

# **Blockchains as Infrastructure and Semicommons**

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# Infrastructure



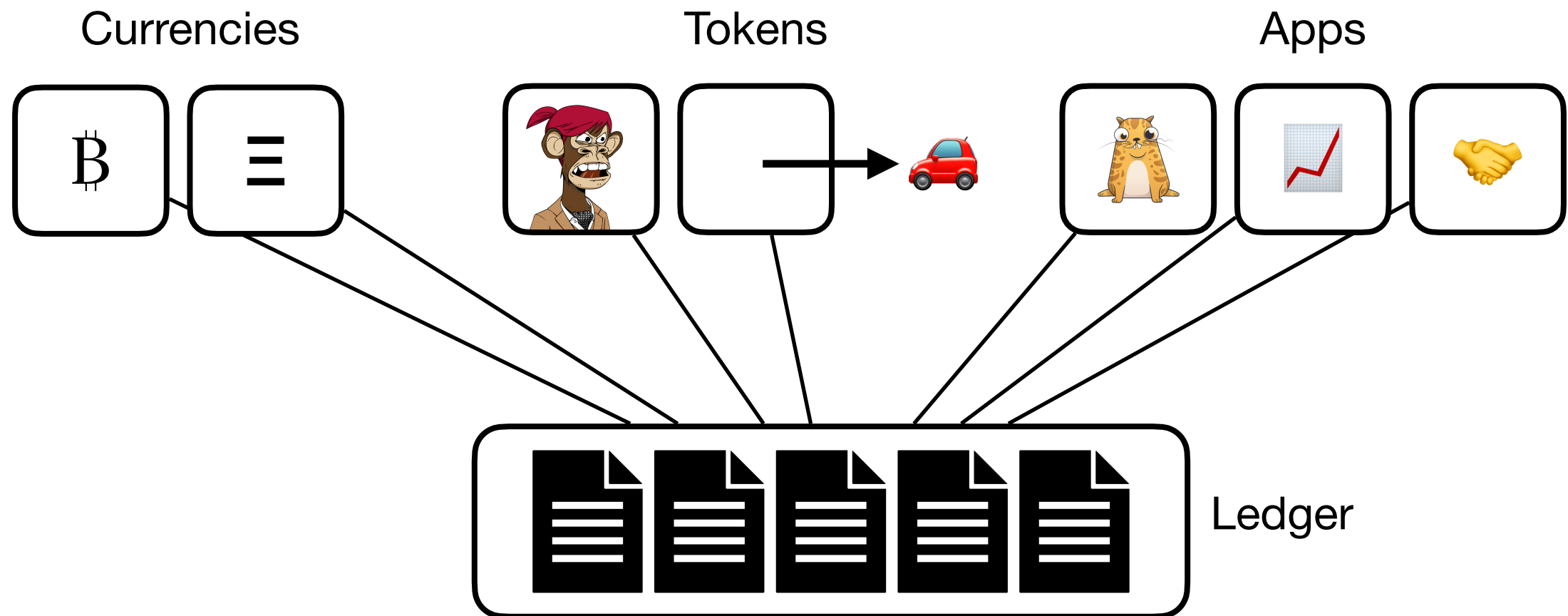




# Infrastructure

- Brett Frischmann's definition of ***infrastructure***:
  - ***nonrival***: “may be consumed nonrivalrously for some appreciable range of demand”
  - ***input***: “[demand] is driven primarily by downstream productive activities that require the resource as an input”
  - ***generic***: “may be used as an input into a wide range of goods and services, which may include private goods, public goods, and social goods”
- Examples: roads, telecommunications networks, the natural environment, ideas, and languages

