Chapter 4 Valuing Benefit and Cost in Primary Markets

Primary Markets: Directly affected by a policy or project

Secondary Markets: Indirectly affected

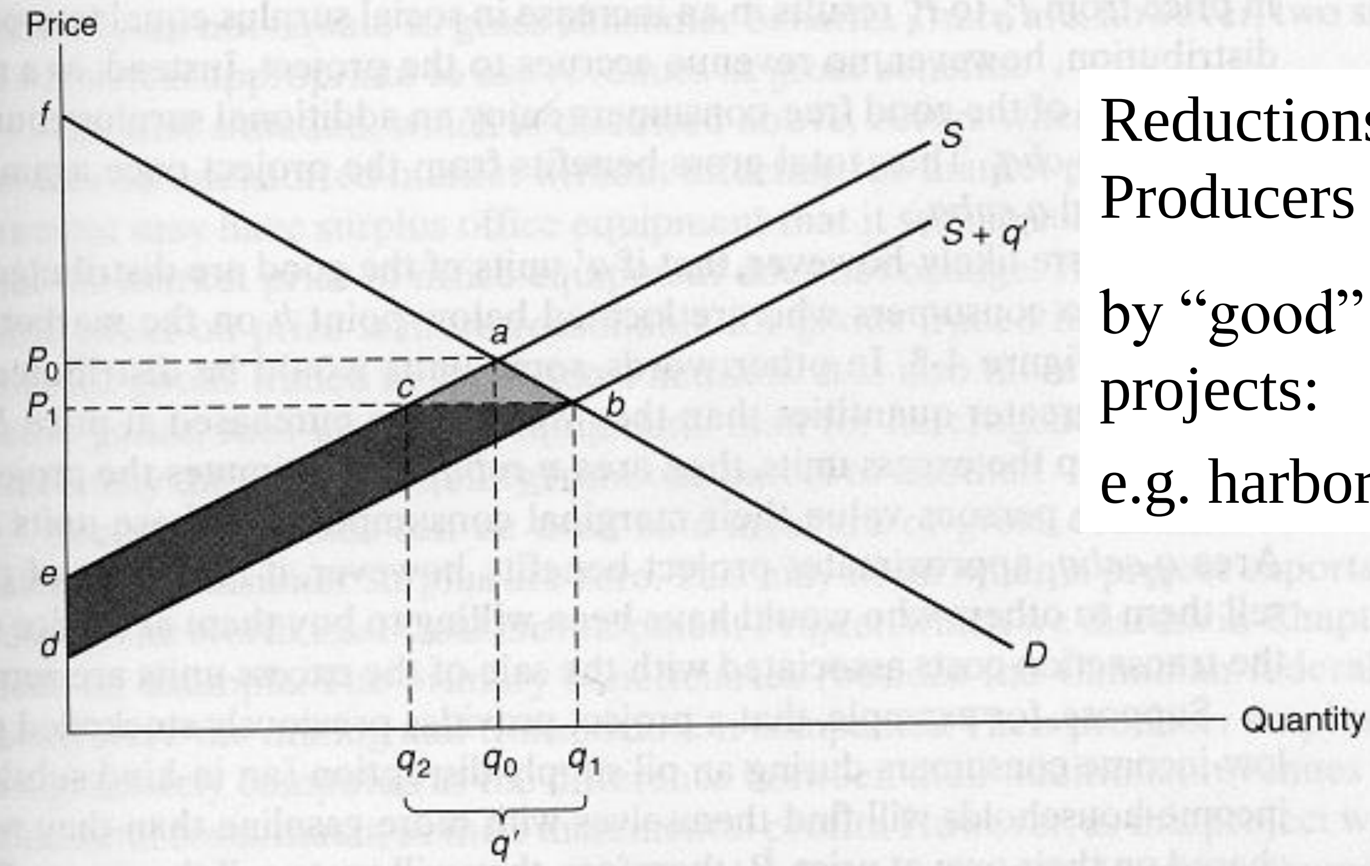
Competitive Market (Perfect Competitive):

Pareto Efficiency: Ideal Market based on Microeconomics Theory

Distorted Markets (Market Failures or Government Failures)

Pareto Inefficiency: **Monopoly,** Information Asymmetry, **Externalities**, Public Goods and so on.

