

Pricing the Internet



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Issues Covered



Cost Identification

Pricing Policies

Cost Identification



⌘ Cost elements for an Internet Service

- ☑ technical staff
- ☑ operational and support staff
- ☑ administrative overheads
- ☑ capital equipment
- ☑ data transmission costs
 - ☒ domestic line leases
 - ☒ international line leases
 - ☒ ISP transit costs

Cost Profile - non US

⌘ Typical recurrent costs

⊗ national backbone carrier

⊗ non-US

⊗ staff & admin

10%

⊗ domestic leases

30%

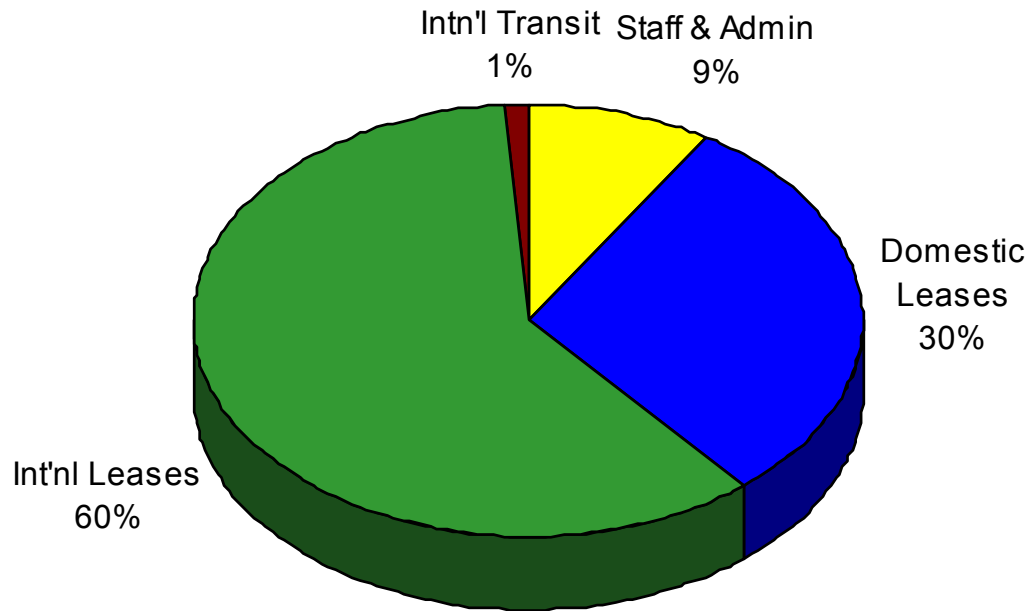
⊗ international leases

60%

⊗ international transit

<1%

Cost Profile - non US



Cost Profile



- ⌘ US profile has proportionally:
 - ☑ lower international lease cost (\$0!)
 - ☑ lower domestic lease cost
 - ☑ higher relative support staff cost

