

# Matching Wedge

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Assumption. Each visit requires  $p \in (0,1)$  services

Service purchased

- consumed:  $C$   
(deliver utility)
- used for matching & conduct visits

Service consumed  $<$  services purchased

Link between consumption & purchases.

Household conducts  $v$  visits & aims to  
consume  $C$  services

$$\text{services purchased} = C + v \times p$$

1 visit  $\rightarrow q(x)$  services (in expectation)

1 purchase  $\rightarrow 1/q(x)$  visits

(can't randomize)

$C + v \times p$  purchases  $\rightarrow$  require  $\frac{C + v \times p}{q(x)}$  visits

$$v = \frac{C}{q(x)} + v \times \frac{p}{q(x)}$$

$$v \left( 1 - \frac{p}{q(x)} \right) = \frac{C}{q(x)}$$

$$v = c * \frac{1}{q(x) - p}$$

Services required for matching

$$p \times v = c * \frac{p}{q(x) - p}$$

Services required for matching & consuming 1 service.

$$\tau(x) \equiv \frac{p}{q(x) - p}$$

$\tau(x)$  is the matching wedge

To consume 1 service, household purchases

$$1 + \tau(x) \text{ services}$$

↑  
consumption

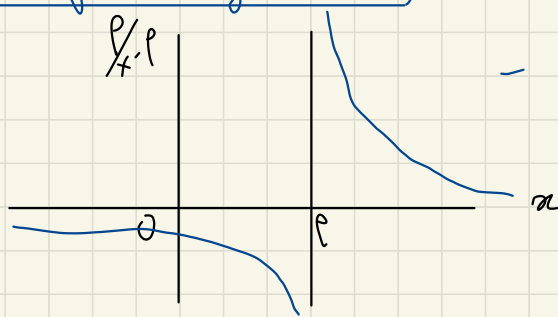
↑  
matching

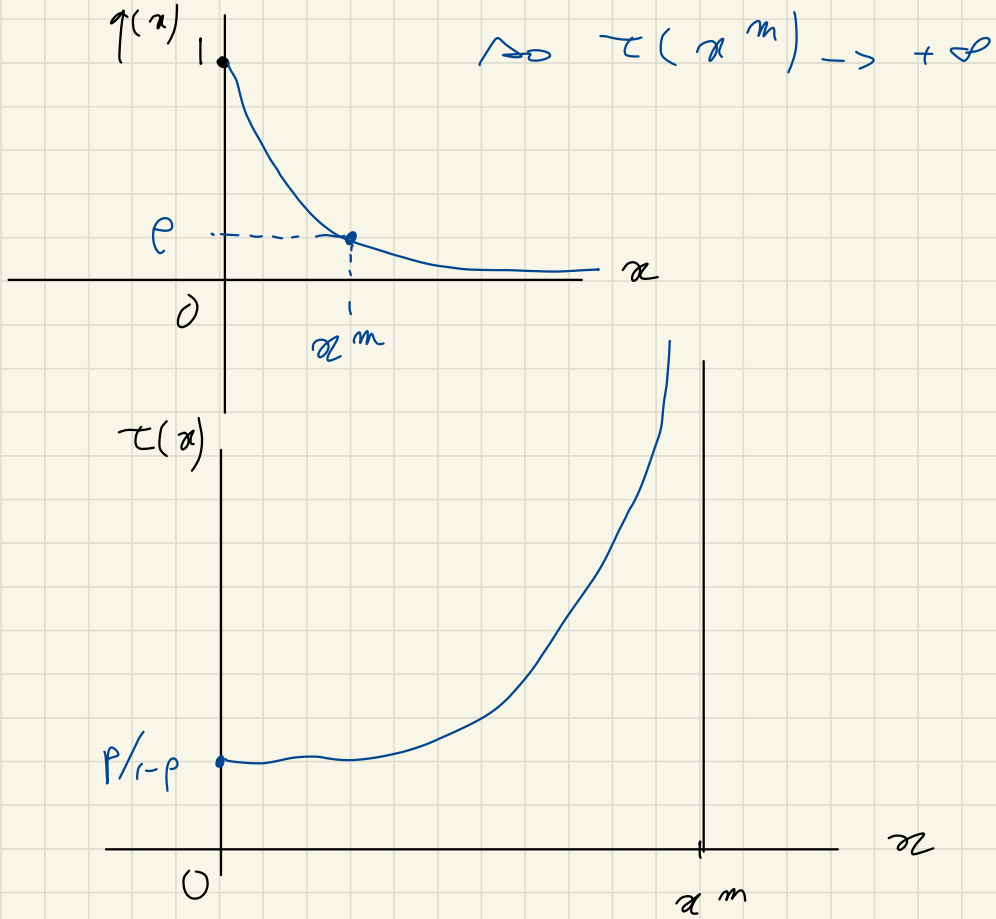
Properties of  $\tau(x)$

$$- \tau(0) = p / (1 - p)$$

-  $\tau(x)$  increasing in  $x$   
(b/c  $p/(x-p)$  is ↓)

$$- \tau(x) \rightarrow +\infty \text{ when } q(x) = p$$





When the market is tighter, visits are less likely to be successful, so the household must devote more resources to matching  $\rightarrow$  the matching wedge is larger, it is more costly to consume things