




**Lecture 3**  
Cost, Supply & Competitive Markets

Economics  
& Society

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1

**Previously in E&S**

- ★ Budget constraint
- ★ Utility and consumer choice
- ★ Demand
- ★ The law of demand
- ★ Elasticity of demand  
% response of quantity to % change in price
- ★ Cross-price elasticity   
complements vs. substitutes
- ★ Income elasticity   
normal vs. inferior

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2

Cost, Supply & Competitive Markets







Lecture 3

3



4

**Production** Production

- ★ **Production** is the process that **transforms** scarce resources into useful goods and services
- ★ Resources are often referred to as **production factors** and are distinguished in **two categories**:
  1. **Labor (L)**: the human input
  2. **Capital (K)**: inputs in goods, services and land.
- ★ In **everyday English**, capital may refer to financial input  
in **economics**, we **count the value** of capital in units of money but money per se **is not capital** because it **cannot produce** anything by itself.

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5

**Sources of cost for the firm** Production

- ★ **Two elements** affect the cost of production:
  1. The available **technology of production**  
technology determines the **potential combinations** of labor and capital required to produce the desired level of output
  2. The **prices of production factors**  
quantities of **labor** and **capital** must be acquired at a **dollar fee** for production to occur.






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6

### The production function

Production

- ★ Imagine that you run a **print shop**:  
you need press operators ( $L$ ) and print presses ( $K$ ) to produce leaflets ( $q$ )
- ★ If you need to print **10,000 leaflets / day**, technology allows you to do it **either**:
  - ▶ With 1 worker and 3 machines (in one shift per day) 
  - ▶ With 3 workers and 1 machine (in three shifts per day). 
- ★ Such technology can be **conveniently** represented by the **production function**:  

$$q = 3,333 \cdot L \cdot K + 1$$
 the production function can **calculate** the number of prints ( $q$ ) for **any combination** of  $L$  and  $K$  you choose
- ★ Different combinations of  $L$  and  $K$  are possible to yield **equal output**  $q$   
yet, the **costs** of those different combinations do **not** necessarily have to be **equal**.

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7



8

### From production to cost

Cost

- ★ Every  $q$  can be possibly produced by **more than one combinations** of  $L$  and  $K$   
any **rational** producer will **select the cheapest** of those combinations
- ★ If each **machine** is leased for \$120 per day & each **worker** is paid \$150 per day:
  - ▶  $K = 1$  and  $L = 3$  yields 10K prints at a **cost** of  $1 \cdot 120 + 3 \cdot 150 = \$570$
  - ▶  $K = 3$  and  $L = 1$  yields 10K prints at a **cost** of  $3 \cdot 120 + 1 \cdot 150 = \$510$  ✓
- ★ If for every  $q$ , we choose the **optimal combination** of  $L$  and  $K$ , we can derive another useful **equation**, which links:
  - ▶ The **desired production level**  $q$
  - ▶ With the **cost**  $C$  for employing the **optimal combination** of  $L$  and  $K$  that yields  $q$ .

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9

### The cost function

Cost

- ★ Some **examples** of cost functions are:  

$$C = 500 + 30q \quad \text{or} \quad C = 100 + 3\sqrt{q} \quad \text{or} \quad C = 200 + 0.1q^2$$
- ★ In the above relationships, there is a **common pattern**:
  - ▶ One part of the cost is **independent** from the level of production → **Fixed cost**
  - ▶ Another part of the cost **increases** with production → **Variable cost**
- ★ The fixed cost includes costs that the firm **cannot avoid** by not producing  
these are costs on factors acquired for a **fixed duration** on a **contract**, a **lease**, or under some other type of **time commitment** or changing them is objectively **difficult**
- ★ On the other hand, **variable costs** will be avoided if  $q$  drops to **zero**  
these are costs on **non-contract labor**, raw materials, supplies etc.

