Patent Law

Prof. Roger Ford Monday, April 13, 2015 Class 22 – Remedies: Damages

Recap

Recap

- → Remedies background
- → Permanent injunctions
- → Temporary injunctions

Today's agenda

Today's agenda

- → Damages framework
- → Lost profits
- → Reasonable royalty

Damages framework

What's at stake

Chart 2c. Top ten largest initial adjudicated damages awards: 1995-2012

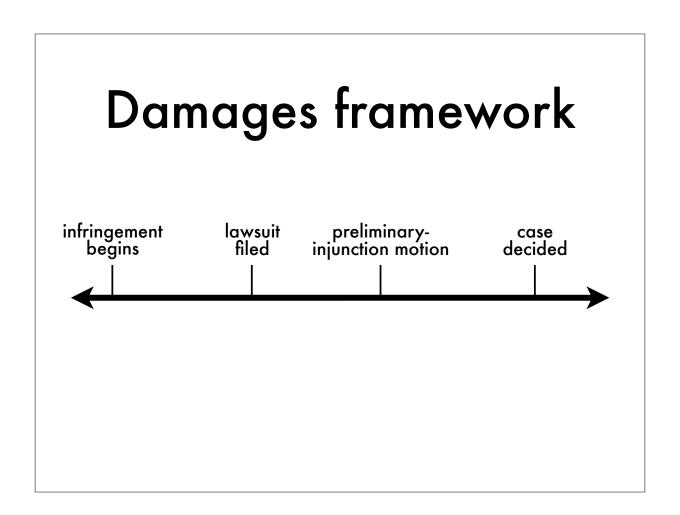
Year	Plaintiff	Defendant	Technology	Award (in MM)
2009	Centocor Ortho Biotech Inc.	Abbott Laboratories	Arthritis drugs	\$1,848
2007	Lucent Technologies Inc.	Microsoft Corp.	MP3 technology	\$1,538
2012	Carnegie Mellon University	Marvell Technology Group	Noise reduction technology on integrated circuits for disk drives	\$1,169
2012	Apple Inc.	Samsung Electronics Co.	Smartphone software	\$1,049
2012	Monsanto Company	E.I. Dupont De Nemours and Company	Genetically modified soybean seeds	\$1,000
2010	Mirror Worlds LLC	Apple Inc.	Operating system	\$626
2011	Bruce N. Saffran M.D.	Jonhson & Johnson	Drug-eluting stents	\$593
2003	Eolas Technologies Inc.	Microsoft Corp.	Internet browser	\$521
2008	Bruce N. Saffran M.D.	Boston Scientific Corp.	Drug-eluting stents	\$432
2009	Uniloc USA Inc.	Microsoft Corp.	Software activation technology	\$388

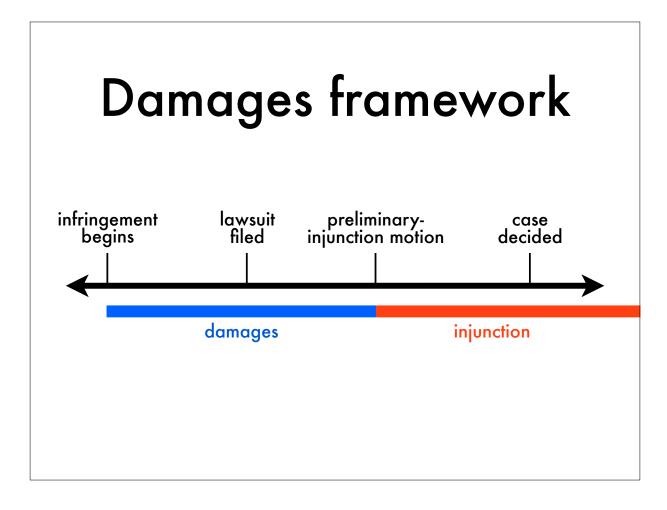
Source: 2013 PwC Patent Litigation Study

