ECO 2901 EMPIRICAL INDUSTRIAL ORGANIZATION Lecture 10:

Dynamic Games with Networks

Victor Aguirregabiria (University of Toronto)

March 12, 2020

Lecture 10: Dynamic Games with Networks

- Local markets can be interconnected for through demand or costs.
- Firms' operations / decisions in one market have implications on their own and on other firms' in different markets. We expect firms account for / internalize these links.
- The industry is a **network** where markets are **endogeneously interconnected**.
- Questions:
 - How network structure affects costs & demand.
 - Propagation of shocks within a network.
 - (Dynamic) strategic interactions in the network.

・ロト ・雪 ・ ・ ヨ ・ ・ ヨ ・

In this lecture, we will study two papers on this topic.

- Aguirregabiria & Ho (JoE, 2012): "A Dynamic Oligopoly Game of the US Airline Industry: Estimation and Policy Experiments"
- Brancaccio, Kalouptsidi, & Papageorgiou (ECMA, Forthcoming): "Geography, Transportation, and Endogenous Trade Costs"

- 4 同 6 4 日 6 4 日 6

1. Airline Industry as a Dynamic Network Game

• • • • • • • • • • • •

Aguirregabiria & Ho (2012) - Outline

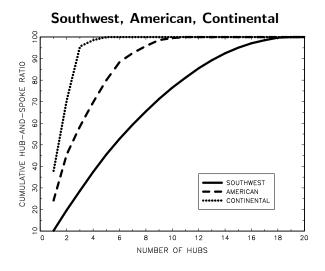
- 1. A Brief History of Airline Networks
- 2. Motivation & Questions
- 3. Model
- 4 Data & Descriptive Evidence
- 5. Estimation
- 6. Counterfactuals

A (10) A (10) A (10)

Airlines Networks (Route Maps)

- An airline's network is the set of city-pairs that the airline connects via non-stop flights.
- The choice of network structure is one of the most important strategic decisions of an airline.
- Two network structures that have received particular attention are hub-and-spoke (HS) and Point-to-Point (P2P).
- In H&S an airline concentrates most of its operations in one airport called the hub. All other cities in the network (i.e., the spokes) are connected to the hub by non-stop flights.
 - In P2P all cities are connected with each other through nonstop flights.
 - Pure H&S and P2P are rare.

Hub-and-Spoke Concentration Ratios (2004)



American Airlines Routes in 1934 ("railroad" network)



A Nation-Wide Network of Airlines

Victor Aguirregabiria ()

Empirical IO

American Airlines Routes in 1968 (point to point)



Continental Airlines. Routes Map in 1983 (Hub & Spoke)

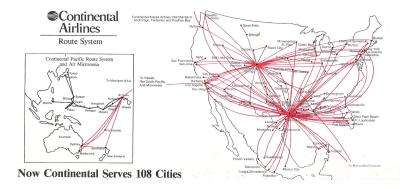


Image: A math a math

Delta Airlines. Routes Map in 2003



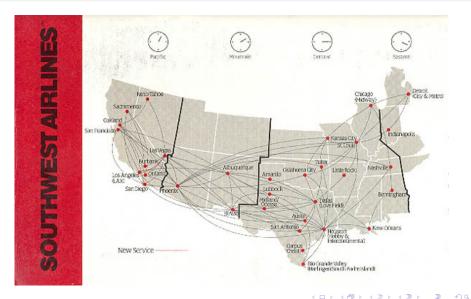
Victor Aguirregabiria ()

March 12, 2020 11 / 50

Southwest Airlines. Routes Map in 1980 (Hub & Spoke)



Southwest Airlines. Routes Map in 1990 (point to point)



Why does the structure of an airline network matter?

۲

- Due to economies of scope of an airline at the airport level, it affects airline costs (variable, fixed, entry) and, therefore, competition.
 Some operation costs are increase less than proportionally with the number of routes / flights / passengers that an airline has in an airport.
- A hub-and-spoke network facilitates entry deterrence strategies such that it can affect competition and welfare even controlling for costs.

