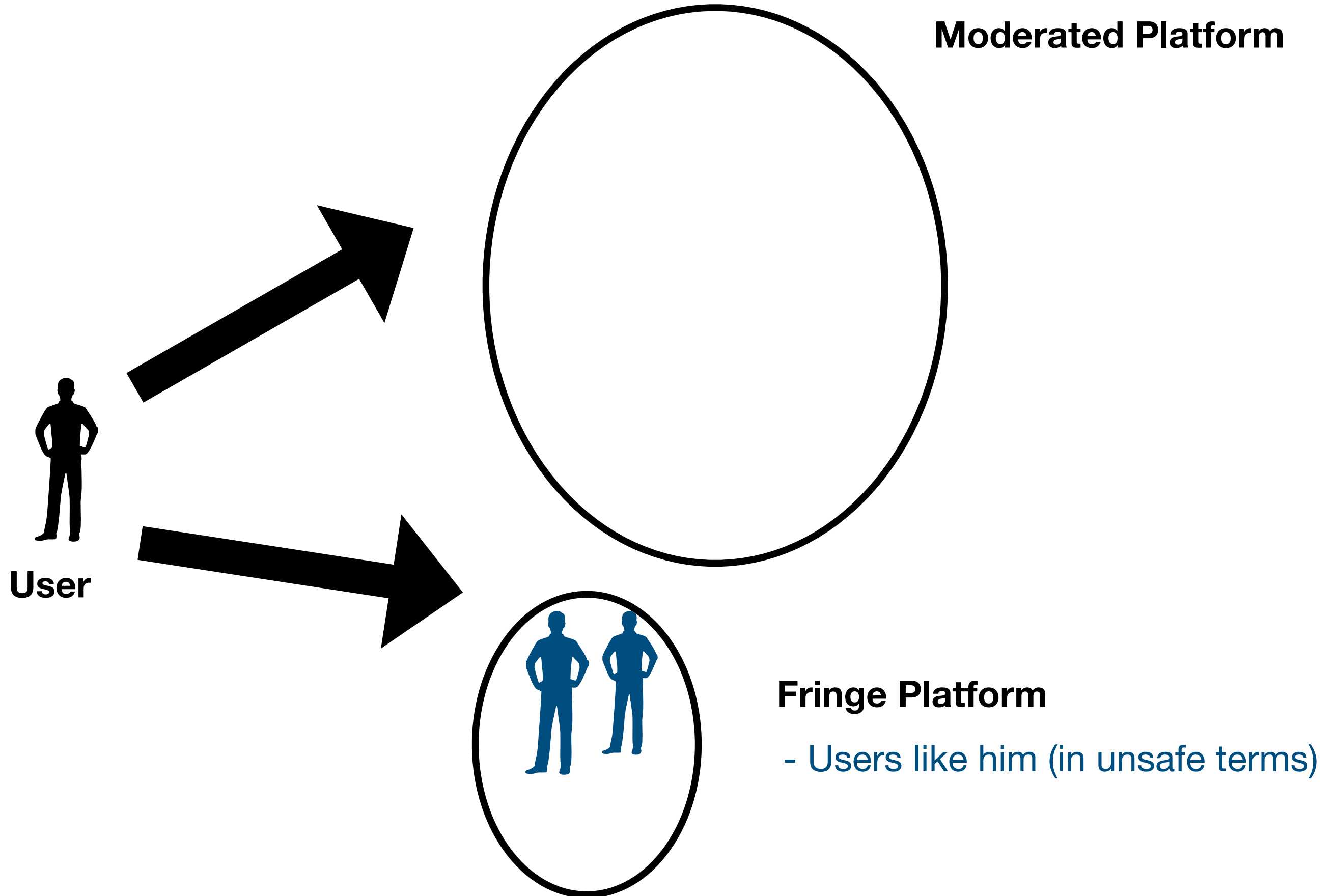


**Fringe Platform**

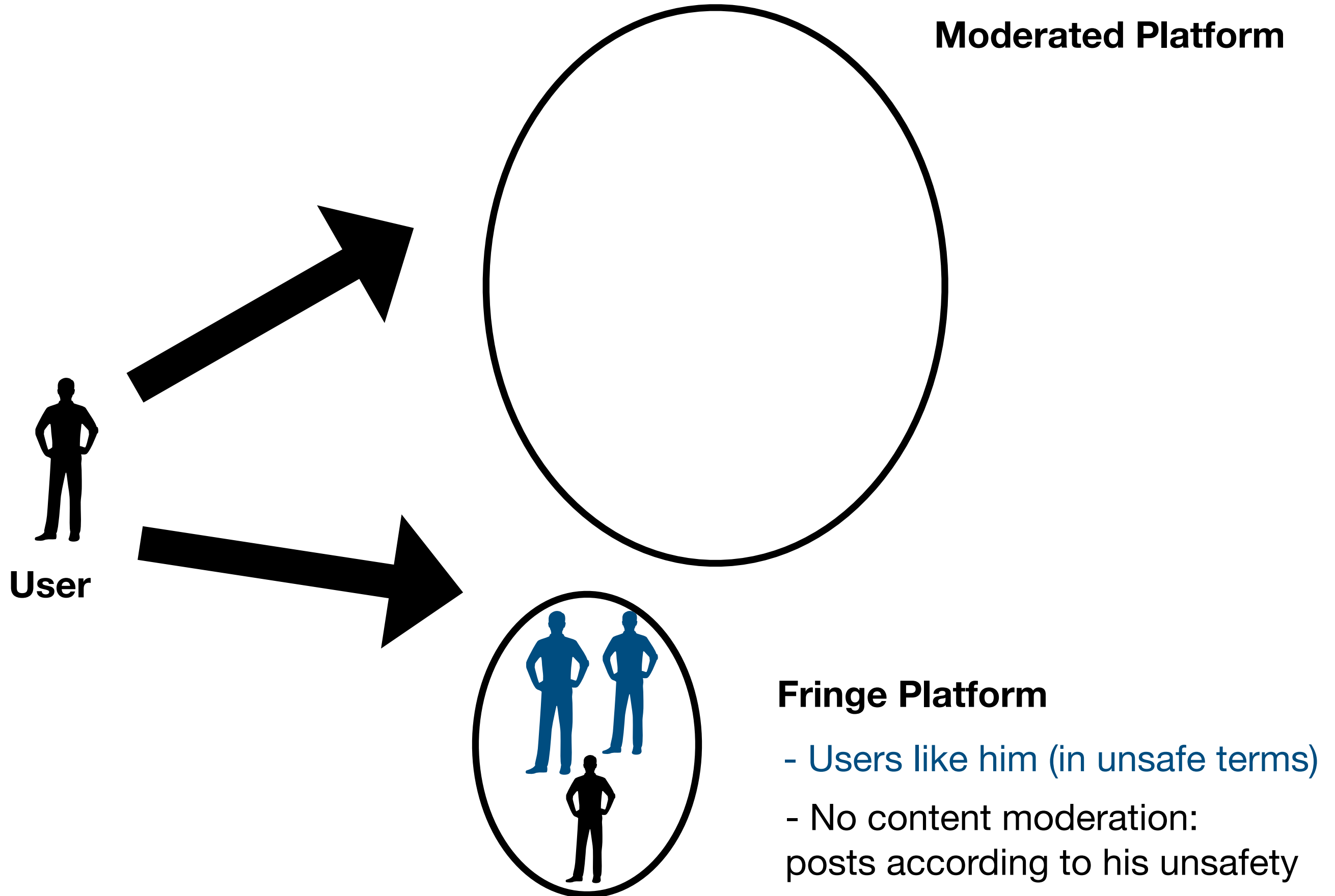