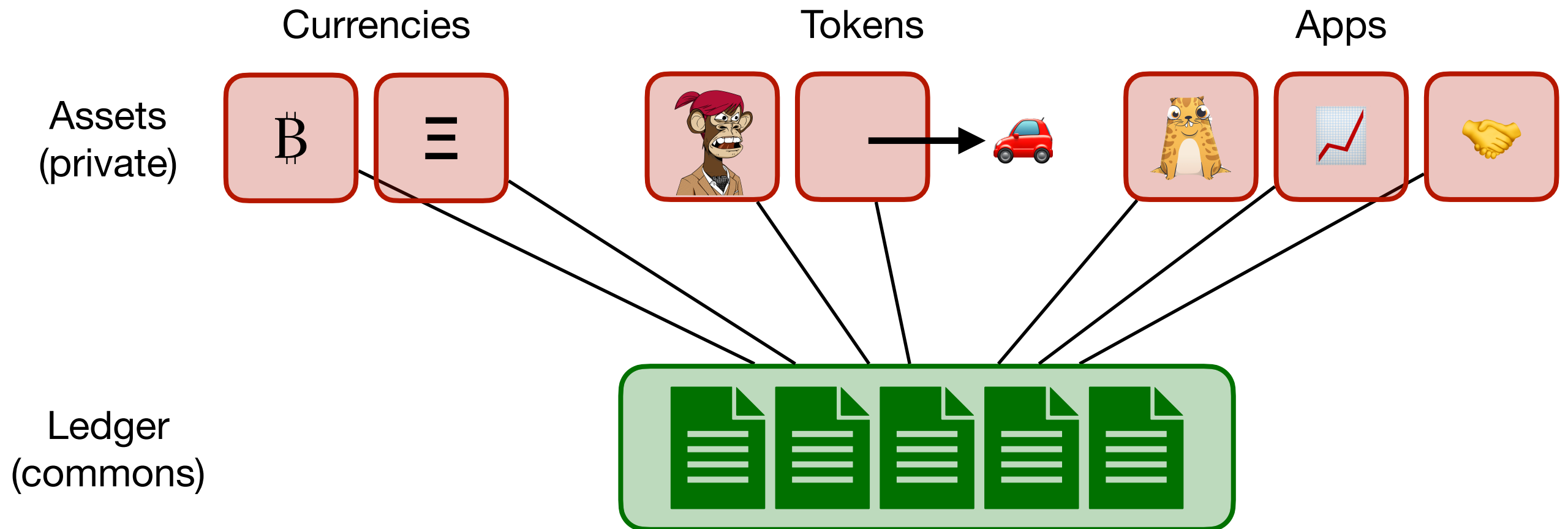
# Ledgers are *infrastructure*



# The dilemma of infrastructure

- Downstream uses create positive ***spillovers*** that have social benefit exceeding their private value to the user
  - Network effects benefit *other* users
  - Public goods benefit *everyone*
- Thus, users will not and cannot pay for all the value they create
  - Treating infrastructure as a private good, with a price based on willingness to pay, causes overpricing and underuse
- Frischmann's solution: ***commons management***, in which the infrastructure is shared among users on nondiscriminatory terms