Measuring Benefits in (Pareto) Efficient Markets



Social surplus change (ignoring costs of project inputs to the government):
Project (a): Direct increase in supply of q'—gain of triangle *abc* plus project revenue equal to area of rectangle q_2cbq_1
Project (b): Supply schedule shift through cost reductions for producers—gain of trapezoid *abde*

Reductions in Cost (q) to Producers

by "good" public-sector projects:

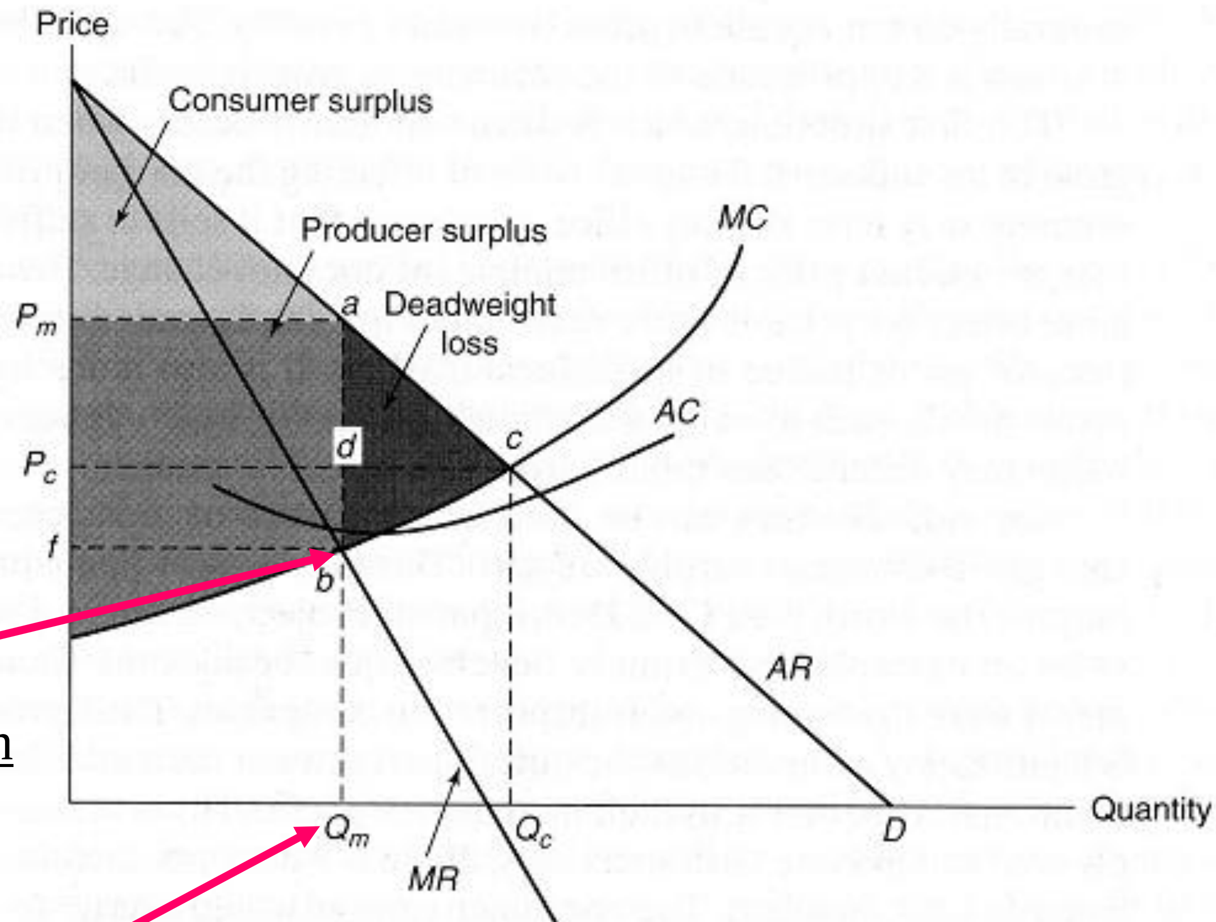
e.g. harbor deepening

Monopoly

Monopoly: Only one firm in the market
Monopoly firm can choose the level of price and output.

MR > MC
should produce
more output.

