Computational Macroeconomics

Lecture 9: Notes on Numerical Methods

November 2025

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Motivation

- This lecture: overview of numerical methods and algorithms commonly used to solve economic models (e.g., function approximation, root finding, optimization).
- You can find built-in functions that perform these methods (e.g., optimize in Optim.jl)
- Why should we understand these methods/algorithms?
  - Every method comes with pros and cons
  - Need to choose an appropriate method tailored to your problem
  - Helps you diagnose why a method might fail when it does not perform well
- For this purpose, we will briefly cover the basic ideas of some important methods.

Reference

- This lecture contents are mainly based on Chapter 10 “Computational tools” in *Macroeconomics* by Marina Azzimonti, Per Krusell, Alisdair McKay, and Toshihiko Mukoyama (link)

Contents

- Function approximation by interpolation
- Root finding
  - Bisection
  - Newton-Raphson
- Optimization
  - Golden-section search
  - Newton's method

Function approximation

Function approximation

- Need to store functions in the computer (e.g., the value function)
- Often the function of interest has no analytical or parametric form
- We thus discretize state space and represent function on a finite grid (memory is finite)
- But what if we want to evaluate the function at a point **not** on the grid?
- Two ways:
    - Parametric approximation: ie., $\Sigma_{i=1}^{n} a_i \phi_i(x)$, where a_i and ϕ_i are weights and *base function*, e.g., (Chebychev) polynomials (see Projection method in lecture notes 2 as an example of application)
    - Interpolation

Interpolation

- Consider grid points $\mathscr{X} = \{x_1, \ldots, x_n\}$ and function $f(x)$ on $\mathscr{X}$.
- We may evaluate $f(x)$ for each $x \in (x_i, x_{i+1})$ for some $i \in \{1,\ldots,n-1\}$ by interpolating the known function $f(x)$

Linear interpolation

- Focus on linear interpolation, the most straightforward method.
  - Another popular method is cubic spline interpolation.

- Based on linear interpolation, the approximated value of the function, $\hat{f}(x)$, is given by:

$$\hat{f}(x) = f(x_i) + \frac{f(x_i) - f(x_i)}{x_{i+1} - x_i}(x_{i+1} - x_i)$$

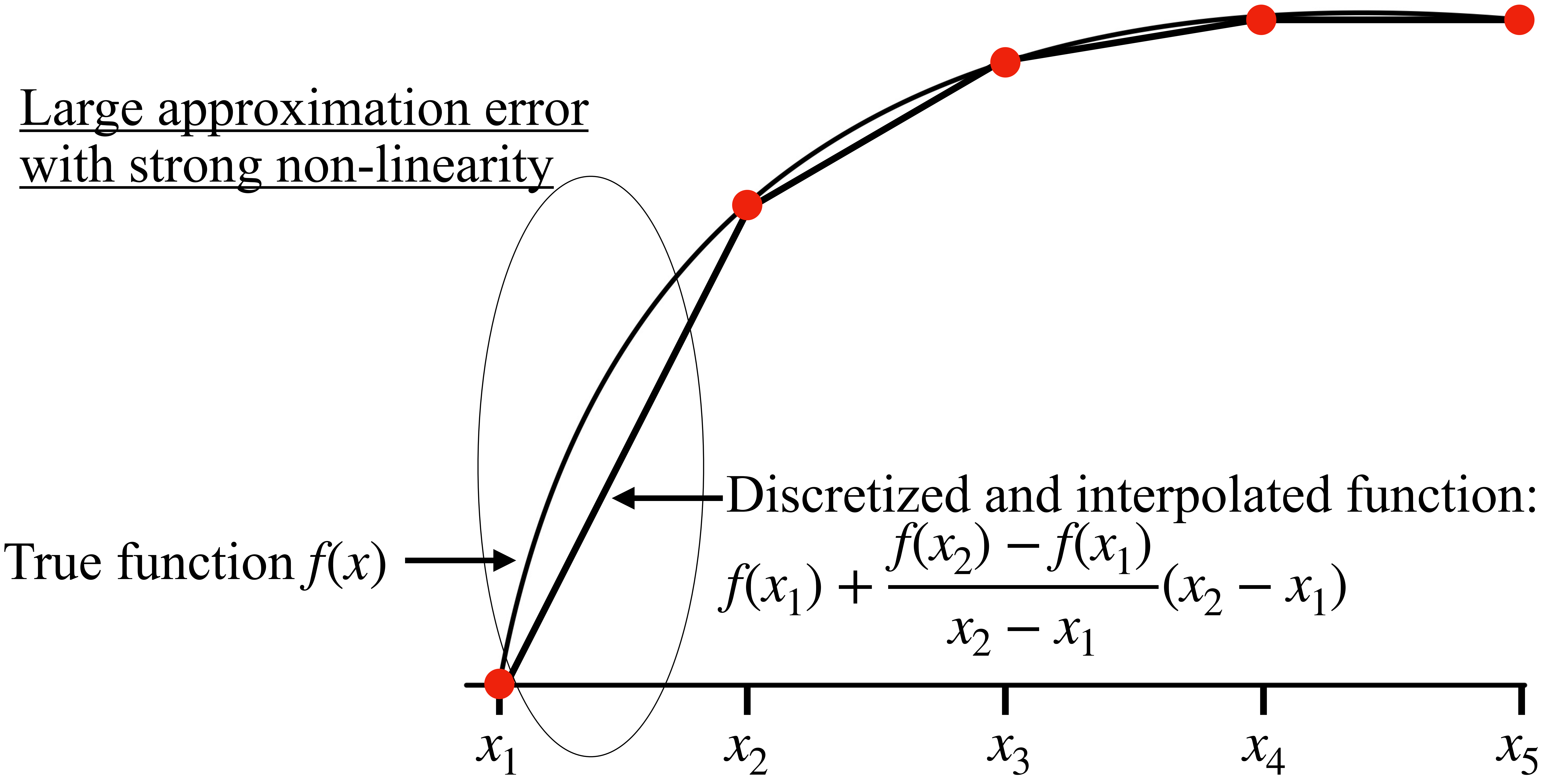
- Simple and needs only local info ($f(x_{i+1}), f(x_i)$)

- Approximated function is not differentiable at the grid points

- Approximation error can be large if the underlying function is highly non-linear
  - We often see a higher curvature at lower end of function (e.g., think about log utility)
  - One way to mitigate the approx. error is to adopt unequally spaced grid points, e.g.,
    $x_i = x_1 + \left(\frac{i-1}{N-1}\right)^{\phi}(x_N - x_1)$ for each $i = 1,...,N$ with some $\phi > 1$ and $x_1 < x_N$

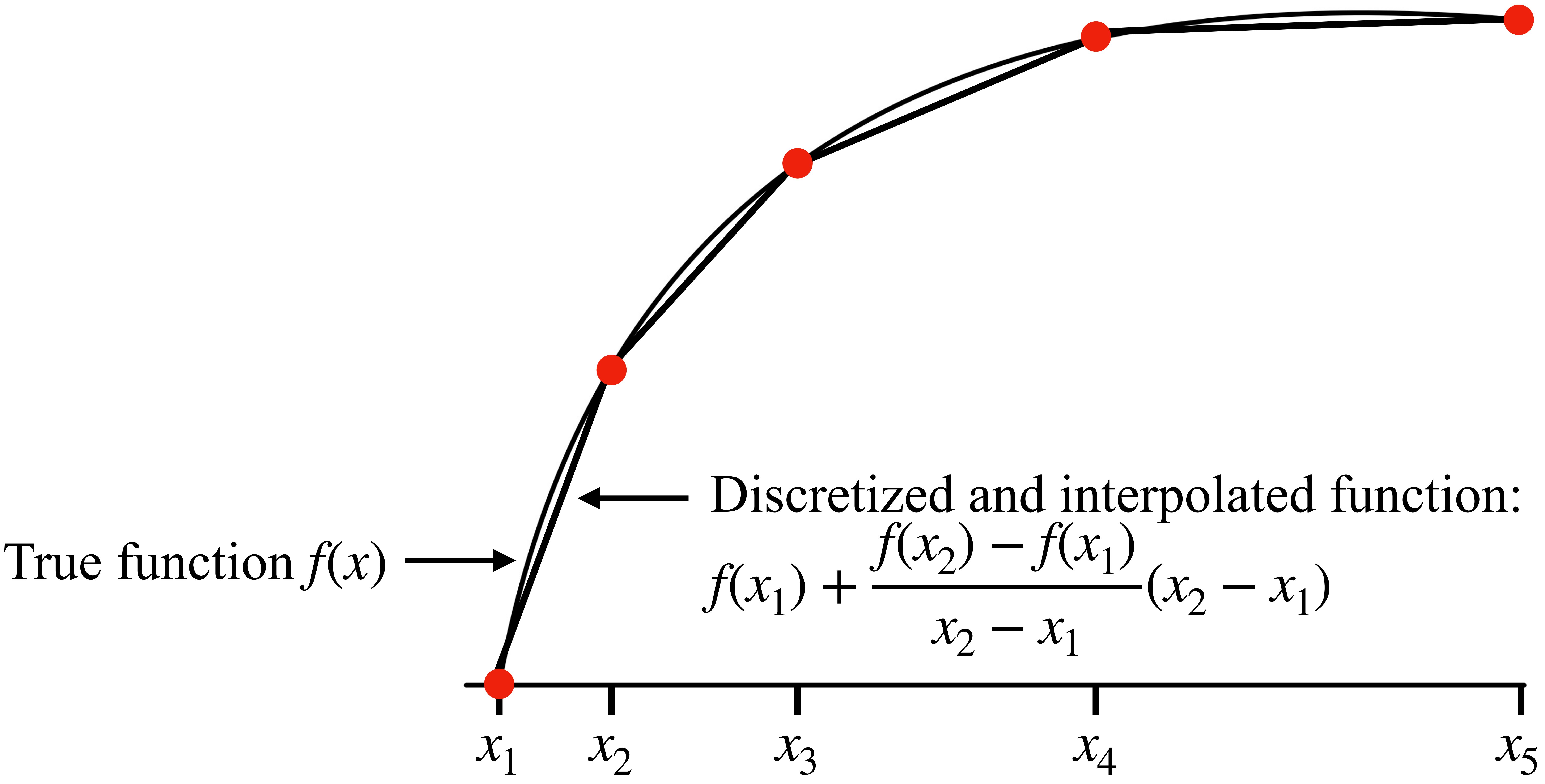
Linear interpolation

Equally spaced grid points



Linear interpolation

Allowing unequally spaced grid points



Interpolation

An example of application

- Consider a discrete choice of labor supply $(1-l)$, consumption (c_0, c_1) and endogenous human capital in a two-period model:

$$\max_{c_0>0, c_1>0, l\in\{0,0.5,1\}} \ln(c_0) + \gamma \ln(l) + \beta \ln(c_1)$$