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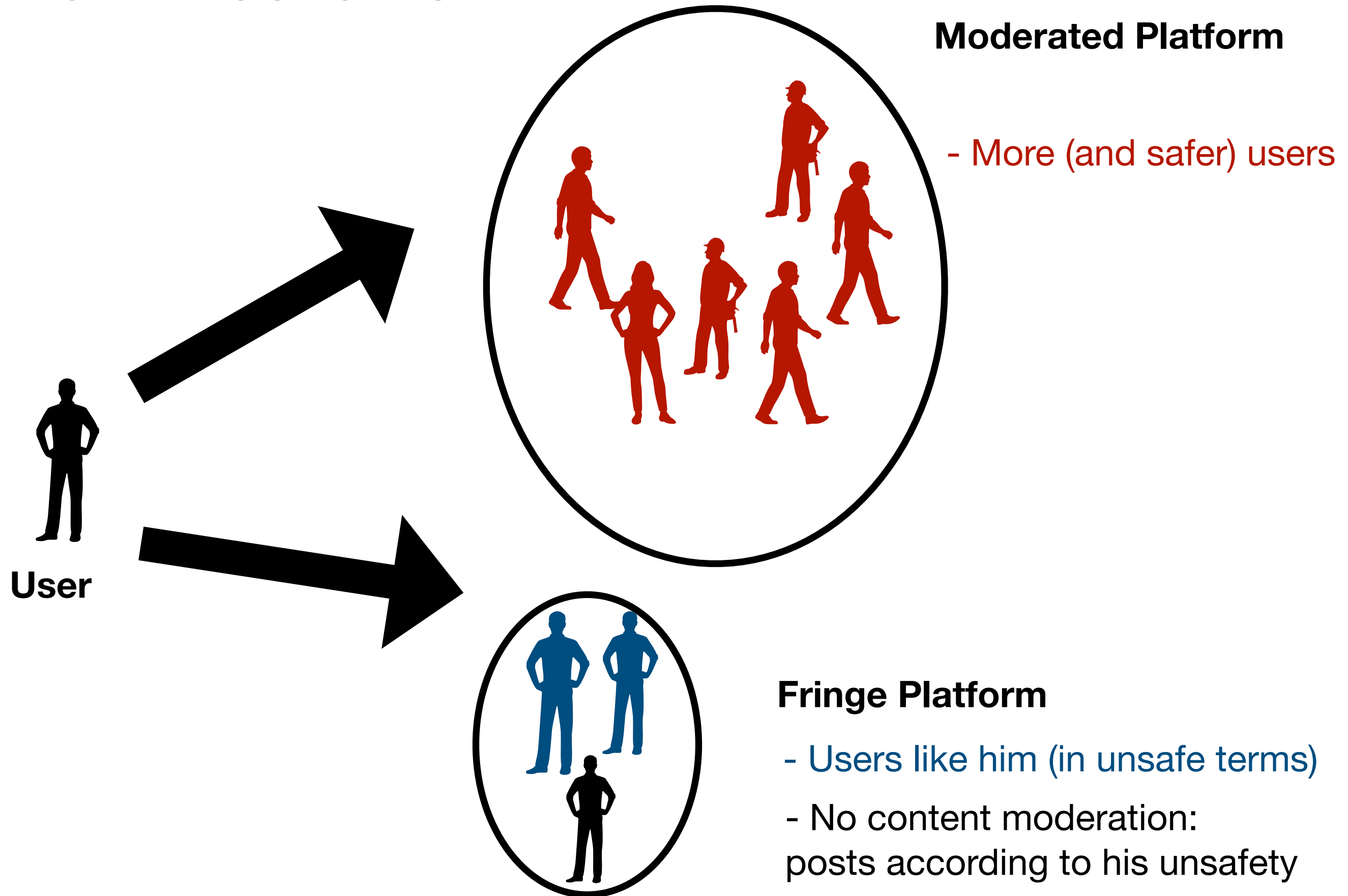
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