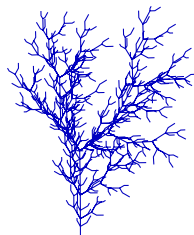


Lesson 3: Relative Change. Applications to Economics

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WHAT DO WE KNOW?

THE GENERAL PROGRAM

► Functions

- x - and y -**intercepts** ($f(x) = 0, f(0)$)
- **Change** from $x = a$ to $x = b$

$$\Delta y = f(b) - f(a)$$

- **Average Rate of Change** from $x = a$ to $x = b$

$$ARC = \frac{\Delta y}{\Delta x} = \frac{f(b) - f(a)}{b - a}$$



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► Kinds of functions:

- **Linear**
 $f(x) = a + mx$

RELATIVE CHANGE

Given a function $y = f(x)$, the **relative change** between $x = a$ and $x = b$ is

$$RC = \frac{\Delta y}{f(a)} = \frac{f(b) - f(a)}{f(a)}.$$

It does not carry units. Instead, if we multiply it by 100, we may express it as a percentage.

RELATIVE CHANGE

EXAMPLES

Example

If the population increases by 1000 people, find the relative change in the population of:

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- ▶ NYC (pop. 8,250,000)

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For Coyote: $f(a) = 1559, f(b) = 1559 + 1000 = 2559$; therefore,

$$\text{RC} = \frac{f(b) - f(a)}{f(a)} = \frac{1000}{1559} \approx 0.6414, \text{ an increase of about } 64.14\%$$

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For NYC:

$$RC = \frac{1000}{8250000} \approx 0.00012, \text{ a (very small!) increase of about } 0.012\%$$

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The price has been **reduced** by 30% for this sale.

APPLICATIONS TO ECONOMICS

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- ▶ The **Cost** function.

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- ▶ The **Depreciation** function.

- ▶ **Supply** and **Demand** curves. **Equilibria**.

COST, REVENUE, PROFIT

EXAMPLES

Example (Making smartphones)

The factory and machinery needed to begin production are fixed costs, which are incurred even if no phones are made. The cost of labor and materials are variable costs, since these quantities depend on how many are made. The fixed costs for this company are \$24,000 and the variable costs are \$37 per phone.

1. What is the Total Cost function for this company?
2. If phones sell for \$250 each, find the manufacturer's revenue function.
3. Sketch these functions, and identify their y -intercept and slope.
4. Find a formula for the profit function of the smartphone manufacturer. Find the *break-even point*.

COST, REVENUE, PROFIT

EXAMPLES

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(q is the quantity, in number of items, C is the total cost, in dollars)

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$$2. \text{ The Revenue is } R = f(q) = 250q.$$

COST, REVENUE, PROFIT

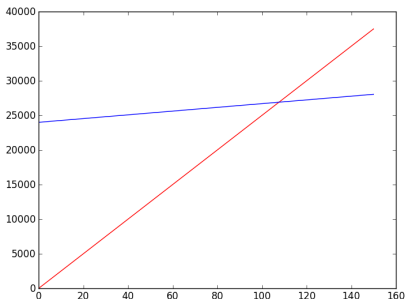
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3. The graph of the **Cost function** is a line with slope 37 and y -intercept 24,000. The graph of the **Revenue function** is another line, with slope 250 and y -intercept equal to zero.



COST, REVENUE, PROFIT

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The break-even point happens when Revenue equals Cost:

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$$q = \frac{24000}{213} \approx 112 \text{ cellphones}$$

DEPRECIATION

EXAMPLES

Example

Suppose that the smartphone manufacturer has a machine that costs \$20,000 and is sold ten years later for \$3,000.

We say that the value of the machine depreciates from \$20,000 to a resale value of \$3,000 in ten years.

The depreciation formula gives the value $V = f(t)$ in dollars of the machine as a function of t in years. Assume that the value depreciates linearly. Find that function.

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$$V = f(t) = 20000 - 1700q$$

APPLICATIONS TO ECONOMICS

SUPPLY AND DEMAND

The quantity of an item q that is manufactured and sold depends on its price. Higher prices make manufacturers supply more, but consumers demand less.

- ▶ A **supply curve** relates the quantity of items that manufacturers are willing to make compared to the **price per unit**.
- ▶ A **demand curve** relates the quantity of items that buyers are willing to purchase compared to the **price per unit**.
- ▶ The **equilibrium price and quantity**, (p^*, q^*) , is found where both curves cross.

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Hint: The higher the price, the more units would the manufacturer want to sell. The lower the price, the more units would the buyer want to purchase!

SUPPLY AND DEMAND

EXAMPLES

Example

One of the tables below represents a supply curve; the other represents a demand curve.

p	182	167	153	143	133	125	118
q	5	10	15	20	25	30	35

p	6	35	66	110	166	235	316
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- ▶ Which one is which?
- ▶ At a price of \$155, approximately how many items would consumers purchase?
- ▶ What would the price have to be if you wanted consumers to buy at least 20 items?

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