

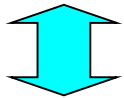
# Chapter 4 Valuing Benefit and Cost in Primary Markets

Primary Markets: Directly affected by a policy or project

Secondary Markets: Indirectly affected  
(as side effect or spillover effect)

Competitive Market (Perfect Competitive):

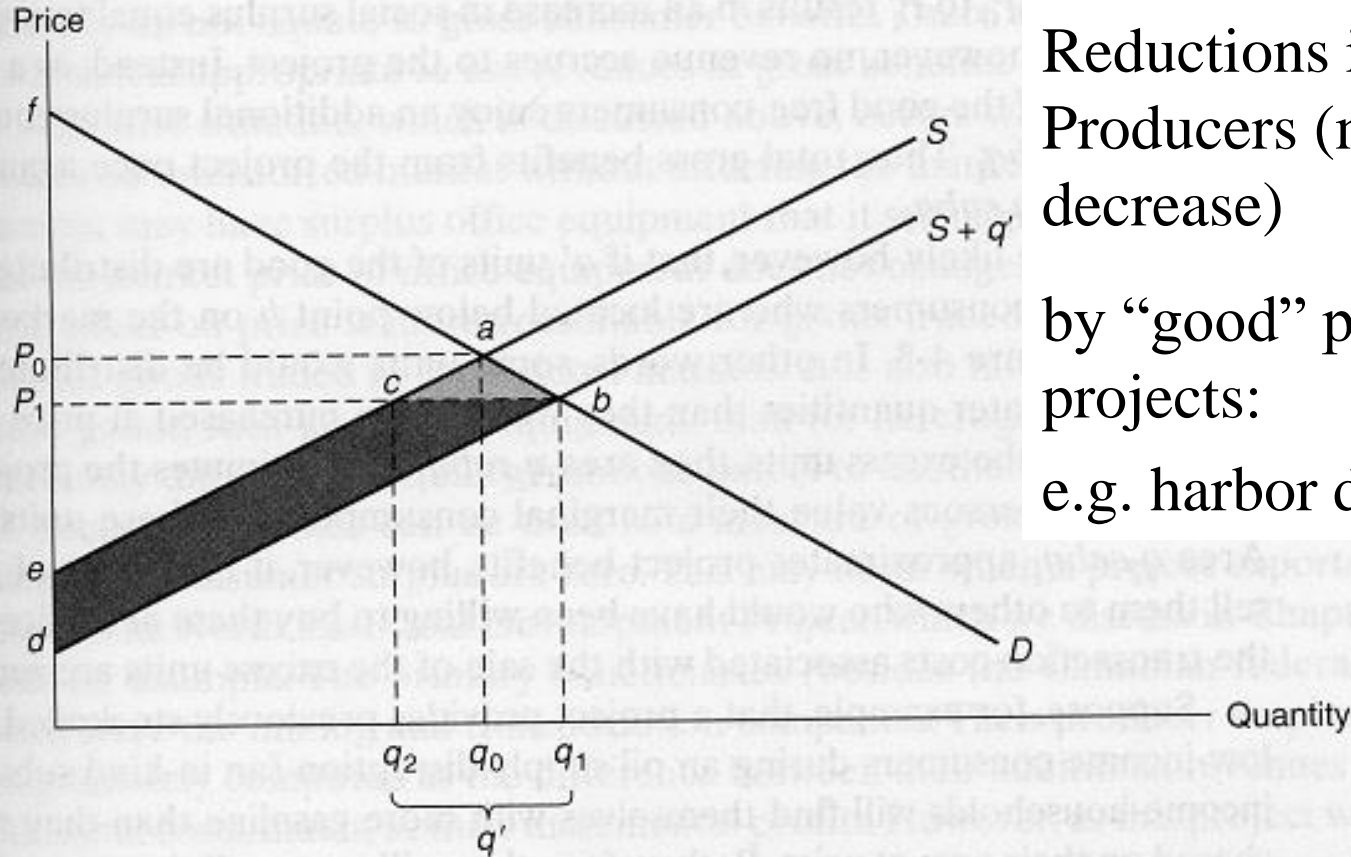
Pareto Efficiency: Ideal Market based on Microeconomics Theory



Distorted Markets (Market Failures or Government Failures)

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

# Measuring Benefits in (Pareto) Efficient Markets



Reductions in Cost ( $q$ ) to Producers (marginal cost decrease)

by “good” public-sector projects:

e.g. harbor deepening

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  $abde$

# Monopoly

**Monopoly:** Only one firm in the market

Monopoly firm can choose the level of price and output.