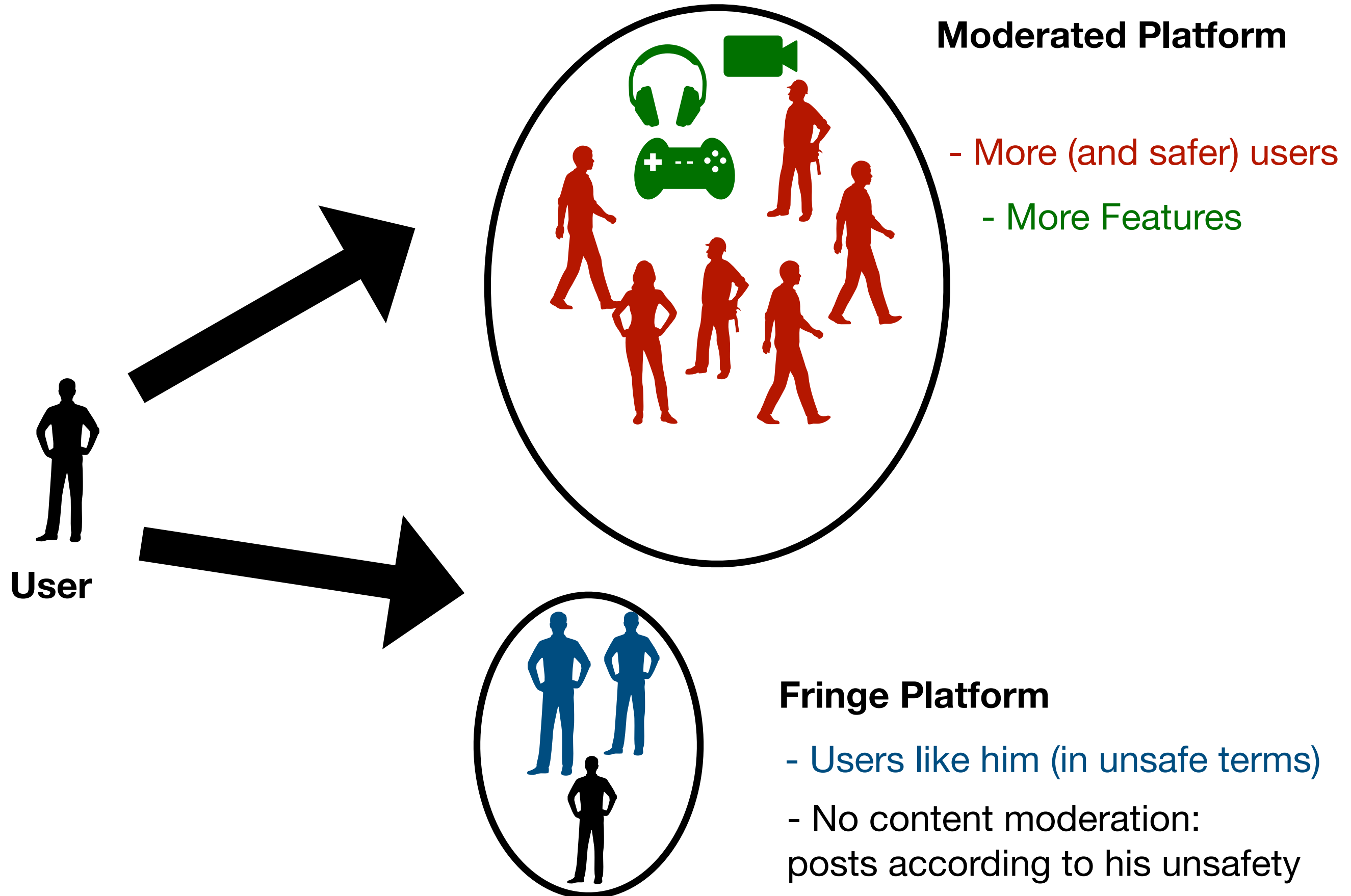
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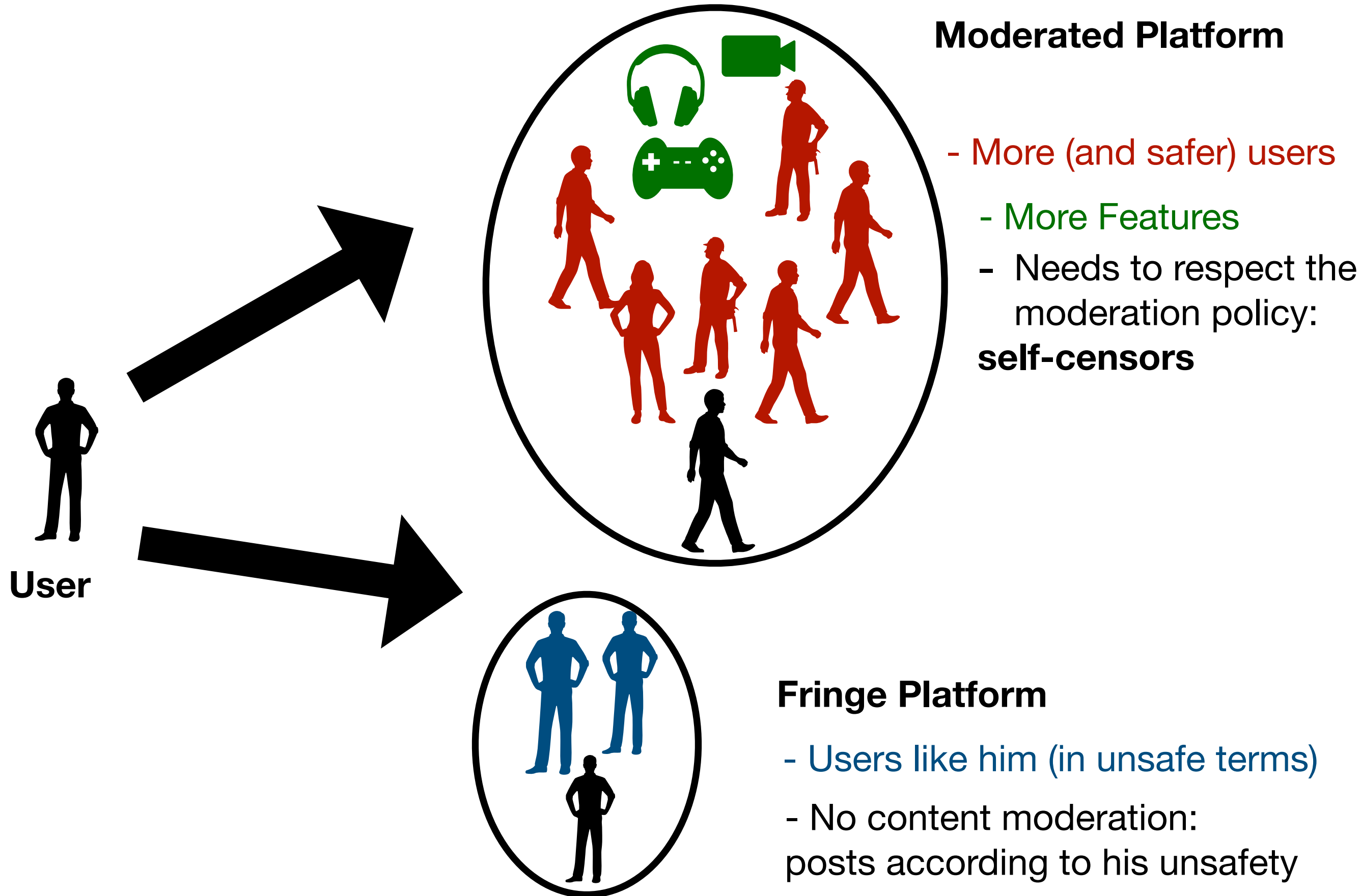


