

$$TC = TVC + TFC$$

$$MC = \frac{\Delta TC}{\Delta Q} = \frac{100 - 50}{1 - 0} = 50$$

$$\downarrow$$

$$\frac{128 - 100}{2 - 1} = 28$$

$$AVC = \frac{TVC}{Q}$$

$$AFC = \frac{TFC}{Q}$$

$$① ATC = \frac{TC}{Q}$$

$$\text{or, } ATC = AVC + AFC$$

$$Q \quad Q = 600 \Rightarrow TVC = 1140Q$$

say total output is Q
 $Q > 600$ Remaining production $(Q - 600)$

$$\frac{780000}{684000} = 96000$$

$$\downarrow$$

$$TVC = 1300(Q - 600)$$

$$\text{Total } Q \text{ TVC for } Q = 1140(600) + 1300(Q - 600)$$

$$TVC = 684000 + 1300Q - 780000$$

$$TVC = 1300Q - 96000$$

then for output > 600

$$AVC = \frac{TVC}{Q} = \frac{1300Q - 96000}{Q}$$

$$= 1300 - \frac{96000}{Q}$$

Cost minimisation:

Cost of production (TC) = TVC + TFC

producing

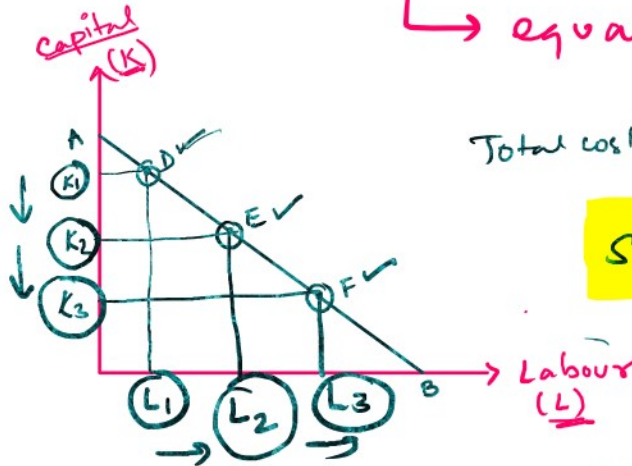
using Labour (paying w)

(ans)

producing Q output \Rightarrow using Labour (paying 'w')
 using capital (paying 'r')

Since $TC = TVC + TFC$
 $TC = wL + rK$

\hookrightarrow equation of isocost line.



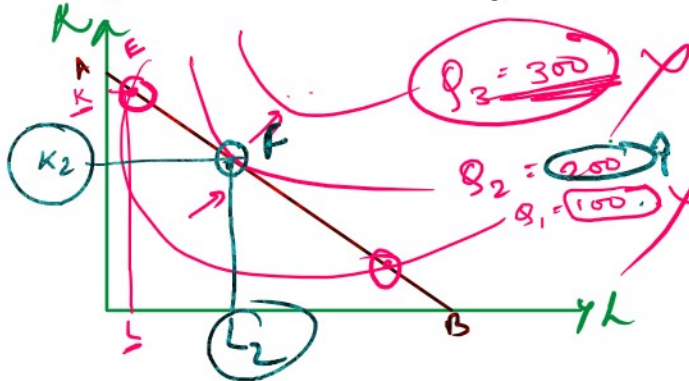
Total cost = 10,000 = $wL + rK$

Slope of isocost line = $\frac{\Delta K}{\Delta L} = -\frac{w}{r}$

What is cost minimisation? \Rightarrow maximise Q for given cost
 \Rightarrow minimise cost for given Q.

① \Rightarrow suppose you have $\text{Rs } 10,000$.

How many L & K should be employed for max Q.



Point F condition for cost min

$$\frac{\Delta Q / \Delta L}{\Delta Q / \Delta K} = \frac{w}{r}$$

$$\frac{MP_L}{MP_K} = \frac{w}{r}$$

Relation between Returns to scale and long run AC.

1. Increase in Returns to scale (IRS)

2. Constant Returns to Scale (CRS)
 \hookrightarrow A.C of production is minimum.

\hookrightarrow Economies of scale
 \hookrightarrow Decreasing Cost Industry
 \hookrightarrow Average cost of production

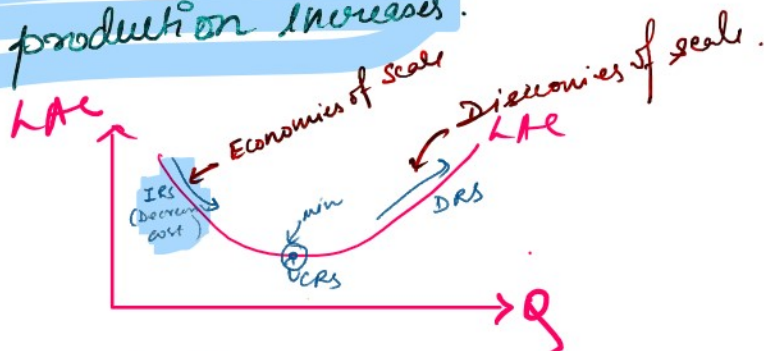
↳ A.C of production is minimum.

