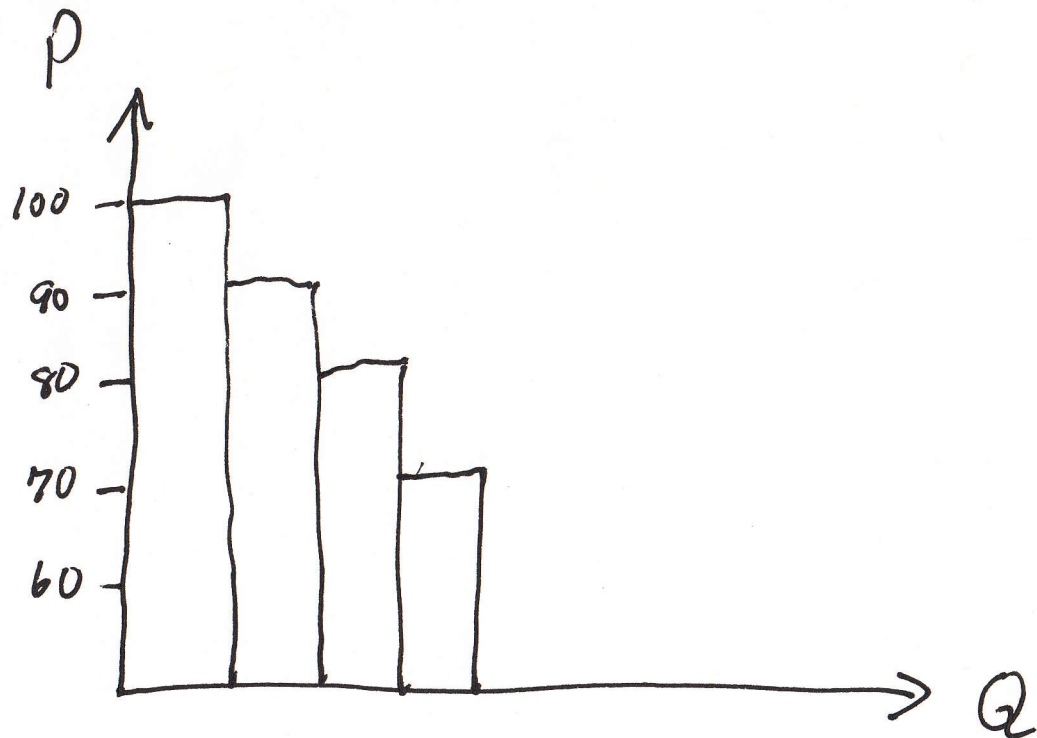
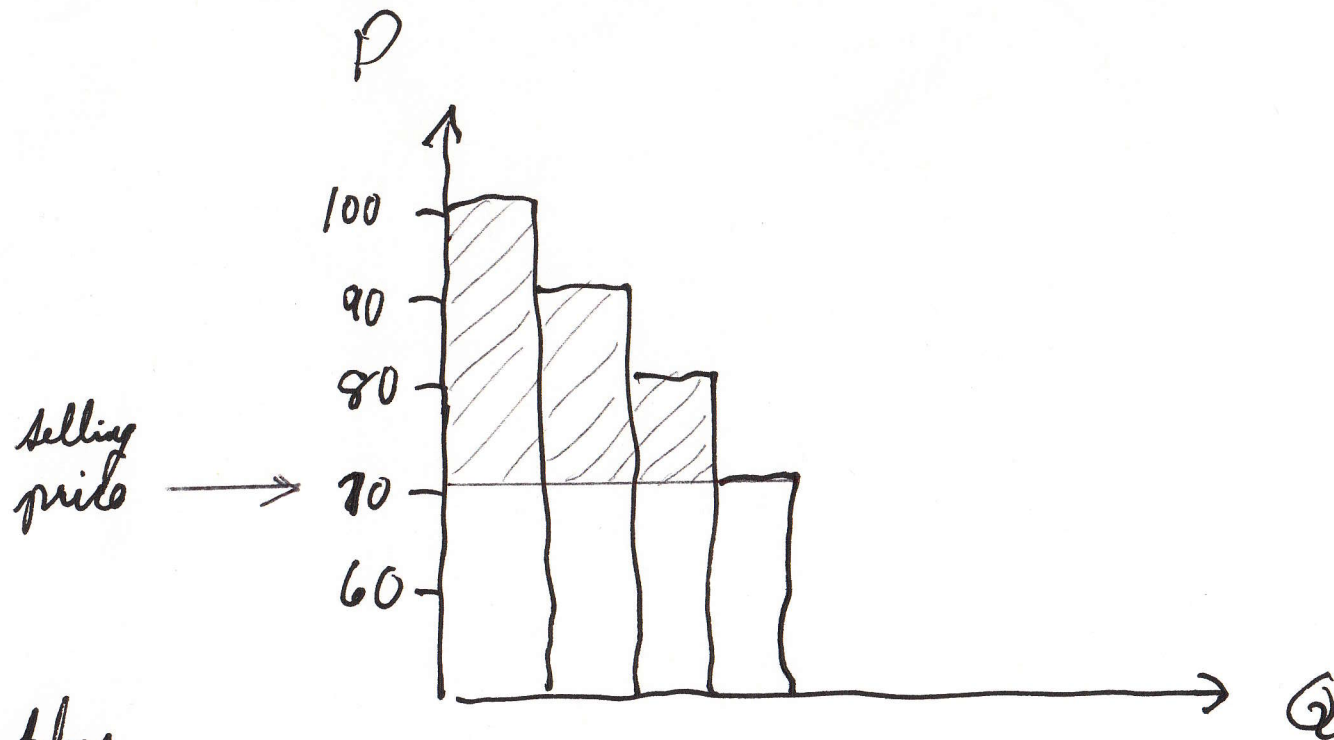


