

# INDUSTRIAL ORGANIZATION

## RECITATION NINE

### TOPIC ONE: ENTRY COSTS

#### 1) TAKEAWAYS OF SIMPLE MODELS

- WITH EXOGENOUS SUNK COSTS, AND BERTRAND COMPETITION, ENTRY WILL NOT OCCUR.

$$\circ \pi^{\text{ENTRANT}}(\text{ENTER}) = 0 - \text{sunk costs}$$

$$\circ \pi^{\text{ENTRANT}}(\text{Do not enter}) = 0$$

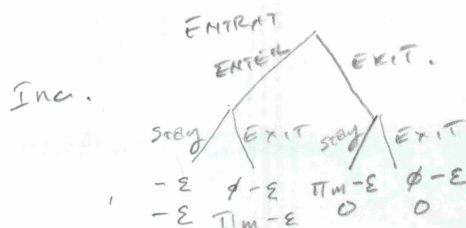
- WITH EXOGENOUS SUNK (FIXED) COSTS AND COURNOT COMPETITION, FIRMS ENTER UNTIL

$$\frac{(A-c)^2}{(N+1)^2 B} - K < 0$$

$$\Rightarrow N^* = \left\lfloor \frac{A-c}{\sqrt{KB}} - 1 \right\rfloor$$

- WITH SCRAP VALUES AND BERTRAND, IF SCRAP VALUES ARE LARGE ENOUGH, ENTRANT CAN PUSH INCUMBENT OUT

- IF ENTRANT ENTERS, ALL FIRMS MAKING 0 PROFIT. INCUMBENT CAN MAKE SOME PROFIT BY EXITING AND SELLING FOR SCRAP, SO THEY DO SO.



## 2) ENDOGENOUS SUNK COSTS

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### MODEL AND EXAMPLE

- IN THIS MODEL, FIRMS P...

STAGE 1: FIRM 1 IS INCUMBENT, THEY SET THEIR CAPACITY.

STAGE 2: FIRM 2 DECIDES WHETHER TO ENTER AND PAY ENTRY COSTS

STAGE 3: FIRM 2 SETS THEIR CAPACITY

STAGE 4: EVERYONE PRODUCES THEIR CAPACITY AND GETS PROFIT.

TO MAKE IT A LITTLE DIFFERENT:  $P = 4 - k_1 - k_2$   $c = 1$

AS USUAL, WE SOLVE BACKWARDS:

STAGE 3:

FIRM 2 TAKES  $\bar{k}_1$  AND THE FACT THAT THEY HAVE ENTERED AS GIVEN.

$$\max_{k_2} k_2 P(\bar{k}_1, k_2) - k_2 - E$$

$$\max_{k_2} k_2 (4 - \bar{k}_1 - k_2) - k_2 - E$$

$$\text{FOC w.r.t } k_2: 4 - \bar{k}_1 - 2k_2 - 1 = 0$$

$$k_2^* = \frac{3 - \bar{k}_1}{2}$$

STAGE 2: FIRM 2 KNOWS THEY WILL CHOOSE

$k_2^* = \frac{k_1 - 3}{2}$  and TAKES  $\bar{k}_1$  AS GIVEN. THEY

ENTER IF  $\pi(k_2^*(\bar{k}_1), \bar{k}_1) > 0$

$$\left( \frac{3 - \bar{k}_1}{2} \right) \left( 4 - \bar{k}_1 - \frac{3 - \bar{k}_1}{2} \right) - \left( \frac{3 - \bar{k}_1}{2} \right) - E > 0$$

$$\left(\frac{3-\bar{k}_1}{2}\right)\left(\frac{3-\bar{k}_1}{2}\right) - E > 0$$

SOLVE FOR  $\bar{k}_1$ :

$$(3-\bar{k}_1)^2 > 4E$$

$$3-\bar{k}_1 > 2\sqrt{E}$$

$$\bar{k}_1 < 3-2\sqrt{E}$$

SO, FIRM 2 ENTERS IF  $\bar{k}_1 \leq 3-2\sqrt{E}$

STAGE 1:

FIRM 1 TAKES FIRM 2'S ENTRY DECISION AND  $k_2^*(\bar{k}_1)$  into account. THEIR PROFIT IS:

$$\pi(k_1, k_2) = \begin{cases} k_1 P(k_1, 0) - k_1 & \text{if } k_1 \geq 3-2\sqrt{E} \\ k_1 P(k_1, k_2(k_1)) - k_1 & \text{if } k_1 < 3-2\sqrt{E} \end{cases}$$

HOW DO WE FIND THE OPTIMAL  $k_1$ ?

