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Intermediate Microeconomics W3211

Lecture 4: Solving the Consumer's Problem

Columbia University, Spring 2016

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Introduction

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The Story So Far....

- We have now (exhaustively) described the consumer's problem
- 1. **CHOOSE a consumption bundle**
- 2. **IN ORDER TO MAXIMIZE preferences**
- 3. **SUBJECT TO the budget constraint**
- Now it is time to solve it!

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Today's Aims

1. Use pictures to think heuristically about how to solve the consumer's problem
 - Varian Ch. 5, Feldman and Serrano Ch 3
2. Use maths to turn this intuition into a solution method
 - It will be useful to review the material on first order conditions, Lagrangians etc
 - From your calculus class
 - Varian Ch. 5 appendix, Feldman and Serrano Ch. 3 appendix

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A First Step in Solving The Consumer's Problem

Or "the single most important piece of the course"

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Solving the Consumer's Problem

- We now have all the pieces of the consumer's optimization problem
- 1. **CHOOSE a consumption bundle**
- 2. **IN ORDER TO MAXIMIZE preferences**
- 3. **SUBJECT TO the budget constraint**
- And we know how to represent preferences

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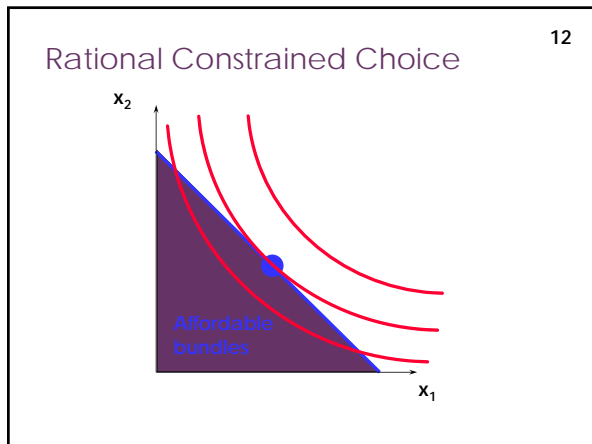
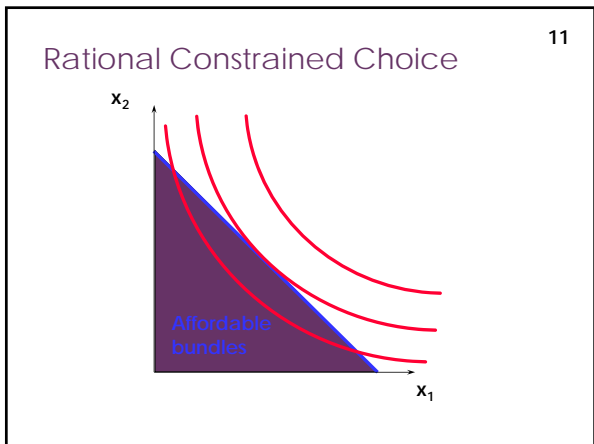
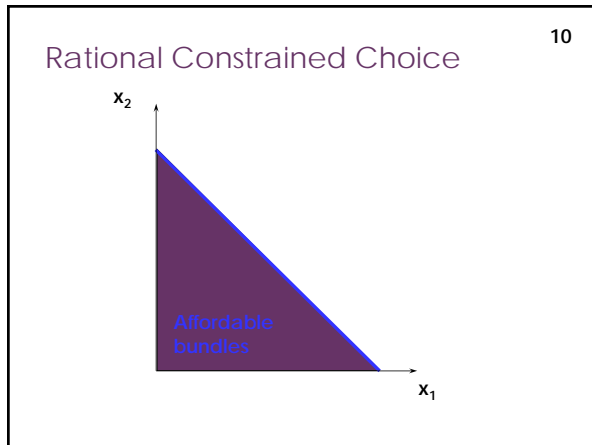
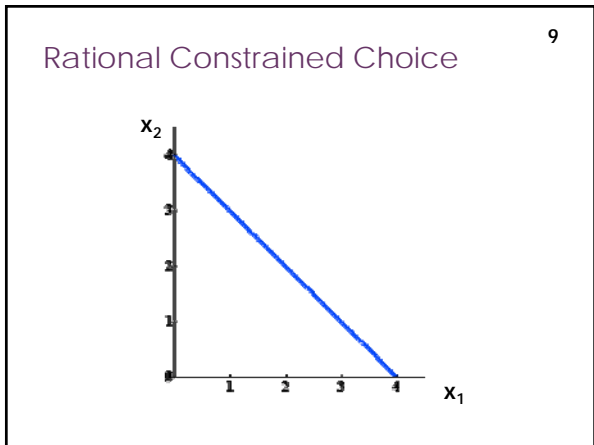
Solving the Consumer's Problem

