

Lecture 4

Representative Consumer Preference and Constraints

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Overview: Lecture 4 - 7

Provide **micro-foundation** for the **macro implication** (Lucas critique)

- **Representative Consumer:**

- Lecture 4: **preference, constraints**
- Lecture 5: **optimization, application**
- Lecture 6: Numerical Examples

- **Representative Firm:**

- Lecture 7: **production, optimization, application**

Outline

1 Preference

2 Constraints

Utility Function

We use utility function $U(C, l)$ to represent the **preference/happiness**

- C : consumption (assume single/composite goods)
- l : leisure (time spent not working)

Utility function defines the **ranking** of (C, l) bundles

- If $U(C_1, l_1) > U(C_2, l_2)$, then (C_1, l_1) is **strictly preferred** to (C_2, l_2)
 - $\because (C_1, l_1)$ bundle generate **more** happiness than (C_2, l_2) bundle
- If $U(C_1, l_1) = U(C_2, l_2)$, then **indifferent** between (C_1, l_1) and (C_2, l_2)
 - $\because (C_1, l_1)$ bundle generate **same** happiness as (C_2, l_2) bundle
- Note: **level** of utility is meaningless, only **order** matters!

Properties of Utility Function

1. **Monotonicity**: more is always better!

» If $C_1 > C_2$ and $l_1 > l_2$, then $U(C_1, l_1) > U(C_2, l_2)$

2. **Convexity**: prefer **diversified** consumption bundles

» e.g. prefer food + leisure rather than overeating / oversleeping

3. **Normality**: consumption and leisure are **normal** goods

» income $\uparrow \Rightarrow$ consumption \uparrow

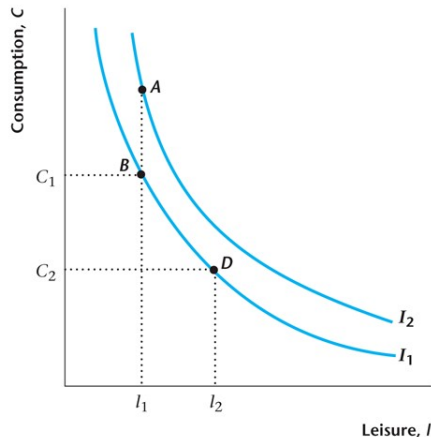
» leisure is complicated: relates to income

- the poor: less leisure means **more** labor income
- the rich: more income means **more** leisure

Rep. of Utility Function: Indifference Curve

- › Def: (C, l) bundles that yield **the same** utility level
- › **Monotonicity** \Rightarrow downward sloping
- › **Convexity** \Rightarrow diversity shown in comparison between point B and D

Figure: Figure 4.1 Indifference Curves



Rep. of Utility Function: Indifference Curve (Cont.)

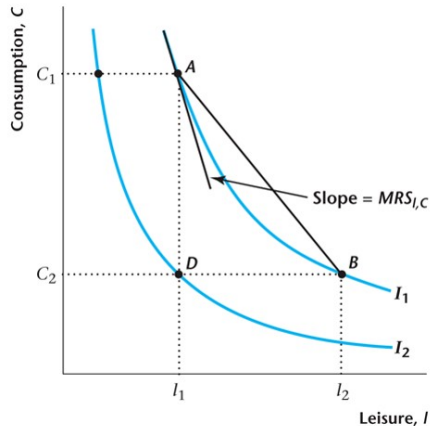
➤ **Normality:** Marginal Rate of Substitution

- » **Marginal:** for arbitrary small change in x -axis (leisure in this case)
- » **rate of substitution:** the amount on y -axis has to be sacrificed (consumption in this case)

$$MRS_{l,C} = \frac{D_l U(C, l)}{D_C U(C, l)}, \quad (1)$$

where $D_x U(\cdot)$ is derivative of U w.r.t. x

Figure: Figure 4.2 MRS

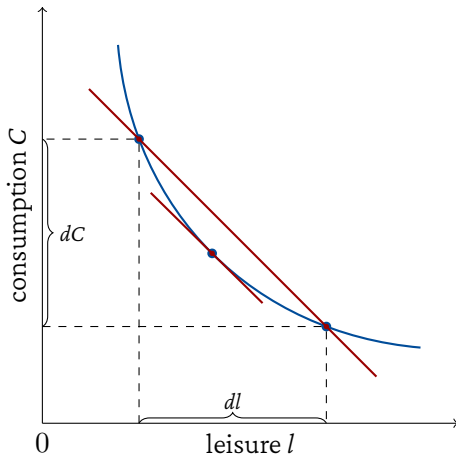


Computing MRS

- ▶ little change in leisure $dl > 0 \Rightarrow$ change in utility $D_l U(C, l)dl$
- ▶ with the cost of income loss \Rightarrow consumption has to drop by $dC < 0$ amount \Rightarrow change in utility $D_C U(C, l)dC$
- ▶ Stay on the IC \Rightarrow utility remain the same:

