## Microeconomic Theory — ECON 323 503 Chapter 3: A Consumer's Constrained Choice

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1. Preferences: How does a consumer decide which bundle of goods he prefers?

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- 4. Constrained choice: How does a consumer choose when faced with a budget constraint?

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Keep in mind that each consumer has his own preferences. Not everyone is necessarily the same.

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Think of  $\succeq$  the way you would  $\geq$ .

What if  $a \succeq b$  but not  $b \succeq a$ : a is at least as good as b but b is not at least as good as a?

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- 3. Monotonic.

### Transitivity

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Does it make sense for  $\succeq$  not to be transitive?

Economist's definition of rationality: Preferences are transitive.

# Monotonicity: more is better

If, all else equal, a contains more of a good than b, then  $a \succ b$ .

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Not critical for the kinds of analysis we will do in this course (unlike transitivity and completeness). But makes life easier.

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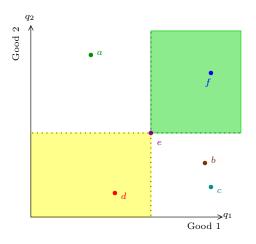
*Preference map*: draw a curve through all the bundles that the consumer is indifferent between.

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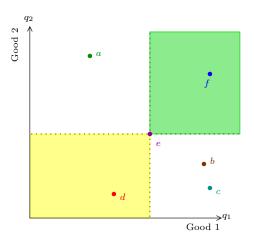
Monotonicity restricts what these lines can look like.

## Monotonicity: graphically



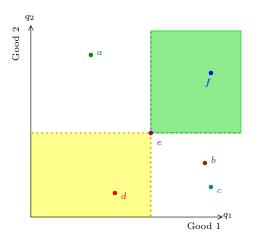
e has less of every good than f so  $f \succ e$ .

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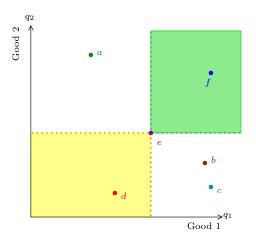


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This is true for every bundle in the green region.

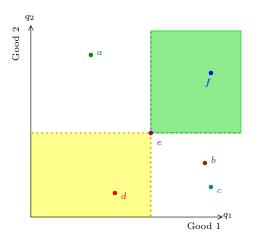


e has more of every good than d so  $e \succ d$ .

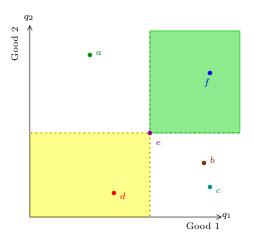


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This is true for every bundle in the yellow region.



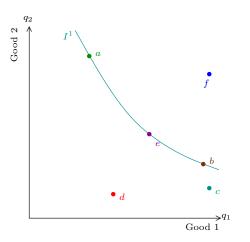
e has more of good 1 and less of good 2 than a.



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Bundles in unshaded area could be better, worse or indifferent.

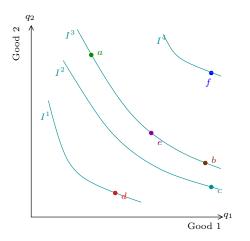
#### Indifference curves



Curve through bundles the consumer is indifferent between.

 $I^1$  is an "indifference curve."

### Preference map



Just do this for every possible bundle.

Collection of curves is a "preference map."

1. Through better bundles as you move  $\nearrow$ .

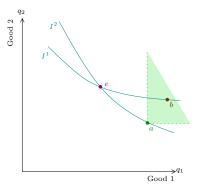
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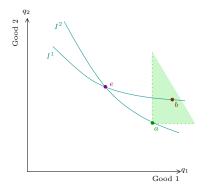
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- 5. Can't be thick.

Crossing ICs:

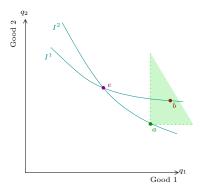


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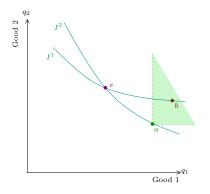
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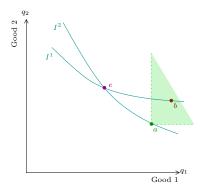
e and b are on  $I^1$  so  $e \sim b$ . e and a are on  $I^2$  so  $e \sim a$ .

