

#### Cournot

- Represents a tractable intermediate case between monopoly and competition
- Fixed costs can be used to generate the number of firms
- Widely used in antitrust analysis



### Price Dispersion

- Failure of law of one price
- Groceries, airline tickets, etc. have high variation
- Theory attributes to informational or search differences

#### Theory

- Each consumer buys one unit
- Max price  $p_m$
- *s* are shoppers, seek best price
- 1-s buy from one of *n* firms (loyal)
- MC = c
- No pure strategy equilibrium exists
   either beat low price firm or charge 1

## Mixed Strategy Equilibrium

- Seek distribution F of prices
- Given others randomize over *F*, profits are

$$\pi(p) = (p-c) \left( \frac{1-s}{n} + s(1-F(p))^{n-1} \right)^{n-1}$$

 Profits are constant to induce randomization

$$\pi(p) = (p-c)\left(\frac{1-s}{n} + s(1-F(p))^{n-1}\right) = (p_m - c)\frac{1-s}{n}$$

Solution  
• Firm randomizes with distribution *F* over  
the interval 
$$[L, p_m]$$
 and  

$$F(p) = \left(1 - \frac{(p_m - p)(1 - s)}{s(p - c)n}\right)^{\frac{1}{n-1}}$$

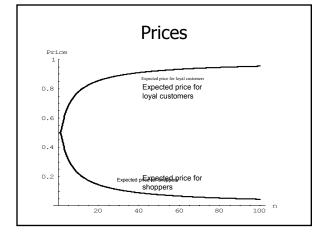
$$L = c + \frac{(p_m - c)\frac{1 - s}{n}}{\frac{1 - s}{n} + s}$$

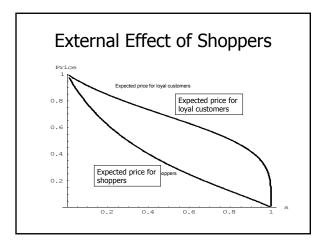
 $n\pi(p) = (p_m - c)(1-s).$ 

•Profits Depend on number of non shoppers

### Industry Performance

- Profits Depend on number of nonshoppers  $n\pi(p) = (p_m - c)(1-s).$
- Shoppers convey a positive externality to the non-shoppers
- Non-shoppers convey a negative externality on shoppers







### Predictions

- Unpredictable prices
  - Grocery prices vary week to week
  - 50% price changes common
- Closed form for price distribution
   Readily tested
- Negative correlation over time
  - Low prices build up consumer inventories
  - High consumer inventories induce high prices

### Hotelling Line

•Products are viewed as located on a line

•Same line represents preferences of consumers

Customer Age

Target Age of Audience

### Types

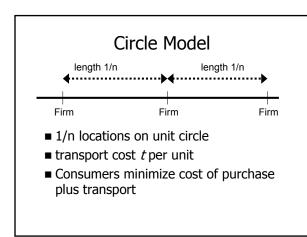
Quality ("vertical differentiation")

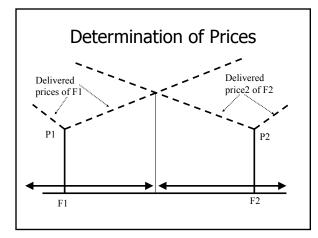
– gas mileage

- reliability
- durability
- Variety ("horizontal differentiation")

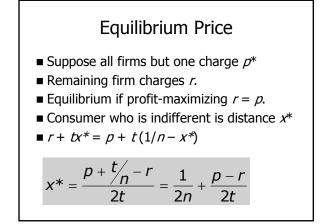
– color

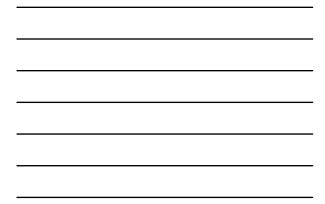
– style

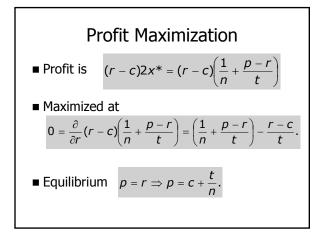




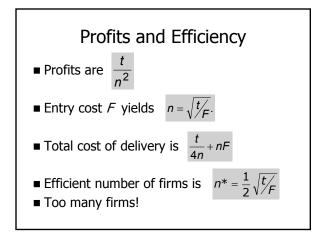












### Agency Theory

- Firm sets commission *s*, salary *y*.
- Agent obtains

$$u = sx + y - \frac{x^2}{2a} - s\lambda\sigma^2$$

 Where x is the effort in output units, 1/a measures the disutility of effort, σ<sup>2</sup> is the risk, and λ is the risk premium.

### Agent Maximization

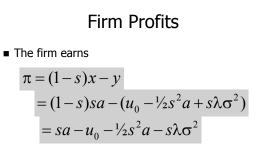
- A working agent maximizes *u* over effort *x*, which yields *x*=*sa*.
- Increasing shares increase effort.
- Salary *y* is set to insure the agent accepts the job (*u*<sub>0</sub> is the reservation utility level):

$$u_0 = s^2 a + y - \frac{(sa)^2}{2a} - s\lambda\sigma^2 = y + \frac{1}{2}s^2 a - s\lambda\sigma^2$$

# Salary Determination

• This gives:  $y = u_0 - \frac{1}{2}s^2a + s\lambda\sigma^2$ 

The salary must be higher to compensate for increased risk.



This provides the firm with the output, minus the cost of effort, the cost of the agent, and the cost of risk.

#### Firm Maximization

■ The firm chooses the agent's share *s* 

$$s = 1 - \frac{\lambda}{a} \sigma^2$$

The share increases in the ability 1/a of the agent, and decreases in the riskiness or cost of risk.

### Selection of Agent

- Agent paid with a combination of salary and commission
- With a fixed salary, more able agents obtain a higher return.
- Thus, offering a higher commission, lower salary will attract more able agents.
- RE/MAX
- Incentives aren't just about effort, but about agent selection as well