

PRICE
DETERMINATION
IN
DIFFERENT
MARKETS

1. Perfect competition → Competitive market.
 2. Monopoly
 3. Monopolistic competition
 4. Oligopoly
- Imperfect competition.

MARKET

1. Buyer and seller
2. Goods and Services
3. Price
4. Market knowledge

* CLASSIFICATION OF MARKET

1. Local area market
Perishable goods.
2. Regional Market → Semi durable goods.
3. National Market → Industrial goods.
Eg. Plant & Machinery.
4. International Market → Metals . e.g. Gold, Silver.

- Short Period Market
Supply can be changed but limited.
- Very short period market.
Supply cannot be changed.
- Long period market.
Supply can be changed unlimited.
- Very long period market.
Known as Secular period.
- Spot market
Transaction done on the spot.
- Future market.
Transaction done in near market.
- Regulated Market.
Govt. control. RBI → Bank.
- Unregulated market.
No govt. control. Eg: Crypto.
- Wholesale market
Transaction / goods in Bulk.
- Retail market
Goods are sold to ultimate consumer.

* Concept of Time Element was given by Alfred Marshall.

* Revenue

(1) Total Revenue (T.R) = Price \times Qty.
 $= 10 \times 20$
 $= 200.$

(2) Average Revenue (AR) = $\frac{TR}{Qty}$

* AR = Price
 $= \frac{200}{20}$
 $= 10$

(3) Marginal Revenue (MR) = $MR_n = TR_n - TR_{n-1}$
OR

** $MR = \frac{\Delta TR}{\Delta Q}$

* Calculate MR when elasticity is given.

$MR = AR \times \frac{e-1}{e}$

Eg. When $e = 1$ $e > 1$ $e < 1$
MR will be 0 MR will be positive. MR will be negative.

EQUILIBRIUM PRICE



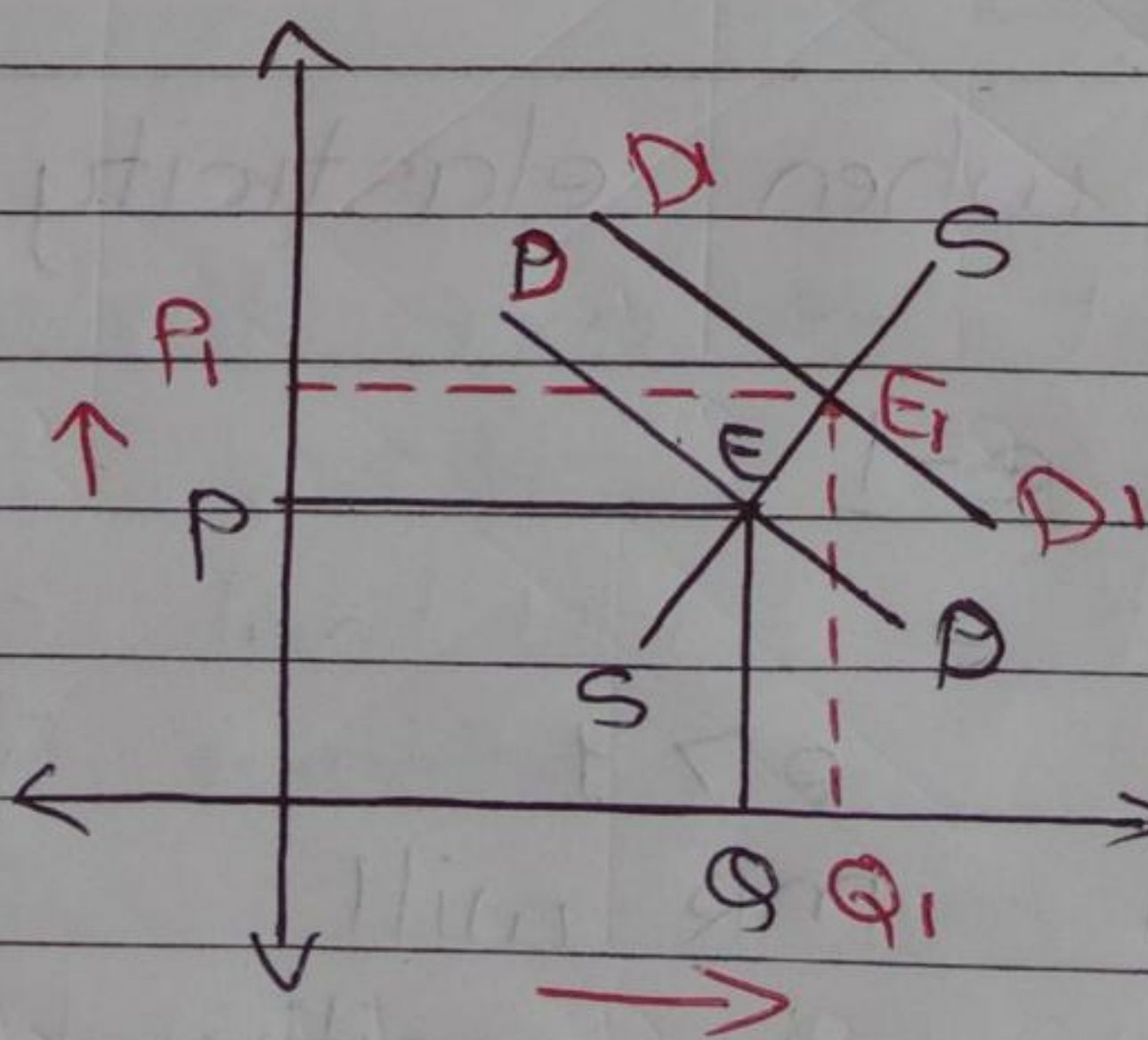
Market Clearing Price

When Qty demand = Qty supply

| Price | Qty. demand | Qty. supply | Impact on price |
|-------|-------------|-------------|-----------------|
| 5 | 100 | 500 | P ↓ Falls |
| 4 | 200 | 400 | |
| 3 | 300 | 300 | Constant |
| 2 | 400 | 200 | |
| 1 | 500 | 100 | P ↑ Increases |

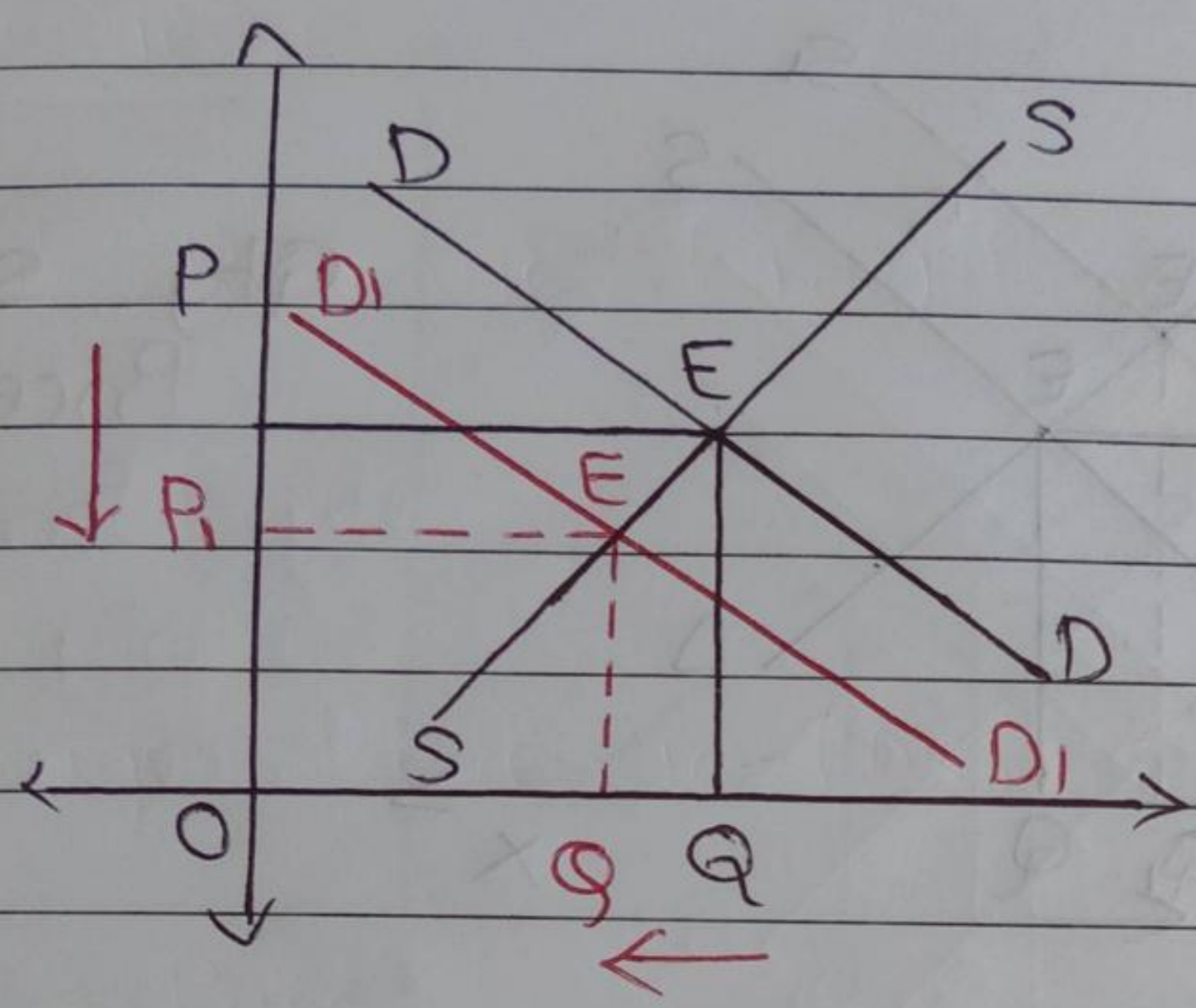
Impact of change in demand and supply on Equilibrium Price and Qty.

ex 1: When demand ↑ Supply constant



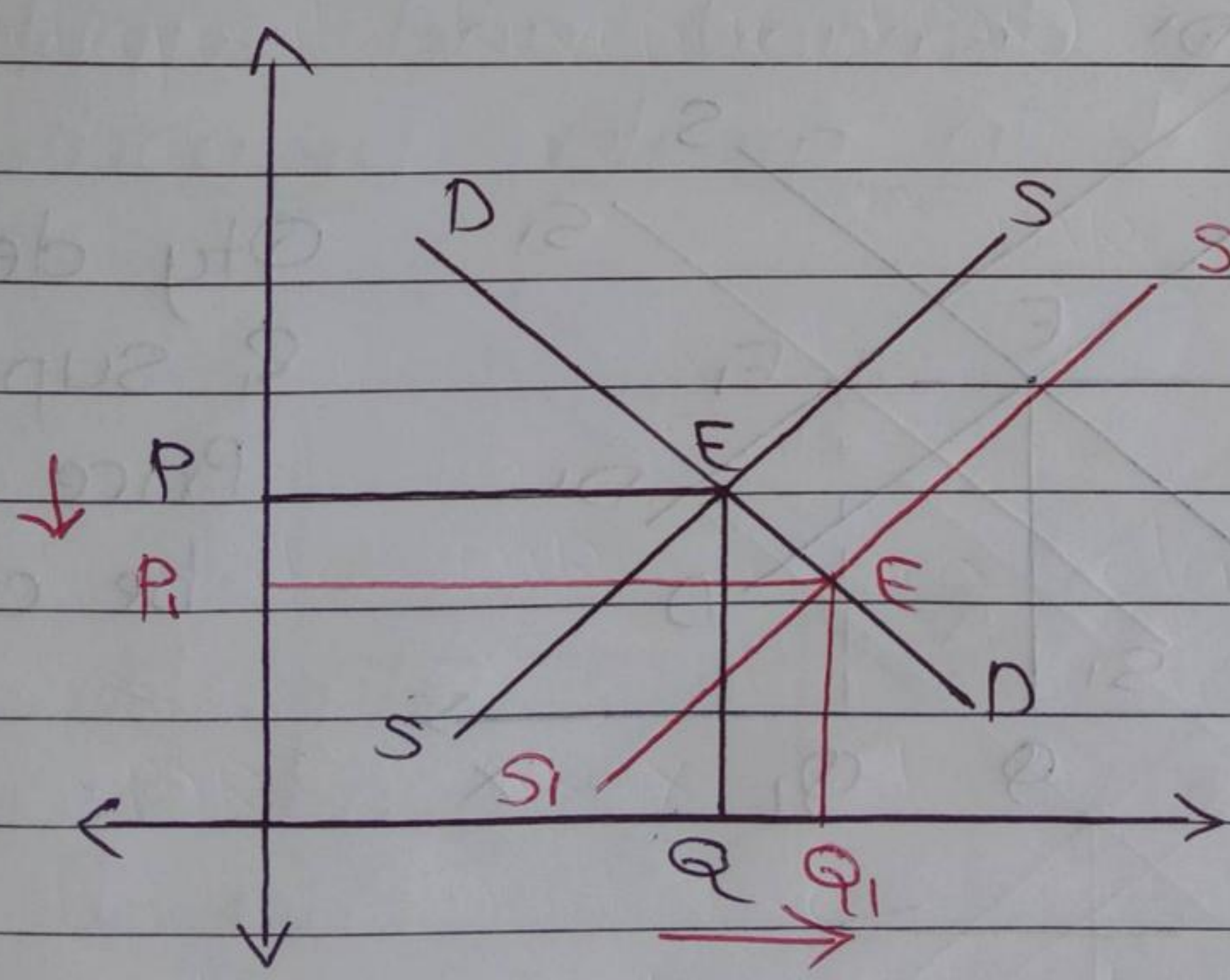
Price & Demand Both ↑.

Case 2: When demand decreases, supply constant.



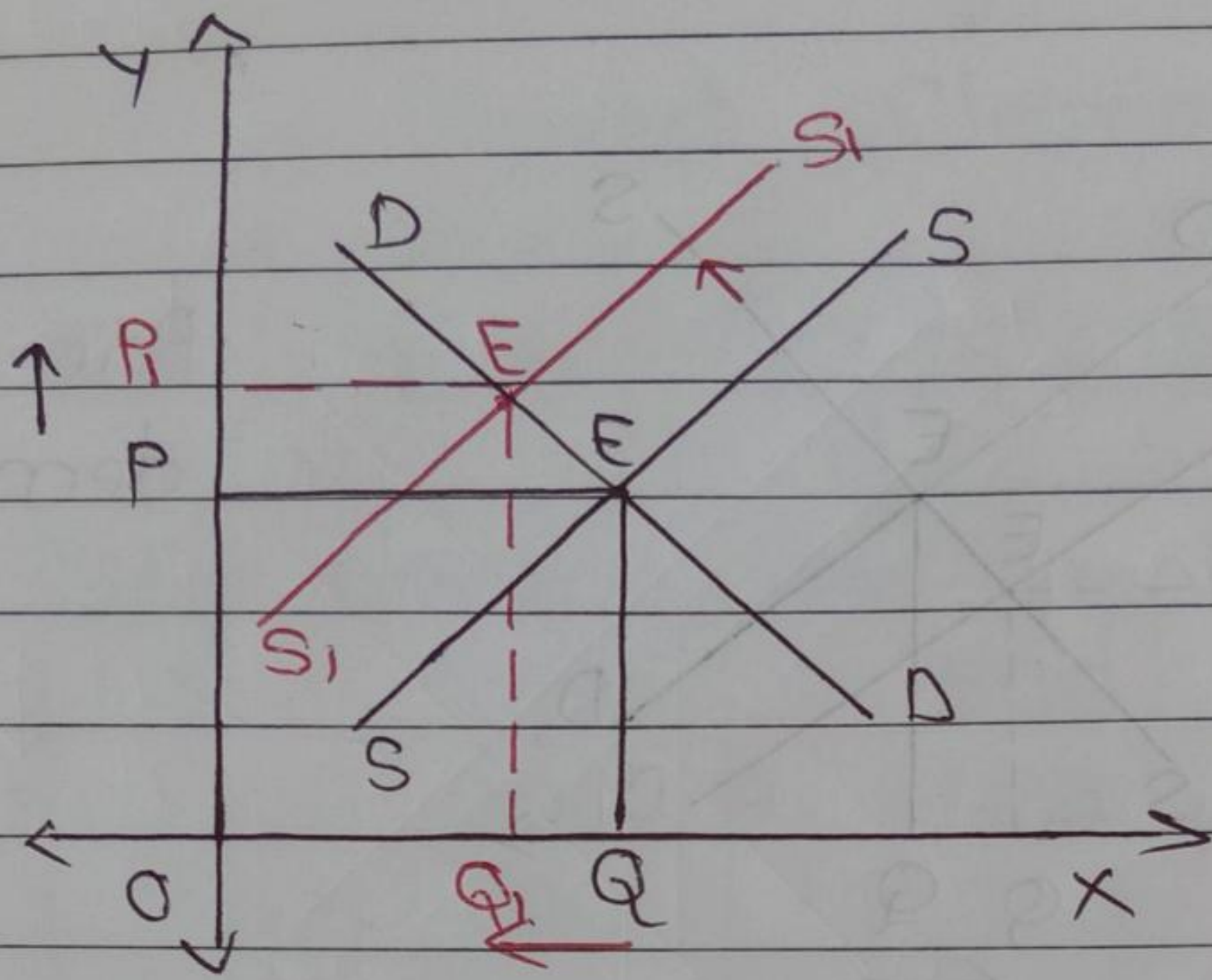
Price & Qty demanded ↓

Case 3: When supply ↑ demand constant.