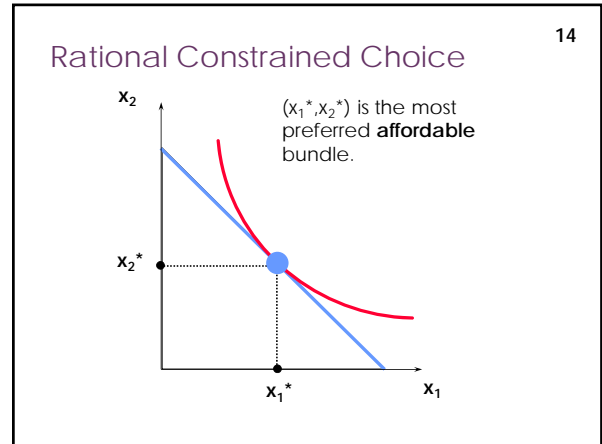
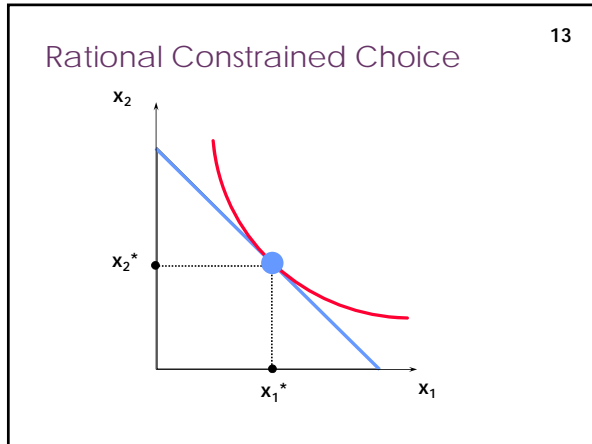
- The next lecture and a half will be concerned with how we solve the consumer's problems
- This is the single most important part of the course
- We will be using the mathematics of **constrained optimization**
- This will turn up again and again throughout the course
 - If you get very comfortable with them now, this will really pay dividends
- You will only get better through practice!

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Solving the Consumer's Problem

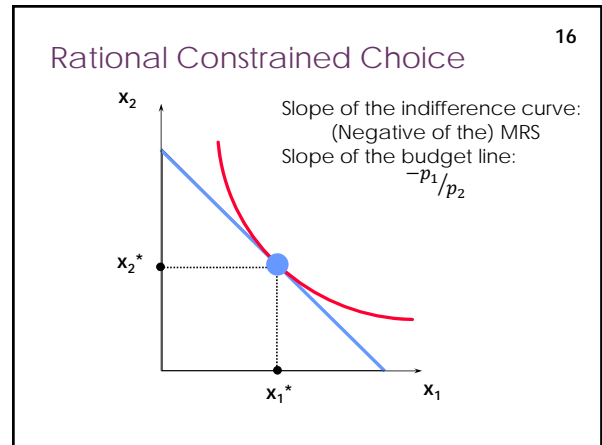
- To begin with, let's draw some graphs
- See if we can solve this problem using raw brain power





Solving the Consumer's Problem 15

- What are the properties of this optimal point?
 1. All the money is spent
 - i.e. the budget line holds at equality
$$p_1x_1 + p_2x_2 = y$$
 2. The slopes of the indifference curve and the budget line are the same
 - i.e. the Marginal Rate of Substitution equals the ratio of prices
 - This is the **tangency condition**



Solving the Consumer's Problem 17

- What is the intuition for this?

Solving the Consumer's Problem 18

- What is the intuition for this?
 1. Spending all the money:
 - If not, could get more of either good
 - Would make the consumer better off
 - Assuming preferences are monotonic

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Solving the Consumer's Problem

- What is the intuition for this?
- 2. Tangency condition
 - If not, then the rate at which the **consumer** is willing to trade off good 1 and good 2 is different to the rate they can **trade them off in the market**
 - Example, say that the MRS is 0.5, but the price of each good is 1.
 - Can this be optimal? No
 - If the consumer consumed 1 less unit of good 1, then they could get 1 more unit of good 2
 - But they would only have to get 0.5 units to make them indifferent
 - Trading one unit of good 1 for one unit of good two is **feasible** and will make them **better off**

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Non Optimal Choices

x_1, x_2 not optimal because budget not exhausted

Could do better by moving to x_1^*, x_2^*

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Non Optimal Choices

x_1, x_2 not optimal because tangency condition fails

i.e. MRS is lower than the price ratio

Could do better by buying less good 1 and more good 2, i.e. moving to x_1^*, x_2^*

