

**MICROECONOMICS**

*Principles and Analysis*

**GENERAL EQUILIBRIUM: BASICS**

# LIMITATIONS OF CRUSOE MODEL

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- ✘ The Crusoe story takes us only part way to a treatment of general equilibrium:
  - + There's only one economic actor.
  - + So there can be no interaction.
- ✘ Prices are either exogenous (from the mainland? the world? Mars?) or hypothetical.
- ✘ But there are important lessons we can learn:
  - + Integration of consumption and production sectors.
  - + Decentralising role of prices.

*When we use something straight from  
Crusoe we will mark it with this logo*

# ONWARD FROM CRUSOE...

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- ✘ This is where we generalise the Crusoe model.
- ✘ We need a model that will incorporate:
  - + Many actors in the economy...
  - + ...and the possibility of their interaction.
  - + The endogenisation of prices in the economy.
- ✘ But what do we mean by an “economy”...?
- ✘ We need this in order to give meaning to “equilibrium”

# OVERVIEW...

**The  
components of  
the general  
equilibrium  
problem.**

General Equilibrium:  
Basics

The economy  
and allocations

Incomes

Equilibrium



# THE COMPONENTS

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- ✘ At a guess we can model the economy in terms of:
  - + Resources
  - + People
  - + Firms
- ✘ Specifically the model is based on assumptions about:
  - + Resource stocks
  - + Preferences
  - + Technology
- ✘ (In addition –for later – we will need a description of the rules of the game)

# WHAT IS AN ECONOMY?

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- ✗ Resources (stocks)  $R_1, R_2, \dots$   $n$  of these
- Households (preferences)  $U^1, U^2, \dots$   $n_h$  of these
- Firms (technologies)  $\Phi^1, \Phi^2, \dots$   $n_f$  of these

# AN ALLOCATION

A competitive allocation consists of:

Note the shorthand notation for a collection

## utility-maximising

- ✗ A collection of bundles (one for each of the  $n_h$  households)

$$[\mathbf{x}] := [\mathbf{x}^1, \mathbf{x}^2, \mathbf{x}^3, \dots]$$

## profit-maximising

- ✗ A collection of net-output vectors (one for each of the  $n_f$  firms)

$$[\mathbf{q}] := [\mathbf{q}^1, \mathbf{q}^2, \mathbf{q}^3, \dots]$$

- A set of prices (used by households and firms)

$$\mathbf{p} := (p_1, p_2, \dots, p_n)$$

# HOW A COMPETITIVE ALLOCATION WORKS

$$\mathbf{p} \rightarrow \{ \mathbf{q}^f(\mathbf{p}), f=1,2,\dots,n_f \}$$

$$\mathbf{p}, \{y^h\} \rightarrow \{ \mathbf{x}^h(\mathbf{p}), h=1,2,\dots,n_h \}$$

just a minute! Where do these incomes come from??

- *Implication of firm  $f$ 's profit maximisation*
- *Firms' behavioural responses map prices into net outputs*
- *Implication of household's utility maximisation*
- *Households' behavioural responses map prices and incomes into demands*
- *The competitive allocation*



# AN IMPORTANT MISSING ITEM

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- ✘ For a consumer in isolation it may be reasonable to assume an exogenous income.
  - + Derived elsewhere in the economy.
- ✘ Here the model involves all consumers in a closed economy.
  - + There is no “elsewhere.”
- ✘ Incomes have to be modelled explicitly.
- ✘ We can learn from the “simple economy” presentation.

# OVERVIEW...

## General Equilibrium: Basics

The economy  
and allocations

Incomes

Equilibrium

A key role for  
the price  
system.

# MODELLING INCOME

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- ✘ What can Crusoe teach us?
- ✘ Consider where his “income” came from
  - + Ownership rights of everything on the island
- ✘ But here we have many persons and many firms.
  - + So we need to proceed carefully.
  - + We need to assume a system of ownership rights.

