

Average: 58

Median: 60

2/3 of the final is new stuff.

Under PCE, PT is optimal behavior.

2nd half of course:

i) mechanism design

ii) public goods and externalities

What is special about Rubinstein bargaining game that produces an efficient outcome?

2 models: I) $p \rightarrow \text{occupation} \rightarrow z_i$
 $\max U(\text{occupation}, z_i) - p z_i$ II) $\text{occupation} \rightarrow p \rightarrow z_i$ $\max U(\text{occupation}, z_i) - p(\text{occupation}) z_i$ 2003 Final Q4: Lindahl Pricing
(\Rightarrow Public Good) (z_i) $p \leftarrow$ private good economy z $(p_i) \leftarrow$ public good economya) $u_i(z_i, z_j, m_i) = r_i \ln(z_i + z_j) + m_i$ $r_1 = 2, r_2 = 4$. cost of production: $c(z) = \sigma z$. Let $\sigma = 1$.

$$V(0) = \max \{ 2 \ln(z_1 + z_2) + 4 \ln(z_1 + z_2) - (z_1 + z_2) \}$$

$$= \max \{ 6 \ln(z_1 + z_2) - (z_1 + z_2) \}$$

$$(z_i): \frac{6}{z_1 + z_2} = 1 \Rightarrow z_1 + z_2 = 6$$

$$V_1(0) = 6 \ln 6 - 6$$

b) $MC = AC = 1 \Rightarrow p = 1$ Consumer: $\max \{ r_i \ln(z_1 + z_2) - z_i \}$

$$\frac{r_i}{z_1 + z_2} - 1 = 0 \Rightarrow \frac{2}{z_1 + z_2} \leq 1 ; \frac{4}{z_1 + z_2} \leq 1$$

 $\Rightarrow z_1 + z_2 = 4$. Not efficient.

c) Lindahl equilibrium

$$\text{Private: } z_1 + z_2 = Z^P \\ p = P$$

Lindahl:

$$p_1 + p_2 = P$$

$$C(y_1, y_2) = \sigma \max\{y_1, y_2\}$$

Lindahl Pricing

$$\text{Private } v_i(z_i) \quad p \cdot z_i$$

$$\text{Public } v_i(z) \quad p_i \cdot z$$

$$p_k^i = p_k \quad \forall i$$

$$\sum_i p_k^i = p_k$$

$$\text{Ind: Private: } MU_k^i = p_k$$

$$\text{SP: Private: } \sum z_i = Z^P$$

$$\text{Ind: Public: } MU_k^i = p_k^i$$

$$\text{SP: Public: } Z = Z^P$$

Comp 2001s Q6:

$$x \in [0, 1]$$

botanical garden & sports field

$$\text{Cost}(x) = \text{constant} \quad \forall x$$

$$v_i = a_i x - b_i x^2 \quad i = 1, \dots, n$$

$$a) \sum_i [a_i x - b_i x^2] = x \sum a_i - x^2 \sum b_i$$

$$\text{FOC: } \sum a_i = 2x \sum b_i$$

$$\text{Define: } A = \sum a_i, \quad B = \sum b_i$$

$$\text{Efficient: } x = \frac{A}{2B}$$

$$b) u = a_i x - b_i x^2 - p_i x$$

$$\text{FOC: } a_i - 2b_i x - p_i = 0 \Rightarrow x = \frac{a_i}{2b_i} - \frac{p_i}{2b_i}$$

$$\sum p_i = P \stackrel{P}{=} 0 \\ \text{by assump.}$$

$$\Rightarrow p_i = a_i - 2b_i x$$

$$\sum p_i = 0 \Rightarrow \sum (a_i - 2b_i x) = 0$$

$$\Rightarrow A - 2Bx = 0$$

$$\Rightarrow x = \frac{A}{2B}$$

$$\begin{aligned}
 c) \quad V_I(0) &= \max_x \{ \sum a_i x - x^2 \sum b_i \} \\
 &= \max \{ Ax - Bx^2 \} \\
 &= \frac{A^2}{2B} - \frac{A^2}{4B} = \frac{A^2}{4B}
 \end{aligned}$$