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10

### Short-run and long-run

Cost

- ★ In our analysis, we often **assume** for simplicity that  $K$  is **fixed** and  $L$  is **flexible**  
because typically is **easier** to hire/fire **labor** than lease/un-lease **equipment or buildings**
- ★ Thus, we usually **consider** that:
  - ▶ Initially, the firm **commits** to a scale (the level of  $K$ ) for a **long-term**
  - ▶ And then, in the **short-term**, it can change  $q$  only by **adjusting**  $L$ .
- ★ This means that in the **short-run planning** of the firm:
  - ▶ The **fixed part** of the cost function concerns **spending on capital**
  - ▶ The **variable part** of the cost function concerns **spending on labor**.
- ★ In the **long-run planning** of the firm **everything must be variable**  
fixed factors **cannot be fixed forever**, at some point, **contracts will expire** and the producer can re-adjust  $K$ .

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11

### Sunk cost

Cost

- ★ Some fixed costs are also **sunk**
- ★ An expense is sunk when it **cannot be recovered** once it is paid
- ★ Examples:
  - ▶ Training employees
  - ▶ Acquire non-transferable permits
  - ▶ Buying job-specific equipment.
- ★ **Not all** fixed costs are sunk:
  - ▶ The cost of a non-specific **machine** is a **fixed cost** but not a **sunk cost**
  - ▶ You can **liquidate** it and **recover part** of the expense.
- ★ **Should** sunk costs affect economic decisions? ..

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12

**Measuring cost in the S-R**

- ★ **Total Cost (C)** relates cost of total production to the amount of production. C must be a *positively sloped* function
- ★ **Variable Cost (VC)** is the part of total cost that *depends on q*. VC must also be a *positively sloped* function
- ★ **Average Total Cost (AC)** is the cost *per unit*.  $C/q$ . AC is usually a *U-shaped* function
- ★ **Average Variable Cost (AVC)** is the variable cost *per unit*.  $VC/q$ . AVC is usually a *U-shaped* function
- ★ **Marginal Cost (MC)** is the cost of *each additional unit* of production:  $\Delta C/\Delta q$ . MC is usually a *U-shaped* function.

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13

**S-R Cost properties**

- ★ C is *positively sloped* – and that's all
- ★ AC is usually "U-shaped" *decreasing* in the beginning, reaches a *minimum*, then is *increasing*
- ★ AVC *differs* from the AC only by the FC per unit. U-shaped also, underneath AC
- ★ When the AC is U-shaped, MC *intersects* AC at AC's *minimum*, while the MC is *increasing*
- ★ In this course, we will be using the AC and MC curves as a **system** the "cost system" of the firm or the market

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14

**L-R Scale**

- ★ **Before** the producer *commits* to a level of capital, she has to think what is her *expected scale* of production
- ★ Let's get back to the *print shop* example:
  - ▶ Expected  $q$  10K prints/day → Small scale
  - ▶ Expected  $q$  20K prints/day → Medium scale
  - ▶ Expected  $q$  30K prints/day → Large scale.
- ★ She *may be able* to produce 30K with the small scale capital but *AC will be high*
- ★ She *may* produce 10K with the large scale but *AC will be high*.

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15

**AC in the L-R**

- ★ In the S-R, after the producer has chosen a scale, she is *stuck* with that scale
- ★ In the L-R, however, before she commits to a scale, the producer can *think of her L-R AC* as the *lower envelope* of all scales that is, depending on her expected  $q$ , she can *jump to any scale* gives her the *lower AC*
- ★ But in reality, there exist *more than 3 scales*
- ★ The L-R AC curve will be a *smooth envelope* below all possible S-R AC curves *every point* of the LAC is the min of a S-R AC

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16

**Internal video**

This video explains the reasons for the shape of AC in the S-R, the different reasons for the shape of the AC in the L-R and the difference between Returns to Scale and Economies of Scale. Also, it presents an interesting engineering reason for Economies of Scale: the square-cube law

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17

**External video**

In this video by Wendover Productions, watch how Economies of Scale become relevant to our everyday life. How much would it cost if you were making your (truly) own chicken sandwich?

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18



19

PC Introduction

## Perfect Competition

- ★ We will now examine how consumers and producers *interact* within an *ideal environment* of competition
- ★ Consumers *optimize their utility* subject to their budget constraint  
this yields their individual demands, and by extension, the *market demand*
- ★ Producers optimize their production to *maximize their profits*  
this yields the firm and market supply.