# WHAT DOES HOUSEHOLD $H$ POSSESS?

× Resources

$R_1^h, R_2^h, \dots$

$$R_i^h \geq 0, \\ i = 1, \dots, n.$$

■ Shares in firms' profits

$\zeta_1^h, \zeta_2^h, \dots$

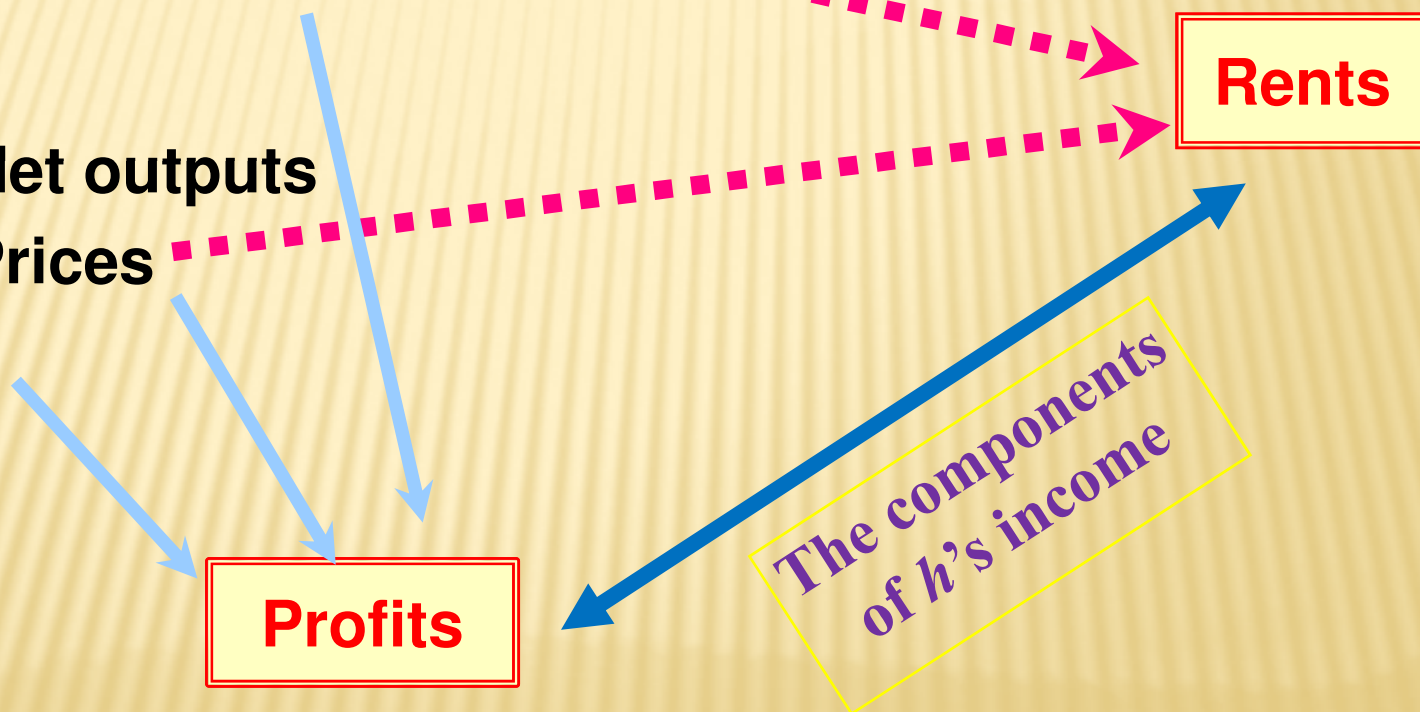
$$0 \leq \zeta_f^h \leq 1, \\ f = 1, \dots, n_f.$$



# INCOMES

- Resources
- Shares in firms

- Net outputs
- Prices



# THE FUNDAMENTAL ROLE OF PRICES

- Net output of firm  $f$ , good  $i$ , depends on prices:

$$q_i^f = q_i^f(\mathbf{p})$$
  - Supply of net outputs
- Thus profits depend on prices:

$$\Pi^f(\mathbf{p}) := \sum_{i=1}^n p_i q_i^f(\mathbf{p})$$
  - Again writing profits as price-weighted sum of net outputs
- So income can be written as:

$$y^h = \sum_{i=1}^n p_i R_i^h + \sum_{f=1}^{n_f} \zeta_f^h \Pi^f(\mathbf{p})$$
  - Incomes = resource rents + profits
  - Note that the function  $y^h(\bullet)$  depends on the ownership rights that  $h$  possesses
- Incomes depend on prices :

$$y^h = y^h(\mathbf{p})$$
  - Note that the function  $y^h(\bullet)$  depends on the ownership rights that  $h$  possesses

