

# **The Case for Enabling Distributed Innovation**

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**Karim R. Lakhani (Harvard Business School)**

# Agenda

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- Joy's Law and The Distributed Nature of Knowledge
- The Advantage of "Open"
- The Power of Collaboration
- Field Experiment in Collaboration
- Coordinating Interdisciplinary Collaboration
- Building an Infrastructure for Pre-Competitive Research

## Most Organizations are Faced with Joy's Law

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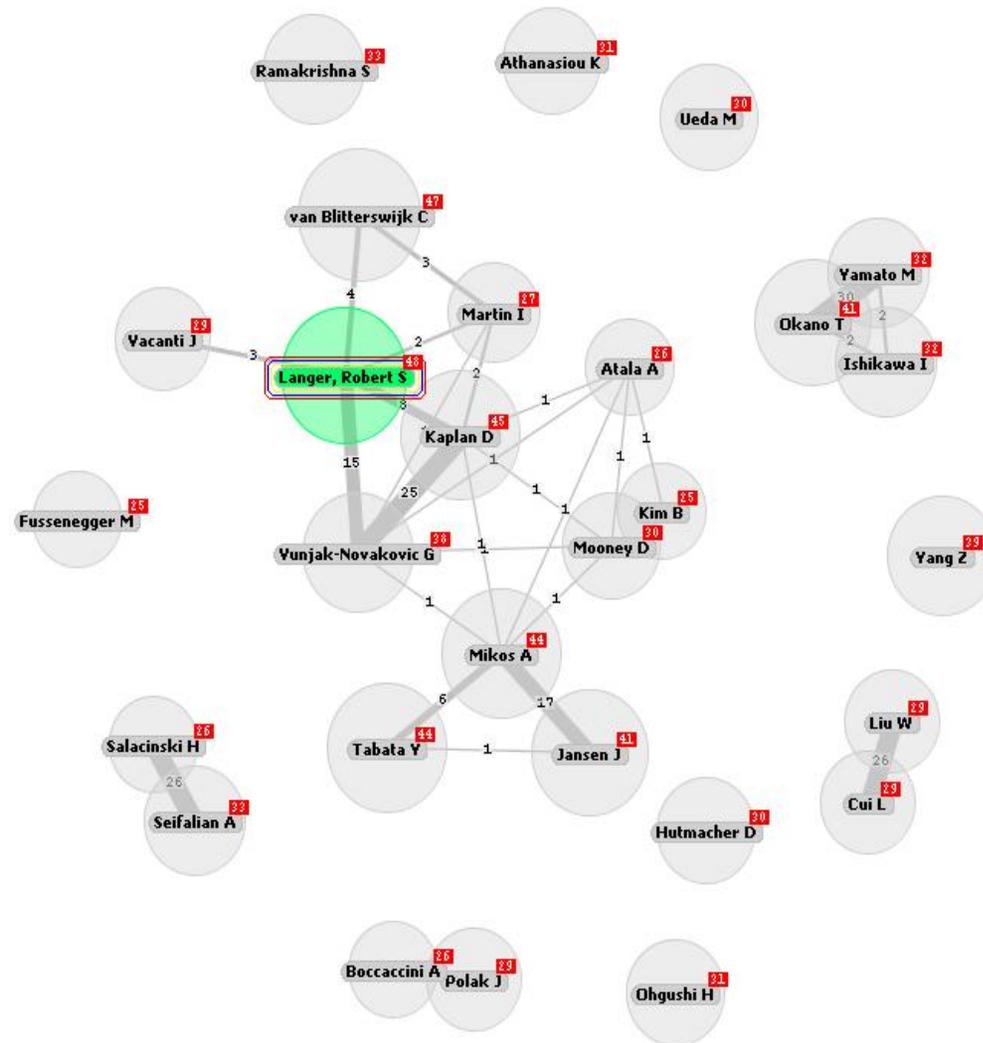
**“No matter who you are, most of the smartest people work for someone else” –**

**Bill Joy**

Co-founder, Sun Microsystems

Lead technical contributor to TCP/IP, Berkeley Unix, Sparc, and Java

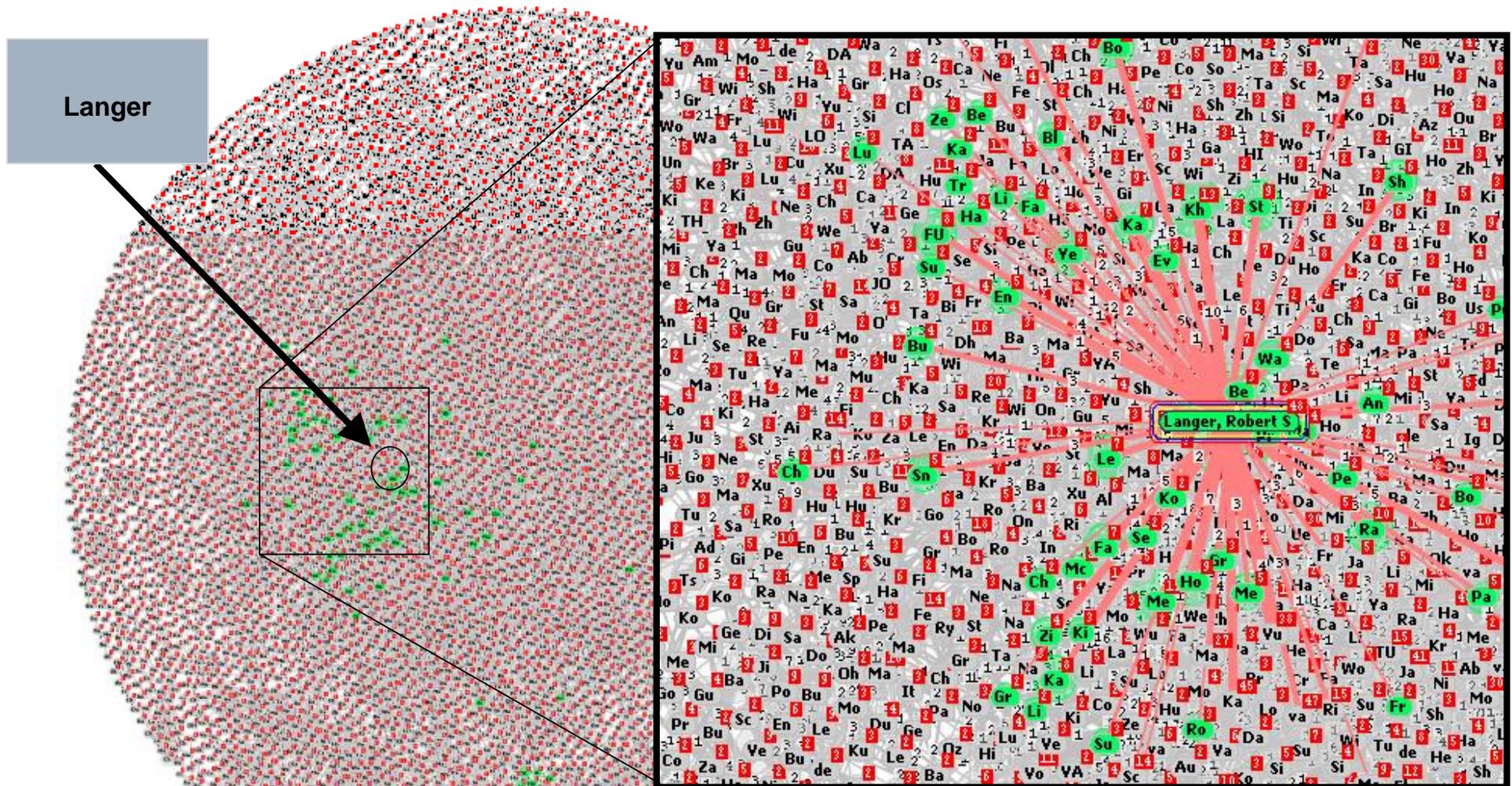
# Langer's publication record in tissue engineering shows him collaborating with ~40% of prolific authors (> 25 publications) 2004 - 2006