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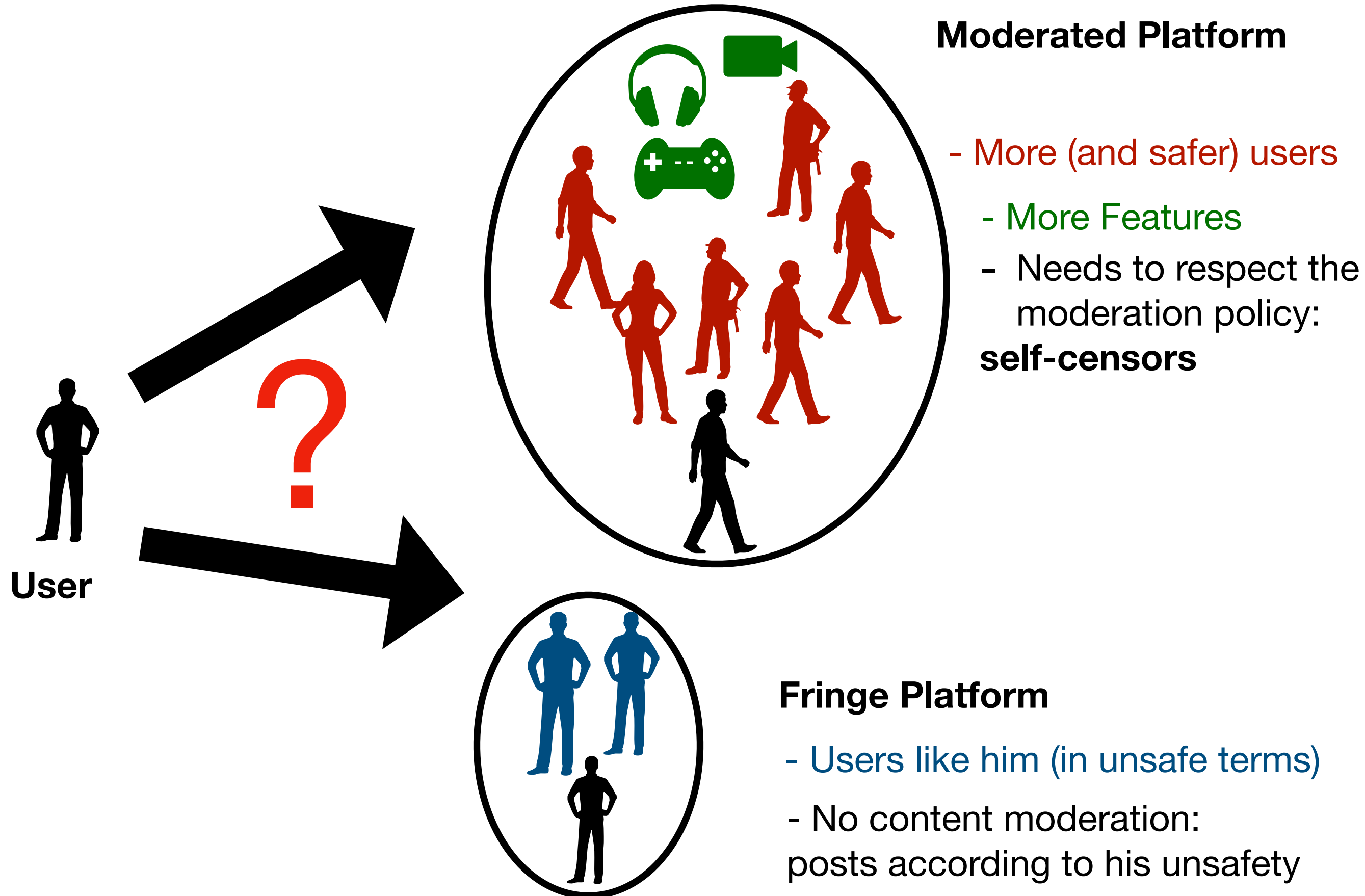