# PRICES IN A COMPETITIVE ALLOCATION

$$\mathbf{p} \rightarrow \{ \mathbf{q}^f(\mathbf{p}), f=1,2,\dots,n_f \}$$

$$\mathbf{p} \rightarrow \{ \mathbf{x}^h(\mathbf{p}), h=1,2,\dots,n_h \}$$

$$y^h = y^h(\mathbf{p})$$

$$\mathbf{p} \rightarrow$$

$[\mathbf{q}(\mathbf{p})]$

$[\mathbf{x}(\mathbf{p})]$

- *The allocation as a collection of responses*
- *Put the price-income relation into household responses*
- *Gives a simplified relationship for households*
- *Summarise the relationship*

# THE PRICE MECHANISM

resource distribution  
share ownership

$\zeta_1^a, \zeta_2^a, \dots$

$\zeta_1^b, \zeta_2^b, \dots$

...

- *System takes as given the property distribution*
- *Property distribution consists of two collections*
- *Prices then determine incomes*
- *Prices and incomes determine net outputs and consumptions*
- *Brief summary...*

d

distribution



prices

a

allocation



# OVERVIEW...

Specification  
and examples

General Equilibrium:  
Basics

The economy  
and allocations

Incomes

Equilibrium

# WHAT IS AN EQUILIBRIUM?

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- ✘ What kind of allocation is an equilibrium?
- ✘ Again we can learn from previous presentations:
  - + Must be utility-maximising (consumption)...
  - + ...profit-maximising (production)...
  - + ....and satisfy materials balance (the facts of life)
- ✘ We can do this for the many-person, many-firm case.

# COMPETITIVE EQUILIBRIUM: BASICS

- For each  $h$ , maximise  $U^h(\mathbf{x}^h)$ , subject to  $\sum_{i=1}^n p_i x_i^h \leq y^h$

- For each  $f$ , maximise

$$\sum_{i=1}^n p_i q_i^f, \text{ subject to } \Phi^f(\mathbf{q}^f) \leq 0$$

- For each  $i$ :

$$x_i \leq q_i + R_i$$

aggregate stock  
of good  $i$ .

aggregate  
consumption  
of good  $i$ .

aggregate net  
output of good  $i$ .

- *Households maximise utility, given prices and incomes*
- *Firms maximise profits, given prices*
- *For all goods the materials balance must hold*

# CONSUMPTION AND NET OUTPUT

- “Obvious” way to aggregate consumption of

Sum over households

$$x_i = \sum_{h=1}^{n_h} x_i^h$$

- An alternative way to aggregate:

$$x_i = \max_h \{x_i^h\}$$

- Aggregate output:

By definition

$$q_i := \sum_{f=1}^{n_f} q_i^f$$

- Appropriate if  $i$  is a *rival* good
- Full additional resources are needed for each additional person consuming a unit of good  $i$ .
- Opposite case: a nonrival good
- Examples: TV, national defence...
- if all the  $q^f$  are feasible will  $q$  be feasible?
- Yes if there are no externalities
- Counterexample: production with congestion...



## TO MAKE LIFE SIMPLE:

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- ✘ Assume incomes are determined privately.
- ✘ All goods are “rival” commodities.
- ✘ There are no externalities.

