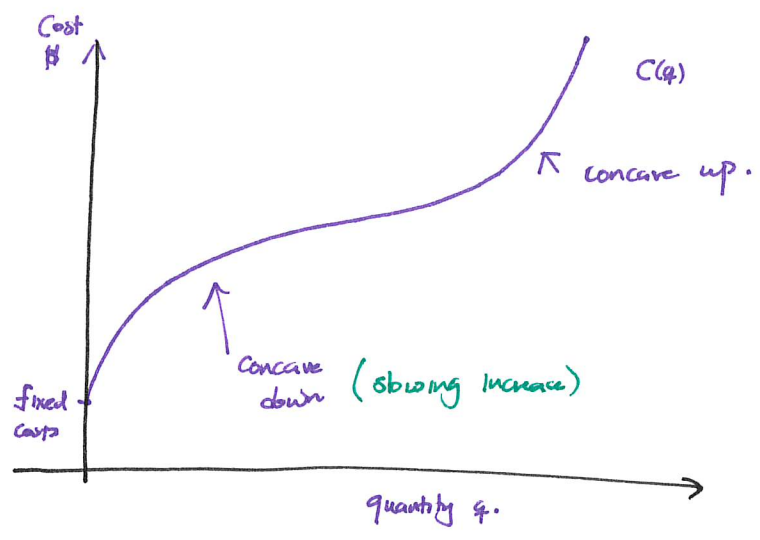


# Marginal Cost & Revenue

Ⓐ COST

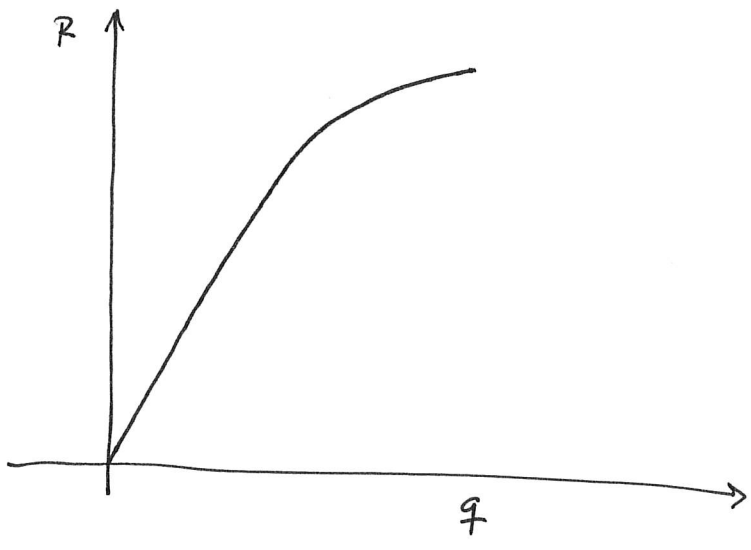


In practice cost functions are not linear, instead

\* They increase quickly at first, then slow down because producing more goods is <sup>more</sup> efficient (economies of scale)