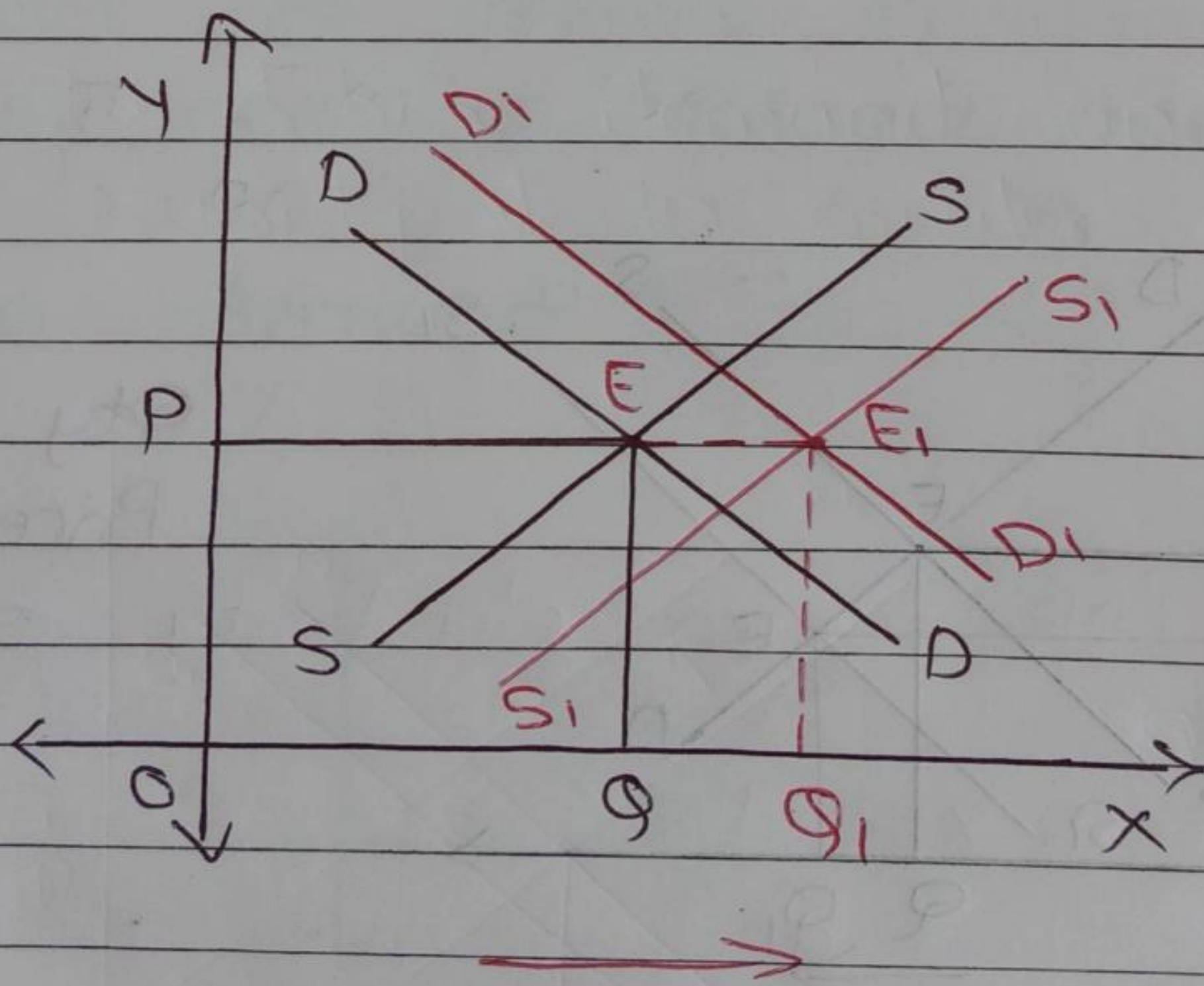
Qty supply ↑
Price ↓

Case 4: When supply ↓ demand constant



Qty supply ↓
Price ↑

Case 5: When both demand and supply ↑ in same proportion.

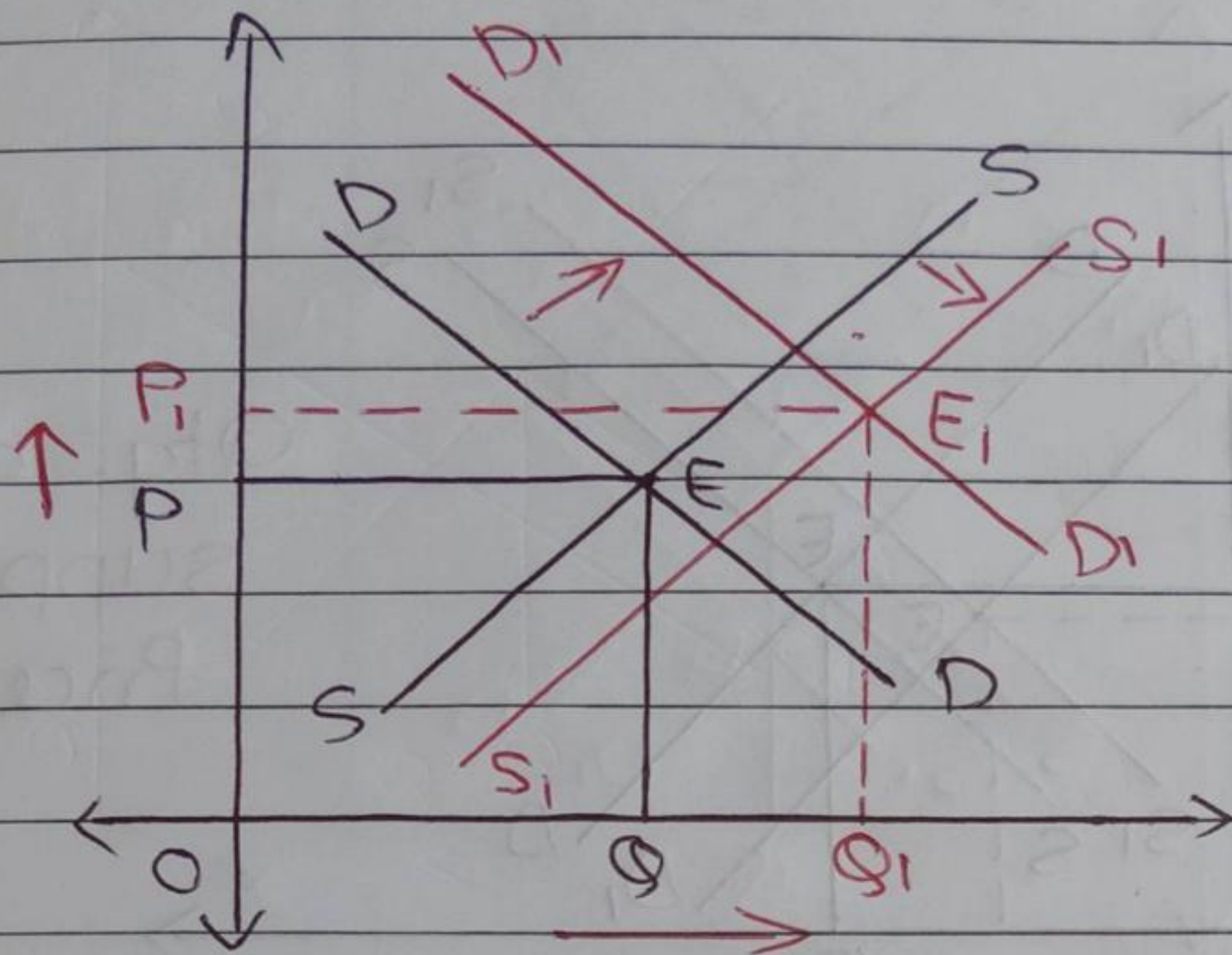


Qty demand & supply ↑
Price will be constant

* IF Both Qty. D. & Supply Falls

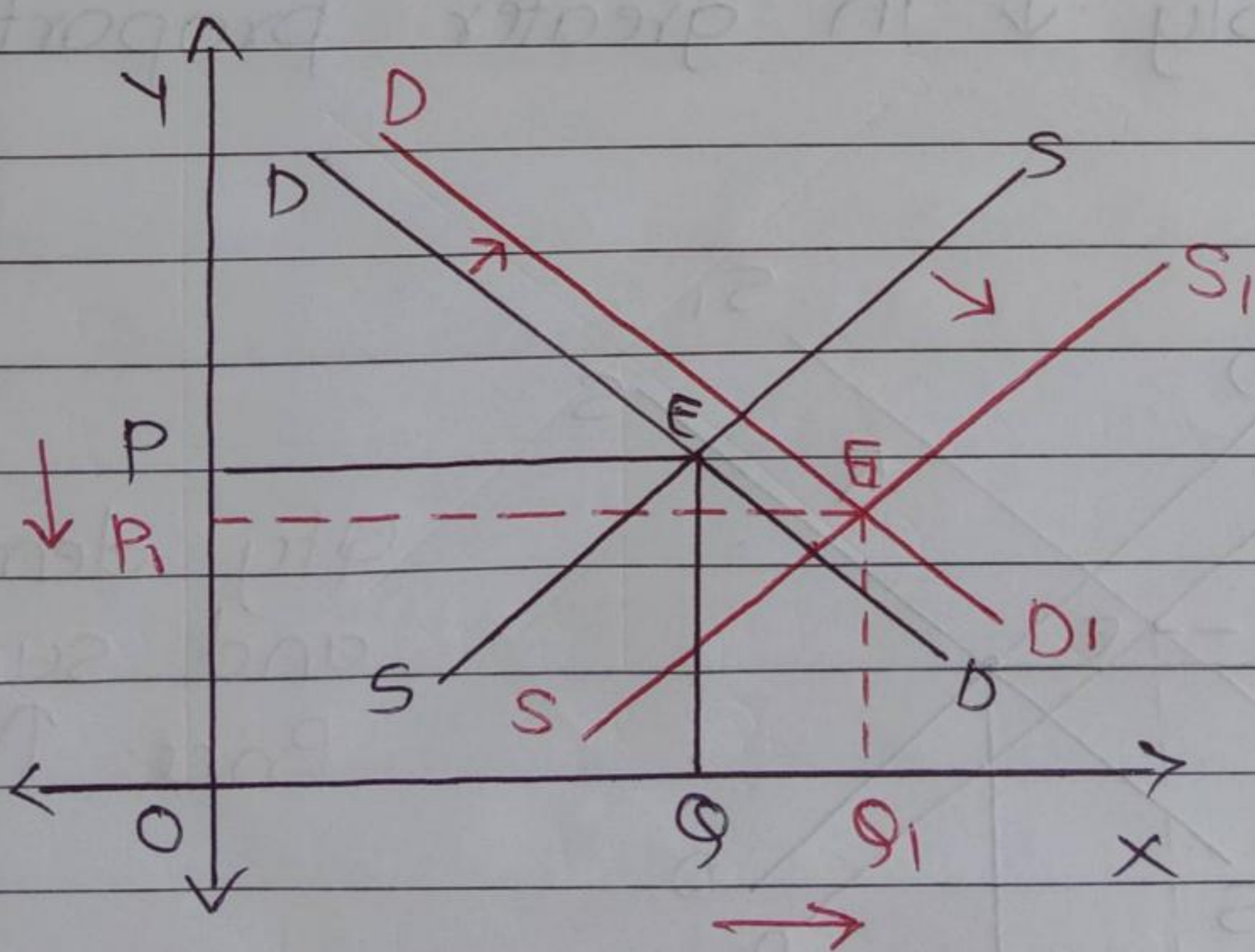
Price will same but Qty demand & supply will fall.

Case 6: When both demand and supply ↑ but demand ↑ in greater proportion.



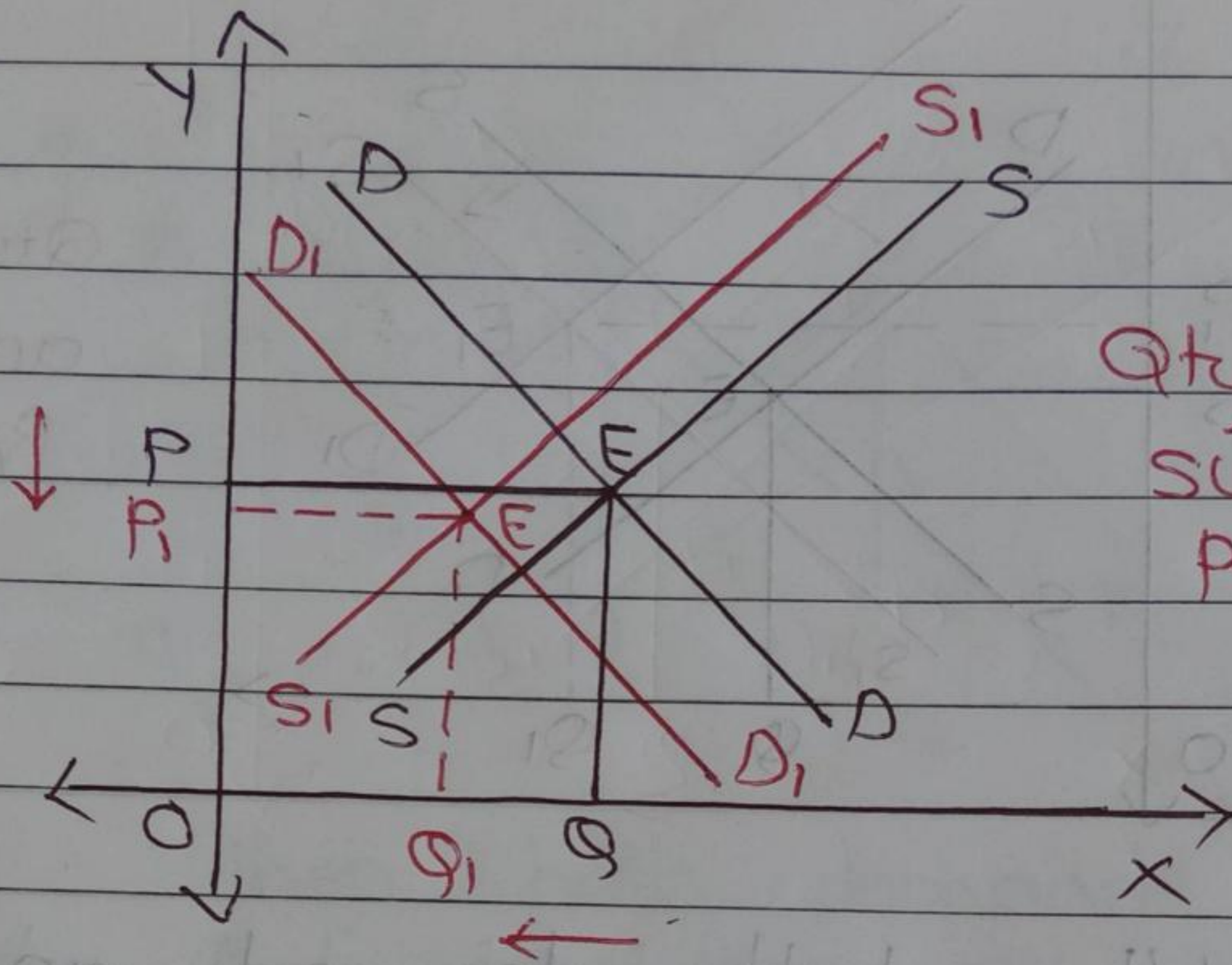
Qty. demand and supply ↑
Price also ↑.

Case 7: When both demand and supply ↑ but supply ↑ increases in greater proportion.



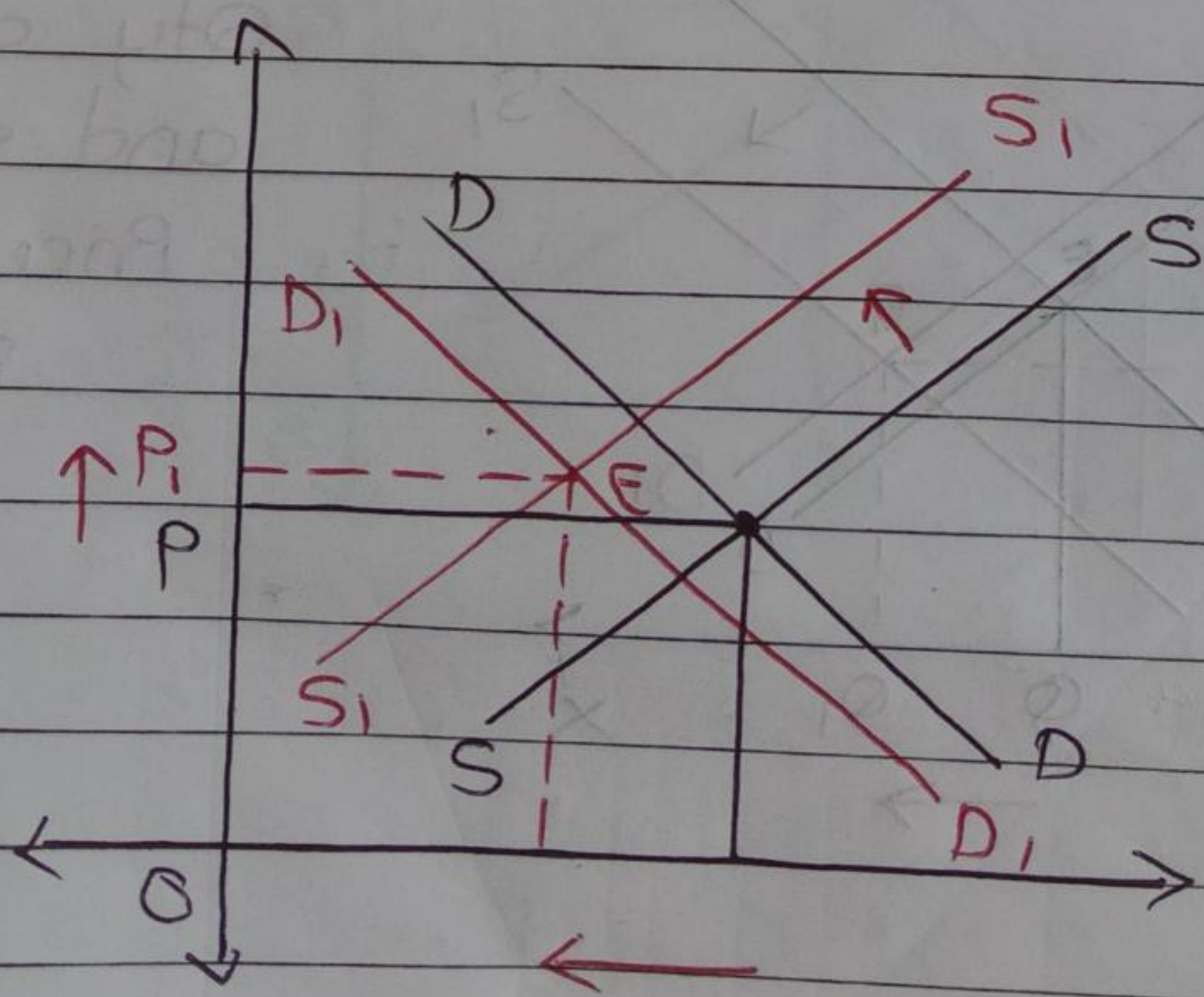
Qty demand and supply ↑
Price will Fall.

Case 8: When demand and supply both ↓ but demand ↓ in greater proportion.