- Subject to $c_0 = (1-l) + x$, $c_1 = h + x$, and $h = f(l)$, where x, h, and $f(\cdot)$ denote non-labor income, human capital in next period, and human capital technology through working

- We may first compute utility with human capital level $h \in \mathscr{H}$ where $\mathscr{H}$ is discretized space for human capital, $V(h) = \beta \ln(h + x)$, given x. Using this, households choose $l \in \{0,0.5,1\}$ that maximize: $\ln((1-l)+x) + \gamma \ln(l) + V(f(l))$

- But there may not be a grid point on $\mathscr{H}$ that exactly corresponds to the input $f(l)$. We can compute $V(f(l))$ by interpolating $V(\cdot)$, which has been originally defined on $\mathscr{H}$

- In this simple case, we can perfectly map the choice and grid point with only three points. In general, this is not the case (Think about J-period models, where possible human capital paths are 3^{J-1})

Root finding

Root finding

- We often have to solve for the root of a non-linear equation.
  - Here, we focus on the one-dimensional case: $f(x) = 0$ where $x \in \mathcal{X}$
- One simple approach is a grid search over a discretized space $\{x_1, \ldots, x_n\}$.
  - Works always, but involves a trade-off btw accuracy and speed
  - Need n to be sufficiently large to obtain more accurate solution, taking much time
- Algorithms that are both more accurate and faster.
  - Bisection
  - Newton-Raphson

Bisection

Algorithm

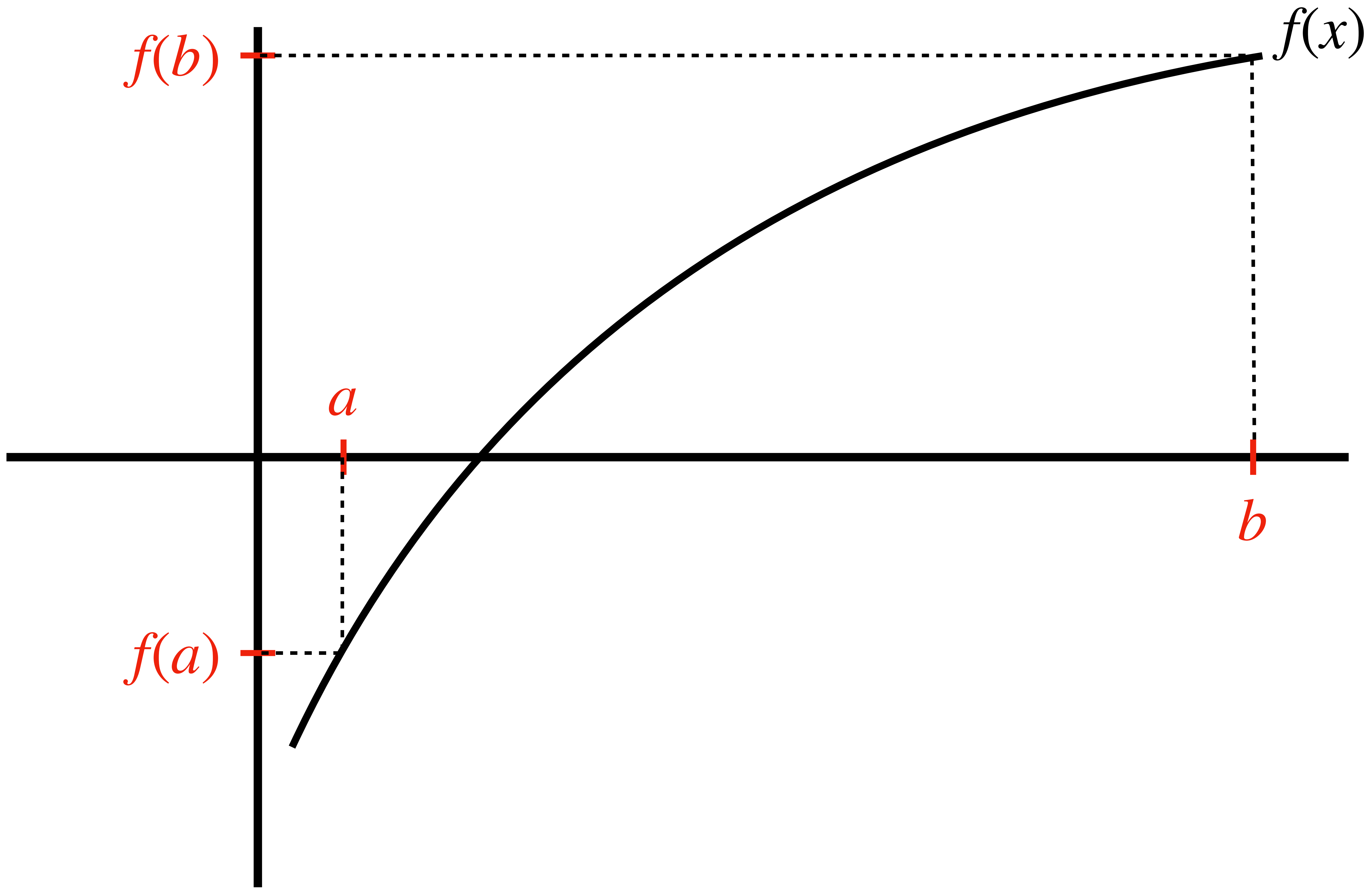
1. *Bracketing*: Find $a \in \mathcal{X}$ and $b \in \mathcal{X}$ where $\text{sign}(a) \neq \text{sign}(b)$.

   $\Rightarrow$ If $f(x)$ is continuous, at least one solution to $f(x) = 0$ exists in the bracket $[a, b]$

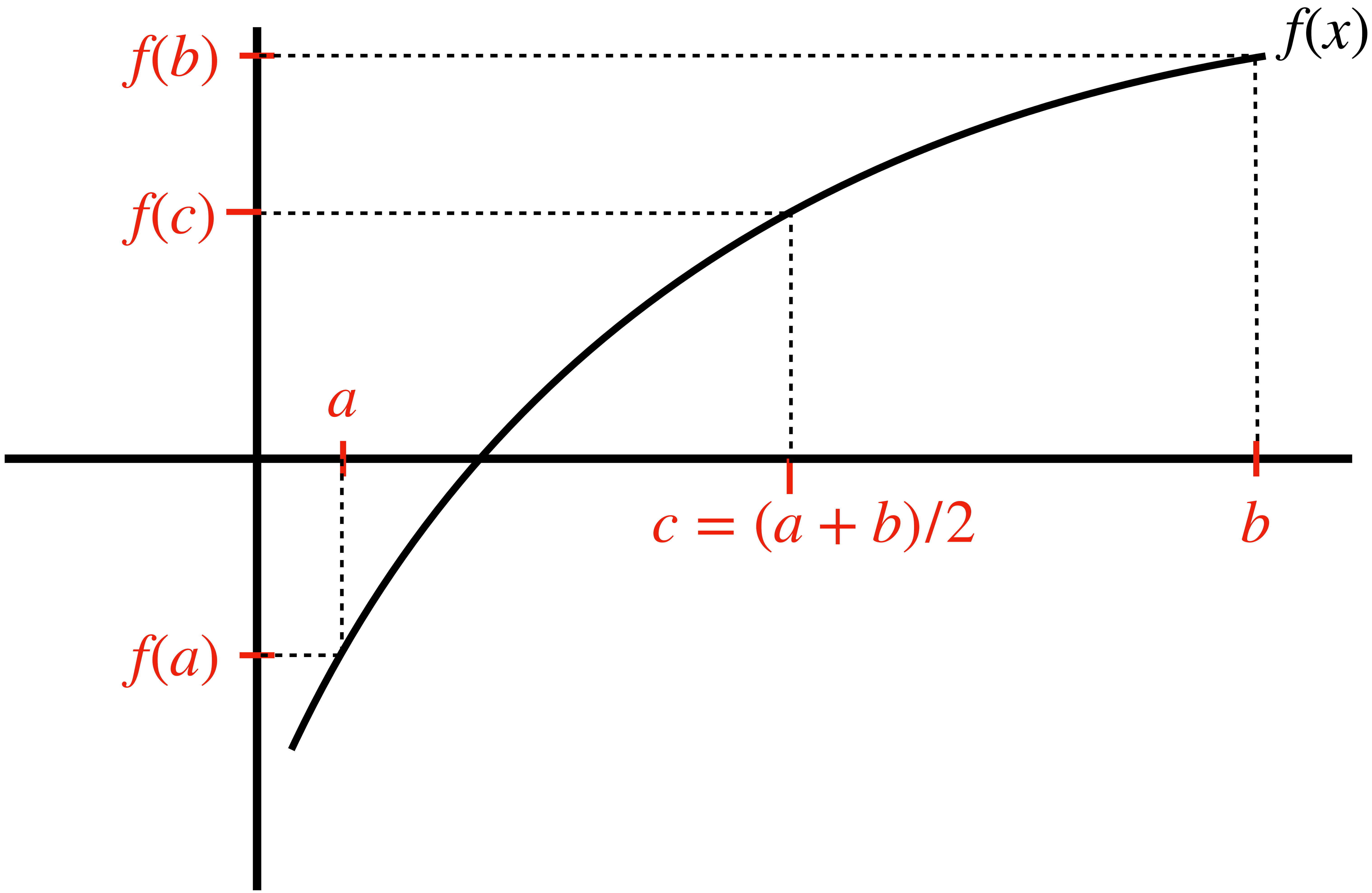
2. *Update*: Let $c = (a + b)/2$. Set a new interval between $\bar{x}$ and c, where $\bar{x} \in \{a, b\}$ and $\text{sign}\, f(c) \neq \text{sign}\, f(\bar{x})$.

