

Pure Trade Equilibrium Models

- By choice of preference structure, the pure trade model was equivalent to a system of equations – complementarity was not really an issue
 - | That is, the equations could have been defined as equalities, and a solution consistent with an equilibrium would result
 - | However, if preferences that can result in zero demands for some goods for a consumer, then complementarity would matter
 - | What type of preferences would result in this?

Equilibrium Models

- | This is not always the case as there may be
 - Policy inequalities such as quotas
 - Participation limits
 - Etc.
- | Models with production may also be stated as systems of equations (complementarity doesn't matter) with some kinds of production technology
 - What kind of technology will do this?

Equilibrium Models with Production

- What kind of production technology results in complementarity conditions that matter?
 - | Technology with less than full substitution possibilities (e.g., Leontief technology)
- With production included, we have more agents whose behavior needs description
 - | How shall we describe producer behavior?

Equilibrium Models with Production

- Producers – profit maximizers
 - | Technology options:
 - Single output/multiple input
 - Single input/multiple output
 - Multiple inputs and outputs with input/output separability
 - Leontief
 - | First and last are the most common in empirical models (GTAP uses the first)

Equilibrium Models: Production (cont'd.)

- Single output/multiple input technology: $y = f(x) = f(x_1, x_2, \dots, x_n)$

┆ Producer behavior is described as:

$$\underset{x}{\text{maximize}} \quad pf(x) - w'x = pf(x_1, \dots, x_n) - \sum_{i=1}^n w_i x_i$$

┆ which has first-order conditions:

$$-p \frac{\partial f(x)}{\partial x_i} + w_i \geq 0, \quad x_i \left[-p \frac{\partial f(x)}{\partial x_i} + w_i \right] = 0$$

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Equilibrium Models: Production (cont'd.)

- Note that in writing down the FOC's the problem has again been converted to a minimization problem – this is due to the conventions for writing an MCP for GAMS
- Also notice that if the technology displays constant returns to scale (CRTS), the level of production may be indeterminate – however, the use of inputs per unit of output will be determined in this case

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Equilibrium Models: Production (cont'd.)

- With CRTS, an alternative way to write the problem is in terms of a per unit production function as follows:

$$\underset{x}{\text{maximize}} (pf(x) - w'x)y = y \left[pf(x_1, \dots, x_n) - \sum_{i=1}^n w_i x_i \right]$$

- which has FOC's:

$$-p \frac{\partial f(x)}{\partial x_i} y + w_i y \geq 0, \quad x_i \left[-p \frac{\partial f(x)}{\partial x_i} y + w_i y \right] = 0,$$

$$-pf(x) + w'x \geq 0, \quad y[-pf(x) + w'x] = 0$$

Equilibrium Models: Production (cont'd.)

- The first of these conditions says that the marginal value product for an input cannot exceed its cost
- The second says that if the marginal value product of an input is less than its cost, it will not be used
- The third says that profits cannot be positive (CRTS)
- And the fourth says that the level of production can be positive only if profits are zero (and that if profits are negative, production will be zero)

Equilibrium Models: Production (cont'd.)

- Leontief technology: expressed in terms of a “netput vector”, a , which has positive components corresponding to outputs and negative components corresponding to inputs

┆ Producer behavior is described by:

$$\underset{y}{\text{maximize}} \quad p'ay = \sum_{i=1}^n p_i a_i y$$

┆ with FOC's: $-p'a \geq 0, y(-p'a) = 0$

Equilibrium Models: Production (cont'd.)

- The first FOC says that profits cannot be positive (CRTS)
- The second FOC says that the level of production can be positive only if profits are zero (and that if profits are negative, production will be zero)

Equilibrium Models: Production (cont'd.)

- Typically, production will be described by many Leontief activities, and these are usually assembled into a matrix, A , with each column corresponding to a Leontief activity
 - ┆ The FOC's for the entire productive sector of the economy are then expressed jointly as:
$$- p' A \geq 0, - p' Ay = 0$$
 - ┆ Or, no productive activity can make positive profits, and an activity can produce output only if its profits are zero

Equilibrium Models: Production (cont'd.)