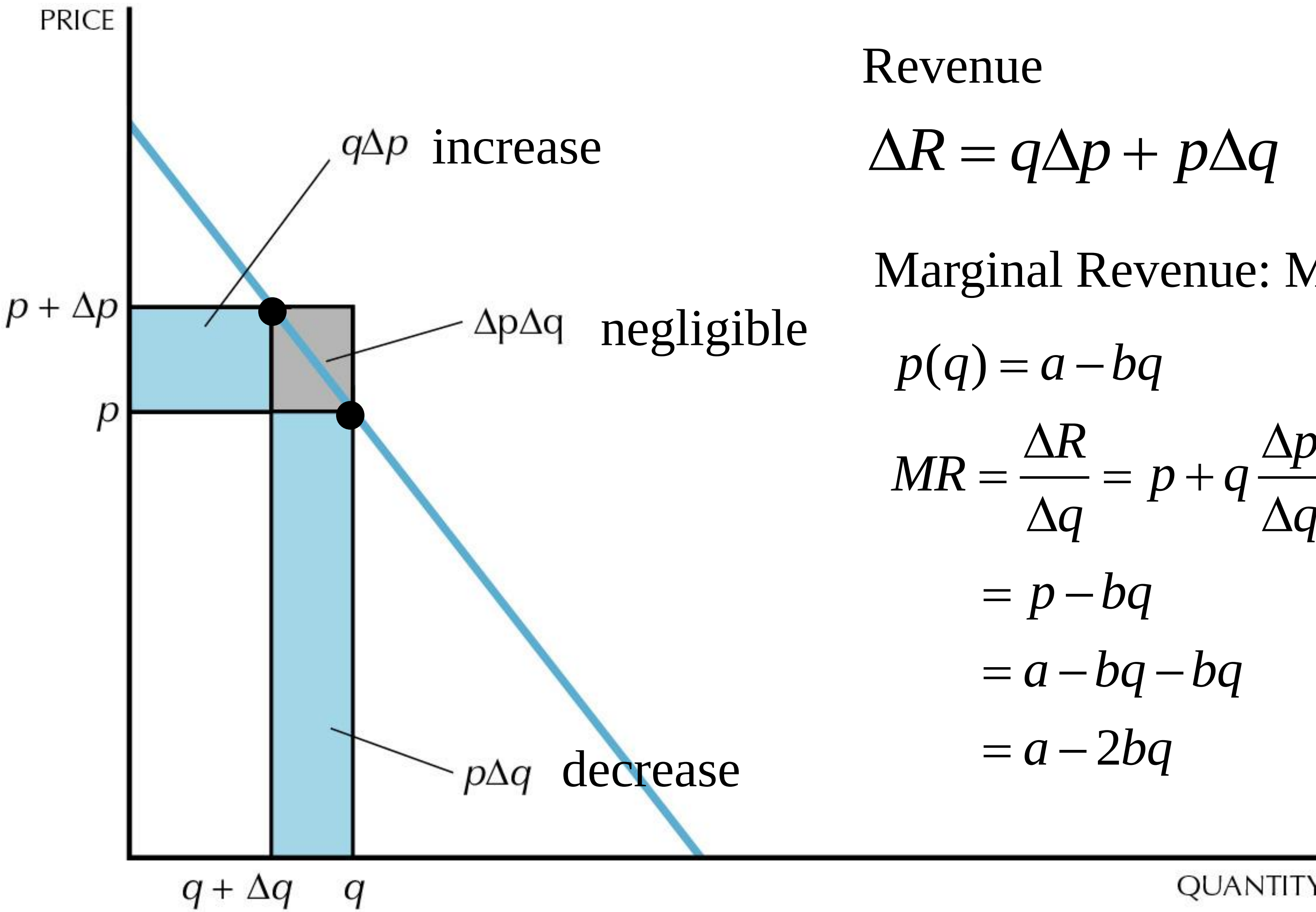
MR < MC
should stop produce.



