

Respy

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What's In It for You?

- ▶ You can use it as a learning tool
- ▶ You can use it for your own work
- ▶ It can save you months of work!
 - ▶ Clean and robust solutions to many problems you find in any serious econometric project
 - ▶ Nice interface, refined over years

Outline

- ① What is Respy?
- ② Quick Tutorial
- ③ Software Engineering

What is Respy?

What Is Respy?

- ▶ Python program to estimate and simulate a structural model of labor market choices and human capital accumulation
- ▶ Under the hood: High performance Fortran code
- ▶ Models are easy to specify, without touching the code
- ▶ Well tested and used for several papers

Why Is There No Stata Command for Life-Cycle Models?

- ▶ Stata is too slow
- ▶ Stata syntax makes it hard to specify complicated models
- ▶ Every project is different and requires specific computational tricks to become feasible
 - ▶ You will have to program yourself!
- ▶ But you don't have to reinvent the wheel
- ▶ Respy can be a good starting point

Why Is Simulation So Important?

- ▶ Learn about the model
- ▶ Verify correctness of the code
- ▶ Simulation based estimation methods
- ▶ One of the main goals of structural estimation is simulation of counterfactual policies

Where to Find Respy

Source Code:

- ▶ <https://github.com/OpenSourceEconomics/respy/tree/master/respy>

Documentation:

- ▶ <https://respy.readthedocs.io/en/latest/>

Quick Tutorial

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Move fast and fix things!

Resolve production errors quickly, and deploy code with confidence. Give Rollbar a try.

Sponsored - Ads served ethically

Welcome to respy's documentation!

[PyPI](#) | [GitHub](#) | [Issues](#)

`respy` is an open-source Python package for the simulation and estimation of a prototypical finite-horizon discrete choice dynamic programming model. We build on the baseline model presented in:

Keane, M. P. and Wolpin, K. I. (1994). [The Solution and Estimation of Discrete Choice Dynamic Programming Models by Simulation and Interpolation: Monte Carlo Evidence](#). *The Review of Economics and Statistics*, 76(4): 648-672.

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Software Engineering

What is Software Engineering?

- ▶ Strategies to handle complexity and avoid bugs in large software projects
- ▶ You don't need it if your project consists of one short do-file
- ▶ Below, I'll mention two principles; you can find more in the documentation

Testing

- ▶ Respy has thousands of lines of code
- ▶ It's easy to introduce a bug ...
... and hard to find it afterwards!
- ▶ That's why we have tests at different levels
 - ▶ Regression tests
 - ▶ Integration tests
 - ▶ Unit tests
 - ▶ ...

Modularity

- ▶ Respy uses pre-existing code for many tasks
 - ▶ Numerical optimization
 - ▶ Numerical integration
 - ▶ Linear algebra
- ▶ Advantages
 - ▶ Less code to maintain
 - ▶ Highly optimized routines
 - ▶ Easy to switch out parts

Modularity II

- ▶ The switching out part is extremely important!
 - ▶ Projects evolve and goals change
 - ▶ At the beginning it's unknown where changes will be
- ▶ Isolate code for each task even for the code you write yourself!
 - ▶ Solution, Estimation, . . .
- ▶ A well written paper is also modular!