Note: Co-authorship network of Robert Langer with most prolific authors on subject of tissue engineering between 1974 and 2003. Size of node reflects number of publications. Node is marked green if more than half their publications were with Langer. Only top 20 authors showing. Source: Pubmed database, BCG analysis

# Joy's law in tissue engineering

## 6131 articles by 17044 authors (2004 - 2006)

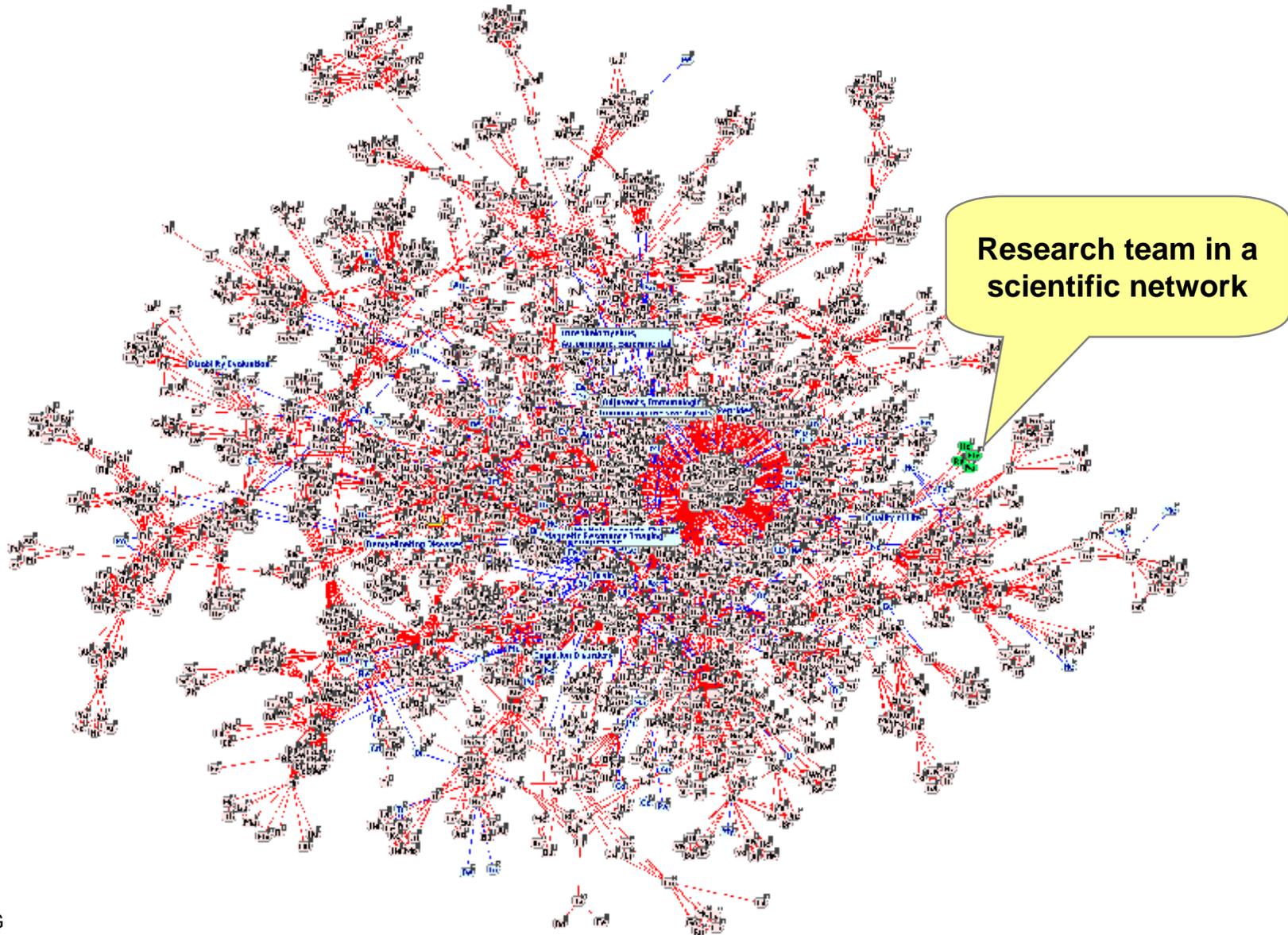


Nodes marked in green have more than half their articles co-authored by Langer. All authors with more than two articles in tissue engineering between 2004-2006 are showing

Note: Network map of all authors that have published two or more articles on tissue engineering between 2004 and 2006. A total of 17044 authors published 6131 articles.  
Source: Pubmed database, BCG analysis

# Joy's Law in Pharmaceuticals

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# The Causal Explanation for Joy's Law

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- Knowledge is unevenly distributed – Hayek (1945)
- Knowledge is sticky – von Hippel (1994)



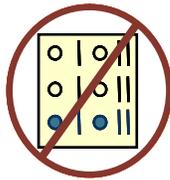
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# Open Source Principles

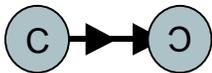
## Intellectual property



Code should always be open -  
“Free speech, not free beer”

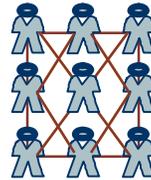


“Copyleft”



“Use copyright to ensure copyleft”

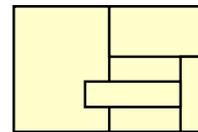
## Development paradigm



Extensive involvement of  
user/developer community



“Release early, release often”