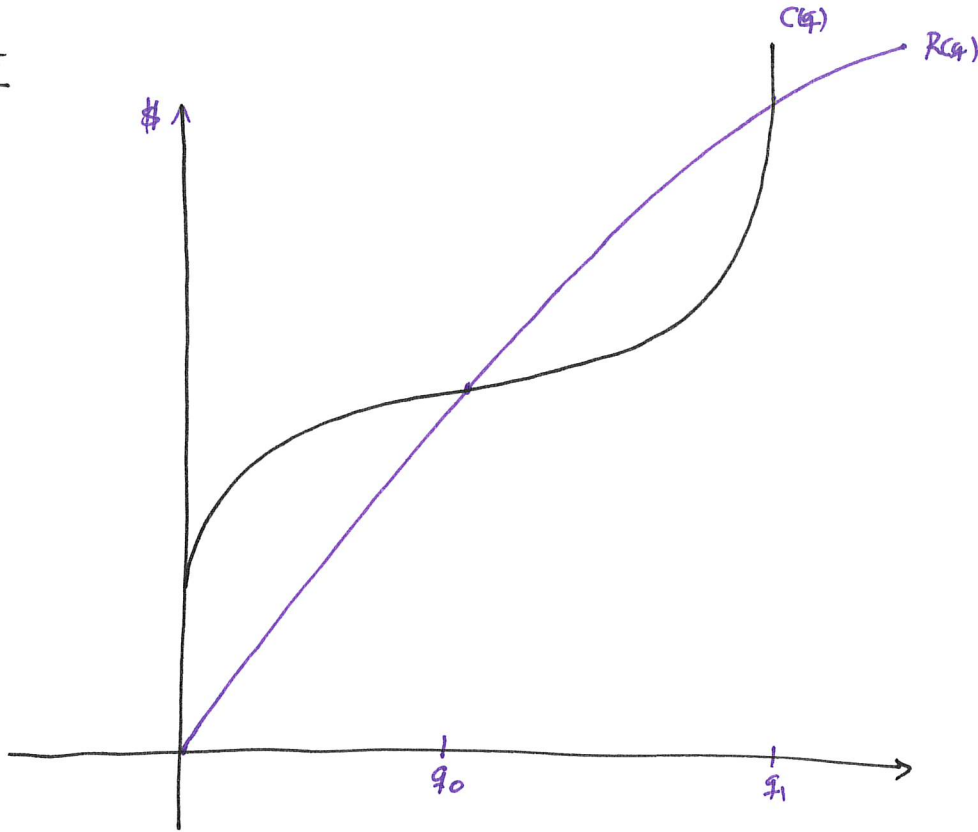
\*\* At larger production quantities, costs increase faster e.g. 1. New equipment  
2. New factory.

Ⓑ Revenue



Increasing production causes a glut in the market forcing prices down

PROFIT



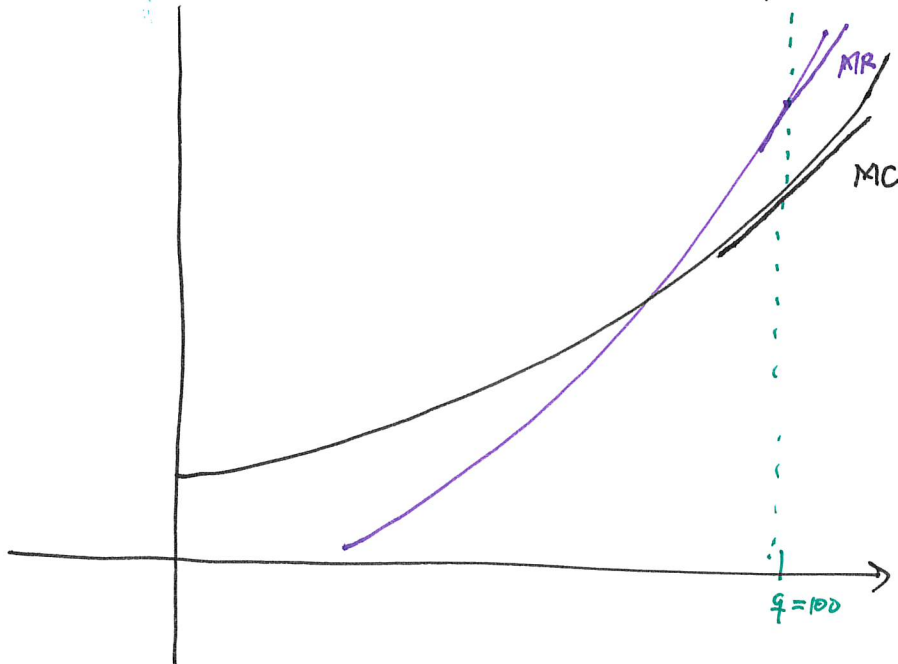
We still want  $R(q) > C(q)$  so the manufacturer must produce at some point  $q_0 < q < q_1$ , but what point exactly?

Marginal analysis (Initially Delta offers 100 flights per day)

Suppose Delta wants to decide whether to offer additional flights.

How do they decide?

Zoom around  $q=100$



We analyze  $MC(100)$  and compare to  $MR(100)$

$MIC(100) = C'(q)$  - the instantaneous rate of change w.r.t  $q$  (slope of cost function)<sup>3</sup>

$MR(100) = R'(q)$  - slope of revenue function.