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Solving the Consumer's Problem

- Do these two conditions always hold at the optimum?
- If preferences are (strictly or weakly) monotonic it **must** be optimal to spend all one's income
- What about the tangency condition?
 - Let's think about the case of perfect substitutes

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Examples of Corner Solutions -- the Perfect Substitutes Case

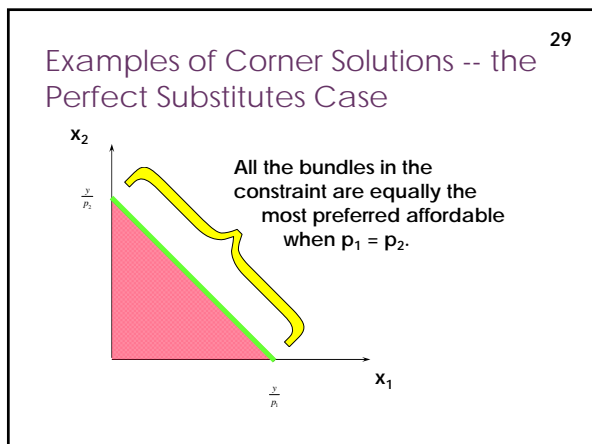
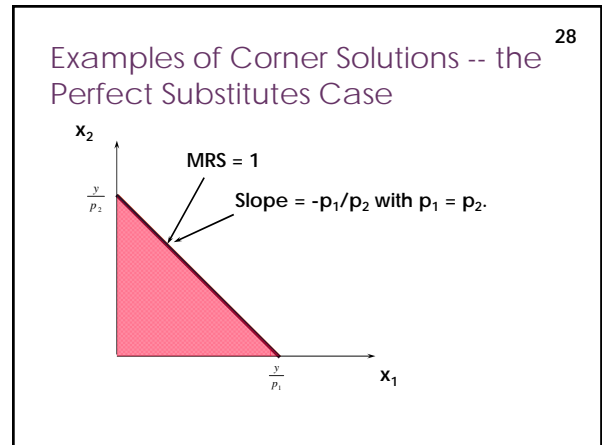
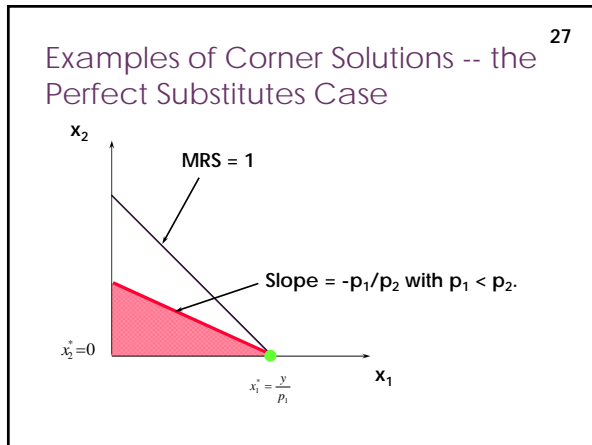
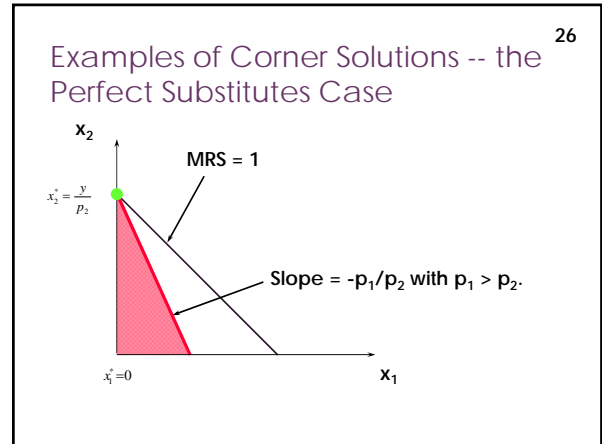
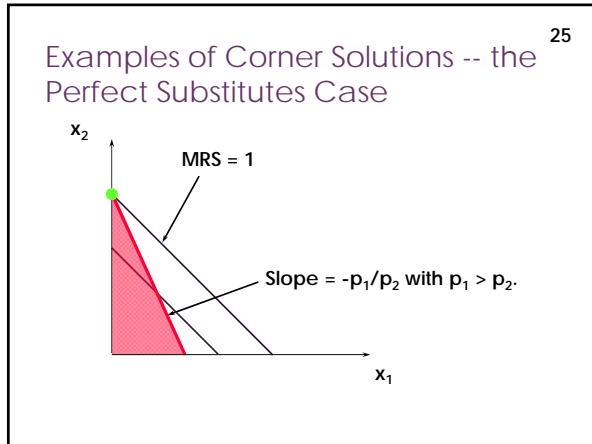
MRS = 1