$$D_C U(C, l)dC + D_l U(C, l)dl = 0$$

$$\frac{dC}{dl} = -\frac{D_l U(C, l)}{D_C U(C, l)} = -MRS_{l,C}$$



Algebraic Example

Suppose $U(C, l) = \frac{C^{1-\sigma}}{1-\sigma} + \psi \ln l$, where σ and ψ are parameters. Then,

► $D_C U(C, l) = (1 - \sigma) \frac{C^{1-\sigma-1}}{1-\sigma} = C^{-\sigma}$

► Remember $\frac{d \ln l}{dl} = \frac{1}{l}$, $D_l U(C, l) = \frac{\psi}{l}$

► $MRS_{l,C} = \frac{D_l U(C, l)}{D_C U(C, l)} = \frac{\psi}{l C^{-\sigma}}$

Outline

1 Preference

2 Constraints

Budget Constraints

- › Time: consumer has h hours per day, and allocate between leisure l and labor supply N^s

$$l + N^s = h \quad (2)$$

- › Budget: consumer cannot spend more than the income he/she has

- › labor income: wage rate w times labor supply N^s , wN^s

- › dividends income: consumer buys share of the firm, gain dividend π

- › tax: consumer is subject to lump-sum taxes T

$$C \leq wN^s + \pi - T \quad (3)$$

- › Consumption is **numeraire**: price **normalized** to 1.

- › Imagine consumption goods as **unit of account**, ppl directly trade with consumption goods

Visualization of Budget Set

Figure: Figure 4.3 Representative Consumer's Budget Constraint when $T > \pi$ ("poor")

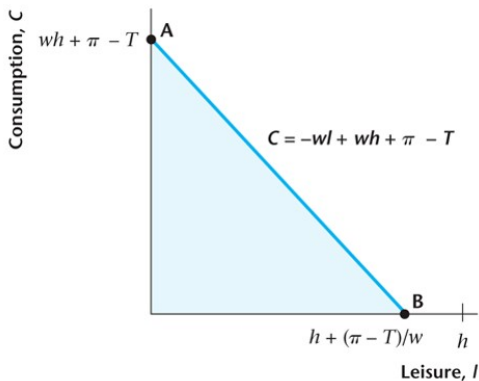
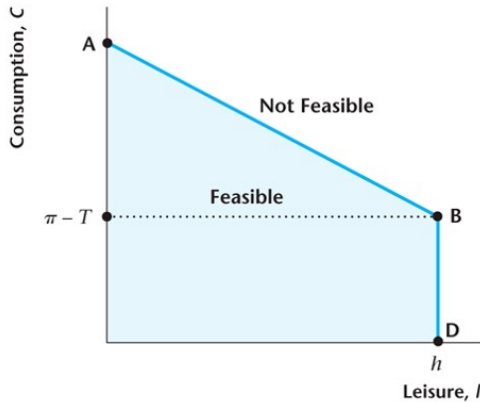


Figure: Figure 4.4 Representative Consumer's Budget Constraint when $T < \pi$ ("rich")



Outline

3 Calculus

Note on Calculus

- ▶ Function: $y = f(x)$, how y is determined by x
 - » E.g., $y = 3x + 2$: if $x = 3$, then 3 times 3 and plus 2 will get $y = 11$
- ▶ Differentiation: how changes in x results in change in y
 - » E.g., $y = 3x + 2$,

Table: Table for how the value of x affects the value of y

x	1	2	3	4	5
y	5	8	11	14	17

Notice $\Delta x = 1 \Rightarrow \Delta y = 3 \Rightarrow \frac{\Delta y}{\Delta x} = 3$, change to differentiation notation, $\frac{dy}{dx} = 3$

- ▶ Tips: $y = 3x^2 + 9x + 2$, look at terms with x , $dy = 3 \times 2x(dx) + 9(dx) \Rightarrow \frac{dy}{dx} = 6x + 9$