$MR > MC$

should produce  
more output.

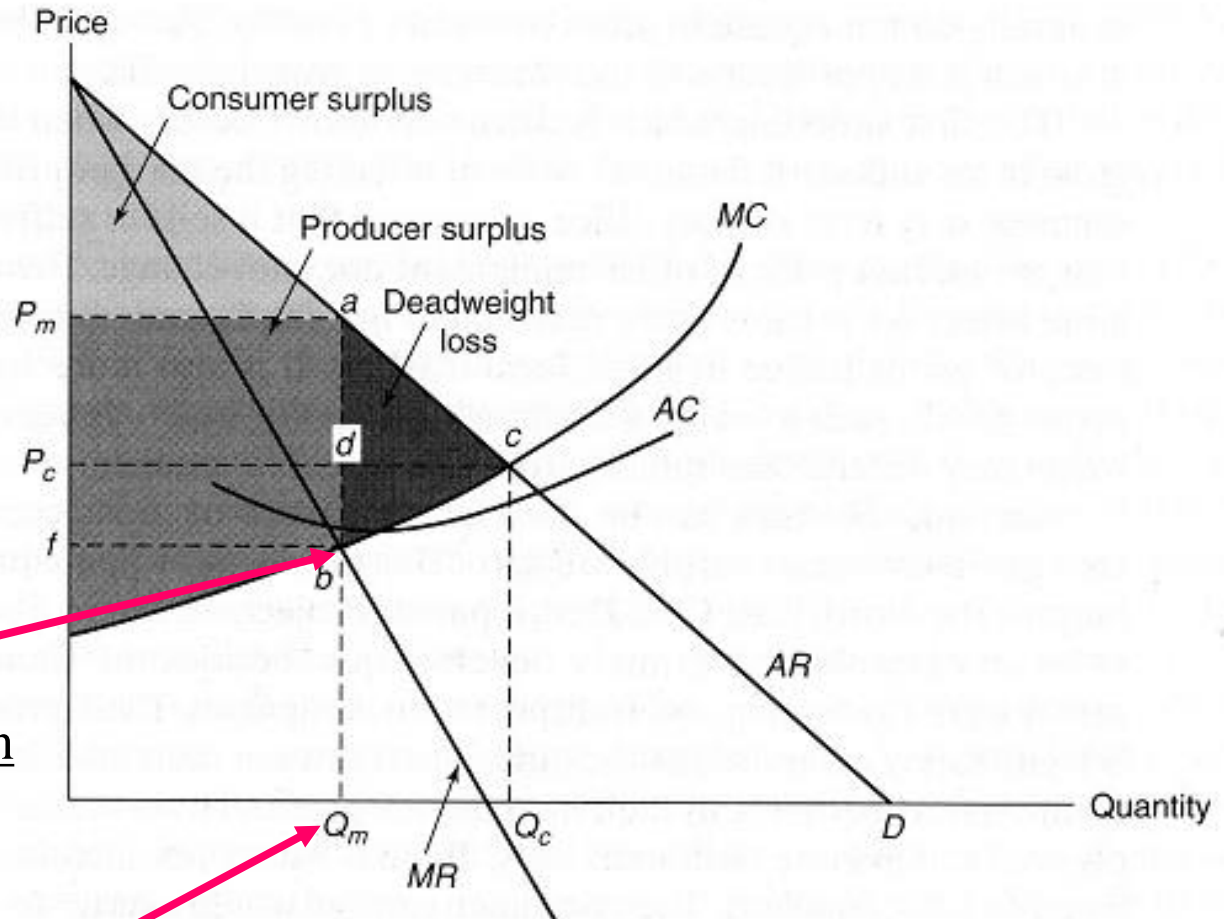
$MR < MC$

should stop produce.