Modularize code

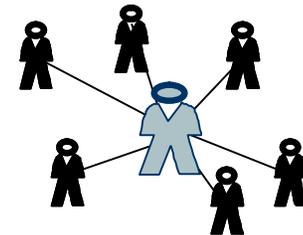
## Resource model



Good ideas come from solving a  
problem or scratching an itch



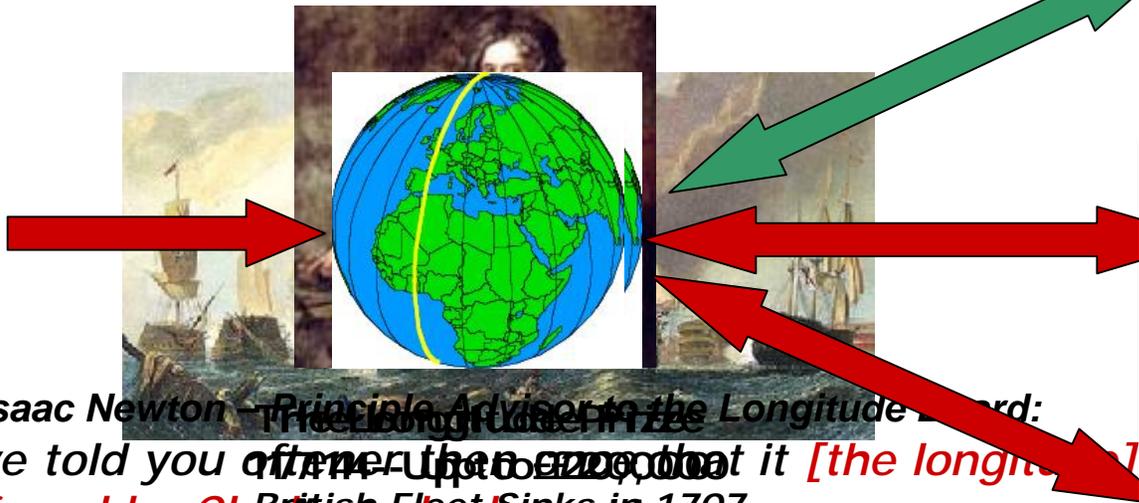
“The three obligations: to give,  
to receive, to reciprocate”



Peer leadership -  
vision, engagement, code

# Solving the Toughest Scientific Problem from 300 Years Ago

## Finding the Longitude at Sea 1300s to 1700s

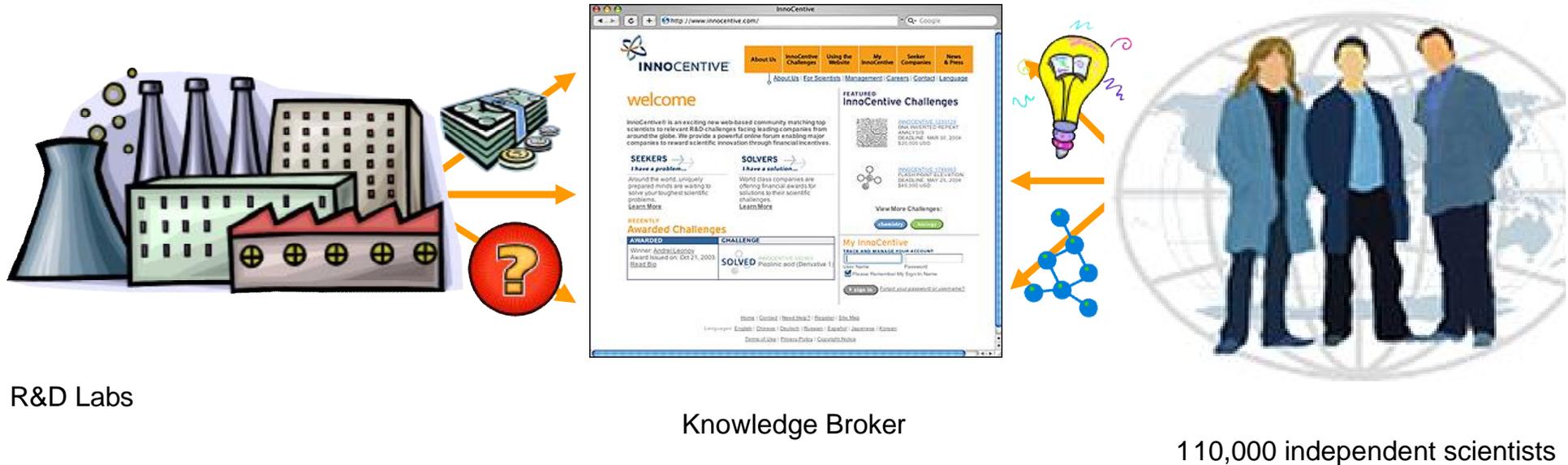


Local Search to Sir Isaac Newton – Principle Adviser to the Longitude Board:  
*And I have told you often, that you should not to be found by Clocking, but that nothing but Astronomy is sufficient for this purpose (the only right method and the method pointed at by the Act of Parliament). I am unwilling to meddle with any other methods then the right one.*

Chronometer Wins  
 John Harrison  
 Unknown  
 Cabinet Maker  
 Over 100  
 Solutions Proposed

**Even Newton Could Be Wrong!  
 Solution Award Took 40 Years**

# InnoCentive as a Modern Implementation of Innovation Contests



## Context:

1. R&D Labs inside of major multinationals are not able to solve certain scientific problems
  - Their own internal and external experts cannot obtain solutions
2. Hope to get solution by going to distributed scientists that they do not know who may have an answer

## Example Problem from InnoCentive.com

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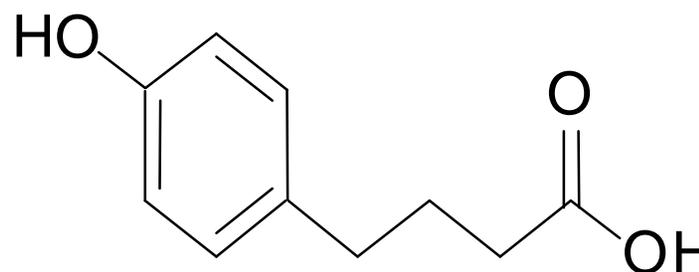
**INNOCENTIVE 3109**

**R4-(4-HYDROXYPHENYL) BUTANOIC ACID**

**POSTED: June 26, 2001**

**DEADLINE: Nov 30, 2001**

**\$25,000USD**



**Solution Criteria:**

**Synthesize following chemical:**

**2 steps or fewer**

**>80% overall yield**

**>95% purity**

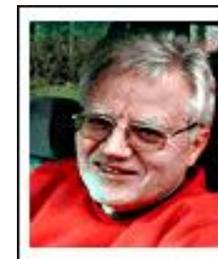
**<\$100/Kg**

**2.0g white to off-white solid**

## Solution to Problem

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- 221 individuals express interest in solving problem and create project rooms on InnoCentive.com site
- 10 individuals from 7 countries submit chemicals for analysis
- Retired scientist with wet lab in his backyard wins



InnoCentive Solver  
Dr. Werner Mueller

# Two Central Questions

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## 1. What explains which problems get solved?

