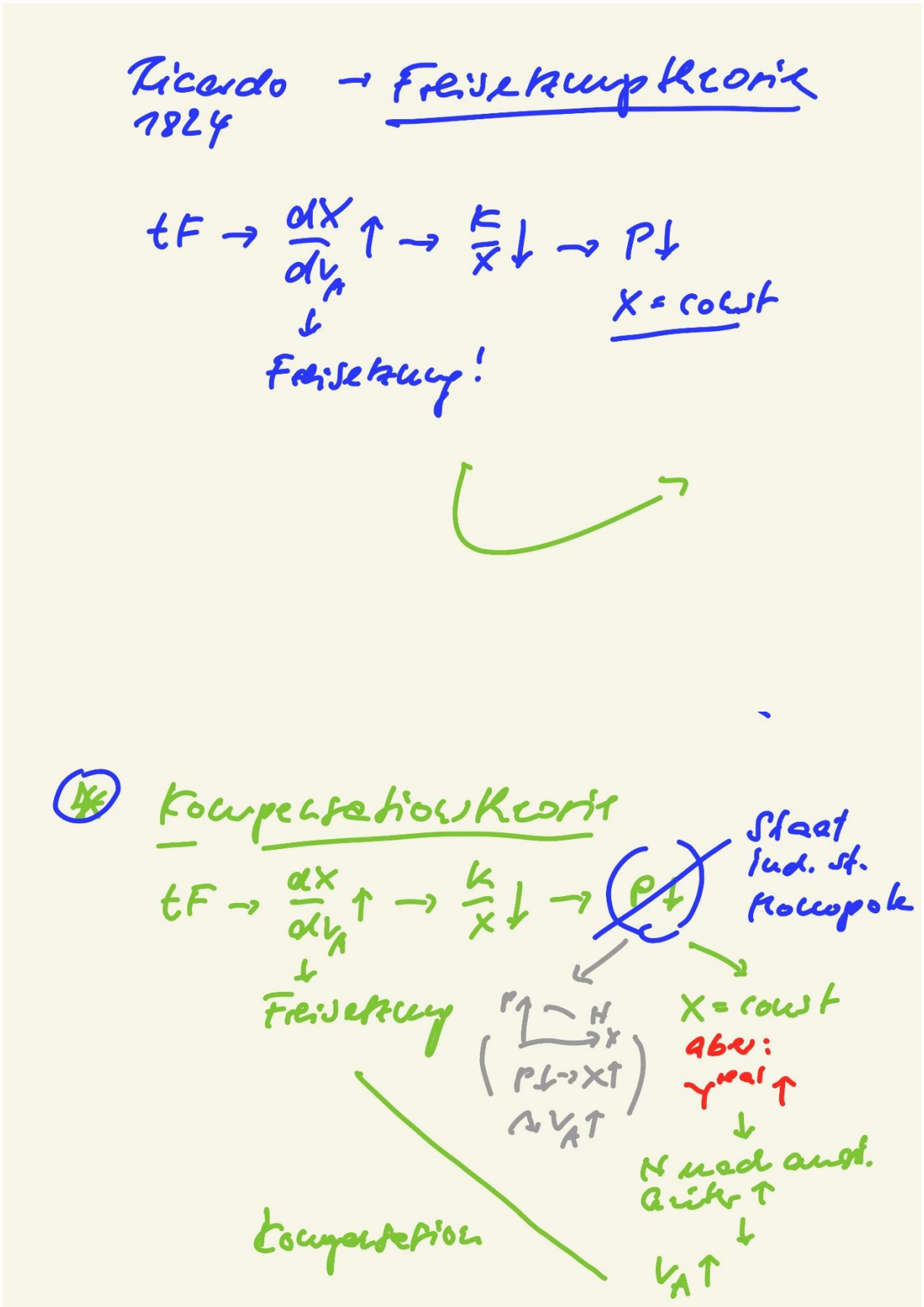