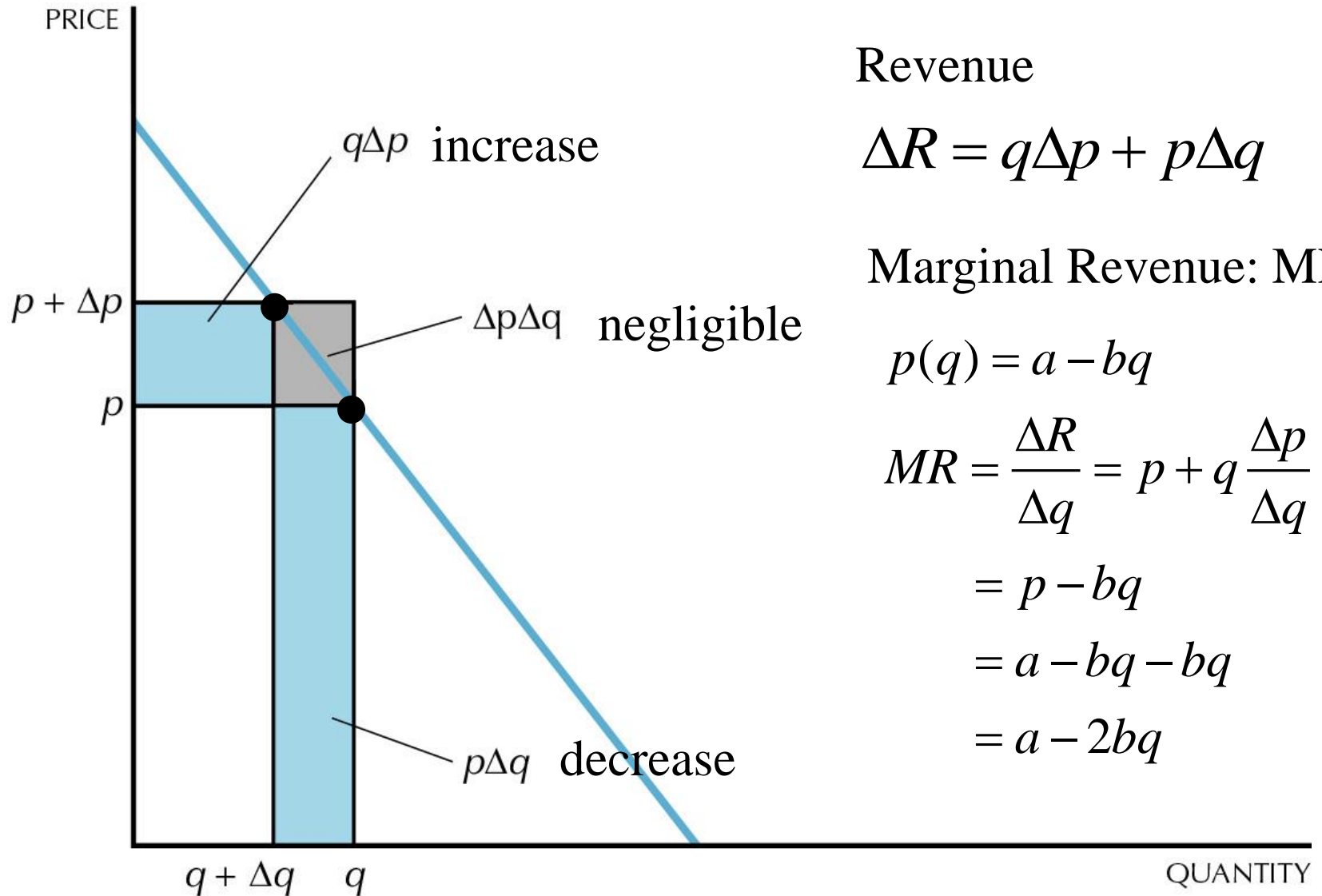
$MR = MC$

for Profit maximization

Profit Maximizing Output



# Revenue and Marginal Revenue



# Natural Monopoly

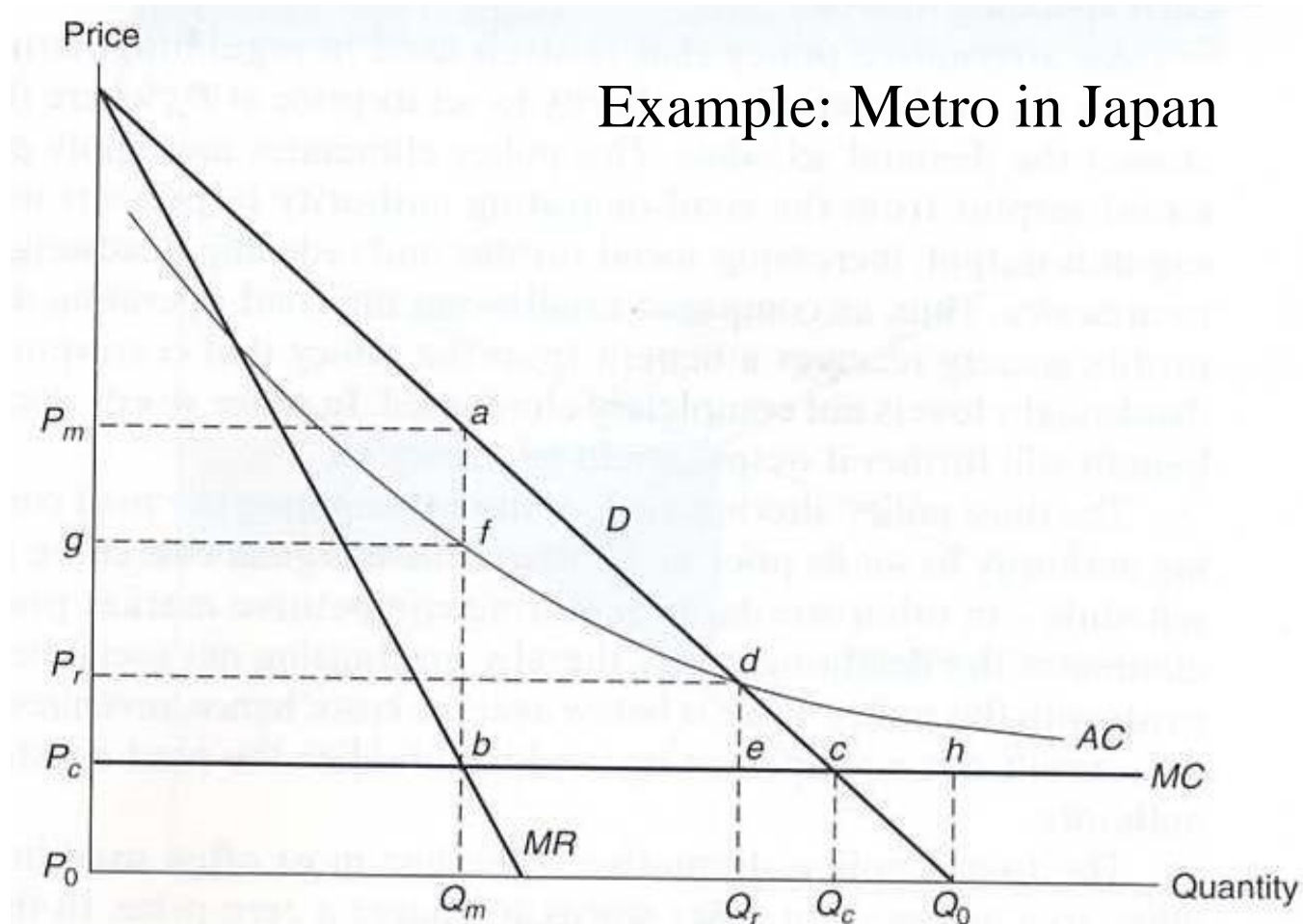
Large fixed costs and small variable cost



Subsidy  
Regulation

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

Effect on *Economies of Scale*



# Externalities

Goods, but not sold on markets (positive and negative)

➡ **Social Cost** = private cost + impose on other agents

