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	Nota di contenuto	Intro -- Personal note -- Preface -- Part I Individual behavior -- 1 Preferences and utility -- 1.1 Preferences -- 1.2 Preference formation -- 1.3 An experiment -- 1.4 Utility functions -- Problems -- Notes -- 2 Choice -- 2.1 Choice and rational choice -- 2.2 Rationalizing choice -- 2.3 Property alpha -- 2.4 Satisficing -- 2.5 The money pump argument -- 2.6 Evidence of choices inconsistent with rationality -- Problems -- Notes -- 3 Preferences under uncertainty -- 3.1 Lotteries -- 3.2 Preferences over lotteries -- 3.3 Expected utility -- 3.4 Theory and experiments -- 3.5 Risk aversion 7 Monopoly -- 7.1 Basic model -- 7.2 Uniform-price monopolistic market -- 7.3 Discriminatory monopoly -- 7.4 Implicit discrimination -- Problems -- Notes -- Part II Equilibrium -- 8 A jungle -- 8.1 Model -- 8.2 Equilibrium -- 8.3 Pareto stability -- 8.4 Equilibrium and Pareto stability in a jungle -- 8.5 Which allocations can be obtained by a social planner who controls the power relation? -- 8.6 Externalities -- Problems -- Notes -- 9 A market -- 9.1 Model -- 9.2 Existence and construction of a market equilibrium -- 9.3 Equilibrium and Pareto stability -- 9.4 Uniqueness of market equilibrium Problems -- 13 Equilibrium with prices and expectations -- 13.1 Distributing customers among bank branches -- 13.2 Asymmetric information and adverse selection -- 13.3 A fishing economy --

Sommario/riassunto	"Models in Microeconomic Theory covers basic models in current microeconomic theory. Part I (Chapters 1-7) presents models of an economic agent, discussing abstract models of preferences, choice, and decision making under uncertainty, before turning to models of the consumer, the producer, and monopoly. Part II (Chapters 8-14) introduces the concept of equilibrium, beginning, unconventionally, with the models of the jungle and an economy with indivisible goods, and continuing with models of an exchange economy, equilibrium with rational expectations, and an economy with asymmetric information. Part III (Chapters 15-16) provides an introduction to game theory, covering strategic and extensive games and the concepts of Nash equilibrium and subgame perfect equilibrium. Part IV (Chapters 17-20) gives a taste of the topics of mechanism design, matching, the axiomatic analysis of economic systems, and social choice. The book focuses on the concepts of model and equilibrium. It states models and results precisely, and provides proofs for all results. It uses only elementary mathematics (with almost no calculus), although many of the proofs involve sustained logical arguments. It includes about 150 exercises. With its formal but accessible style, this textbook is designed for undergraduate students of microeconomics at intermediate and advanced levels. "