Demand: Four individuals, one object

<u>Ind</u>	<u>Willingness to pay</u>
1	100
2	90
3	80
4	70



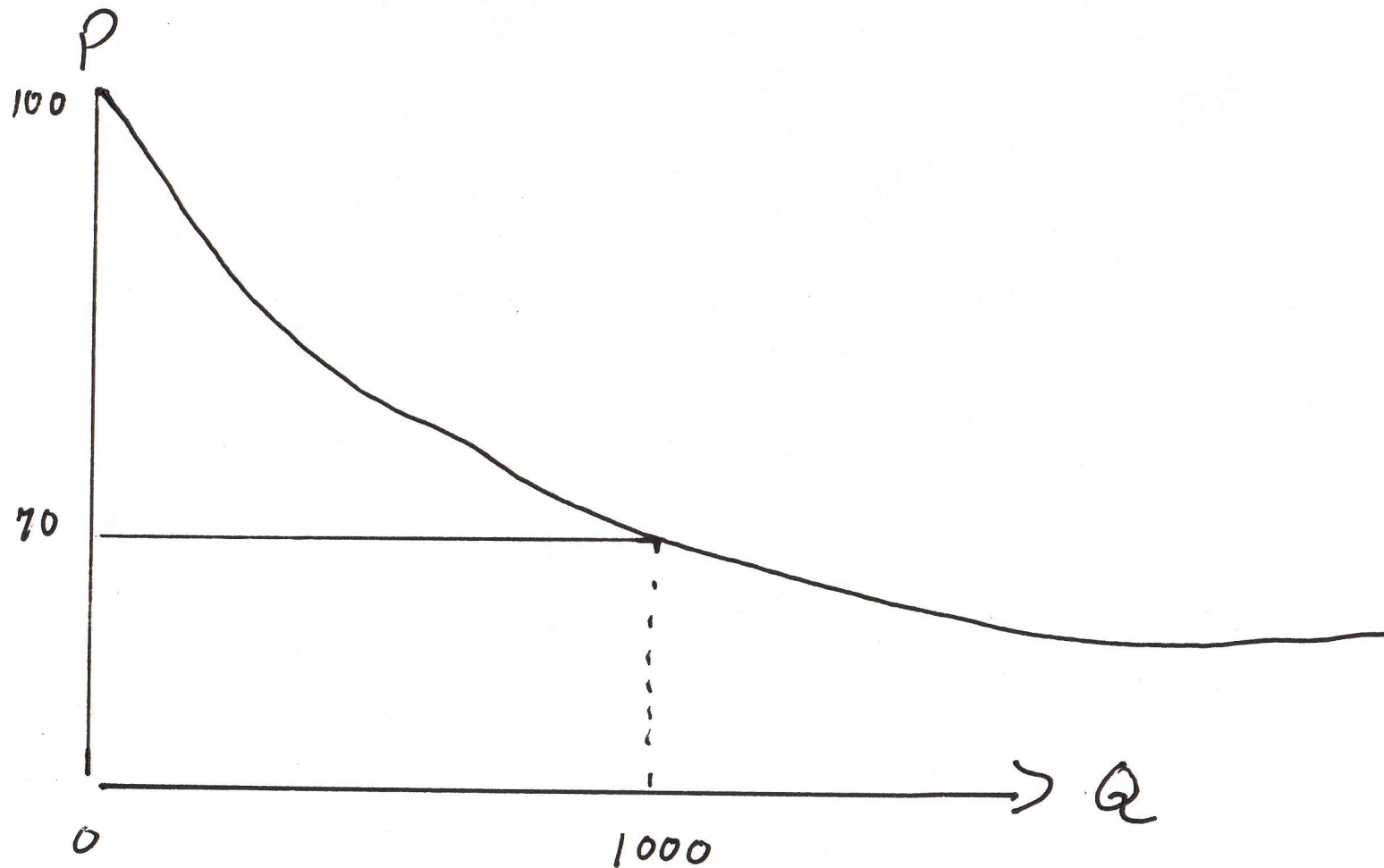
Consumer surplus: Four individuals, one object



<u>Ind</u>	<u>WTP</u>	<u>surplus</u>
1	100	30
2	90	20
3	80	10
4	70	0
		<hr/>
		60