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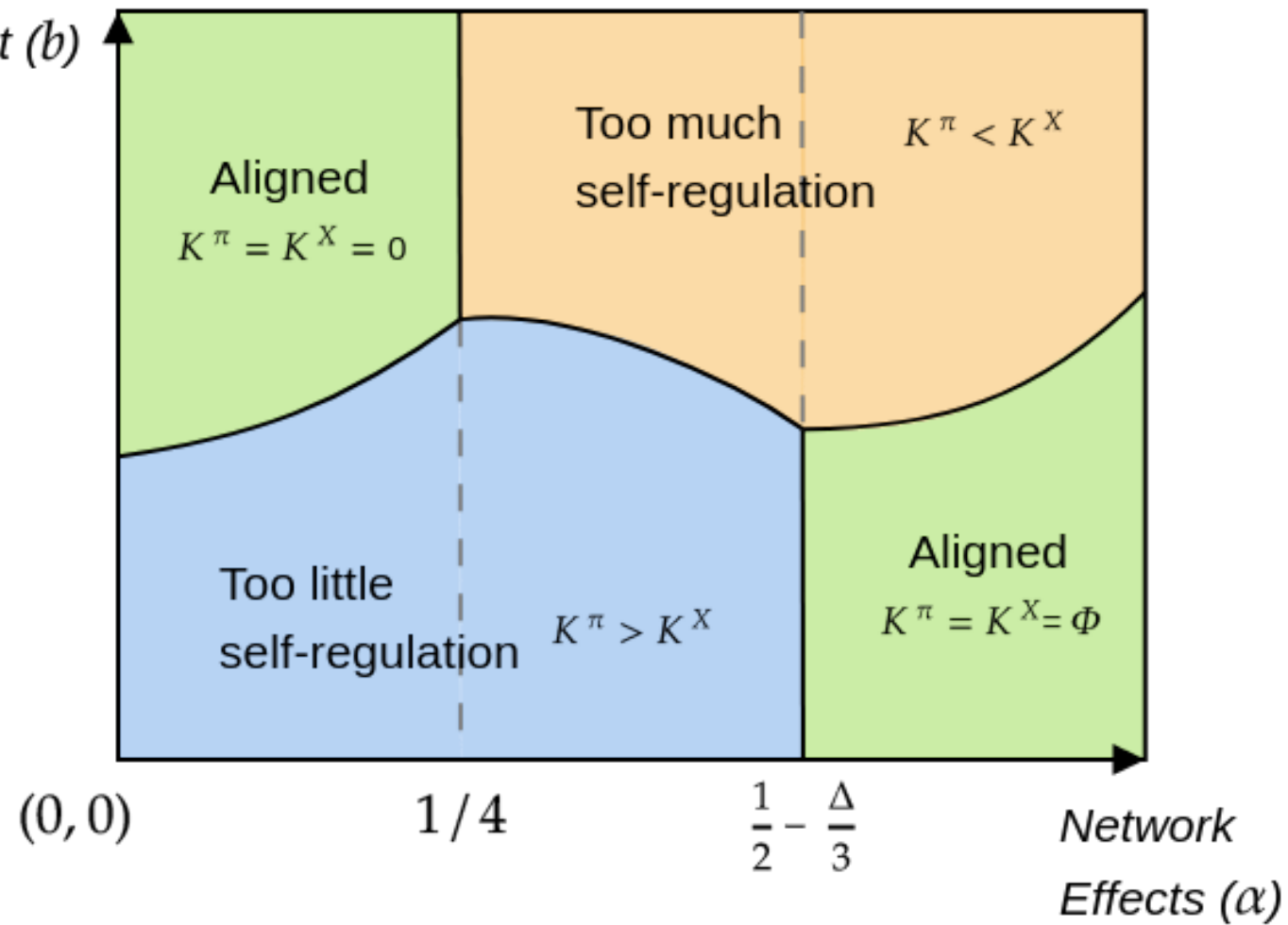
## Comparative statics:

- I) Incentives to moderate increase with the strength of network effects  
...both for the platform and the regulator
- II) **But** they increase more for the regulator than the platform
- III) The **lower** the **competition**, the **more** the platform wants to moderate  
the **less** the regulator wants to moderate