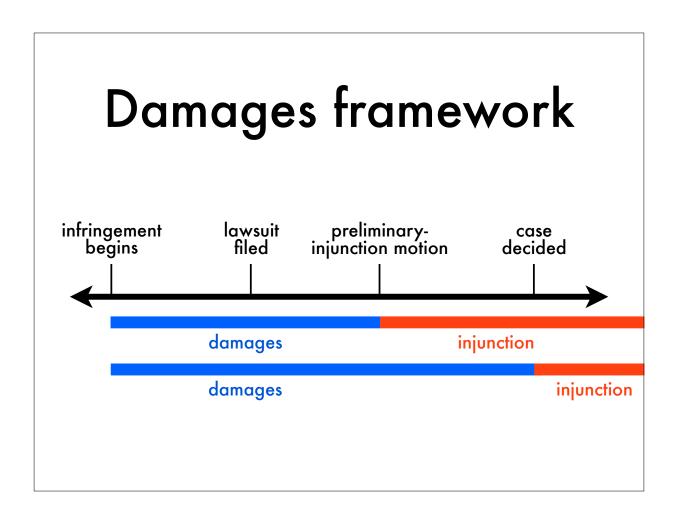
What's at stake

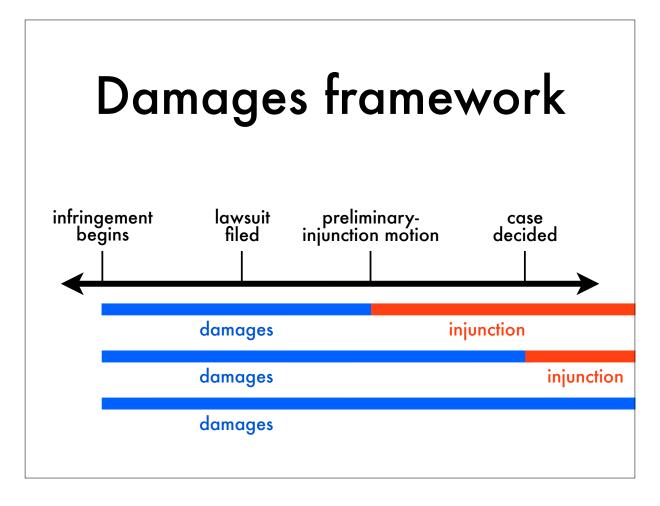
→ "It is important to note that the awards reflected in Chart 2c are those identified during initial adjudication; most of these awards have since been vacated, remanded, or reduced, while some remain in the appellate process. In fact, by mid-2013, two of the three blockbusters from 2012 were significantly reduced or settled, with the other still pending appeals."

Source: 2013 PwC Patent Litigation Study









35 U.S.C. § 284 — Damages (post-AIA)

Upon finding for the claimant the court shall award the claimant damages adequate to compensate for the infringement, but in no event less than a reasonable royalty for the use made of the invention by the infringer, together with interest and costs as fixed by the court.

When the damages are not found by a jury, the court shall assess them. In either event the court <u>may increase the damages up to three times the amount found</u> or assessed. Increased damages under this paragraph shall not apply to provisional rights under section 154 (d).

The court may receive <u>expert testimony</u> as an aid to the determination of damages or of what royalty would be reasonable under the circumstances.

Damages framework

- → Two measures of damages
 - Lost profits
 - Reasonable royalty
- → The basic principle:
 - Damages are to <u>compensate</u> the patent holder, <u>not punish</u> the infringer
- → The fundamental question:
 - What would have happened if the defendant never infringed the patent?

Damages framework

What <u>could</u> have happened if the defendant never infringed the patent?

Damages framework

- → What <u>could</u> have happened if the defendant never infringed the patent?
 - Patent holder would have had a monopoly and made lots of money
 - Patent holder and defendant would have agreed to a reasonable royalty
 - Defendant would have made something else
 - Defendant would have been out of the market, but other competitors would have filled in the gaps