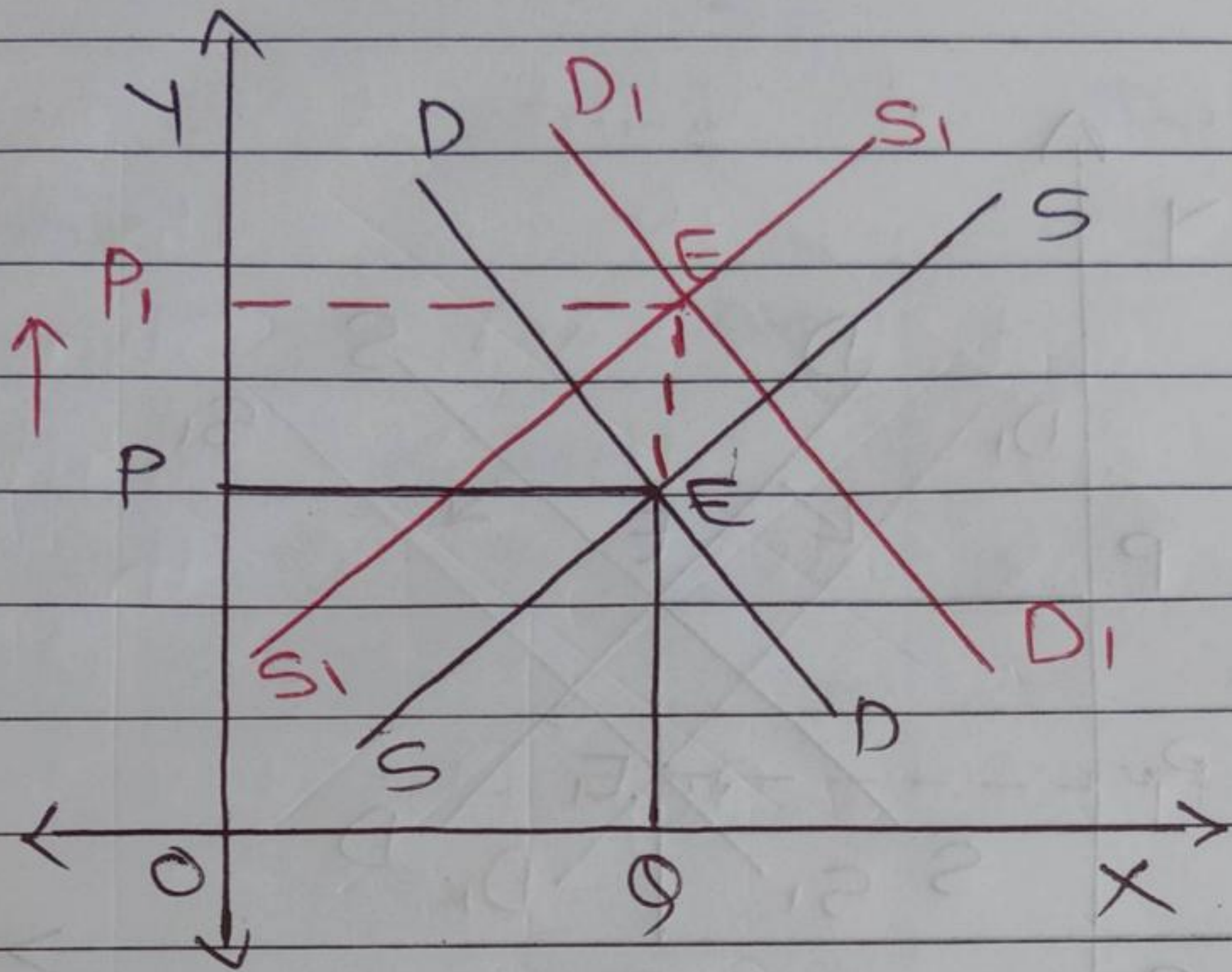
Qty. demand & supply ↓
Price also ↓

Case 9: When demand and supply ↓ but supply ↓ in greater proportion.

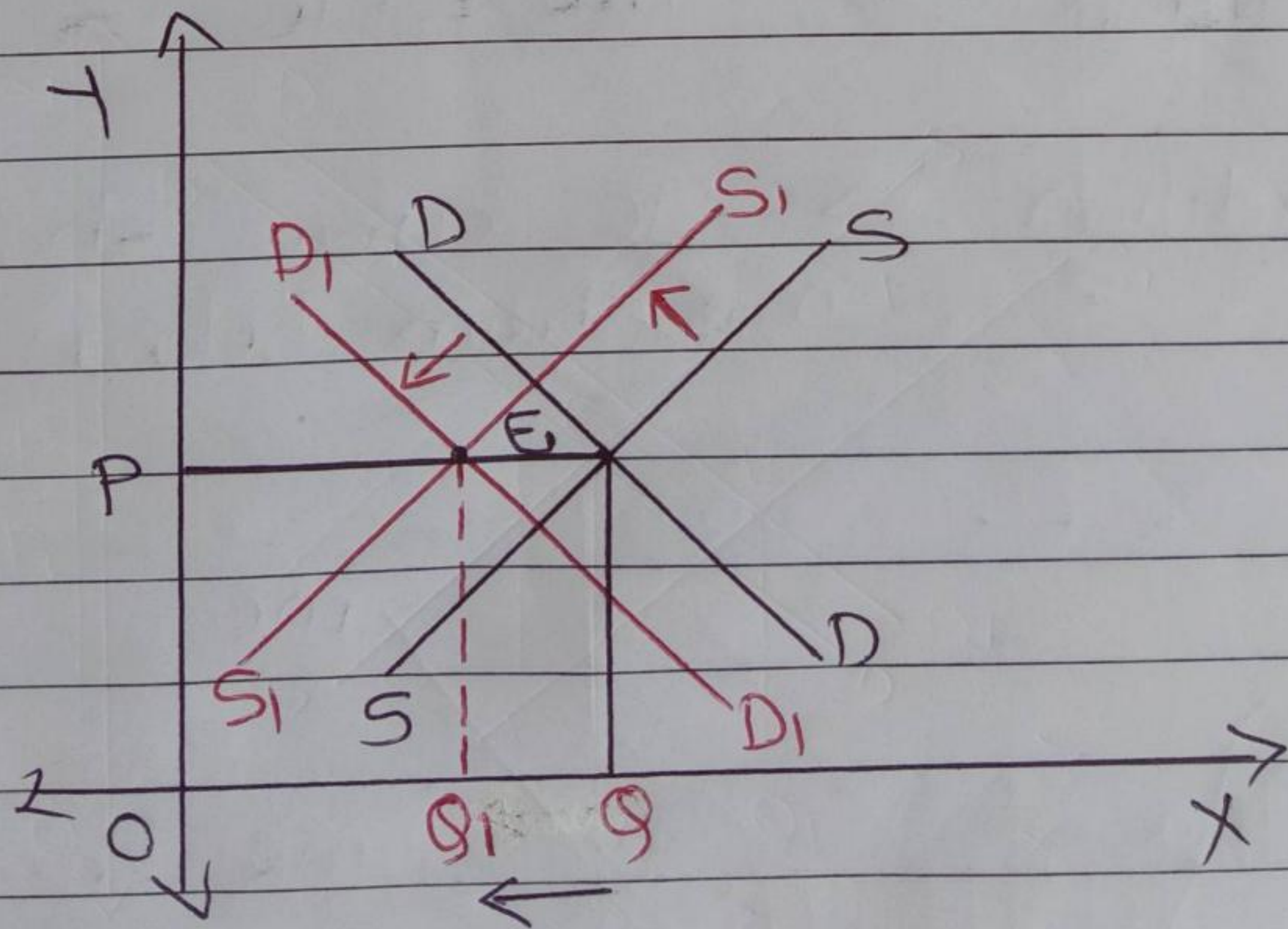


Qty. demand and supply ↓
Price ↑

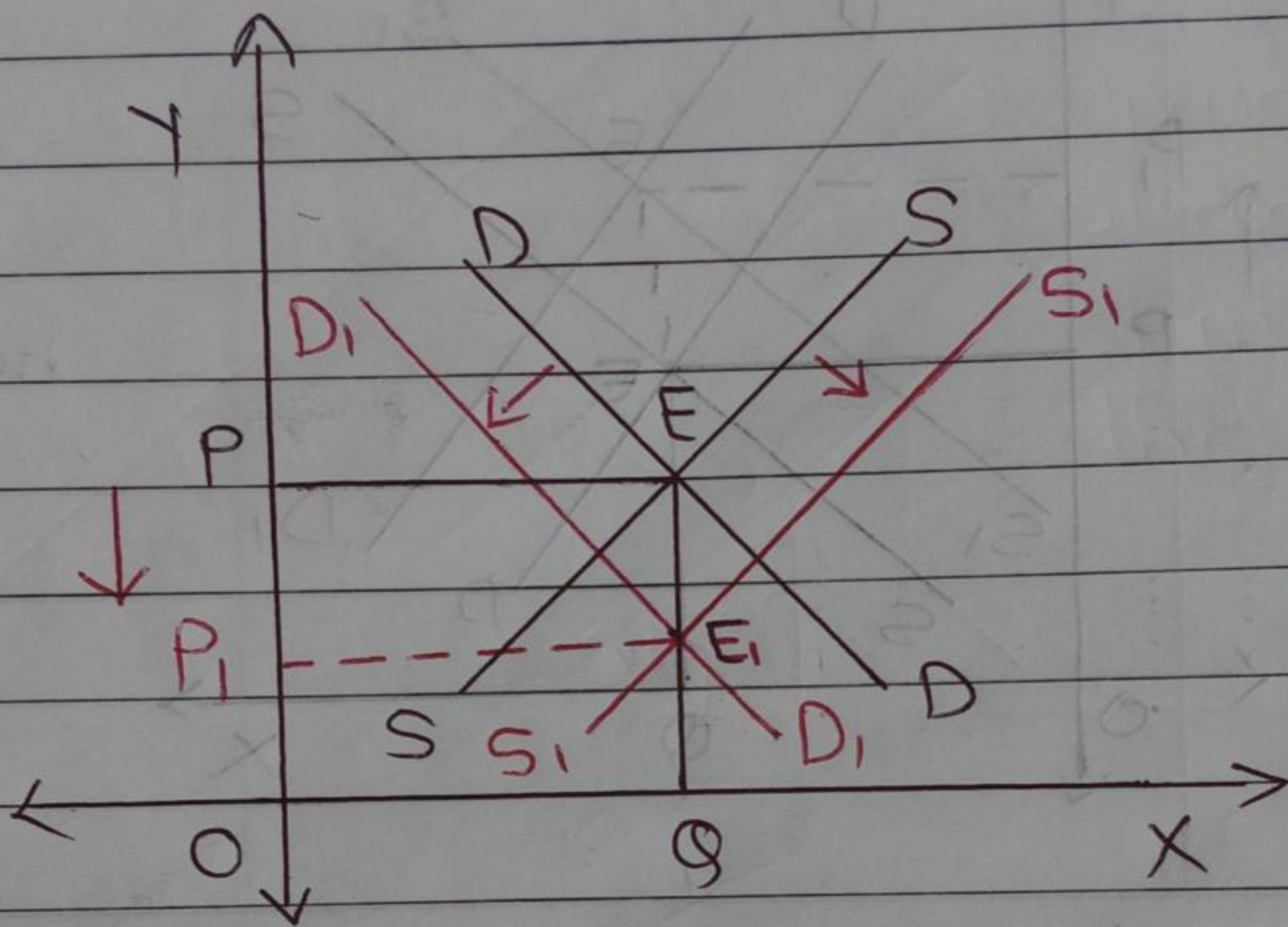
Case 10: When demand \uparrow supply \downarrow



Case 11: When both demand and supply \downarrow in same proportion.



Case 12: When demand ↓ supply ↑

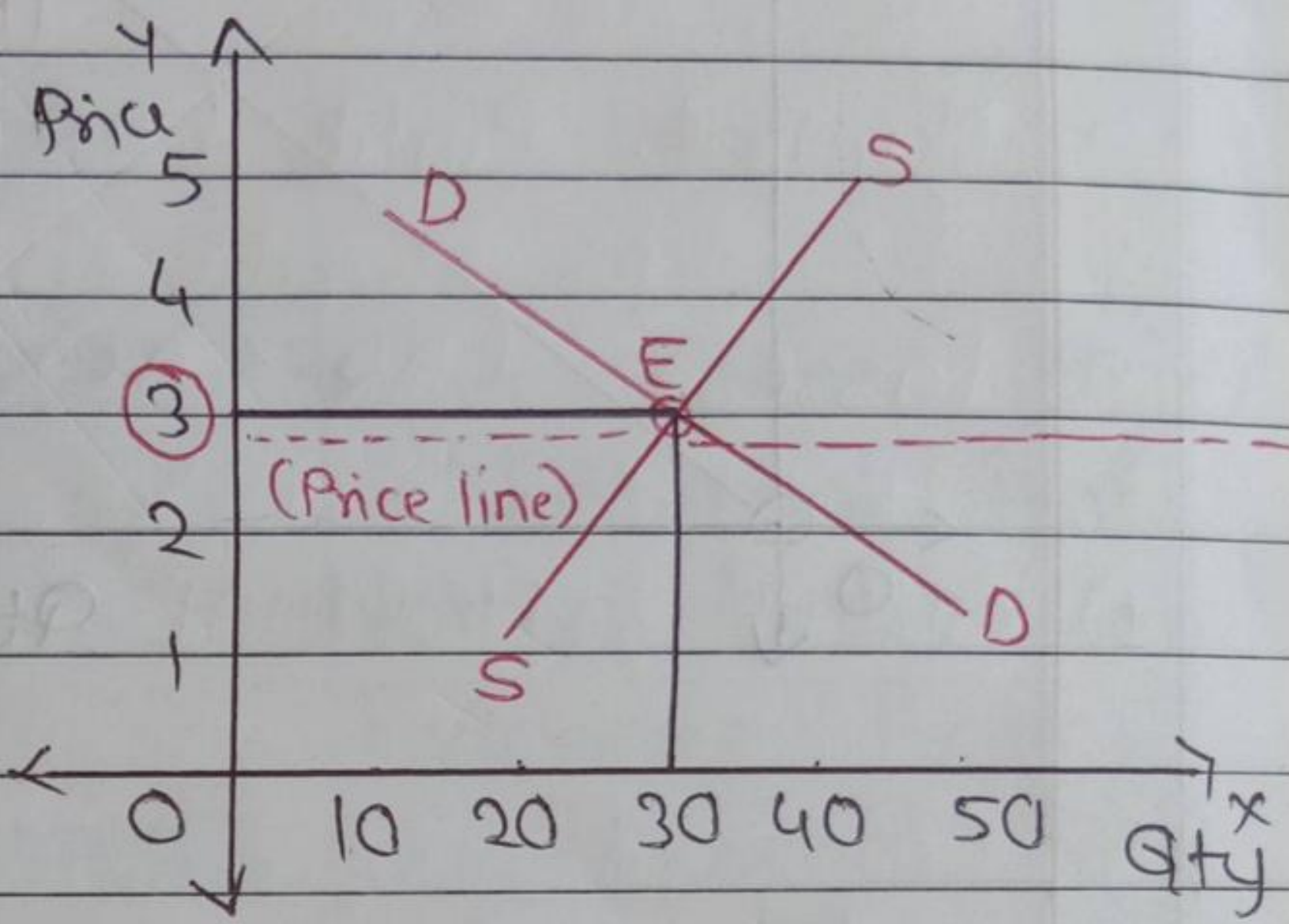


* Revenue concept under Perfect Competition
Competitive market.

Industry
(Price maker)

| Price | Q.D.D | Q.Supplied |
|-------|-------|------------|
| 1 ↑ | 50 | 10 ↑ |
| 2 | 40 | 20 |
| 3 | 30 ↓ | 30 |
| 4 | 20 | 40 ↑ |
| 5 | 10 | 50 |

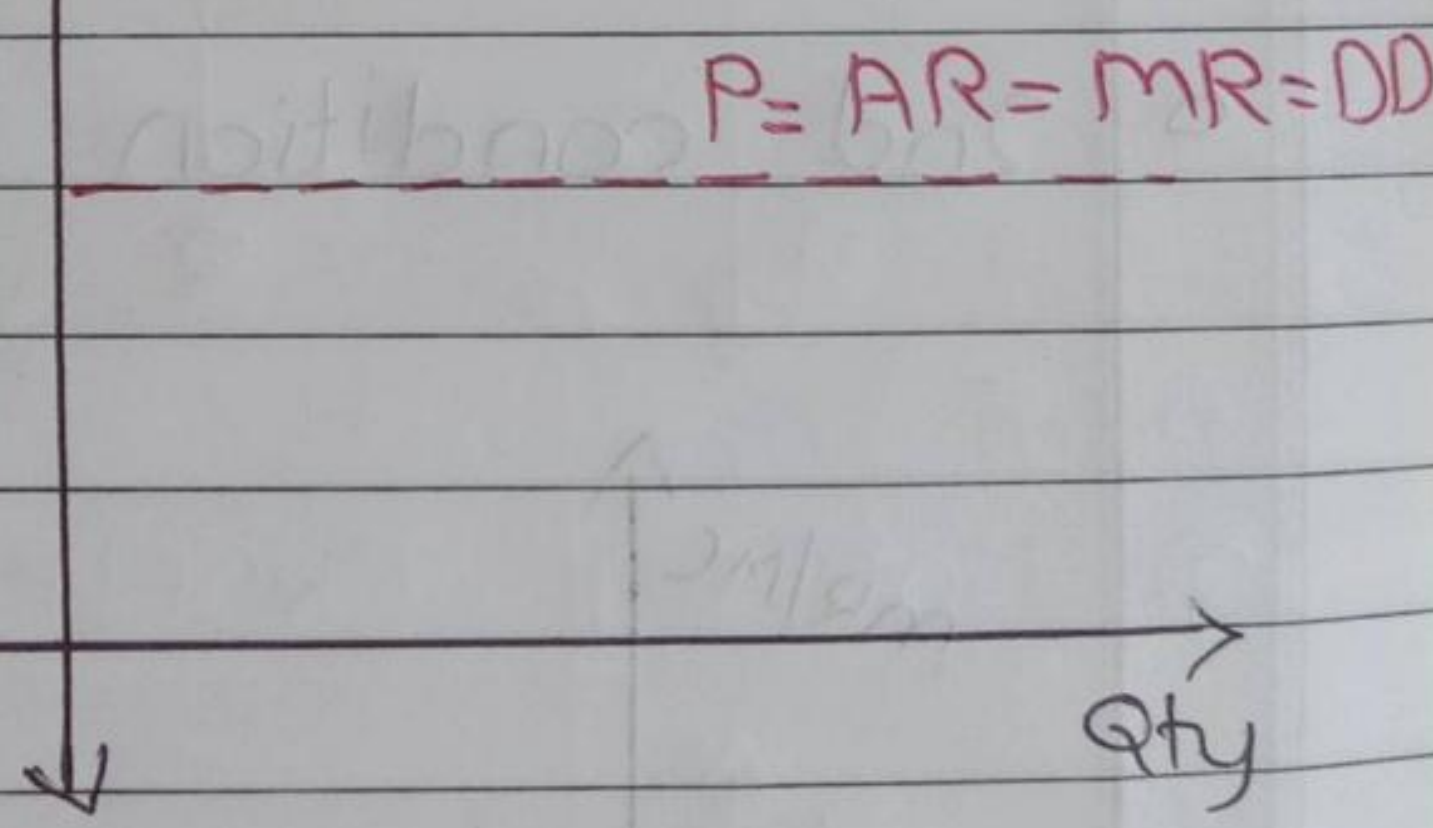
Industry



Firm (Price Taker)

