

## Trends in industry concentration, market power and competition policy

Professor Tommaso Valletti Chief Economist, DG COMP Imperial College London

Disclaimer: The views expressed are those of the authors and cannot be regarded as stating an official position of the European Commission. Please do not quote or disseminate this presentation.

Competition



## Introduction

Recent debate **started in US** observed that over the past decades Many industries have become **increasingly concentrated Profit margins** and firm market power **steadily increasing Profit inequality** increased – a few firm rips most returns **Income inequality** increased while labour income's GDP share decreased Has merger policy **gone too far** in allowing mergers?

Council of Economic Advisers (US, 2016) expressing concerns



#### Perception: Quotes from mainstream media

"Markets work best when there is healthy competition among business. In too many industries, that competition just doesn't exist anymore." The New York Times

"The rise of the corporate colossus threatens both competition and the legitimacy of business."

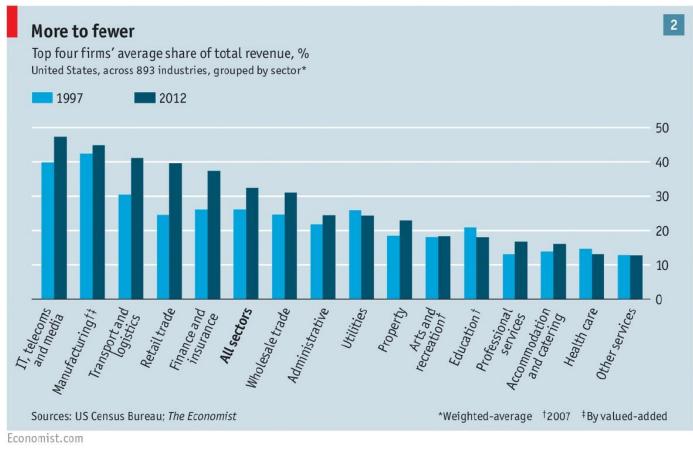
"From health insurance to internet search, fewer firms control more of their markets." THE WALL STREET JOURNAL.

"Very persistent and very high profit margins are a sign of weak competition. [...] This is bad for consumers, innovation and capital allocation. It is time for antitrust regulators to start blocking deals."

The Economist

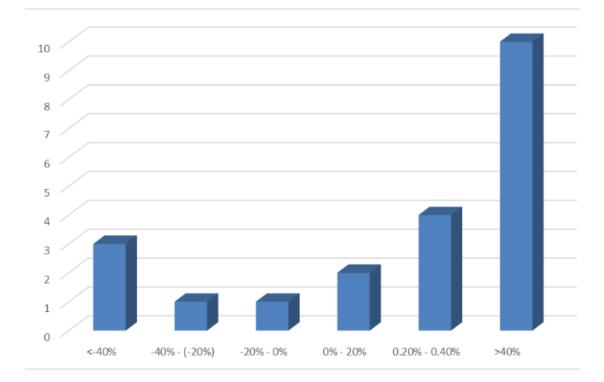


## US: Concentration is increasing





## US: Concentration is increasing (HHI)

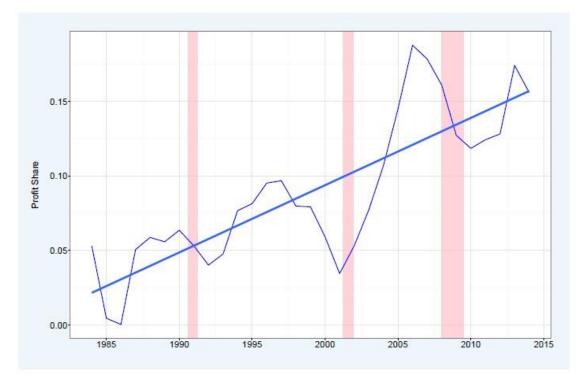


Period: 1997-2014. Industries: NAICS 3-digit classification See Grullon, Larkin and Michaely (2019)

