



## Topic 2: Specialization & Trade

It takes two to make an island  
paradise...



### Three Basic Questions

- Every society must answer

- 1.

- 2.

- 3.

## One Person Economy (Island)

- 2 goods:

- ☐ Fish
- ☐ Rope



- How will this society answer 3 questions?

The Answer depends on:

1. Tastes



2. Technology:



## Production Table

<i><b>Output Per Day</b></i>	
<u>Fish</u>	<u>Metres Rope</u>
0	6.5
10	6.0
20	5.2
30	3.8
40	0

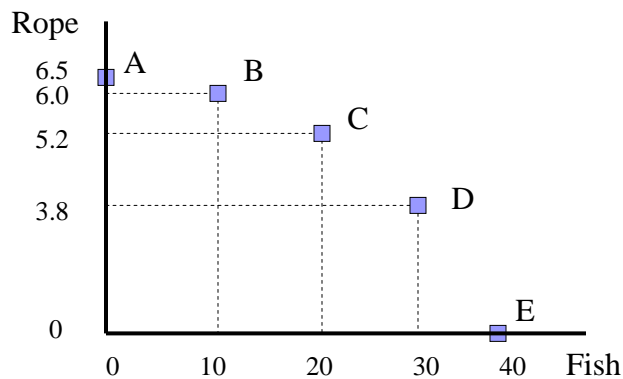
Why does the opportunity cost increase?

## Principle of Increasing Costs:

- As the production of one good expands, its opportunity cost generally increases
- Inputs tends to be specialized
  -
- Initially fishing will be quite lucrative
  - 
  -
- Eventually start to use time that is not very productive in fishing
  -

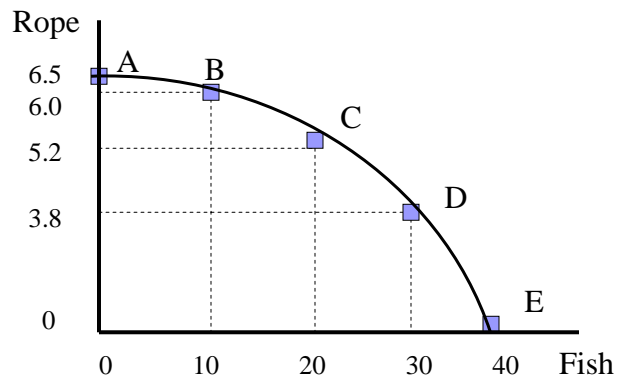
## Production Possibilities Frontier

- Plots the combination of goods that can be produced given technology and resources



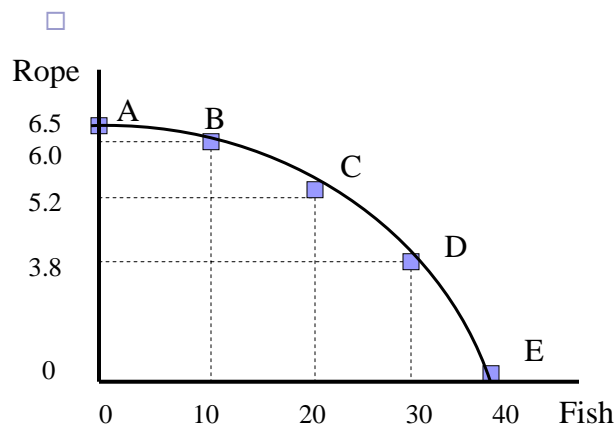
## PPF Continued...

- Slopes down
- Slope represents opportunity cost



## Shape of the PPF

- The PPF is bowed outward
- Result of the principle of increasing cost



## Back on Track

How do we answer the questions

(1) What is produced?

(2) How is it produced?

Technology (skills): determines how resources can be combined.



Tastes: determine the combination of fish and rope chosen

## Tastes and Efficiency

- We know that points on the PPF are efficient in terms of production

- However, some points on the PPF may not be efficient in terms of product mix



## Two or More Person Economy

### ***Complications***

- a.
- b.
- c.

- We'll discuss **a** and **c** later in the course
- Now we'll deal with **b**

## Specialization and Exchange

- Suppose there are now two people on the island
- Tom and Wilson

### **Scenario 1:**

- Tom is better than Wilson at fishing
  -
- Wilson is better than Tom at weaving rope
- Obviously, Tom should fish all the time and Wilson should weave rope
- They are both better off if they specialize and exchange

## Example: Comparative Advantage

### Scenario 2:

- Tom is better at both fishing and rope weaving

	<u>Rope(m.)/day</u>	<u>Fish/day</u>
<b>Tom</b>	6	8
<b>Wilson</b>	4	2

- *Should they specialize and exchange?*
- Tom -
- Wilson -
- 

## Comparative Advantage Continued

	<u>Rope(m.)/day</u>	<u>Fish/day</u>
<b>Tom</b>	6	8
<b>Wilson</b>	4	2

Opportunity cost of 1 metre of rope:

- Tom –
- Wilson –
- 
- We can show that both would be better off if they specialize and exchange

## Specialization and Exchange

- Suppose they do not trade and each spends 5 days a week fishing and 2 days making rope

	<i>Without Trade</i>		<i>With Trade</i>	
	<u>Rope</u>	<u>Fish</u>	<u>Rope</u>	<u>Fish</u>
<b>Tom</b>	12	40		
<b>Wilson</b>	8	10		

- If they specialize total production will be:
  - ☐ Tom:
  - ☐ Wilson:

## How do Systems Coordinate?

I Command Economy (Old Russian, China)

- Centrally planned

- ☐

- ☐

- Big task

II Free Market System “Laissez Faire”

- Limited government involvement

- Agents act on self-interest

- ☐

-