

# Competitive Markets for Personal Data

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Consumers supply a crucial input for modern economy: their **personal data**

Yet, they often have **limited control** over how and by whom their data is used:

- This may lead to inefficiencies and inequality

New legislation gives consumers more control over their data (GDPR, CCPA, ...)

- Lays foundations upon which **data markets** could emerge

What properties would these markets have, and how should they be designed to promote desirable outcomes?

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- Its presence depends on how the intermediary uses consumer data
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- *Equilibrium is efficient iff intermediary chooses “partitional information”*  
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3. Propose three **remedies** to market failure: Data taxes, data union, Lindahl pricing

Exploit progress in info-design to microfound components of data economy:

- How does an intermediary use the data? **Information design**  
(Bergmann-Morris '19, Kamenica '19)
- What's the value of data for an intermediary? (GLP '23)

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Limited understanding of **data markets**:

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- Our inefficiency not due to exogenous correlation, but to platform's role as info intermediary  
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More broadly, we contribute to the growing literature on the economics of platforms, data, & privacy Bergemann and Ottaviani '21, Baley and Veldkamp '24

**model**

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Two periods: 1. Data are traded 2. Data are used





The consumers and the platform trade data records at prices  $p = (p(\omega))_{\omega \in \Omega}$ , which they take as given

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- Platform demands **database**  $q = (q(\omega))_{\omega \in \Omega}$ , for which it pays  $\sum_{\omega} q(\omega)p(\omega)$

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## The supply side:

- If a type- $\omega$  consumer sells her record to the platform, she is paid  $p(\omega)$  and is later intermediated with merchant
- If she doesn't her record, she enjoys her outside option  $r \sim F_{\omega}$

Given acquired database  $q$ , platform acts as **information designer**

- It commits to signal for merchant about each  $\omega$  in its database
- Given signal, the merchant chooses action  $a \in A$  (e.g., price/variety/quality)
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**Remark:** Info design problem equivalent to a linear program: (BM '16)

$$\begin{aligned} V(q) = & \max_{x: \Omega \rightarrow \Delta(A)} \sum_{\omega, a} v(a, \omega) x(a|\omega) q(\omega) \\ \text{s.t. } & \forall a, a': \sum_{\omega} \left( \pi(a, \omega) - \pi(a', \omega) \right) x(a|\omega) q(\omega) \geq 0 \end{aligned}$$



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(b). Given  $q^*$ ,  $x^*$  solves platform's info-design problem

(c). Given  $p^*$  and  $x^*$ , a type- $\omega$  consumer with outside option  $r$  sells record if

$$r \leq p^*(\omega) + \sum_a x^*(a|\omega)u(a, \omega) \triangleq r_\omega^*$$

(d). Data markets clear, i.e.  $q^*(\omega) = \bar{q}(\omega)F_\omega(r_\omega^*) \quad \forall \omega$

All results extend to large class of **information-intermediation problems**:

- Multiple agents (e.g., competing merchants)
- Arbitrary downstream (finite) games (e.g., a second-price auctions)
- More than information: Platform can take enforceable action (e.g., set reservation price, charge merchants for information, etc.)

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Substantive assumptions we made:

- A competitive data market
- Platform is a “gate keeper” alt see BB '23
- A data record bundles “access” and information alt see ALV '22

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## **main results**

**Our Main Question:** Is the **competitive** data market efficient?

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### Definition

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An allocation  $(q, x)$  is **efficient** if it solves

$$\max_{q, x} \mathcal{W}(q, x)$$

s.t.  $q \leq \bar{q}$  and  $x$  solves platform's info-design problem given  $q$

**Main Insight:** This economy may feature an **externality**

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  - $\Rightarrow$  ...which in turn affects other consumers' payoffs

This externality makes equilibria inefficient

Externality is **endogenous**: Its presence depends on how platform use data



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**(Aside:)** Not related with “externality” from GLP '23, which are “priced in” by the competitive market

**Goal:** Characterize which equilibria feature externality and which don't

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## Proposition

An equilibrium  $(p^*, q^*, x^*)$  is efficient only if

$$\sum_{a, \omega'} q^*(\omega') u(a, \omega') \frac{\partial x^*(a|\omega')}{\partial q^*(\omega)} = 0 \quad \forall \omega$$

If welfare function  $\mathcal{W}(q, x_q)$  is concave in  $q$ , such a condition is also sufficient

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**So what?** E.g., what ways of using consumer data leads to (in)efficiency?

# A Typology of Recommendation Mechanisms

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analysis

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Such a mechanism recommends a single action for each cell in a partition of  $\Omega$

Notable examples:

**Full Disclosure.** For each  $\omega$ , it recommends only an action the merchant is willing to choose under complete information

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A non-partitional mechanism requires the platform to **randomize**

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Fix an equilibrium  $(p^*, q^*, x^*)$ . If  $x^*$  is a full-disclosure mechanism, the equilibrium is efficient.