# Ledgers as commons

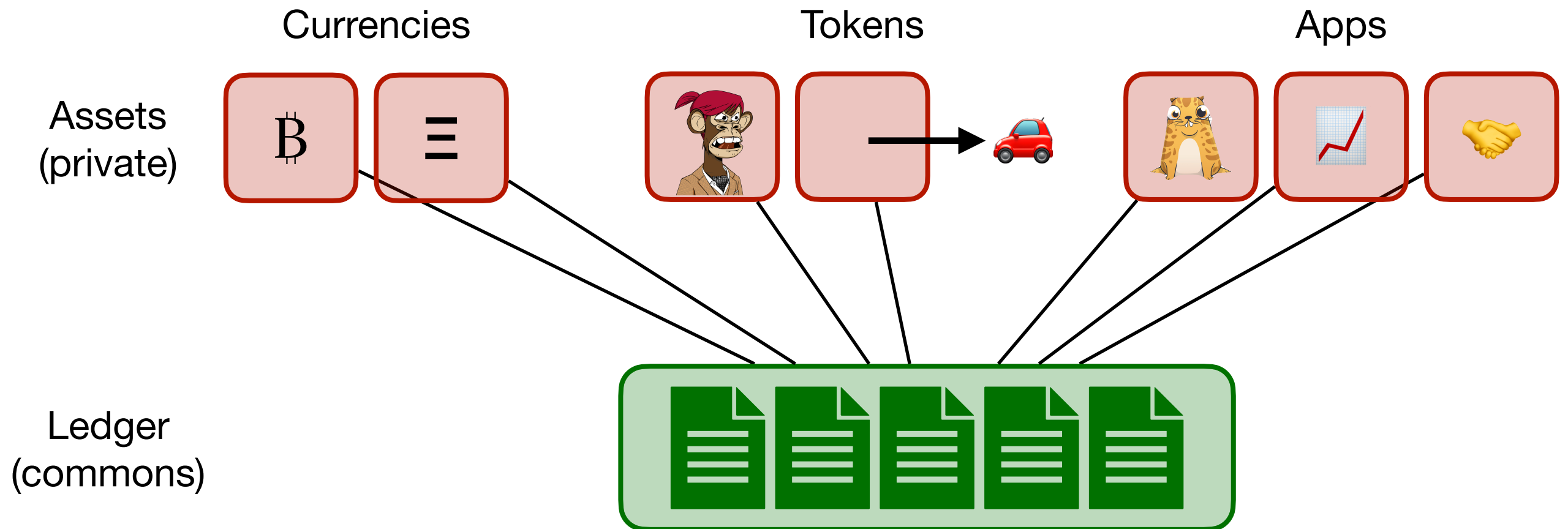


# Blockchains as commons

- A (public) blockchain is a commons in this sense
  - No restrictions on who can record or read transactions
  - Transaction fees are nondiscriminatory
- Three related resources:
  - The *ledger itself*: infrastructure managed as a commons
  - The *information on the ledger*: pure (common) information goods
  - The *assets tracked on the ledger*: private goods, because cryptographic signatures prevent unauthorized transactions



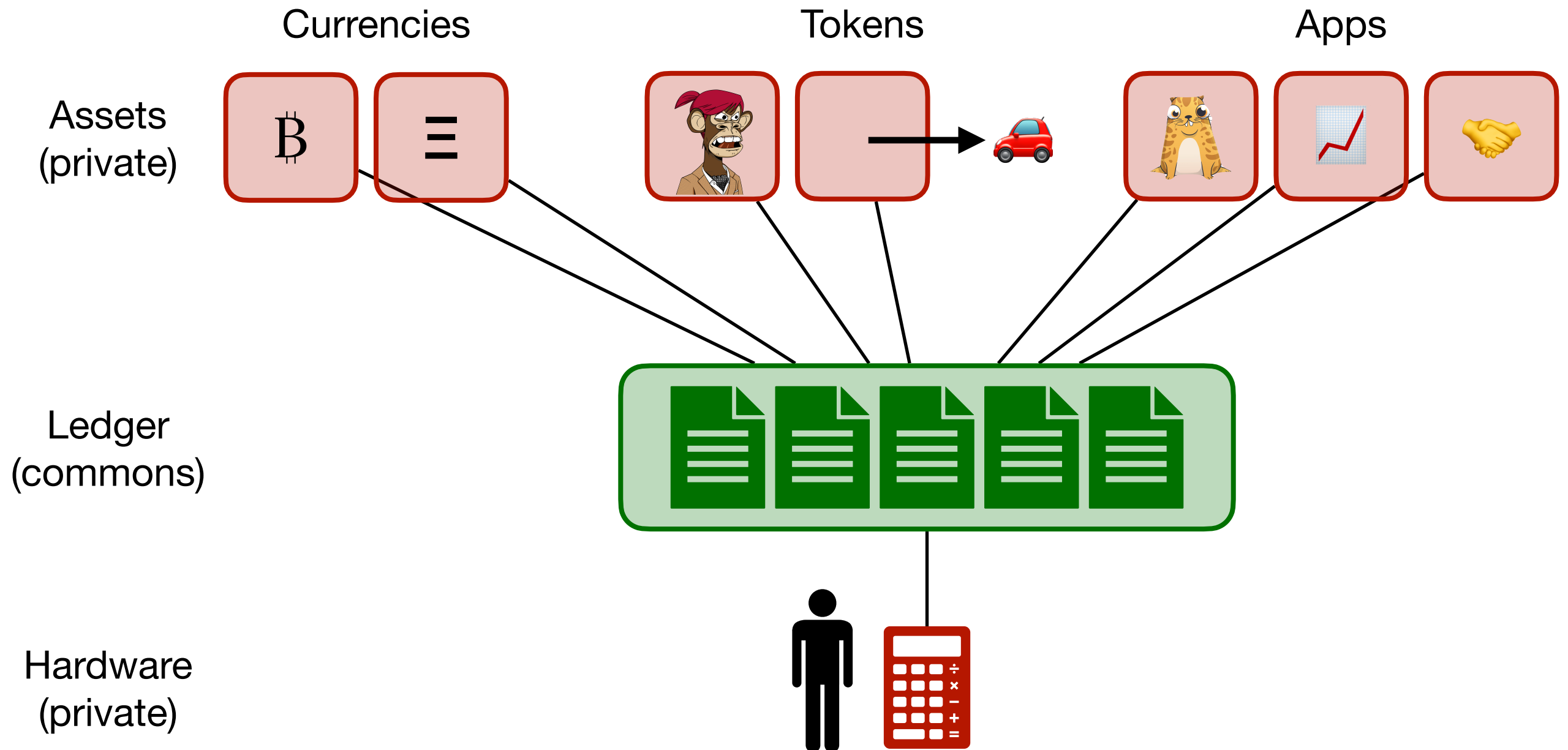
# Ledgers as commons



# Centralization

- Commons governance of infrastructure faces two challenges:
  - Demand-side: preventing **congestion** due to overuse
  - Supply-side: creating incentives for resource **provision**
- Traditional solutions: direct public provisioning (e.g. roads) or public utility regulation (e.g. telephone network)
  - Free (local roads) or regulated (telephone) pricing
- Publicly provisioned ledgers include land and IP records
  - The ledger database itself is not especially costly