Competition



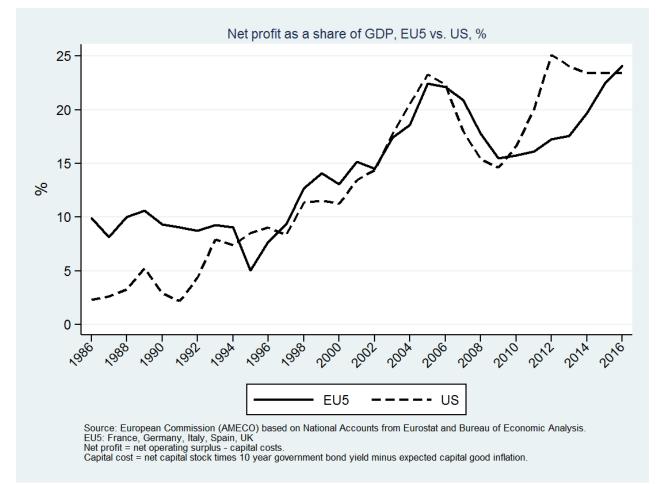
## US: Profit share of GDP has skyrocketed



See Barkai (2017): Increase in profit share from around 5% (1990) to 15% (today)

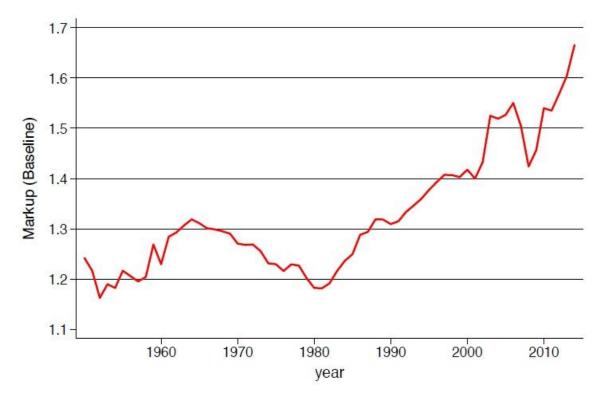


## US and EU: Profit share of GDP is increasing





#### US: Economic markups have increased even more

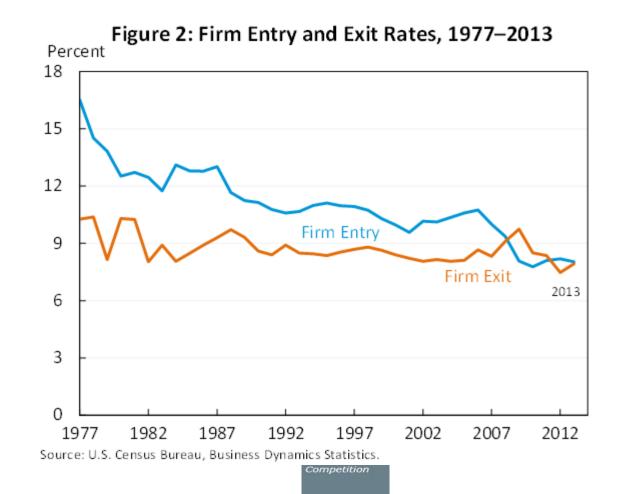


See De Loecker & Eeckhout (2017): This increase in markups implies an increase in the economic profit margin from around 20% (1980s) to 30% (2000) to 40% (today)