3. Decreasing Returns to Scale (DRS)

↳ DISECONOMIES of scale

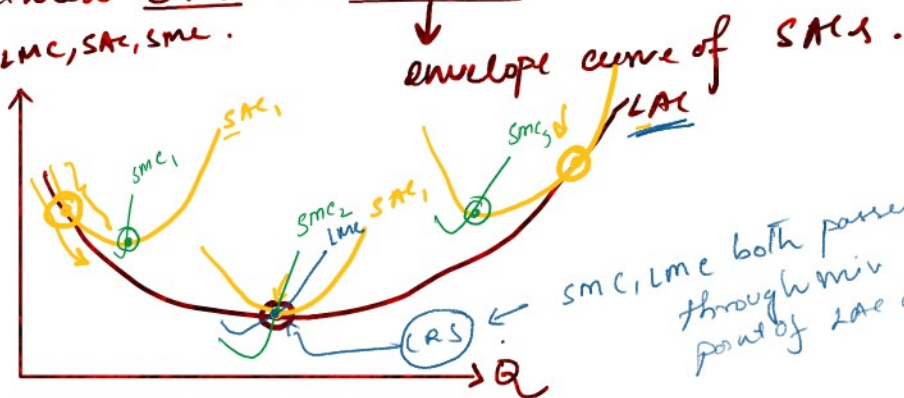
↳ Average cost of production increases.

Industry U
↳ Average cost of production falls with increase in output.



Relation between SACs and LACs.

LAC, LMC, SAC, SMC.



Perfect Competition and Monopoly Revision

features

PC

1. infinite no. of sellers & buyers
2. Price is fixed. Sellers are price 'takers' They take price as given.
3. products are homogenous/identical.
4. products are perfect substitutes to each other.

Monopoly

1. only single seller many buyers.
2. Price is variable with output. They are price makers.
3. Heterogenous or non-identical products.
4. No close substitutes available.

4. products are perfect substitutes to each other.
5. There is free entry and free exit.
No barriers to entry.
6. Perfect knowledge by buyers & sellers.
7. No transportation cost.
8. No govt intervention.
9. In PC, there is Supernormal profit in short-run ($\pi > 0$) and Normal profit ($\pi = 0$) in long run.
10. charges lower price & sells higher quantity.
11. No social cost or dead-weight loss
produces socially optimum output

12. In PC \Rightarrow profit maximisation requires: $P = AR = MR = MC$



Shape of Revenue Curves

$TR = \bar{P} \times Q$ (Price is fixed)
 \therefore TR is upward sloping straight line through origin.



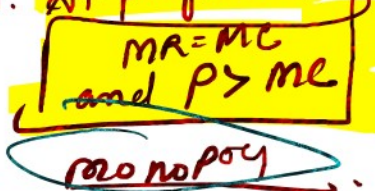
TR is const and linear

Avg Revenue (AR) = $\frac{TR}{Q} = \frac{\bar{P} \times Q}{Q} = \bar{P}$ & const

AR is const at \bar{P}
 Demand curve (AR) is horizontal.

$AR = \bar{P}$

4. No close substitutes available.
5. Barriers to enter
 (No free entry & exit allowed)
- Types of barriers:
 1. Legal restrictions (Patent, Copyright)
 2. Access to critical inputs.
 3. Economies of Scale (IRS)
6. In monopoly a firm always seeks profit $\pi > 0$.
7. Charges higher price and sells lower quantity.
8. produces less than socially optimum output and there is social cost of monopoly (Dead weight loss)
9. At profit max, $MR = MC$ and $P > MC$



$TR = P \times Q$

(Price & Quantity both are variables).

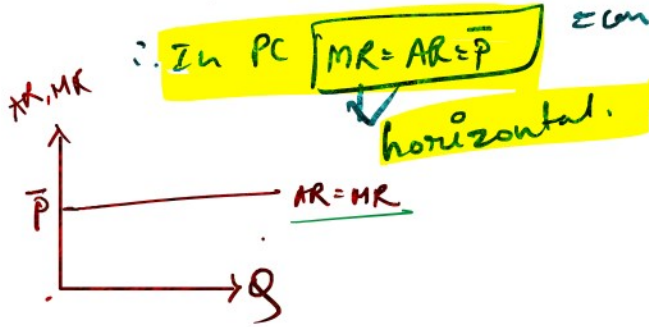
first 1/2 use with Q reaches max then decreases } TR is non-const and non-linear.