# Centralized ledger

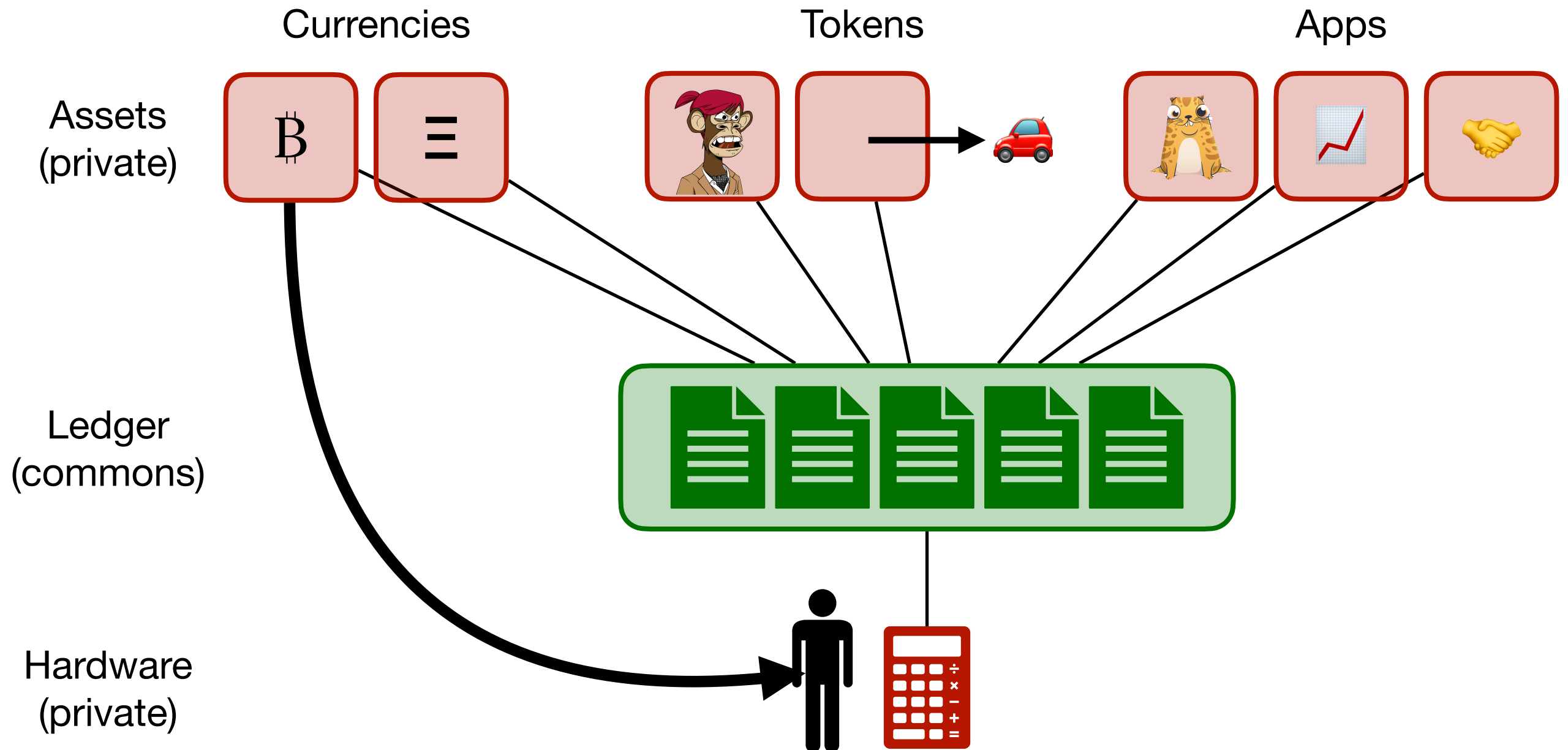


# The downside of centralization

- But centralization has its own serious problems
  - A centralized administrator can discriminate among users
  - Or manipulate the resource corruptly for their own benefit
  - A ledger administrator could *lie* about the ledger's contents



