

# Economics of Industrial Organization

## Lecture 6: Cournot Oligopoly

## 꾸르노 복잡 모형

- Single good produced by  $n$  firms
- Cost to firm  $i$  of producing  $q_i$  units:  $C_i(q_i)$ , where  $C_i$  is nonnegative and increasing
- If firms' total output is  $Q$  then market price is  $P(Q)$ , where  $P$  is nonincreasing
- Profit of firm  $i$ , as a function of all the firms' outputs:

$$\pi_i(q_1, q_2, \dots, q_n) = q_i P\left(\sum_{j=1}^n q_j\right) - C_i(q_i)$$

# 꾸르노 복점 모형

Strategic game:

- players: firms
- each firm's set of actions: set of all possible outputs
- each firm's preferences are represented by its profit

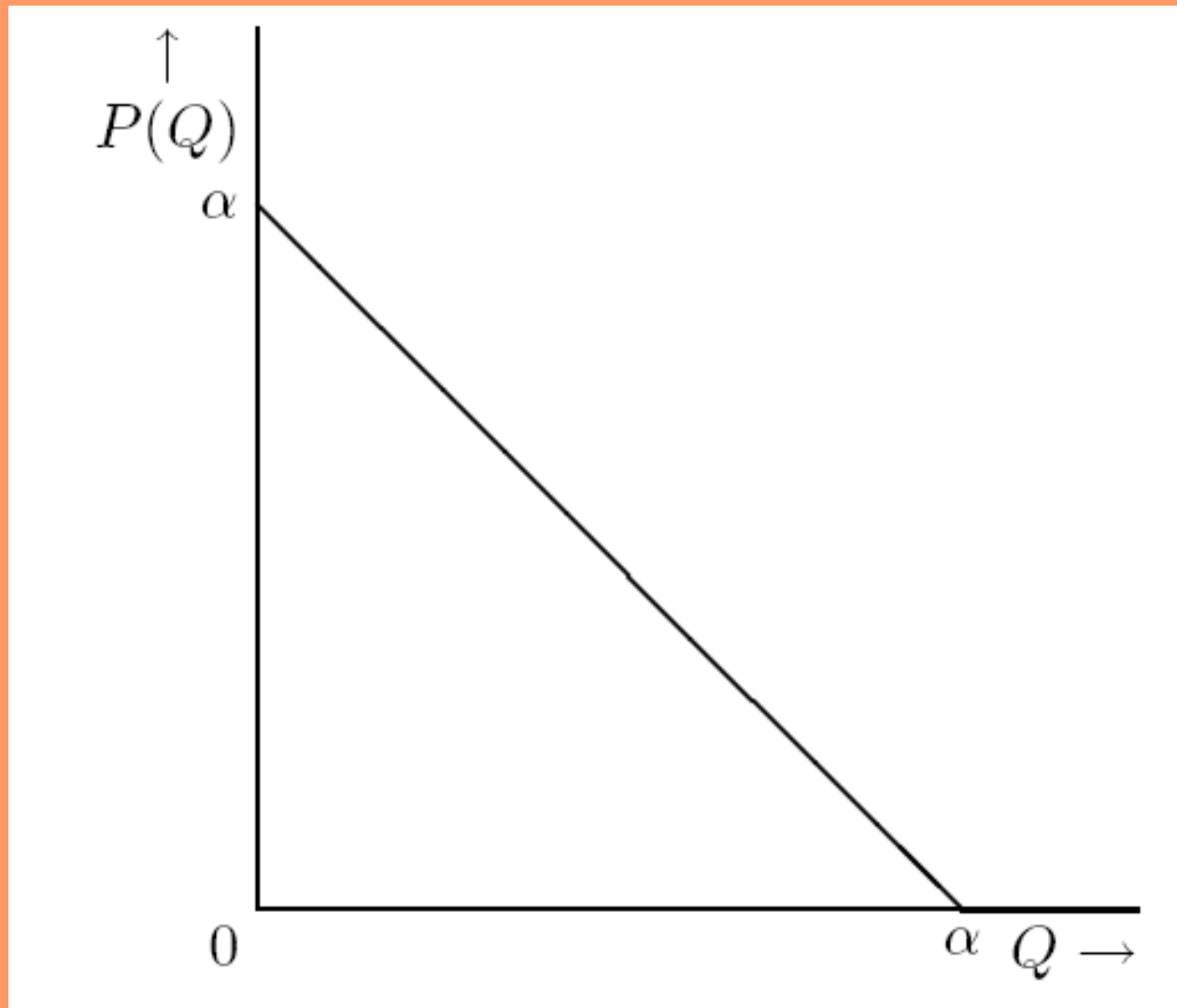
# Duopoly

- two firms
- Inverse demand:

$$P(Q) = \max\{0, \alpha - Q\} = \begin{cases} \alpha - Q & \text{if } Q \leq \alpha \\ 0 & \text{if } Q > \alpha \end{cases}$$