Cost Profile - US



⌘ typical recurrent costs

- ☒ access provider

- ☒ non-backbone

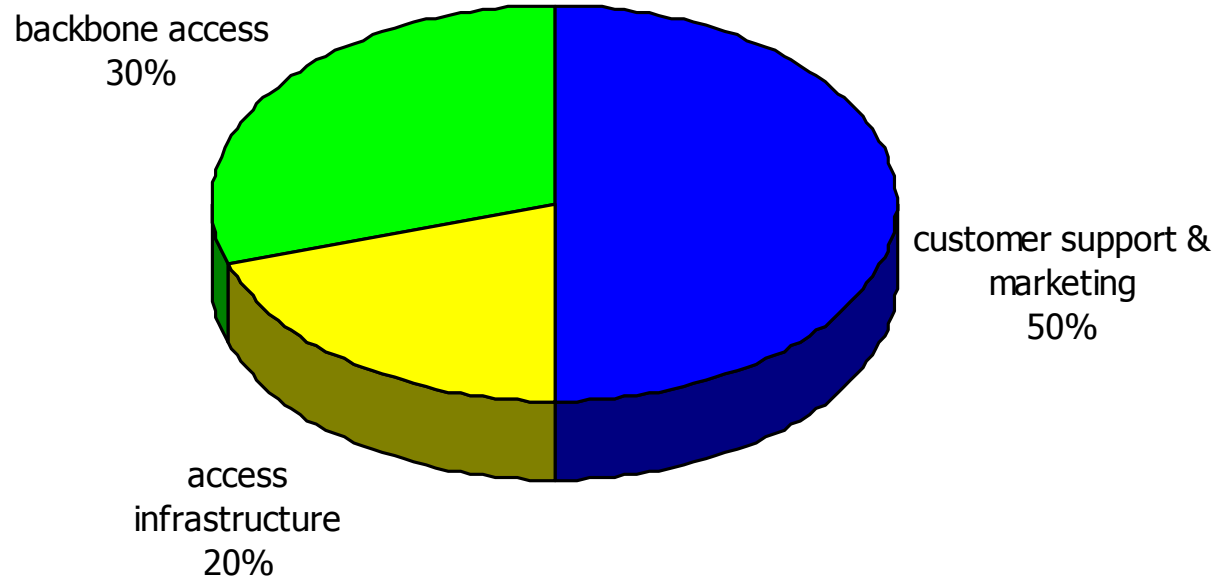
- ☒ non US

- ☑ customer support and marketing
50%

- ☑ access infrastructure
20%

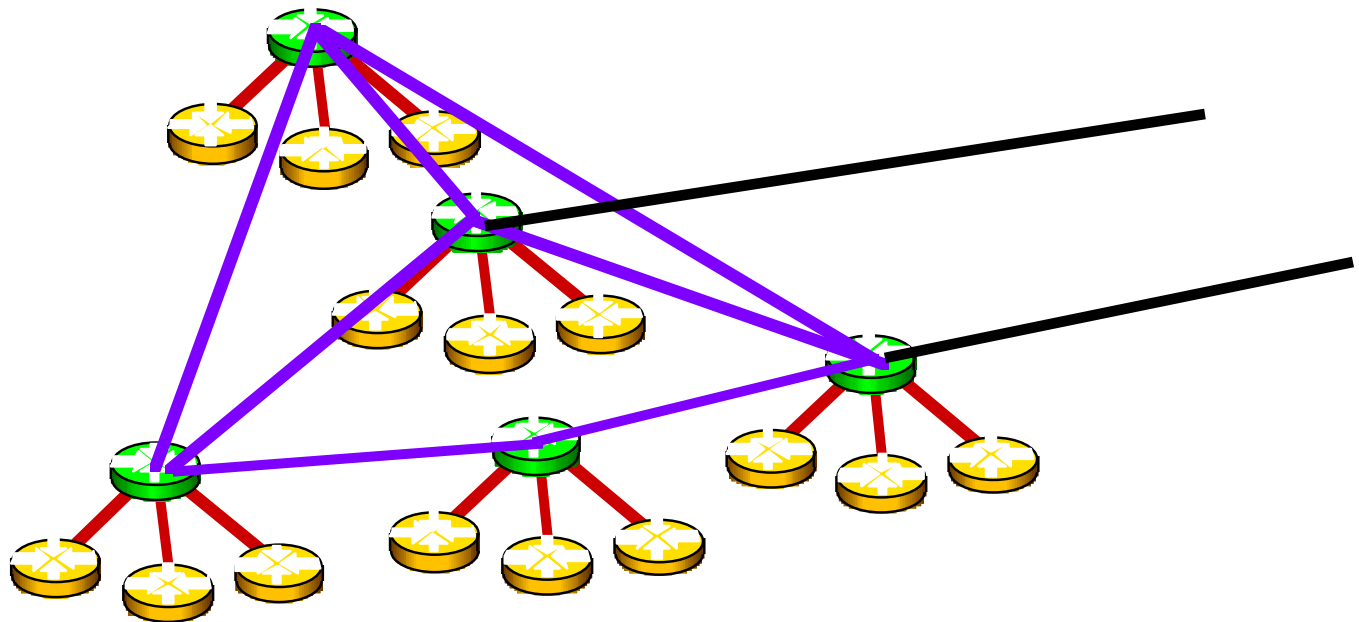
- ☑ domestic access to backbone