STEP 1: FIND NATURAL STAY OUT  $k_1$  &  $\pi_1$

$$\max_{k_1} k_1(4-k_1) - k_1$$

$$\text{FOC: } 4 - 2k_1 - 1 = 0 \Rightarrow k_1^{\text{SO}} = \frac{3}{2}$$

$$\pi_1^{\text{SO}} = \frac{9}{4}$$

ASK YOURSELF: IS  $\frac{3}{2} \geq 3-2\sqrt{E}$ ?

IF SO, THEN FIRM 2 IS BLOCKADED AND

$\frac{3}{2}$  IS OPTIMAL. IF NOT, CONTINUE.

STEP 2: FIND THE DETERRENCE PROFIT

i.e. set  $k_1 = 3-2\sqrt{E}$

$$\pi_1^D = (3-2\sqrt{E})(3-(3-2\sqrt{E})) = 6\sqrt{E} + 4E$$

STEP 3: FIND THE NATURAL ENTRY  $k$  &  $\pi$ : 4

$$\max_{k_1} k_1 (P(k_1, k_2(k_1)) - k_1)$$

$$\max_{k_1} k_1 \left( 4 - k_1 - \frac{3-k_1}{2} \right) - k_1$$

$$\max_{k_1} k_1 \left( \frac{3-k_1}{2} \right) - k_1$$

$$\text{FOC: } \frac{3}{2} - k_1 - 1 = 0 \Rightarrow k_1 = \frac{1}{2}$$

$$\pi^{NE} = \frac{1}{2} \left( \frac{3 - \frac{1}{2}}{2} - 1 \right) = \frac{1}{2} \left( \frac{6}{4} - \frac{1}{4} - \frac{4}{4} \right) = \frac{1}{8}$$

WHEN  $\pi^P > \pi^{NE}$  (AND NATURAL BLOCKADING IS NOT OPTIMAL), DETER. OTHERWISE, ACCOMMODATE.



$$k_1 = \frac{1}{2}$$

$$k_1 = 3 - 2\sqrt{E}$$

$$k_1 = \frac{3}{2}$$

$$\frac{1}{8} > 6\sqrt{E} + 4E \quad \frac{1}{8} \geq 6\sqrt{E} + 4E$$

ACCOMMODATE

BUT

$$\frac{3}{2} \geq 3 - 2\sqrt{E}$$

DETER

$$\frac{3}{2} < 3 - 2\sqrt{E}$$

NATURAL MONOPOLY

MOST LIKELY, IN AN EXAM, YOU WOULD

BE GIVEN AN  $E$  (e.g. "SAY ENTRY COSTS = .5") AND ASKED WHAT THE EQUILIBRIUM WOULD LOOK LIKE.



# TOPIC 2: NETWORK EFFECTS

• Two Types:

- DIRECT → UTILITY DERIVED FROM THE ITEM COMES FROM USING IT IN INTERACTION WITH OTHERS WHO HAVE THE ITEM.

- COMMUNICATION - PHONES, \* ETC.
- REVIEW APPS - YELP, ETC.
- PERSON TO PERSON SALES - EBAY, FLEA MARKET

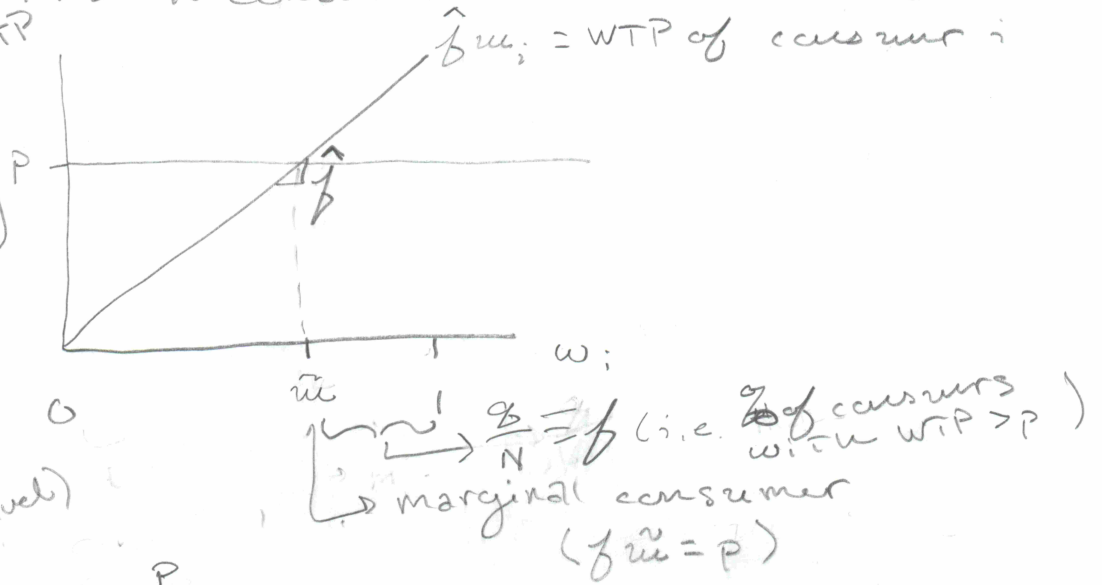
- INDIRECT → UTILITY DERIVED FROM COMPLEMENTARY PRODUCTS BEING INVENTED/PRODUCED.