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20

PC Introduction

## Basic assumptions of PC

- ★ A market is *perfectly competitive* when:
  1. There exists a *large number* of sellers
  2. The product is *homogeneous*
  3. There are *no barriers* for sellers and buyers to participate in the market.
- ★ Lets examine these assumptions *one by one*.

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21

21

PC Assumptions

## 1. Large number of firms

- ★ Firms are so many that cannot *meaningfully interact*
- ★ This assumption leads to *price-taking*:
  - ▶ Each *firm* holds a tiny market share and its actions *do not affect* other firms
  - ▶ Price is set at the *market level* – the individual firm *cannot* affect it
  - ▶ That is, for the firm, price is considered *given*.
- ★ What happens if the firm *deviates*?
- ★ Also, every consumer is assumed to *buy too small a share* of industry output to have any impact on market price.

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PC Assumptions

## 2. Product homogeneity

- ★ All products have *big or small differences*
- ★ It is important how the consumer *perceives* the good:
  - ▶ Even when the products are *physically different*, they should be considered *homogeneous* if the consumers cannot tell the difference
  - ▶ Even when the products are *physically identical*, they should be considered *heterogeneous* if the consumers think that there is a difference.
- ★ Heterogeneous products, such as *brand names*, can charge higher prices because they may be *perceived* as better  
thus, they *cannot be considered* under the PC model.

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23

PC Assumptions

## 3. Free entry and exit

- ★ In PC, market *entry* or *exit* must have *no restrictions* or barriers  
permits, prohibitions, access to resources, physical access to the market etc.
- ★ Sellers may *freely enter* or *exit* the market  
this *does not imply* that a PC seller does not face *fixed costs*
- ★ Buyers can easily *switch* from one supplier to another without any costs.

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PC Profit maximization

### Profit maximization in general

- ★ Profit ( $\Pi$ ) is the **difference** between **revenue** ( $R$ ) and **cost** ( $C$ )  

$$\Pi = R - C$$
- ★ **How** do we hit the level of production ( $q$ ) where this **difference is maximum**?
- ★ If by producing an extra unit of  $q$ , the **revenue from that unit exceeds the cost of that unit**:
  - ▶ **Go ahead** and produce that unit because **it adds to profit**
  - ▶ That is, if  $MR > MC$ , then **increase**  $q$ .
- ★ If by producing an extra unit of  $q$ , the **revenue from that unit is exceeded by the cost of that unit**:
  - ▶ **Do not** produce that unit because it **contributes negatively** to your profit
  - ▶ That is, if  $MR < MC$ , then **cut down**  $q$ .

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25

PC Profit maximization

### Generalized profit maximization condition

- ★ If  $MR > MC$ , then **increase**  $q$
- ★ If  $MR < MC$ , then **decrease**  $q$
- ★ If  $MR = MC$ , then **stay** at that  $q$
- ★ When  $MR = MC$ , production is at the **optimal level**  
 we **denote** that level of profit maximizing output by  $q^*$
- ★  $MR = MC$  is known as the **generalized profit maximization condition**:  
 under **any market structure**, profit is maximized when the cost for producing an extra unit equals the revenue from this unit.

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26

PC Profit maximization

### Profit maximization in PC

- ★ Profit is **maximum** when  

$$MR = MC$$
- ★ In PC, the **revenue from each extra unit** of  $q$  is the price  $p$  of that unit  
 individual PC sellers **do not do independent pricing**, they charge the **market prevailing price** for all units they put for sale
- ★ Thus, in PC, **marginal revenue and price are the same thing**
- ★ So, the **profit maximizing condition** becomes  

$$p = MC$$
  
 under PC, profit is maximized when the cost for producing an extra unit equals the market price.

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27

PC Demand

### How a PC firm perceives the demand

- ★ The individual PC firm **cannot affect the price**
- ★ The price results from the **interaction of demand and production** at the **market level**
  - ▶ When quantity produced **exceeds the quantity demanded**, price **tends to fall**
  - ▶ When quantity produced **is less than the quantity demanded**, price **tends to rise**
  - ▶ The **market price** will be at the level where the **quantity produced is equal to the quantity demanded**.
- ★ **Individual sellers** take the market price as **given**  
 each firm is **too small** to have an impact on the market price.

