



The Ultimate Unit 4 Cheat Sheet

Everything you need to know about monopolies, monopolistic competition, oligopolies, and game theory

Imperfect Competition

Imperfect Competition: A market structure that fails to meet the conditions of perfect competition, where firms have some control over the price.

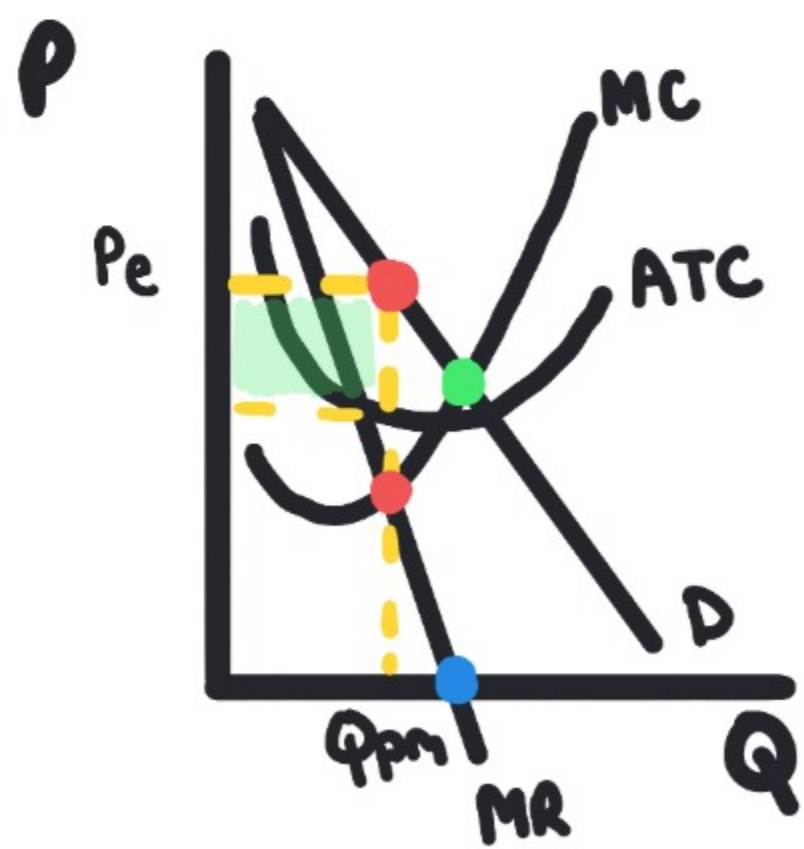
	Perfect Competition	Monopolistic Competition	Oligopoly	Monopoly
Number of Firms	Many	Many	Few INTERDEPENDENT firms	One
Types of Products	Identical	Differentiated	Identical or differentiated	Unique
Barriers to Entry	Low, None	Low	High	High
Price Control	None; Price-Takers	Some price control through differentiation	Significant	Significant
Long Run Profit	Zero Economic Profit	Zero Economic Profit	Positive economic profit	Positive economic profit
Efficiency	<ul style="list-style-type: none"> Always allocatively efficient Productively efficient in LRE 	Not allocatively or productively efficient	Not allocatively or productively efficient	Not allocatively or productively efficient

Monopoly

Monopoly: A market structure where there is only one large firm (the firm is the market) producing a unique product.

Single-Price Monopoly: a type of monopoly firm that sells its output at one single price for all customers; does not engage in price discrimination.