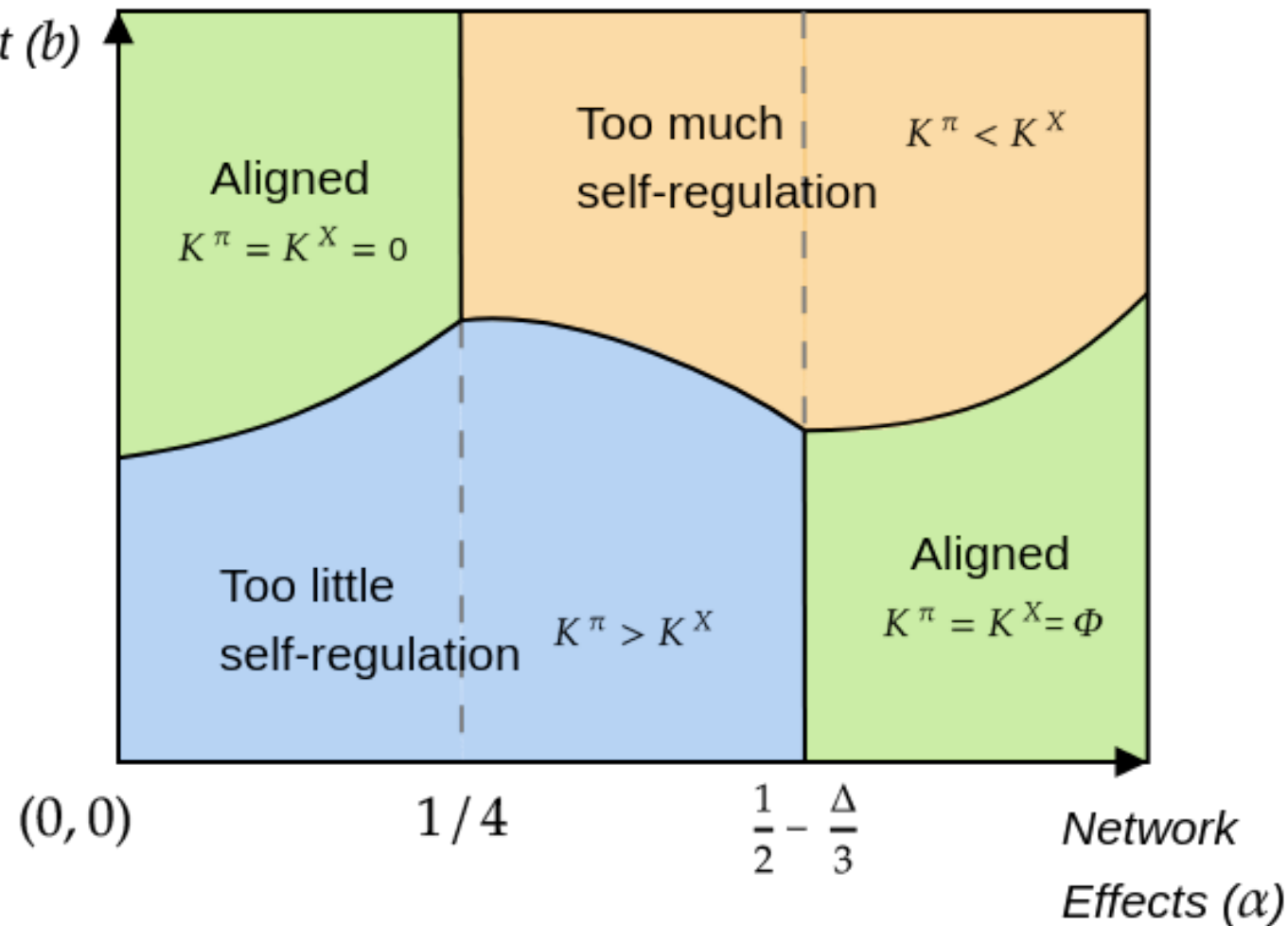
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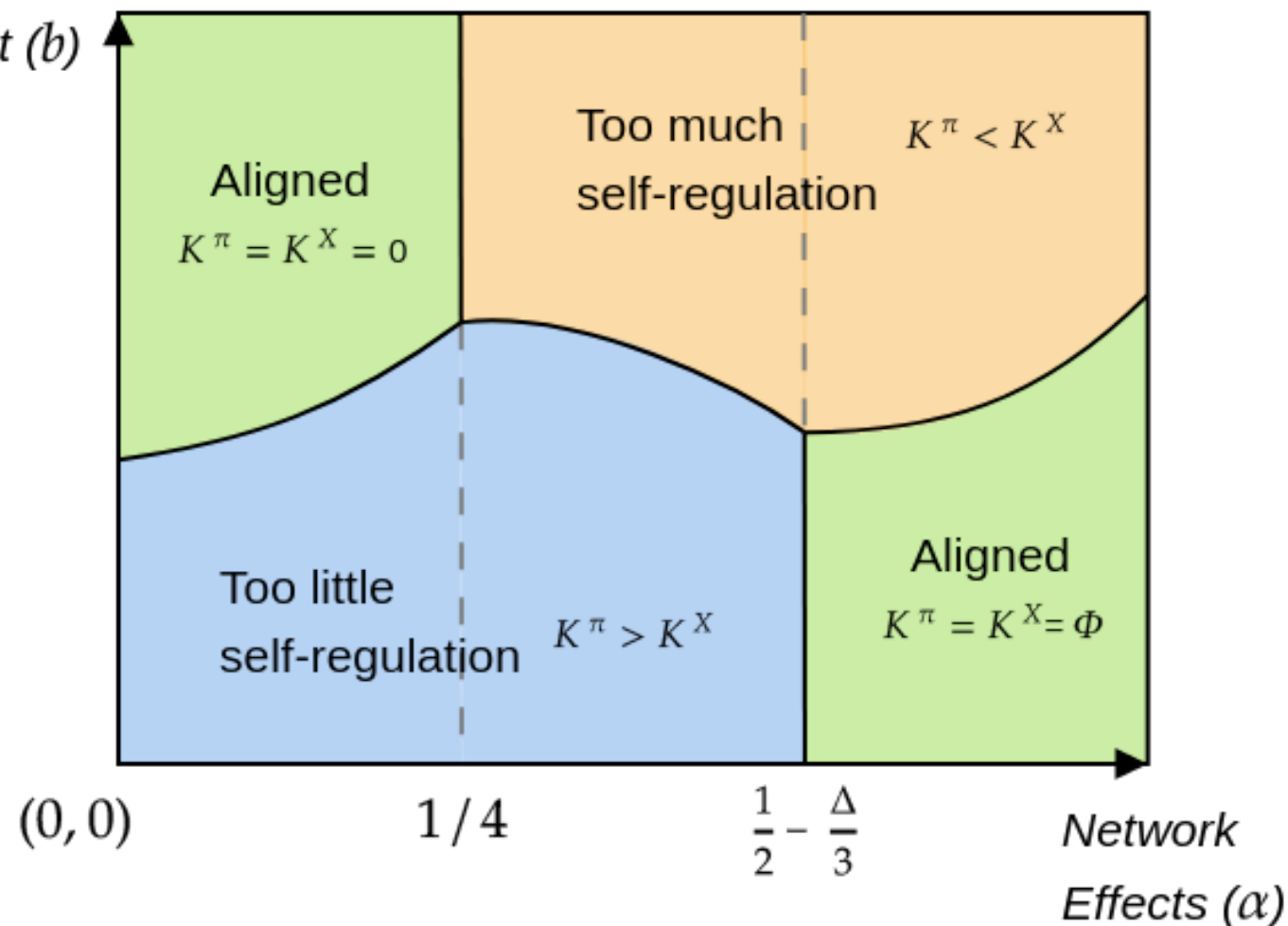