25%

Cost Profile - US



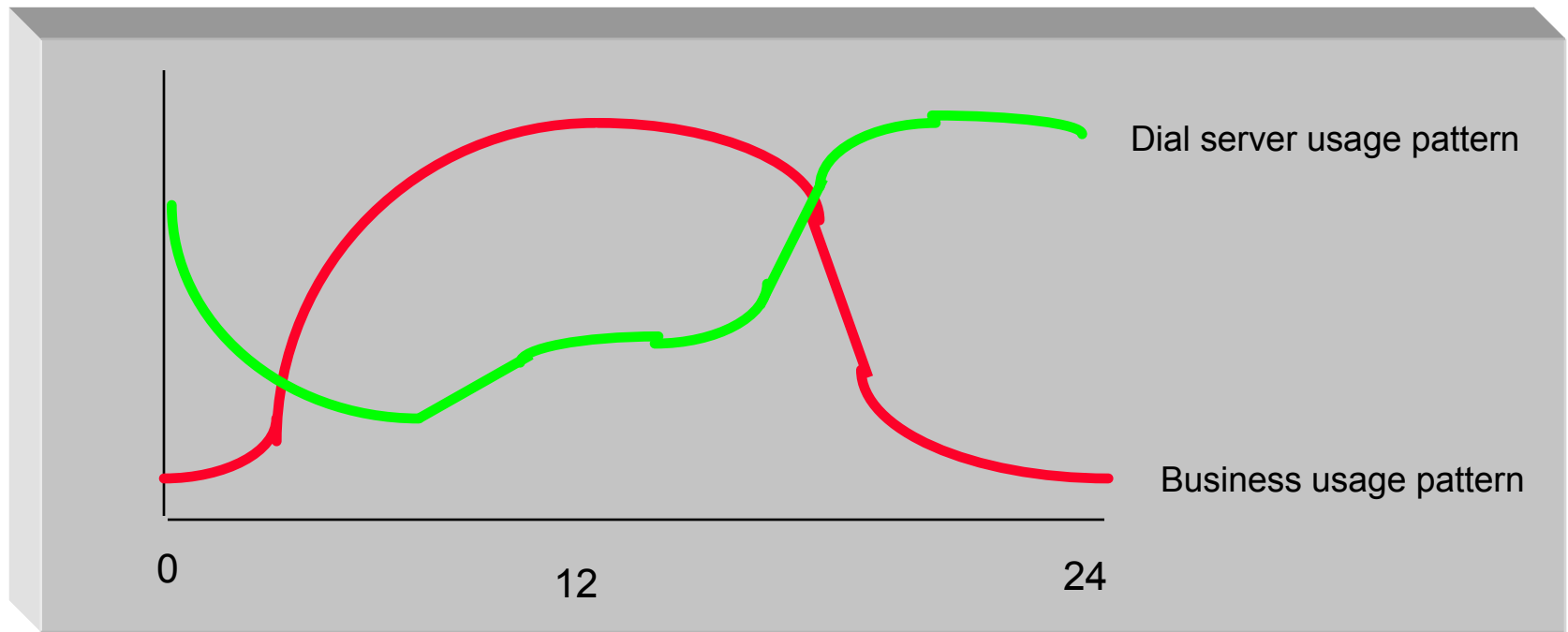
Cost Profile - Backbone Net

- ⌘ Determining the unit cost of passing traffic over the network
 - ☑ sum of unit costs for traffic over each circuit
 - ☑ normalised by average end to end traffic profile