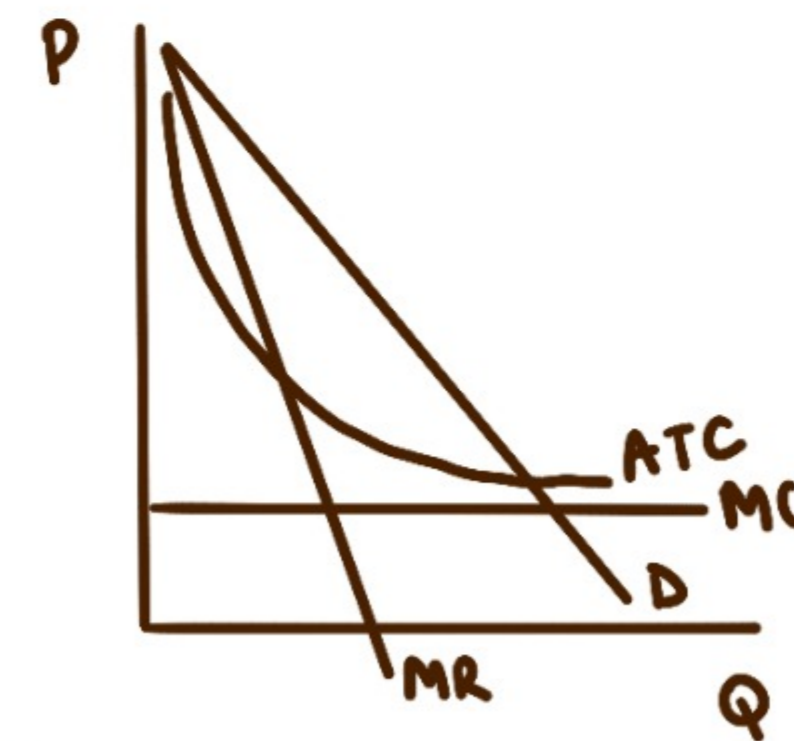
- **Marginal Revenue (MR) < Demand (D):** if a single-price monopoly lowers its price to attract more customers, it gains revenue from the additional units sold BUT loses the revenue it could have earned from selling at a higher price to other customers



- Profit-maximizing price & quantity
- Revenue-maximizing quantity (MR=0)
- Allocatively efficient quantity
- Total Econ profit

Keys to Graphing Single-Price Monopolies:

- Profit-maximizing quantity is where MR = MC
- Must go UP to demand curve to find Ppm
- At Qpm, P > ATC (economic profit)
- Make sure MC crosses ATC at ATC's lowest point