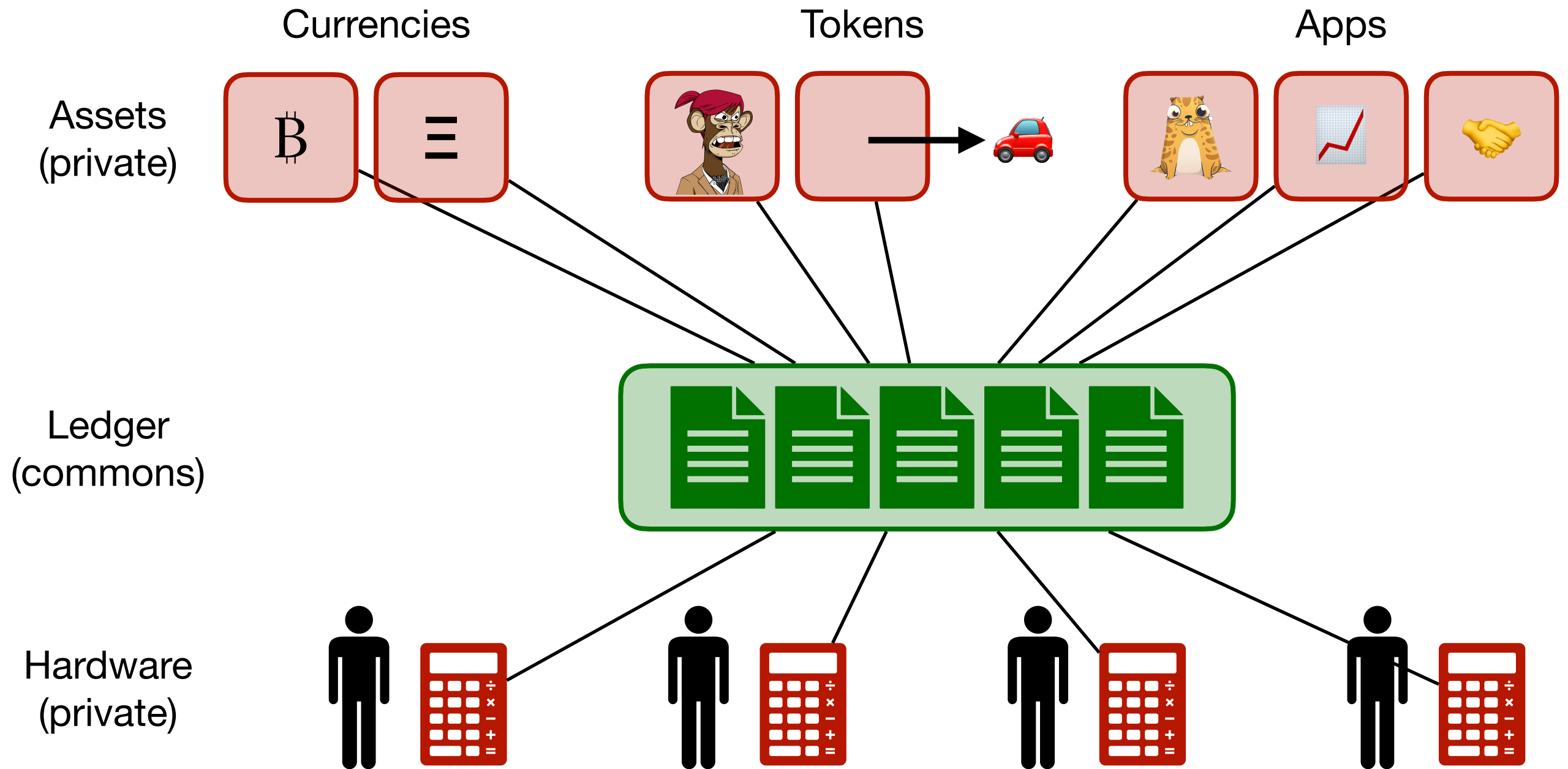
# Corruption



# Decentralization

- This is the impetus for ***distributed*** ledger technology
- I.e., numerous participants *collectively* maintain the ledger
- Each of them contributes its own (private) hardware and effort

