Copyright (C) 2001 David K. Levine

This document is an open textbook; you can redistribute it and/or modify it under the terms of version 1 of the open text license amendment to version 2 of the GNU General Public License. The open text license amendment is published by Michele Boldrin et al at http://levine.sscnet.ucla.edu/general/gpl.htm; the GPL is published by the Free Software Foundation at http://www.gnu.org/copyleft/gpl.html.

Monopoly

Big Media Giant (BMG), the gigantic media company has a new album by the group Lucky in the Park.

What price should it charge for this new product?

Each unit will cost *c*\$ to produce and distribute.

Market research indicates that the number of units that will be sold x depends upon the price p according to the relation x = d(p)

Monopoly Solution

p is price, *x* is output, *c* is unit cost profit $\pi = px - cx$ inverse demand x = d(p) or p = f(x)profit again $\pi = f(x)x - cx$ marginal profit equals zero $\frac{d\pi}{dx} = f'(x)x + f(x) - c = 0, \ f(x) \left[\frac{f'(x)x}{f(x)} + 1 \right] = c$

$$p\left[\frac{d\log p}{d\log x}+1\right]=c$$

2

Discussion of the Solution

$$p\left[\frac{d\log p}{d\log x}+1\right]=c$$

 $\frac{d\log p}{d\log x}$ is negative so p > c

- monopoly vs. "competition"
- the more "inelastic" is price with respect to output, the bigger the markup
- take into account how other "players" respond to your "strategy": the more you sell, the lower the price "opponents" are willing to pay

An Example with Linear Demand

$$p=a-bx$$

monopoly

$$\pi = (a - bx)x - cx = (a - c)x - bx^{2}$$
$$\frac{d\pi}{dx} = (a - c) - 2bx = 0$$
$$x = \frac{a - c}{2b}$$

competitive equilibrium

$$p = c$$
$$a - bx = c$$
$$x = \frac{a - c}{b}$$

4

Graphical Analysis

revenue = px = f(x)x

marginal revenue = $MR = \frac{d}{dx}$ revenue

cost = cx

marginal cost= $MC = \frac{d}{dx} \cot c$ f'(x)x + f(x) = c or MR = MC

take a=9, b=1, c=2

Optimum of the Monopolist



6

Returns to Scale

total cost = $cx + dx^2 / 2$

average = c + dx/2

marginal = c + dx

- if d = 0 constant returns to scale
- if d > 0 decreasing returns to scale
- if d < 0 increasing returns to scale

Example Revisited

$$p = a - bx$$

monopoly
$$\pi = (a - bx)x - cx - dx^{2}/2$$
$$= (a - c)x - (b + d/2)x^{2}$$
$$\frac{d\pi}{dx} = (a - c) - 2(b + d/2)x = 0$$
$$x = \frac{a - c}{2b + d}$$

competitive equilibrium

$$a - bx = c + dx$$
$$x = \frac{a - c}{b + d}$$

- when d > 0 (decreasing returns to scale) monopolist produces more than $\frac{1}{2}$ competition
- when d < 0 competitor earns negative profit

```
average = c + dx/2
marginal = c + dx
when d < 0
average cost > marginal cost
so price = marginal cost < average cost
```

means you lose money on each unit you sell