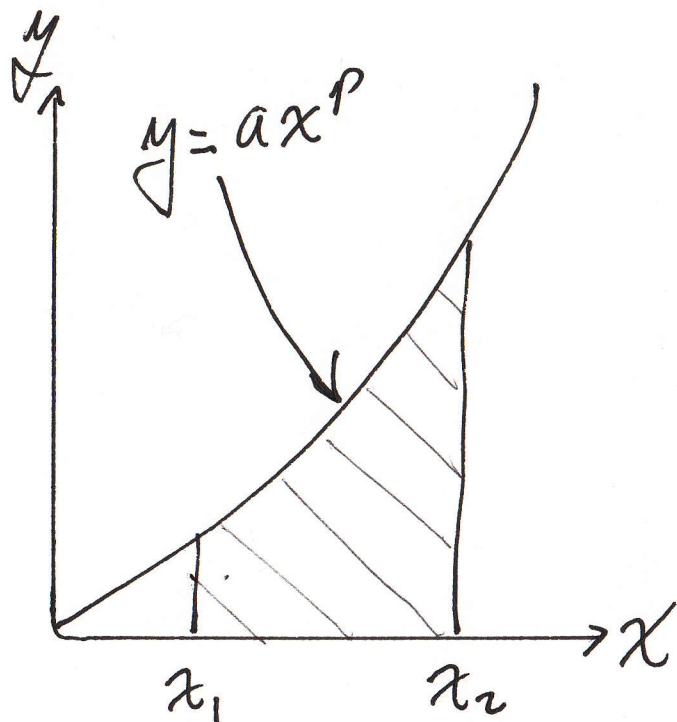
Consumer surplus is
the area

Demand: Many individuals; The jagged line becomes smooth ⁵



Area is approximately $(100 - 70) \times 1000 \times \frac{1}{2} = 15,000$

Computing the area under a curve



$$\text{Area} = a \left[\frac{x_2^{p+1}}{p+1} - \frac{x_1^{p+1}}{p+1} \right]$$

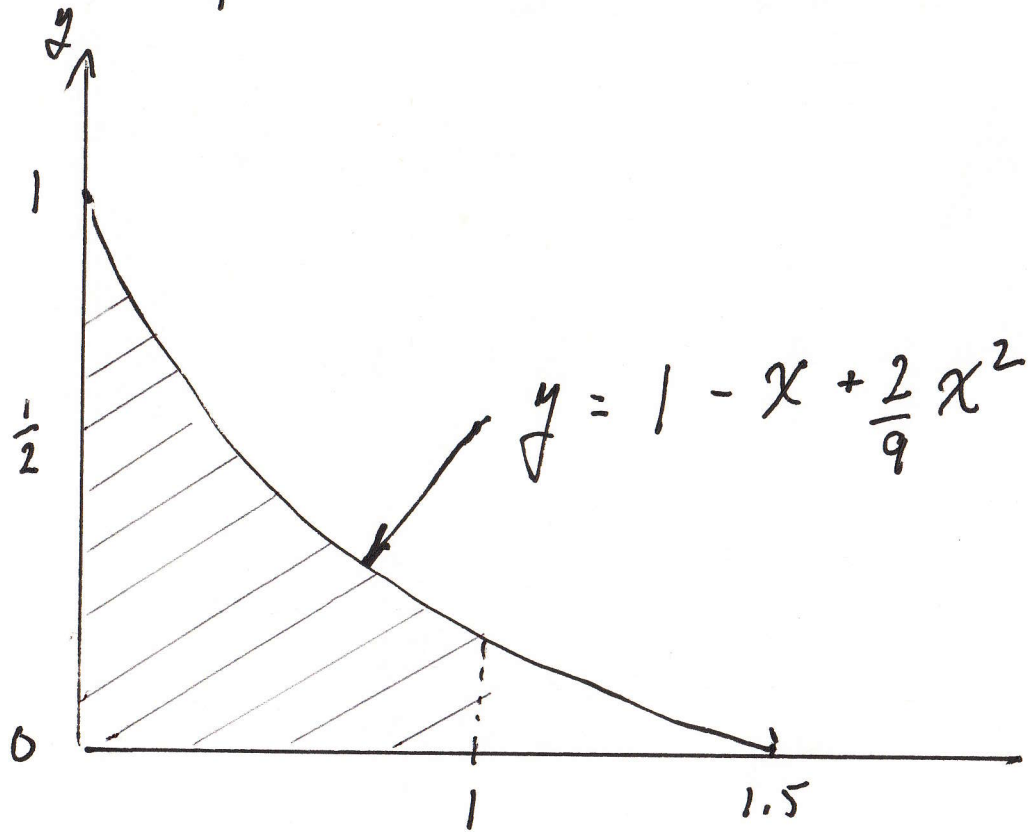
5

Area for more complicated curves

$$y = a + bx + cx^2$$

Compute the area for each piece and then add them up.

Example



$$x = 0 \quad y = 1$$

$$x = 1 \quad y = \frac{2}{9}$$

$$x = \frac{3}{2} \quad y = 0$$

Area under curve
from 0 to 1

$$1 \left[\frac{x_2^1}{1} - \frac{x_1^1}{1} \right] = 1 [1 - 0] = 1$$

$$-1 \left[\frac{x_2^2}{2} - \frac{x_1^2}{2} \right] = -1 \left[\frac{1}{2} - 0 \right] = -\frac{1}{2}$$