- Heterogeneity in the scientific interests of the pool of solvers competing to win
- Specialization in the solver pool

## 2. What explains who creates a winning solution?

- Technical Marginality: Increasing distance between solver's own field of expertise and the problem field
- Social Marginality: Women scientists, when they enter, more likely to win

**Table 3 Heckman Probit Model for Predicting Which Solver Submits a Winning Solution**

Variables	Model 1		Model 2		Model 3		Model 4	
	Probit Coefficient	Robust Standard Errors						
<b>Second stage: Solver winner</b>								
<i>Control Variables</i>								
Problem Familiarity	0.029	0.052	0.075	0.057	0.038	0.051	0.086	0.055
Solver Interest & Problem Discipline Match	-0.069	0.174	-0.030	0.177	-0.067	0.172	-0.033	0.175
Scientific Interest Count	-0.009	0.008	-0.012	0.008	-0.011	0.007	-0.015	0.007 <sup>*</sup>
Time Invested (Hours)	0.002	0.001 <sup>***</sup>						
Constant	0.061	0.305	-0.339	0.371	0.031	0.316	-0.376	0.376
<i>Independent Variables</i>								
Expertise Distance			0.085	0.044 <sup>*</sup>			0.087	0.045 <sup>**</sup>
Gender (Female = 1)					0.669	0.228 <sup>***</sup>	0.671	0.231 <sup>***</sup>
<b>First stage: Submit a solution</b>								
Gender (Female = 1)	-0.158	0.087 <sup>*</sup>	-0.156	0.087 <sup>*</sup>	-0.195	0.088 <sup>**</sup>	-0.195	0.088 <sup>**</sup>
Ethnicity (Anglo Saxon = 1)	-0.054	0.060	-0.051	0.060	-0.058	0.060	-0.055	0.060
Previous Problems Opened	0.078	0.008 <sup>****</sup>						
Solver Interest & Problem Discipline Match	0.171	0.052 <sup>***</sup>						
RTP Solution Requirement	-0.265	0.069 <sup>***</sup>	-0.264	0.069 <sup>***</sup>	-0.264	0.069 <sup>***</sup>	-0.264	0.069 <sup>****</sup>
Award Value (Log)	-0.158	0.032 <sup>****</sup>						
Constant	-0.653	0.294 <sup>**</sup>	-0.658	0.294 <sup>**</sup>	-0.648	0.294 <sup>**</sup>	-0.656	0.293 <sup>**</sup>
Selection Correction Term	-0.749	0.143 <sup>****</sup>	-0.767	0.149 <sup>****</sup>	-0.800	0.147 <sup>****</sup>	-0.825	0.156 <sup>****</sup>
Wald Chi Square for independent equations:	27.54 <sup>****</sup>		26.41 <sup>****</sup>		32.20 <sup>****</sup>		28.17 <sup>****</sup>	
Number of observations (Stage 1): 12786								
Number of censored observations: 12466								
Number of uncensored observations (Stage 2): 320								
<sup>*</sup> p at 10%, <sup>**</sup> p at 5%, <sup>***</sup> p at 1%, <sup>****</sup> p at 0.1% significance level.								
Standard errors are clustered by broadcast problems.								

# “Reuse” of Existing Information Makes Solving “Cheap” for Solvers

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## Source of Solution Information

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Did not use previously developed solution	27.5 %
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Used previously developed solution	72.5%
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n=40 winning solvers

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- **The Power of Collaboration**
- Field Experiment in Collaboration
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# MATLAB Programming Contest Extends InnoCentive Model to Collaboration



The image shows a screenshot of the Wikipedia article for "Wikipedia". The page features a navigation sidebar on the left with sections for navigation, interaction, search, and toolbox. The main content area includes the title "Wikipedia", a subtitle "From Wikipedia, the free encyclopedia", and a paragraph of introductory text. A blue ribbon badge with "1st" is positioned at the bottom left of the article content. On the right side, there is a cartoon illustration of a stick figure sitting at a computer, with a large red text box below it that reads "Congratulations to our current leader for this article!".

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article discussion view source history

## Wikipedia

From Wikipedia, the free encyclopedia

*For Wikipedia's non-encyclopedic visitor introduction, see [Wikipedia:About](#).*

**Wikipedia** (IPA: /ˌwɪkɪˈpɪdi.ə/, /ˌwɪkiˈpɛtdi.ə/ or /ˌwɪkiˈpɪdi.ə/  (help·info)) is a **multilingual**, **web-based**, **free content encyclopedia** project, operated by the **Wikimedia Foundation**, a **non-profit organization**. It is the largest, most extensive and fastest growing encyclopedia currently available on the **Internet**.