Firm

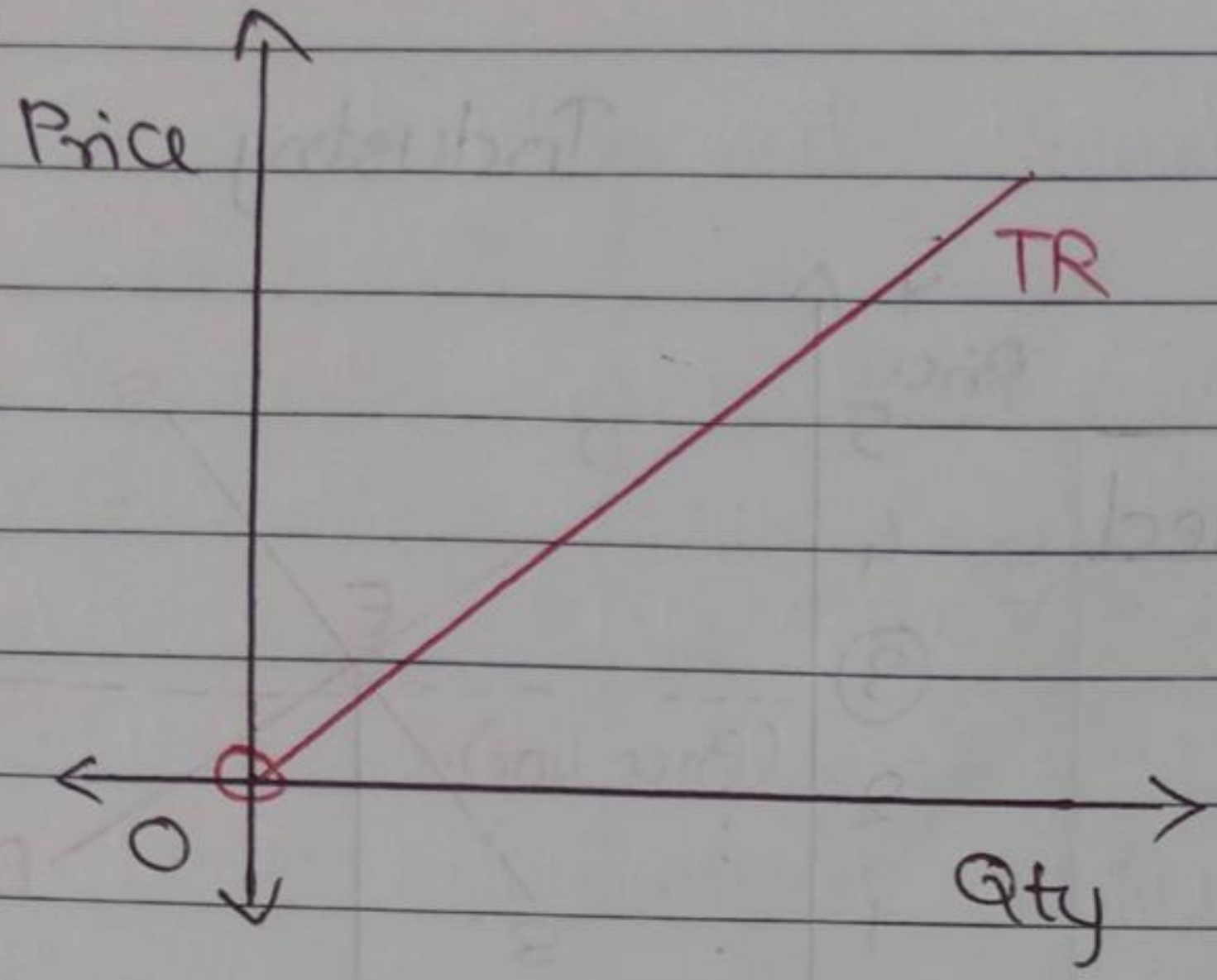
| Price | Qty | TR | AR | MR |
|-------|-----|----|----|----|
| 3 | 1 | 3 | 3 | - |
| 3 | 2 | 6 | 3 | 3 |
| 3 | 3 | 9 | 3 | 3 |
| 3 | 4 | 12 | 3 | 3 |
| 3 | 5 | 15 | 3 | 3 |



Horizontal shape.
(Perfectly Elastic)

* Average Revenue is also called as Demand curve.

* Total Revenue under Perfect Competition

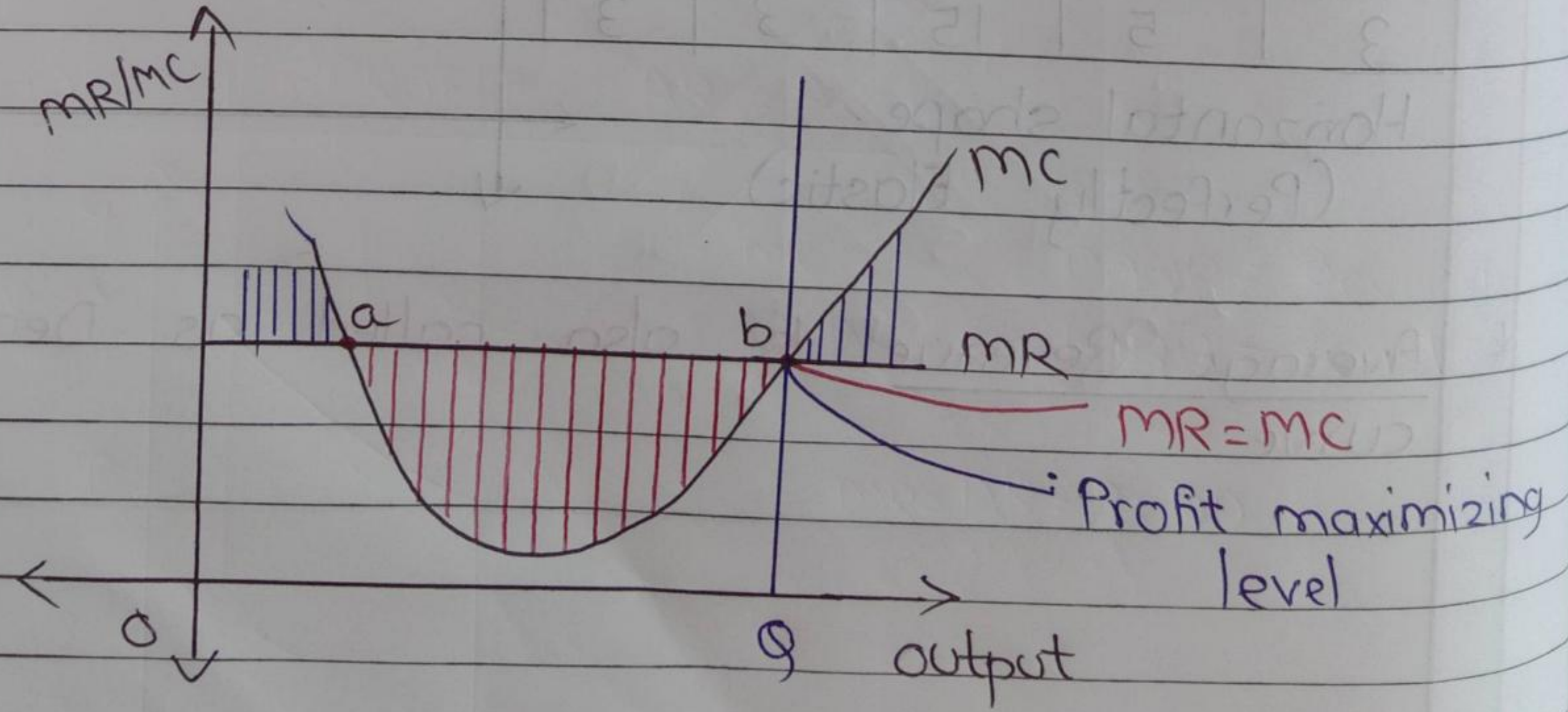


Upward Sloping
Straight line
starting from
the origin.

MR and MC approach

Quantity and Output

- o 1st condition → $MR = MC$
- o 2nd condition → MC curve should cut MR from below.



$MR > MC \rightarrow$ output Increases * $MR = MC \rightarrow$ Profit Maximizing output
 $MR < MC \rightarrow$ output Reduces

* AR and AC Approach → Profits and Losses

$$\begin{aligned} \text{Average cost (AC)} &= \text{AFC} + \text{AVC} \\ 20000 &= 8000 + 12000 \end{aligned}$$

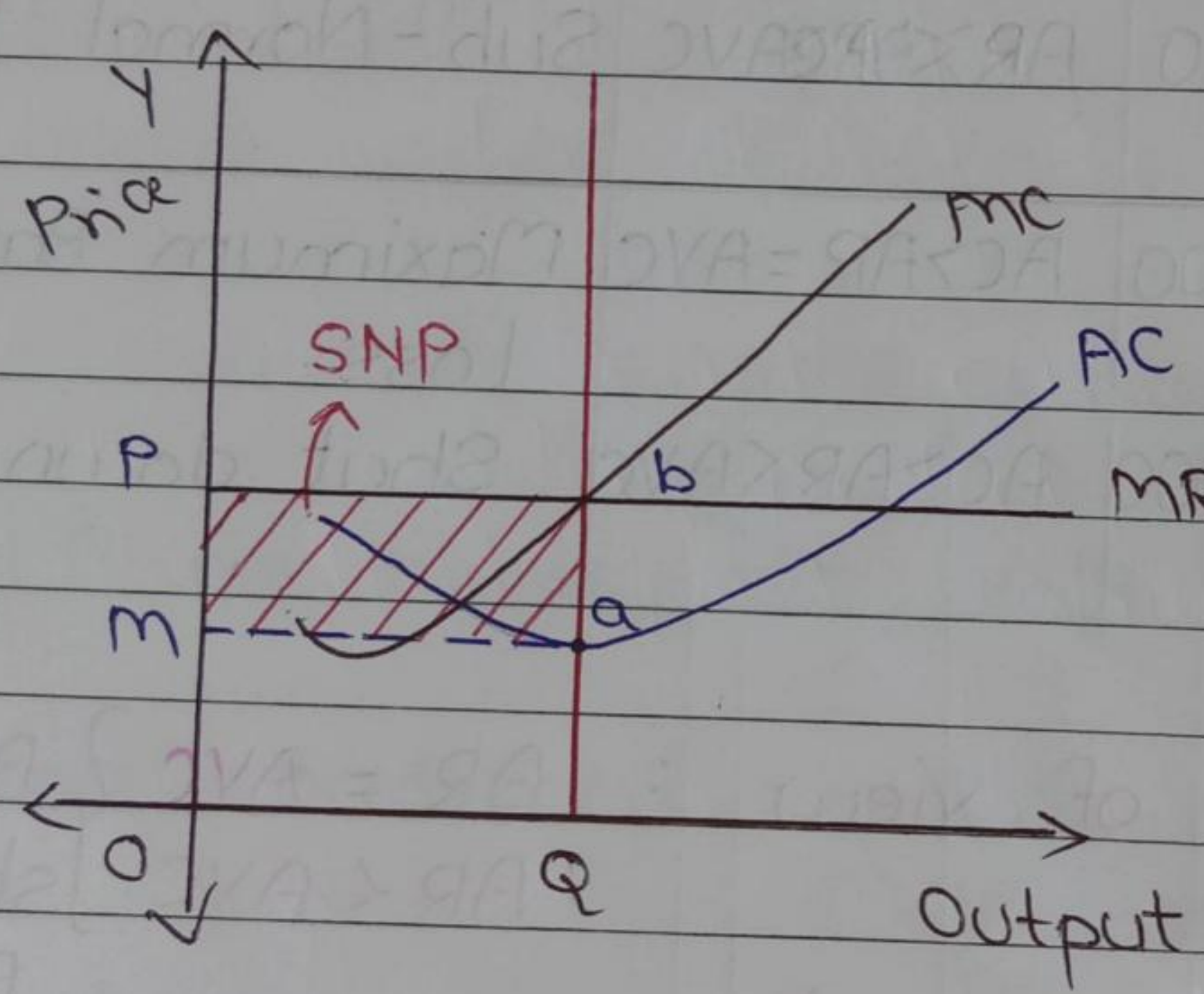
| Case | AR | AC | Relation | Profit/Loss |
|------|-------|-------|---------------|---------------------------------------|
| 1 | 30000 | 20000 | AR > AC | Super Normal Profit / Abnormal Profit |
| 2 | 20000 | 20000 | AR = AC | Normal Profit / Zero Economic Profit. |
| 3 | 15000 | 20000 | AC > AR > AVC | Sub-Normal Profit |
| 4 | 12000 | 20000 | AC > AR = AVC | Maximum Bareable Loss. |
| 5 | 10000 | 20000 | AC > AR < AVC | Shut down Point. |

* From MCQ Point of view : $\left. \begin{array}{l} \text{AR} = \text{AVC} \\ \text{AR} < \text{AVC} \end{array} \right\} \text{Both shutdown Point.}$

* SHORT RUN EQUILIBRIUM UNDER PERFECT COMPETITION

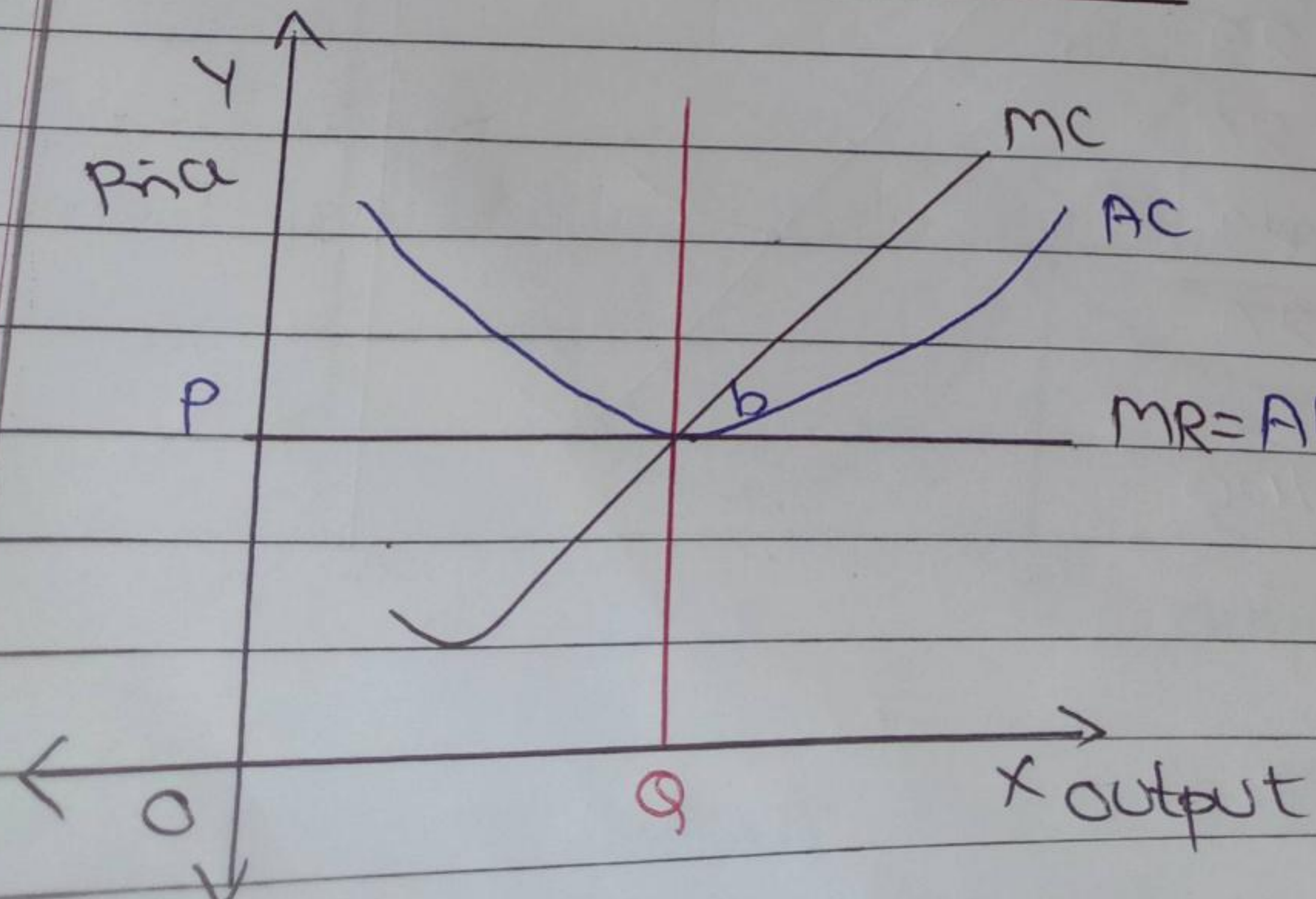
- o Super Normal Profit ($AR > AC$)
- o Normal Profit ($AR = AC$)
- o Losses ($AR < AC$)

1) SUPER NORMAL PROFIT ($AR > AC$)



$POQB = \text{Revenue}$
 $MOQA = \text{Cost}$
 $PMAB = \text{SNP}$
 $MR = AR = P = DD$