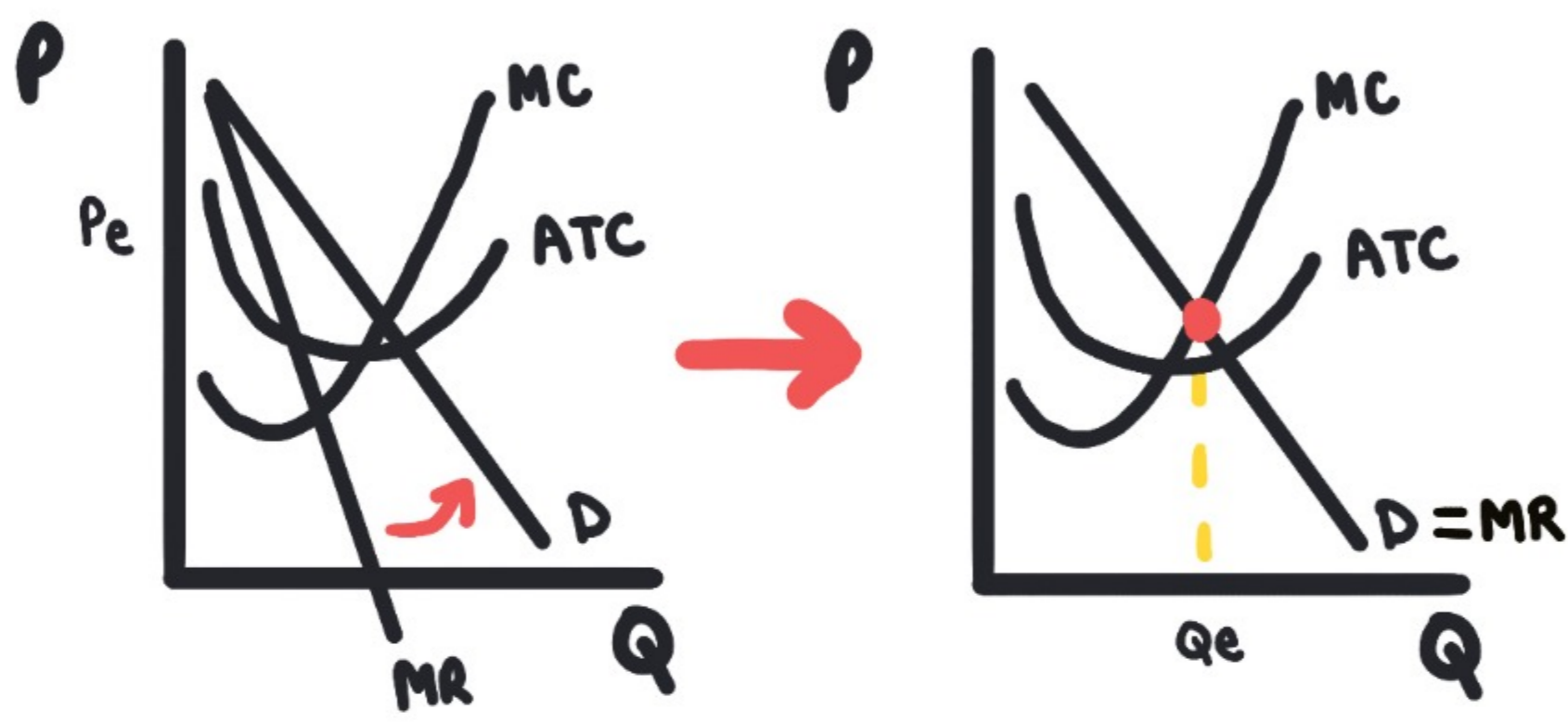


- ATC decreases throughout the effective demand curve
- Economies of scale with high fixed costs
- Govt often uses fair return pricing (P=ATC) to regulate

Price Discrimination

Price Discrimination: The practice of selling the same product to different buyers at different prices based on their willingness to pay.

- In order to effectively price discriminate, you must be able to *group your customers based on willingness to pay and stop the resale of your good or service*



How Price Discrimination Changes Monopoly Graphs:

- MR and D are no longer separate
- Consumer surplus goes to zero
- The firm produces the allocatively efficient output (P = MC)
- We cannot label a single profit-maximizing point, because different people pay different prices



Natural Monopoly: A distinct type of monopoly where one firm can produce the socially optimal quantity at the lowest cost due to economies of scale.

- ATC decreases across entire demand curve

Monopolistic Competition

Monopolistic Competition: A market structure with many sellers offering differentiated products.

- earn zero economic profit in LRE
- are not allocatively or productively efficient

Production Differentiation: Strategies used by firms to distinguish their products from competitors, such as branding, quality, or features.

- makes demand less elastic
- gives the firm some power to control prices

Oligopolies & Game Theory

Oligopoly: A market structure dominated by a few large producers.

- the firms are *interdependent*
- significant price control
- positive economic profits in the long run

Cartel: a group of oligopolistic firms that coordinate prices and output to maximize the group benefit or profit

- cartels are **not stable** in the long run; individual firms will break the agreement, trying to maximize personal benefit