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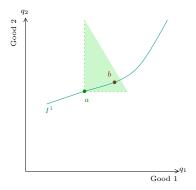
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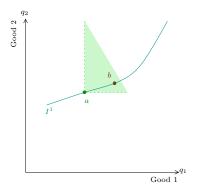


e and b are on  $I^1$  so  $e \sim b$ . e and a are on  $I^2$  so  $e \sim a$ . Transitivity says  $a \sim b$ . But monotonicity says  $b \succ a$ .

Upward sloping ICs:

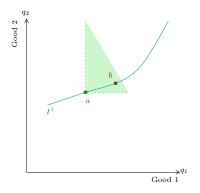


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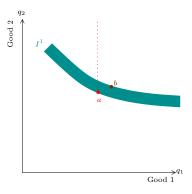
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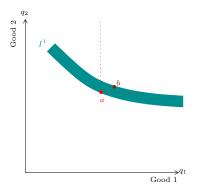


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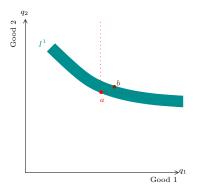


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Example: Cobb-Douglas utility.

$$U(q_1, q_2) = q_1^a q_2^{1-a}.$$

where a is a constant between 0 and 1.

Suppose that  $a = \frac{1}{2}$ . Then

$$U(q_1, q_2) = \sqrt{q_1 q_2}.$$

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$$U(16,9) = \sqrt{16 \times 9} = 12$$
 and  $U(13,13) = \sqrt{13 \times 13} = 13$ . So (13,13) is better than (16,9).

What does it mean for you to have a utility of 10 from one bundle and 15 from another?

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Not really. A utility function only serves to help us *order* the different bundles.

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It could be that U(x) = 5 and U(y) = 4.

But we could just double all the numbers and it would still describe the *same* preferences

#### Positive monotonic transformations

A function F such that if x > y then F(x) > F(y).

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V defines the *same* preferences as U.

$$F(x) = a + bx$$

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$$U(q_1, q_2) > U(q'_1, q'_2)$$

$$\updownarrow$$

$$a + bU(q_1, q_2) > a + bU(q'_1, q'_2)$$

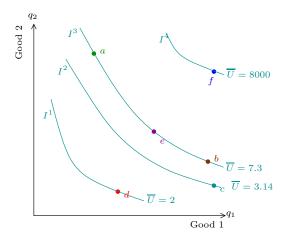
$$\updownarrow$$

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### Utility functions and indifference curves

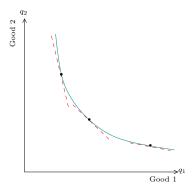
An indifference curve is described by, for each  $\overline{U}$ ,

$$\overline{U}=U(q_1,q_2).$$



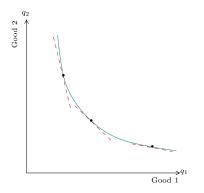
## Willingness to substitute between goods

Marginal Rate of Substitution (MRS): Slope of a line tangent to IC. This is the ratio of changes in  $q_2$  and  $q_1$  that leave you indifferent. Since IC slopes downward, this is negative.



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MRS tells us: How much of good 2 are you willing to give up for a tiny bit more of good 1?

 $Marginal\ utility$ : The additional utility from a tiny bit more of a good.

Just the partial derivative of U:

Marginal utility from good 1 (MU<sub>1</sub>) = 
$$\frac{\delta U}{\delta q_1}$$
 =  $U_1$ 

Marginal utility from good 2 (MU<sub>2</sub>) = 
$$\frac{\delta U}{\delta q_2}$$
 =  $U_2$ 

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Your utility loss from giving up some of good 2 is  $MRS \times x \times U_2$ .