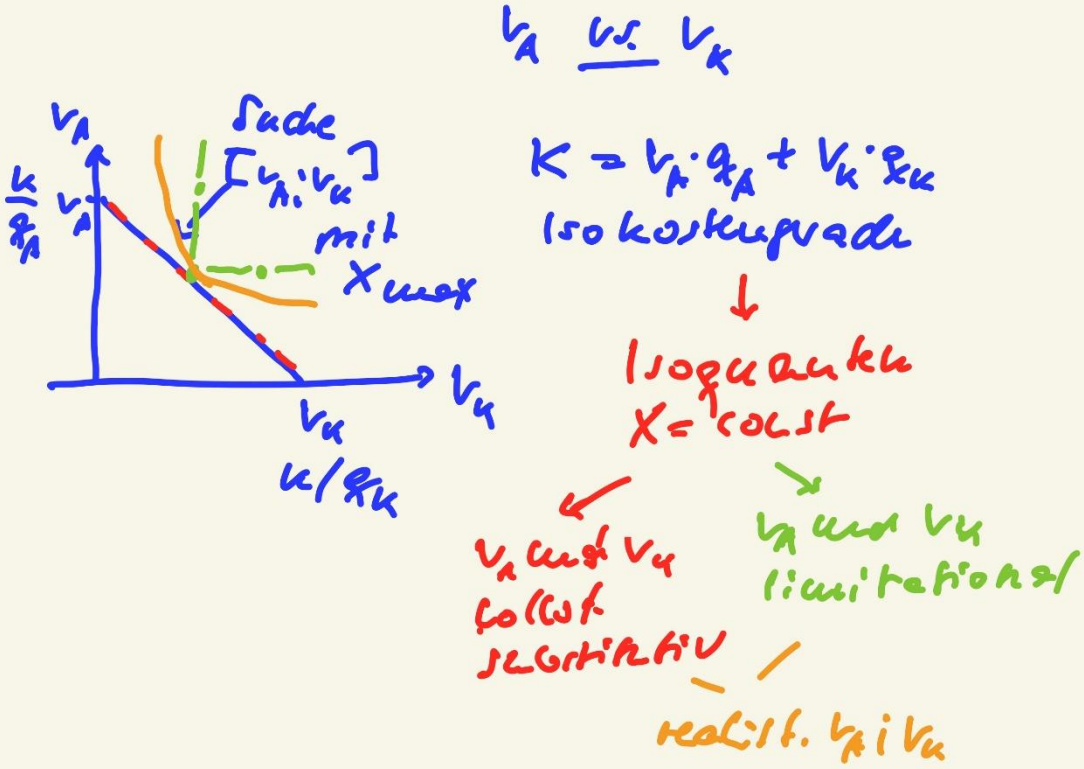
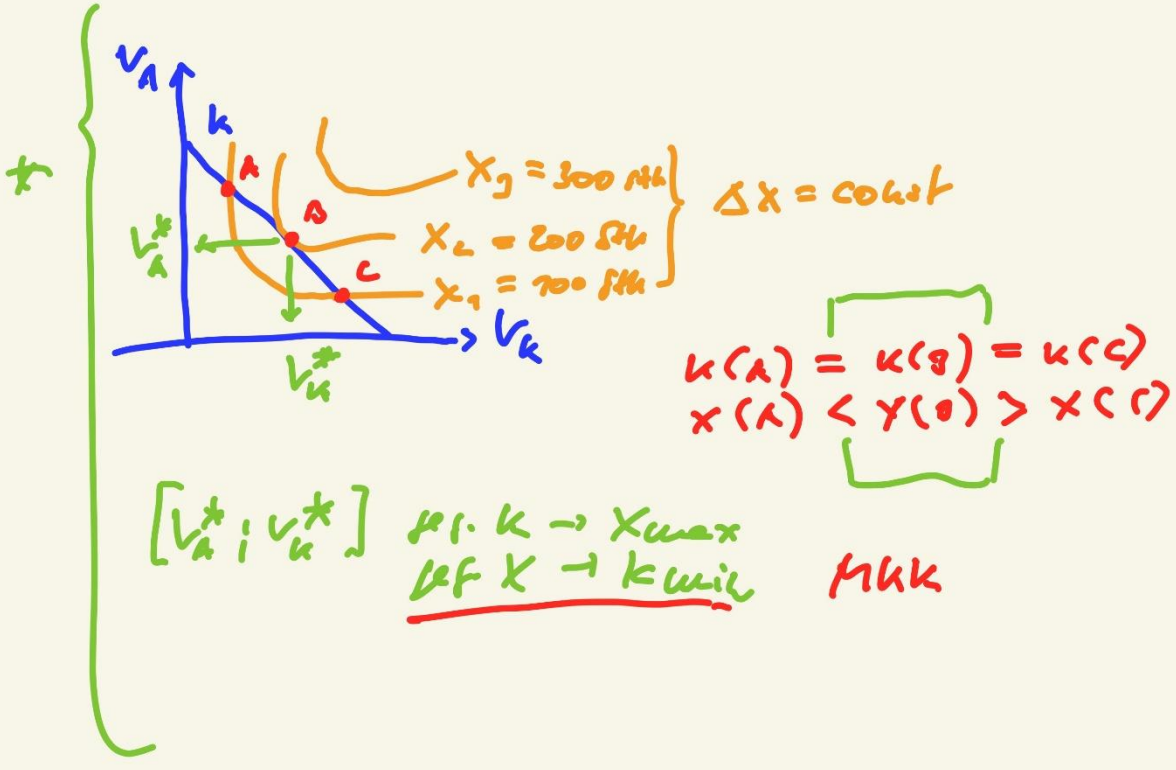