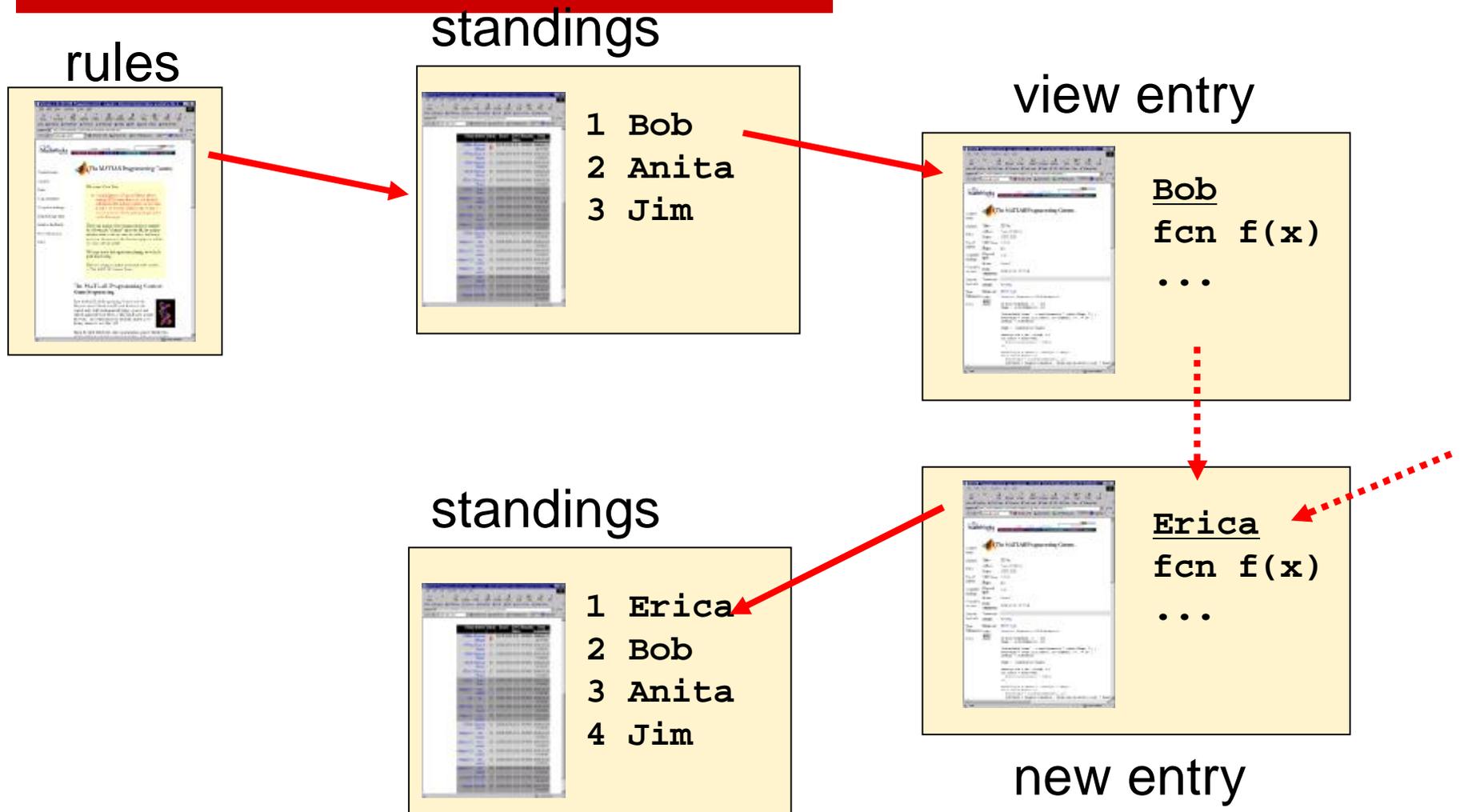
As of **September, 2007**, Wikipedia had approximately 8.2 million articles in 253 languages, comprising a combined total of over 1.41 billion words for all wikipedias. The **English Wikipedia** edition passed the 2,000,000 article mark on **September 9, 2007** with a total of over 609 million words, roughly fifteen times as many as the largest edition of *Encyclopædia Britannica*.<sup>[1]</sup> Wikipedia's articles have been written **collaboratively** by **volunteers** around the world and the vast majority of them can be edited by anyone with access to the Internet. Steadily rising in popularity since its inception,<sup>[3]</sup> it currently ranks among the top ten most-visited websites worldwide.<sup>[4]</sup> Wikipedia's name is a **portmanteau** of the words *wiki* (a type of collaborative website) and *encyclopedia*. Its main **servers** are in **Tampa, Florida**, with additional servers located in **Amsterdam** and



**Congratulations to our current leader for this article!**

**1st**

# A One Week "Wiki-like" Programming Contest



# Contest Consists of Solving “NP-Complete” Problems : Need to Optimize Algorithm and CPU Time

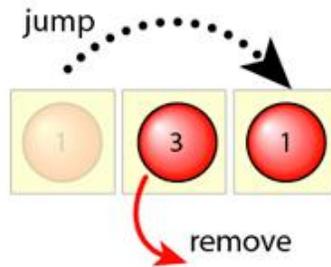
## ○ Example Problem: Peg Jumping

### The Problem

This contest is based on a simple peg jumping game, sometimes called [Peg Solitaire](#). In a typical game of Peg Solitaire, the board contains pegs (sometimes marbles) and at least one empty space. You try to remove as many pegs with an artful combination of jumping moves.

Naturally our version is a little more complicated. In this contest, your goal is to jump pegs in such a way that you make your score as low as possible. This may not mean removing all the pegs.

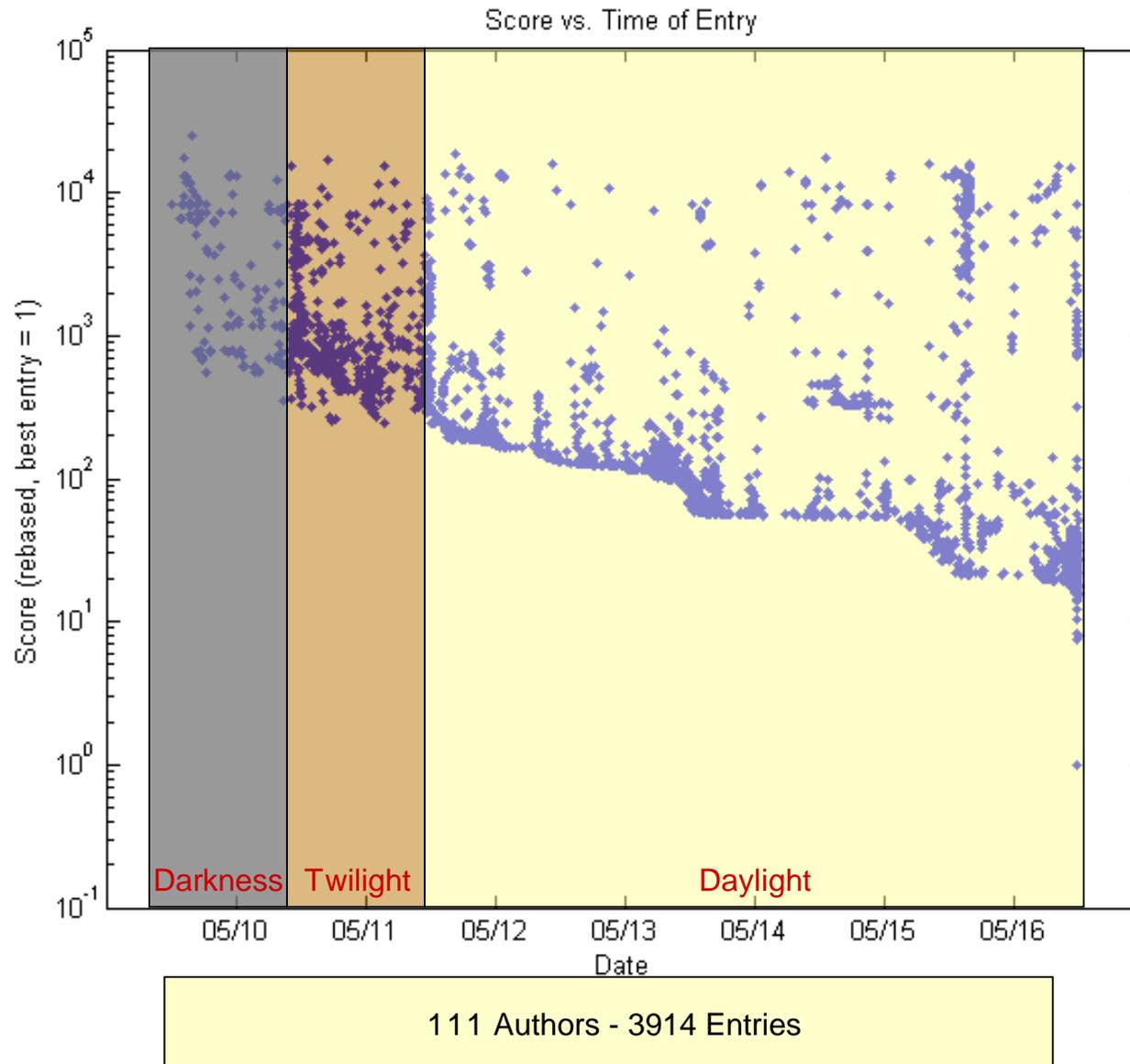
Here's how it works. Each peg has a value, or weight. A move consists of one peg jumping over and thereby removing another peg. A "jump" is a horizontal or vertical move in which one peg passes over exactly one other peg and comes to rest on an empty space. Diagonal jumps are not permitted. You are rewarded for every peg that you remove from the board according to its weight, BUT you pay for each jump according to the weight of the jumping peg. Thus you want to harvest the high value pegs by jumping over them with low value pegs. The bigger the difference between the value of the two pegs, the better your score. If, however, you jump over a low value peg with a high value peg, the situation is reversed: your score will get worse.