MR = MC
for Profit maximization

Profit Maximizing Output

Revenue and Marginal Revenue



Revenue

$$\Delta R = q\Delta p + p\Delta q$$

Marginal Revenue: MR

$$p(q) = a - bq$$

$$MR = \frac{\Delta R}{\Delta q} = p + q\frac{\Delta p}{\Delta q}$$

$$= p - bq$$

$$= a - bq - bq$$

$$= a - 2bq$$

Natural Monopoly

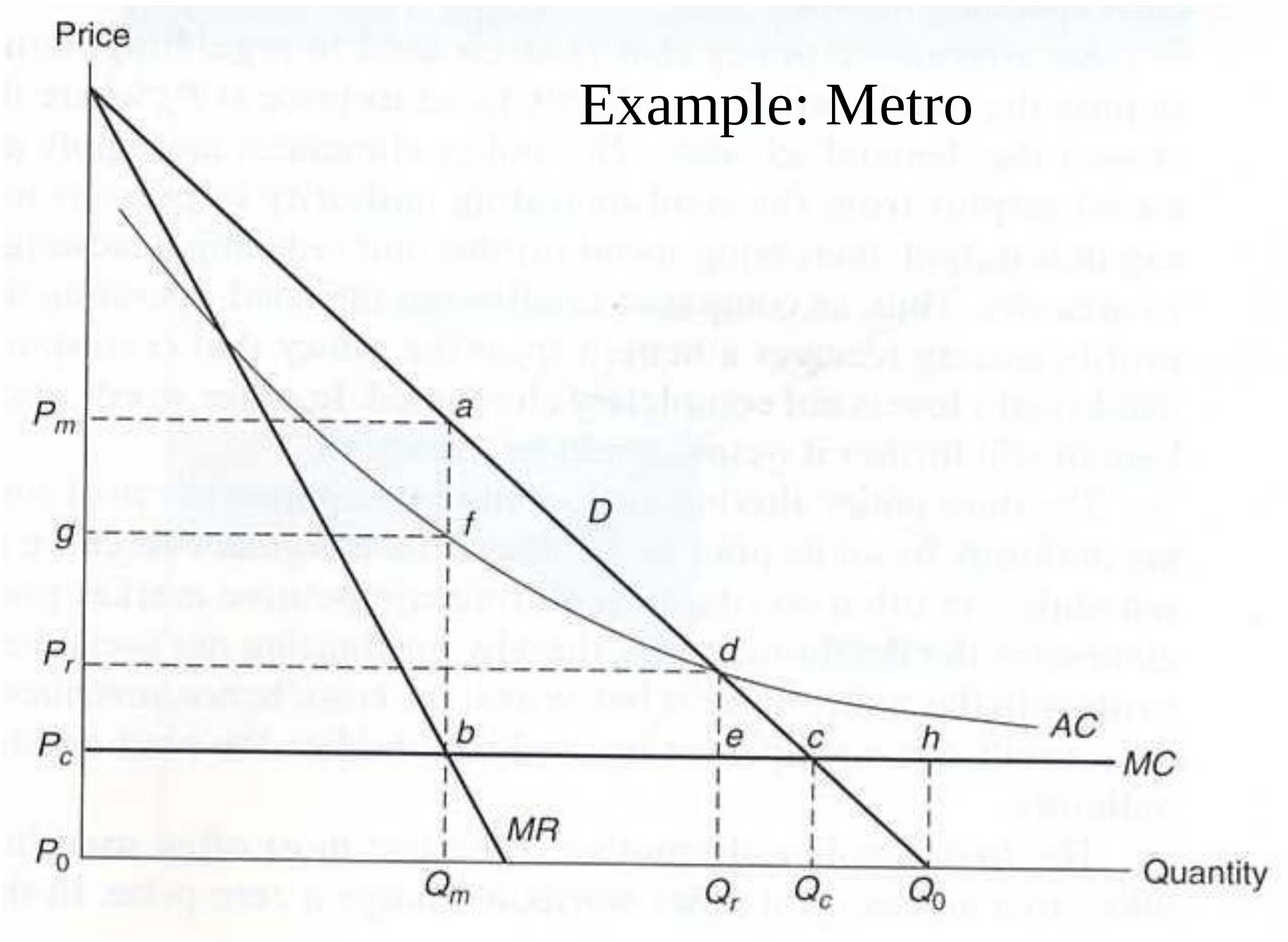
Large fixed costs and small variable cost

Subsidy
Regulation

e.g. **Public utilities** (roads, railway, bridges, gas, electricity)

Effect on *Economies of Scale*

Example: Metro



Externalities

Goods, but <u>not sold on markets</u> (positive and negative)

Social Cost = private cost + impose on other agents