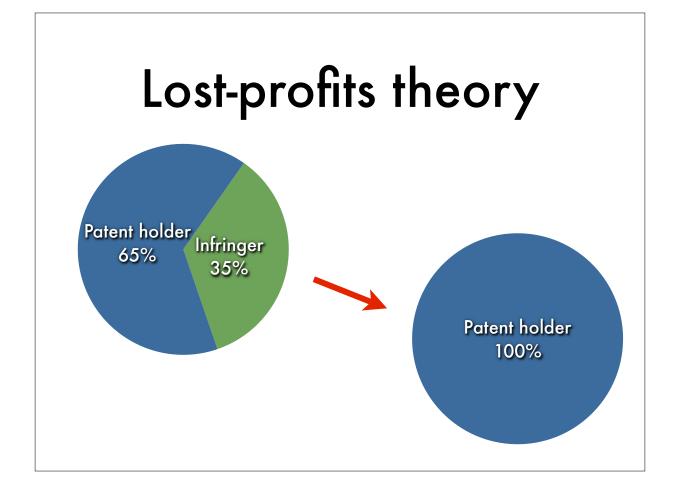
Damages framework

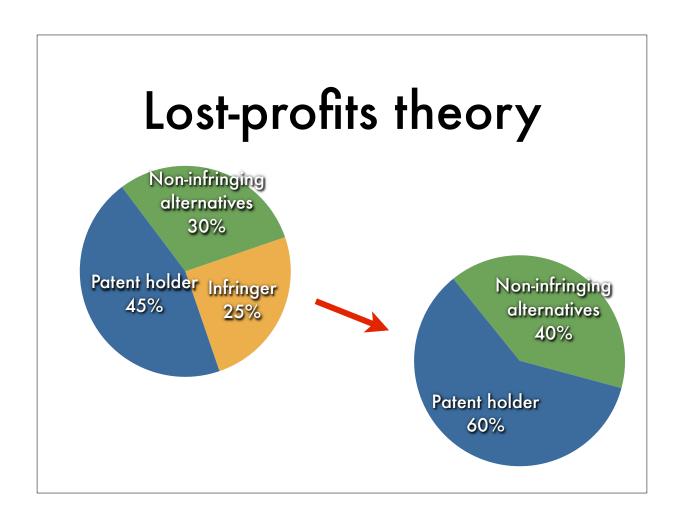
- → Typically, patent holders prefer lost-profit damages to a reasonable royalty
 - Absent infringement, patent holder has option to license or not
 - Patent holder will refuse to license if they expect marginal profits from monopoly to exceed a royalty
- → In many cases between competitors, then, the central damages dispute is whether the plaintiff can get lost profits or not

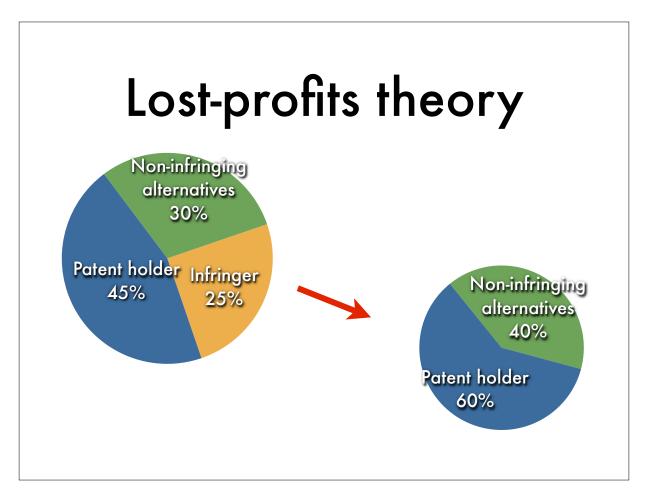
Lost profits

Lost-profits theory

- → Patent holder's theory:
 - If the infringer hadn't sold illegal infringing articles, I would have made more sales and profits







Lost-profits theory

- → Reality:
 - If the infringer hadn't sold illegal infringing articles, some customers would buy from patent holder — but some wouldn't
 - Some would buy from others
 - Some would no longer buy at all

- → Panduit Corp. v Stahlin Bros. Fibre Works, Inc. (6th Cir. 1978):
 - Demand for the patented product
 - Absence of noninfringing substitutes
 - Patent holder's manufacturing and marketing capability
 - Amount of profits that would have been made

→ Demand for the patented product?

- → Demand for the patented product?
 - Patent holder can only make additional profits if there would have been additional sales

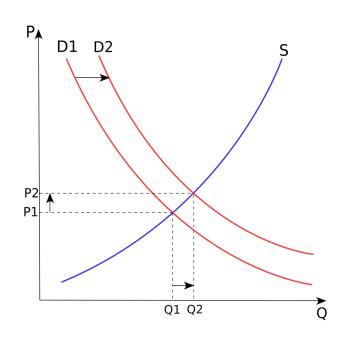
→ Absence of noninfringing substitutes?

- → Absence of noninfringing substitutes?
 - If there were noninfringing substitutes, then consumers may have switched to those instead of the patent holder's product

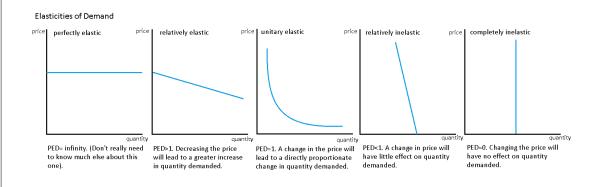
→ Patent holder's manufacturing and marketing capability?