$$\begin{aligned}
 V_i(0) &= \max_x [A_i x - B_i x^2] \quad \text{where } A_i = \sum_{j \neq i} a_j, \quad B_i = \sum_{j \neq i} b_j \\
 &= \frac{A_i^2}{4B_i}
 \end{aligned}$$

$$MP_i = \frac{A^2}{4B} - \frac{A_i^2}{4B_i}$$

$$\left[\begin{array}{l}
 V_i = a_i x - b_i x^2 \\
 P_i = a_i - 2b_i x \\
 \quad = a_i - 2b_i \frac{A}{2B} \\
 U = a_i \frac{A}{2B} - b_i \left(\frac{A}{2B} \right)^2 - \left(a_i - 2b_i \frac{A}{2B} \right) \frac{A}{2B} = b_i \left(\frac{A}{2B} \right)^2
 \end{array} \right.$$

$$\begin{aligned}
 & a_i x - b_i x^2 - \left[\frac{a_i}{2B} - \frac{2b_i}{2B} \frac{A}{2B} \right] x \\
 & = \text{Break}
 \end{aligned}$$

$$c) \quad a_i \left(\frac{\hat{A}}{2B} \right) - b_i \left(\frac{\hat{A}}{2B} \right)^2 + \left[\frac{\hat{A}^2}{4B} - \frac{A_i^2}{4B_i} \right] - \frac{\hat{A}}{2B} \left(\frac{\hat{A}}{2B} \right) + b_i \left(\frac{\hat{A}}{2B} \right)^2 \quad \begin{array}{l} A = \sum_{j \neq i} a_j \\ \hat{A} = \sum_{j \neq i} a_j + a_i \end{array}$$

$$\frac{\partial}{\partial \hat{A}} : \frac{a_i}{2B} - \frac{2b_i \hat{A}}{4B^2} + \frac{2\hat{A}}{4B} - \frac{\hat{A}}{2B} - \frac{\hat{A}}{2B} + \frac{2b_i \hat{A}}{4B^2} = 0$$

$$2a_i B - 2b_i \hat{A} + 2\hat{A}B - 2\hat{A}B - 2a_i B + 2b_i \hat{A} = 0$$

$$\Rightarrow a_i = \hat{A} \Rightarrow \text{Tell the truth}$$

d) Lindahl } same x, different money payments.
M(CI)

$$m_i^L = - \left(a_i - 2b_i \frac{A}{2B} \right) \frac{A}{2B}$$

$$m_i^M = \left[\frac{A^2}{4B} - \frac{A_i^2}{4B_i} \right] - a_i \left(\frac{A}{2B} \right) + b_i \left(\frac{A}{2B} \right)^2$$

$$-(m_i^L - m_i^M) = -\left[b_i \left(\frac{A}{2B} \right)^2 - \left(\frac{A^2}{4B} - \frac{A\Gamma}{4B_i} \right) \right] \neq 0.$$

↑
"rest of IC"

$\sum_i [-(m_i^L - m_i^M)]$ - total cost to designer of mechanism.

$$\left. \begin{array}{l} \text{Honey Prod: } \pi(h) = 2h - \frac{h^2}{100} \Rightarrow h = 100 \\ \text{Apple Prod: } \pi(a) = 3a - \left(\frac{a^2}{100} - h \right) \Rightarrow a = 150 \end{array} \right\} \text{comp. outcome.}$$

$$\max \{ \pi(h) + \pi(a) \} \Rightarrow h = 150, a = 150 \} \text{SP outcome.}$$

$$\pi(h) = 2h - \frac{h^2}{100} + sh \Rightarrow 2 - \frac{h}{50} + s = 0$$

$$\text{Want } h = 150 \Rightarrow 2 - \frac{150}{50} + s = 0 \Rightarrow s = 1$$

2004 F Q5
2002 F Q4 } Real vs. pecuniary.