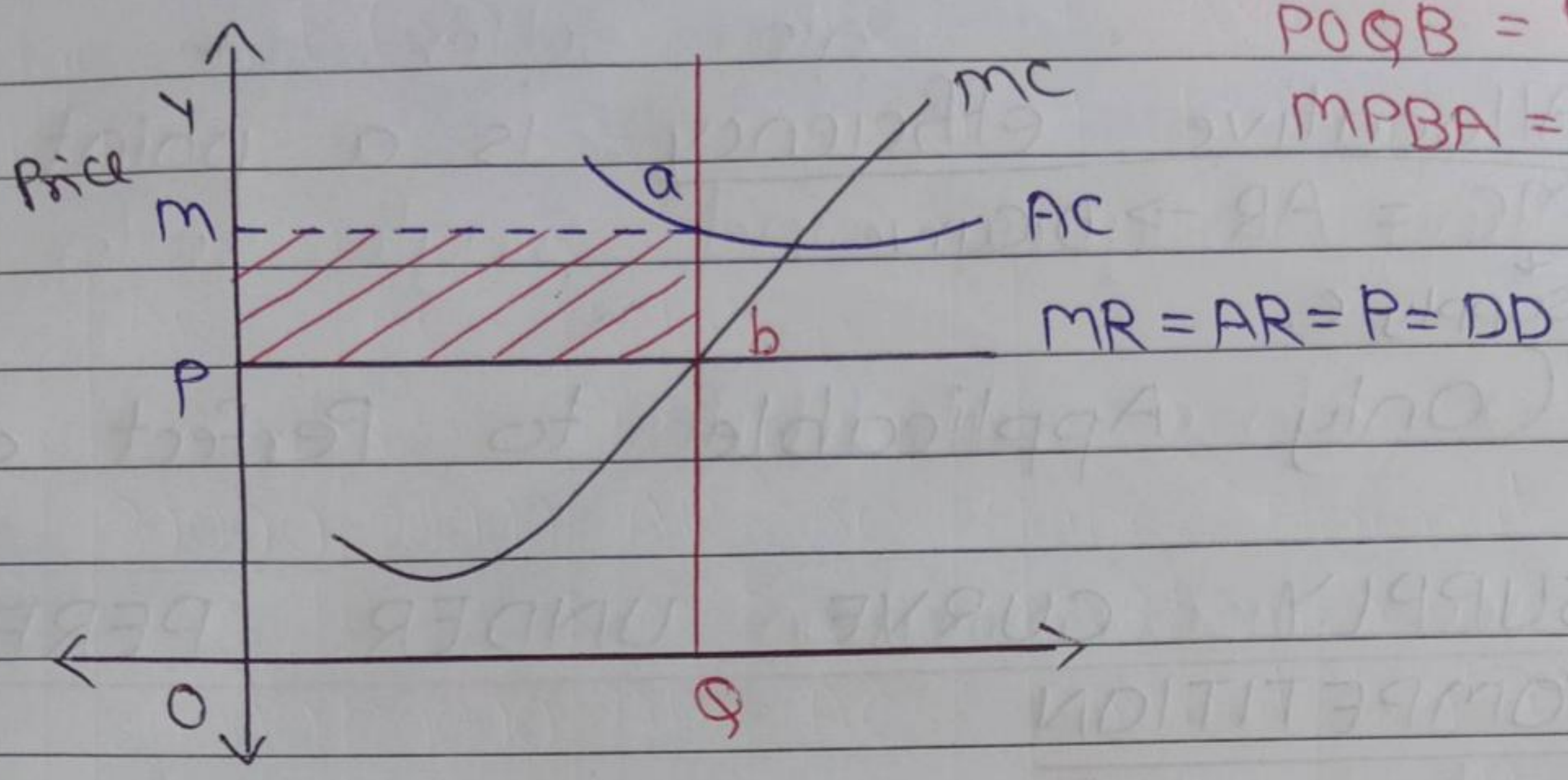
2) NORMAL PROFIT $AR = AC$



$POQB = \text{Revenue}$
 $POQB = \text{Cost}$
 $MR = AR = P = DD$

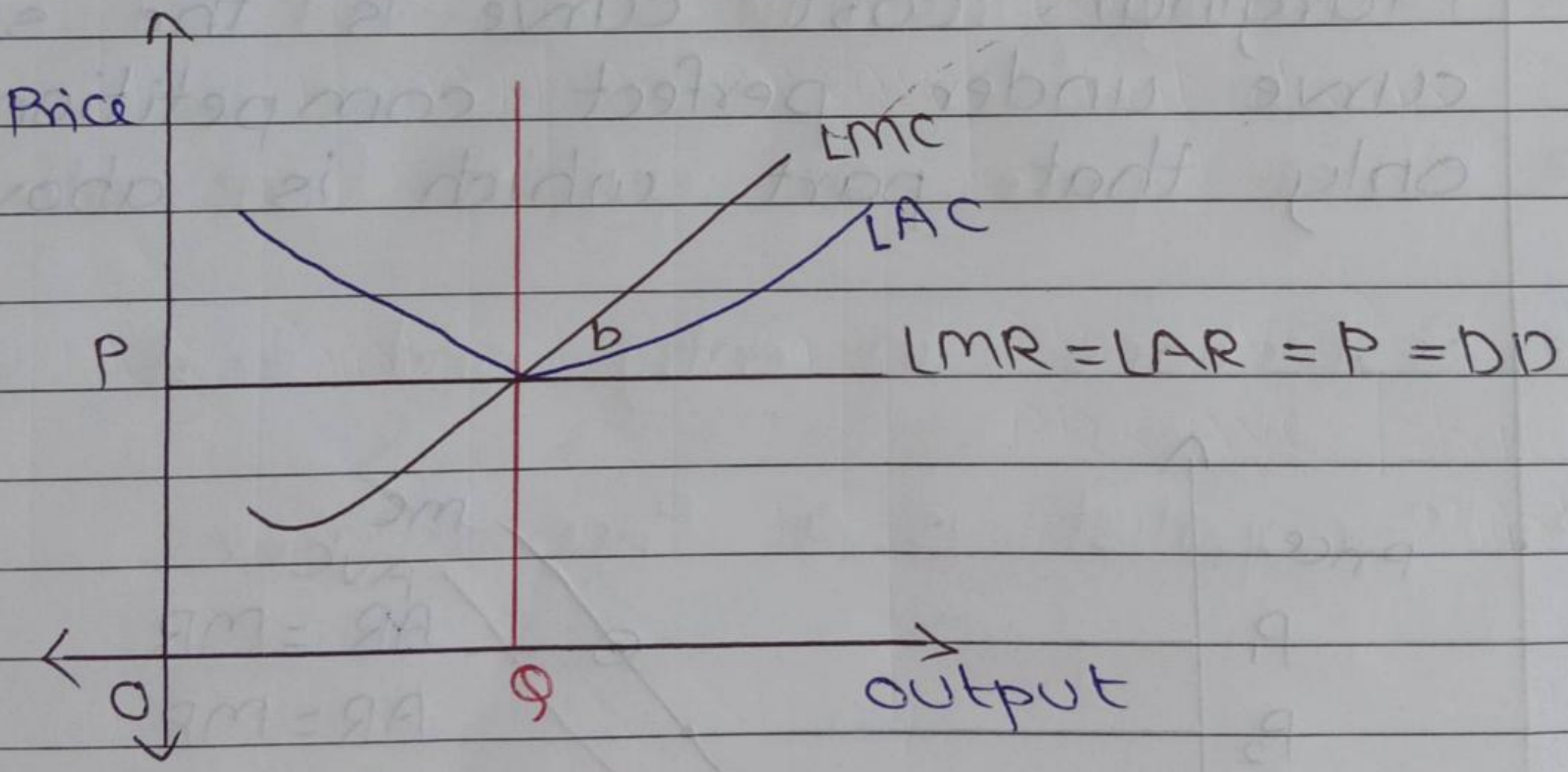
3) LOSSES (AR < AC)

MOQA = cost
 POQB = Revenue
 MPBA = losses.



* LONG RUN EQUILIBRIUM UNDER P.C

o Normal Profit : $LAR = LAC$



Long Run Pc Normal Profit because of free entry and exit.

In long Run, production is done at optimum level. i.e. Minimum of LAC.
 (Applicable only in Perfect competition)

Productive efficiency is a point where $MC = AC$.

★ Allocative efficiency is a point where $MC = AR \rightarrow D$ Curve.

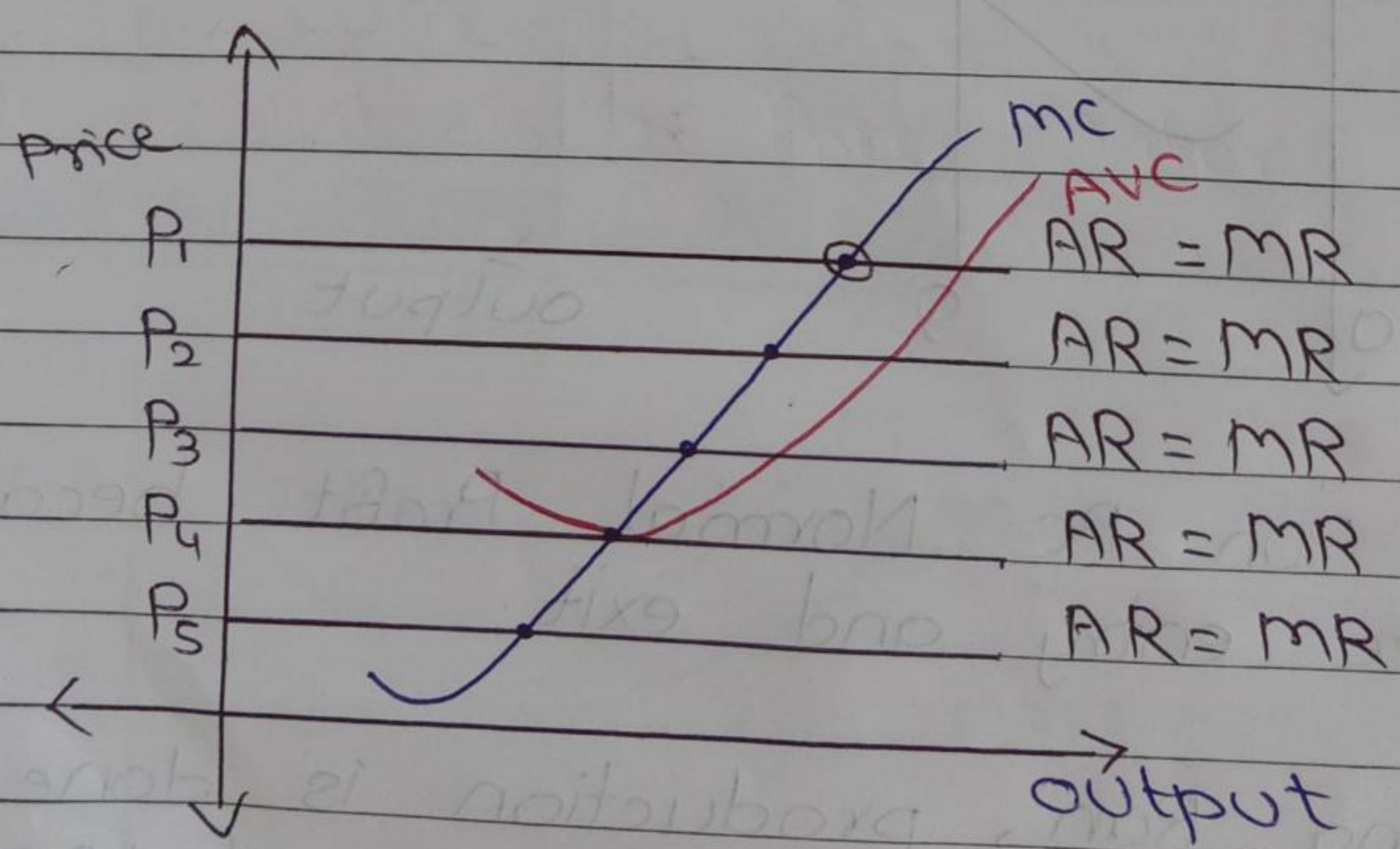
↓ Supply C

(Only Applicable to Perfect competition)

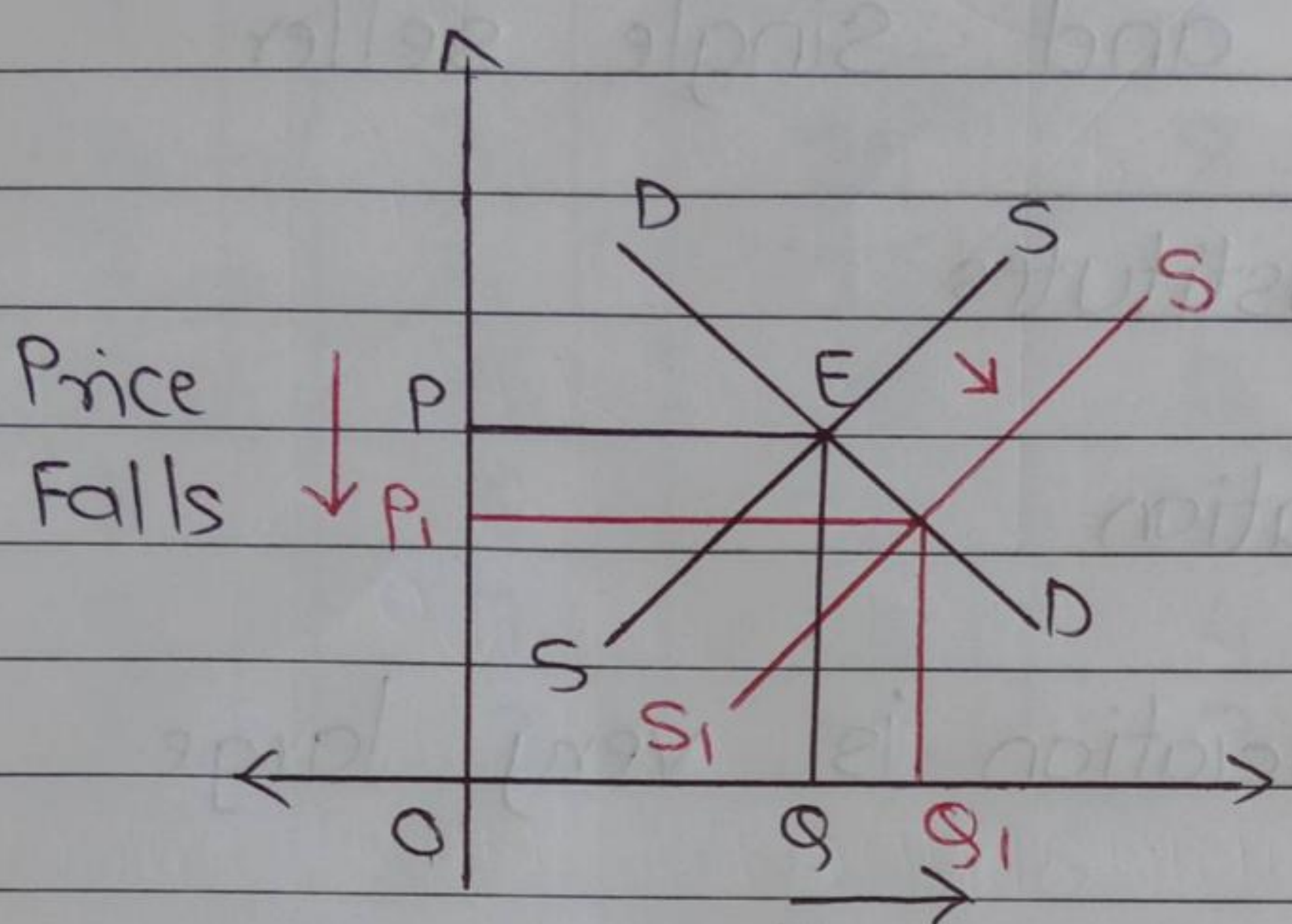
* SUPPLY CURVE UNDER PERFECT COMPETITION

○ Concept of supply curve exists only under Perfect competition.

★ ○ Marginal cost curve is the supply curve under perfect competition but only that part which is above AVC.



* Industry under Perfect Competition, Long Run when more sellers are added supply curve will shift to the Right and Price will fall.



