



gill the way a work of the state of the state of
Social Margo Planner
W = TIA+ TIB = TT wents to maximize total profits
Guelleri = [PlyA. Q. B)-(7(4x79B) for max
DW = (-b) (84 + eB) + [a-b4A-b1A-c][2] = 0
ORA
= a-264 - 264B - C= 0 3 sire for (4, + 1, 28 + 1)
DW - a- 154-2598 - (=0)
De B
infinite slating 94: 98=9 9-1 =9
Now a-469-(=0 -) (25 += 98 += 96 4
4AMA-[O++ - ana-c - 9]
26/2
aspeyak quanty

It we both follow plank TIA**= TIB** = BUTS (9/2 - 4/2) (4-4/46) = 1/86 (4-6)= 81/8=10.171 P## =4-6 Q# = =4/2 + c/2 = 5.5 ywe get a higher price when following plane TINE = TO " = 10.125 - High ports. - best print it bois Elmonic eggilibrium If I want to have my best sesponse to 2,25 RA(2.25)= RA(48) = 4108 a-C 1 48 = 4.5-1.125= 3.375 I get ere higher politis it I chest out my polore partica do a sest response to him Bit they are pridicing at the Signal Plane's / Envilopium's quantity. A better roid for Sound Planer is Cartel. The Social Plance / Curtel is also what a Munopily would produce it using aggregate quantity. Lo Thus, Muroply would have Q ## P# " and ITIA = 2 TIE Midel (1934) Stackleberg Same as before, but it goes Kill mon Blus g to solve these winds , f anders, work backword how player b will Wap is no lower

$$\frac{\pi_{A} - \left[a - bq - b\left(\frac{q - c}{2b} - \frac{1}{2}q_{A}\right) - c\right]q_{A}}{-\left[\frac{1}{2}\left(a - c\right) - \frac{1}{2}bq_{A}\right]q_{A}} = 0 \qquad q_{A} + \frac{1}{2} = \frac{1}{2}\left(a - c\right) = 4.5$$

$$\frac{3\pi_{A}}{24} - \frac{1}{2}\left(4 - c\right) - \frac{3}{2}bq_{A} = 0 \qquad q_{A} + \frac{1}{2} = \frac{1}{2}\left(a - c\right) = 4.5$$

$$\frac{4\pi}{2} + \frac{4}{2} - \frac{1}{2}q_{A} + \frac{1}{2} - \frac{1}{2} + \frac{1}{2} - \frac{1}{2} + \frac{1}{2} - \frac{1}{2} + \frac{1}{2} - \frac{1}{2} + \frac{1}{2} + \frac{1}{2} - \frac{1}{2} + \frac{1}{2$$