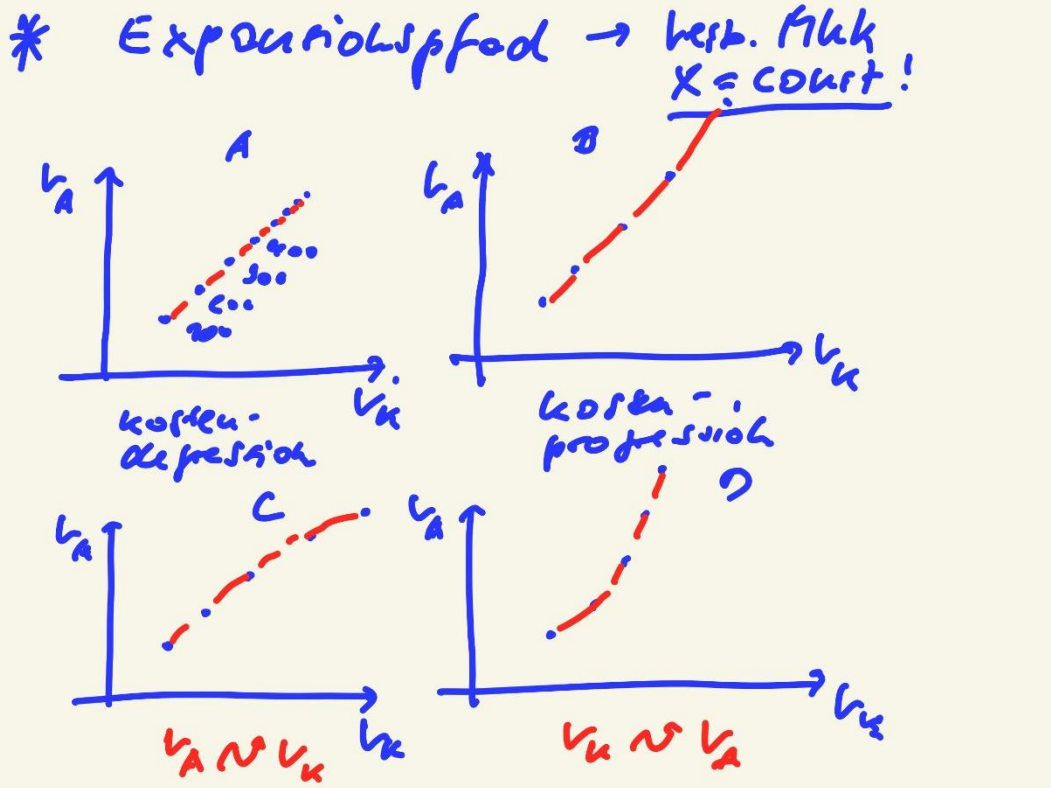