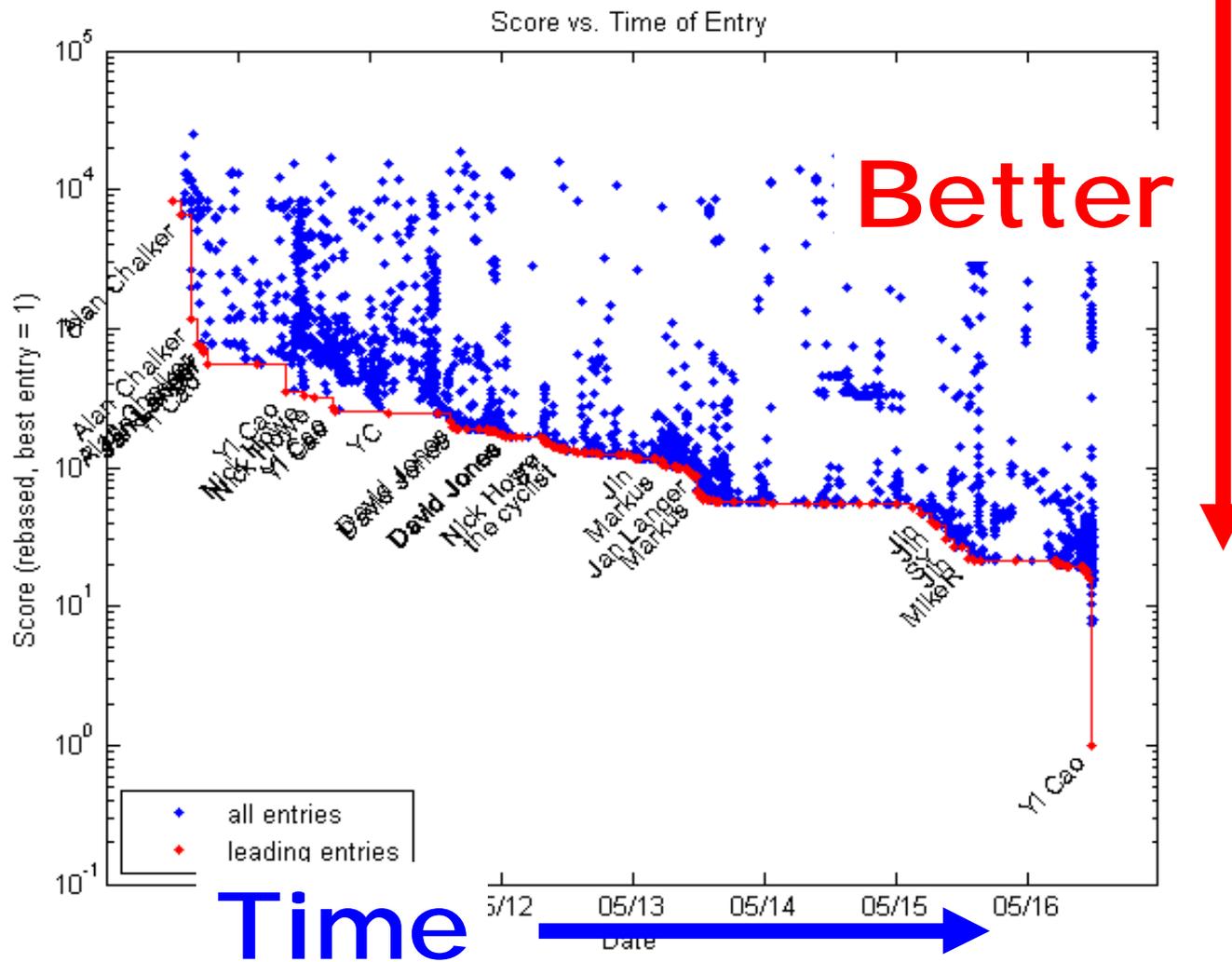
- Programs are subjected to an extensive test suite
- $\text{Score} = k1 * (\text{tour length}) + k2 * (\text{cpu time})$
- Competing for fame and glory + T-shirt

# Typical Contest Consists of Three Phases: Darkness, Twilight and Daylight

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# Dramatic Improvement in Performance





This is Yi Cao.

He is is a Senior Lecturer in the Department of Process and Systems Engineering at Cranfield University in the UK.

At 11:56 AM on May 16, 2007, he submitted a 545 line file to the online MATLAB programming contest.

It was called “Buy a ticket”, and it went on to win the contest.



# Contributors to Yi Cao's Enty

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These are all the authors (as they identified themselves)

Alan Chalker  
David Jones  
Gareth Thomas  
Jan Langer  
Jim Keaton  
Jim Mikola  
Jimmy Ray  
Jin  
Jon Davidson  
Ken Eaton  
Leandro Barajas  
MATLAB Contest Team  
Markus  
MikeR  
Peter B  
Richard Brown

Rick StPierre  
SY  
Tristrom Cooke  
Will  
YC  
Yi Cao  
anonymous  
eigenvector  
firefox  
matlabboy  
nathan q  
petey torrione  
srach  
tgs  
the cyclist

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- **Field Experiment in Collaboration**
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# Field Experiment to Test Value and Investigate Dynamics of Collaborative Innovation using TopCoder

- 2-sided marketplace:
  - n Community of elite software coders (>200,000 members)
  - n Global IT firms: BT, Microsoft, UBS, Google, Verisign, etc
- “Virtual” Competitions:
  - n Attract, reward, assess and record skill
  - n Prizes up to \$25,000
  - n Points for creativity, correctness and speed of solution
  - n Full range of software problems
  - n Ex-post learning and community building



Rank	Handle	Problem 1	Problem 2	Problem 3	Problem 4	Problem 5	Problem 6	Total
1	PE	100 ✓	X	-10 ✓	-10 ✓	X	100 ✓	200
2	cucco	X				100 ✓	X	100
3	saarixx	X		X	90 ✓			90
4	onefem21	X	X	80 ✓	X			80
5	Margarita			X	X	X	X	0
6	ShindouHikaru	X	X	-10 ✓		X		0
7	will.lale	X		X		X		0
8	Yeong			X				0