# Distributed ledger



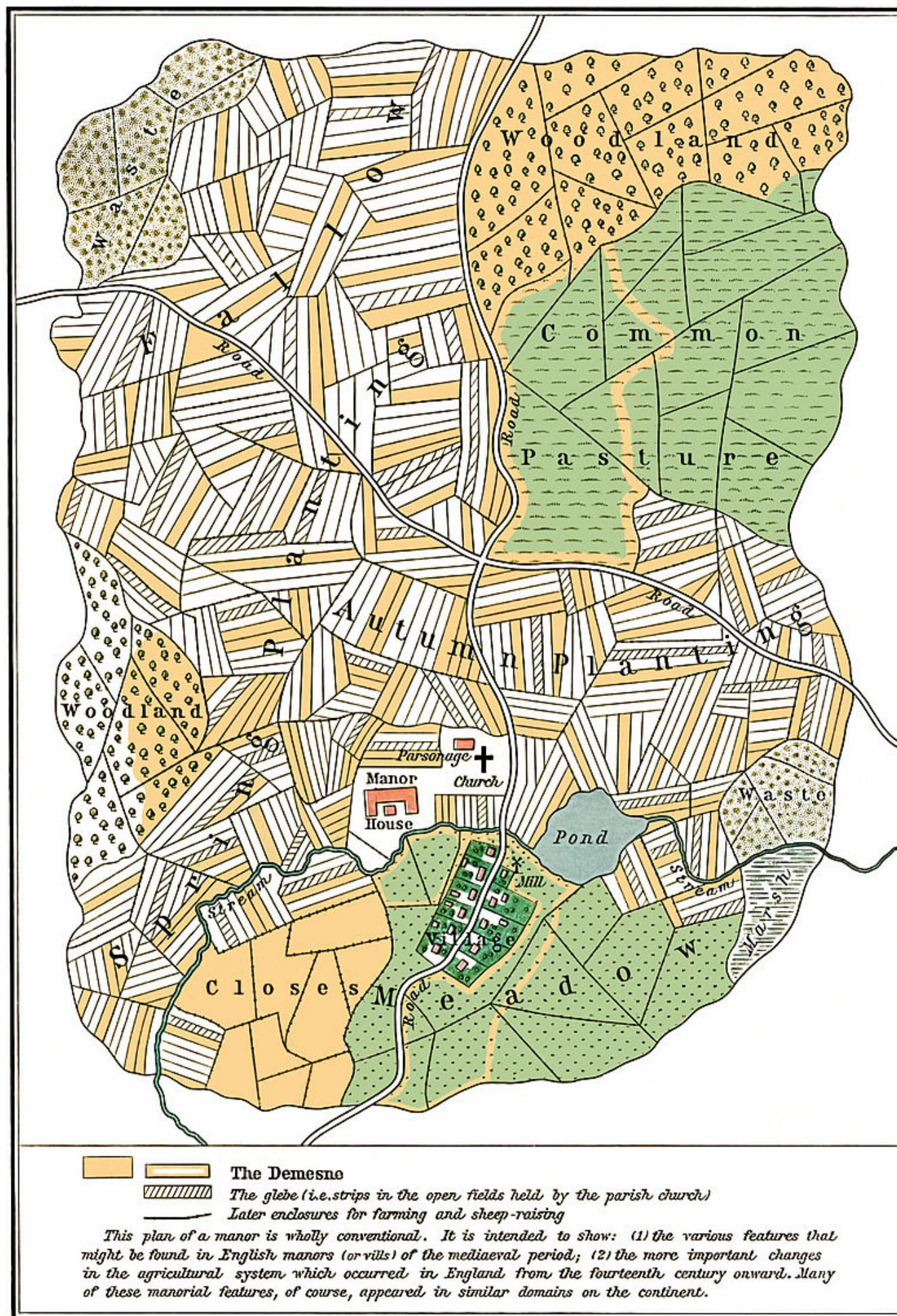
# Semicommons

# New solutions, new problems

- Decentralization raises its own new challenges:
  - ***Incentives***: Why should a participant contribute its resources?
  - ***Governance***: What if participants disagree?
- Building a sustainable commons on top of privately-contributed resources is a hard problem
  - But it turns out that it's a problem that's been solved before!



Plan of a Mediaeval Manor.