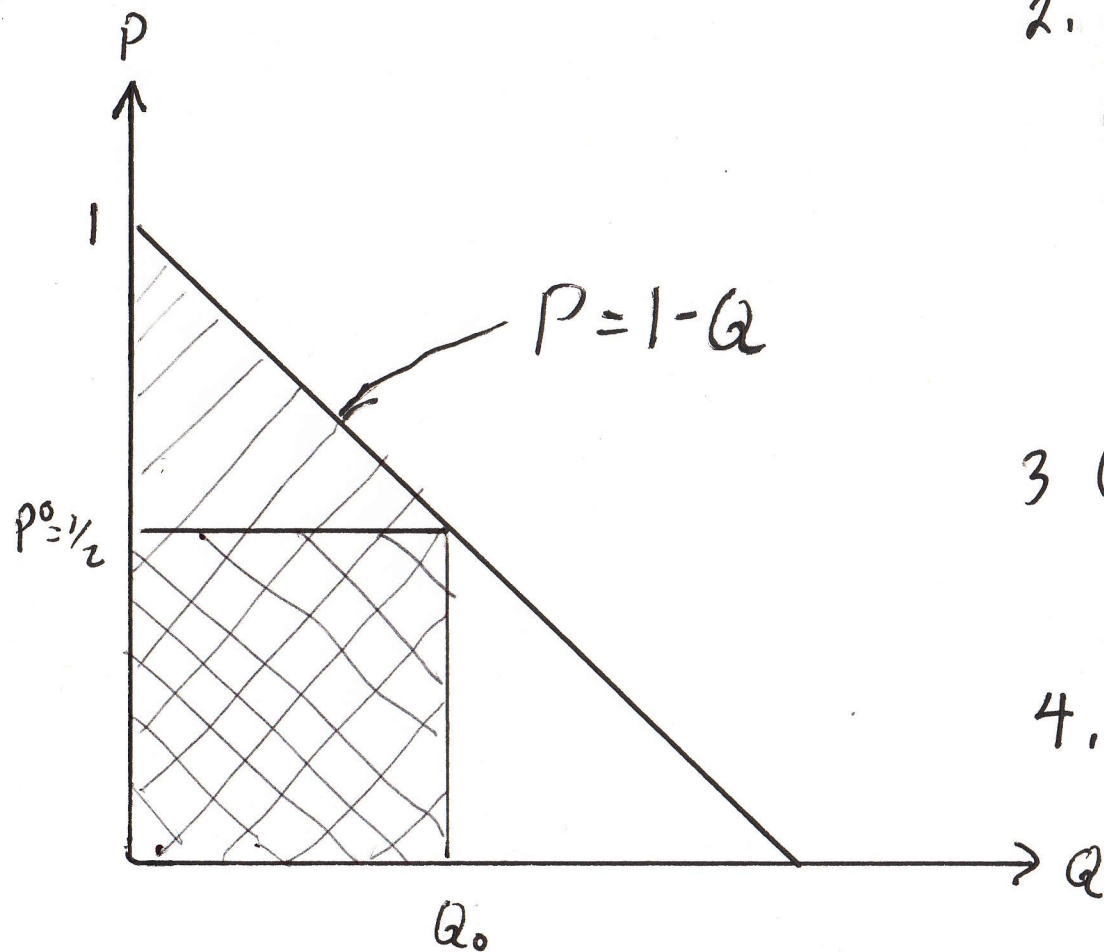
$$\frac{2}{9} \left[\frac{x_2^3}{3} - \frac{x_1^3}{3} \right] = \frac{2}{9} \left[\frac{1}{3} - 0 \right] = \frac{2}{27}$$

$$\text{Sum} \quad 1 - \frac{1}{2} + \frac{2}{27} = \frac{\cancel{.507}}{.574}$$

Consumer surplus if

Demand: $P = 1 - Q$

Selling price: $P_0 = \frac{1}{2}$



Solution

1. Find Q_0

$$P_0 = \frac{1}{2} = 1 - Q \Rightarrow Q_0 = \frac{1}{2}$$

2. Compute total willingness to pay, which is area under demand curve from 0 to Q_0

$$1 \left[1 - \frac{1}{2} \right] - 1 \left[\frac{1}{4} - \frac{1}{8} \right] = \frac{1}{2} - \frac{1}{8} = \frac{3}{8}$$

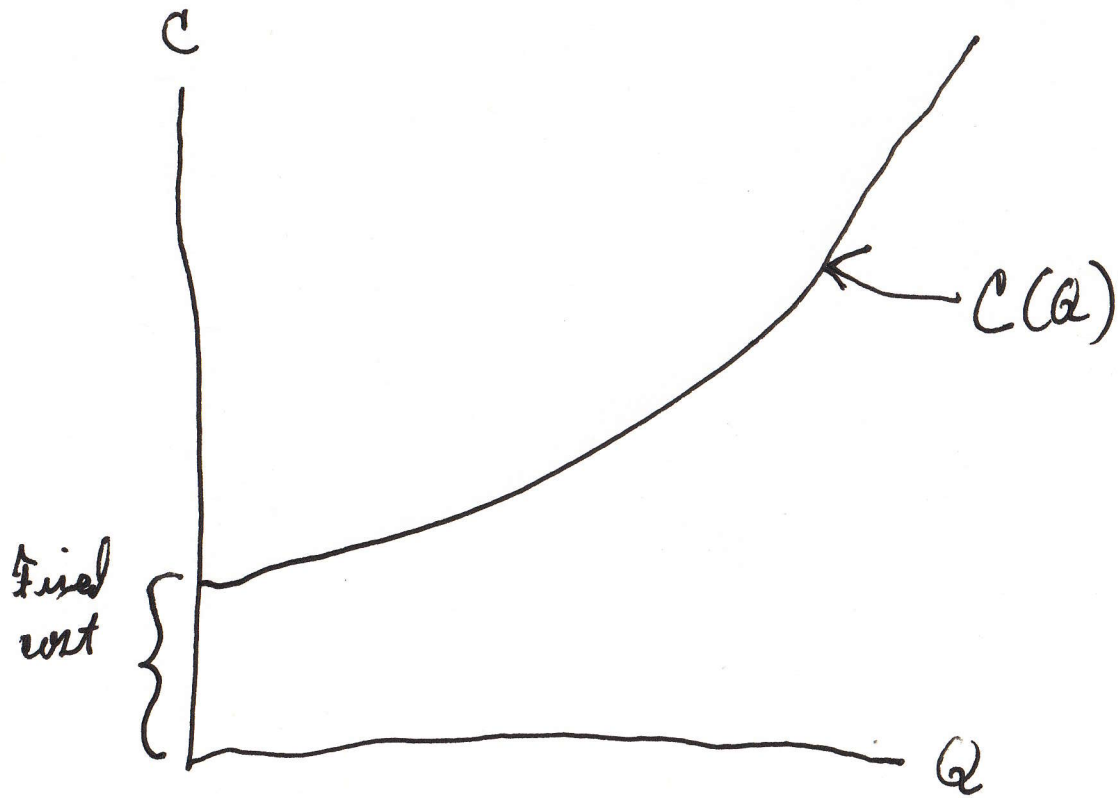
3. Compute total cost, which is

$$P_0 \times Q_0 = \frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$$

4. Consumer surplus is

$$\frac{3}{8} - \frac{1}{4} = \frac{1}{8}$$

Supply is determined by the firm's cost function⁸
Most cost functions plot like this