# COMPETITIVE EQUILIBRIUM: SUMMARY

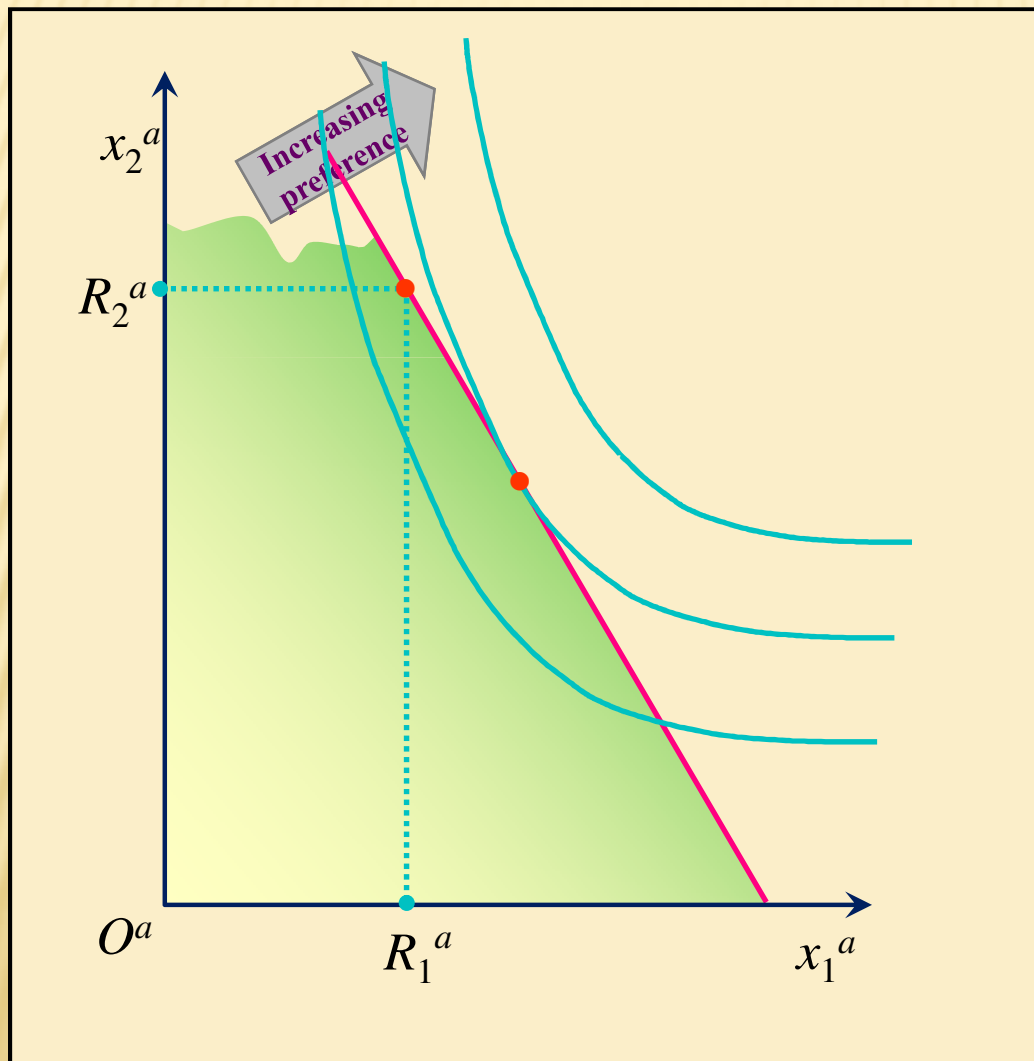
- It must be a competitive allocation
- The materials balance condition must hold
- A set of prices  $p$
- Everyone maximises at those prices  $p$
- Demand cannot exceed supply:  
$$x \leq q + R$$

# AN EXAMPLE

- ✗ Exchange economy (no production)
- ✗ Simple, standard structure
- ✗ 2 traders (Alf, Bill)
- ✗ 2 Goods:

	<u><i>Alf</i></u>	<u><i>Bill</i></u>
• resource endowment	$(R_1^a, R_2^a)$	$(R_1^b, R_2^b)$
• consumption	$(x_1^a, x_2^a)$	$(x_1^b, x_2^b)$
• utility	$U^a(x_1^a, x_2^a)$	$U^b(x_1^b, x_2^b)$

# ALF'S OPTIMISATION PROBLEM



- *Resource endowment*
- *Prices and budget constraint*
- *Preferences*
- *Equilibrium*