$AR = \frac{TR}{Q} = \frac{P \times Q}{Q} = P$ (Not const inversely related)

Demand curve

$$MR = \frac{\Delta TR}{\Delta Q} = \frac{\Delta(PQ)}{\Delta Q} = \bar{P} \frac{\Delta Q}{\Delta Q} = \bar{P} = AR$$



PC

Profit maximisation

$$\Pi = TR - TC$$

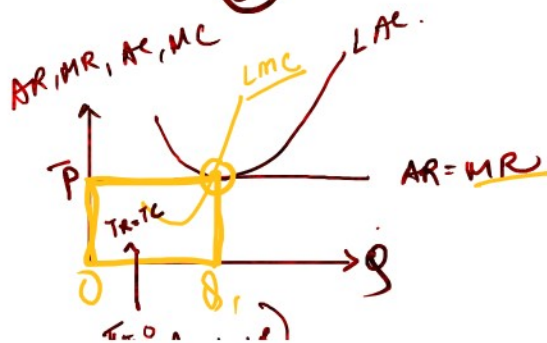
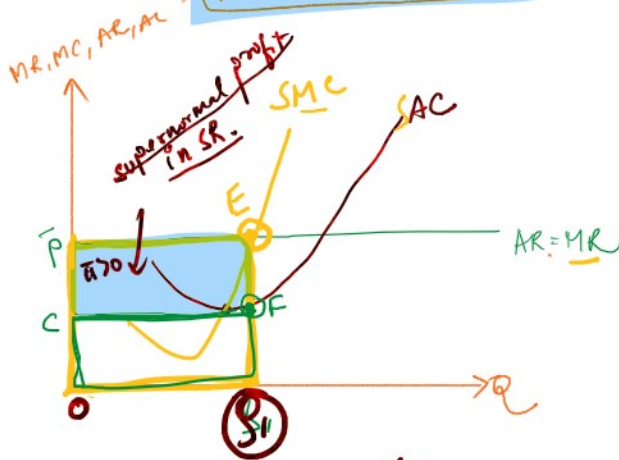
$$\Delta \Pi = \Delta TR - \Delta TC$$

$$\frac{\Delta \Pi}{\Delta Q} = \frac{\Delta TR}{\Delta Q} - \frac{\Delta TC}{\Delta Q} = 0$$

$$\Rightarrow MR - MC = 0$$

$$\Rightarrow MR = MC$$

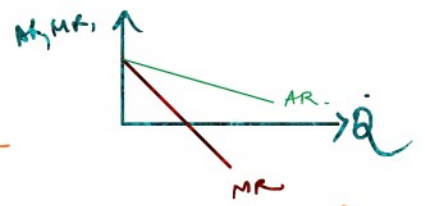
$$\Rightarrow \bar{P} = AR = MR = MC$$



$AR = \frac{TR}{Q} = P \cdot Q^{-1}$ inversely related
 Demand (AR is close to Q)
 xloping.

$$MR = \frac{\Delta TR}{\Delta Q} = \frac{\Delta(PQ)}{\Delta Q} = P + Q \frac{\Delta P}{\Delta Q}$$

and $MR < AR$
 (MR is below AR)



Monopoly

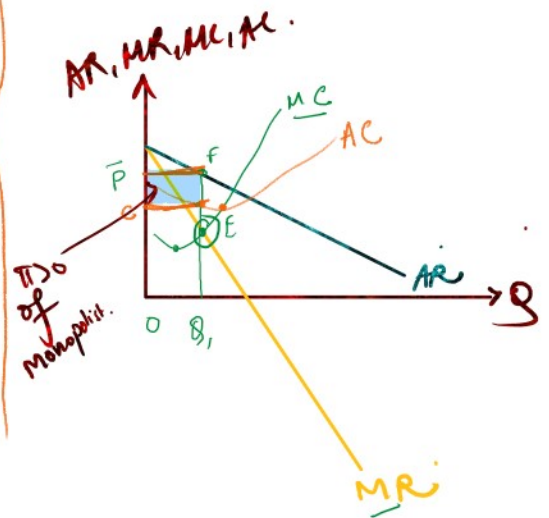
$$\Pi = TR - TC$$

$$\frac{\Delta \Pi}{\Delta Q} = \frac{\Delta TR}{\Delta Q} - \frac{\Delta TC}{\Delta Q} = 0$$

$$MR - MC = 0$$

$$MR = MC$$

and $P > MR = MC$



 $\pi = 0$
(Normal profit interval) > 9

① Short-run supply } PC
Long-run supply }

② Relation TR & MR
MR & EP (8am - 9:30am)
Rule of thumb
Lerner's index
dead-weight loss
Numericals ✓
Wednesday,