# Semicommons

- In the medieval “open-field” system ...
  - ... farmers worked individual strips of land privately
  - ... but livestock were grazed on the whole field in common
- Henry Smith’s definition of a ***semicommons***:
  - ***Privately owned*** with respect to some substantial uses
  - ***Held in common*** with respect to other substantial uses
  - Private and common uses substantially ***affect each other***

# Semicommons challenges

- At first, semicommons look strictly *worse* than pure commons
  - You still have the challenges of overuse (by common users) and underprovisioning (by private users)
- But you *also* now have the challenge of ***targeting*** by common users who choose which private users their use affects
  - Shepherd picks where the sheep trample (bad) or poop (good)
- And even functioning semicommons are vulnerable to changes in prices or production technology
  - Landlords ultimately enclosed the open-field semicommons

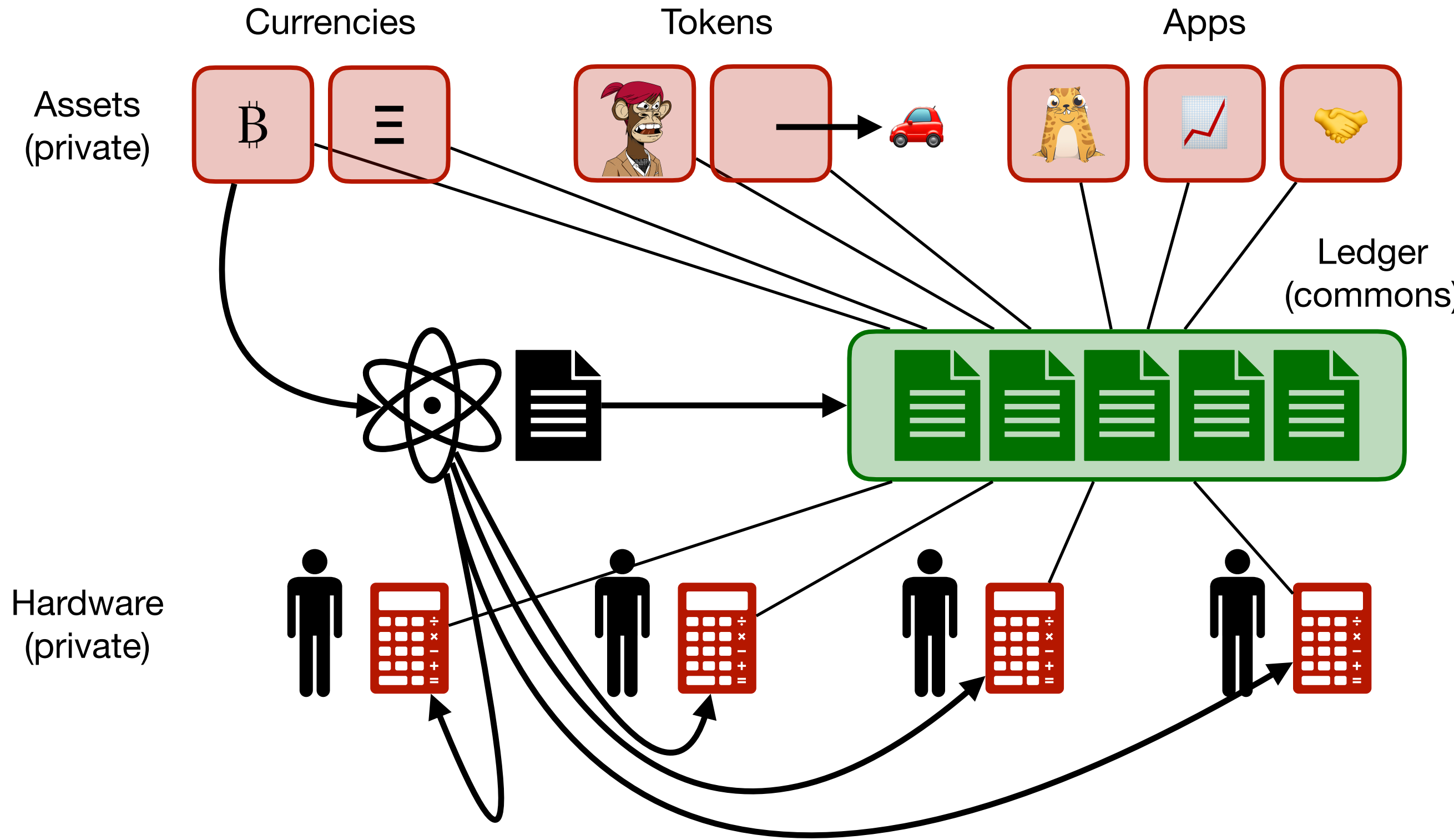
# Why a semicommons?