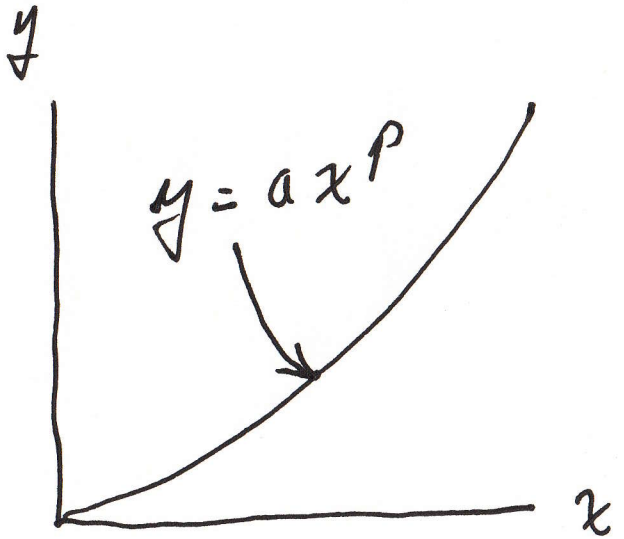
9
More useful than the cost function is the marginal cost function

$$MC(Q) = \frac{\Delta C}{\Delta Q} = \frac{C(Q_1) - C(Q_0)}{Q_1 - Q_0}$$

which gives the incremental cost of producing Q_1 when the firm is already producing Q_0 . I.e. the extra cost of one more unit of output

$$\text{also written as } MC(Q) = C'(Q) = \frac{dC(Q)}{dQ}$$

Computing $\frac{\Delta y}{\Delta x}$ for



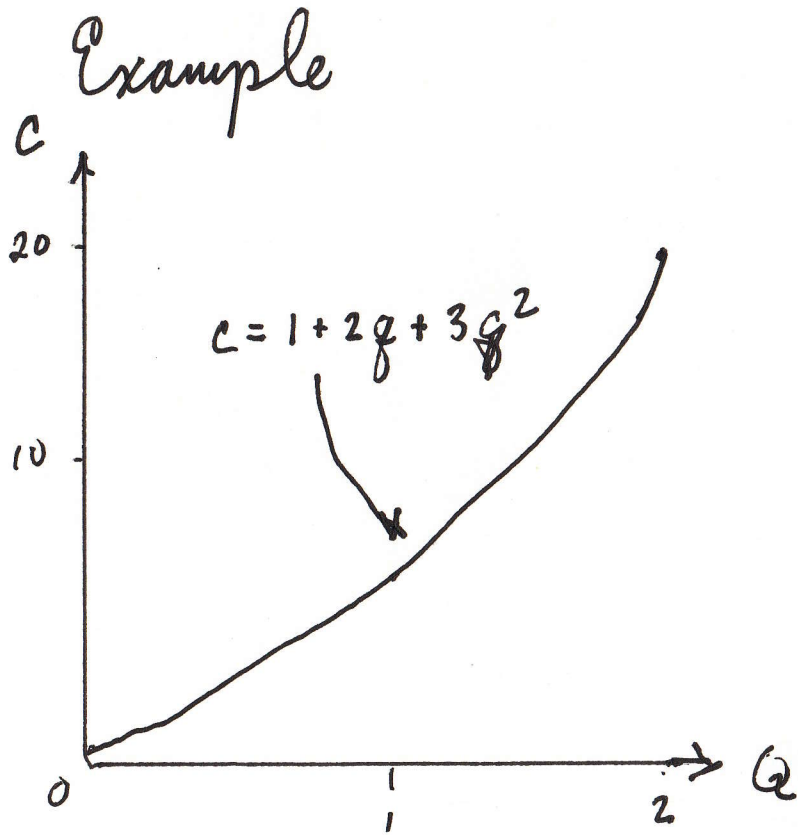
$$\frac{\Delta y}{\Delta x} = a p x^{p-1} \quad p \neq 0$$

$$\frac{\Delta y}{\Delta x} = 0 \quad p = 0$$

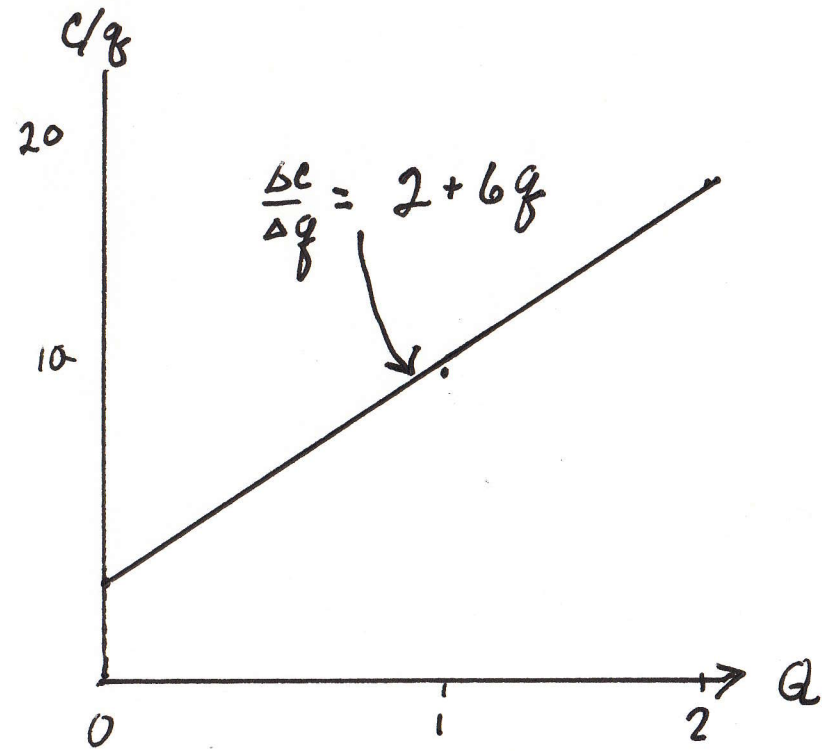
$\frac{\Delta y}{\Delta x}$ for more complicated curves