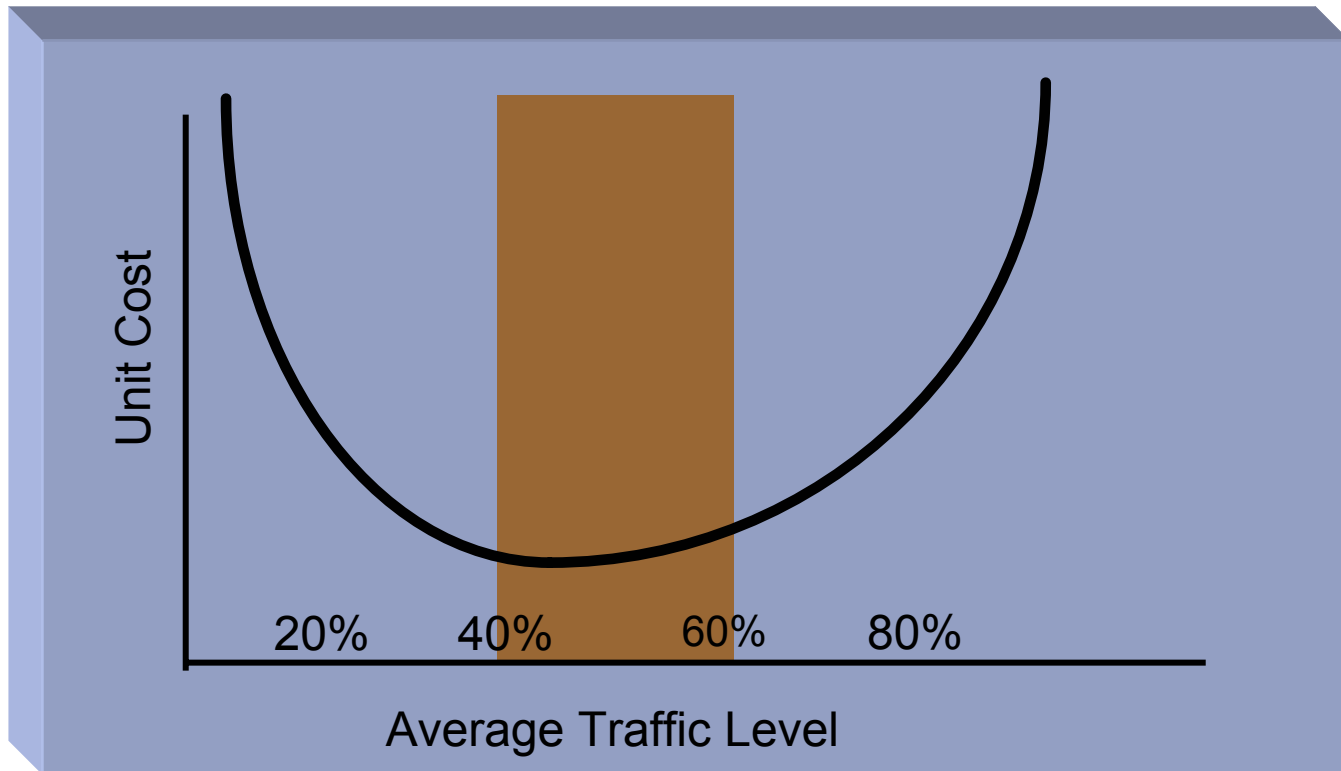
Cost Profile

- ⌘ determining the unit cost of passing traffic over a circuit
 - ☒ bidirectional or unidirectional?
 - ☒ line occupancy pattern (peak to average)
 - ☒ average sustainable line occupancy



Cost Strategy

- ⏏ avoid congestion on the circuit as a priority
- ⊗ (actual unit cost of delivered data)



Cost Strategy



⌘ leased circuit cost

- ☑ circuit lease cost must be fully defrayed at average circuit occupancy of *55%* for a stable operating network.
- ☑ higher average occupancy is possible at the cost of peak load inefficiency
- ☑ lower average occupancy is under-subscription of the circuit resource.

Worked Example



⌘ 2Mbps circuit - lease cost of \$150,000 per month

⌘ unit cost of data is 28.2 cents per Megabyte

Worked Example



- ⌘ 2Mbps can deliver 663,552 Mb in each direction per month
- ⌘ Total possible traffic level is 1,327,104 Mb in both directions
- ⌘ 40% target line occupancy is 530,842 Mb
- ⌘ \$150,000 divided by 530,842 is \$ 0.28

Worked Example



- ⌘ International line has double the cost
 - ☐ you can't get the other side to pay!
- ⌘ From previous example the unit cost of data is 56.4 cents per Megabyte

Cost Profile Example



Type	Proportion of traffic	unit cost	%total cost
Intl	65	1.00	89%
Dom	20	0.32	10%
Local	15	0.08	1%

Cost Strategy



⌘ minimise International Lease costs

- ⊡ tariff structure of decreasing unit cost with

 - ⊡ longer lease commitment

 - ⊡ higher volume circuit

- ⊡ Note that the Minimum Investment Unit (MIU) of international cable systems is an E1 bearer

 - ⊡ major cost break leading to E1 size

 - ⊡ reduced cost break thereafter

Cost Strategy



⌘ quantity over quality

☑ Frame Relay for lower speeds

⌘ quantity over diversity

Cost Strategy

- ⌘ terminate at the cheapest useful full circuit location
 - ☑ high volume termination locations are cheaper
 - ☑ distance is not a significant factor
- ⌘ maximise useful circuit capacity
 - ☑ secondary goal
 - ☑ avoid the long delay pipe protocol behaviour
 - ☑ use cable if marginal premium over satellite is small
 - ☑ tend to cable for higher bandwidths

Cost Strategy



- ⌘ Minimising International Lease cost is the most significant cost factor
- ⌘ Domestic lease cost can be significant
 - ☑ similar factors apply here as with International leases

International Access Costs



⌘ Connection Options

☑ Connect to “upstream” ISP

- ☑ Import default route
- ☑ Contract ISP to advertise your routes to Internet
- ☑ Cost highly variable
- ☑ Quality of default can be variable
- ☑ Purchase carefully!