3. Repeat Step 2 until the two points get close enough (e.g., 10^{-6}).

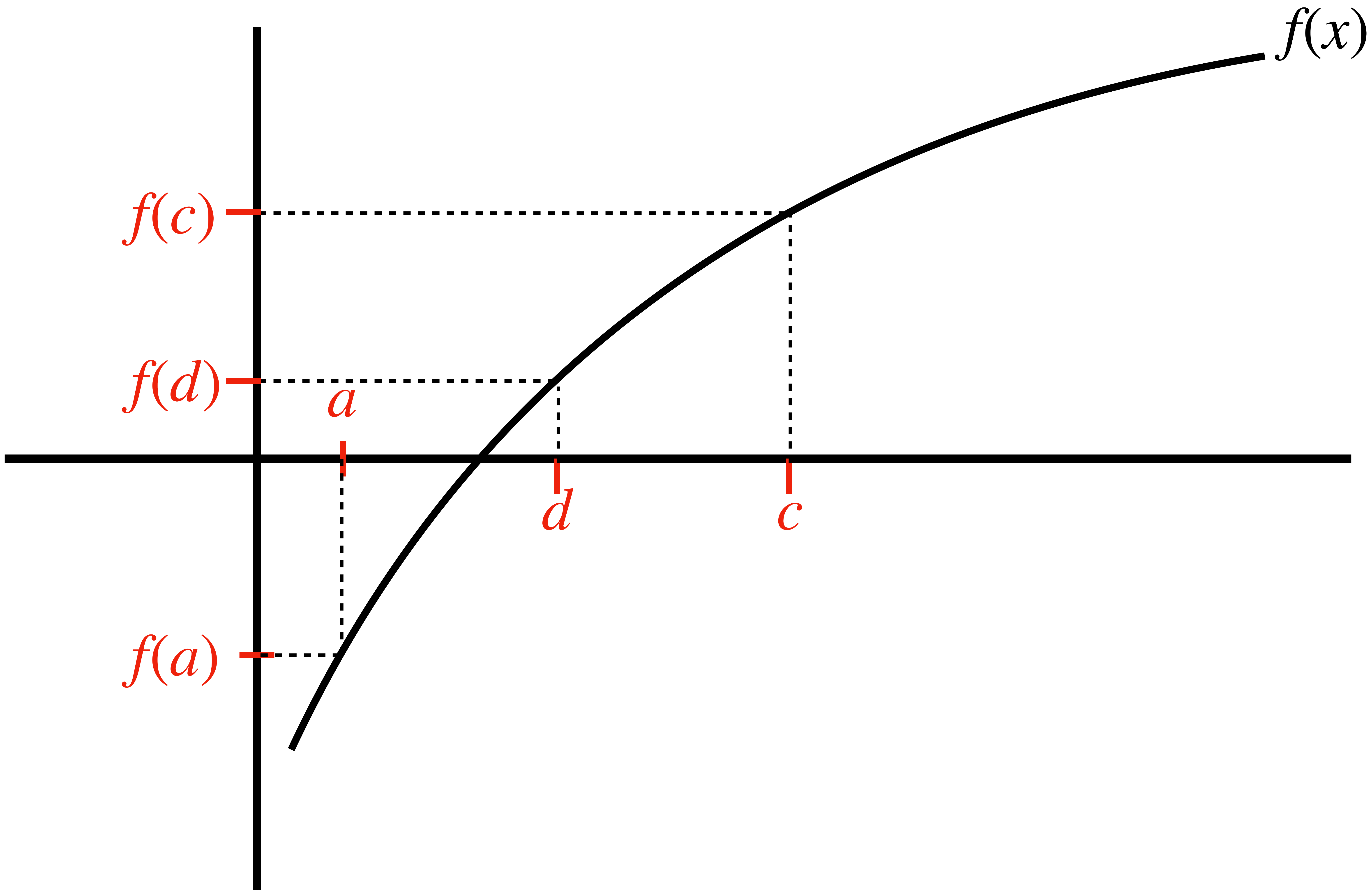
Bisection: an example



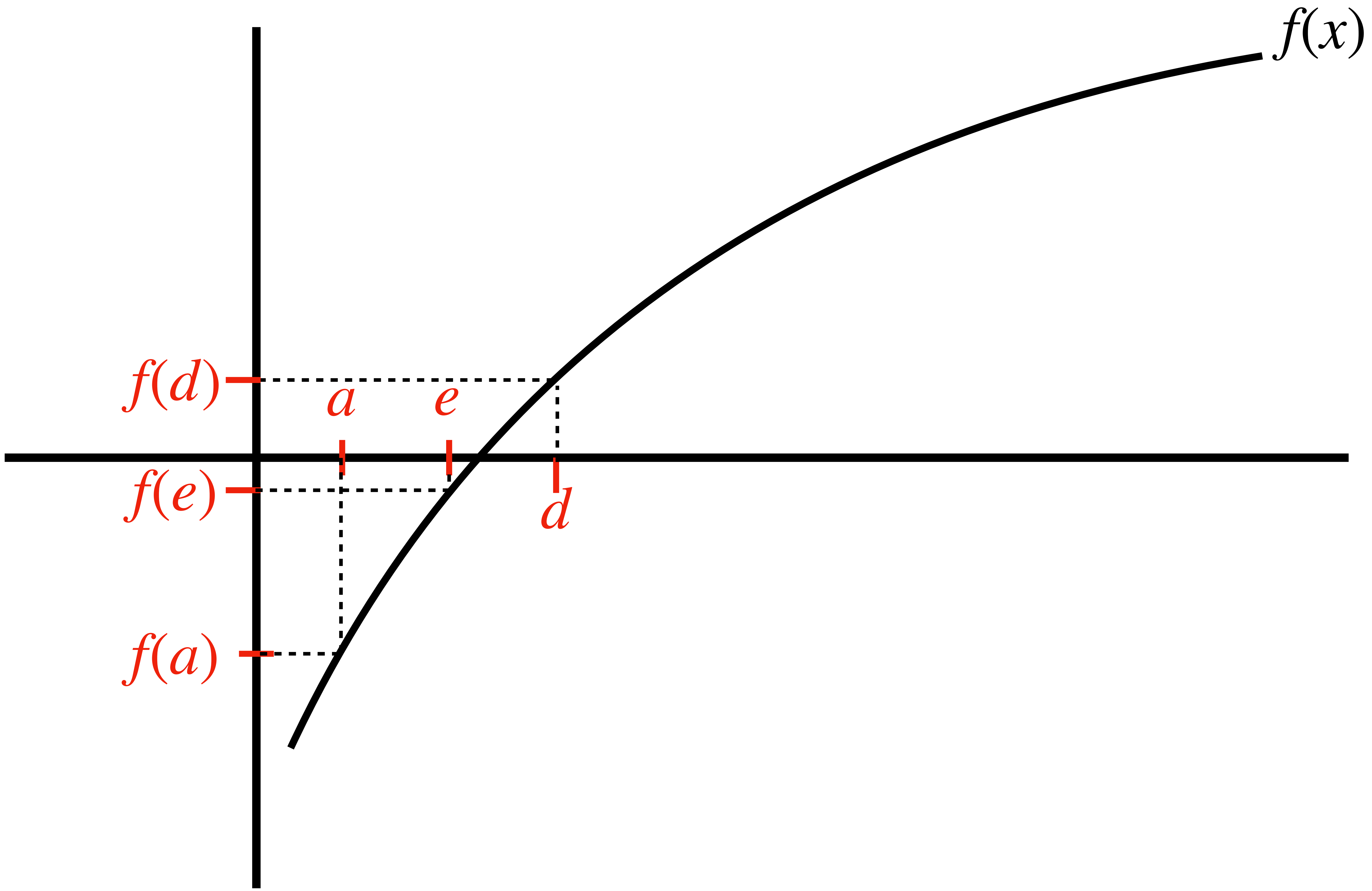
Bisection: an example



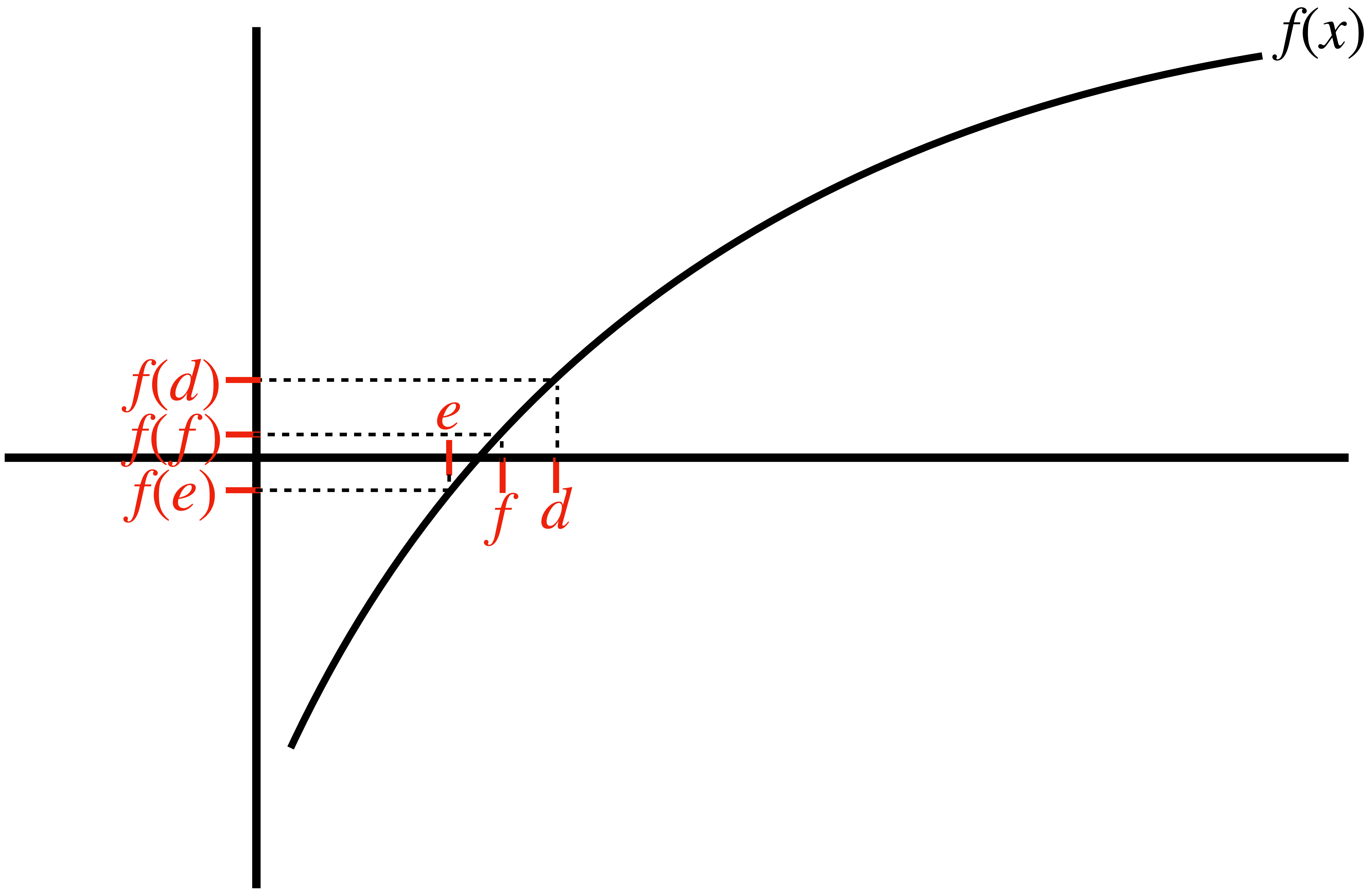
Bisection: an example



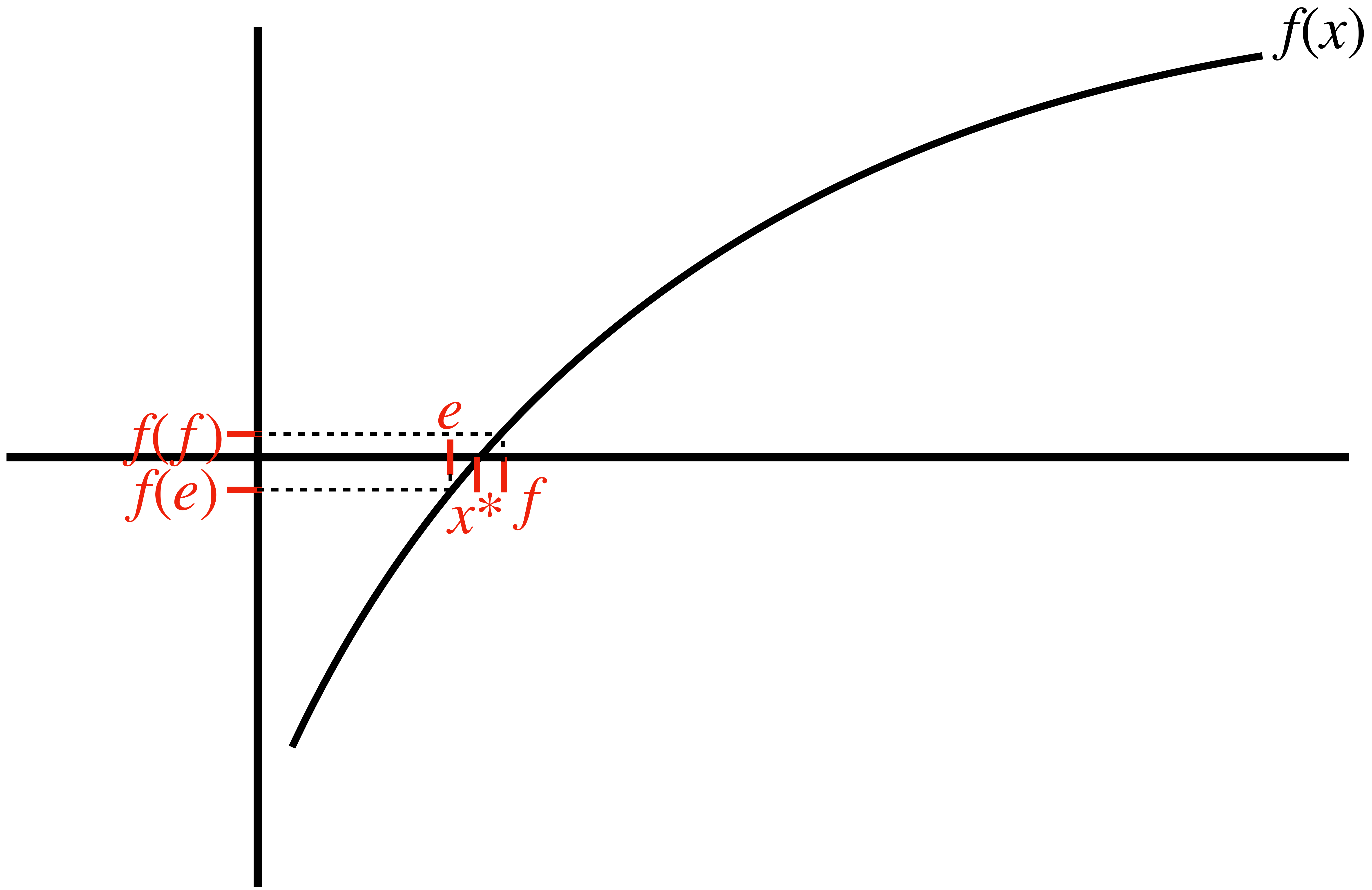
Bisection: an example



Bisection: an example



Bisection: an example



Bisection

Discussion

- Does not require differentiability of $f(x)$
- Always ends after a set of time
- Faster than grid search in general, but can be slower than other method (e.g., Newton-Raphson can be much faster if $f(x)$ is closer to linear)

Newton-Raphson

Idea

- Linear approximation of $f(x)$ with a starting point x_0:

$$f(x) \approx f(x_0) + f'(x_0)(x - x_0)$$

- If this approximation is good, the solution for $f(x)$, x^*, is close to:

