

## Principles of Microeconomics-II

L4: Public Goods

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# Types of Goods

- ① **Private Goods:** Excludable & Rival. *For e.g., a car.*
  - ② **Club Goods:** Excludable & Non-Rival. *For e.g., a cinema screen.*
  - ③ **Common Resources:** Non-excludable & Rival. *For e.g., a grazing pasture.*
  - ④ **Public Goods:** Non-excludable & Non-Rival. *For e.g., basic research.*

# Efficient Provision of Public Goods

- Efficient outcomes are given by equating marginal benefit to marginal cost.
- There is a cost of providing a public good, often born by the community or the State.
- The benefits of the public good are borne by *everyone* in the community.
- Benthamite social planner.

$$\text{Optimal Choice: } \text{MSB} = \text{MC} \implies \sum_i MB_i = MC$$

# Efficient Provision of Public Goods

Vertical summation of individual marginal benefit curves!



**Figure:** Efficient Provision of Public Goods. *Source:* Figure 20.14, Bernheim & Whinston (2009)

# Efficient Provision of Public Goods

Given:

A market has 5 stores, and hours of street-patrolling (denoted by  $S$ ) is a public good that protects them. Each firm's Marginal Benefit from patrolling is given by  $\frac{100}{1+S}$ .

If the Marginal Cost of providing an additional hour of patrolling is \$20, what is the socially efficient level of street-patrolling hours?

What if there are 10 stores?

# Considerations regarding Market Failure

- Public goods entail non-excludability along with positive externalities  
 $\Rightarrow \sum_{-i} MB_i$  is not internalised. **Free-rider problem!**
- The private market with voluntary contributions will not/under-provide a public good. **A case for government provision.**
- Social justice.
- Drawing a distinction between *production* and *provision* of public goods.

# Government Provision of Public Goods

We will focus on government-provided public goods, irrespective of their production.

- How to determine efficient provision? Need information on  $MB_i \forall i$ .
- Incentive to misreport MB (which is the willingness to pay for each additional unit of public good provision).
- If have to pay, may **under-report** valuations. If don't have to pay, may **over-report** valuations.
- Truth-telling mechanisms!

# Mechanism Design

- The “engineering” side of economic theory.
- Identify an outcome, then design a mechanism to attain the the outcome:  
**reverse engineering on the basis of preferences.**
- Incentive compatibility.

# Mechanism Design

Erik Maskin (2007). Mechanism Design: How to implement social goals.  
Nobel Prize Lecture.

*Now, in the public framework, if the government knows at the outset which choice of public goods is optimal, then there is a simple – indeed, trivial – mechanism for achieving the optimum: the government has only to pass a law mandating this outcome. [...] The basic difficulty – which gives the subject of mechanism design its theoretical interest – is that the government or auctioneer will typically not have this information. After all, the net surplus-maximizing choice of public goods depends on citizens' preferences for such goods, and there is no particular reason why the government should know these preferences.*

# The Groves Mechanism

- Suppose the government is deciding whether or not to provide a park
- Based on voluntary contributions.
- Provide if  $\text{Total Benefits} > \text{Costs}$ ; else don't provide.
- Each person has a true benefit/valuation for the public good. **IPV:** **Independent Private Valuations.**
- If everyone reported true benefit i.e. truth-telling  $\implies$  optimal provision.
- Need a mechanism to elicit truthful marginal benefit information from each citizen.

# The Groves Mechanism

## The Mechanism

Each person's contributions are equal to the cost imposed by this person on everyone else's benefit when she does not participate. This contribution is called the **Clark Tax**.

The Groves Mechanism (aka the Vickrey-Clark-Groves mechanism) thereby internalises the externality imposed by each person's contributions towards the public good.