International Access Costs



⌘ Connect to an exchange point

- ☑ Can advertise your routes to all exchange peers

- ☑ Can import all announced routes to your network

⌘ This is not the same as importation of default

- ☑ You need to purchase transit at the exchange point in order to reach other exchange points

- ☑ same conditions apply

Costs and Revenue



- ⌘ This is a growth industry
- ⌘ Cost containment is subsidiary to revenue growth
- ⌘ Effective marketing leads to
 - ☑ higher revenue
 - ☑ greater purchasing power
 - ☑ lower unit costs

Client Pricing



⌘ Objectives

- ☑ service provision
- ☑ cover costs?
- ☑ generate revenue?
- ☑ constrain / encourage use?
- ☑ competitive positioning

Revenue Generation



- ⌘ constrained by policy objective of the network
- ⌘ initial revenue levels need to be offset against future growth potential within competitive environment
- ⌘ maintain revenue levels in line with investor expectation

Constrain / Encourage Use



- ⌘ Must constrain use within a fixed funded or subsidised environment
 - ☒ unrestricted growth of subsidised environment implies fundamental business failure within a cross-subsidised environment
- ⌘ Must constrain use if increased use does not generate increased funding and / or revenue

Constrain / Encourage Use



⌘ Should encourage use within parameters of constant or improving

☑ income

☑ delivered quality of service

☑ unit cost of service provision

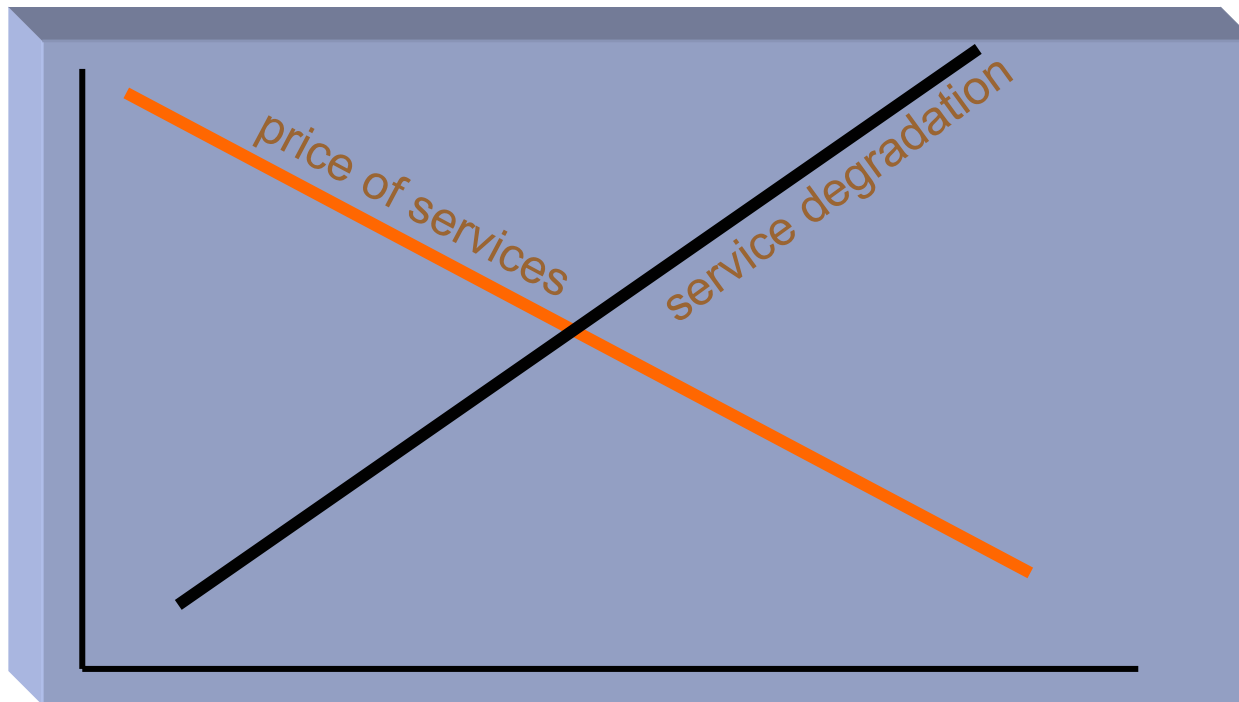
Competitive Pricing



- ⌘ Must set pricing at a level which is
 - ☑ comparable to competitive networks
 - ☑ set by
 - ☑ delivered service profile
 - ☑ quality of delivered service
 - ☑ investment profile
 - ☑ desired return on investment
 - ☑ Opportunity pricing is inherently unsafe as a longer term strategy

Internet Service Pricing

- ⌘ Unit pricing is variable against target congestion level
- ⌘ The discriminant is quality
- ⌘ Variable perception of value of quality



Pricing Elements



☒ Access

☒ Time & Duration

☒ Volume

☒ Distance

Retail Price =

$$f(\text{Access}) + g(\text{Time}) + h(\text{Volume}) + j(\text{Distance})$$

Access Price



- ⌘ Normally varied by bandwidth
- ⌘ If used as sole price parameter then the provider relies on averaging across the client base
 - ☒ Sophistication of client base implies increased usage at constant price
 - ☒ Must be offset by constant growth
 - ☒ ie access pricing must be offset by increased marketing costs and / or access to lower unit costs of bandwidth

Access Pricing



⌘ flat fee based on bandwidth

