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# Microeconomics

SEVENTH EDITION

Jeffrey M. Perloff

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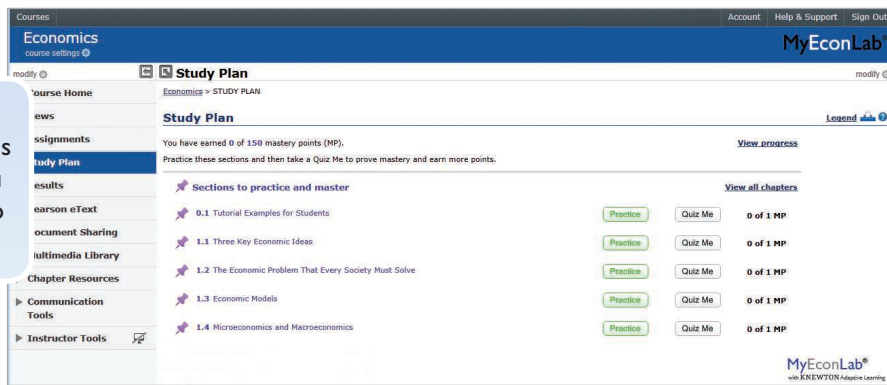
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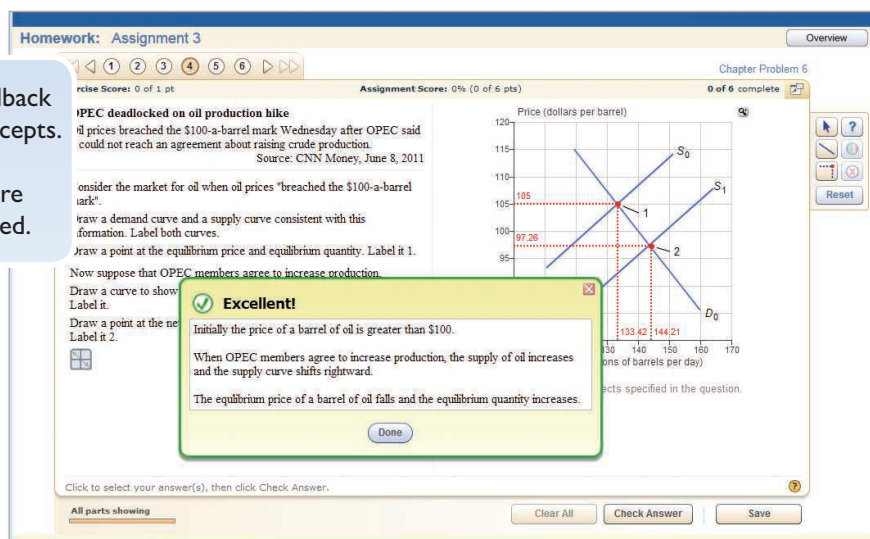
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## JEFFREY M. PERLOFF

*University of California, Berkeley*



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*Authorized adaptation from the United States edition, entitled Microeconomics, 7<sup>th</sup> Edition, ISBN 978-0-13-345691-2 by Jeffrey M. Perloff, published by Pearson Education © 2015.*

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ISBN 10: 1-29-205653-3

ISBN 13: 978-1-292-05653-1

**British Library Cataloguing-in-Publication Data**

A catalogue record for this book is available from the British Library

10 9 8 7 6 5 4 3 2 1

Typeset in Sabon by  
Printed and bound by Vivar in Malaysia



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# Preface

When I was a student, I fell in love with microeconomics because it cleared up many mysteries about the world and provided the means to answer new questions. I wrote this book to illustrate that economic theory has practical, problem-solving uses and is not an empty academic exercise.