# TopCoder Global Footprint



Winning Contributors to a Sample Financial Services Application

# HMS-HBS-TopCoder Collaboration to Solve “Tough” Computational Problems

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- Objective: Test performance characteristics of various competitive and collaborative distributed innovation regimes
- Team: Ramy Arnaout, Carliss Baldwin, Kevin Boudreau, Eva Guinan, Karim Lakhani, Alan MacCormack
- Source “hard” scientific programming challenges:
  - n Genomics/computational biology: heterogeneous spliced transcripts (e.g. mammalian immune system)
  - n Setup – Two week long programming competition
- Treatments:
  - n Fully Competitive – head to head competition
  - n Fully Collaborative – full information sharing – individual submission
  - n Hybrid – competition for one week, collaboration for one week

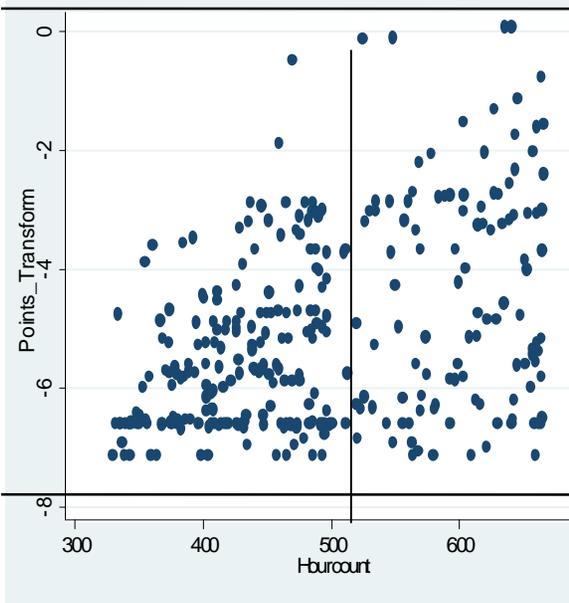
## Preliminary Results

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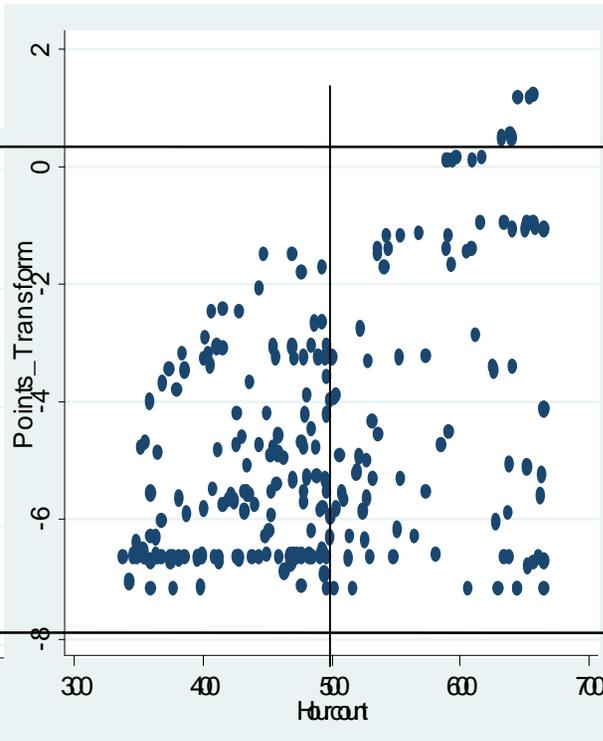
- 733 coders registered and were assigned to one of the three treatments
- 122 coders made 654 submissions
- \$6000 prize pool
- Top 34 coders exceed state of the art in computational biology for same problem by factor of 100 to 100,000
- Winners from Russia, France, Egypt, Belgium and US
- 10 different approaches to solve problem identified

# Preliminary Analyses Shows Collaborative Treatment to be Higher Performing and More Efficient

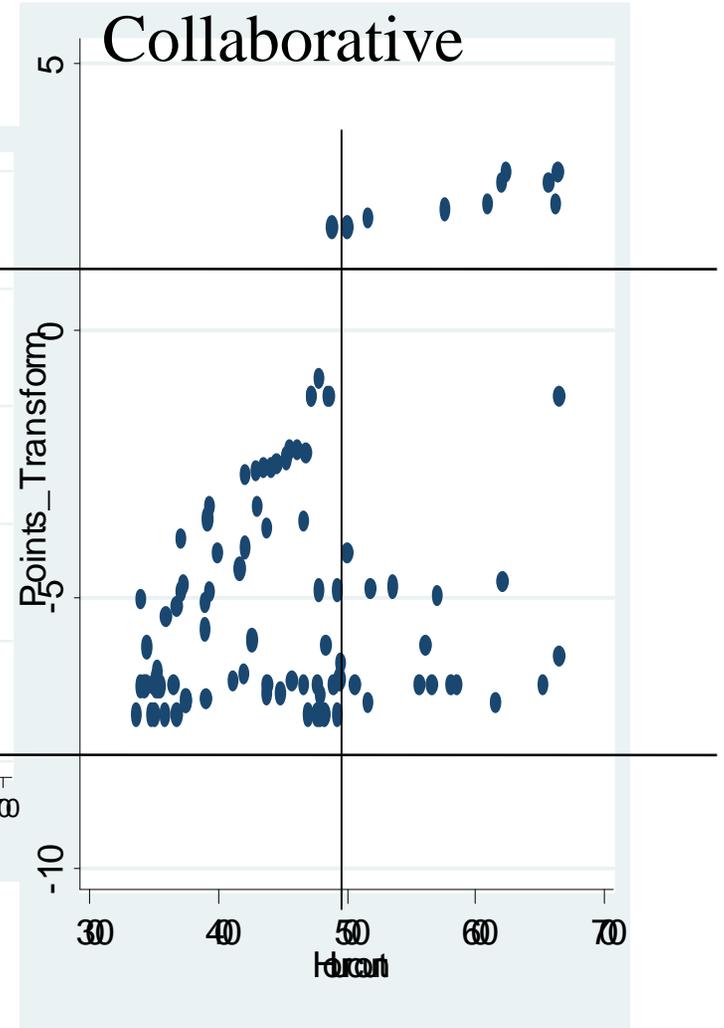
Competition



Hybrid



Collaborative



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# Myelin Repair Foundation Created Infrastructure for Collaborative Science Research