- To illustrate, consider an example
 - ┆ Another two consumer (Dick and Jane) model
 - ┆ Production is specified as Leontief

Equilibrium Example with Production

- Two consumers: Dick and Jane
- Two goods: food and clothes
- Two factors of production: Land (Dick owns 20 units of land and Jane owns 10) and Labor (Dick owns 5 units of labor and Jane owns 20)

GE with Production

- Cobb-Douglas preference parameters for Dick are 0.75 for food and 0.25 for clothes, and for Jane are 0.60 for food and 0.40 for clothes
- Factors of production are not directly consumed
- There are four possible technologies for producing food and clothes – these are Leontief, multiple input/multiple output technologies

GE with Production (cont'd.)

- Production technology is specified through the following four activities (positives for outputs and negatives for inputs)

| tech # | 1 | 2 | 3 | 4 |
|---------|------|----|------|------|
| food | 10 | 0 | 5 | 6 |
| clothes | 0 | 5 | 3 | 2.5 |
| land | -1 | -1 | -1 | -1 |
| labor | -0.5 | -2 | -1.2 | -1.3 |

GE with Production (cont'd.)

- Markets are as they were before except that
 - Endowments are only for factors,
 - Demands are only for consumer goods
- Agent first-order conditions are unchanged for consumers, but producer first-order conditions are added
- Note that complementarity matters for this problem

GE with Production (cont'd.)

- As usual, the first thing we will want is to introduce some sets (note use of subsets):

- | SETS
- | cons Consumers / dick,jane /
- | io Inputs and outputs
- | /food,clothes,land,labor/
- | good(io) Consumer goods / food,clothes /
- | fact(io) Factors of production / land,labor /
- | method Production methods / a1*a4 / ;
- | ALIAS (good,g) ;

GE with Production (cont'd.)

- Next, specify our data

- | TABLE endow(cons,io) Factor endowments
- | land labor
- | dick 20 5
- | jane 10 20 ;

- | TABLE alpha(cons,io) Cobb-Douglas value shares
- | food clothes
- | dick 0.75 0.25
- | jane 0.60 0.40 ;

GE with Production (cont'd.)

TABLE a(io,method) Input-output technology

| | a1 | a2 | a3 | a4 |
|---------|------|----|------|------|
| food | 10 | 0 | 5 | 6 |
| clothes | 0 | 5 | 3 | 2.5 |
| land | -1 | -1 | -1 | -1 |
| labor | -0.5 | -2 | -1.2 | -1.3 |

(Notice that here is the payoff to defining the set io and the subsets for goods and factors)

GE with Production (cont'd.)

Next, define the problem variables (and bounds)

POSITIVE VARIABLES

- p(io) Prices of goods and factors
- x(io,cons) Demands for goods
- y(method) Level of use of a the technology
- lambda(cons) Marginal utility of wealth ;
- x.lo(io,cons) = 0.001 ;
- p.fx('food') = 1 ;

Note that "food" is the numeraire here

GE with Production (cont'd.)

■ Now, declare the equations:

| EQUATIONS

| market(io) Demand cannot exceed supply

| foc(good,cons) FOC's for demand

| loss(method) Loss (-profit) level for method

| budget(cons) Consumer budget constraints ;

GE with Production (cont'd.)

■ Now define the structure of the equations:

| market(io) ..

| sum(cons,endow(cons,io))\$fact(io) +

| sum(method,a(io,method)*y(method))

| - sum(cons,x(io,cons))\$good(io) =g= 0 ;

■ For each good, the sources are endowments (factors) and output from production (goods), and the uses are as inputs to production (factors) or for consumption (goods)

GE with Production (cont'd.)

I Consumer behavior (as before)

- | foc(good,cons)..
- | -prod(g,x(g,cons)**alpha(cons,g))
- | *alpha(cons,good)/x(good,cons)
- | + lambda(cons)*p(good) =g= 0 ;

GE with Production (cont'd.)

I Producer behavior (profits not positive)

- | loss(method) ..
- | -sum(io,p(io)*a(io,method)) =g= 0 ;

- I (Expressing the technology matrix in terms of netput vectors simplifies these relationships as well as the “market” conditions or supply/demand relationships)

GE with Production (cont'd.)