This book shows how individuals, policy makers, lawyers and judges, and firms can use microeconomic tools to analyze and resolve problems. For example, students learn that

- individuals can draw on microeconomic theories when deciding about issues such as whether to invest and whether to sign a contract that pegs prices to the government's measure of inflation;
- policy makers (and voters) can employ microeconomics to predict the impact of taxes, regulations, and other measures before they are enacted;
- lawyers and judges use microeconomics in antitrust, discrimination, and contract cases; and
- firms apply microeconomic principles to produce at minimum cost and maximize profit, select strategies, decide whether to buy from a market or to produce internally, and write contracts to provide optimal incentives for employees.

My experience in teaching microeconomics for the departments of economics at MIT; the University of Pennsylvania; and the University of California, Berkeley; the Department of Agricultural and Resource Economics at Berkeley; and the Wharton Business School has convinced me that students prefer this emphasis on real-world issues.

## Features

This book differs from other microeconomics texts in three main ways:

- It places greater emphasis than other texts on *modern theories*—such as industrial organization theories, game theory, transaction cost theory, information theory, contract theory, and behavioral economics—that are useful in analyzing actual markets.
- It uses *real-world economic examples* to present the basic theory and offers extensive Applications to a variety of real-world situations.
- It employs step-by-step *problem-based learning* to demonstrate how to use microeconomic theory to solve business problems and analyze policy issues.

## Modern Theories

This book has all of the standard economic theory, of course. However, what sets it apart is its emphasis on modern theories that are particularly useful for understanding how firms behave and the effects of public policy.



**Industrial Organization.** How do firms differentiate their products to increase their profits? When does market outcome depend on whether firms set prices or quantities? What effects do government price regulations have on firms' behavior? These and many other questions are addressed by industrial organization theories.

**Game Theory.** What's the optimal way to bid in an auction? How do firms set prices to prevent entry of rival firms? What strategy should parents use when their college-graduate child moves back in with them? Game theory provides a way of thinking about strategies and it provides methods to choose optimal strategies.

**Contract Theory.** What kind of a contract should a firm offer a worker to induce the employee to work hard? How do people avoid being exploited by others who have superior information? Modern contract theory shows how to write contracts to avoid or minimize such problems.

**Behavioral Economics.** Should a firm allow workers to opt in or opt out of a retirement system? How should people respond to ultimatums? We address questions such as these using behavioral economics—one of the hottest new areas of economic theory—which uses psychological research and theory to explain why people deviate from rational behavior.

## Real-World Economics

This book demonstrates that economics is practical and provides a useful way to understand actual markets and firms' and consumers' decisions in two ways. First, it presents the basic theory using models estimated with real-world data. Second, it uses the theory to analyze hundreds of real-world applications.

**Using Estimated Models to Illustrate Theory.** The basic theory is presented using estimated demand curves, supply curves, production functions, and cost functions in most chapters. For example, students see how imported oil limits pricing by U.S. oil producers using estimated supply and demand curves, derive a Japanese beer manufacturer's cost curve based on an estimated production function, examine regulation of natural gas monopolies using estimated demand and cost curves, and analyze oligopoly firms' strategies using estimated demand curves and cost and profit data from the real-world rivalries between United Airlines and American Airlines and between Coke and Pepsi.

**Applications.** Applications use economic theory to predict the price effect of allowing drilling in the Arctic National Wildlife Refuge based on estimated demand and supply curves, demonstrate how iTunes price increases affect music downloads using survey data, explain why some top-end designers limit the number of designer bags customers can buy, measure the value of using the Internet, and analyze how a tariff on chickens affects the importation of cars.

## Problem-Based Learning

People, firms, and policy makers have to solve economic problems daily. This book uses a problem-solving approach to demonstrate how economic theory can help them make good decisions.

**Solved Problems.** After the introductory chapter, each chapter provides an average of over five Solved Problems. Each Solved Problem poses a qualitative or quantitative question and then uses a step-by-step approach to model good problem-solving

techniques. These issues range from whether Peter Guber and Joe Lacob should have bought the Golden State Warriors, how to determine Intel's and AMD's profit-maximizing quantities and prices using their estimated demand curves and marginal costs, and how regulating a monopoly's price affects consumers and firms.