Contributions of this paper

- 1. Proposes a **dynamic game of network competition** in the airline industry.
- 2. Proposes methods to solve, estimate, and perform counterfactual experiments using the model.
- 3. It measures the **contribution of economies of scope** to different costs: variable, fixed, and entry costs..
- 4. Uses the model to study empirically the **role of strategic entry deterrence** as a factor to explain why many companies in the US airline industry operate using **hub-and-spoke networks**.

(日) (四) (日) (日) (日)

Contribution [1]: Endogenous network model

- Previous structural games of market entry in the airline industry (e.g., Berry, 1992) take into account the existence of **network effects**, but they treat them as **exogenous factors**.
- Those models treat the number of routes or passengers that an airline has in an airport as exogenous.
- For merger analysis, or to evaluate policy questions, we need to endogenize airlines networks.

- ロ ト - 4 同 ト - 4 回 ト - - - 回

Contribution [2]: Solution & Estimation methods

- The dimensionality of the decision space and state space in this problem is humongous.
- By combining simplifying assumptions (decentralizing the decision problem; inclusive-values) and Monte Carlo simulation, we develop a method to solve and to estimate this dynamic game.
- We also propose a method to implement counterfactual experiments using the estimated model and taking into account the existence of multiple equilibria in the model.

イロト イポト イヨト イヨト

Contributions [3]: Economies of scope in entry costs

- One of our empirical findings is that the **main source of economies** of scope is entry costs (not so much in fixed costs or in variable costs).
- This introduces an interesting (and previously unstudied) benefit of hub-and-spoke networks: the **value of flexibility**.

- Because the smaller entry costs, a H&S network can easily adjust to temporary adjust (entry & exit) to temporary changes in demand or costs.

イロト 不得下 イヨト イヨト 二日

Contributions [4]: Measuring Entry Deterrence strategies

- We use the estimated the model and counterfactual experiments to measure the contribution of different factors (and in particular of **strategic entry deterrence**) to explain hub-and-spoke networks.
- We find that entry-deterrence motives varies very substantially across airlines. There are two airlines where this motive plays an important role.

H&S and Strategic Entry Deterrence

- Hendricks et al. (ECMA, 1997) show theoretically that a H&S network can deter the entry of competitors.
- In a H&S the profit function of an airline is supermodular with respect to its entry decisions for different city-pairs.
- This complementarity implies that a H&S airline may be willing to operate in a city-pair even when profits are negative because it can generate positive profits through its connection with other routes.
- Potential entrants are aware of this, and therefore, it may deter entry.

(日) (周) (三) (三)

'Hubbing' in the US Airline Industry: Year 2004

i lassing				asery: rear		
Airline (Code)	1st largest hı	ıb		2nd largest	hub	
	(# connectio	ns)	CR1	(# connect	ions)	CR2
Southwest (WN)	Las Vegas	(35)	9.3	Phoenix	(33)	18.2
American (AA)	Dallas	(52)	22.3	Chicago	(46)	42.0
United (UA)	Chicago	(50)	25.1	Denver	(41)	45.7
Delta (DL)	Atlanta	(53)	26.7	Cincinnati	(42)	48.0
Continental (CO)	Houston	(52)	36.6	New York	(45)	68.3
Northwest (NW)	Minneapolis	(47)	25.6	Detroit	(43)	49.2
US Airways (US)	Charlotte	(35)	23.3	Philadelphia	(33)	45.3 ■
Victor Aguirregabiria ()	Em	pirical IO		1	March 12, 202

/ 50

Model: Airlines, Cities, and Routes

- N airlines and C cities, exogenously given.
- Given the C cities, there are $M \equiv C(C-1)/2$ non-directional city-pairs (or markets).
- For each city-pair, an airline decides whether to operate non-stop flights.
- A route (or path) is a directional round-trip between 2 cities. A route may or may not have stops.
- A route-airline is a product, and there is a demand for each route-airline product.
- Airlines choose prices for each route they provide.

Victor Aguirregabiria ()

Empirical IO

March 12, 2020 22 / 50

Model: Networks

- We index city-pairs by *m*, airlines by *i*, and time (quarters) by *t*.
- x_{imt} ∈ {0, 1} is a binary indicator for the event "airline i operates non-stop flights in city-pair m"
- $\mathbf{x}_{it} \equiv \{x_{imt} : m = 1, 2, ..., M\}$ is the network of airline *i* at period *t*.
- The network **x**_{it} describes all the routes (products) that the airline provides, and whether they are non-stop or stop routes.