Thus, inefficiency requires platform to **withhold information** from merchant

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The converse holds under additional conditions (satisfied in apps such as BBM'15)

### Proposition

Let  $[\mathcal{W}(q, x_q)]$  be concave in  $q$  and  $(p^*, q^*, x^*)$  be an equilibrium.

If  $x^*$  is **partitional** [and  $q^* \in \text{int}(R_i)$  for some  $i$ ], the equilibrium is efficient

**an application**

So far, minimal assumptions on the intermediation problem

Let's specialize setting to a canonical application: Price discrimination *à la* BBM

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Let's specialize setting to a canonical application: Price discrimination à la BBM

- Let  $\omega \in \mathbb{R}_{++}$  be the consumer's WTP for merchant's product
- Let  $a$  denote price the merchant sets for his product
- Players payoffs are

$$\text{Consumer's:} \quad u(a, \omega) = \max\{\omega - a, 0\}$$

$$\text{Merchant's:} \quad \pi(a, \omega) = a \mathbb{1}(\omega \geq a)$$

$$\text{Platform's:} \quad v(a, \omega) = \gamma_u u(a, \omega) + \gamma_\pi \pi(a, \omega)$$

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Fix any equilibrium  $(q^*, p^*, x^*)$ .

- ▶ If  $\gamma_u < \gamma_\pi$ ,  $x^*$  is **full disclosure**, and, thus, the equilibrium is efficient.
- ▶ If  $\gamma_u > \gamma_\pi$ , the equilibrium is efficient if and only if  $x^*$  is **no disclosure**.

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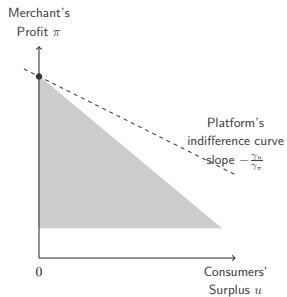
That is, any “non-trivial” use of information by the platform will lead to inefficiencies



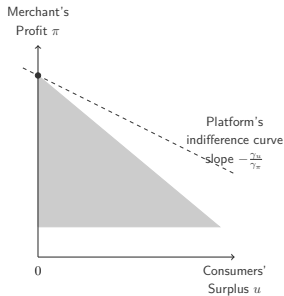
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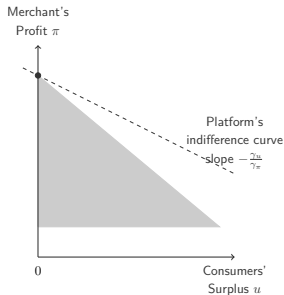


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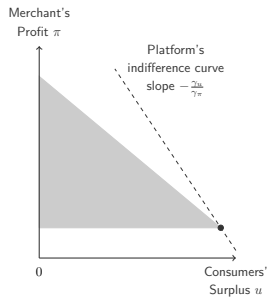


- At all  $q$ , **full disclosure** is optimal
- Merchant extracts surplus from all consumers
- Therefore,  $x^*(a, \omega)$  does not depend on  $q$
- Therefore, no externality! All equilibria are constrained efficient

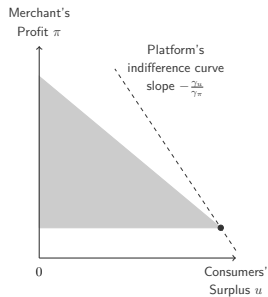
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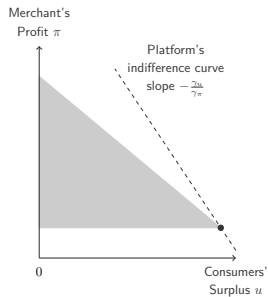
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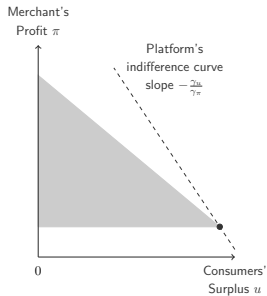
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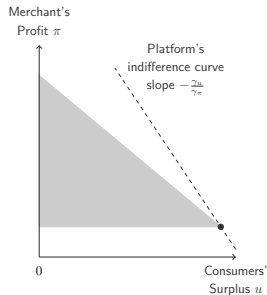


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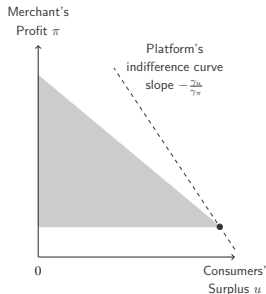


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- Thus,  $x_q$  depends on  $q$
- Thus,  $\sum_{\omega'} q(\omega') \frac{\partial U(\omega', x^*)}{\partial q^*(\omega)}$  can be non-zero: data externality

Application highlights when there is **no conflict of interest** btw platform and merchant  $\Rightarrow$  full disclosure is optimal  $\Rightarrow$  data market is efficient

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Thus the source of the inefficiency is the role platforms play as **information intermediaries**

- Platforms typically balance conflicting interests, which they rarely resolve with full disclosure otw, no info-design literature! :)
- Instead, they often garble the data they have collected

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This paper shows why garbling can lead to a failure of the first-welfare theorem in a competitive data market

How to fix this market failure?