**Challenges.** Starting with Chapter 2, each chapter begins with a Challenge that presents information about an important, current real-world issue and concludes with a series of questions about that material. At the end of the chapter, a Challenge Solution answers these questions using methods presented in that chapter. That is, the Challenge combines the approaches of Applications and Solved Problems to motivate the material in the chapter. The issues covered include the effects from introducing genetically modified foods, why Americans buy more e-books than do Germans, comparing rationing water to raising its price during droughts, whether higher salaries for star athletes raise ticket prices, whether it pays to go to college, and how Heinz can use sales to increase its profit on ketchup.

**End-of-Chapter Questions.** Starting with Chapter 2, each chapter ends with an extensive set of questions, many of which are based on real-world problems. Each Solved Problem and Challenge has at least one associated end-of-chapter question that references them and asks students to extend or reapply their analyses. Many of the questions are related to the Applications. Answers to selected end-of-chapter questions appear at the end of the book, and all of the end-of-chapter questions are available in [MyEconLab](#) for self-assessment, homework, or testing.

## What's New in the Seventh Edition

The Seventh Edition is substantially updated and modified based on the extremely helpful suggestions of faculty and students who used the first six editions. Four major changes run throughout the book:

- All chapters are revised, and all but two are substantially revised.
- All the Challenges and almost all the examples and Applications throughout the book are updated or new.
- The book has a significant number of new Solved Problems.
- The end-of-chapter questions are arranged by subject headings, new questions have been added, and many others updated.

### Challenges, Solved Problems, and Questions

All of the Challenges are new or updated. Because many users requested more Solved Problems, I increased the number of Solved Problems in this edition to 106 from 94 in the previous edition. In addition, many other Solved Problems are new or substantially updated and revised. Starting in this edition, every Solved Problem has at least one associated Question at the end of the chapter.

About 40% of these Solved Problems are tied to real-world events. Many of these are associated with an adjacent Application or examples in the text. In addition to the Challenges, examples of a paired Application and Solved Problem include an investigation into whether farmers benefit from a major drought, the effect of oil drilling in the Arctic National Wildlife Refuge on prices, the opportunity cost of getting an MBA, the social cost of a natural gas price ceiling, Apple's iPad pricing, and the price effects of reselling textbooks bought abroad in the United States.

Starting with Chapter 2, the end of each chapter has an average of over 40 verbal, graphical, and mathematical Questions. This edition has 769 Questions, 61 more than in the previous edition. Over 27% of the Questions are new or updated. Many of these Questions are based on recent real-life events and issues drawn from newspapers, journal articles, and other sources.

## Applications

The Seventh Edition has 131 Applications, 5 more than in the previous edition. Of these, 46% are new and 45% are updated, so that 91% are new or updated. The vast majority of the Applications cover events in 2012 and 2013, a few deal with historical events, and the remaining ones examine timeless material.

To make room for the new Applications, 27 older Applications from the Sixth Edition were moved to [MyEconLab](#). Also, several new ones have been added to the hundreds of Applications and other materials in [MyEconLab](#).

## Behavioral Economics

The Seventh Edition has a revised treatment of behavioral economics in the chapters on consumer choice, monopoly, interest rates, and uncertainty. It also adds a new behavioral economics section in the game theory chapter.

## New and Revised Material in Chapters

Every chapter is revised—including most sections. Virtually every chapter has updated examples and statistics. Some of the larger changes include:

- Chapters 2 and 3 use two new empirical studies (avocados and corn) to illustrate the basic supply and demand model. They have four new and a number of revised Solved Problems.
- Chapters 4 and 5 have three new Solved Problems and extensive updating of data. Chapter 5 has a new section on compensating and equivalent variations.
- Chapter 6 adds many new estimated production functions and a new discussion of returns to scale as a function of firm size.
- Chapter 7 has substantially revised sections on effects of taxes on costs, long-run costs, and learning by doing. It uses a new Japanese beer empirical example to illustrate the theory, and has a new Solved Problem.
- Chapter 8 has new statistics and a new Solved Problem. Several sections are substantially revised, including an extended treatment of the shutdown decision.
- Chapter 9 updates many statistics and has substantially revised sections on rents, price effects on consumer surplus, and trade, and the Challenge Solution. The trade section uses a new empirical oil example.
- Chapter 10 has a revised Challenge Solution and a new Solved Problem.
- Chapter 11 is reorganized, revised, and updated, particularly the sections on market failure and the causes of monopoly. The chapter has three new Solved Problems, two of which now address the iPad.
- Chapter 12 is completely reorganized and rewritten, particularly the group discrimination section and the nonlinear pricing section, which is expanded. It has a new Challenge.
- Chapter 13 is reorganized. Revised sections include cartel, antitrust laws, mergers, Cournot differentiated products, and Bertrand vs. Cournot.

- Chapter 14's revision removes the discussion of iterative dominance (relying on dominant strategy and best-response approaches), divides the treatment of dynamic games into sections on repeated and sequential games, expands the repeated game material, and adds a new behavioral game theory section.
- Chapter 17's major revision includes new section heads and significant revisions to the sections on probability, attitudes toward risk, and behavioral economics. The material on uncertainty and discounting is now on MyEconLab.
- Chapter 18 updates the pollution data, has a new subsection on the benefits versus costs from controlling pollution, and a new Solved Problem.
- Chapter 19 is extensively revised and reorganized, with new material on insurance markets and a rewritten section on reducing adverse selection.
- Chapter 20 is fundamentally rewritten and has four new Solved Problems. The first half of the chapter is entirely new.

## Alternative Organizations

Because instructors differ as to the order in which they cover material, this text has been designed for maximum flexibility. The most common approach to teaching microeconomics is to follow the sequence of the chapters in the first half of this book: supply and demand (Chapters 2 and 3), consumer theory (Chapters 4 and 5), the theory of the firm (Chapters 6 and 7), and the competitive model (Chapters 8 and 9). Many instructors then cover monopoly (Chapter 11), price discrimination (Chapter 12), oligopoly (Chapters 13 and 14), input markets (Chapter 15), uncertainty (Chapter 17), and externalities (Chapter 18).

A common variant is to present uncertainty (Sections 17.1 through 17.3) immediately after consumer theory. Many instructors like to take up welfare issues between discussions of the competitive model and noncompetitive models, as Chapter 10, on general equilibrium and economic welfare, does. Alternatively, that chapter may be covered at the end of the course. Faculty can assign material on factor markets earlier (Section 15.1 could follow the chapters on competition, and the remaining sections could follow Chapter 11). The material in Chapters 14–20 can be presented in a variety of orders, though Chapter 20 should follow Chapter 19 if both are covered, and Section 17.4 should follow Chapter 16.

Many business school courses skip consumer theory (and possibly some aspects of supply and demand, such as Chapter 3) to allow more time for consideration of the topics covered in the second half of this book. Business school faculty may want to place particular emphasis on game and theory strategies (Chapter 14), capital markets (Chapter 16), and modern contract theory (Chapters 19 and 20).

Optional, technically demanding sections are marked with a star (★). Subsequent sections and chapters can be understood even if these sections are skipped.

## MyEconLab

MyEconLab's powerful assessment and tutorial system works hand-in-hand with this book.

### Features for Students

MyEconLab puts students in control of their learning through a collection of testing, practice, and study tools. Students can study on their own, or they can complete assignments created by their instructor. In MyEconLab's structured environment,



students practice what they learn, test their understanding, and pursue a personalized study plan generated from their performance on sample tests and quizzes. In Homework or Study Plan mode, students have access to a wealth of tutorial features, including the following:

- Instant feedback on exercises taken directly from the text helps students understand and apply the concepts.
- Links to the eText version of this textbook allow the student to quickly revisit a concept or an explanation.
- Pearson eText, available within the online course materials and offline via an iPad/Android app, allows instructors and students to highlight, bookmark, and take notes.
- Learning aids help students analyze a problem in small steps, much the same way an instructor would do during office hours.