Competition

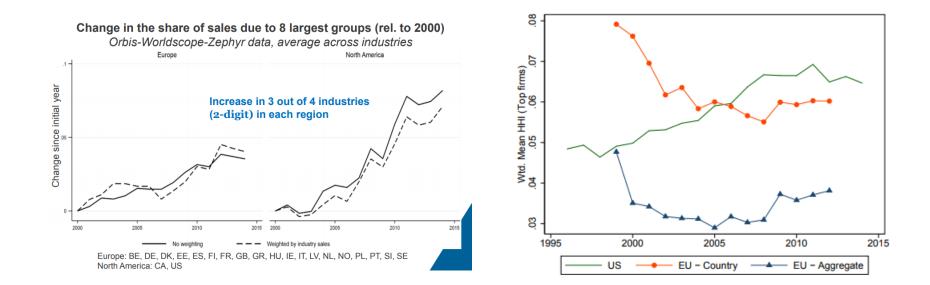


## US: Downward trend in business dynamism



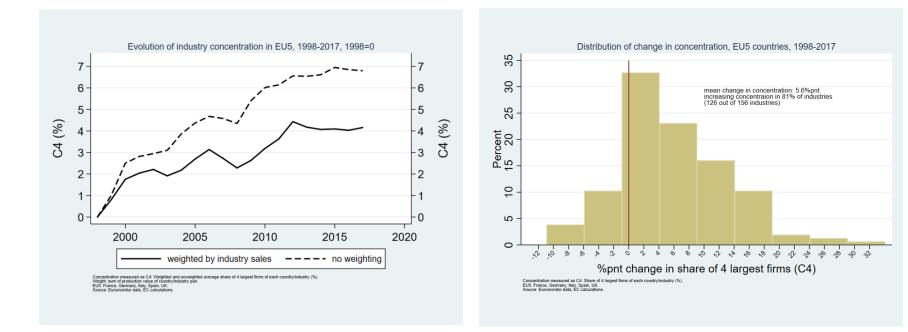


# Europe? OECD (Calligaris et al.) vs Gutierrez and Philippon



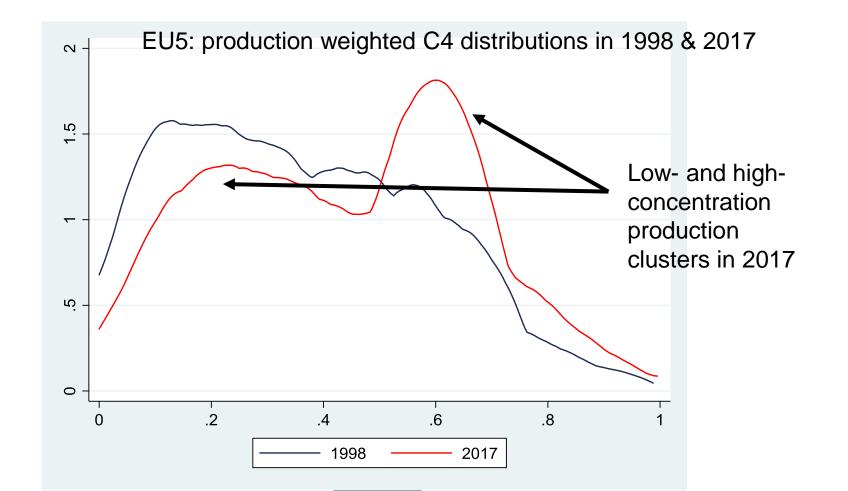


# CET ongoing work (1)



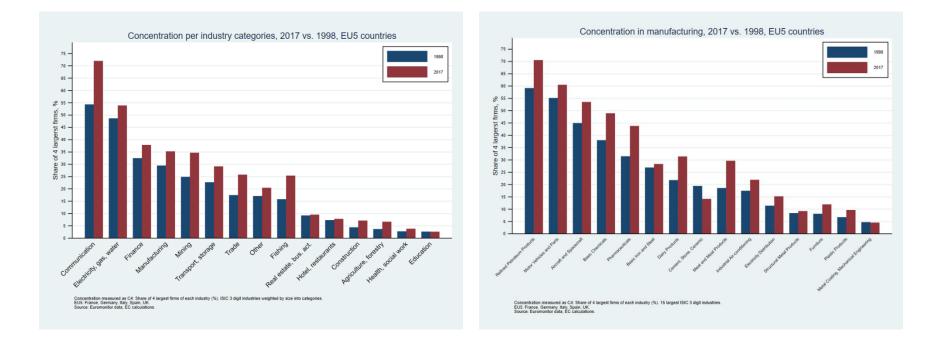


# CET ongoing work (2)





# CET ongoing work (3)





## Reactions to these trends

There have been many:

- ... not properly defined **antitrust markets**
- ... not **suitable data** (e.g., fixed costs not taken into account)

... analysis takes **market boundaries as given** over time (e.g., U.S. census data), but **markets have become wider** with both globalization and digitization

...higher concentration must not necessarily be **merger-induced**, but can also stem from efficiencies of **superstar firms** (they benefit from these changes and their **efficiency** results in high market shares <u>and</u> high profit margins)

If you really want to know... **Do more ex-posts!** 



## Implications for merger policy

The implications can be viewed from **two different vantage points**:

**Ex-ante perspective**: Was competition enforcement too lax and has *caused* market power? Or are there are plausible alternative explanations?