- The semicommons form is valuable when the gains from participating in the common use outweigh all these costs
  - E.g., wool + manure > trampling
  - E.g., games + shopping + memes > price of a computer
- The question is whether and how these costs can be kept sufficiently small that it's > and not <

# Semicommons mechanisms

- ***Compensation*** (explicit or implicit) to reward private users for participating in provisioning the common uses
- ***Boundary-setting*** so that private users can defend themselves against targeted overuse and abuse
- ***Scattering*** so that commons users cannot target the costs and benefits of their uses to particular private users
- ***Governance*** institutions to resolve disputes and adjust in light of experience in a way that is acceptable to participants

# Mining rewards





# The blockchain balance

- Transaction fees (+mining rewards) create necessary incentives:
  - They give miners an incentive to provide (private) resources
  - They limit (common) congestion/overuse by pricing access
  - They are nondiscriminatory
- Proof-of-work block rewards are a form of scattering
  - They divide the benefits of the common use among private users in proportion to the computational resources those users contribute
  - Note the tight link between the private assets *on top of* the common ledger and the private resources that *maintain* it

# Consensus as governance

- The longest-chain convention establishes consensus
  - It gives participants a strong incentive to agree with each other
  - Dissenting about the state of the ledger means losing your on-chain assets, because no one else will accept them from you
- This is a governance institution!

# Complications

# Protocols and software

- A blockchain's ***protocol*** and ***software*** are both public goods
  - They are pure commons, so there is no risk of overuse
  - (Indeed, they are typically open-sourced to induce greater adoption)
  - But as pure information, they are at risk being underprovided
- Common solution: add private incentives
  - A new blockchain's developers reserve some on-chain assets for themselves, or for the investors who fund the development (e.g., ICOs)
  - This creates its own governance issues, so it's also common for a foundation to steward these assets and coordinate development for the benefit of the blockchain community

# It's turtles all the way up, too

- On-chain assets (e.g. smart contracts) can be infrastructure, too!
- These raise very similar provisioning and governance issues
  - E.g., who pays for the coding and debugging?
  - E.g., should the code be free for reuse by competitors?
  - E.g., can participants trust the creators?
- Note the reuse of familiar consensus mechanisms here

# Resource consumption

- Subtle but massive inefficiency in proof-of-work consensus
  - *Miners* will enter until the expected net reward drops to zero
  - But if *users* highly value the ledger, fees and rewards are high
  - Result: immense inefficient *over*-provisioning of redundancy
  - With catastrophic environmental consequences
- Problem: *some* redundancy is essential to trustworthiness
  - Thus, lots of work on developing proof-of-stake mechanisms (Who does this work? See the previous slide.)



# Tyranny of the majority

- 51 % attack: a majority of compute power hijacks a blockchain
  - The game theory here gets very complicated very quickly
  - And so does the political maneuvering
- Why? The protocol's anti-targeting guarantees break down!
  - *Cf.* miner-extractable-value attacks (e.g. front-running)
- This is a governance problem that no protocol can fully resolve
  - A different consensus mechanism (e.g. proof of stake) creates its own opportunities for strategic behavior

# Consensus breakdown

- Blockchain protocols aren't natural laws of the universe
  - A nation can always scrap its constitution and write a new one
  - A blockchain community can always modify its protocol
- Thus, the longest-chain consensus is not inviolate
  - Sometimes an influential participant intervenes (e.g. Vitalik after the DAO hack, or OpenSea after ape thefts)
  - Sometimes the community collectively decides
  - A few truly contentious disputes lead to forks

# Inherent instability

- No large software project is ever finished or free of bugs
- Using tokens as incentives creates complex reward systems that depend on social behavior and have massive price volatility
- Constant technological change means that incentives, threats, and design alternatives are always shifting
- Collective community governance decisions...
  - ... are routine, not exceptions
  - ... are a feature, not a bug
  - ... *make blockchains work*

# Conclusion

# You can't hide from governance

- Blockchains are a new way of providing ledger infrastructure
  - Decentralization avoids some familiar corruption problems
  - And semicommons mechanisms address some familiar incentive problems of decentralization
- But they have governance and incentive problems of their own
  - The temptation is to add more epicycles to the protocol: new staking mechanisms, new abuse mitigations, etc.
  - But no protocol can solve all governance problems for all time

# The moral

- There is something new, interesting, and possibly useful here
  - Blockchains aren't just scams, hype, and carbon emissions
- But most descriptions of blockchains cannot be taken at face value
  - Blockchains are technosocial systems, not just technologies
  - On-chain stability is possible only because participants engage in extensive off-chain governance work
- Pay attention to *actual* blockchain governance mechanisms
  - Not just the ones formally instantiated in protocols and code

# Discussion