## Experiments in MyEconLab

Experiments are a fun and engaging way to promote active learning and mastery of important economic concepts. Pearson's Experiment program is flexible and easy for instructors and students to use.

- Single-player experiments, which can be assigned for homework, allow students to play against virtual players from anywhere at any time they have an Internet connection.
- Multiplayer experiments allow instructors to assign and manage a real-time experiment with their classes.
- Pre- and post-questions for each experiment are available for assignment in MyEconLab.

For a complete list of available experiments, visit [www.myeconlab.com](http://www.myeconlab.com).

## Features for Instructors

MyEconLab includes comprehensive homework, quiz, text, and tutorial options, where instructors can manage all assessment needs in one program.

- Select end-of-chapter questions are available for assignment.
- All of the Solved Problems are available for assignment.
- Test Bank questions are available for assignment or testing.
- The Custom Exercise Builder allows instructors the flexibility of creating their own problems for assignments.
- The powerful Gradebook records each student's performance and time spent on the tests, study plan, and homework and can generate reports by student, class, or chapter.
- Advanced Communication Tools enable students and instructors to communicate through email, discussion board, chat, and ClassLive.
- Customization options provide new and enhanced ways to share documents, add content, and rename menu items.
- A prebuilt course option provides a turn-key method for instructors to create a MyEconLab course that includes assignments by chapter.

## Supplements

A full range of supplementary materials to support teaching and learning accompanies this book.

- The *Online Instructor's Manual* revised by Jennifer Steele has many useful and creative teaching ideas. It also offers a chapter outline, additional discussion questions, additional questions and problems, and solutions for all additional questions and problems.
- The *Online Solutions Manual* provides solutions for all the end-of-chapter questions in the text.
- The *Online Test Bank* by Shana McDermott of the University of New Mexico, James Swanson of the University of Central Missouri, and Lourenço Paz of Syracuse University features problems of varying levels of complexity, suitable for homework assignments and exams. Many of these multiple-choice questions draw on current events.
- The *Computerized Test Bank* reproduces the Test Bank material in the TestGen software. With TestGen, instructors can easily edit existing questions, add questions, generate tests, and print the tests in a variety of formats.
- The *Online PowerPoint Presentation* by Ting Levy of Florida Atlantic University contains text figures and tables, as well as lecture notes. These slides allow instructors to walk through examples from the text during in-class presentations.

These teaching resources are available online for download at the Instructor Resource Center, [www.pearsonglobaleditions.com/Perloff](http://www.pearsonglobaleditions.com/Perloff), and on the catalog page for *Microeconomics*.

## Acknowledgments

My greatest debt is to my students. My students at MIT, the University of Pennsylvania, and the University of California, Berkeley, patiently dealt with my various approaches to teaching them microeconomics and made useful (and generally polite) suggestions.

The various editions have benefited from the early work by the two best development editors in the business, Jane Tufts and Sylvia Mallory. Jane Tufts reviewed drafts of the first edition of this book for content and presentation. By showing me how to present the material as clearly, orderly, and thoroughly as possible, she greatly strengthened this text. Sylvia Mallory worked valiantly to improve my writing style and helped to shape and improve every aspect of the book's contents and appearance in each of the first four editions.

I am extremely grateful to Adrienne D'Ambrosio, Executive Acquisitions Editor, and Sarah Dumouchelle, Editorial Project Manager, at Pearson, who helped me plan this revision and made very valuable suggestions at each stage of the process. Adrienne, as usual, skillfully handled all aspects of planning, writing, and producing this textbook. In addition, Sarah made sure that the new material in this edition is clear, editing all the chapters, and assisted in arranging the supplements program.

Over the years, many excellent research assistants—Hayley Chouinard, R. Scott Hacker, Guojun He, Nancy McCarthy, Enrico Moretti, Lisa Perloff, Asa Sajise, Hugo Salgado, Gautam Sethi, Edward Shen, Klaas van 't Veld, and Ximing Wu—worked hard to collect facts, develop examples and figures, and check material.