**Ex-post perspective**: Given that large firms' margins have considerably increased (and potentially also concentration), what does it imply for competition policy *going forward*?



## Implications for **merger policy**

**Determinants** of anticompetitive merger effects:

... concentration (parties have high *market shares*)

... closeness of competition (high *diversion ratios*)

... market power (parties have high *profit margins*)

In other words: The higher the merging parties' margins in a given case, the more likely traditional market share thresholds will **underestimate competitive effects** (all else equal).

"Is 5-4 the new 4-3"? See Valletti and Zenger (2018).



#### **Killer mergers**

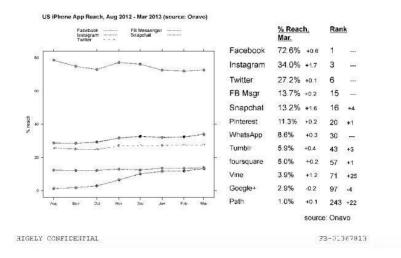
Cunningham et al. (2018)

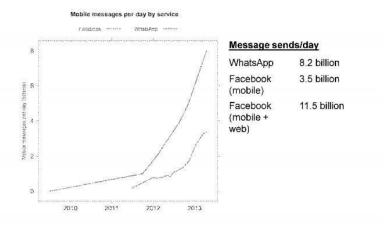
https://en.wikipedia.org/ wiki/List of mergers and acquisitions by Alphabet