$$x^* = x_0 - \frac{f(x_0)}{f'(x_0)}$$

- Use this formula to find the root

Newton-Raphson

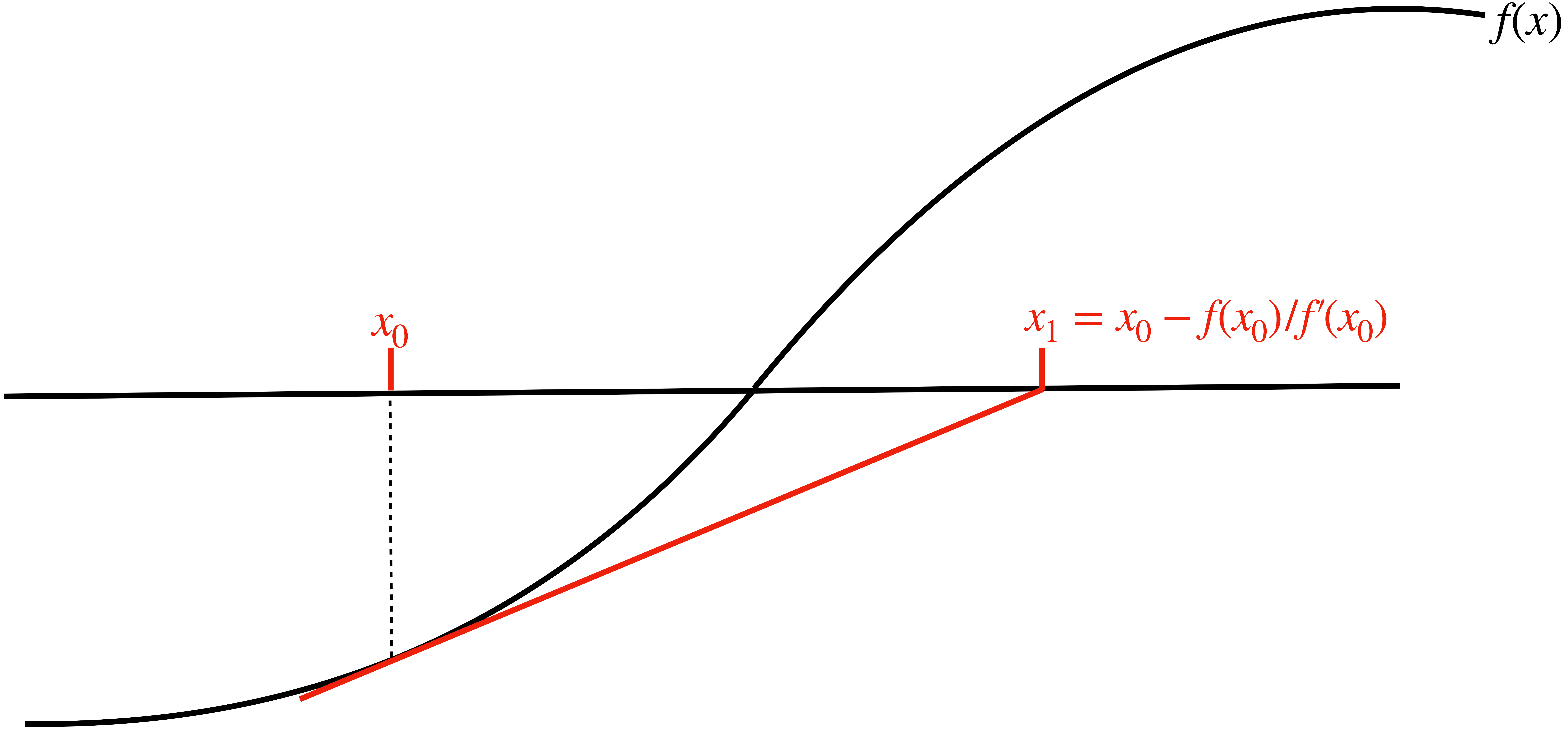
Algorithm

1. Make an initial guess x_0

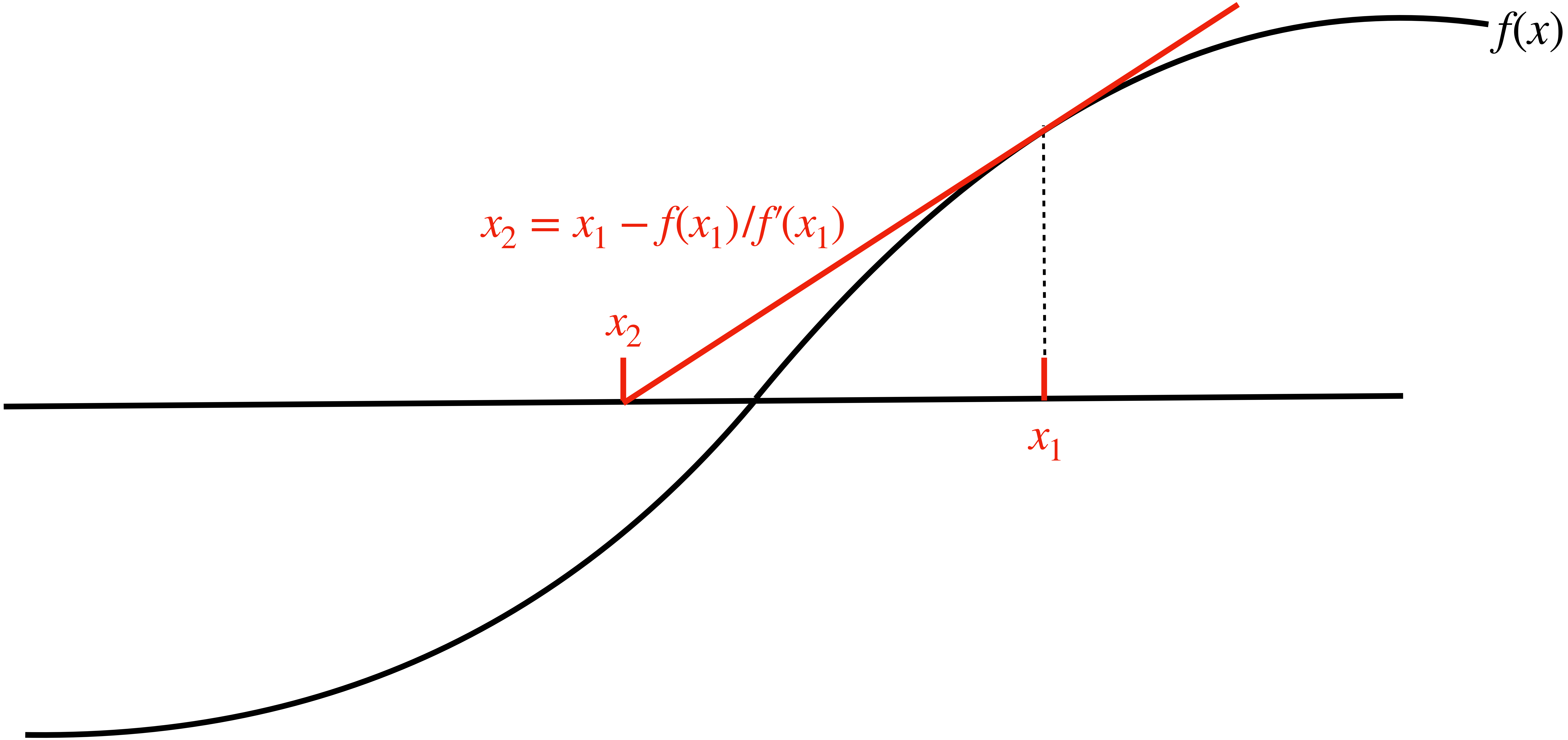
2. Construct x_1 according to the formula: $x_1 = x_0 - f(x_0)/f'(x_0)$

3. Check whether $f(x_1) \simeq 0$. If not, use x_1 and construct x_2, going back to the previous step. Continue until $f(x_i) \simeq 0$.