• Industry network:
$$\mathbf{x}_t \equiv {\mathbf{x}_{it} : i = 1, 2, ..., N}$$

イロト 不得下 イヨト イヨト 二日

Model: Airlines' Decisions

- Every period, active airlines in a route compete in prices
- Price competition determines variable profits for each airline.
- Every period (quarter), each airline decides its network for next period. There is *time-to-build*.
- We represent this decision as $\mathbf{a}_{it} \equiv \{a_{imt} : m = 1, 2, ..., M\}$, though $a_{imt} \equiv x_{imt+1}$.

Model

Model: Profit Function

• The airline's total profit function is:

$$\Pi_{it} = \sum_{r \in L(\mathbf{x}_{it})} (p_{irt} - c_{irt}) q_{irt}$$

$$- \sum_{m=1}^{M} a_{imt} \left(FC_{imt} + (1 - x_{imt}) EC_{imt} \right)$$

•
$$(p_{irt} - c_{irt})q_{irt} = Variable profit in route r.$$

• FC_{imt} and EC_{imt} are fixed cost and entry cost

イロト 不得下 イヨト イヨト 二日

Model

Network effects in demand and costs Model

- An important feature of the model is that demand, variable costs, fixed costs, and entry costs depend on the scale of operation (number of connections) of the airline in the origin and destination airports of the city-pair.
- For instance,

$$FC_{imt} = \gamma_1^{FC} + \gamma_2^{FC} HUB_{imt} + \gamma_3^{FC} DIST_m + \gamma_{4i}^{FC} + \gamma_{5c}^{FC}$$
$$EC_{imt} = \eta_1^{EC} + \eta_2^{EC} HUB_{imt} + \eta_3^{EC} DIST_m + \eta_{4i}^{EC} + \eta_{5c}^{EC}$$

 This implies that markets are interconnected through these hub-size effects. Entry-exit in a market has implications of profits in other markets.

Victor Aguirregabiria ()

Model

Dynamic Game / Strategy Functions

- Airlines maximize intertemporal profits, are forward-looking, and take into account the implications of their entry-exit decisions on future profits and on the expected future reaction of competitors.
- Airlines' strategies depend only on payoff-relevant state variables, i.e., Markov perfect equilibrium assumption.
- An airline's payoff-relevant information at quarter t is $\{\mathbf{x}_t, \mathbf{z}_t, \varepsilon_{it}\}$.
- Let $\sigma \equiv \{\sigma_i(\mathbf{x}_t, \mathbf{z}_t, \varepsilon_{it}) : i = 1, 2, ..., N\}$ be a set of strategy functions, one for each airline.
- A MPE is a set of strategy functions such that each airline's strategy maximizes the value of the airline for each possible state and taking as given other airlines' strategies. ▲□▶ ▲□▶ ▲□▶ ▲□▶ □ のの⊙

Victor Aguirregabiria ()

Dynamic Game: Reducing the dimensionality

- Given the number of cities and airlines in our empirical analysis, the number of possible industry networks is $|X| = 2^{NM} \simeq 10^{10,000}$.
- We consider **two types of simplifying assumptions** that reduce the dimension of the dynamic game and make its solution and estimation manageable.
- 1. An **airline's choice of network is decentralized** in terms of the separate decisions of local managers.
- 2. The state variables of the model can be aggregated in a vector of **inclusive-values** that belongs to a space with a much smaller dimension than the original state space.

イロト イポト イヨト イヨト

Decentralizing the Airline's Choice of Network

- Each airline has *M* local managers, one for each city-pair.
- A local manager decides whether to operate or not non-stop flights in his local-market: i.e., he chooses *a_{imt}*.
- Let *R_{imt}* be the sum of airline *i*'s variable profits over all the routes that include city-pair *m* as a segment.
- **ASSUMPTION:** Local managers maximize the expected and discounted value of

$$\Pi_{imt} \equiv R_{imt} - a_{imt} \left(FC_{imt} + (1 - x_{imt})EC_{imt} \right).$$

• IMPORTANT: A local manager internalizes the effects of his own entry-exit decision in many other routes. Entry deterrence.