Since you're indifferent, your total utility change is 0.

$$x \times U_1 + MRS \times x \times U_2 = 0.$$

In other words,

$$MRS = -\frac{U_1}{U_2} = -\frac{\frac{\delta U}{\delta q_1}}{\frac{\delta U}{\delta q_2}}.$$

Let's calculate the MRS for

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Step 1: Calculate marginal utility with respect to good 1:

$$U_1 = \frac{\delta U}{\delta q_1} = aq_1^{a-1}q_2^{1-a} = a\frac{U(q_1, q_2)}{q_1}.$$

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Step 2: Calculate marginal utility with respect to good 2:

$$U_2 = \frac{\delta U}{\delta q_2} = (1 - a)q_1^a q_2^{-a} = (1 - a)\frac{U(q_1, q_2)}{q_2}.$$

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Step 3: The negative of their ratio gives us the MRS:

$$MRS = -\frac{U_1}{U_2} = -\frac{a\frac{U(q_1, q_2)}{q_1}}{(1-a)\frac{U(q_1, q_2)}{q_1}} = -\frac{a}{1-a}\frac{q_2}{q_1}.$$

What happens to the shape of an IC as we move down and to the right?

What happens to the shape of an IC as we move down and to the right?

It gets flatter: as you get more and more of good 1, you're "less willing" to give up good 2 for more of good 1.

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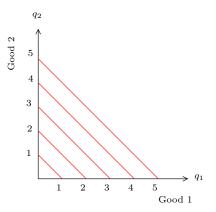
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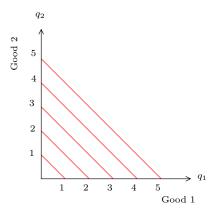
At (4,4), MRS = -1.

But at (40, 4), MRS = -0.1.

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So your MRS is always -1.

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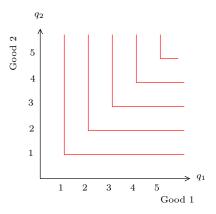
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In general, preferences described by

$$U(q_1, q_2) = \min(q_1, q_2).$$



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where  $0 < \rho \le 1$ .

$$U_1 = (q_1^{\rho} + q_2^{\rho})^{\frac{1-\rho}{\rho}} q_1^{\rho-1}$$

$$U_2 = (q_1^{\rho} + q_2^{\rho})^{\frac{1-\rho}{\rho}} q_2^{\rho-1}$$

$$MRS = -\frac{U_1}{U_2} = -\left(\frac{q_1}{q_2}\right)^{\rho-1}.$$

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 $U_2 = 1$ 
 $MRS = -\frac{U_1}{U_2} = -\frac{du(q_1)}{dq_1}$ .

Example:  $u(q_1) = 4q_1^{0.5}$  so that  $U(q_1, q_2) = 4q_1^{0.5} + q_2$ .

Can't get something for nothing.

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Can't get something for nothing.

If a consumer could have anything, he'd consume an infinite amount of every good (according to our assumptions).

There are limits to what he can have: there are prices and he has a finite income.

Prices:  $p_1$  and  $p_2$ .

Income: Y

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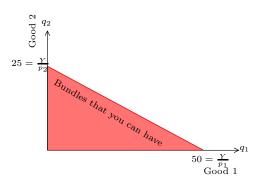
So, if you buy  $q_1$  of good 1, how much good 2 do you buy?

$$q_2 = \frac{Y}{p_2} - \frac{p_1}{p_2} q_1.$$

This tells us how to plot the budget constraint: intercept is  $\frac{Y}{p_2}$  and slope is  $-\frac{p_1}{p_2}$ .

If  $p_1 = \$1, p_2 = \$2$ , and Y = \$50, budget line is

$$q_2 = \frac{50}{2} - \frac{1}{2}q_1 = 25 - \frac{1}{2}q_1.$$



Since you can have anything in the shaded area, we call it your opportunity set.

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If  $p_1 = \$1$  and  $p_2 = \$2$ , then  $MRT = -\frac{1}{2}$ : To get one more unit of good 1, you need to *give up* a half unit of good 2.

Preferences tell us what you would choose.

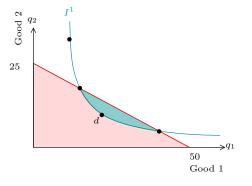
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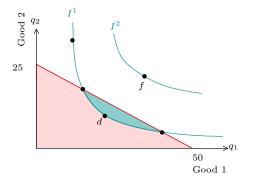
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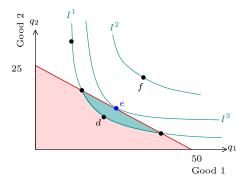
Now, we study how you choose from your budget set.