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28

PC Demand

### Demand for a PC firm

- ★ Quantity produced in the **market** ( $Q^*$ ) is **equal** to quantity demanded at  $p^*$
- ★ Every **firm** takes  $p^*$  as **given**
- ★ Thus, the **Demand curve** faced by an **individual firm** is a **horizontal line** at the height of the market price,  $p^*$ .

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29

PC Demand

### Changes in demand

- ★ Assume now that this good becomes **more popular** and **demand increases to  $D_1$**
- ★ Quantity produced in the **market** ( $Q_1^*$ ) is **equal** to quantity demanded at  $p_1^*$
- ★ Every **firm** who **still sells** at  $p^*$  will start being **sold out earlier** and take this as a **signal** to increase price
- ★ **New price** will be  $p_1^*$ .

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30



31

### Choosing output: Short-run

- ★ How does each firm **decide how much** to produce ( $q$ ) for each price ( $p$ )?
- ★ We will need to **combine** the **demand** with the **MC, AC** and **AVC** to answer this
- ★ Firm will **produce**  $q^*$  at  $p = MC$ , where:
  - ▶ Revenue per unit is  $p^*$
  - ▶ Total Revenue is area  $p^*Aq^*o$
  - ▶ Cost per unit is  $c$
  - ▶ Total Cost is area  $cBq^*o$
  - ▶ Profit per unit is  $p^* - c$
  - ▶ Total profit is  $p^*ABc_$

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32

### Visualization of maximum profit

- ★ **Profit maximizing** quantity is at  $q^*$
- ★ If, instead, firm **produces**  $q_1$ :
  - ▶ Gains profit area  $K$
  - ▶ Forgoes profit area  $L$
  - ▶  $L > K$ , so firm has **lower profit** than at  $q^*$ .
- ★ If, instead, firm **produces**  $q_2$ :
  - ▶ Gains profit area  $N$
  - ▶ Forgoes profit area  $M$
  - ▶  $M > N$ , so firm has **lower profit** than at  $q^*$ .

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33

### Losses and shutdown

- ★ A firm is producing **chairs**:
  - ▶ 1 worker for **\$80 / day on 1-year contract** who can make 10 chairs a day
  - ▶ \$10 worth of materials per chair (wood, nails, glue, stain etc.).
- ★ **Average costs**:
  - ▶ AFC: **labor** cost per chair is  $\$80 / 10 = \$8$  per chair
  - ▶ AVC: **capital** cost per chair is \$10 per chair
  - ▶ AC is  $\$8 + \$10 = \$18$ .
- ★ If **price** per chair was **\$12**, should the firm **shut down**?
  - ▶ The firm makes a **loss** of  $\$18 - \$12 = \$6$  per chair
  - ▶ Yet, **by operating it covers** the entire \$10 of AVC and \$2 of AFC
  - ▶ **Operating losses** are  $10 \cdot \$6 = \$60$  per day;

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34

### Immediate shutdown

- ★ When price is below **AFC** but **above AVC**:
  - ▶ The firm **covers** its entire **AVC** and part of **FC**
  - ▶ If it shuts down it will have to pay the entire **FC from pocket**
  - ▶ Keep operating till the **contracts** expire; **shutdown** in the long-run.
- ★ If price is **below AVC**:
  - ▶ Every unit produced **intensifies losses**
  - ▶ The firm must **immediately shutdown**.
- ★ If price per chair was **\$6**:
  - ▶ The firm makes a **loss** of  $\$18 - \$6 = \$12$  per chair
  - ▶ **Operating losses** are  $10 \cdot \$12 = \$120$  per day
  - ▶ **Shutdown losses** are only **\$80** per day.

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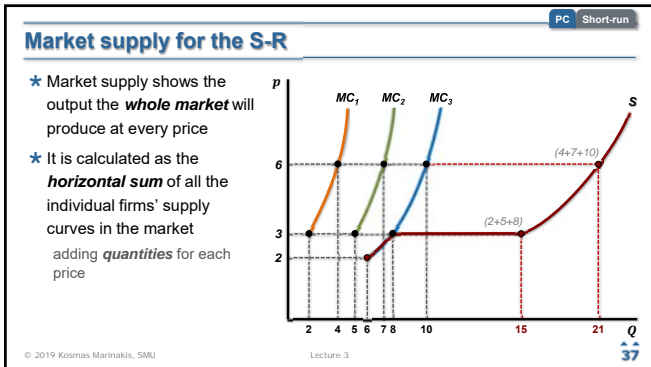
35