The paper also explores three alternative market designs to fix this market failure:

1. Introducing a **data union**
2. Implementing **data taxes**
3. Making data markets more **complete**

**data union**



Recent policy proposals for the data economy (Posner-Weyl 18; Bergemann et al 23)

A data union would represent consumers by managing data on their behalf

We offer some theoretical support to these policy proposals

How does a data union work?

- Consumers can participate in the union
- If they do, they relinquish their data to the union
- Union sells some of this data to the platform

Consumers retain reservation utility unless record is sold to platform

- With the proceeds of sale, union compensates all participating consumers (to incentivize their participation)
- Union maximizes welfare of participating consumers

Formally, the data union problem is:

$$\max_{(p,q,x)} \quad \sum_{\omega} p(\omega) \bar{q}(\omega) + \sum_{a,\omega} u(a,\omega) x(a|\omega) q(\omega) + \sum_{\omega} (\bar{q}(\omega) - q(\omega)) \bar{r}$$

such that  $q \leq \bar{q}$ ,

and  $\sum_{\omega} p(\omega) \bar{q}(\omega) = V(q)$ ,

and  $x$  solves  $\mathcal{P}_q$ ,

and  $p(\omega) + \frac{q(\omega)}{\bar{q}(\omega)} \sum_a u(a,\omega) x(a|\omega) + \left(1 - \frac{q(\omega)}{\bar{q}(\omega)}\right) \bar{r} \geq \bar{r}$ .

## Proposition

Equilibria of the data-union economy are constrained efficient and maximize consumers' welfare (and vice versa), regardless of the platform's objective

## Some intuition:

Data union coordinates consumers by deciding which records to sell and how to compensate them

By doing so, data union acts as a substitute for the competitive market and avoids market failure

**data taxes**

Enrich competitive economy by introducing a simple **data tax**:

- ▶ When selling her record, consumer pays tax  $\tau(\omega) \in \mathbb{R}$  to the govt

When properly designed, data taxes force consumers to internalize effects that selling their records create on economy

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## Proposition

Let  $(q^\circ, x^\circ)$  be a constrained-efficient allocation. There exists a profile of taxes  $\tau^*$ , of prices  $p^*$ , and of consumer choices  $\zeta^*$ , such that  $(p^*, \zeta^*, q^\circ, x^\circ)$  is an equilibrium of the economy with taxation  $\tau^*$  and the government does not run a deficit.

Let allocation  $(q^\circ, x^\circ)$  be constrained efficient

Let  $p^*$  be a supergradient of  $V(q^\circ)$

Define  $\tau^*(\omega) \triangleq p^*(\omega) + \sum_a x^\circ(a|\omega)u(a, \omega) - \bar{r}$

Notice that  $U^*(\omega) - \tau^*(\omega) \equiv \bar{r}$

Therefore, all consumers indifferent  $\rightsquigarrow$  choose  $\zeta^*$  to implement  $q^\circ$





**more-complete markets**

We let price of data depend not only on its type (i.e.,  $\omega$ ) but also on its “intended use” (i.e.,  $a$ )

Platform and the consumer trade on **how** record will be used—i.e., which fee  $a$  platform will recommend to the merchant

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This is reminiscent of GDPR: “*The **specific purposes** for which personal data are used should be determined at the time of the collection*”

A market for each  $(a, \omega)$ , where  $\omega$ -records can be traded for use  $a$  at price  $p(a, \omega)$

Our equilibrium definition extends naturally to this richer economy

In particular, timing is the same

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## Proposition

Equilibria of this economy are (unconstrained) efficient and maximize consumers' welfare, regardless of platform's incentives

**conclusion**

1. A framework to study competitive markets for personal data
2. Identify novel inefficiency leading this otherwise perfectly competitive market to fail

Show how inefficiency critically depends on platform's role as an information intermediary

3. Propose three alternative market designs that fix inefficiency: data unions, data taxes, richer data prices



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If not, detect inefficiency driven by platform lack of commitment in period 1

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**Bonus:** In eqm, platform makes not profits. Thus,  $W(q^*, x^*)$  equals consumer welfare. Thus, any constrained-efficient eqm maximizes consumer welfare

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## Definition

An allocation  $(q^\circ, x^\circ)$  is **efficient** if it solves

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To illustrate failure in data market, this less-demanding benchmark is desirable

(We also study “social” welfare and “unconstrained” efficiency [discussion](#) )