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## Blue Area:

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**Orange Area:** such a policy wouldn't bind.  
Regulators would like to impose a  
maximal moderation policy to attract users  
from the fringe platform.

# Conclusion

## Main takeaways:

- Potential **migration** reshapes the economic incentives of the agents
- Minimal content moderation policy ONLY if the outside option is bad enough
  - ▶ Partly due (thanks) to network effects (what I explored here)

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*(In the paper)*

- **Extensions:** Multihoming, Offline Violence, 3 platforms

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## *(In the paper)*

- **Extensions:** Multihoming, Offline Violence, 3 platforms

## *Working on...*

- Empirical, **structural**, project (to run counterfactuals)
- Other *non-IO* applications
  - Cancel culture (~Tirole's safe spaces)

***Thanks!***

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# Model (Technical)

[Back](#)

- A unit mass of **users**, heterogeneous in their preferences for unsafe content:  $\theta_i \sim U(0,1)$ . High  $\theta$  = Unsafe content
- **2 platforms**  $j = 1,2$ 
  - with  $K_j = \text{max unsafety level allowed}$  ( $K_2 = 1$ )
- User  $i$  in platform  $j$  **creates** 1 piece of content of type  $\theta_i^C$ 
$$\theta_i^C = \min\{\theta_i, K_j\}$$
- User  $i$  in platform  $j$  **reads** a random sample of the content, of avg type  $\bar{\theta}_j$

$$\bar{\theta}_j = \int_{i \in j} \theta_i^C di \quad = \text{average type of content in platform } j$$



- Platform 1, **moderated**, is intrinsically better than 2, **unmoderated**
- Utilities of user  $i$  joining  $j = 1, 2$  are defined as:

$$\begin{aligned}
 U_1(\theta_i) &= \alpha N_1 - |\theta_i - \bar{\theta}_1| + \Delta \\
 U_2(\theta_i) &= \alpha N_2 - |\theta_i - \bar{\theta}_2|
 \end{aligned}$$

# Users in the Platform      Average “Unsafety” of the Content  
 Strength of network effects      Quality Premium of the Moderated

Users single-home

Rk: No outside option!

# Advertisers

Buy a fixed amount of ads in the **moderated** platform (1)

Are **averse** to unsafe content

$$\text{Price of ads: } 1 - b\bar{\theta}_1$$

## Moderated Platform

- Platform (1) chooses a **content moderation policy**

$K \in [0,1]$ : perfectly and costlessly **bans any content**  $\theta_i > K$

$$\Pi(K) = \underbrace{N_1(K)}_{\substack{\text{\# users in platform}}} \times \underbrace{\left(1 - \underbrace{b\bar{\theta}_1(K)}_{\substack{\text{Advertisers aversion} \\ \text{to unsafe content}}}\right)}_{\substack{\text{Price of ads}}} \underbrace{\quad}_{\substack{\text{Average content} \\ \text{unsafety}}}$$