| August 6, 2014                    | Director                        | Mobile video                               | NSU USA |                   |  | (192)           |
|-----------------------------------|---------------------------------|--|---------|-------------------|--|-----------------|
| August 6, 2014<br>August 17, 2014 | Director<br>Jetoac              |  |         | -                 | YouTube, Androld<br>Picasa                     | 11931           |
|                                   |                                 | Artificial Intelligence, Image recognition |         | -                 | Picese<br>x                                    | 0.941           |
| August 23, 2014                   | Gecko Design                    | Mechanical design                          | ASU 📰   | -                 |  | 11041           |
| August 26, 2014                   | Zync Render                     | Cloud-based visual effects software        | ASU 📰   | -                 | Google Cloud Platform                          | 1100            |
| September 10, 2014                | Lift Labs                       | Liftware                                   | ASU 📑   | -                 | Verily   | (196)           |
| September 11, 2014                | Polar                           | Social polling                             | ABU 🔤   | -                 | Google+  | (190)           |
| October 21, 2014                  | Firebase                        | Application development platform           | ABU 📰   | -                 | Google Cloud Platform                          | (199)           |
| October 23, 2014                  | Dark Blue Labs & Vision Factory | Artificial Intelligence                    | SE UK   | Etens of millions | Google DeepMind                                |                 |
| October 24, 2014                  | Revolv                          | Home automation                            | ABU 📑   | -                 | Nest Labs                                      | [200]           |
| November 19, 2014                 | RelativeWave                    | Mobile software prototyping                | ABU 📑   | -                 | Android  | [201]           |
| December 17, 2014                 | Vidmaker                        | Video editing                              | ASU 📰   | -                 | YouTube  | [202]           |
| February 4, 2015                  | Launchpad Toys                  | Child-friendly apps                        | ASU 📰   | -                 | YouTube for Kids                               | [203][204]      |
| February 8, 2015                  | Odysee                          | Multimedia sharing and storage             | ASU 📰   | -                 | Google+  | (205)           |
| February 23, 2015                 | Boftcard                        | Mobile payments                            | ASU 📰   | -                 | Android Pay                                    | [206][207]      |
| February 24, 2015                 | Red Hot Labs                    | App advertising and discovery              | ABU 📰   | -                 | Google Play                                    | (205)           |
| April 16, 2015                    | Thrive Audio                    | Surround sound technology                  | I IRL   | -                 | Google Cardboard                               | (209)           |
| April 16, 2015                    | Skilman & Hackett               | Virtual reality software                   | ASU 📰   | -                 | Tilt Brush                                     | [209]           |
| May 4, 2015                       | Timeful                         | Mobile software                            | ASU 📰   | -                 | Google Inbox, Google Calendar                  | [210]           |
| May 28, 2015                      | Pulse.io                        | Mobile app optimizer                       | ABU INA | -                 | Androld  | [211]           |
| July 21, 2015                     | Pixate                          | Mobile software prototyping                | NSU 📰   | -                 | Android  | [212]           |
| September 21, 2015                | Oyster                          | E-book subscriptions                       | ASU III | -                 | Google Play Books                              | [213]           |
| September 30, 2015                | Jibe Mobile                     | Rich Communication Services                | ME USA  | -                 | Android  | [214]           |
| June 18, 2015                     | Agawl                           | Mobile application streaming               | ME USA  | _                 | Android, Google Play                           | [215]           |
| October 17, 2015                  | Dipisfera                       | 360-degree photography                     | POR     | _                 | Street View                                    | [216]           |
| November 11, 2015                 | Fly Labs                        | Video editing                              | IN USA  | _                 | Goople Photos                                  | [217]           |
| November 11, 2015                 | beboo                           | Cloud software                             | USA     | \$380,000,000     |  | [218]           |
| February 12, 2016                 | BandPage                        | Platform for musicians                     | USA     | _                 | YouTube  | [219]           |
| February 18, 2016                 | Ple                             | Enterorise communications                  | SGP     | _                 | Boaces (app)                                   | [220]           |
| May 2, 2016                       | Bynergyse                       | Interactive tutorials                      | - CAN   | _                 | Google Docs                                    | [221]           |
| June 22, 2016                     | Webcass                         | Interactive tutonais                       | USA     | -                 | Google Docs                                    | 1222            |
| July 6, 2016                      | Moodstocks                      | Image recognition                          | FRA     |                   | Google Photos                                  | 12221           |
| July 8, 2016                      | Anyato                          | Cloud-based video services                 | URA     | -                 | Google Flights                                 | [224]           |
|                                   | Anveto<br>Kin                   |  |         | -                 | -  | 1225            |
| July 12, 2016                     |                                 | Link management                            | ASU 📰   | -                 | Spaces (app)                                   | 12240           |
| July 27, 2016                     | LaunchKit                       | Mobile tool maker                          | ASU 📑   | -                 | Firebase                                       | 12271           |
| August 8, 2016                    | Orbitera                        | Cloud software                             | ASU 📰   | \$100,000,000     | Google Cloud Platform                          | (225)           |
| September 8, 2016                 | Apigee                          | API management and predictive analytics    | NSU 📰   | \$625,000,000     |  | (229)(230)      |
| September 15, 2016                | Urban Engines                   | Location-based analytics                   | ABU 📰   | -                 | Google Maps                                    | [231][232]      |
| September 19, 2016                | API.AI                          | Natural language processing                | ABU 📰   | -                 | Google Assistant                               | [231][232]      |
| October 11, 2016                  | FameBit                         | Branded content                            | -       | -                 | YouTube  | [233]           |
| October 24, 2016                  | Eyefluence                      | Eye tracking, virtual reality              | -       | -                 | Google VR                                      |                 |
| November 5, 2016                  | LeapDrold                       | Android Emulator                           | ASU 📰   | -                 | Android  | [236]           |
| November 21, 2016                 | Qwikiabs                        | Cloud based hands-on training platform     | -       | -                 | Google Cloud Platform                          | [237]           |
| December 13, 2016                 | Cronologics                     | Smartwatches                               | ASU 📰   | -                 | Android Wear                                   | [238]           |
| January 5, 2017                   | Limes Audio                     | Voice communication                        | SWE     | -                 | Google Duo, Google Hangouts                    | [239]           |
| January 19, 2017                  | Fabric                          | Mobile app platform                        | NSU 📰   | -                 | Firebase                                       | [240]           |
| March 8, 2017                     | Kaggle                          | Data science                               | ASU 📰   | -                 | Google Cloud Platform                          | [241]           |
| March 9, 2017                     | AppBridge                       | Productivity suite                         | ABU 📷   | -                 | Google Docs                                    | [242]           |
| May 10, 2017                      | Owichemy Labs                   | Virtual reality studio                     | ASU 📰   | -                 | Google VR                                      | [243]           |
| July 12, 2017                     | Hall Labs                       | Artificial Intelligence                    |         | -                 |  | [244]           |
| August 16, 2017                   | AlMatter                        | Computer vision                            | BLR     | -                 | YouTube  | [245][245][247] |
| September 21, 2017                | HTC (partiena)                  | Talent and Intellectual property licenses  | TWN     | \$1,100,000,000   | Google Pixel                                   | [245][249][250] |
| September 26, 2017                | Bitlum                          | Single sign-on and identity management     | ABU IN  | -                 | Google Cloud Platform                          | (251)           |
| October 9, 2017                   | Relay Media                     | AMP converter                              | NSU I   | -                 | Accelerated Mobile Pages                       | [252]           |
| October 11, 2017                  | 60db                            | Podcasts                                   | NSU I   | -                 | Google Play Music, Google Podcasts             | [253]           |
|                                   | -                               | GIF Image search                           | ABU USA | -                 | Goople Images                                  | [254]           |
| March 27, 2018                    | Tenor                           |  |         |                   |  |                 |
| March 27, 2018<br>May 9, 2018     | Tenor<br>Velostrate             | Cloud Migration, Google Cloud Platform     | USA     | -                 | Google Cloud Platform                          | [255]           |
|                                   |                                 |  |         | -                 | Google Cloud Platform<br>Google Cloud Platform | (255)<br>(256)  |