Victor Aguirregabiria ()

March 12, 2020 29 / 50

Inclusive-Values

- Decentralization of the decision simplifies the computation of players' best responses, but the state space of the decision problem of a local manager is still huge.
- Notice that the profit of a local manager depends only on the state variables:

$$\mathbf{x}_{imt}^* \equiv (x_{imt}, R_{imt}, HUB_{imt})$$

• **ASSUMPTION:** The vector \mathbf{x}_{imt}^* follows a controlled first-order Markov Process:

$$\mathsf{Pr}\left(\mathbf{x}^{*}_{\textit{im},t+1} \mid \mathbf{x}^{*}_{\textit{im}t}, \textit{a}_{\textit{im}t}, \mathbf{x}_{t}, \mathbf{z}_{t}\right) = \mathsf{Pr}\left(\mathbf{x}^{*}_{\textit{im},t+1} \mid \mathbf{x}^{*}_{\textit{im}t}, \textit{a}_{\textit{im}t}\right)$$

Dynamic Game: Reducing the dimensionality

• A MPE of this game can be describe as a vector of probability functions, one for each local-manager:

$$P_{im}(\mathbf{x}_{imt}^*): i = 1, 2, ..., N; m = 1, 2, ..., M$$

- $P_{im}(\mathbf{x}_{imt}^*)$ is the probability that local-manager (i, m) decides to be active in city-pair m given the state \mathbf{x}_{imt}^* .
- An equilibrium exits.
- The model typically has multiple equilibria.

Data

- Airline Origin and Destination Survey (DB1B) collected by the Office of Airline Information of the BTS.
- Period 2004-Q1 to 2004-Q4.
- C = 55 largest metropolitan areas. N = 22 airlines.
- City Pairs: M = (55 * 54)/2 = 1,485.

▲□▶ ▲□▶ ▲□▶ ▲□▶ □ のの⊙

Airlines: Passengers and Markets

	Airline (Code)	# Passengers	# City-Pairs
		(in thousands)	(max = 1,485)
1.	Southwest (WN)	25,026	373
2.	American (AA) $^{(3)}$	20,064	233
3.	United (UA) $^{(4)}$	15,851	199
4.	Delta (DL) $^{(5)}$	14,402	198
5.	Continental (CO) $^{(6)}$	10,084	142
6.	Northwest (NW) $^{(7)}$	9,517	183
7.	US Airways (US)	7,515	150
8.	America West (HP) $^{(8)}$	6,745	113
9.	Alaska (AS)	3,886	32
10.	ATA (TZ)	2,608	33
11.	JetBlue (B6)	2,458	22
		< □	

э

Distribution of City-Pairs by # Airlines with non-stop flights

Markets with 0 airlines	35.44%
Markets with 1 airline	29.06%
Markets with 2 airlines	17.44%
Markets with 3 airlines	9.84%
Markets with 4 or more airlines	8.22%

3

< ロ > < 同 > < 三 > < 三

Number of Monopoly	/ Markets by Airline
Southwest	157
Northwest	69
Delta	56
American	28
Continental	24
United	17

◆□▶ ◆□▶ ◆臣▶ ◆臣▶ □臣 = のへで

Entry and Exit

All Quarters

Distribution of Markets by Number of New Entrants

Markets with 0 Entrants	84.66%
Markets with 1 Entrant	13.37%
Markets with 2 Entrants	1.69%
Markets with 3 Entrants	0.27%

Distribution of Market	s by Number of Exits
------------------------	----------------------

Markets with 0 Exits	86.51%
Markets with 1 Exit	11.82%
Markets with 2 Exits	1.35%
Markets with more 3 or 4 Exits	0.32%

3

Transition Matrix for Market Structure

			#		in t+1		
# Airlines at t	0	1	2	3	4	>4	Total
0	93.8%	5.8%	0.4%	-	-	-	516 (100%)
1	9.1%	79.5%	11.2%	0.2%	-	-	430 (100%)
2	0.8%	19.9%	68.4%	10.1%	0.8%	-	247 (100%)
3	0.2%	3.8%	20.2%	52.3%	19.2%	4.3%	160 (100%)
4	-	1.6%	6.4%	31.7%	46.0%	14.3%	63 (100%)
>4	-	-	-	5.1%	33.9%	61.0%	59 (100%)
Total	525	425	259	140	73	53	1,475
						▶ → ≡ →	■ ● ■ ● < <

Estimation of the Structural Model

- Our estimation approach proceeds in three stages.
- Estimation of demand system. IV estimation (a la BLP) where the IV's are the competitors' hub-sizes.
- **2** Estimation of marginal cost functions.
- Estimation of dynamic game of entry-exit. Nested Pseudo Likelihood (NPL) method.