# The Groves Mechanism

- ① Step 1: Ask each citizen to report the total benefit she would receive from different levels of public good provision.
- ② Step 2: Calculate the reported marginal benefit ( $RMB$ ) for each citizen.
- ③ Step 3: Vertically add up everyone's  $RMB$  to get  $RMB^{total}$ .
- ④ Step 4: The intersection of  $RMB^{total}$  and  $MC$  is denoted by  $Q^{total}$ .
- ⑤ Step 5: What happens when individual  $i$ 's contribution is taken away?  
Call this  $RMB^{others}$ .
- ⑥ Step 6: What is the cost that individual  $i$  imposes on everyone else by not participating? **The Clark Tax.**

# The Groves Mechanism

...is **Incentive Compatible**! Given everyone else's contributions ( $RMB^{others}$ ):

- Let the true valuation of person  $i$  be  $MB^i$ .
- Let the reported valuation of person  $i$  be  $RMB^i$ .
- Suppose this person decides to over-report i.e.  $RMB^i > MB^i$ .
- $\Rightarrow$  more public good ( $\uparrow$  benefit) + greater contribution amount ( $\downarrow$  benefit).
- Loss from mis-reporting true valuation.

In practice, social planners elicit information about each person's total benefit via sealed-bid auctions.

# The Groves Mechanism

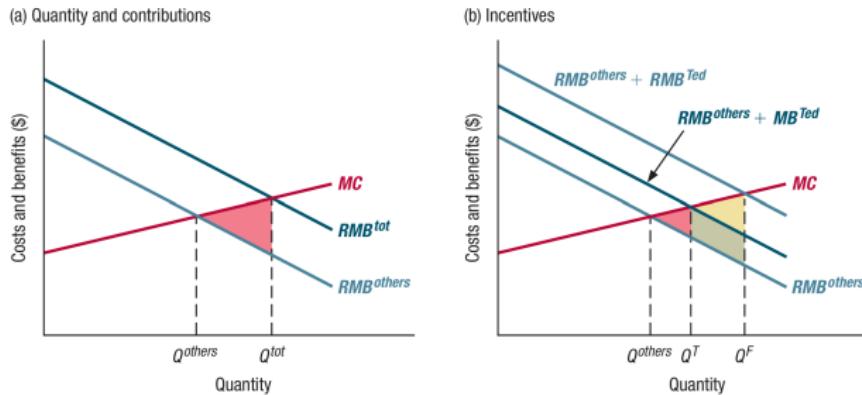


Figure: Groves Mechanism. Source: Figure 20.15, Bernheim & Whinston (2009)

# How do governments make socially optimal decisions?

- How does the state interact with citizens and their preferences within democratic institutions?
- Voting is a way of preference aggregation!
- **Indirect Democracy:** Citizens vote for representatives, representatives vote over policies. *For e.g., the Indian electoral system.*
- **Direct Democracy:** Citizens vote directly over policies. *For e.g., Referendums in the US place legislation on ballot.*

# Single-Peaked Preferences

Attributed to Duncan Black and Kenneth Arrow.

- Individuals have preferences over different outcomes.
- Each individual has a **best** outcome that maximises her utility.
- As she moves away from this outcome in any direction, her utility falls.

Preferences that are not single-peaked

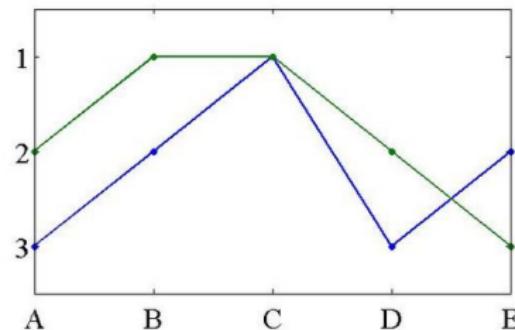


Figure: Not Single Peaked Preferences

# Majority Voting

Assume single-peaked preferences.

## Majority Voting Rule

A majority voting rule is one where the winner defeats *every* other outcome in a pair-wise vote.

**Table:** Majority/Condorcet Voting

| # Voters | A | B | C |
|----------|---|---|---|
| 1        | 1 | 2 | 3 |
| 2        | 2 | 1 | 3 |
| 1        | 2 | 3 | 1 |
| 1        | 3 | 2 | 1 |

Who is the Condorcet winner?

# Median Voter Theorem

## Theorem

If voters have single peaked preferences over a single-dimensional axis, a majority voting rule will choose the outcome preferred by the median voter.

The median outcome may not be the socially optimal outcome.