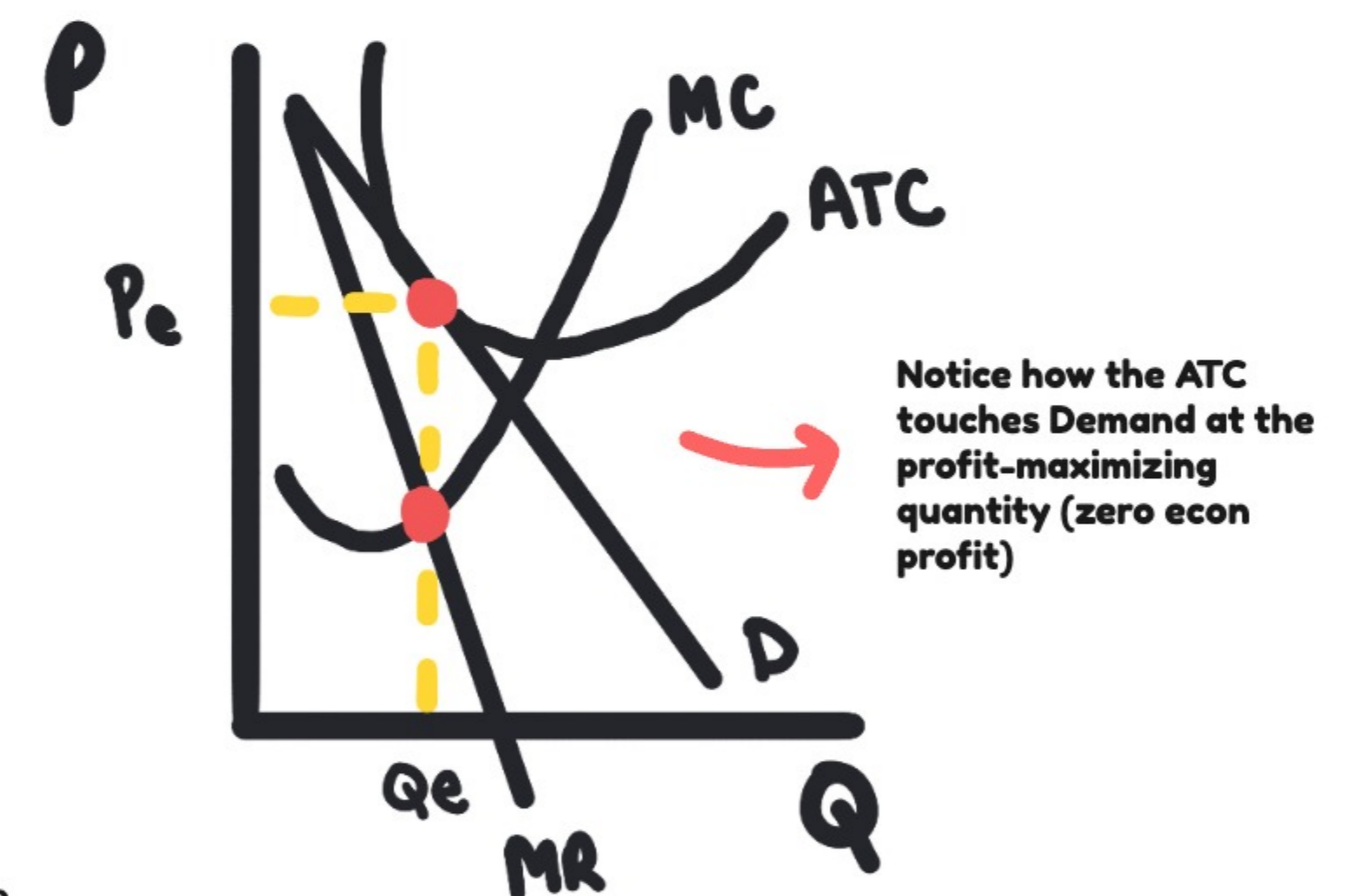
Collusion: the act of firms coming together to coordinate prices and output

- they mimic monopoly behavior, leading to higher prices, increased group profit, and less market efficiency

Dominant Strategy: when a firm's best choice is always the same action, regardless of their opponent's decision

Nash Equilibrium: a combination of actions where neither firm has the incentive to change their decision

- How to Find: circle each player's best choice, depending on how to other player acts
- If any cell has two circled payoffs, that is a Nash equilibrium (there can be more than one!)



Firm B

Both firms have a dominant strategy of High & High, High is the Nash equilibrium.

Firm A

	Low	High
Low	(\$120, \$120)	(\$50, <u>\$160</u>)
High	<u>(\$160, \$50)</u>	(\$100, <u>\$100</u>)