- → Patent holder's manufacturing and marketing capability?
 - Patent holder would not have made additional sales if it couldn't have fulfilled the orders

- → Amount of profits that would have been made?
 - Economics is hard!
 - Patent holder could have raised prices if the infringer wasn't in the market...
 - ...but then fewer people would have bought the product



- → Elasticity of demand:
 - How much demand would be lost from the patented product for every dollar increase in its price?
 - Candy; cars; Windows computers: high price elasticity of demand
 - Unique drugs; gasoline: low price elasticity of demand



United States Patent [19] Armbruster et al. [45] Nov. 19, 1974 [54] LOW D.E. STARCH CONVERSION PRODUCTS [75] Inventors: Frederick C. Armbruster; Earl R. Kooi, both of La Grange, Ill. [73] Assigne: CPC International Inc., Engelwood Cliffs, N.J. [75] Related U.S. Application Data [75] Continuation of Ser. No. 602,563, Dec. 19, 1966, abandoned. [75] U.S. Cl. [727/29, 195/31 R] Int. Cl. [727/29, 195/31 R] Continuation of Ser. No. 602,563 Dec. 19, 1966, abandoned. [727/29, 195/31 R] Int. Cl. [727/29, 19

[21] Appl. No

[63] Continuat abandone

Wallerstein Co (Apr. 1964).

<u>U.S. Patent</u> No. 3,849,194

→ "Low D.E.
Starch
Conversion
Products"

1. A process for producing a waxy starch hydrolysate which comprises treating in a first step an aqueous slurry of waxy starch with a bacterial alpha-amylase enzyme at a temperature above about 85°C. to liquefy the waxy starch and to provide an aqueous solution containing a liquefied waxy starch, then subsequently in a second step, at reduced temperatures below about 85°C, treating said liquefied waxy starch with a bacterial alpha-amylase enzyme to saccharify the waxy starch and to achieve a waxy starch hydrolysate having a dextrose equivalent value from about 5 to about 25, stopping the saccharification reaction and recovering the waxy starch hydrolysate so produced.

- → Product: Lo-Dex 10, a maltodextrin food additive
 - Produced by four methods
 - · Processes I, II, and III infringed
 - Process IV did not infringe
 - Customers did not care about the differences

Grain Processing

- → Grain Processing: we lost sales due to the infringing product
- → Court: what would have happened absent the infringement?

- → Let's look to the Panduit factors!
 - Demand for the patented product
 - Absence of noninfringing substitutes
 - Patent holder's manufacturing and marketing capability
 - Amount of profits that would have been made

Grain Processing

- → Let's look to the Panduit factors!
 - Demand for the patented product
 - Absence of noninfringing substitutes
 - Patent holder's manufacturing and marketing capability
 - Amount of profits that would have been made

- → Court: a noninfringing substitute may be available even if it's not currently being used
 - American Maize switched to Process IV in two weeks — "practically instantaneous"
 - American Maize "did not have to 'invent around' the patent"

Grain Processing

→ But what about the fact that Process IV cost more?

- → But what about the fact that Process IV cost more?
 - Process IV was "not prohibitively expensive"
 - Profit margins were high enough to absorb the 2.3% cost increase
 - Probably this would have mattered in a license negotiation

Lost-profit complications

- → <u>Price erosion</u>: In competition, prices will fall
- → Lost sales: Higher monopoly prices will drive some customers out of the market
- Returns to scale: Monopoly producer will have higher volume and thus get better returns to scale
- Promotional expenses: In competition, promotion will be more expensive
- Accelerated market entry: If a competitor infringes, it will gain know-how that will help after the patent expires

Reasonable royalty

Reasonable-royalty theory

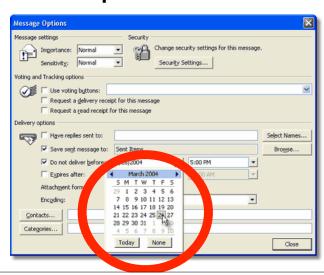
- → Often the fallback to lost profits
- → When does a royalty make sense?