Demand estimation

	OL	.S	١v	/
Variable	Estimate	(S.E.)	Estimate	(S.E.)
FARE (in \$100) [Parameter $\frac{-1}{\sigma_1}$]	-0.329	(0.085)	-1.366	(0.110)
$ln(s^*)$ [Parameter $1 - rac{\sigma_2}{\sigma_1}$]	0.488	(0.093)	0.634	(0.115)
NON-STOP DUMMY	1.217	(0.058)	2.080	(0.084)
Hubsize-Origin (million people)	0.032	(0.005)	0.027	(0.006)
Hubsize-Destination (million people)	0.041	(0.005)	0.036	(0.006)
Distance (thousand miles)	0.098	(0.011)	0.228	(0.017)

3

<ロ> (日) (日) (日) (日) (日)

Estimation of Marginal Cost

Variable	Estimate	(S.E.)
NON-STOP DUMMY	0.006	(0.010)
HUBSIZE-ORIGIN (in million people)	-0.023	(0.009)
HUBSIZE-DESTINATION (in million people)	-0.016	(0.009)
DISTANCE (in thousand miles)	5.355	(0.015)

Estimation of Dynamic Game of Entry-Exit

	Estimate (Std. Error) (in thousand \$)
Fixed Costs (quarterly):	
Fixed cost (average)	119.15 (5.233)
Effect of hub-size on FC	-1.02 (0.185)
Effect of distance on FC	4.04 (0.317)
Entry Costs:	
Entry cost (average)	249.56 (6.504)
Effect of hub-size on EC	-9.26 (0.140)
Effect of distance on EC	0.08 (0.068)
	▲□→ ▲圖→ ▲園→ ▲園→ □

Goodness of fit

				Actual	Predicted
				(Avg. All Quarters)	(Avg. All Quarters)
	Herf.	ind. (m	edian)	5338	4955
Distribution	Marl	kets wit	h 0 air	35.4%	29.3%
of City-Pairs	П	"	1 air	29.1%	32.2%
by $\#$ Airlines	П	"	2 air	17.4%	24.2%
	П	"	3 air	9.8%	8.0%
	н	"	\geq 4 air	8.2%	6.2%

- 2

・ロト ・ 日 ト ・ ヨ ト ・ ヨ ト

Goodness of fit



		Actual	Predicted
		(Avg. All Quarters)	(Avg. All Quarters)
Number (%) of	Southwest	151 (43.4%)	149 (38.8%)
'Monopoly'	Northwest	66 (18.9%)	81 (21.1%)
City-Pairs	Delta	57 (16.4%)	75 (19.5%)
for top 6 airlines	American	31 (8.9%)	28 (7.3%)
	Continental	27 (7.7%)	27 (7.0%)
	United	16 (4.6%)	24 (6.2%)

2

<ロ> (日) (日) (日) (日) (日)

Goodness of fit



			Actual	Predicted
			(Avg. All Quarters)	(Avg. All Quarters)
Distributio–n	Mark	ets with 0 ent	84.7%	81.9%
of City-Pairs	н	" 1 ent	13.4%	16.3%
by $\#$ entrants	н	" 2 ent	1.7%	1.6%
	н	" \geq 3 ent	0.3%	0.0%
Distribution	Mar	kets with 0 ex	86.5%	82.9%
of City-Pairs	Ш	" 1 ex	11.8%	14.6%
by $\#$ of exits	Ш	" 2 ex	1.4%	1.4%
	н	" ≥3 ex	0.3%	0.0%

3

<ロ> (日) (日) (日) (日) (日)

