

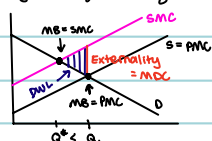
EXTERNALITIES

market failure := resources are misallocated which leads to inefficiency

externality := a side effect of an activity that affects bystanders whose interests are ignored

↳ positive (benefits bystanders) or negative (harms bystanders)

negative externalities:



$MR = PMC < SMC$

\Rightarrow DWL due to over production

$$DWL = \frac{1}{2}(\text{base})(\text{height}) = \frac{1}{2}(\text{externality})(Q_1 - Q_2)$$

MPC = marginal private cost = cost of consumption / production by consumer / firm

MDC = marginal damage cost = additional harm done by increasing level of externality producing activity

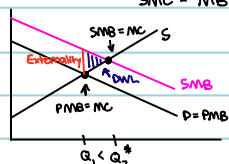
negative externalities \approx taxes

supply curve: $P = 10 + Q = PMC$

$$10 + Q + E = SMC$$

$SMC = MB$ to find Q^*

Positive Externalities:



$MC = PMB < SMB$

\Rightarrow DWL due to underproduction

$$DWL = \frac{1}{2}(\text{base})(\text{height}) = \frac{1}{2}(\text{externality})(Q_2 - Q_1)$$

positive externalities \approx subsidies

demand curve: $P = 10 - Q = MB$

$$10 - Q + E = SMB$$

$SMB = MC$ to find Q^*

Rational Rule for Society: $SMB = SMC$

Addressing Externalities

fixed production technology: fixed relationship between output & externality

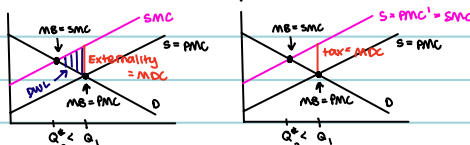
variable production technology: variable relationship between output & externality

① Direct Regulation of Externalities: place hard quantity legal limits on externalities produced

② Taxes: set tax = MDC s.t. $PMC + \text{tax} = PMC' = SMC$

↳ hard to measure monetarily
↳ taxing the product does not incentivize

cleaner production but taxing the externality does



③ Private Bargaining & Negotiation: assign property rights & let the free market work

\rightarrow there is a deal to be made if there is money on the table...

Coase Theorem: w/ clearly defined property rights, the efficient solution will be reached regardless of rights assignments

④ Legal Rules & Procedures: injunction := court ordered stoppings

liability rule := required compensation (lump sum tax)

⑤ Selling or Auctioning Permit Rights: cap the quantity & allow for trade

Goods

	Rival	Excludable
Public	X	X
Private	✓	✓
Club	X	✓
Open Access	✓	X

private goods: horizontal sum of individual demands = total demand

market finds optimal point

public goods: vertical sum of individual demands = total demand

market doesn't find optimal point

Public goods: free rider problem: the nonexcludable product is available to me whether or not I pay

drop in the bucket problem: total cost is so large that my individual contribution is negligible

NO INCENTIVE TO PAY FOR PUBLIC GOODS