...platform (2) just exists with  $K_2 = 1$

# Timing

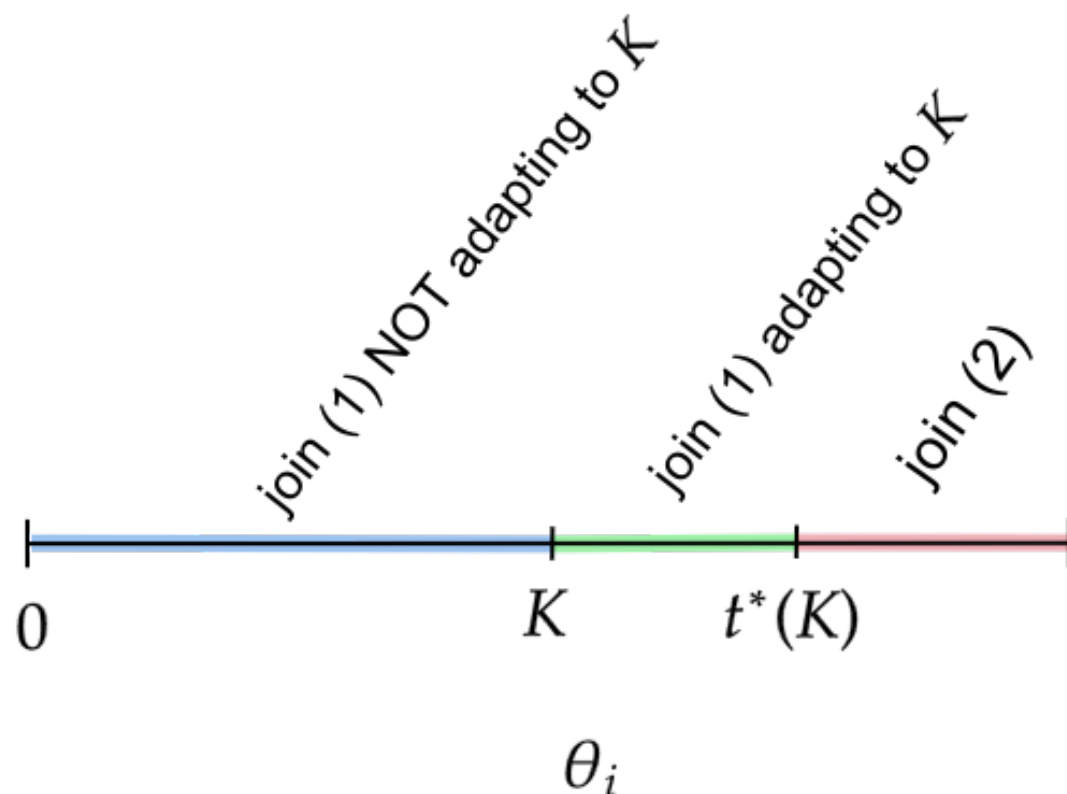
1. Platform (1) chooses  $K$
2. Users choose which platform to join. I focus on threshold equilibria
3. Profits and payoffs are realized

# Threshold Equilibrium (subgame for given $K$ )

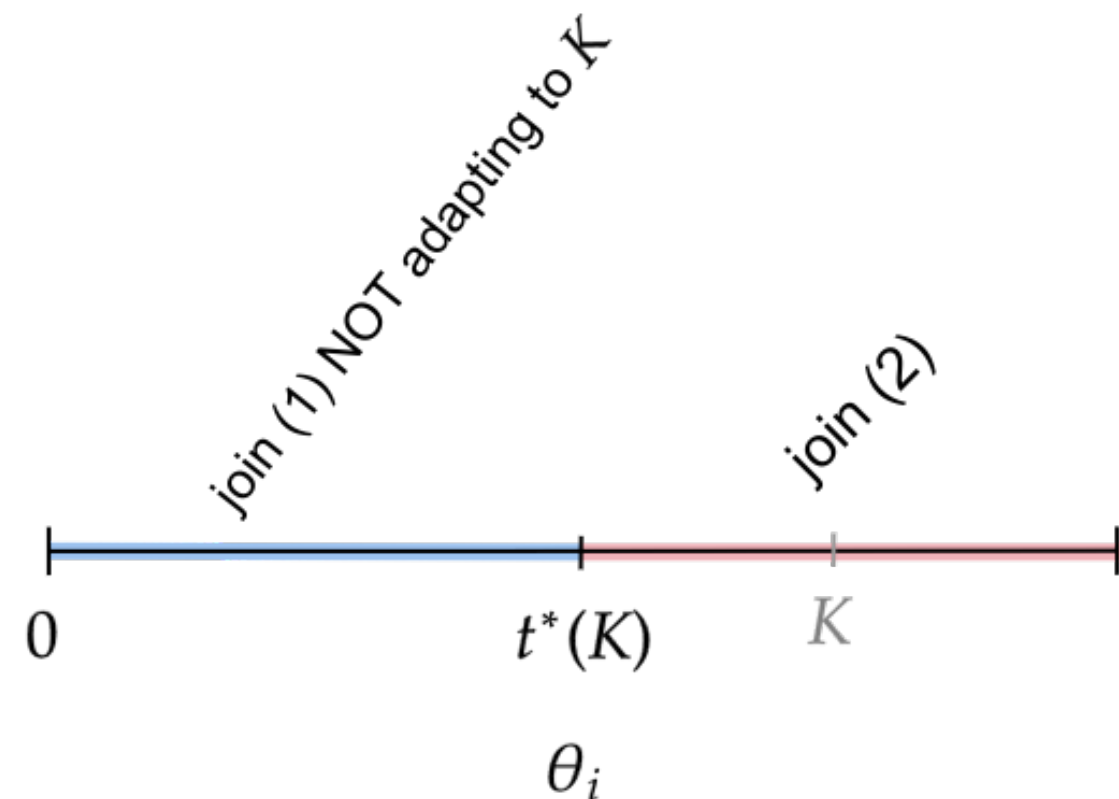
(Assumed) User  $i$  joins platform (1) iff  $\theta_i < t^*$ , otherwise, they join (2)

Under some assumptions on  $\alpha, \Delta$ ; and given  $K$ ,  
there exist a **unique threshold equilibrium**

Low  $K$  (strict policy)



High  $K$  (lenient policy)



# Characterization of the Equilibrium

Excluding corner solutions:

$\exists!$   $K^\pi(\alpha, \Delta)$  maximizing **profits** of the firm

$\exists!$   $K^X(\alpha, \Delta)$  minimizing total **unsafety**

**Comparative statics:**

I)  $\frac{d}{d\alpha} K^X(\alpha, \Delta) > \frac{d}{d\alpha} K^\pi(\alpha, \Delta, b) > 0$  Policy! (next slide)

II)  $\frac{d}{d\Delta} K^\pi(\alpha, \Delta, b) < 0 \quad \frac{d}{d\Delta} K^X(\alpha, \Delta) > 0$