- Consumer budget constraints

- l budget(cons) ..
- l -sum(good,p(good)*x(good,cons))
- l + sum(fact,p(fact)*endow(cons,fact)) =g= 0 ;

- (Expenditures are only for consumption goods, while income comes from ownership of factors)

GE with Production (cont'd.)

- The model and solve statements are similar to the pure trade case:

- l MODEL production
- l / market.p, foc.x, loss.y, budget.lambda / ;
- l SOLVE production USING MCP ;

GE with Production (cont'd.)

■ Model output is similar to the pure trade case:

| | LOWER | LEVEL | UPPER | MARGINAL |
|---------|---------|---------|-------|----------|
| food | . | . | +INF | 1.000 |
| clothes | . | . | +INF | 2.492 |
| land | -30.000 | -30.000 | +INF | 8.231 |
| labor | -25.000 | -25.000 | +INF | 3.537 |

GE with Production (cont'd.)

| | LOWER | LEVEL | UPPER | MARGINAL |
|--------------|-------|-------|-------|----------|
| food .dick | . | . | +INF | 136.735 |
| food .jane | . | . | +INF | 91.837 |
| clothes.dick | . | . | +INF | 18.289 |
| clothes.jane | . | . | +INF | 24.568 |

GE with Production (cont'd.)

| | --- | EQU loss | Loss (-profit) | level for method | |
|----|-------|----------|----------------|------------------|--|
| | LOWER | LEVEL | UPPER | MARGINAL | |
| a1 | . | . | +INF | 15.714 | |
| a2 | . | 2.846 | +INF | . | |
| a3 | . | . | +INF | 14.286 | |
| a4 | . | 0.600 | +INF | . | |

■ Notice that activities “a2” and “a4” make negative profits and are not used

GE with Production (cont'd.)

| | --- | EQU budget | Consumer budget constraints | |
|------|-------|------------|-----------------------------|----------|
| | LOWER | LEVEL | UPPER | MARGINAL |
| dick | . | . | +INF | 0.454 |
| jane | . | . | +INF | 0.354 |

GE with Production (cont'd.)

| ---- VAR p Prices of goods and factors | | | | |
|--|-------|-------|-------|-----------|
| | LOWER | LEVEL | UPPER | MARGINAL |
| food | 1.000 | 1.000 | 1.000 | 2.558E-13 |
| clothes | . | 2.492 | +INF | . |
| land | . | 8.231 | +INF | . |
| labor | . | 3.537 | +INF | . |

GE with Production (cont'd.)

| ---- VAR x Demands for goods | | | | |
|------------------------------|-------|---------|-------|----------|
| | LOWER | LEVEL | UPPER | MARGINAL |
| food .dick | 0.001 | 136.735 | +INF | . |
| food .jane | 0.001 | 91.837 | +INF | . |
| clothes.dick | 0.001 | 18.289 | +INF | . |
| clothes.jane | 0.001 | 24.568 | +INF | . |

GE with Production (cont'd.)

| | VAR y | Level of use of a the technology | | |
|----|-------|----------------------------------|-------|----------|
| | LOWER | LEVEL | UPPER | MARGINAL |
| a1 | . | 15.714 | +INF | . |
| a2 | . | . | +INF | 2.846 |
| a3 | . | 14.286 | +INF | . |
| a4 | . | . | +INF | 0.600 |

Notice the complementarity in the output here versus the output for equation "loss"

GE with Production (cont'd.)

| | VAR lambda | Marginal utility of wealth | | |
|------|------------|----------------------------|-------|----------|
| | LOWER | LEVEL | UPPER | MARGINAL |
| dick | . | 0.454 | +INF | . |
| jane | . | 0.354 | +INF | . |

Equilibrium Modeling with MCP

- MCP is a useful approach to the formulation and solution of economic equilibrium problems
 - | Some problems can be stated as systems of equations
 - | Others need complementarity conditions to complete the formulation
- MCP is also useful for the formulation of certain types of games