- constant unit cost:  $C_i(q_i) = cq_i$ , where  $c < \alpha$

# Duopoly



# Duopoly

Recall for a perfectly competitive firm,  $P=MC$ , so

$$\alpha - Q = c, \text{ or } Q = \alpha - c.$$

Recall for a monopolist,  $MR=MC$ , so

$$\alpha - 2Q = c, \text{ or } Q = (\alpha - c)/2.$$

[We could verify this by using calculus to solve the profit maximization problem.]

# Duopoly

*Payoff functions*

Firm 1's profit is

$$\begin{aligned}\pi_1(q_1, q_2) &= q_1(P(q_1 + q_2) - c) \\ &= \begin{cases} q_1(\alpha - c - q_2 - q_1) & \text{if } q_1 \leq \alpha - q_2 \\ -cq_1 & \text{if } q_1 > \alpha - q_2 \end{cases}\end{aligned}$$

# Duopoly

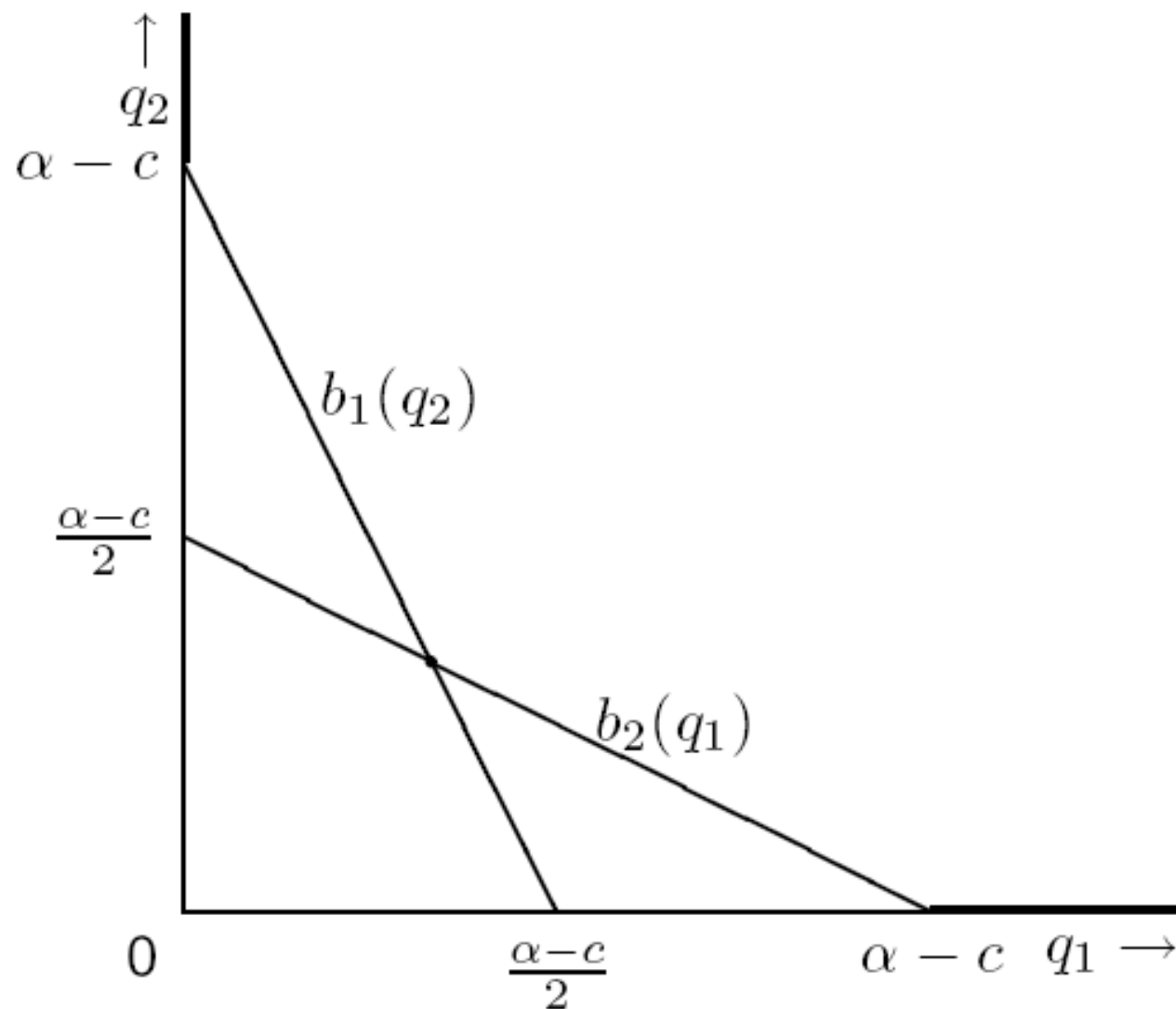
- Best response function is:

$$b_1(q_2) = \begin{cases} (\alpha - c - q_2)/2 & \text{if } q_2 \leq \alpha - c \\ 0 & \text{if } q_2 > \alpha - c. \end{cases}$$

Same for firm 2:  $b_2(q) = b_1(q)$  for all  $q$ .



# Duopoly



# Duopoly

## Nash equilibrium:

Pair  $(q_1^*, q_2^*)$  of outputs such that each firm's action is a best response to the other firm's action

or

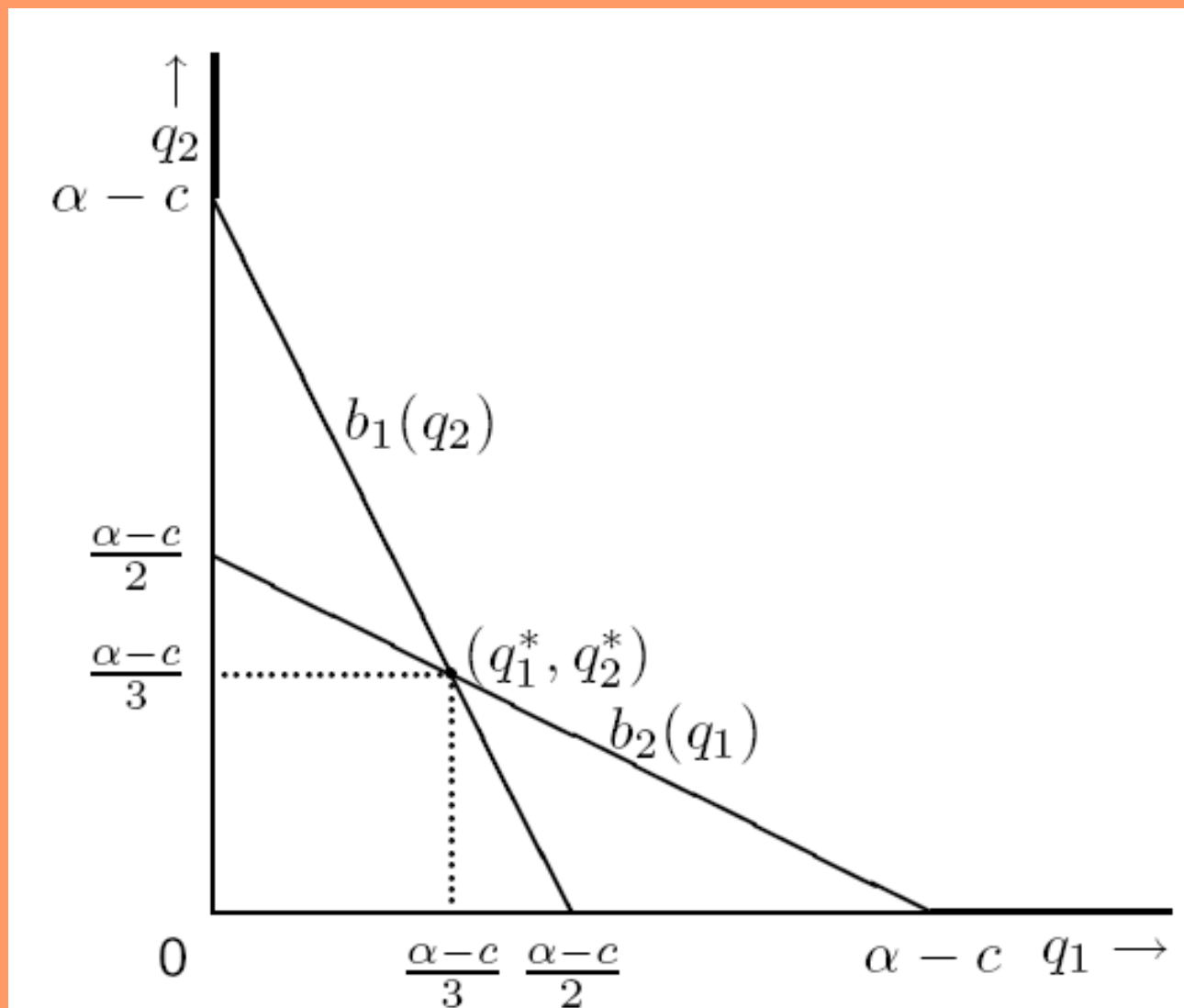
$$q_1^* = b_1(q_2^*) \text{ and } q_2^* = b_2(q_1^*)$$

