Location, Spatial Price Discrimination and their interdependencies



An explorative approach to spatial competition theory through simulation



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Outline

- 1. Motivation, Objectives
- 2. Theoretical background
- 3. Methodological approach
- 4. Results
- 5. Summary



Motivation

- Spatial competition
 - Location theory
 - Spatial price theory
- Models of location theory: price strategy fix
- Models of spatial price competition: location fix
- From an agricultural economics perspective: less is done on input markets



Objectives

- analyze spatial input markets with regard to pricing and location through simulation
- consider a general pricing rule
- contrast theory with the outcome of simulations
- identify the impact of critical assumptions



Literature

	Models incorporate: ^a					
Contribution	Lo	LP	Ol	2D	BE	El
Norman [1981]	_			_	_	_
Thisse and Vives [1988]	_	$\Box^{\mathrm{b,c}}$	_	_	_	
Espinosa [1992]	_		_	_	_	_
Zhang and Sexton [2001]	-	$\Box^{\mathrm{b,c}}$	_	_	_	
Hotelling [1929]		\Box^{b}	_	_		_
Lerner and Singer [1937]		\Box^{b}	_	_		_
Salop [1979]		\Box^{b}		_	_d	
Lederer and Hurter [1986]		_	_			_
Kats and Thisse [1993]		\Box^{c}	_	_	_d	_
Economides [1993]		\Box^{b}		_		
Tabuchi [1994]		\Box^{b}	_			_
Ansari et al. [1998]		\Box^{b}	_			_
Irmen and Thisse [1998]		\Box^{b}	_			_
Brenner [2005]		$\Box_{\rm P}$		_		_
This paper						

 $\blacksquare =$ yes, $\square =$ partial, - =no

- ^a Lo=Location, LP= linear price strategies, Ol= more than two firms, 2D= two dimensional space, BE=border effects, El=elasticity of demand or supply
- ^b Free on board pricing (fob)
- ^c Uniform delivered pricing (udp)
- ^d Circular market



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Spatial price theory



t... Transport cost

r... Distance to processors location R... Market Radius of the processor odp... Optimal dicriminatory pricing udp... Uniform delivered pricing fob... Free on board pricing

$$p(r) = m - \alpha tr$$

- Local price p(r):
 - Constant mill price *m* less a portion *α* of the transport costs *tr*
 - Γ= Γ (m, α) is the spatial price strategy of a firm



Methodology

- Agent-based Modeling (ABM)
 - interaction of many heterogeneous agents
 - explicit consideration of space

Genetic Algorithm (GA)

- heuristic search method for optimization
- utilized as internal decision model of agents



Simulation of pricelocation games



	Simulations				
Parameter	Duopsony	Oligopsony	Unbounded Space	Inelastic supply	
i	2	$3 \dots 6$	$2 \dots 6$	$2 \dots 6$	
j	400	400	400	400	
t	$0.0 \dots 5.0$	2.0	2.0	2.0	
arphi	1.0	1.0	1.0	1.0	
x,y	20	20	20	20	
v	1.0	1.0	1.0	1.0	
ω	1.0	1.0	1.0	0.0	
space	\mathbf{plane}	plane	torus	torus	



Duopsony



For each figure the number of games is n=12500.



Duopsony



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Simulation of pricelocation games



	Simulations				
Parameter	Duopsony	Oligopsony	Unbounded Space	Inelastic supply	
i	2	36	$2 \dots 6$	$2 \dots 6$	
j	400	400	400	400	
t	$0.0 \dots 5.0$	2.0	2.0	2.0	
φ	1.0	1.0	1.0	1.0	
x,y	20	20	20	20	
v	1.0	1.0	1.0	1.0	
ω	1.0	1.0	1.0	0.0	
space	$_{\rm plane}$	$_{\rm plane}$	torus	torus	



Oligopsony



n=7500



Oligopsony (i=3)



- the "top"-firm discriminates less than the "bottom " firms
- Market border may be closer to the location of the "top" firm, but there is a better adjustment to supply elasticity in the backyard

Simulation of pricelocation games



	Simulations				
Parameter	Duopsony	Oligopsony	Unbounded Space	Inelastic supply	
i	2	36	26	$2 \dots 6$	
j	400	400	400	400	
t	$0.0 \dots 5.0$	2.0	2.0	2.0	
φ	1.0	1.0	1.0	1.0	
x,y	20	20	20	20	
v	1.0	1.0	1.0	1.0	
ω	1.0	1.0	1.0	0.0	
space	$_{\rm plane}$	plane	torus	torus	









Unbounded space



n=7500

Simulation of pricelocation games



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φ	1.0	1.0	1.0	1.0		
x,y	20	20	20	20		
v	1.0	1.0	1.0	1.0		
ω	1.0	1.0	1.0	0.0		
space	$_{\rm plane}$	plane	torus	torus		



Perfectly inelastic supply



n=7500



Results

	Simulation ^a				
	Duopsony	Oligopsony	Unbounded space	Inelastic supply	
Variable:	transport costs	number of firms	number of firms	number of firms	
m	•		▼	▲	
α	A		▼	A	
β	•		A	•	
\overline{d}	A	•	•	•	

^a Du = duopsony, Ol = oligopsony, US = unbounded space, IS = (perfectly) inelastic supply, d
 a verage distance between all processors, ▼ = decreasing, ▲ = increasing, □

 = indeterminate



Results

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	Duopsony	Oligopsony	Unbounded space	Inelastic supply	
Variable:	transport costs	number of firms	number of firms	number of firms	
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Results

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\overline{d}	A	•	▼	•		

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Summary

- First investigation of both: location and pricing in terms of a non-cooperative game
- Simulation enables to consider
 - two-dimensional markets
 - multi-firm competition
 - elastic supply functions
- Results considerably differ from prior studies, e.g.:
 - Minimum differentiation with low price discrimination
 - Deviation from regular location patterns
 - differentiation with respect to location and price discrimination
- General relation between spatial price discrimination and spatial differentiation of firms locations hinges on the model's specification



Thank you!



Questions? Questions? Yes! No! Maybe?