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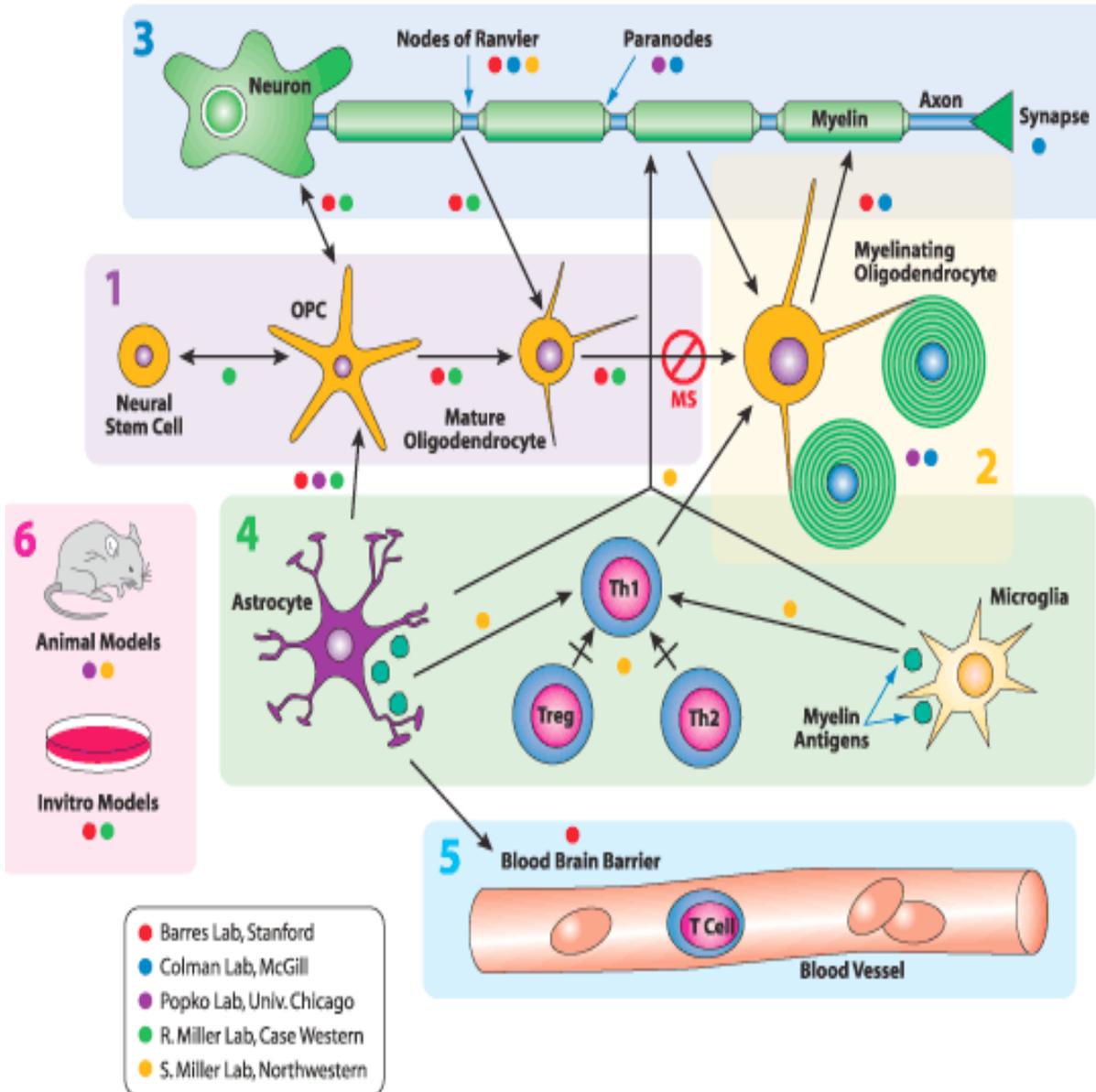
## History

- Scott Johnson – Founder Diagnosed with MS 30 Years
- Frustrated with lack of progress in MS research
- Realized most problems are multi-causal and multi-disciplinary but R&D is organized sequentially (at best) results in a Science Gap and Commercial Gap
- In 2005, organize a team based research consortium of 5 labs in 5 institutions to *find treatment* for MS
- Labs represent expertise in: neurobiology, genetics, cellular models, animal models, proteomics and immunology
- Collectively generate 100 questions that need to be answered to develop joint research program

## Results in three years

- 18 novel targets identified – 8 moving forward for further development
- >25 papers in peer reviewed journals
- 10 new tools for accelerating research (Databases, animal models, testing platforms)
- 7 patents

# A Team-based Organization of Research



1. Understanding how oligodendrocytes are normally generated from neural stem cells and how multiple sclerosis perturbs this process.
2. Understanding the underlying mechanism of myelination and how it is perturbed in multiple sclerosis.
3. Understanding how nodes of Ranvier and paranodes are normally formed and how they are perturbed in multiple sclerosis.
4. Understanding the immune response in multiple sclerosis and how inflammation affects myelin repair.
5. Understanding how the Blood-Brain Barrier is effected in multiple sclerosis and its role in the disease.
6. Development of better animal models for study of multiple sclerosis and remyelination

## Lessons on Barriers to Collaboration as Experienced by MRF

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- Accepting R&D problems as given instead of designing problems that can be shared across disciplines and functions
- Allowing competitive and closed views of knowledge sharing to persist instead of actively developing new norms for transparency and intellectual property sharing that enable collaboration
- Creating projects that modularize work and experts instead of designing projects that create interdependencies amongst experts and require joint problem-solving
- Managing knowledge workers bureaucratically or hoping for self-organization instead of creating an infrastructure for collaboration that extends the capabilities of experts

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# Two Traditional Innovation Models

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## *Private Innovation Model* *(Most Firms)*

- Firms' make private investments to solve technical problems – is often risky
- Expect monopoly rents for their successful innovations
- Innovation outcomes are rival and excludable
- Sharing of knowledge only happens through “accidental” spillovers

## *Collective Innovation Model*

- Individuals get external subsidies to solve technical problems
- Knowledge is given to a common pool for reuse and creative recombination
- Parties self-regulate through norms like reciprocity, recognition and peer esteem
- Free riding becomes a central concern

# Private-Collective Innovation Model Is a Hybrid of Both Systems

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- Firms/Individuals exert private effort – but disclose work to others in a common pool
- Innovators get “selective benefits” through participation that outweigh the cost of investment
  - n Access to novel knowledge
  - n Access to new materials
  - n Access to people
  - n Shared risk
- Participants can combine knowledge from common pool with own specific and proprietary assets to create value
- Free riders cannot share in the selective benefits

Semiconductor Industry has Pioneered Approach: SRC/Sematech & IBM Radical Collaboration

# Key Issues for Pharmaceutical Pre-Competitive Collaboration

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- IP sharing
  - n Culture change for most firms used to secrecy
  - n Appropriate vehicles (e.g.: non-profits) for holding IP
  - n Academic partner IP issues (publications)
  
- Coordination role
  - n How will the work be coordinated?
  
- Determining joint objectives for participation
  
- Resource sharing agreements
  - n People
  - n Materials
  - n Approaches
  
- Conditions for entry, exit and ending

# Thanks!

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- Karim R. Lakhani
  - n Harvard Business School
  - n k@hbs.edu