Reasonable-royalty theory

- → Often the fallback to lost profits
- → When does a royalty make sense?
 - When the defendant could easily have switched to a noninfringing alternative, and so would only have agreed to a royalty
 - When the plaintiff couldn't or wouldn't have made any sales

Lucent v. Microsoft

→ Tech: date picker in Outlook



- Hypothetical negotiation: what royalty would the parties have agreed to before the infringement?
- → Why no lost profits here?

- → <u>Hypothetical negotiation</u>: what royalty would the parties have agreed to before the infringement?
- → Why no lost profits here?
 - Lucent made no competing product
 - Microsoft could easily have designed around the patent

Georgia-Pacific factors

- → Georgia-Pacific Corp. v. US Plywood Corp. (SDNY 1970):
 - 1. Royalties received by patent holder
 - 2. Royalties paid by licensee for similar patents
 - 3. Nature and scope of the license
 - 4. Patent holder's licensing practices and policies
 - 5. Commercial relationship between parties
 - 6. Effect of patent on patent holder's products
 - 7. Duration of the patent term and license term
 - 8. Profitability and success of patent product

Georgia-Pacific factors

- → Georgia-Pacific Corp. v. US Plywood Corp. (SDNY 1970):
 - 9. Advantages of patent product over others
 - 10. Nature of patented invention
 - 11. Extent to which infringer used patented invention
 - 12. Portion of profit or selling price customarily allowed for use of the invention
 - 13. Portion of profit attributable to the invention
 - 14. Opinion testimony of qualified experts
 - 15. Outcome from hypothetical negotiation

- → <u>Lump-sum license</u> v. <u>running royalty</u>
 - Lump-sum: easier to track; puts risk of under-performing product on licensee
 - Running royalty: harder to track; puts risk of out-performing product on licensee

- → Problems with the verdict:
 - Other licenses not comparable
 - Other licenses not proved relevant
 - License for a tiny feature can't be based on the full value of Outlook
 - Microsoft would never have agreed to a \$350 million lump sum in advance, for a tiny feature

- → Four lump-sum licenses:
 - \$290MM Dell/IBM
 - \$80MM Microsoft/HP
 - \$93MM Microsoft/Apple
 - \$100MM Microsoft/Inprise
- → Problems:
 - Multiple patents
 - Cross licenses
 - Inadequate explanation of patents

- → Entire-market-value rule
 - Patent holder can't use the entire market value of the infringing product as the <u>royalty base</u> unless it can show that the patented feature is the <u>basis</u> for consumer demand
 - Royalty base: amount multiplied by the royalty rate

- → Entire-market-value rule
 - Here, Lucent's expert violated this rule by increasing his royalty rate from 1% to 8% once the base was reduced

- \rightarrow Example 1:
 - Entire product is a Windows PC costing \$1000
 - Court orders 1% royalty
 - So the royalty on each PC is \$1000 × 1% = \$10

\rightarrow Example 2:

- Entire product is a Windows PC costing \$1000
- But the patented component is a \$10 video card
- Court orders 5% royalty
- So the royalty on each PC is $$10 \times 5\% = 0.50

Lucent v. Microsoft

\rightarrow Example 3:

- Entire product is a Windows PC costing \$1000, or maybe Outlook costing \$50
- But the patented component is a tiny feature
- Court orders 5% royalty
- So the royalty on each PC is \$????? × 5% = \$?????

- → Problem: The royalty is variable, so the base doesn't matter that much, economically
 - It'd be fine to start with the value of the computer if the royalty was, say, 0.01% (10¢ for a \$1000 computer)
 - But in practice royalties are often in a narrow band of ~0.25% to 5%

After Lucent

- → This case was a turning point in damages, where courts began closely scrutinizing jurors' verdicts
 - Starting to see what evidence is insufficient
 - But it's less clear what evidence will be sufficient

After Lucent

- → Courts are beginning to exercise their gatekeeper function and scrutinize licenses:
 - ResQNet.com v. Lansa (Fed. Cir. 2010): "The majority of the licenses on which ResQNet relied in this case are problematic for the same reasons that doomed the damage award in Lucent."
 - Wordtech Sys. v. Integrated Networks (Fed. Cir. 2010): "We explained in Lucent that lump-sum licenses are generally more useful than running-royalty licenses for proving a hypothetical lump sum.... Of Wordtech's thirteen licenses, only two were lump-sum agreements."

Next time

Next time

→ Remedies: increased damages and attorney fees