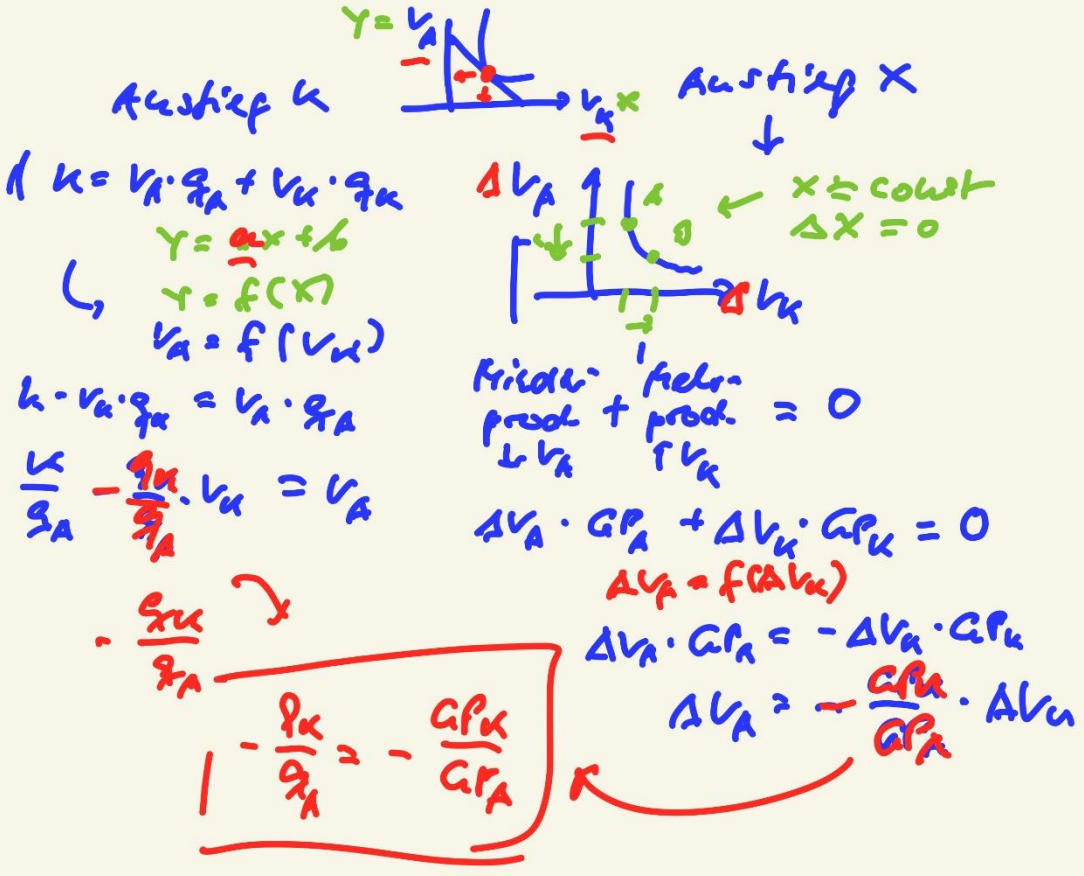