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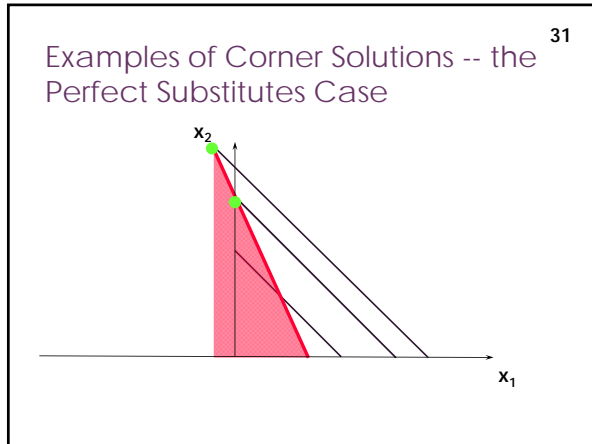
Examples of Corner Solutions -- the Perfect Substitutes Case

MRS = 1

Slope = $-p_1/p_2$ with $p_1 > p_2$.



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- Solving the Consumer's Problem
- In the case of perfect substitutes, the tangency condition does not (in general) hold
 - What went wrong with our previous logic?
 - Well, think about the case where $MRS=1$, but the price of good 1 is greater than the price of good 2
 - The consumer would like to consume less of good 1 and more of good 2



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Solving the Consumer's Problem

- However, once they are consuming zero units of good 1 they can no longer do so
- They cannot consume negative amounts of good 1
- They have hit the boundary of the commodity space
- This is called a **corner solution**

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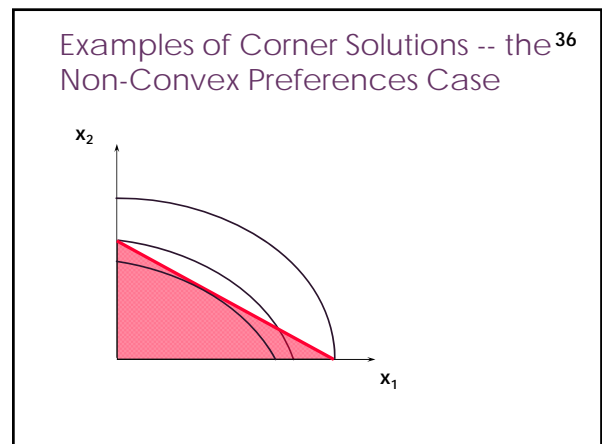
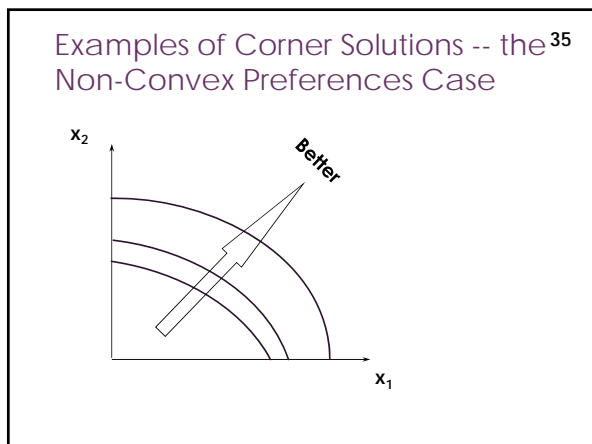
Solving the Consumer's Problem