### S-R supply decision

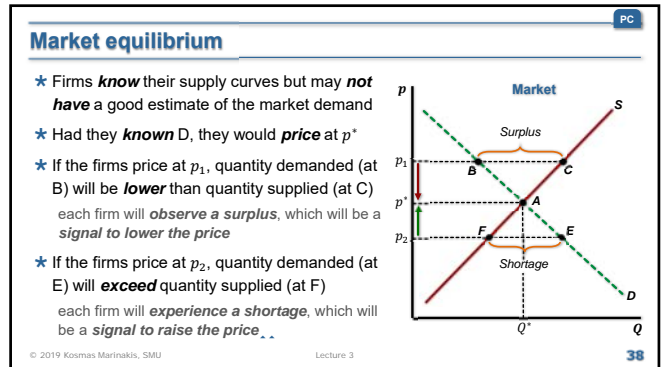
- ★ Supply curve tells **how much output** the firm will produce at different prices
- ★ Competitive firms **produce the quantity** where  $p = MC$ :
  - ▶ For price  $p_A$ , firm produces  $q_A$
  - ▶ For price  $p_B$ , firm produces  $q_B$
  - ▶ For price  $p_C$ , firm produces  $q_C$
  - ▶ For price  $p_D$ , firm **shuts down**.
- ★ MC **traces** the supplied quantity for every  $p \dots$
- ★ The PC firm's **supply curve** is the portion of the MC curve above the AVC curve.

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36



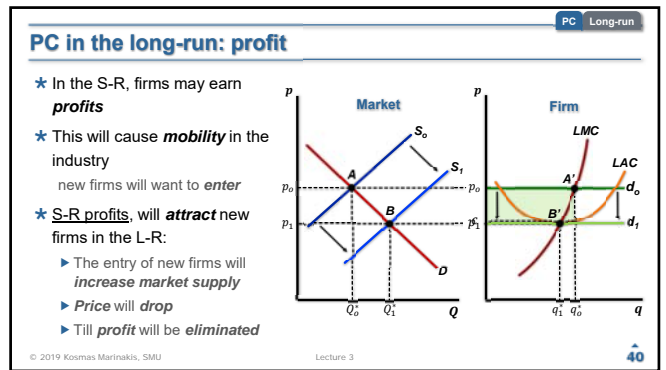
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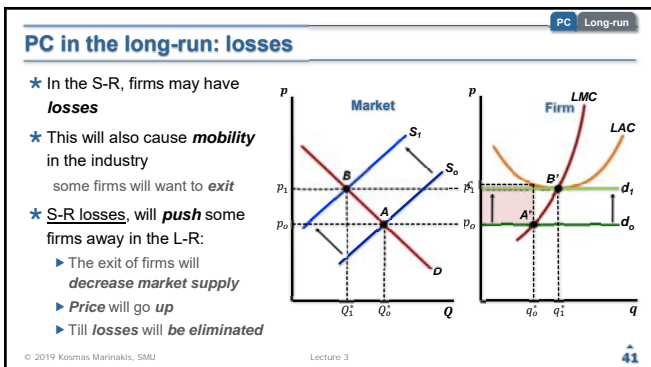
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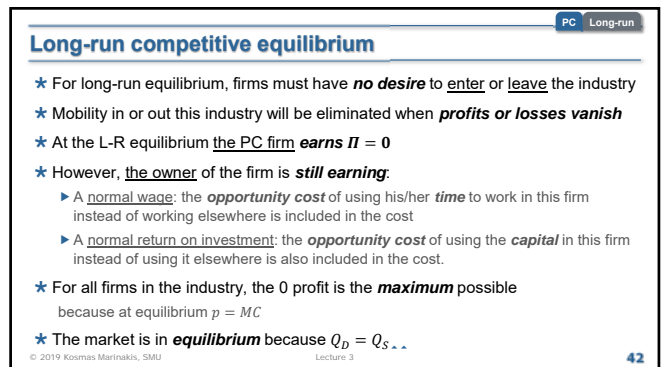
39



40



41



42

Thank you!