- VIDEO GAMES - XBOX
- COMPUTER OPERATING SYSTEMS

• SIMPLE EQUILIBRIUM MODEL:

◦ WTP for consumer  $i$  is  $\hat{f}u_i$  where  $\hat{f}$  is the expected fraction of consumers that will buy and  $u_i$  is distributed uniformly on  $[0, 1]$ . THERE ARE  $N$  consumers.

NOTE: NOTES SAY  $[0, 100]$   
You can scale WTP depending on how valuable the good is.



So,  $\hat{f} = 1 - \tilde{u} = 1 - \frac{P}{\hat{f}}$  → expected  $\hat{f}$

But, what is  $\hat{f}$ ? If consumers are rational,

$\hat{f} = f$  so,  $f = 1 - \frac{P}{f} \Rightarrow f - f^2 = P$  THIS IS OUR DEMAND CURVE

WHAT'S THE IDEA HERE?

- FIRM SETS A PRICE

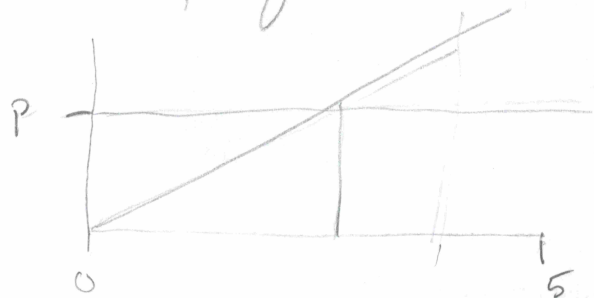
→ NOTE, WE ACTUALLY CHOOSE  $Q$  IN THE MODEL

- CONSUMERS SEE THAT PRICE AND THINK, "HM, I THINK EITHER  $Q_1$  OR  $Q_2$  people will BUY". IF THEY THINK  $Q_1$  WILL BUY, THEN  $Q_1$  BECOMES THE EQUILIBRIUM (IE  $Q_1$  WILL ACTUALLY BUY. IF THEY THINK  $Q_2$  WILL BUY, THEN  $Q_2$  . . . . .

THERE ARE 2 POSSIBLE EQUILIBRIUM FOR EVERY PRICE. HOW DO WE DEAL WITH THIS? WE ASSUME THE HIGHER  $Q$  IS THE EQUILIBRIUM.

EXAMPLE QUESTION:

"SAY 4000 consumers have  $u_i$  uniformly between 0 and 5, and  $WTP = 5u_i$ , where  $f$  is the fraction that they expect to buy. It costs 25\$ to produce the good. What is the profit maximizing  $Q$ ?"



$$f = 1 - \frac{u_i}{5} = 1 - \frac{P}{5f}$$

$$\Rightarrow 5f - 5f^2 = P \quad \Rightarrow \text{Since } Q = 4000f$$

$$\max_j pQ - cQ$$

$$\max_j 5(j - j^2)(4000j) - c(4000j)$$

$$\text{FOC: } 2(4000)5j - 3(4000)5j^2 - c(4000) = 0$$

$$\Rightarrow 5j - \frac{15}{2}j^2 - \frac{1}{25} = 0$$

$$\Rightarrow j^* = .0544$$

$$= .6122$$

PLUG BOTH IN TO FIND WHICH PROVIDES A BETTER PROFIT.

$$\pi(.0544) = .313$$

$$\pi(.6122) = 458.732 \quad \star$$

So, the firm will sell to 61.22 % of the population at the price 1.19\$ and will get 2294.65\$ in profit.