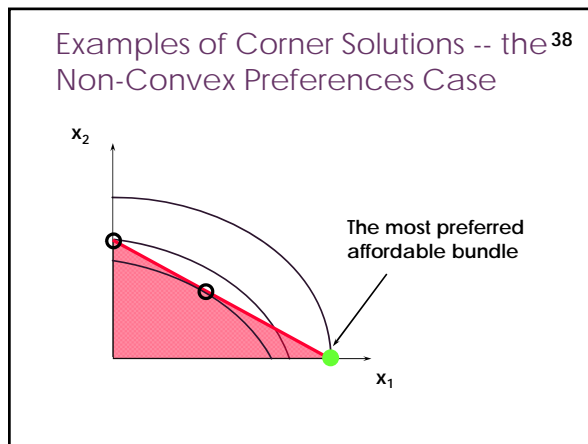
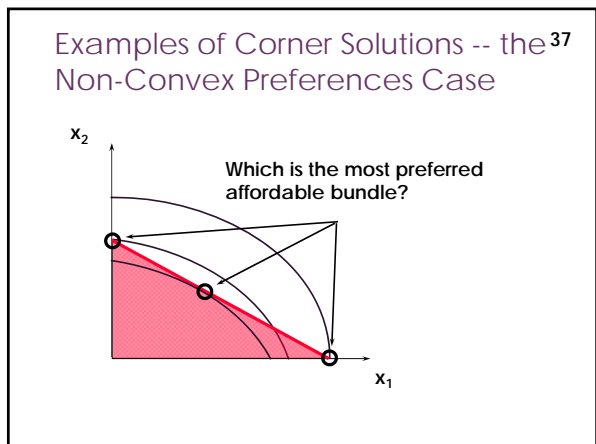
- Assuming that preferences are monotonic, there are two types of solution to the consumer's problem
 - Interior solutions
 - Corner solutions
- Three questions
 1. Are perfect substitutes the only type of preferences that give us corner solutions?
 2. Are tangency points always optimal?
 3. Are interior solutions always tangency points?

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Solving the Consumer's Problem