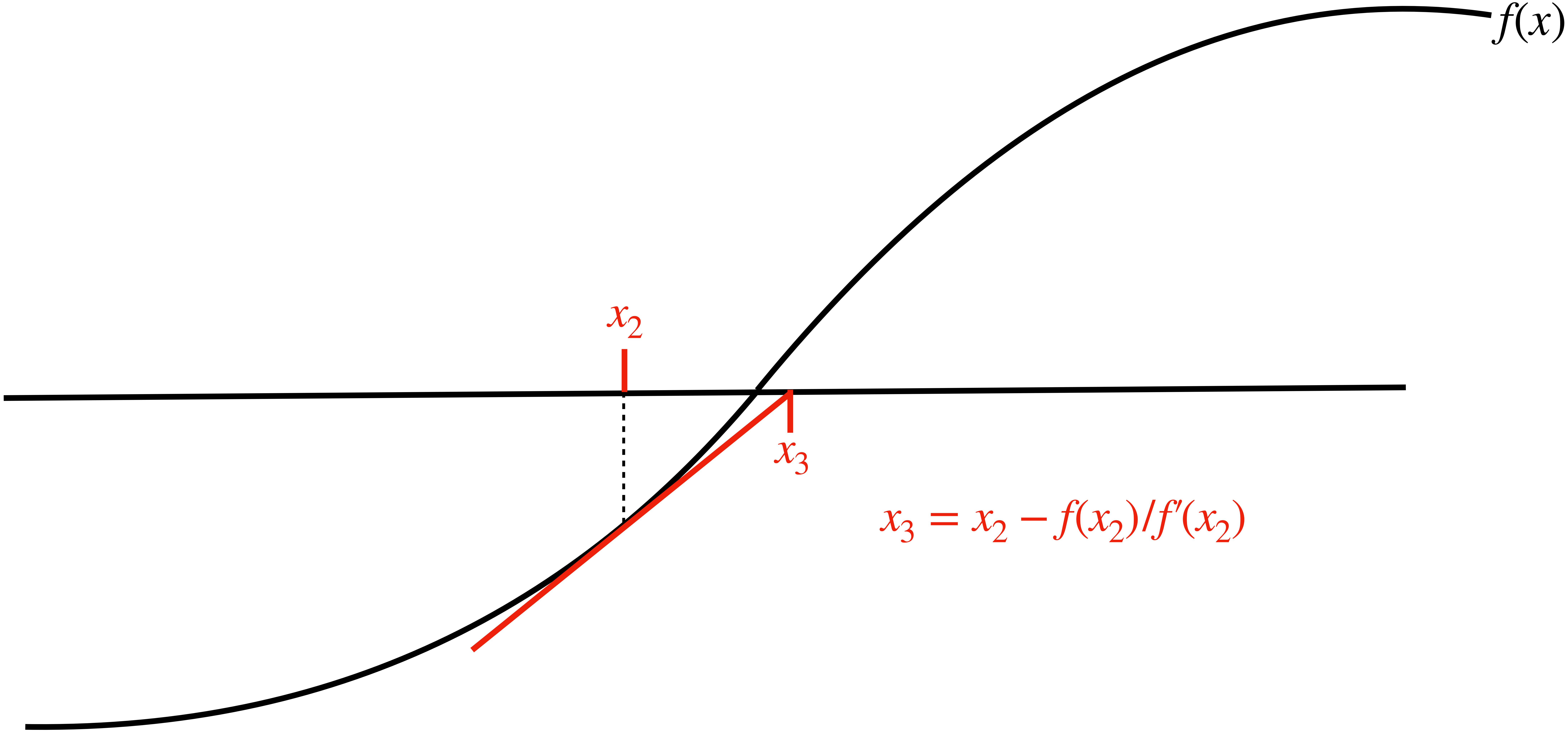
Newton-Raphson: idea



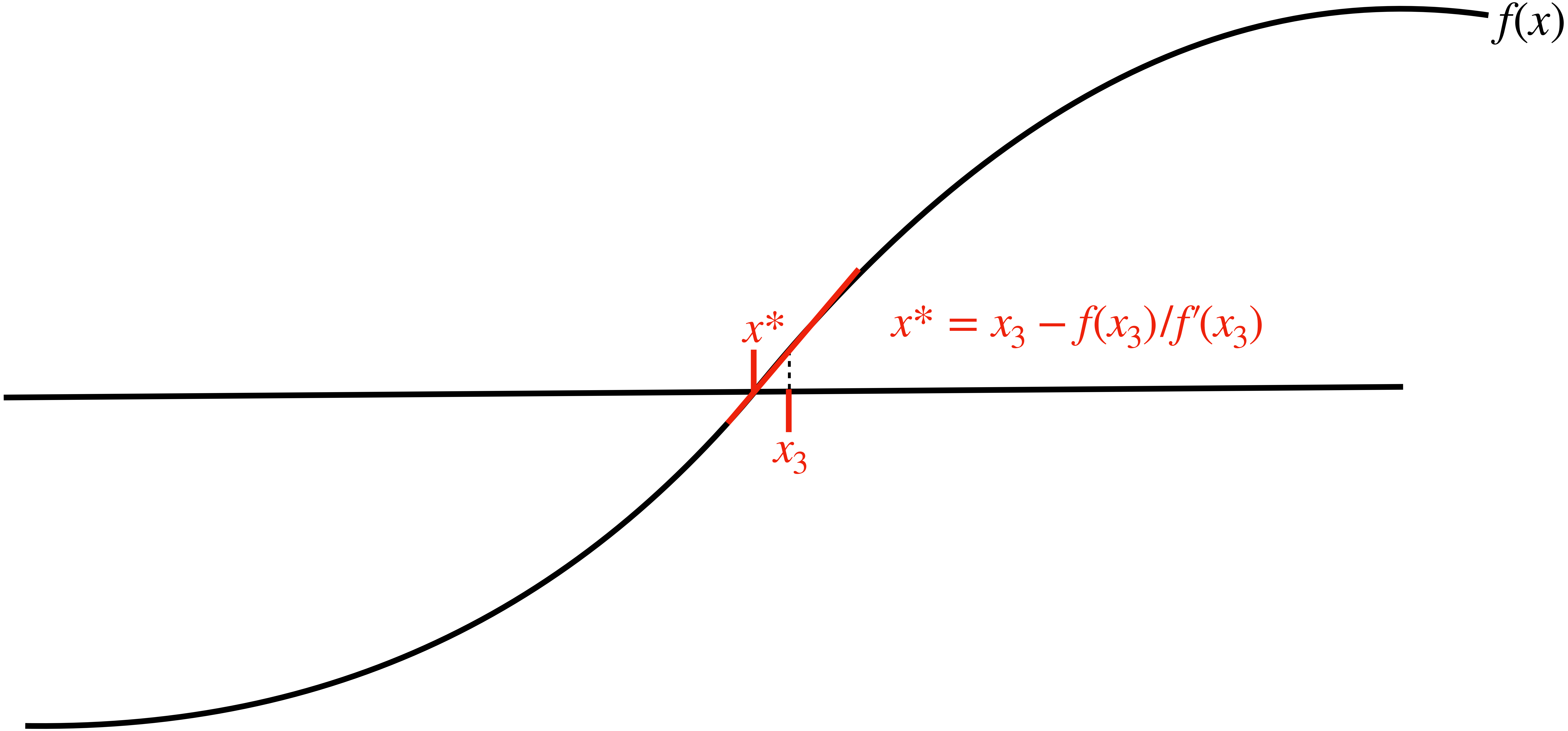
Newton-Raphson: idea



Newton-Raphson: idea



Newton-Raphson: idea



Newton-Raphson
Discussion

- Can be much faster than bisection if $f(x)$ is close to linear
- Downside: (1) requires differentiability, and (2) may fail to find a solution
    - Note: even if you cannot compute $f'(x)$ analytically, you may do it numerically based on a *finite-difference method* by computing $f'(x)$ as:

$$f'(x) \simeq \frac{f(x+h) - f(x-h)}{2h},$$

with some small $h > 0$

Optimization

Optimization

- Consider maximizing a function $F(x)$
- We can optimize $F(x)$ by grid search; fail-safe but very slow
- We introduce two popular methods
  - Golden-section search
  - Newton's method

Golden-section search

Algorithm

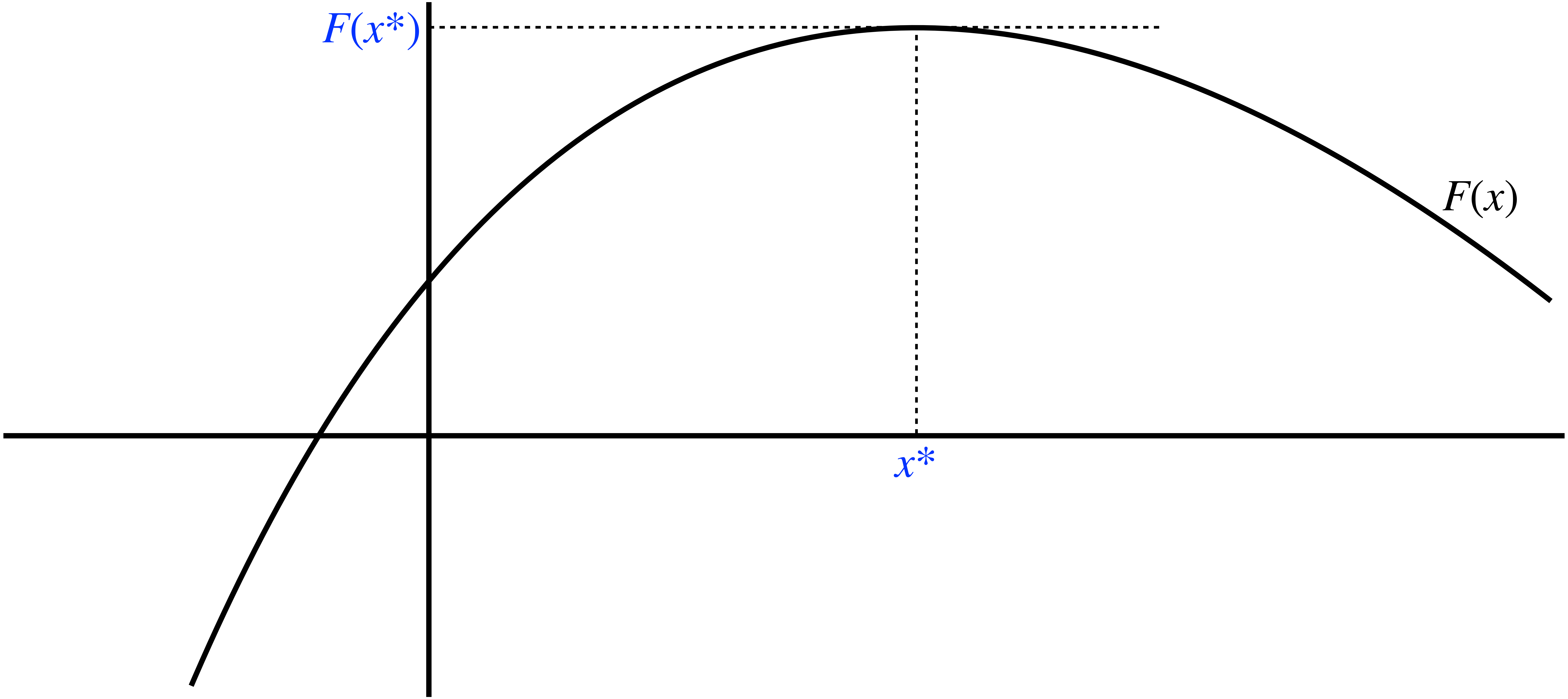
Idea is the same as bisection

1. *Bracketing*: Find three values a, b, and c s.t. $a < b < c$ and $F(a) < F(c) < F(b)$
   $\Rightarrow$ a (local) maximum exists btw a and c (if not, a corner solution is likely)

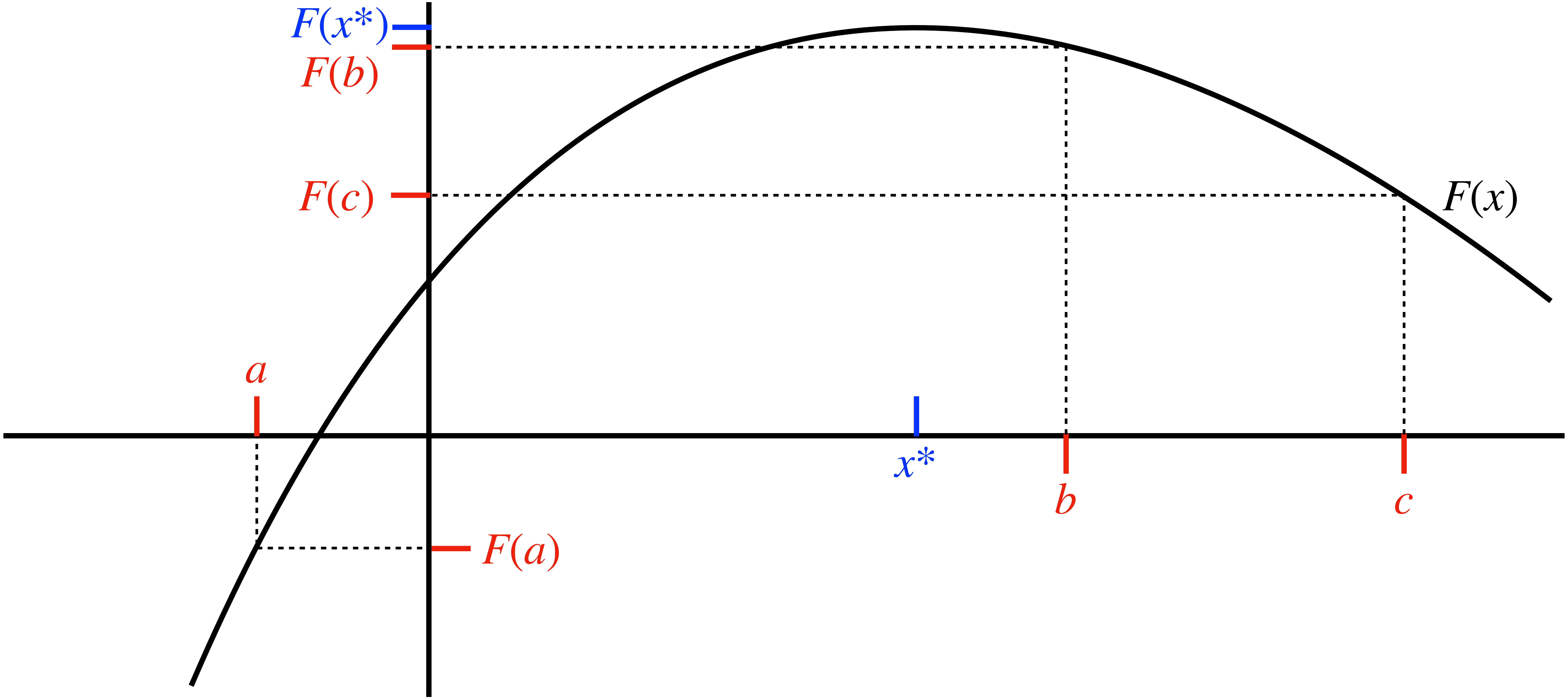
2. *Update*: Take the longer segment btw $[a, b]$ and $[b, c]$. Suppose it's $[a, b]$. Take a point x s.t. $(b - x)/(b - a) = \omega \in (0,1)$. If $F(x) > F(b)$ ($F(b) > F(x)$), eliminate c (a) from the bracket while including x.

