

Macroeconomics III

Value Function Iteration in Stochastic Environment

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Stochastic Dynamic Programming

Suppose consumer maximizes

$$V(k_0, z_0) = \max_{\{c_t, k_{t+1}\}_{t=0}^{\infty}} = E_0 \left[\sum_{t=0}^{\infty} \beta^t u(c_t) \right], 0 < \beta < 1$$

s.t.

$$k_{t+1} + c_t \leq z_t f(k_t)$$

$$z_{t+1} = \rho z_t + \epsilon_{t+1}, \rho \in (0, 1), \epsilon \sim F(0, \sigma_{\epsilon}^2)$$

$$k_0 > 0 \text{ given and ,}$$

$$c_t \geq 0$$

- Note: $u(\cdot)$ and $f(\cdot)$ satisfy standard properties.
- At period t agents know the realization of the shock z_t .

Optimal Growth Problem with Uncertainty

- We can show that:

$$V(k_0, z_0) = \max_{0 \leq k_1 \leq z_0 f(k_0)} \{u(z_0 f(k_0) - k_1) + \beta E_0 [V(k_1, z_1)]\}$$

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- Notice that z is not our choice variable, since it is exogenous. So, we again have the **stochastic version of the Euler Equation**:

$$u'(c_t) = \beta E [u'(c_{t+1}) (1 + z_{t+1} f'(k_{t+1}) - \delta)]$$

Recall we have the following definition for a Markov Process:

Markov Process

A stochastic variable z_t follows a **first-order Markov chain** if for all $k \geq 1$ for each $i = 1, \dots, n$:

$$\text{Prob}[z_t = \hat{z} / z_{t-1}, z_{t-2}, \dots, z_{t-k}] = \text{Prob}[z_t = \hat{z} / z_{t-1}]$$

We can then characterize a n -dimensional Markov Process by the state space $z \in \mathcal{Z} = \{z_1, \dots, z_n\}$ and by the $n \times n$ transition matrix P , where:

$$P_{ij} = \text{Prob}[z_{t+1} = z_j / z_t = z_i], \text{ notice that } \sum_{j=1}^n P_{ij} = 1.$$

Model with uncertainty

Now consider the model is given by;

$$V(k_0) = \max E_0 \sum_{t=0}^{\infty} \beta^t \ln(c_t)$$

$$k_{t+1} = Az_t k_t^{\alpha} - c_t$$

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What is z_t ?

- It can be an **i.i.d. shock**.
- It can be a **Markov chain**.
- It can be an **autoregressive process** (in this case there is need to approximate).

Computing the model using a Markov Chain

Assume

$$z_t = \begin{cases} z_1 \\ z_2 \end{cases},$$

with transition matrix

$$\Pi = \begin{bmatrix} \pi_{11} & \pi_{12} \\ \pi_{21} & \pi_{22} \end{bmatrix},$$

where $\pi_{i1} + \pi_{i2} = 1$ (the row sum up to one).

In what follows we will discuss the steps to solve for the Value Function Iteration.

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- 4 Compute the first value functions like before, by using:

$$TV_1 = (\max \{U_1 + \beta * \text{zeros}(m, 1) * \text{ones}(1, m)\})'$$
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- 5 Two stopping criteria: while check1 > 0.0001 OR check2 > 0.0001:

$$TV_1 = (\max \{U_1 + \beta * (\pi_{11}V_1 + \pi_{12}V_2) * \text{ones}(1, m)\})'$$
$$TV_2 = (\max \{U_2 + \beta * (\pi_{21}V_1 + \pi_{22}V_2) * \text{ones}(1, m)\})'$$

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- ⑦ Simulate the economy many times to get statistics.
 - Notice that to simulate, we will need to create a function that generates randomly the two states;
 - This can be generated easily by two states, but it can be challenge in case we have a lot of them.

- **Check that the policy functions is not constrained by the discrete state space.** If k' is equal to the highest or the lowest value of capital in the grid for some i , relax the bounds of k and redo the value function iteration.
- **Check the error tolerance is small enough.** If a small reduction in the tolerance level leads to large changes in the value function or in the policy function, then the tolerance is too high.
- **Check whether or not the grid is large enough.** If a change in the grid leads to a substantial difference in the result maybe the grid is too sparse.
- **A good initial guess for the value function can reduce the computational time.**

Value Function Iteration: some comments

① Advantages.

- Always work. It is stable, so that it converges to the true solution.

② Disadvantages.

- It is slow. It suffers from the "curse of dimensionality".
- The main problem in the value function iteration is the maximization part.

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Howard's improvement reduces the number of times we update the policy function relative to the number of times we update the value function.

- 1 Guess V_0 ; then use the operator:

$$V_1 = T[V_0] = \max_{0 \leq k' \leq f(k)} \{u(f(k) - k') + \beta V_0(k')\}$$

to find V_1 and $k' = g(k)$.

- Then for some finite $n_h \in \{1, 2, \dots, N_h\}$ iterate:

$$V_1^{n_h} = u(f(k) - h(k)) + \beta V_1^{n_h-1}(g(k))$$

- 2 Check if $V_0 \approx V_1^{N_h}$.
- 3 If not, repeat (1) until $V_n \approx V_{n-1}^{N_h}$.

NOW WE WILL SEE TOGETHER A CODE SOLVING THE VALUE
FUNCTION ITERATION IN A STOCHASTIC ENVIRONMENT