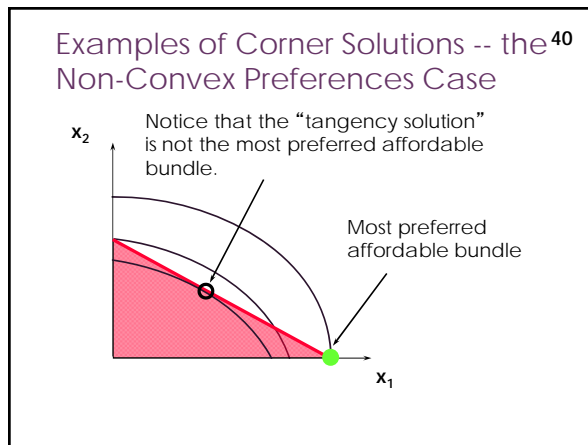
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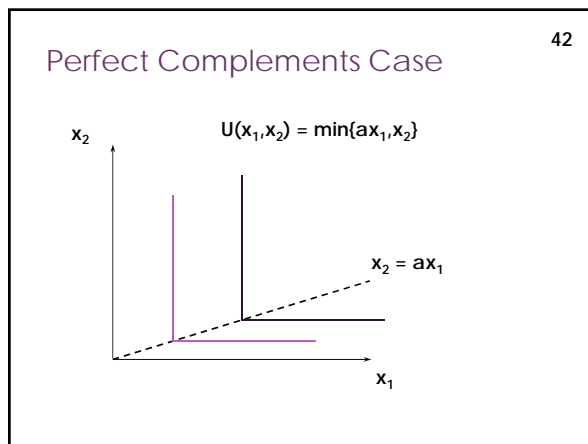
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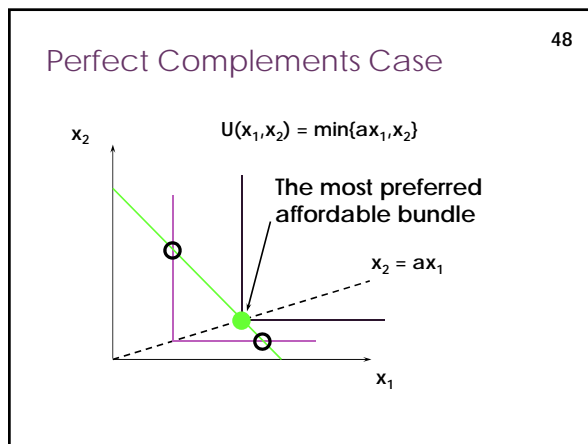
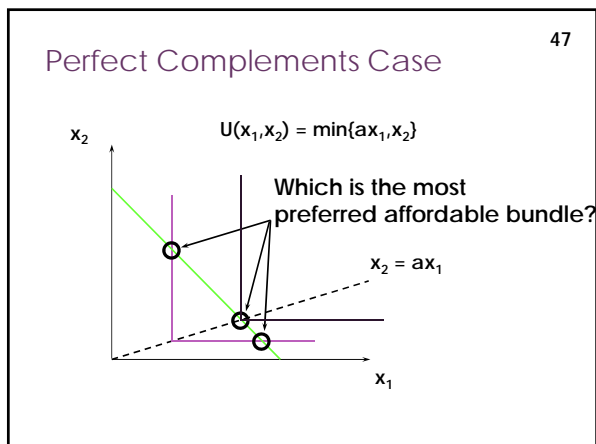
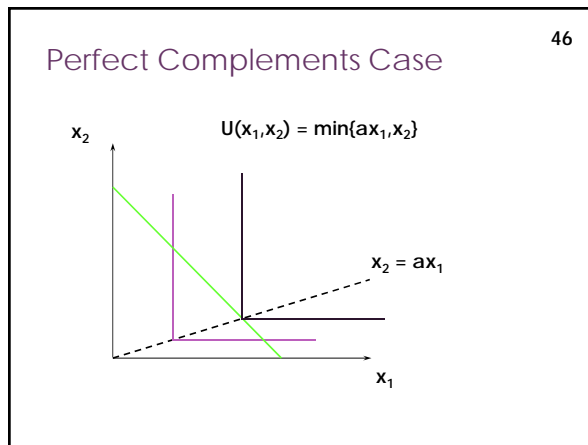
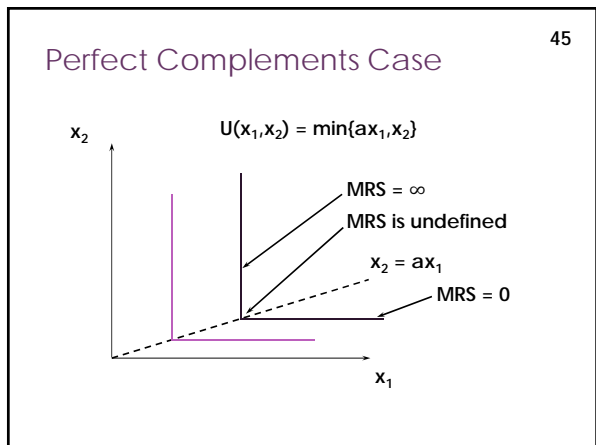
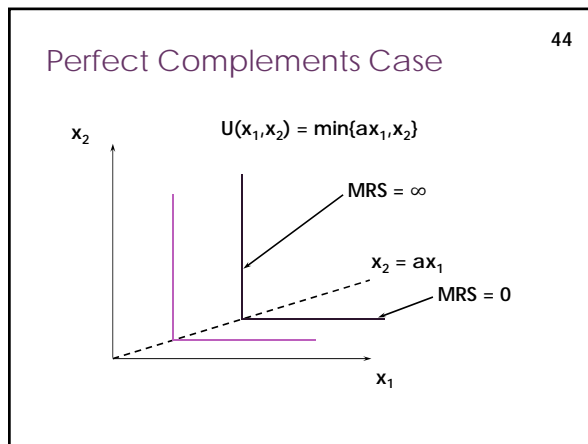
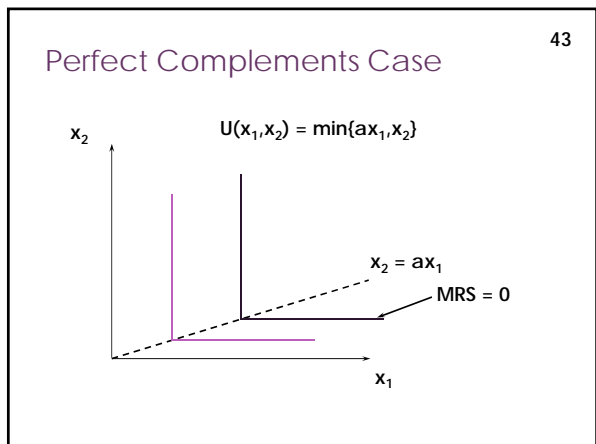
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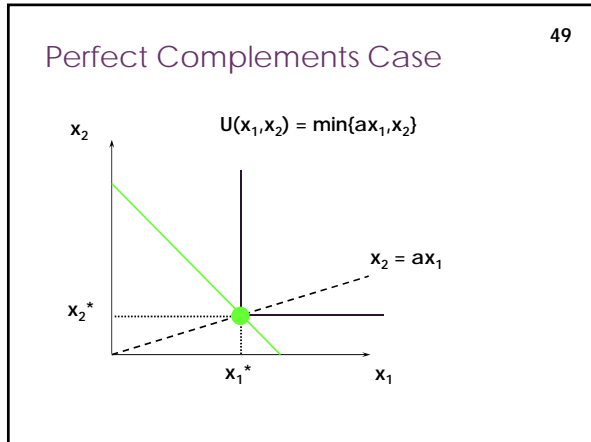