- ☑ widely used (well, not so now)
- ☑ predictable billing for the customer
- ☑ low administrative overhead for provider
- ☑ increased marketing costs for provider
- ☑ no traffic shaping
 - ☒ no incentive for shared caching to offset intl lease costs

Time-Based Pricing



- ⌘ only applicable to dial-up operation
- ⌘ scales with growth in dial-up market
- ⌘ widely used for dial access
 - ☑ monthly access schemes are generally risk prone to over consumption
 - ☑ per unit time charging difficult to market as the market matures
 - ☑ monthly access plus timed overflow very common

Volume Pricing



- ⌘ cannot measure "calls"
- ⌘ Sent or Received traffic?
- ⌘ Sent Volume
 - ⏏ reduces incentive to populate network with services (information provider pays to pass information to receiver)
- ⌘ Received Volume
 - ⏏ matches ftp & html usage
 - ⏏ poor match for email & telnet
 - ⏏ low incentive for cooperative infrastructure
 - ⊗ provider undertakes all dns, named, caches, etc

Volume Pricing



⌘ Decision on Volume unit

- ☑ tens of gigabytes (virtual access bandwidth)
- ☑ megabytes (high sensitivity)

⌘ Traffic shaping by time of day

- ☑ peak / off peak pricing
- ☑ congestion / burst pricing

Volume Pricing



- ⌘ Unit price on received gigabytes per month
- ⌘ Off Peak volume discount ?
- ⌘ increasing adoption within the Internet
- ⌘ scalability
- ⌘ allows increasing revenue with increasing use to ensure constant delivered quality
 - ⏏ i.e. allows constant service integrity

Distance-Based Pricing



- ⌘ Typically applied to volumes measured on a source to destination basis:
 - ☑ local switching
 - ☑ domestic transit
 - ☑ international transit
- ⌘ requires traffic sniffing (scaling issues)
- ⌘ weakly manageable within the client environment

Pricing Conclusions



- ⌘ No pricing (funding by external agencies or by multilateral client agreement) is typical starting position, but is very weak
- ⌘ Access Pricing is effective starting position, but is difficult to produce a stable outcome under growth pressure
- ⌘ Volume Pricing is stable, but requires careful positioning within current / future competitive market

Discussion



⌘ Marketing Internet Services

- ☑ Cost containment vs revenue growth
- ☑ marketing as a measure to support pricing strategy
- ☑ plan ahead on demand levels, revenue and expenditure

⌘ Issues of marketing capabilities vs marketing data switching services

Discussion



- ⌘ Pricing strategies in a competitive marketplace
- ⌘ What's the objective?
- ⌘ What's the regulatory position?