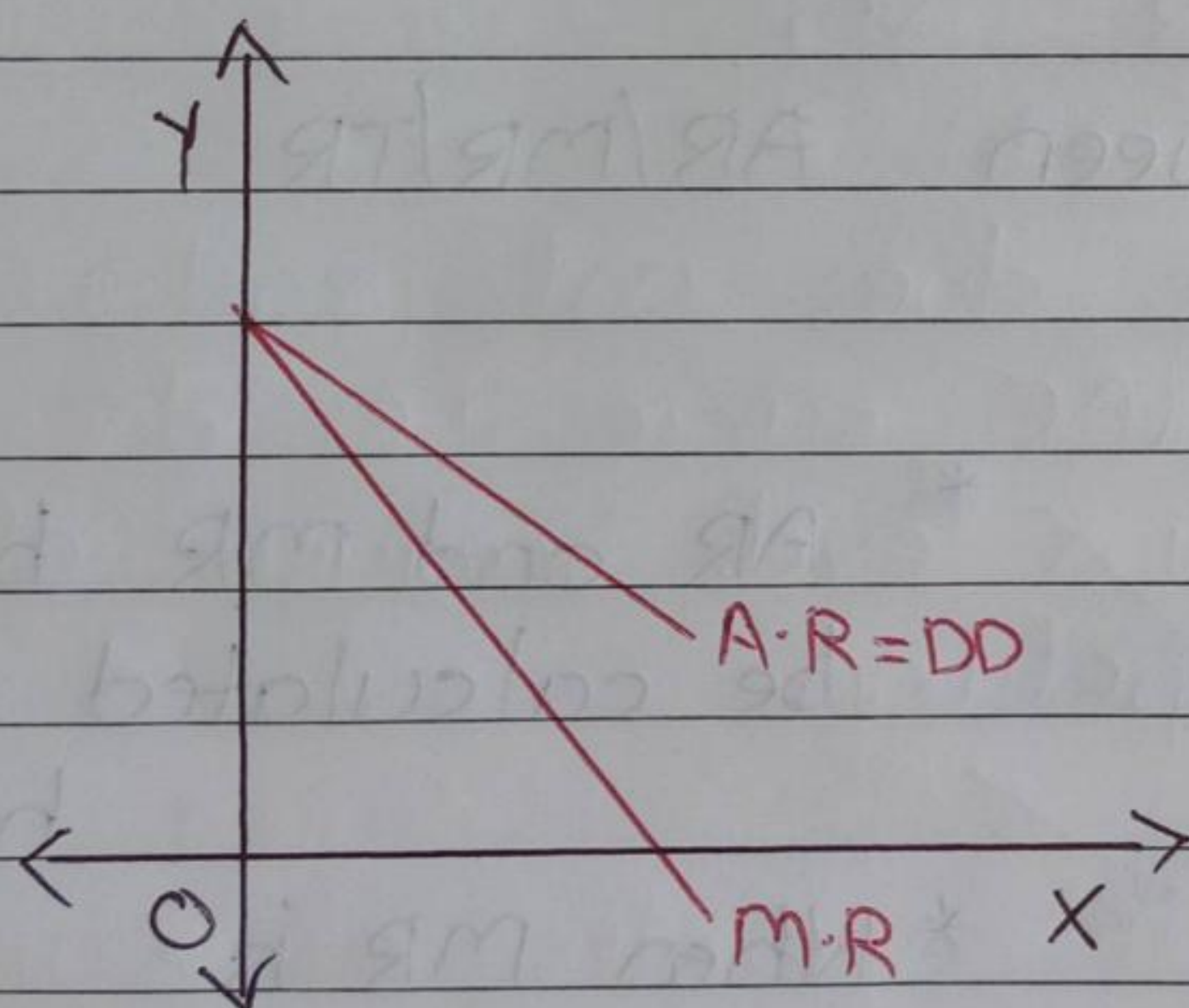
MONOPOLY

Single seller

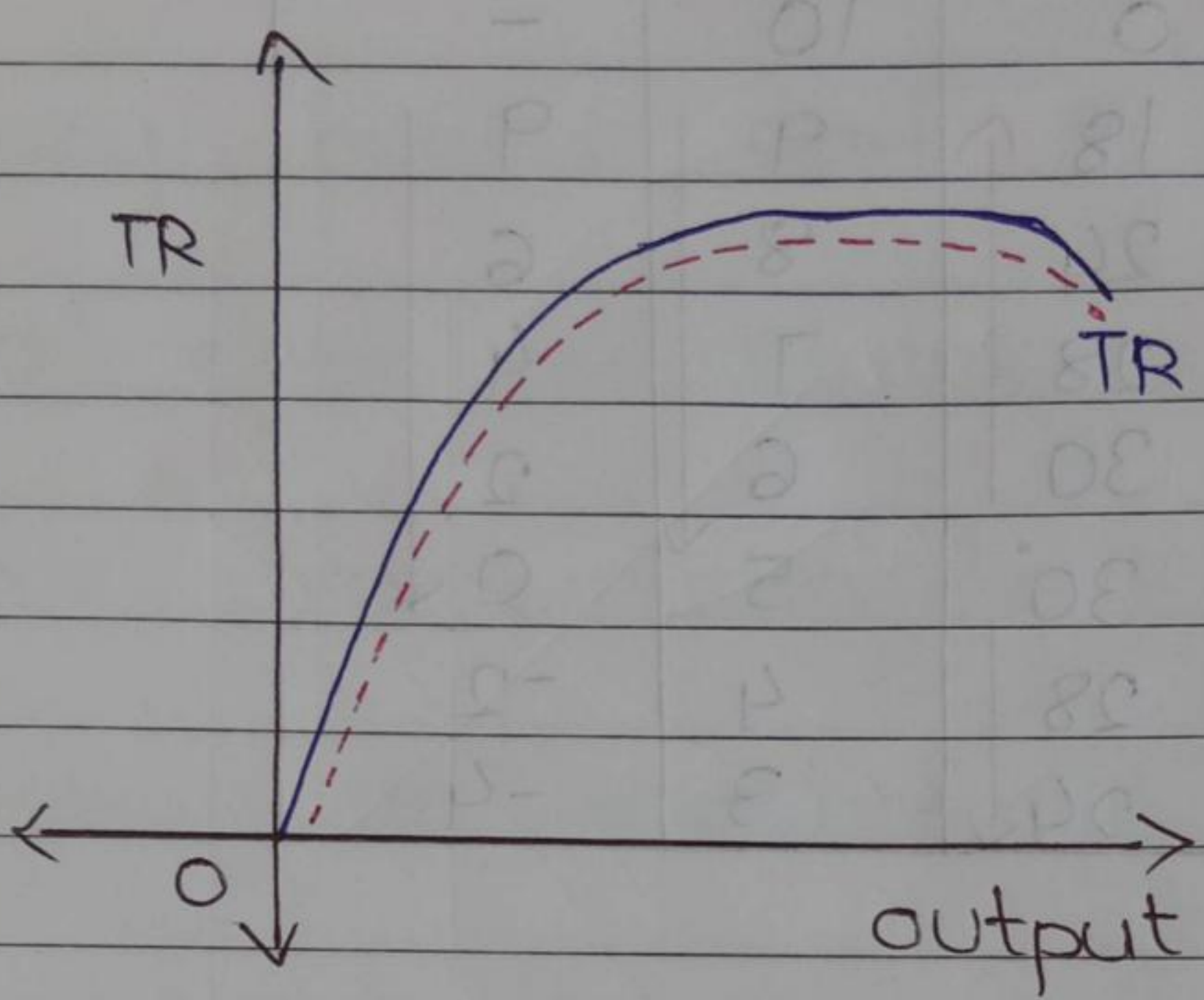
- Many buyers and single seller.
- No close substitutes
- Price discrimination
- * ○ Product differentiation is very large.
- * ○ Firm and Industry both are same.
- * ○ Relatively inelastic demand curve.
- * ○ Either price or output (not both)
- Restrictions in entry and exist
- * ○ Monopolist is a Price Maker.

REVENUE CONCEPT UNDER MONOPOLY

| Price | Qty | TR | AR | MR |
|-------|-----|----|----|----|
| 10 | 0 | 0 | 10 | - |
| 9 | 2 | 18 | 9 | 9 |
| 8 | 3 | 24 | 8 | 6 |
| 7 | 4 | 28 | 7 | 4 |
| 6 | 5 | 30 | 6 | 2 |
| 5 | 6 | 30 | 5 | 0 |
| 4 | 7 | 28 | 4 | -2 |
| 3 | 8 | 24 | 3 | -4 |

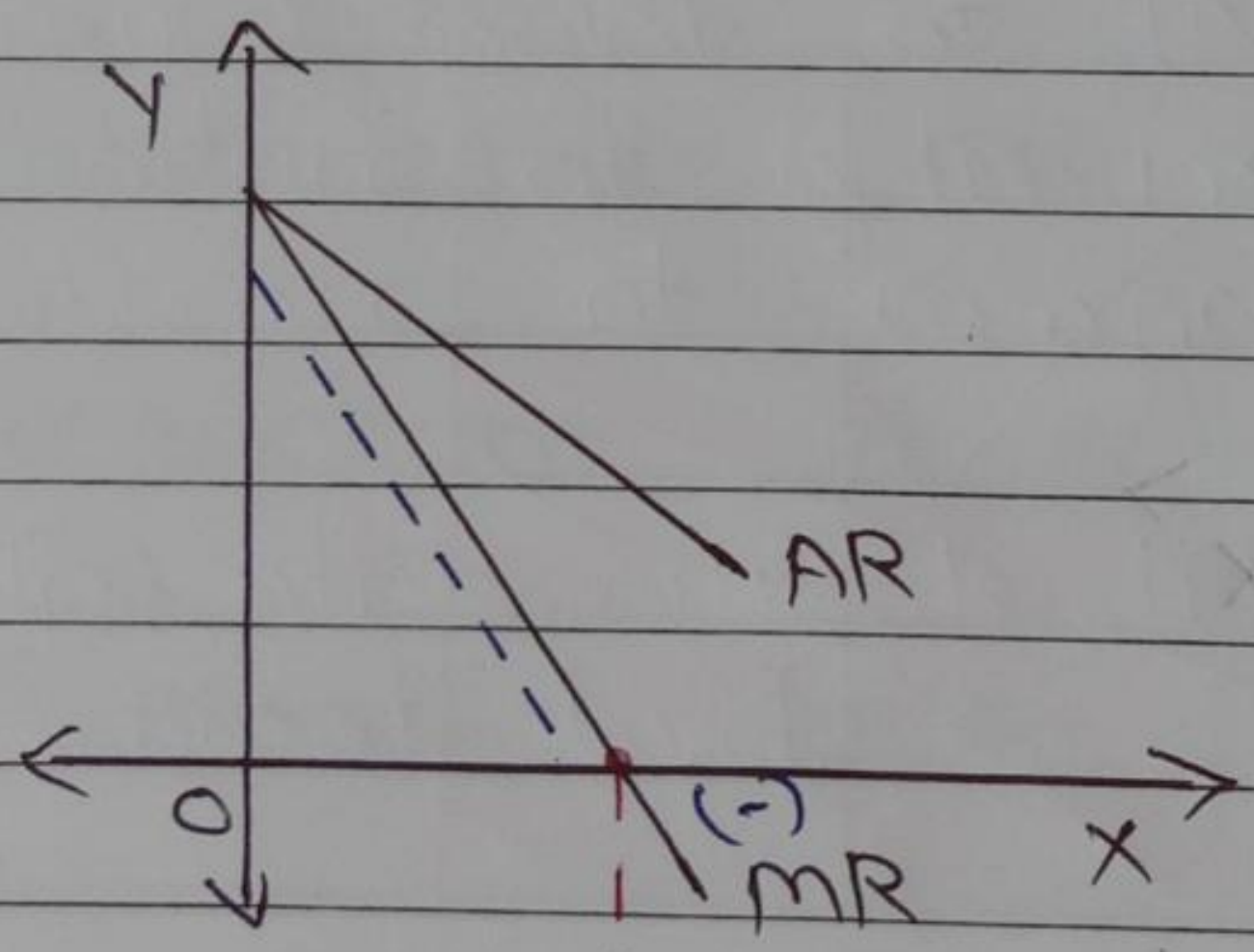


* TOTAL REVENUE CURVE UNDER MONOPOLY.



'Inverted U' or 'Dome shape curve'

* Relationship between AR/MR/TR

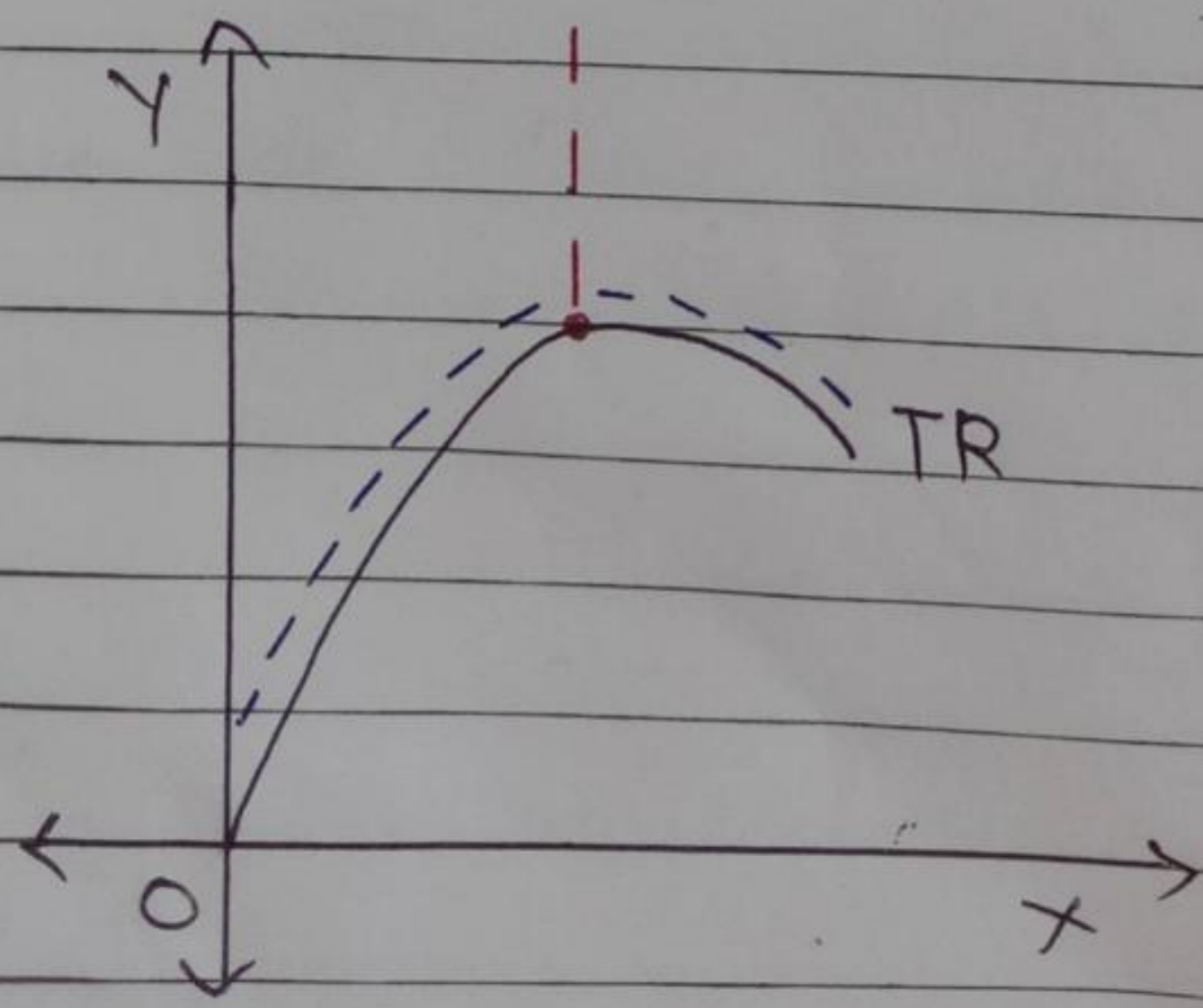


* AR and MR both can be calculated with the help of TR.

* When MR is positive TR is Rising.

* When MR is zero TR is maximum.

* When MR is (-) TR falls.



* monopoly in short run may also earn normal Profits.

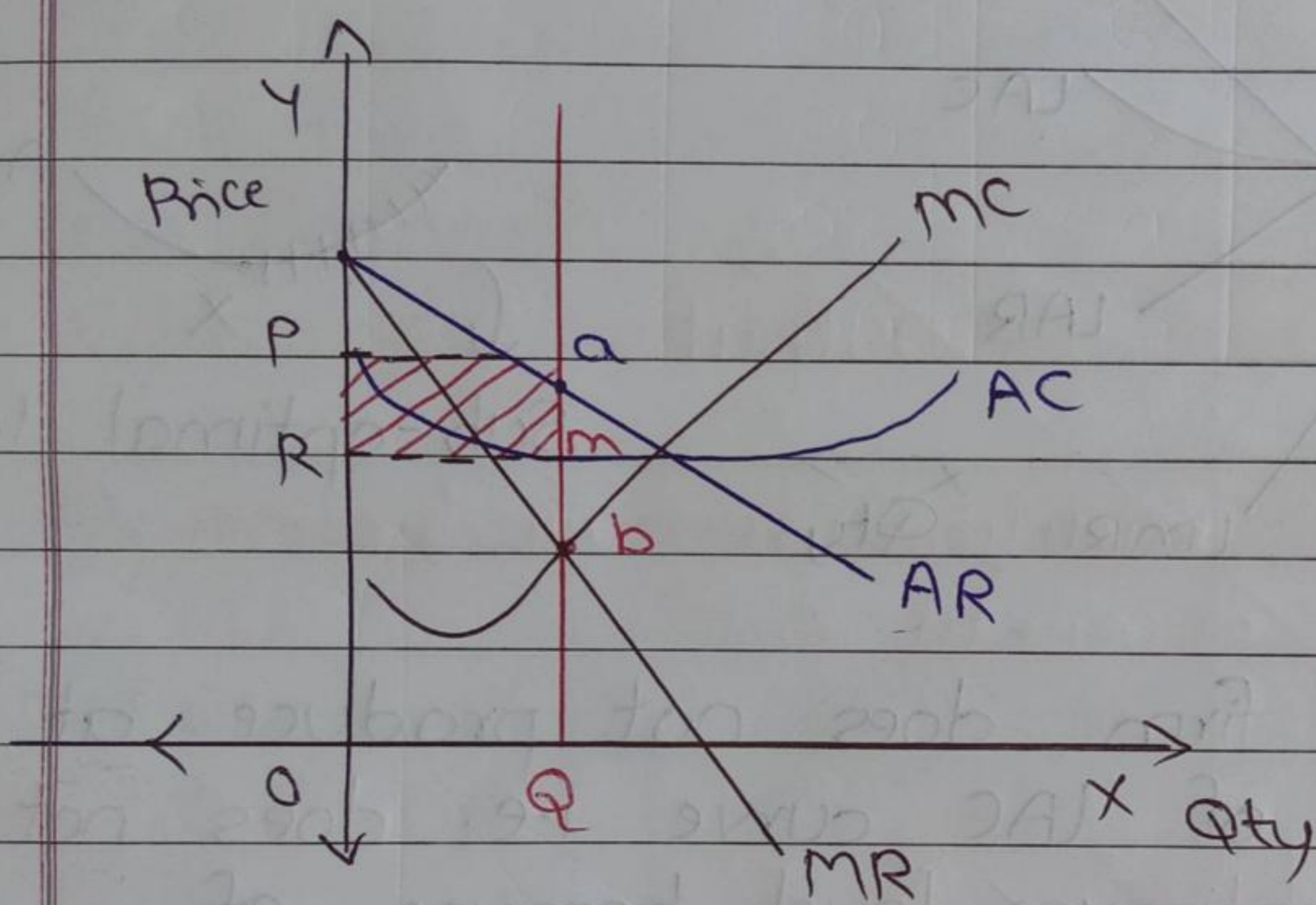
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* SHORT RUN EQUILIBRIUM UNDER MONOPOLY

o Super Normal Profit

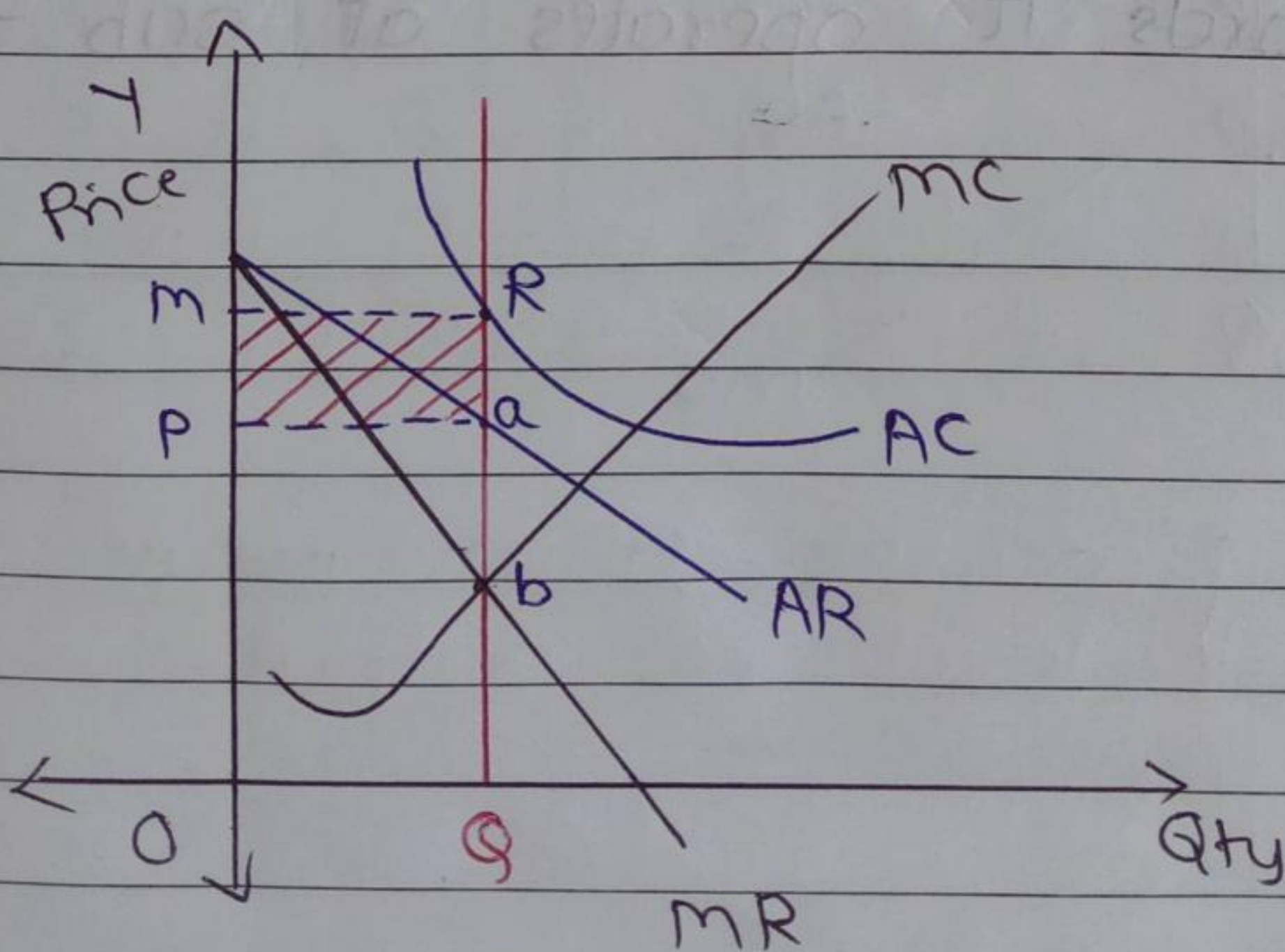
o Losses

SUPER-NORMAL PROFIT ($AR > AC$)