Solving the Consumer's Problem 41

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- ### In general
- Optimal bundles are such that they exhaust the budget (with monotone preferences)
 - Indifference curves are also **often tangent** to the budget set at optimal bundles
 - i.e. ratio of prices is equal to the MRS
 - But, tangency is **neither necessary nor sufficient**
 - Sometimes, optimum is **not** the point of tangency
 - Corner solutions
 - Kinks
 - Sometimes point of tangency is not an optimum
 - E.g. **concave** preferences

A Recipe for Solving the Consumer's Problem

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- ### A Recipe for Solving the Consumer's Problem
- Hopefully you now have some intuition about how to solve the consumer's problem
 - Now we will get more formal about how to solve such problems
 - I will provide you with a recipe for solving these problems
 - If you follow these steps, you will find the right solution
 - Over time, you will learn some short cuts
 - However, be warned! I will try to fool you
 - Don't rely on the shortcuts without thinking!
 - It is always a good idea to check your intuition as much as possible by drawing graphs of the type that we covered in the previous section

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- ### The Recipe
1. Are preferences monotone?
 - If **yes**, then the optimal solution must lie on the budget line
 - If **no** you may have to worry about solutions away from the line
 2. Assuming preferences are monotone, there are two possible types of solution
 - **Corner** solutions
 - **Interior** solutions
 3. Calculate the utility at each possible corner solution
 4. Find all possible interior solutions
 - Points of tangency
 - Kinks
 5. Calculate utility and each possible interior solution
 6. Compare utilities at **all** possible solutions
 7. Select the best

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1: Check Whether Preferences are Monotone

- If preferences are monotone, life is easy
 - We know the optimal choice must lie on the budget line
- If not, then there are other possibilities
- How do we check whether preferences are monotone?
- Assuming we have a utility function, can check marginal utility

$$MU_i = \frac{\partial u}{\partial x_i} > 0$$
- [Question for you to think about. Is **weak** monotonicity okay?]
- If we find that preferences are monotone, we can go on to the next step
- If not what to do?
- Think!
 - Is one of the goods a bad? If so can you flip the problem around?
 - Is there a 'bliss point'? If so can they afford the bliss point?

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The Recipe

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3: Calculate Utility for Corner Solutions

- As we have seen, it is possible that optimal solutions may occur at the corner of the commodity space
- A 'brute force' way to check these points is to calculate the utility at the corners
- If there are only two commodities, x_1 and x_2 then corner solutions are easy: either consume all of one good or all of the other
 - i.e. if income is M and prices are p_1 and p_2 , calculate $u(\frac{M}{p_1}, 0)$ and $u(0, \frac{M}{p_2})$
- If there are three (or more) commodities, things get a bit more complex
 - Assume you are consuming 0 units of good 1, then figure out the optimal way of consuming goods 2 and 3
 - Repeat setting good 2 to 0
 - Repeat setting good 3 to 0

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The Recipe

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4: Find all Interior Solutions

- Apart from corner solutions, we potentially have interior solutions when the consumer buys some of all goods
- As we saw, these come in two types:
 - Tangency points (if the utility function is smooth)
 - At kinks (if the utility function is not differentiable)

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4: Find all Points of Tangency

- Remember: points of tangency occur when the slope of the budget line equals the slope of the indifference curve
 - Rate at which the consumer trades off the two goods is the same as the rate at which they can trade them off in the market
- How can we find points of tangency?
 - Slope of budget line is $-\frac{p_1}{p_2}$
 - Slope of indifference curve is $-MRS(x_1, x_2)$
- Furthermore, we know that

$$MRS(x_1, x_2) = -\frac{dx_2}{dx_1} = \frac{\frac{\partial u}{\partial x_1}}{\frac{\partial u}{\partial x_2}}$$
- Putting this together gives

$$\frac{\frac{\partial u}{\partial x_1}}{\frac{\partial u}{\partial x_2}} = \frac{p_1}{p_2}$$

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4: Find all Points of Tangency

- So points of tangency occur at

$$\frac{\frac{\partial u}{\partial x_1}}{\frac{\partial u}{\partial x_2}} = \frac{p_1}{p_2}$$
- Notice that prices p_1 and p_2 are parameters of the problem
 - They will appear in the solution
- But there are still two unknowns x_1 and x_2 and one equation
- How can we solve for both?
- Make use of another equation!
- Specifically the budget constraint

$$p_1x_1 + p_2x_2 = m$$
- We will see a worked example in a minute

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The Recipe

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5. Calculate utility and each possible interior solution
6. Compare utilities at **all** possible solutions
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4: Find all the Kinks