Airli	ne Industry a	s a Dynamic Networ	k Game Counter	factuals	
Οοι	Interfac	tual Exper	iments (CF	R2 Hub rat	ios)
		Zero H	ub-Size Eff	ects in:	No entry
Carrier	Obs.	var. profits	fixed costs	entry costs	Deter
outhwest	18.2	17.3	15.6	8.9	16.0
merican	42.0	39.1	36.5	17.6	29.8

Carrier	Obs.	var. profits	fixed costs	entry costs	Deter
Southwest	18.2	17.3	15.6	8.9	16.0
American	42.0	39.1	36.5	17.6	29.8
United	45.7	42.5	39.3	17.8	32.0
Delta	48.0	43.7	34.0	18.7	25.0
Continental	68.3	62.1	58.0	27.3	43.0
Northwest	49.2	44.3	36.9	18.7	26.6
US Airways	45.3	41.7	39.0	18.1	34.4
Victor Aguirre	gabiria ()		Empirical IO	·	March 12, 2020 45 / 50

Airline Industry as a Dynamic Network Game

 Coι	Counterfactual Experiments (CR2 Hub ratios)							
		Zero H	No entry					
Carrier	Obs.	var. profits	fixed costs	entry costs	Deter			
Southwest	18.2	17.3	15.6	8.9	16.0			
American	42.0	39.1	36.5	17.6	29.8			
United	45.7	42.5	39.3	17.8	32.0			
Delta	48.0	43.7	34.0	18.7	25.0			
Continental	68.3	62.1	58.0	27.3	43.0			
Northwest	49.2	44.3	36.9	18.7	26.6			
US Airways	45.3	41.7	39.0	18.1	34.4			
				4 ED 20 4 Å				

Airline Industry as a Dynamic Network Game

Counterfactual Experiments (CR2 Hub ratios)							
		Zero H	Zero Hub-Size Effects in:				
Carrier	Obs.	var. profits	fixed costs	entry costs	Deter		
Southwest	18.2	17.3	15.6	8.9	16.0		
American	42.0	39.1	36.5	17.6	29.8		
United	45.7	42.5	39.3	17.8	32.0		
Delta	48.0	43.7	34.0	18.7	25.0		
Continental	68.3	62.1	58.0	27.3	43.0		
Northwest	49.2	44.3	36.9	18.7	26.6		
US Airways	45.3	41.7	39.0	18.1	34.4		
				< m > < r			

47 / 50

Airline Industry as a Dynamic Network Game

Counterfactual Experiments (CR2 Hub ratios)					
		Zero Hub-Size Effects in:			No entry
Carrier	Obs.	var. profits	fixed costs	entry costs	Deter.
Southwest	18.2	17.3	15.6	8.9	16.0
American	42.0	39.1	36.5	17.6	29.8
United	45.7	42.5	39.3	17.8	32.0
Delta	48.0	43.7	34.0	18.7	25.0
Continental	68.3	62.1	58.0	27.3	43.0
Northwest	49.2	44.3	36.9	18.7	26.6
US Airways	45.3	41.7	39.0	18.1	34.4

Victor Aguirregabiria ()

Empirical IO

March 12, 2020

48 / 50

Summary of empirical results

- Hub-size effects on demand, variable costs and fixed operating costs are significant but can explain very little of the propensity to hub-spoke networks.
- Hub-size effects on Sunk Entry Costs are large. This is the most important factor to explain hub-spoke networks.
- Strategic factors: hub-spoke network as a strategy to deter entry is the second most important factor for some of the largest carriers (Northwest and Delta).
- Sunk Entry Costs are positively with Entry Deterrence. Airlines with larger entry costs tend to have higher propensity to use hub-and-spoke networks to deter entry of competitors.

イロト 不得 トイヨト イヨト 二日

Further Questions

- Economic interpretation of the negative effect of hub-size on entry costs: is it due to technological reasons, OR it has to do with contracts between airports and airlines?. Allocation of gates? Rent sharing between airports and airlines?
- Explaining 'hubbing' and 'de-hubbing'. Over a longer period of time, some airlines have experienced a 'hubbing-process' (increasing concentration in a few airports) and other have experienced a 'de-hubbing process'. Can this model explain this evolution? Or can be extended to explain this evolution?
- Medium-run and Long-run effects of airline mergers.

Endogenous changes in network structure after a merger are important to evaluate the effect of mergers. This type of model can be used for this purpose.