You can do better than d: all the bundles in the shaded area are better and you can afford them.



Unfortunately, even though it's better than everything in your opportunity set, you can't afford f.



The best you can do in your budget set is e. It's better than all the other bundles in the shaded area.

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This is one equation, the budget line is the other equation. now you can solve two equations for two unknowns  $(q_1 \text{ and } q_2)$ .

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We'll solve this using the *substitution method*.

From the budget constraint:

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So the problem becomes

$$\max_{q_1} U\left(\frac{Y}{p_1} - \frac{p_2}{p_1}q_2, q_2\right)$$

$$\frac{dU}{dq_2} = 0$$

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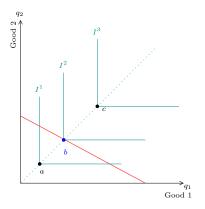
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### Perfect complements

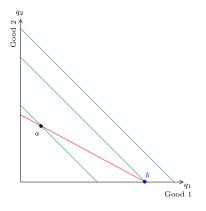
Perfect complements are a little different: The MRS is either  $-\infty$ ,0, or undefined. So how do we maximize?



You would only buy bundles along the dotted line: they have the same amount of each good. The best bundle that you can afford is b.

#### Corner solutions: perfect substitutes

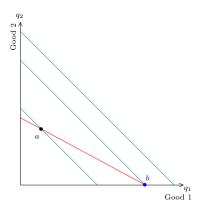
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Since the slope of an IC is constant, it can't be tangent to the budget line at any point. So a can't be the best you can do.

The best that you can do is b. But there's no tangency there.

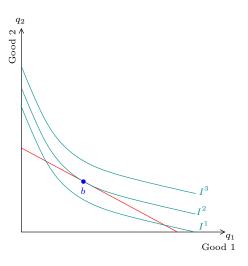
### Corner solutions: perfect substitutes

In this case, you only care about the total number of goods that you get  $(U(q_1, q_2) = q_1 + q_2)$ .

It makes sense that you buy only the cheaper of the two goods.

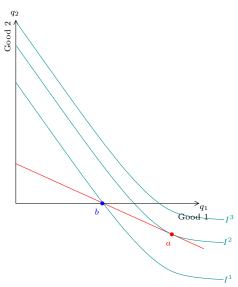
#### Corner solutions: quasilinear preferences

While the ICs do cut the axis, you may have an interior solution with tangency.



#### Corner solutions: quasilinear preferences

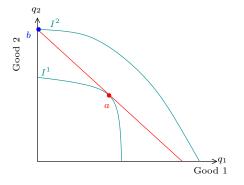
But often, this won't be the case. Tangency may only happen in an impossible area (negative amount of a good).



All the preferences we've thought of so far are convex towards the origin. What if they aren't?

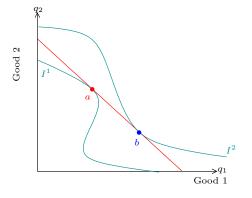
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Despite tangency, a is not the best. Usually "concave" preferences lead to corner solutions like b.

For funky preferences, it gets even more complicated.



Tangency at both a and b but only b is optimal.

$$U(q_1, q_2) = q_1^{0.75} q_2^{0.25}$$

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That is,

$$\max_{q_1,q_2} q_1^{0.75} q_2^{0.25}$$
 s.t.  $q_1 + 2q_2 = 80$ 

Use the substitution method:  $q_1 = 80 - 2q_2$ , so the problem is actually

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First order condition:

$$-2 \times 0.75(80 - 2q_2)^{0.75 - 1}q^{0.25} + 0.25(80 - 2q_2)^{0.75}q^{0.25 - 1} = 0$$

$$-1.5\left(\frac{q_2}{80-2q_2}\right)^{0.25} + 0.25\left(\frac{80-2q_2}{q_2}\right)^{0.75} = 0$$

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Substituting  $q_1 = 80 - 2q_2 = 80 - 2 \times 10 = 60$ .

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Second equation:  $q_1 + 2q_2 = 80$ .

Substitute first into second:

$$6q_2 + 2q_2 = 80.$$

So  $q_2 = 10$  and  $q_1 = 6q_2 = 60$ .