Solution:

$$q_1 = (\alpha - c - q_2)/2 \text{ and } q_2 = (\alpha - c - q_1)/2$$

$$q_1^* = q_2^* = (\alpha - c)/3$$

# Duopoly



# Duopoly

Conclusion:

- Game has unique Nash equilibrium:

$$(q^*_1, q^*_2) = ((\alpha - c)/3, (\alpha - c)/3)$$

- At equilibrium, each firm's profit is

$$\pi = ((\alpha - c)^2)/9$$

- Total output  $2(\alpha - c)/3$  lies between monopoly output  $(\alpha - c)/2$  and competitive output  $\alpha - c$ .

# N-player Cournot Model (1)

- Demand function  $P = \alpha - Q$
- Cost function  $C_i(q_i) = cq_i$
- $n$  firms,  $i = 1, 2, \dots, n$ . So  $Q = q_1 + q_2 + \dots + q_n$ .
- Solve using a representative firm  $i$ .

$$\begin{aligned}\pi_i &= q_i(\alpha - Q - c) \\ &= q_i(\alpha - q_i - \sum q_{-i} - c)\end{aligned}$$

$$\text{FOC: } (\alpha - 2q_i - \sum q_{-i} - c) = 0$$

Solve for firm  $i$ 's best response function:

$$q_i = (\alpha - \sum q_{-i} - c)/2$$

This gives  $n$  linear equations which we could solve simultaneously (for  $i = 1, 2, \dots, n$ )

## N-player Cournot Model (2)

- Instead, we will impose symmetry.
- It should be clear from the symmetric nature of the problem and the best response functions that the solution will be symmetric – i.e.  $q_1 = q_2 = \dots = q_n$ . We could see for example that simultaneously solving the best response functions for  $q_1$  and  $q_2$  will imply that  $q_1 = q_2$ , and we could repeat this for all other pairs of equation.
- Thus, we can impose  $q_i = q^*$  for all  $i$  on our representative firm best response function.
- This implies
$$q^* = (\alpha - (n-1)q^* - c)/2$$
$$2q^* = \alpha - (n-1)q^* - c$$
$$(n+1)q^* = \alpha - c$$
$$q^* = (\alpha - c)/(n+1).$$
So this is our unique Nash equilibrium.

## N-player Cournot Model (3)

- To find prices and profits, we can substitute this solution for  $q^*$  into our original demand function and profit function.
- Industry output  $Q = nq^* = n(\alpha - c)/(n+1)$
- Market price  $P = \alpha - n(\alpha - c)/(n+1)$   
 $= (\alpha + nc)/(n+1)$
- Firm profit  
 $\pi_i = [(\alpha - c)/(n+1)][\alpha - c - n(\alpha - c)/(n+1)]$   
 $= [(\alpha - c)/(n+1)] [(\alpha - c)/(n+1)]$   
 $= [(\alpha - c)/(n+1)]^2$

## N-player Cournot Model (4)

- This then is a generalization of our duopoly case, where  $n = 2$ . Substitute  $n = 2$  into the solutions before, and see that we get our duopoly outcomes.

$$q_1 = q_2 = (\alpha - c)/3$$

$$\pi_i = [(\alpha - c)/3]^2$$

- Look also at how the model converges to perfectly competitive outcomes as  $n \rightarrow \infty$ .

$$q_i \rightarrow 0$$

$$Q \rightarrow \alpha - c$$

$$P \rightarrow c$$

$$\pi_i \rightarrow 0.$$