#### WhatsApp message sends





HIGHLY CONFIDENTIAL

FB-01367816

#### US mobile apps (iPhone)



# **Discussion/proposals**

1. Systematically examine data for acquisitions, price paid, nature of business acquired, internal documents giving reasons for transactions (academia)

- 2. Value of the transaction is informative for digital:
  - Thresholds
  - Use evaluation methods to catch pre-emption (large, unexplained payments)

3. For super-dominant firms, shift the burden of proof (larger general debate on structural presumptions):

• Parties should show efficiencies, else adopt an anticompetitive presumption



## **Advertising and attention**

Move away from anonymous "eyeballs" analogy

Study how hyper-targeted advertising works:

- Markets defined at the *individual* level (and then apply standard economic analysis)

"Attention" markets (Wu, 2018; Prat and Valletti, 2018)



#### **Importance of overlaps**

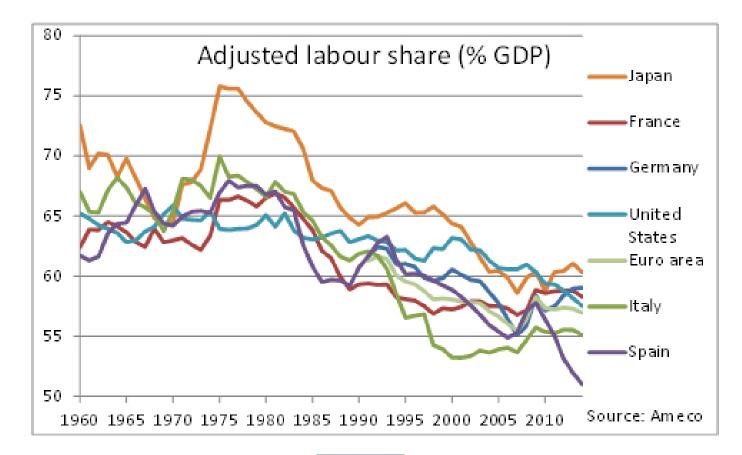
|           |       |                               | J                            | тj    |
|-----------|-------|-------------------------------|------------------------------|-------|
|           |       |                               | Ø                            | 0.263 |
|           |       |                               | Facebook                     | 0.459 |
|           |       |                               | Twitter                      | 0.014 |
| Platform  | Reach | Market Share (Equal Spending) | Instagram                    | 0.011 |
| Facebook  | 0.707 | 65.9%                         | Facebook, Instagram          | 0.094 |
| Instagram | 0.193 | 18.0%                         | Facebook, Twitter            | 0.070 |
| Twitter   | 0.173 | 16.1%                         | Instagram, Twitter           | 0.005 |
|           |       |                               | Facebook, Instagram, Twitter | 0.084 |
|           |       |                               | Total                        | 1.000 |

- supply-side market shares not always informative

#### 4. Look for attention "overlaps": need microdata/surveys



## Labour share



Competition



# Labour market concentration

Analogy with product market concentration: Calculate labour market concentration using the Herfindahl-Hirschman index (HHI).