$$y = a + bx + cx^2$$

Compute $\frac{\Delta y}{\Delta x}$ for each piece then add them up



$$\begin{aligned} Q=0 & \quad C=1 \\ Q=1 & \quad C=6 \\ Q=2 & \quad C=17 \end{aligned}$$



$$\begin{aligned} Q=0 & \quad \frac{\Delta C}{\Delta Q} = 2 \\ Q=1 & \quad \frac{\Delta C}{\Delta Q} = 8 \\ Q=2 & \quad \frac{\Delta C}{\Delta Q} = 14 \end{aligned}$$

What Q does a firm decide to produce?

12

If there are so many firms that each firm's output has ~~an~~ no effect on price (competition) then the firm's profit is

$$\Pi(Q) = P \cdot Q - C(Q)$$

The firm will increase output until $\frac{\Delta \Pi}{\Delta Q} = 0$

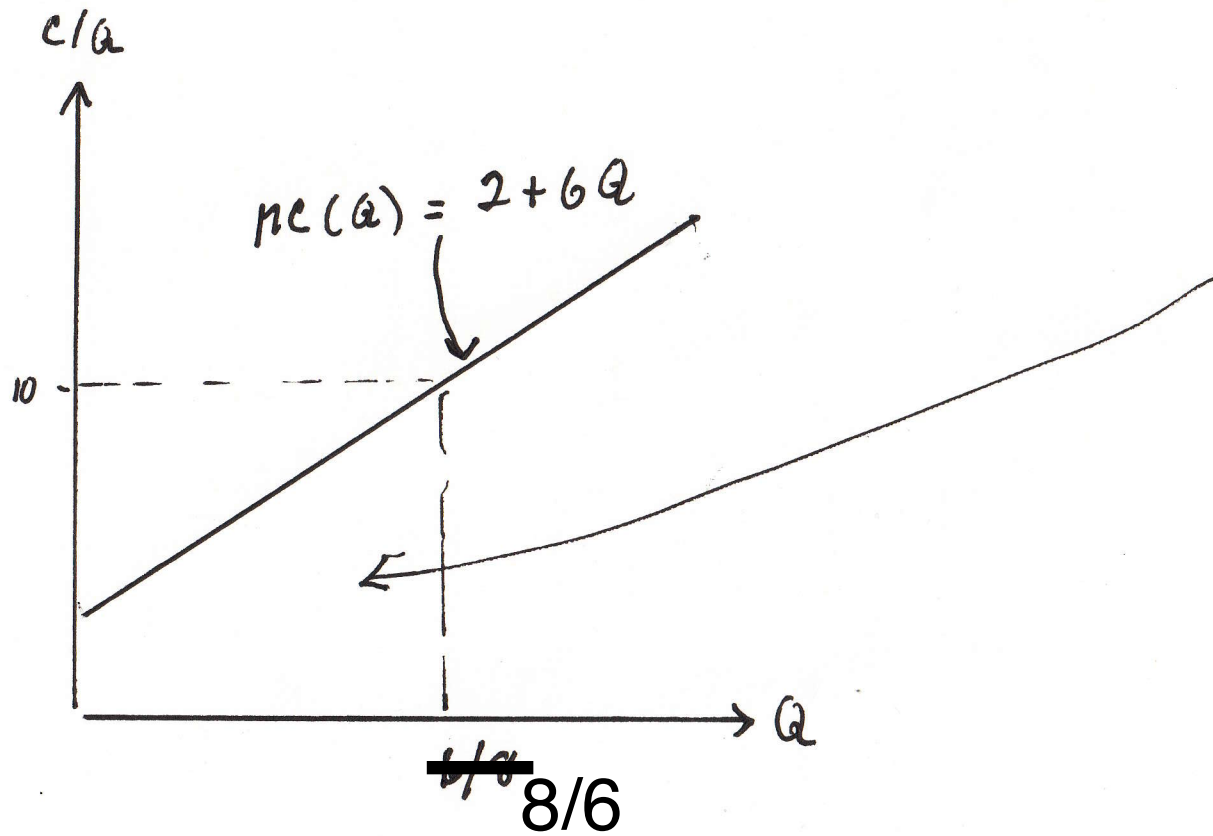
$$0 = \frac{\Delta \Pi}{\Delta Q} = P - MC(Q)$$