Ricardo 1824 → Freisetzungtheorie
tF → dX/dV_A ↑ → K/X ↓ → P ↓
X = const
Freisetzung!
(4) Kompensationstheorie
tF → dX/dV_A ↑ → K/X ↓ → P ↓
Staat ind. st. Monopole
Freisetzung
P ↑ → H → X
P ↓ → X ↑
→ V_A ↑
X = const
aber:
Y^real ↑
↓
N nach anst. Quote ↑
↓
V_A ↑
Kompensation


v_A vs. v_K
$K = v_A \cdot q_A + v_K \cdot q_K$
Isokostenpunkte
Isoquanten
$X = const$
v_A und v_K substitutionale
v_A und v_K komplementäre
realist. v_A i v_K
Lösung
mit X_{max}
v_A
v_K
k/q_A
k/q_K


v_A
v_K
k
A
B
C
$X_3 = 300$ ME
$X_2 = 200$ ME
$X_1 = 100$ ME
$\Delta X = const$
v_A^*
v_K^*
$k(A) = k(B) = k(C)$
$x(A) < Y(B) > x(C)$
$[v_A^* ; v_K^*]$
pl. $k \rightarrow X_{max}$
bei $X \rightarrow k_{min}$
MKK


* Expansionspfad → best. Fkt
X = const!
A
B
C
D
kosten-degression
kosten-progression
$V_A \sim V_K$
$V_K \sim V_A$


Y = V_A
Ausstieg K
Ausstieg X
$V = V_A \cdot q_A + V_K \cdot q_K$
Y = ax + b
Y = f(X)
$V_A = f(V_K)$
$V \cdot V_A \cdot q_K = V_A \cdot q_A$
$\frac{V}{q_A} - \frac{q_K}{q_A} \cdot V_K = V_A$
$-\frac{q_K}{q_A}$
ΔV_A
X = const
$\Delta X = 0$
ΔV_K
Grenz-prod. ↓ V_A
Grenz-prod. ↑ V_K
$= 0$
$\Delta V_A \cdot GP_A + \Delta V_K \cdot GP_K = 0$
$\Delta V_A = f(\Delta V_K)$
$\Delta V_A \cdot GP_A = -\Delta V_K \cdot GP_K$
$\Delta V_A = -\frac{GP_K}{GP_A} \cdot \Delta V_K$
$-\frac{q_K}{q_A} = -\frac{GP_K}{GP_A}$

$$-\frac{q_K}{q_A} = -\frac{GP_K}{GP_A}$$

↘ (3) $\frac{GP_A}{q_A}$ ~~=~~ $\frac{GP_K}{q_K}$ ↓ (4)

(1) ↑ $\frac{GP_A}{q_A}$ (2) ↓ $\frac{GP_K}{q_K}$

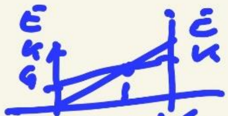
(1) q_A ↑↑

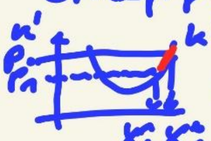
(2) ≠

(3) GP_A ↑ durch: Invest. / Entlastung

(4) GP ↓ Entwertung v. Kapital

Zsf. U-Analyse

- X_A?
- lineare Kosten  } Gmax bei Xmax aber Auslast. < 100%
  - bei Xmax → Politik, Ratio-Invest, DB
- Ertragsgesetz  * PAL → Gmax: (1) E' = K' (2) ∀x mit E > K ***

 * p↓ / Ind. A-Fkt. ØK, ØKvar. → DO; DA?

- CDPF
  - v_A^* * → dT → v_A^*? → Komp.-theorie year↑ *
  - K; Vorgaben → MUK * → EP *
  - MUK <=> $-\frac{q_K}{q_A} = -\frac{GP_K}{GP_A}$ *