Azar et al. (2017) use 2010-2014 job postings data from the largest online job board in the United States, CareerBuilder.com

- Calculate vacancy shares and HHIs of market concentration for over 8,000 labour markets, defined by a combination of occupation at the "Standard Occupational Classifications" and commuting zone.
- E.g., "accountants in the Philadelphia commuting zone in Q1 2011".



## Labour market concentration: evidence

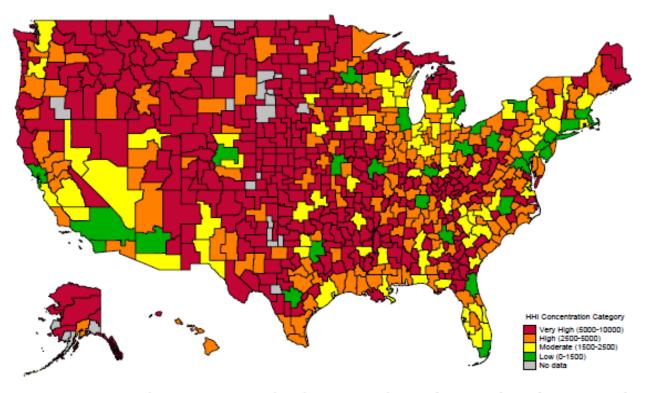


Figure 1. Average HHI by commuting zone, based on vacancy shares. This figure shows the average of the Herfindahl-Hirschman Index by 6-digit SOC occupation code for labor markets over the period 2010Q1–2013Q4. The categories we use for HHI concentration levels are: "Low": HHI between 0 and 1500; "Moderate": HHI between 1500 and 2500; "High": HHI between 2500 and 5000; "Very High": HHI between 5000 and 10000. These categories correspond to the DOJ/FTC guidelines, except that we add the additional distinction between high and very high concentration levels around the 5,000 HHI threshold. Market shares are defined as the sum of vacancies posted in CareerBuilder.com by a given firm in a given market and year-quarter divided by total vacancies posted in the website in that market and year-quarter.



#### Labour market concentration: monopsony

Findings of Azar et al. (2017):

- On average, labour markets are highly concentrated
- The average HHI is 3,157, well above the 2,500 threshold for high concentration (US Merger Guidelines)
- An increase in HHI is associated with lower wages:
  - a 10% increase in concentration leads to a 1% decrease in wages
  - going from 25<sup>th</sup> to 75<sup>th</sup> percentile of concentration distribution -> wage down by 17%
- Concentration varies by occupation and city (larger cities less concentrated)



# **Merger policy**

Some rethinking/adaptation of merger policy, without altering fundamentals.

Mergers that threaten wage suppression are horizontal when the merging firms compete in the labour market, and this may be true whether or not they are competitors in any product market.

The mechanisms of market definition, measurement of concentration, the construction of prima facie cases based on concentration effects, and assessments of consumer welfare, can readily be adapted to merger cases involving labour markets.



## Efficiency defense?

- Distinguish between purchases of inputs in a competitively structured input market (no power to suppress amount in output by reducing the price) from monopsonistic price suppression (with output decrease).
- In the case of **labour**, resorting to quantity or "bulk" discounts is probably not a feasible efficiency, because each worker sells her/his labour individually.
- Employers more typically obtain lower wages by breaking unions, forcing individual bargaining, rather than entering into collective bargaining with them.
- One could argue that hiring more people can save companies some HR costs, but these would show up as administrative costs, not as lower wages. Furthermore, **empirical evidence** does not offer strong support for economics of scale in hiring.