That is

$$MC(Q) = P$$

Example

13

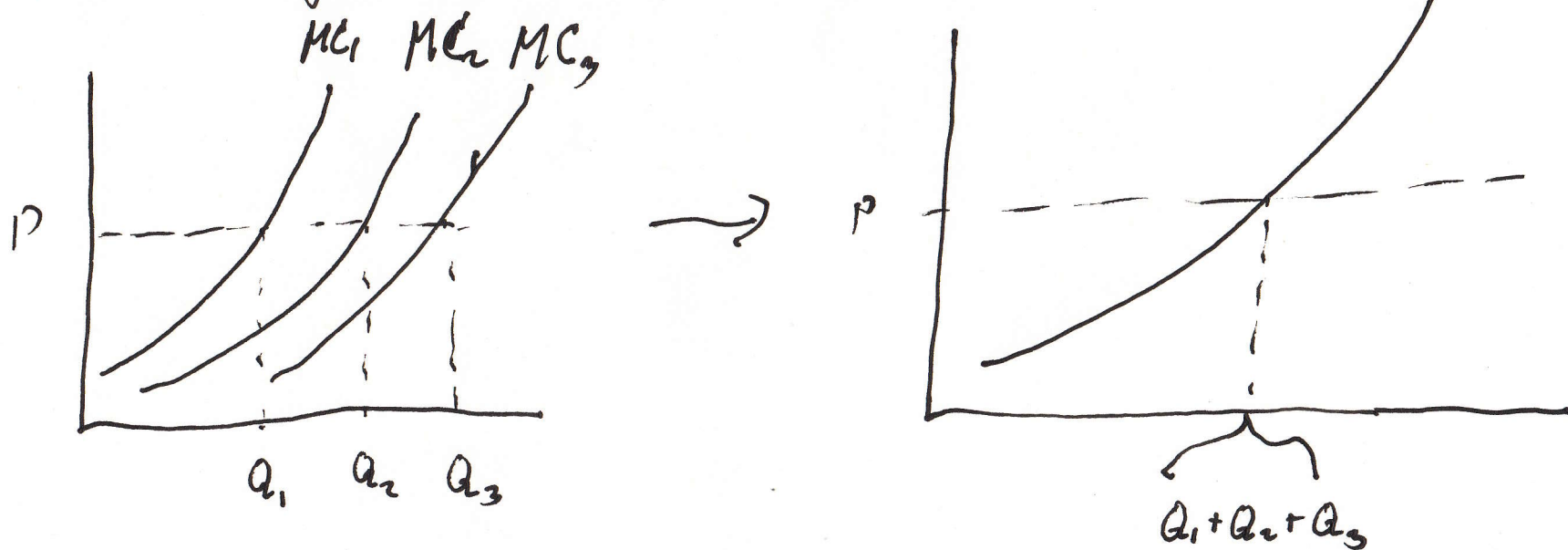


$$10 = 2 + 6Q$$

$$Q = \frac{6}{6} \\ \frac{8}{6}$$

This area is
total variable
cost at $Q = \frac{8}{6}$
i.e. $2Q + 3Q^2$
The information
about fixed
costs gets lost.

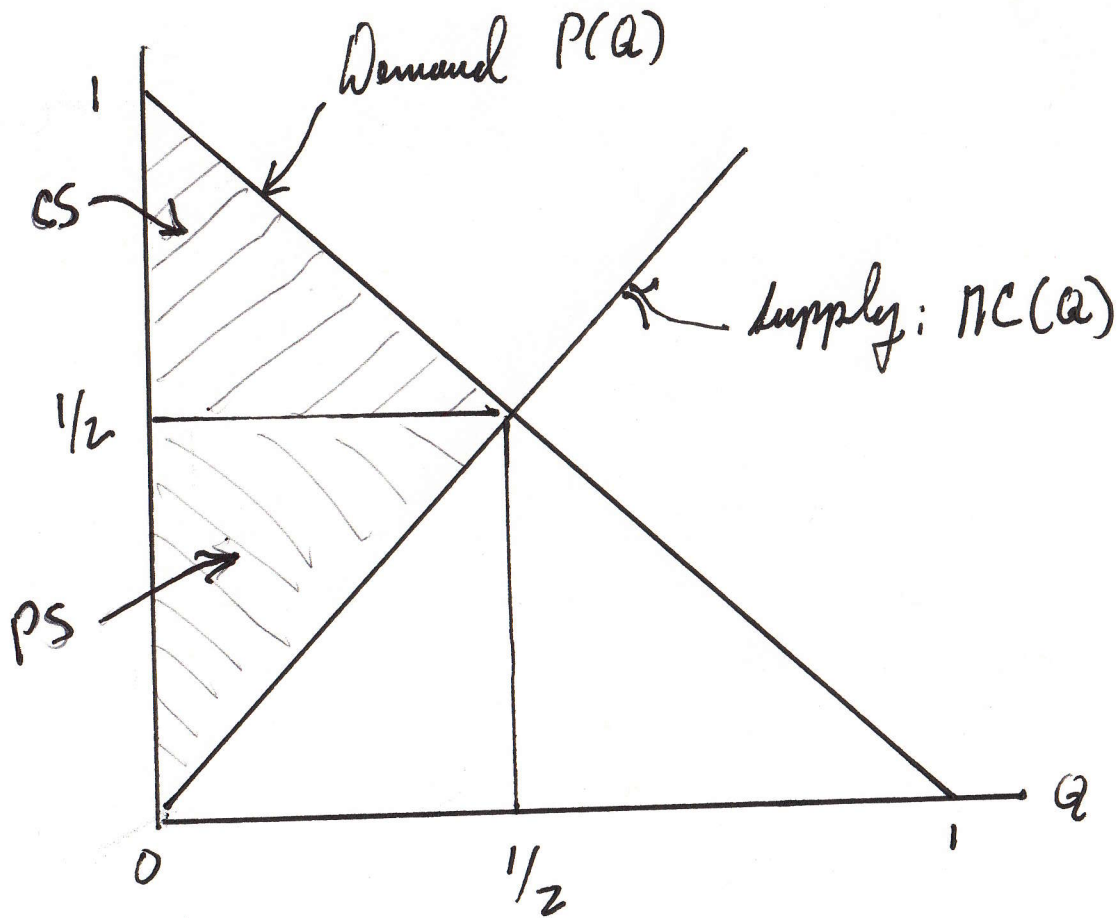
To get the industry's supply curve, take
the horizontal sum



i.e. at each price P , the industry output
is the sum of the outputs of each firm

Equilibrium occurs where the demand and supply curves intersect

15



$$P(Q) = 1 - Q$$

$$MC(Q) = Q$$

$$P = MC \text{ equilibrium}$$

$$1 - Q = Q$$

$$Q^e = 1/2$$

$$P^e = 1 - 1/2 = 1/2$$

What does a firm decide to produce ?