POQA = Revenue
 ROQM = Cost
 PRAM = SNP

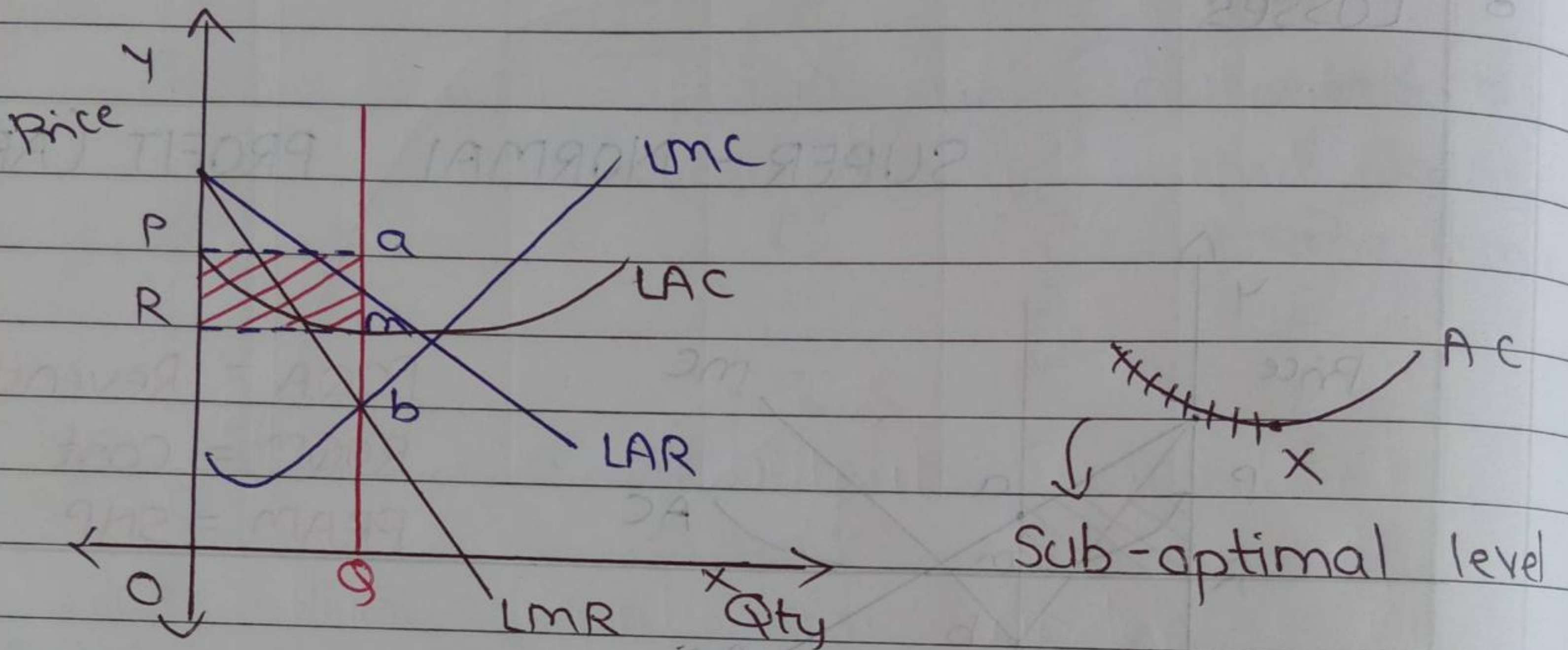
LOSSES ($AR < AC$)



POQA = Revenue
 MOQR = cost
 MPAR = Loss

* LONG RUN EQUILIBRIUM UNDER MONOPOLY

o Supernormal Profit (LA - LAR)



* A monopoly firm does not produce at the lowest point of LAC curve i.e. **does not produce at optimum level** because of absence of competition.

* In other words it **operates at sub-optimal level**.

MONOPLASTIC COMPETITION

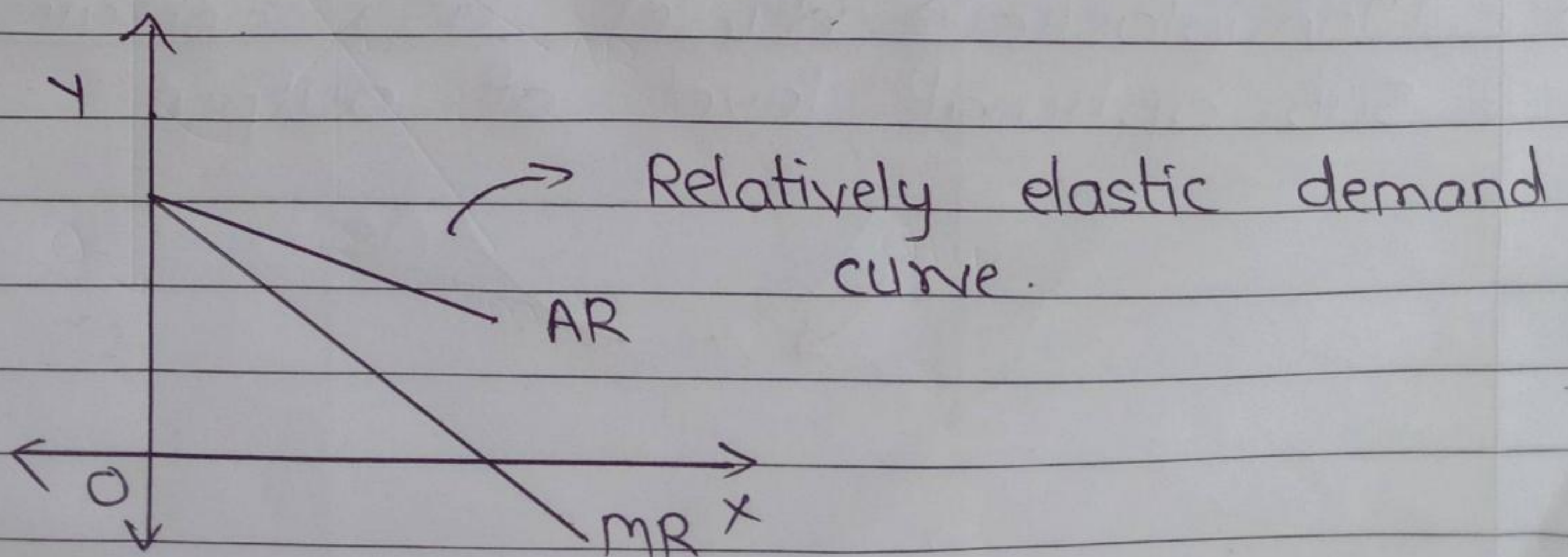
Monopoly + competition

- There is competition due to fairly large number of buyer and seller.
- The monopoly element is due to the fact that products are similar but not identical.

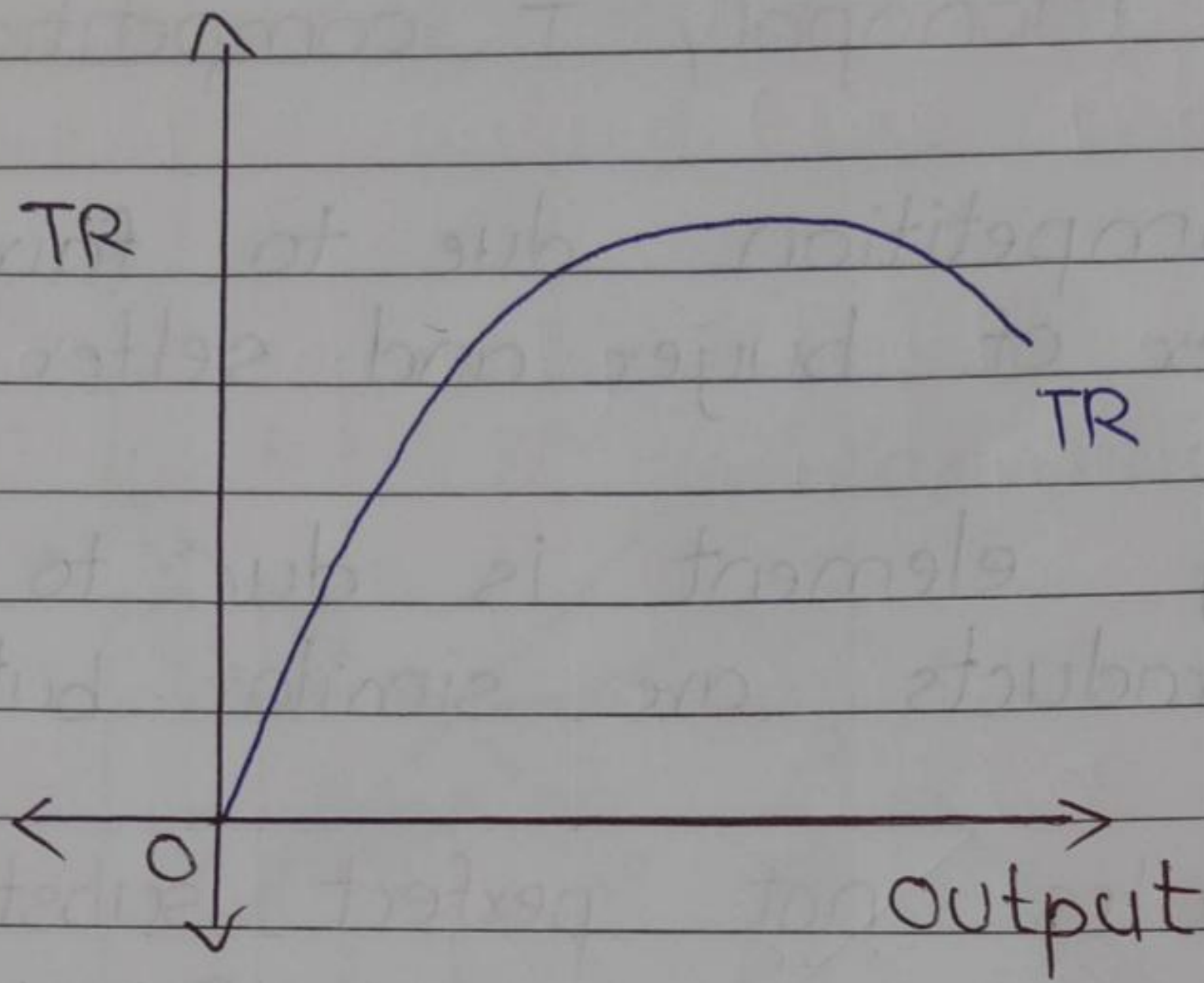
(Close substitutes not perfect substitutes)

* Revenue concept under Monoplastic competition.

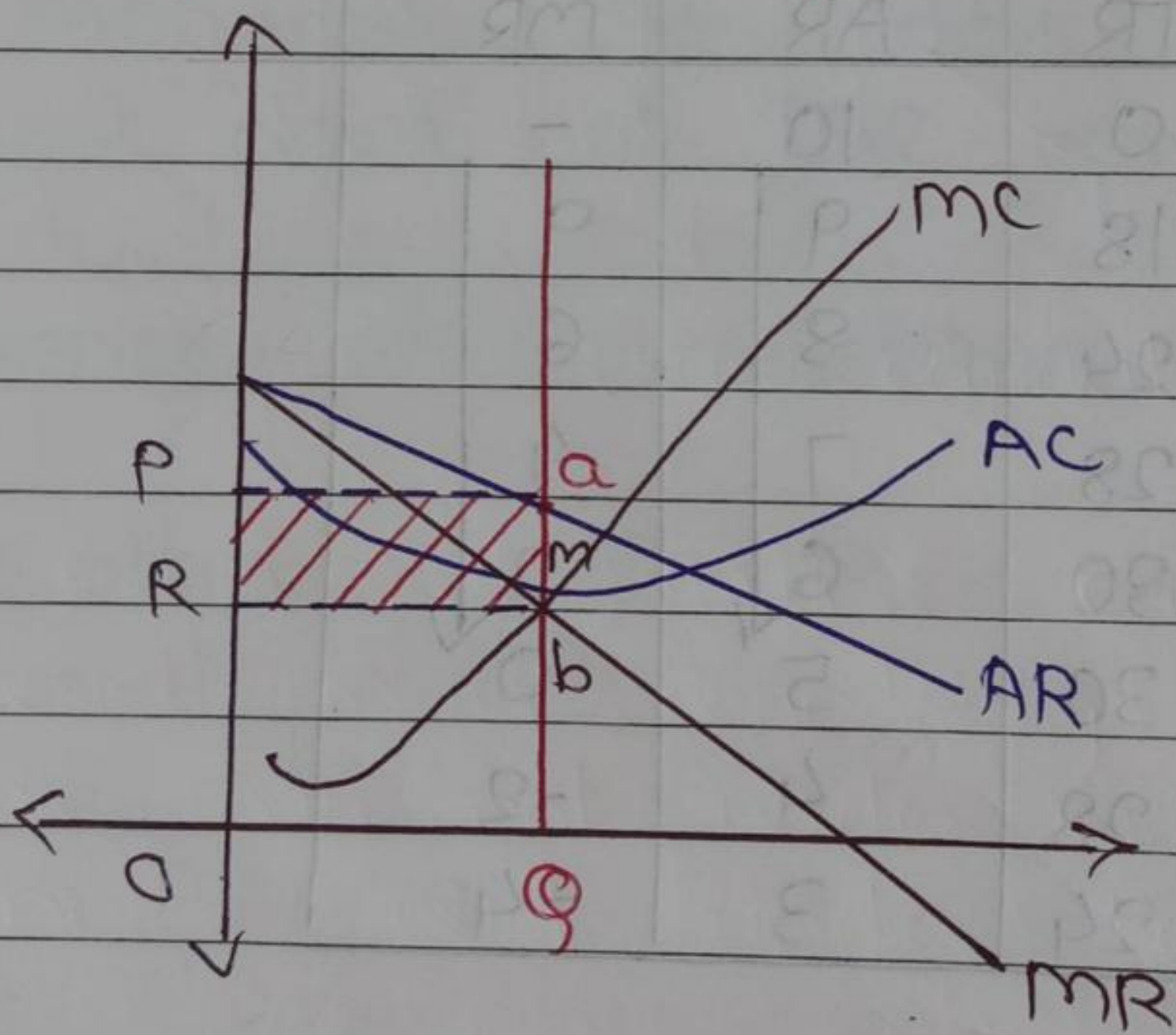
| Price | Qty | TR | AR | MR |
|-------|-----|----|----|----|
| 10 | 0 | 0 | 10 | - |
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| 7 | 4 | 28 | 7 | 4 |
| 6 | 5 | 30 | 6 | 2 |
| 5 | 6 | 30 | 5 | 0 |
| 4 | 7 | 28 | 4 | -2 |
| 3 | 8 | 24 | 3 | -4 |



* Total Revenue curve

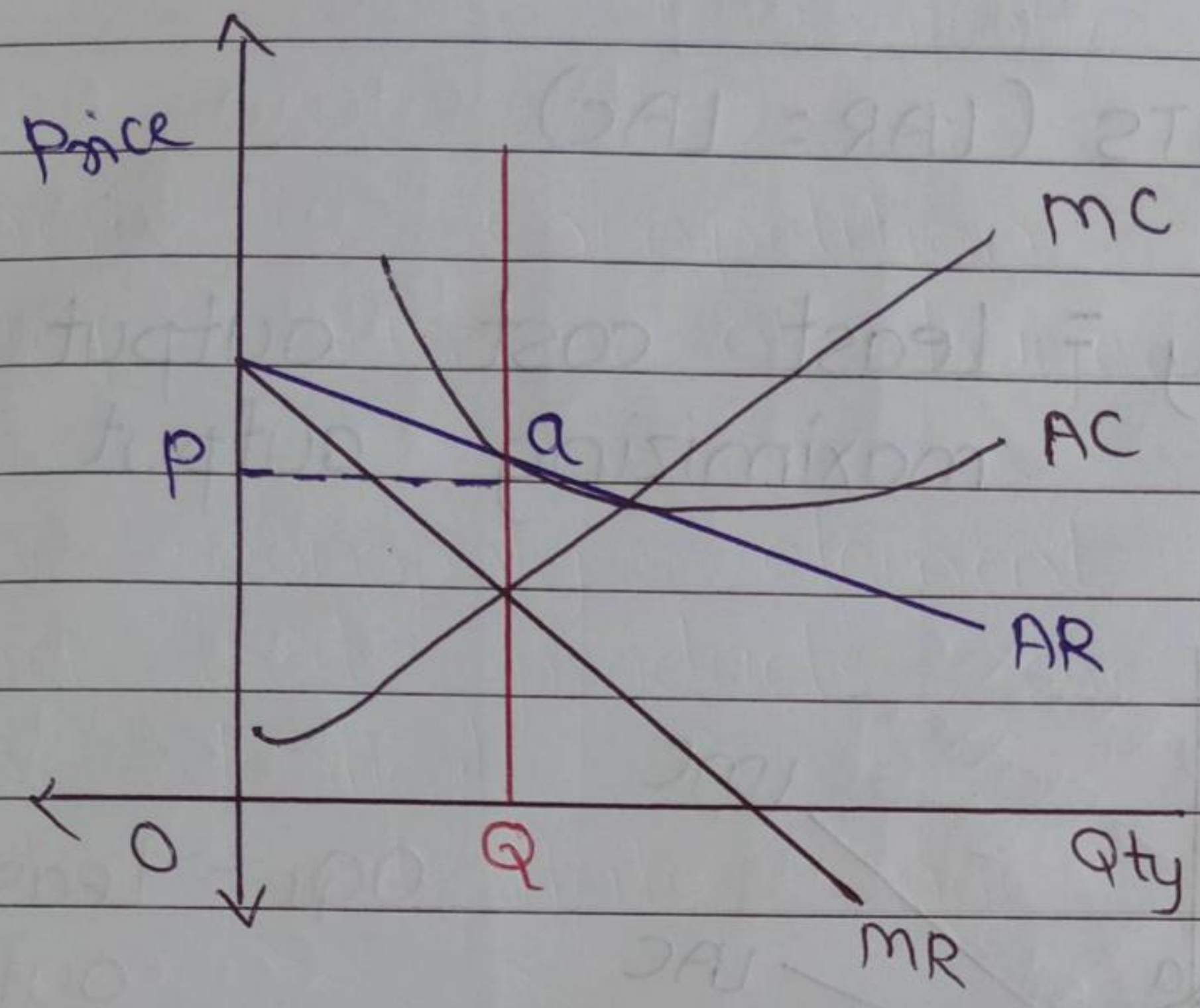


* Short Run Equilibrium under Monoplastic competition.