- Sometimes, interior solutions may occur at kinks
 - E.g. perfect complements
- So we want to find all the kinks
- How can we spot a kink?
- Technically speaking kinks are points at which the indifference curve is not differentiable
- Easiest way to spot it is to graph the indifference curve
- Can also look out for points where the MRS doesn't seem to be well defined
 - Don't worry, we will only cover simple cases
- Once you have identified the kink, use the budget constraint to plug in to find values of x_1 and x_2

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Perfect Complements Case

$U(x_1, x_2) = \min\{ax_1, x_2\}$

(a) $p_1x_1^* + p_2x_2^* = m$
 (b) $x_2^* = ax_1^*$

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The Recipe

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6: Calculate the utility of all possible solutions

- Let's say that we found two points of tangency (x_1^*, x_2^*) and (x_1^{**}, x_2^{**}) (and no kinks)
- We can just plug these consumption bundles into the utility function
 - Calculate $u(x_1^*, x_2^*)$ and $u(x_1^{**}, x_2^{**})$
- We know that the optimal solution is **either** one of these two points **or** one of the corner solutions.
- Thus, all we need to do is to compare
 - $u(x_1^*, x_2^*)$
 - $u(x_1^{**}, x_2^{**})$
 - $u(\frac{m}{p_1}, 0)$
 - $u(0, \frac{m}{p_2})$
- And pick the best, and we are done!

A Worked Example

Your first solved consumer's problem!

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A Worked Example

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- We will now apply the recipe to the following problem

1. **CHOOSE** $x_1 \geq 0, x_2 \geq 0$
2. **IN ORDER TO MAXIMIZE** $u(x_1, x_2) = x_1 x_2$
3. **SUBJECT TO** $3x_1 + x_2 = 4$

- You will want (and will have) lots more examples to get comfortable with this

The Recipe

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1: Check Whether Preferences are Monotone

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- can check marginal utility

$$MU_1 = \frac{\partial u}{\partial x_1} = x_2 \geq 0$$

$$MU_2 = \frac{\partial u}{\partial x_2} = x_1 \geq 0$$

- Monotonicity is satisfied (strictly, apart from at the corners)

The Recipe

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3: Calculate Utility for Corner Solutions

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- Remember
 - $m = 4$
 - $p_1 = 3$
 - $p_2 = 1$
- If we spend all the money on good one we get

$$u\left(\frac{M}{p_1}, 0\right) = \frac{4}{3} \times 0 = 0$$

- If we spend all the money on good two we get

$$u\left(0, \frac{M}{p_2}\right) = 0 \times 4 = 0$$

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The Recipe

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4: Find all Points of Tangency

- Points of tangency occur at

$$\frac{\frac{\partial u}{\partial x_1}}{\frac{\partial u}{\partial x_2}} = \frac{p_1}{p_2}$$
- Remember
 - $MU_1 = \frac{\partial u}{\partial x_1} = x_2 \geq 0$
 - $MU_2 = \frac{\partial u}{\partial x_2} = x_1 \geq 0$
- So

$$\frac{x_2}{x_1} \frac{p_1}{p_2} \text{ Or } x_2 = \frac{p_1}{p_2} x_1$$
- So we have solved for x_2 as a function of x_1

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4: Find all Points of Tangency

$$x_2 = 3x_1$$

- Now make use of the budget constraint

$$3x_1 + x_2 = 4$$
- So

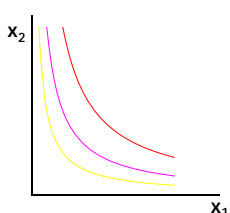
$$3x_1 + 3x_1 = 4$$
- Or

$$x_1 = \frac{2}{3} \text{ and } x_2 = 2$$

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4: Find all the Kinks

- Do these indifference curves have kinks?
 - No
 - We can see this either by noticing that the $\frac{x_2}{x_1}$ is well behaved everywhere
 - Or by graphing the indifference curves



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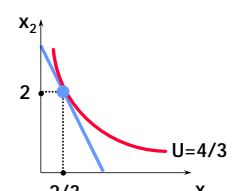
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- Calculate utility and each possible interior solution
- Compare utilities at **all** possible solutions
- Select the best

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6: Calculate the utility of all possible solutions

- So we have three possibilities to check
 - $u\left(\frac{M}{p_1}, 0\right) = \frac{4}{3} \times 0 = 0$
 - $u\left(0, \frac{M}{p_2}\right) = 0 \times 4 = 0$
 - $u\left(\frac{2}{3}, 2\right) = \frac{2}{3} \times 2 = \frac{4}{3}$
- We have a winner!



Summary

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Summary 80

- Today we have thought intuitively about how to solve the consumer's problem
- Introduced a recipe for solving such problems
- Worked through the various stages of solving this problem
- Next week: Some mathematical shortcuts!