Since @  $q=100$ ,  $MIC < MR$ , the airline should add one more flight.

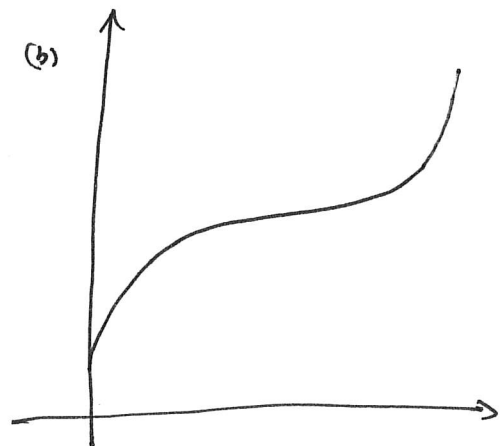
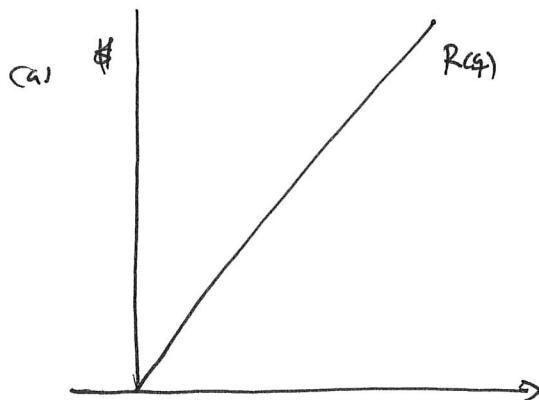
In general

① Marginal cost (MC) =  $C'(q)$  so Marginal cost  $\cong C(q+1) - C(q)$

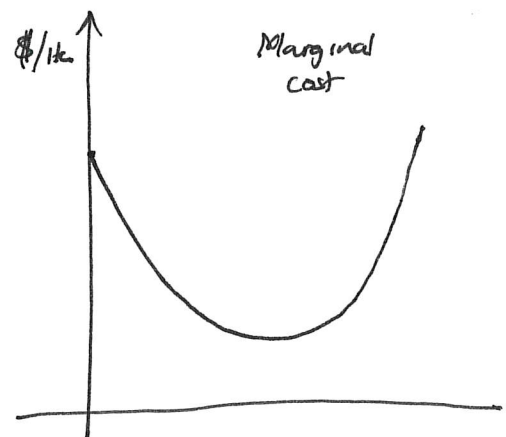
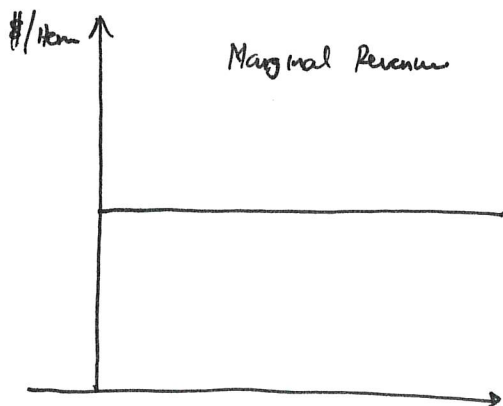
② Marginal revenue (MR) =  $R'(q)$  so Marginal Revenue  $\cong R(q+1) - R(q)$

Graphs

Suppose



the Marginal graphs



## Decision making and derivatives

The A company's revenue from car sales is  $R = f(a)$  is a function of advertising expenditure,  $a$  in thousands of dollars

- (a) What does the company hope to be true about the sign of  $f'$
- (b) Suppose the company plans to spend \$100,000 on advertising  
If  $f'(100) = 2$ , should the company spend more or less?  
What if  $f'(100) = 0.5$ ?

(a)  $f'(a) > 0$  - increased advertising brings in more customers  $\Rightarrow$  more revenue

(b)  $f'(100) = 2$  means if the advertising budget is \$100,000, an extra dollar spent on advertising will bring in \$2 in sales.

$f'(100) = 0.5 \Rightarrow$  an extra dollar spent on advertising above \$100,000 brings in 50c.

\* If  $f'(a) > 1$  spend more otherwise too much is being spent!