Best Before? Expiring Central Bank Digital Currency and Loss Recovery¹

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An important advantage of physical cash: Payment can be made when internet is down.

- Remote locations
- Natural disasters
- Cyberattacks or technical failures
- Temporary lack of connectivity

Want similar offline capability in electronic cash substitute. Argues for device based storage.

Why not store a backup of the money?

- Customer will want to spend his offline balances, claim his device was lost, and go back to reuse his online balance.
- Ruling out double-spending requires
 - storing balances uniquely in (tamper-resistant) device, and
 - separation of funds that may be spent with device

Consequence: Loss of device implies loss of funds...

Risk of Loss: Some survey evidence in the US

Probability of losing balance during a year: on card $\pm 16\%$, on phone $\pm 8\%$ (source: authors' online survey)

Over the past 12 months, did you replace or cancel a payment card (for example, a debit or credit card) because it was damaged, physically stolen or lost?



Over the past 12 months, was your smart phone stolen, permanently lost, or broken so that you could no longer start it?

1,118 respondents



- Can we reduce the cost of losses in case of a digital cash substitute?
- This paper: Yes, we can do so seamlessly with an expiry date
- Automatically reimburse consumers for expired offline balances
- Some interesting economic questions:
 - Information sharing between devices and the central bank?
 - How to optimally set the expiry date?



How Much Information to Share?

Ok. Expired cash gets reimbursed.

But who "lost" the cash?

We consider two information models:

• "Higher privacy"

- Syncing payer's device with unspent cash does not reveal whether and where payer spent offline balances
- Onus is on payees to deposit balances before expiry date

• "Lower privacy"

- Syncing device reveals whether and where payer spent offline balances.
- Payee still needs to deposit balances before expiry date
- If payer's device reveals offline balances were used to pay a payee without being deposited, then that payee is reimbursed

- Loss recovery based on introducing an expiry date could have a substantial positive impact on consumer demand for offline digital currency balances.
- More information-sharing between consumers and the central bank can improve loss recovery but has an ambiguous impact on social welfare and may actually reduce it.
- The cost of setting a longer than optimal expiry date is small; setting an expiry date that is too short has a large negative impact.

Goal: Illustrate trade-offs of expiry date in an outage event.

 ${\it Cash:}$ ("offline money") a bearer instrument that can be used for offline payments

• e.g., stored-value in a payment card or smartphone chip

Cash allows for payments during outages, but is subject to losses.

At t = 0, the consumer decides how much cash to hold

• Online balances pay interest *i* but offline ones do not

A random preference shock realized:

• Consumer may want to consume 1 or 2 units

Two independent random shocks realized

- An outage disrupting network connection may occur
- Consumer may loses offline money.

The consumer buys the good from the producer

- Use online deposit if no outage, only offline cash if outage
- Consumption bounded by balances

Consumer can deposit the offline cash back if no outage

At t = 2:

- Outage ends if there is one
- \bullet Producer may lose offline cash with probability η
- withdraw/deposit cash and online payments arrive

At t = 3, everybody enjoys counting their money

If paid with online payments, competitive producers charge

$$p_d = 1$$

If paid with cash payments, competitive producers charge

$$p_c = rac{1}{1-\eta}$$

Producers need to be reimbursed for potential cash losses; thus consumer's default payment instrument is online.

Parameter restriction $\nu > p_c$ to ensure that there are gains from trade in using cash to purchase during an outage.

Cash holdings

Hold cash to purchase 1 or 2 units if the benefit exceeds the cost.

- Benefit comes from consumption in the outage
- Cost includes forgone interest and costs from a loss

Bring enough for the second unit is more demanding

• Only with some probability one wants to consume 2

Social welfare (expected # units consumed per consumer)

Offline cash expires in period 2 before producer can deposit

• Automatically reimburse to the consumer

Producers reject cash and no transactions occur during outages...

Social welfare (expected # units sold per consumer)

• Same as no-cash

Acceptance: All offers as if there is no expiration date.

Cash holdings:

May hold more cash because the cost of loss is reduced

• One can get the money back but with some delay

Social welfare improves under certain parameters

Consumer's device reveals where he spends the money

After an outage, would consumers be willing to reconnect?

- Consumers who spent all offline cash do not reconnect
- Consumers who have unspent cash reconnect iff $i \ge \eta$.

Two situations:

- If i ≥ η, some producers charge lower "cash" prices because of reimbursement for cash losses: may improve social welfare
- If *i* < η, increase in cost of precautionary cash holdings... reduce social welfare

Parameter	Daily value	(annualized)
Discount factor (β)	0.99990	0.96
Risk aversion (σ in $u(c) = \frac{c^{1-\sigma}}{1-\sigma}$)	0.70	
Loss probability consumer (δ)	0.0004858	0.162
$\int \cos p r o b a bility p roducer (n)$	0 000/858	0 162
Loss probability producer (1)	0.000+030	0.102
Outage probability (λ)	0 00061	0.20
	0.00001	0.20
- Length: Poisson distribution	0.375	0.0175
Conduct online survey: 16.2% (8.4%) people lost or damage card		
(phones) in the previous year		

Cash holdings with expiry date and privacy



Consumer welfare with expiry date and privacy



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