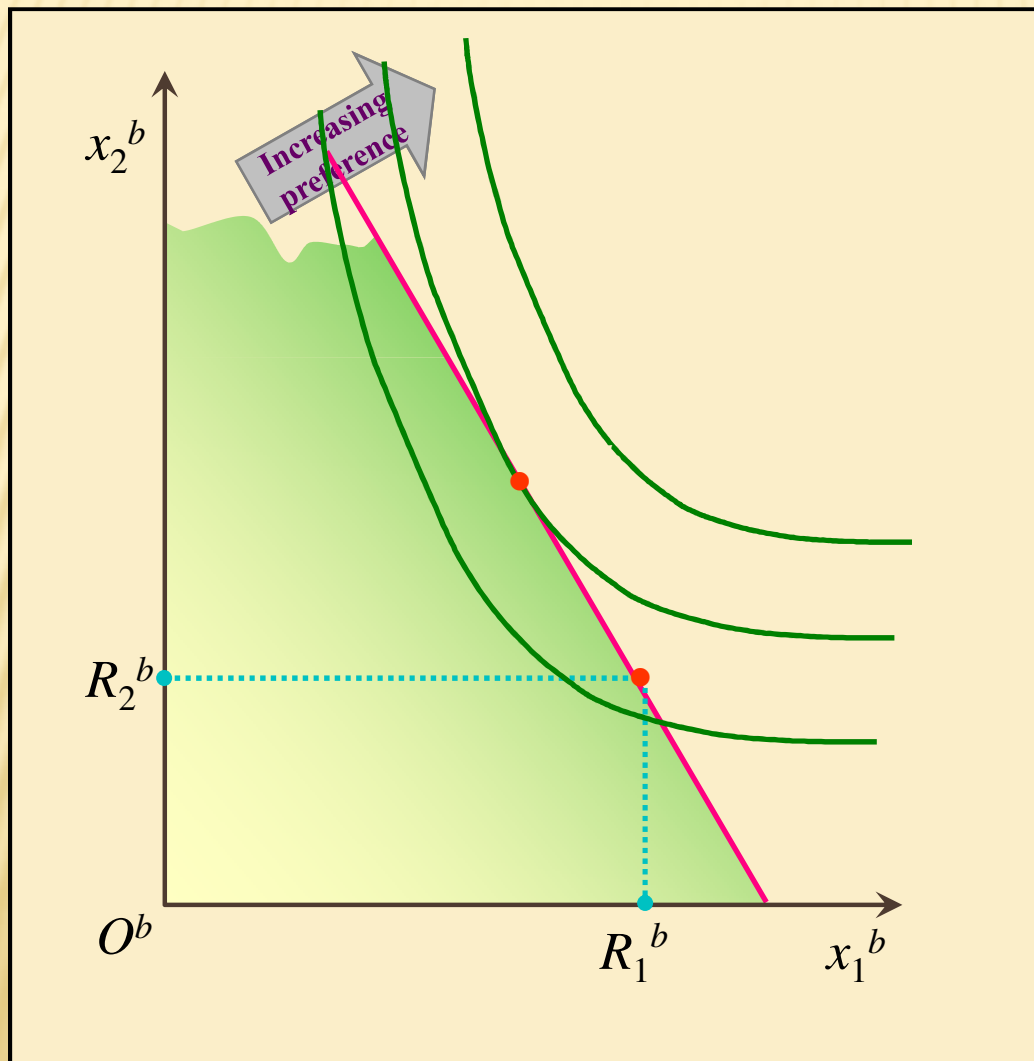
- *Budget constraint is*

$$\sum_{i=1}^2 p_i x_i^a \leq \sum_{i=1}^2 p_i R_i^a$$

- *Alf sells some endowment of 2 for good 1 by trading with Bill*



# BILL'S OPTIMISATION PROBLEM



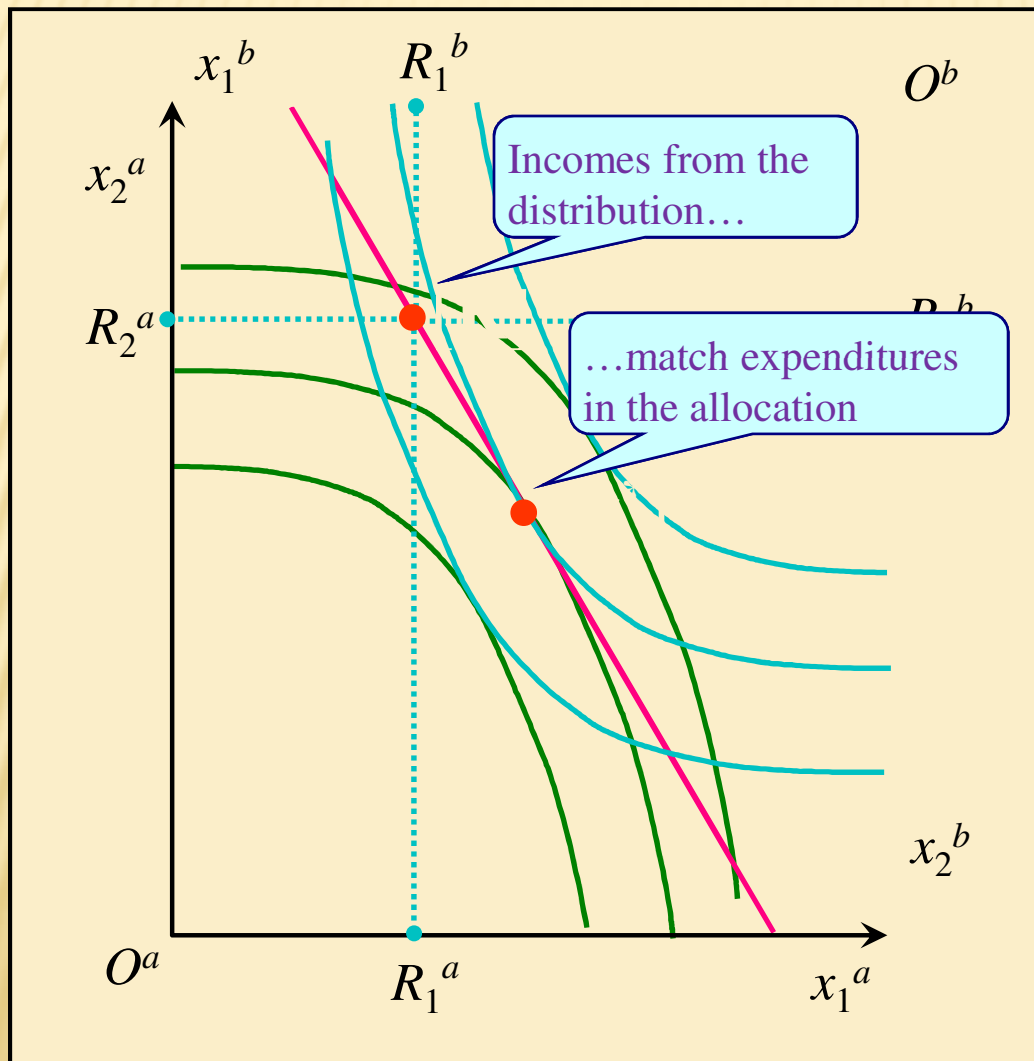
- *Resource endowment*
- *Prices and budget constraint*
- *Preferences*
- *Equilibrium*

- *Budget constraint is*

$$\sum_{i=1}^2 p_i x_i^b \leq \sum_{i=1}^2 p_i R_i^b$$

- *Bill, of course, sells good 1 in exchange for 2*

# COMBINE THE TWO PROBLEMS



- *Bill's problem (flipped)*
- *Superimpose Alf's problem.*
- *Price-taking trade moves agents from endowment point...*
- *...to the competitive equilibrium allocation*
- *The role of prices*

- *This is the Edgeworth box.*
- *Width:  $R_1^a + R_1^b$*
- *Height:  $R_2^a + R_2^b$ .*

# ALF AND BILL AS A MICROCOSM

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- ✘ The Crusoe equilibrium story translates to a many-person economy.
- ✘ Role of prices in allocations and equilibrium is crucial.
- ✘ Equilibrium depends on distribution of endowments.
- ✘ Main features are in the model of Alf and Bill.
- ✘ But, why do these guys just accept the going prices...?
- ✘ See *General Equilibrium: Price-Taking*.