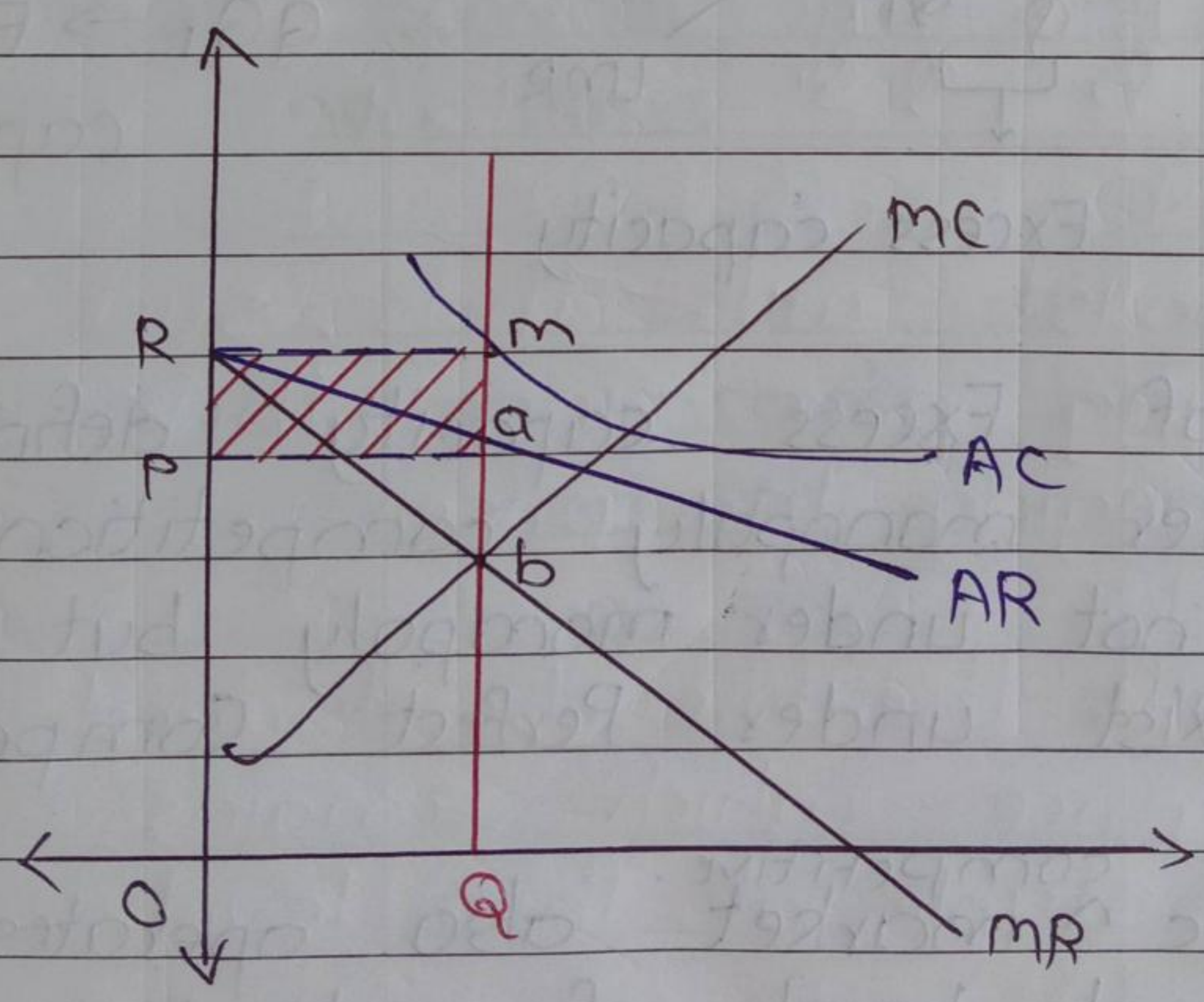
$POQA = \text{Reven}$
 $ROQM = \text{cost}$
 $PRMA = \text{SNP}$

(2) NORMAL PROFIT $AR = AC$



POQA = Revenue
 POQA = cost

(3) Losses ($AR < AC$)



ROQM = cost
 POQA = Revenue
 RPAM = loss

OLIGOPOLY

↓ ↓
Few sellers

- More than 2 but less than 10.
- Cournot Model → Output is controlled not price.
- Stackelberg Model → Leader firm controls the output.
- Bertrand Model → Firm control the price.

* PRICE LEADERSHIP

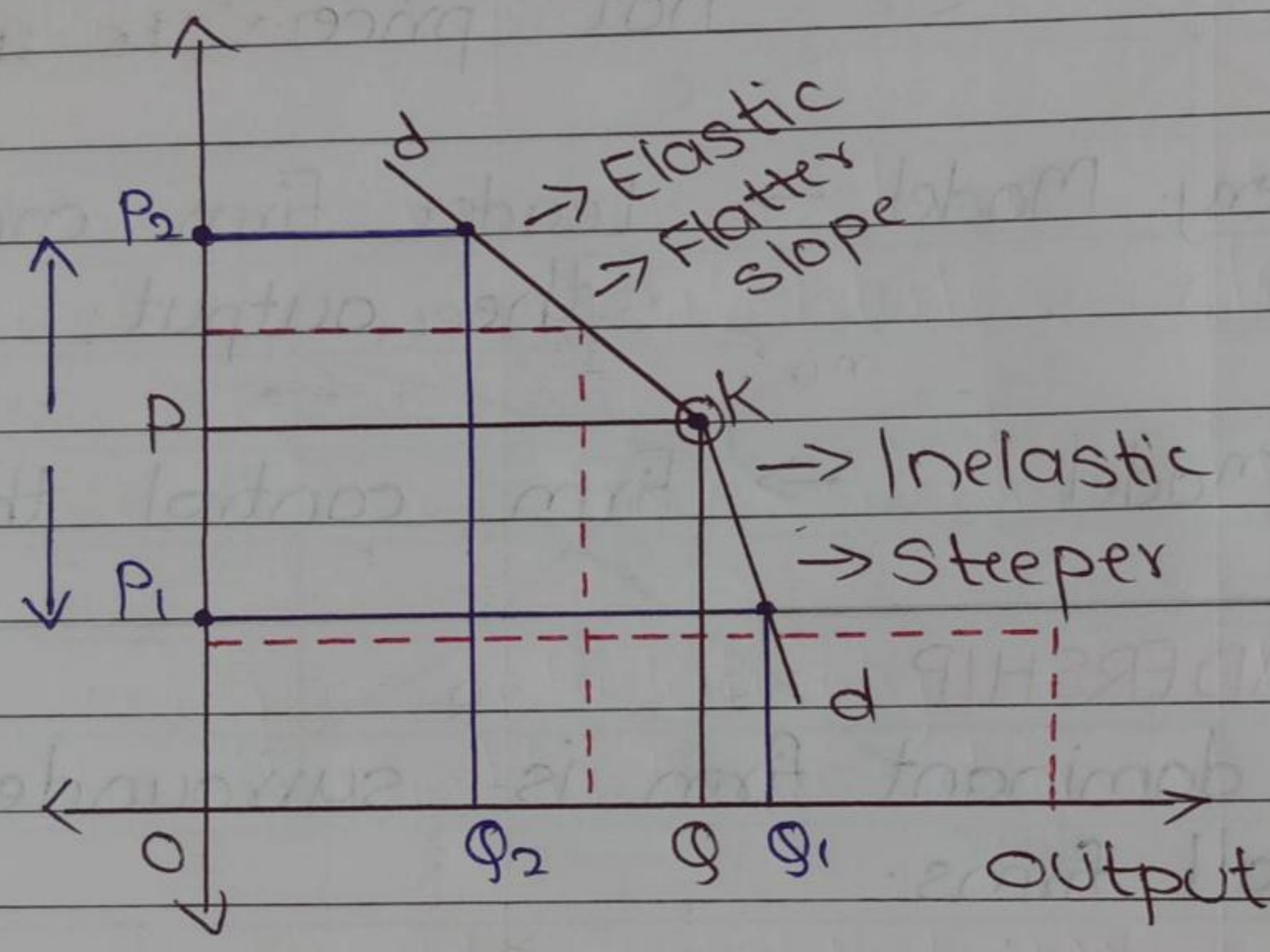
A large dominant firm is surrounded by many small firms.

- * ◦ Live and Let Live Strategy where dominant firm accepts the presence of small firms and set the price

KINKED DEMAND CURVE

Price Rigidity

American economist
↓
Paul Sweezy

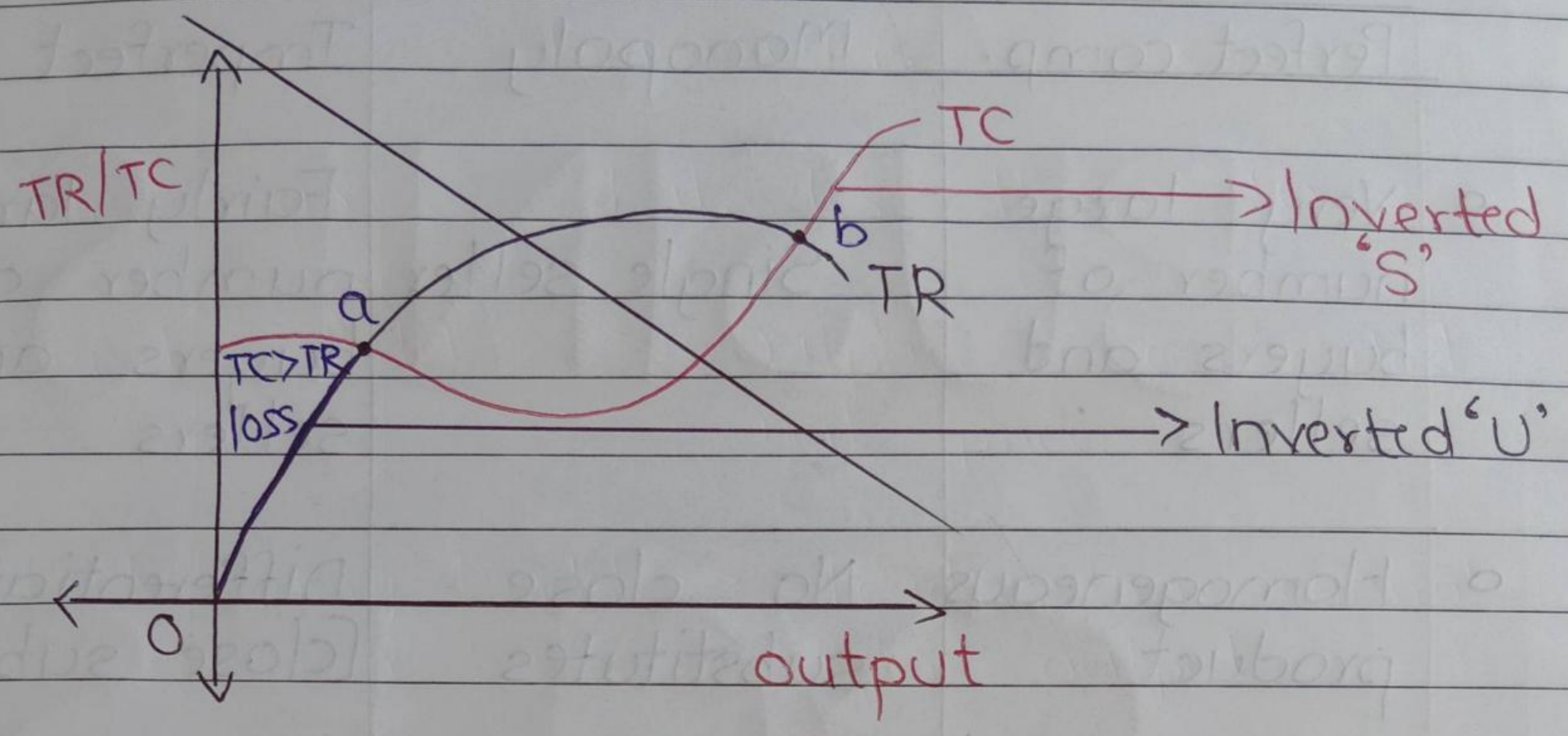


Case 1:
Price ↓

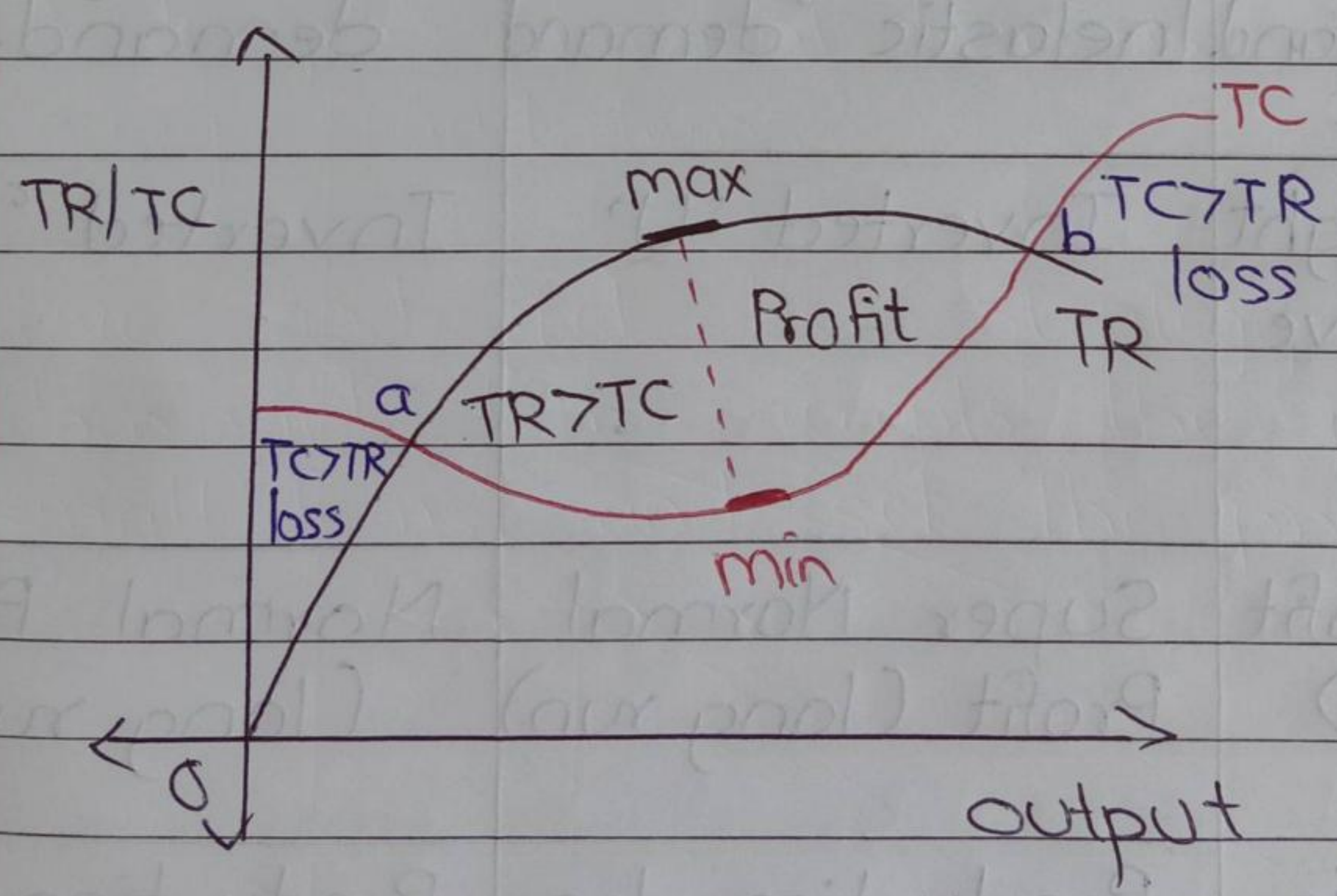
Case 2:
Price ↑

- Each oligopolist will thus, stick to the prevailing price since there is no gain in changing the price.
- A kink will, therefore be formed at the prevailing price which remains Rigid or stable at this level.

* TR and TC under Monopoly



* TR and TC under Monopoly



* DIFFERENCE

| Perfect comp. | Monopoly | Imperfect comp. |
|--|---|---|
| <ul style="list-style-type: none"> Very large number of buyers and sellers | <ul style="list-style-type: none"> Single seller | <ul style="list-style-type: none"> Fairly large number of buyers and sellers |
| <ul style="list-style-type: none"> Homogeneous product | <ul style="list-style-type: none"> No close substitutes | <ul style="list-style-type: none"> Differentiated [close substitutes] |
| <ul style="list-style-type: none"> Price taker | <ul style="list-style-type: none"> Price maker | <ul style="list-style-type: none"> Price maker [own brand] |
| <ul style="list-style-type: none"> Perfectly elastic demand | <ul style="list-style-type: none"> Relatively inelastic demand | <ul style="list-style-type: none"> Relatively elastic demand. |
| <ul style="list-style-type: none"> TR is straight line positive slope | <ul style="list-style-type: none"> Inverted 'U' | <ul style="list-style-type: none"> Inverted 'U' |
| <ul style="list-style-type: none"> Normal Profit (long Run) | <ul style="list-style-type: none"> Super Normal Profit (long run) | <ul style="list-style-type: none"> Normal Profit (long run) |
| <ul style="list-style-type: none"> Production is done at minimum of AC. [optimum] | <ul style="list-style-type: none"> Production done at sub-optimal level. [Falling part of LAC] | <ul style="list-style-type: none"> Production done at sub-optimal level. [Falling Part of LAC] |

| | Perfect Competition | Monopoly | Imperfect competition. |
|---|-----------------------------------|-------------------------------------|---|
| o | Efficient allocation of Resources | Inefficient allocation of Resources | Inefficient allocation of Resources |
| o | No wastage of Resources. | Wastage of Resources | Huge wastage of resources (Due to adv. expense) |
| o | Full capacity utilization. | Excess capacity (May or may not) | Excess capacity. |