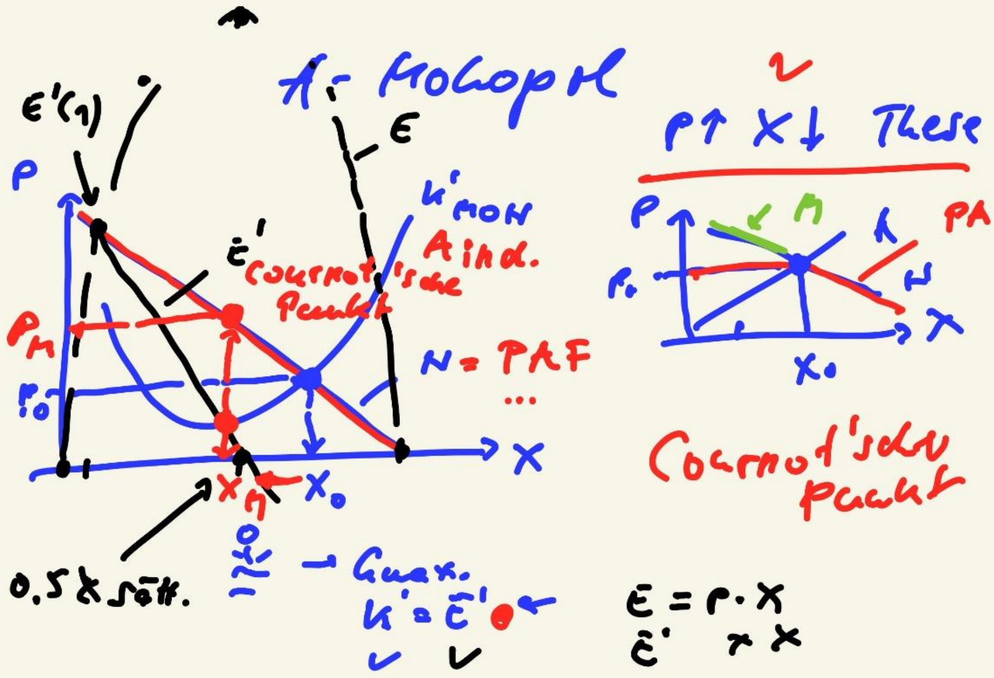
Marktformen

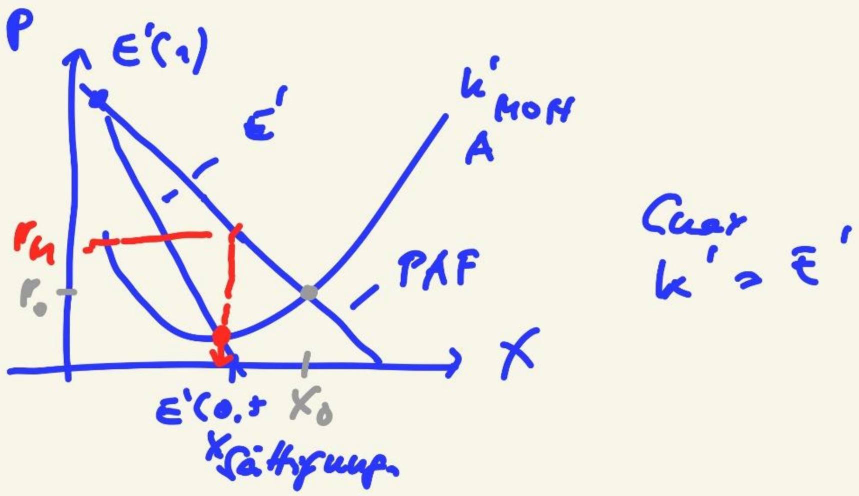
bisher: freie Konkurrenz GGW
unendl. so viele A; N →
keiner kann Preis bestimmen
→ $x_{A;N} = f(p)$
Mengenanpasser

(1) autonom-anpassendes MV
(2) kooperativ-strategisches MV
(3) kämpferisch-strategisches MV

N \ A	1	einige wenige	viele
1	beids. Monopol	eingeschr. N-Monopol	N-Monopol
einige wenige	eingeschr. A-Monopol	beids. Oligopol	N-Oligopol
viele	A-Monopol	A-Oligopol	Polypol

Spieltheorie
selten


A: Monopol
p↑ x↓ These
PAF
N = PAF
Cournot'scher Punkt
Cournot'scher Punkt
0,5 x Sätt.
Gmax.
K' = E'
E = p · x
x₀
p₀
pₘ


p
E'(1)
E'
PAF
x
pₘ
p₀
x₀
Gmax
K' = E'