16

If there is only one firm (monopoly) then the firm must take the effect of Q on P into account (demand)

$$\begin{aligned}\pi(Q) &= P(Q)Q - C(Q) \\ &\quad \underbrace{\hspace{2cm}} \\ &\quad \text{Revenue} \\ &= R(Q) - C(Q)\end{aligned}$$

The firm will increase output until $\frac{\Delta\pi}{\Delta Q} = 0$

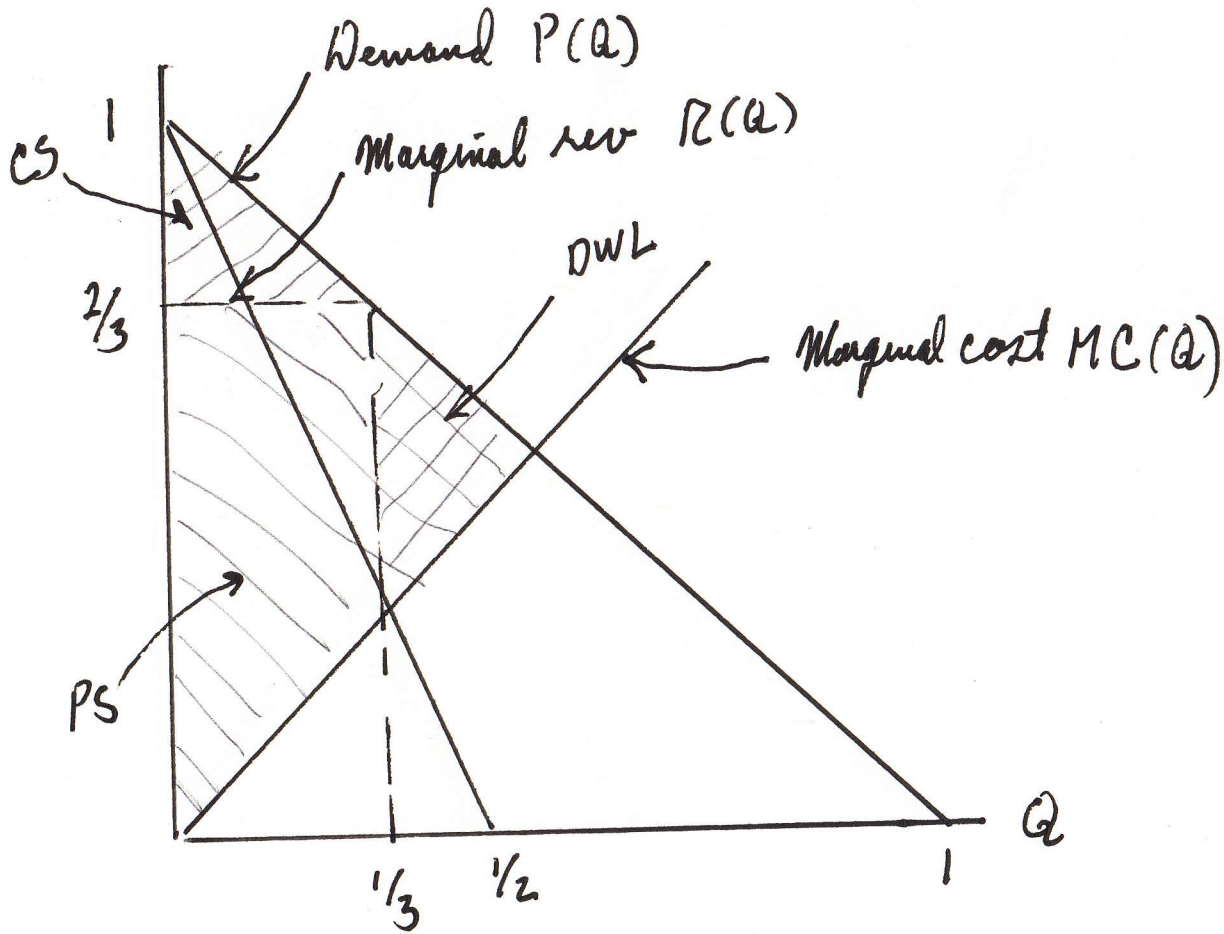
$$0 = \frac{\Delta\pi}{\Delta Q} = \frac{\Delta R}{\Delta Q} - \frac{\Delta C}{\Delta Q}$$

That is

$$MC(Q) = MR(Q)$$

Marginal cost equals marginal revenue

Example



$$P(Q) = 1 - Q$$

$$R(Q) = (1 - Q)Q = Q - Q^2$$

$$MR(Q) = 1 - 2Q$$

$$MC(Q) = Q$$

$$MC = MR \text{ equilibrium}$$

$$Q = 1 - 2Q$$

$$Q^M = 1/3$$

$$P^M = 1 - 1/3 = 2/3$$

Compare monopoly with competition