3. Repeat Step 2 until the size of bracket is less than a tolerance value

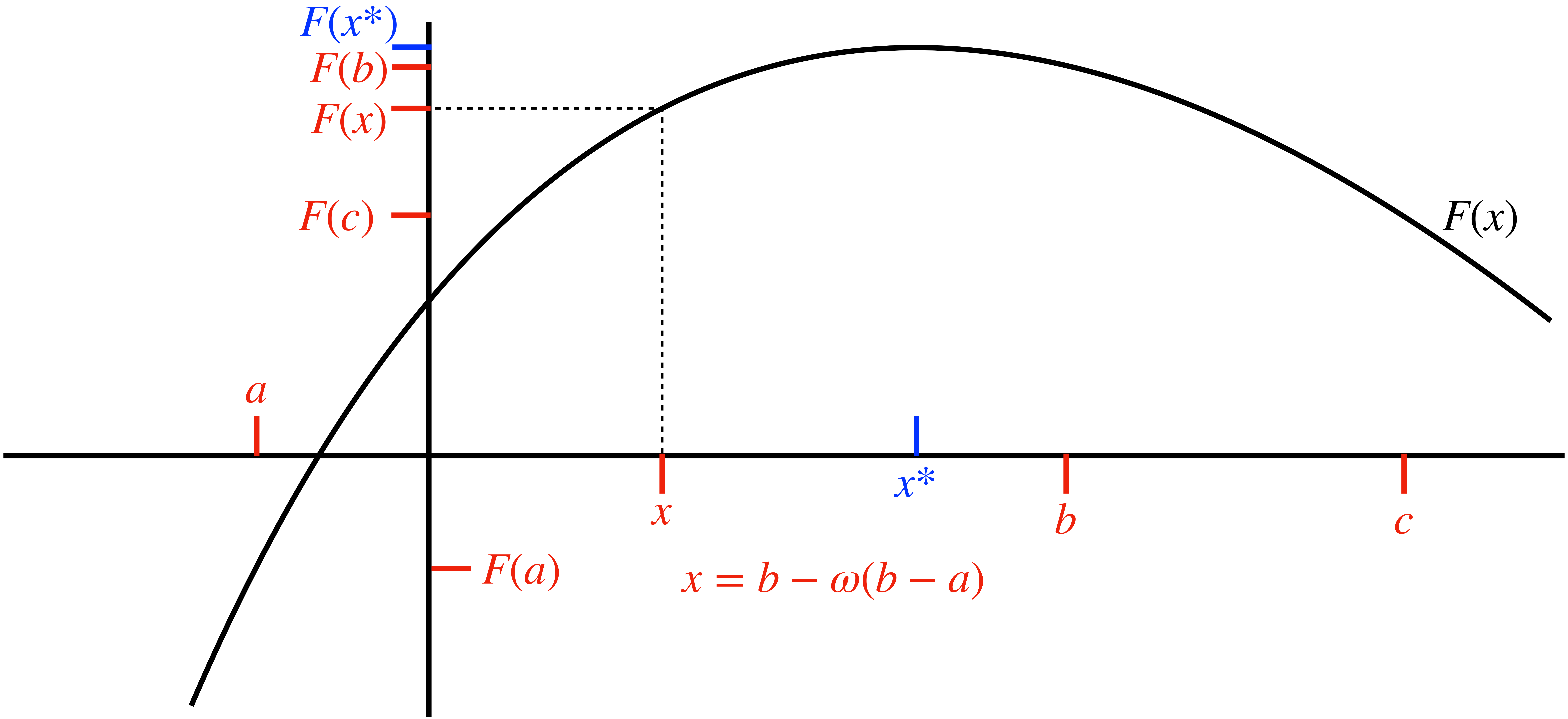
Golden-section search: idea



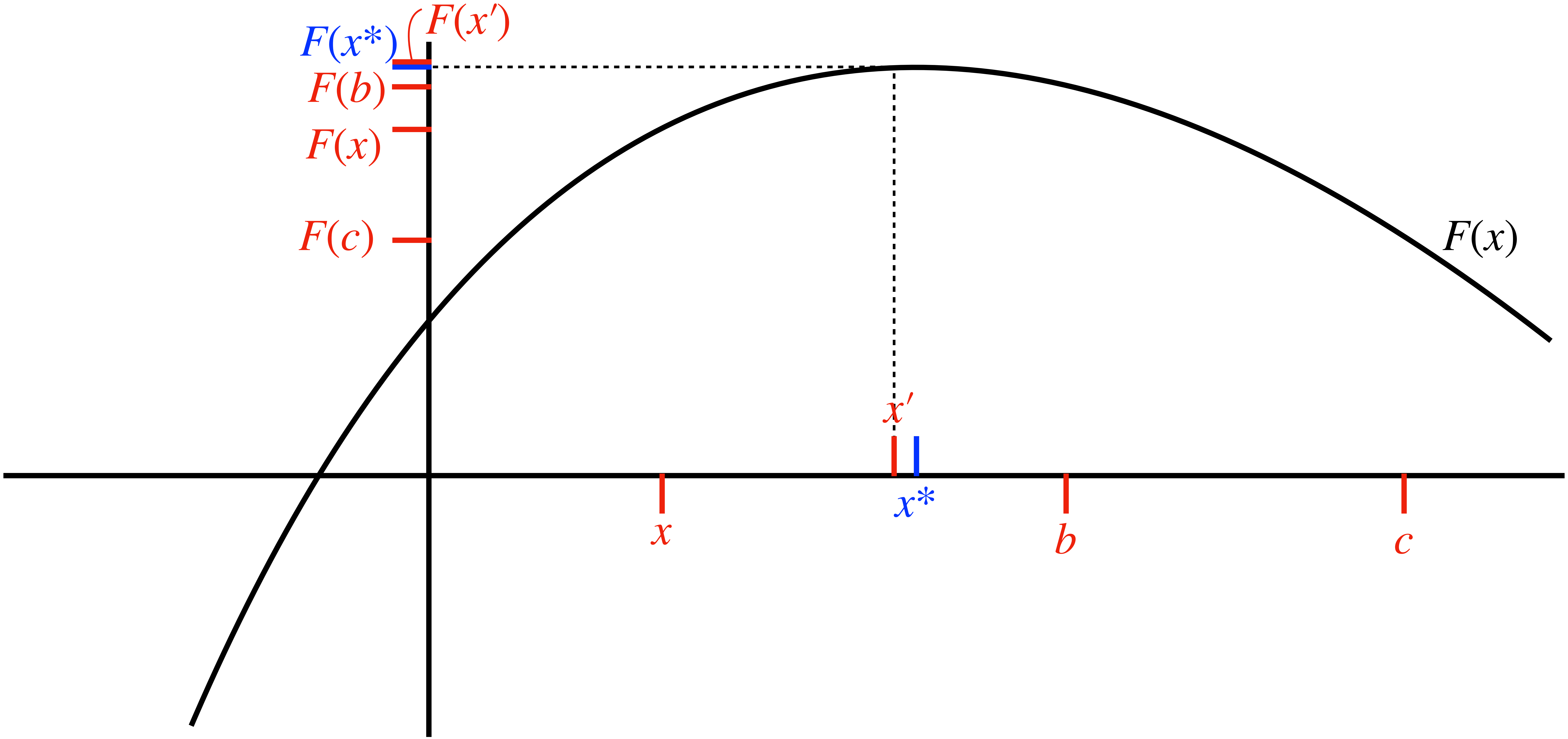
Golden-section search: idea



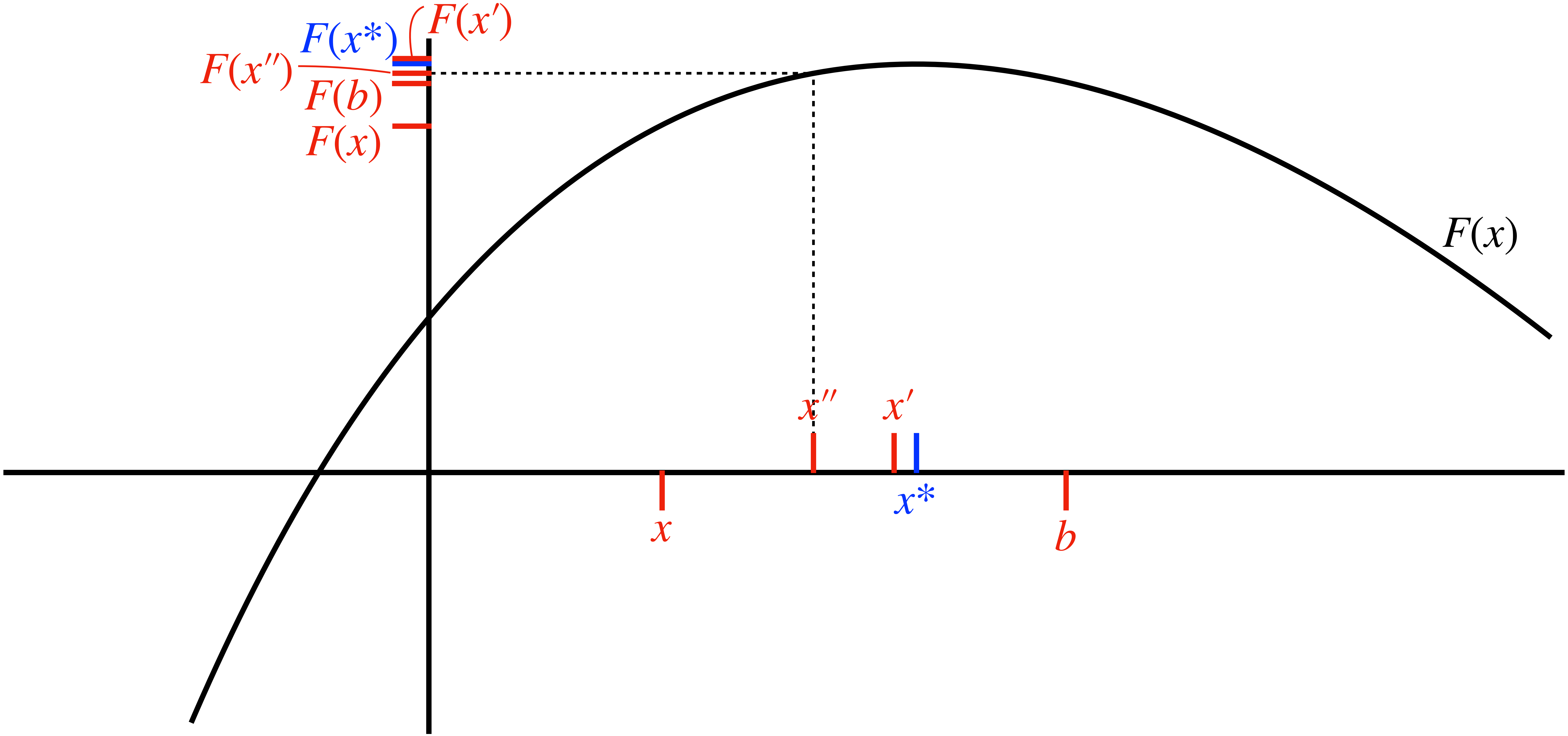
Golden-section search: idea



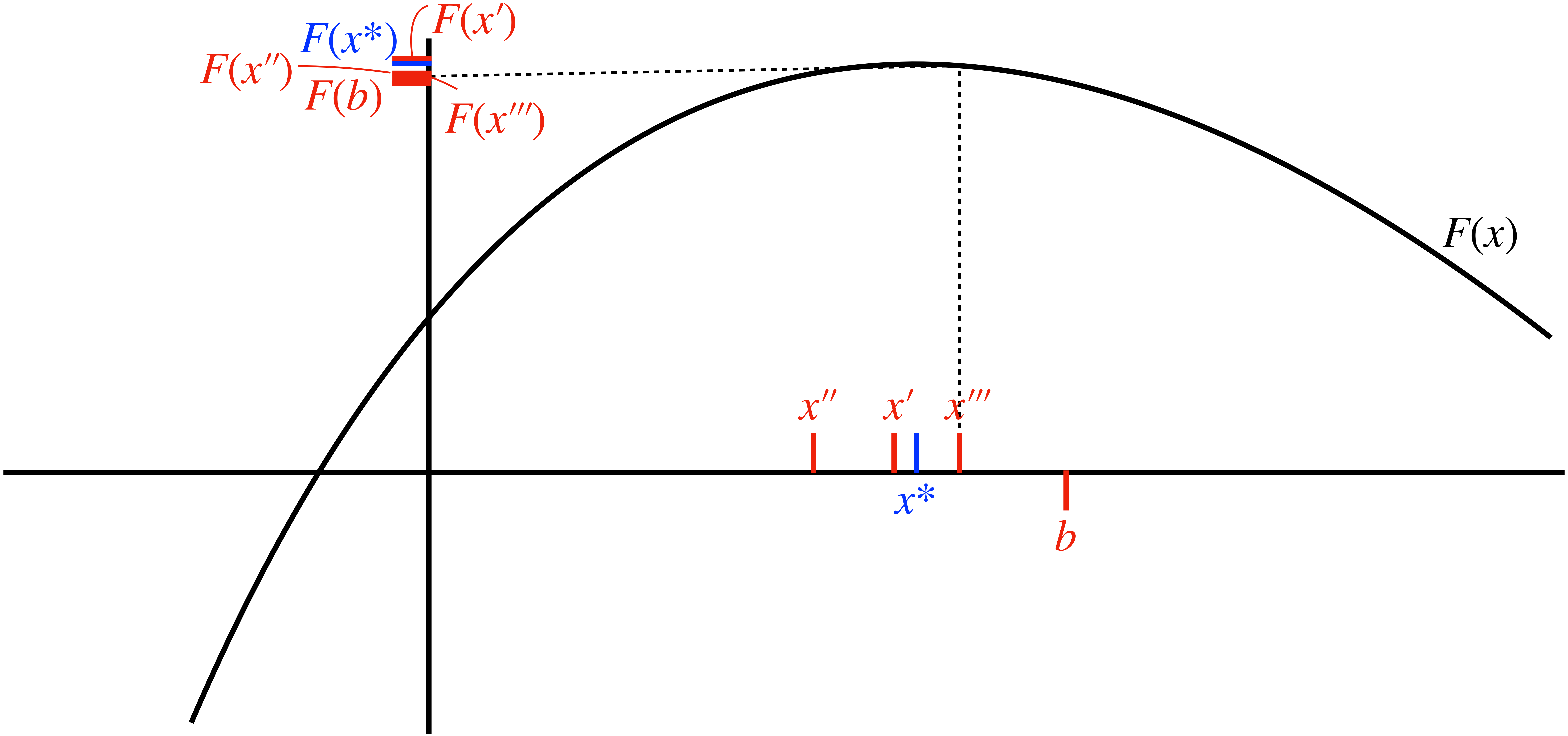
Golden-section search: idea



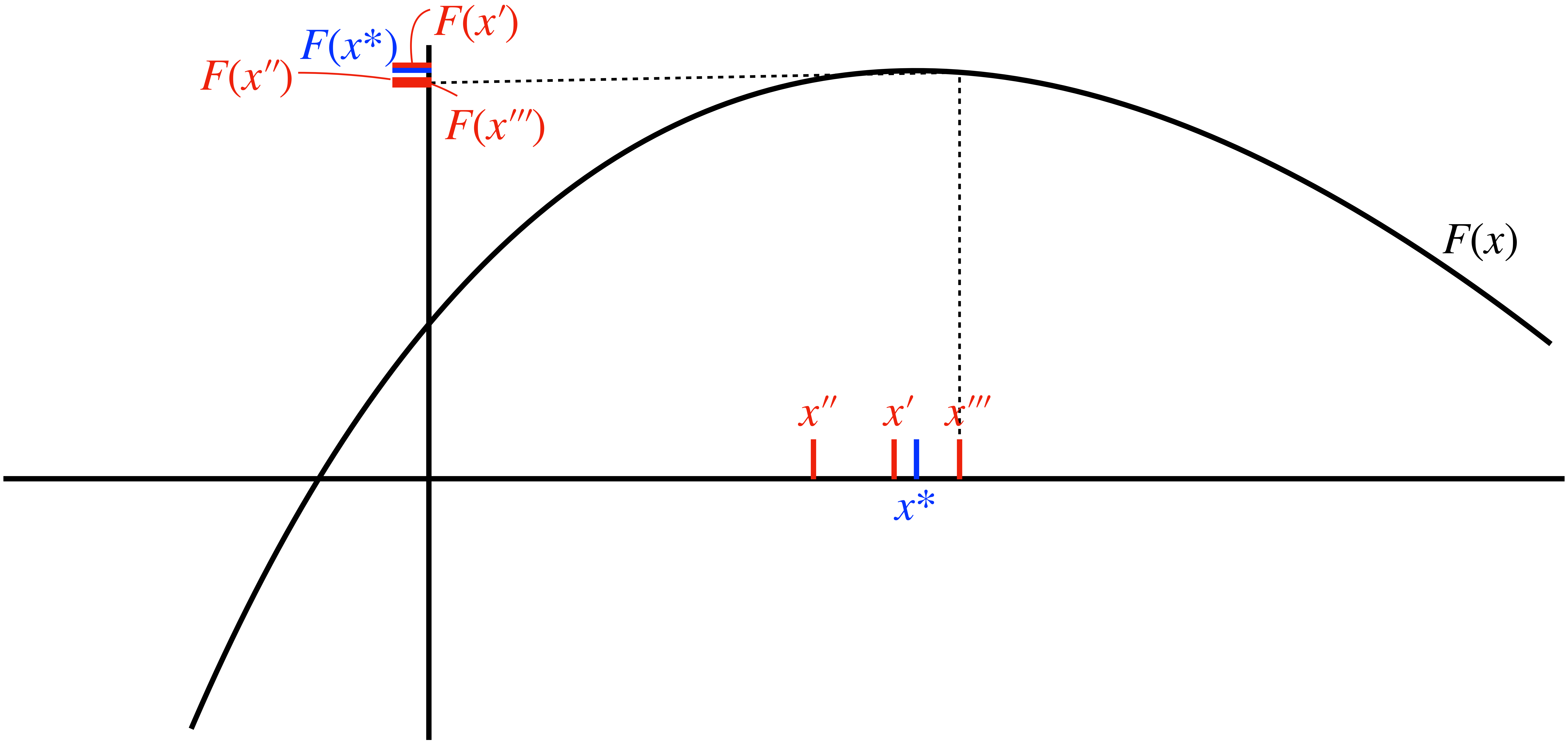
Golden-section search: idea



Golden-section search: idea



Golden-section search: idea



Golden-section search

Some remarks

- Does not require differentiability of $F(x)$ and ends after a set of time
- How to set ω:
  - We often use $\omega = (3 - \sqrt{5})/2 \approx 0.38197$
  - The ratio $(1 - \omega)/\omega \approx 1.61803$ is called *golden ratio* or *golden section*
  - With *s*uch ω, each iteration reduces the interval by a constant factor of $1 - \omega$

Newton's method

- Second-order approximation of $F(x)$ with a starting point x_0:

$$F(x) \approx F(x_0) + F'(x_0)(x - x_0) + \frac{1}{2}F''(x_0)(x - x_0)^2$$

- Taking the first-order condition of RHS w.r.t. x and equating it with zero, we have

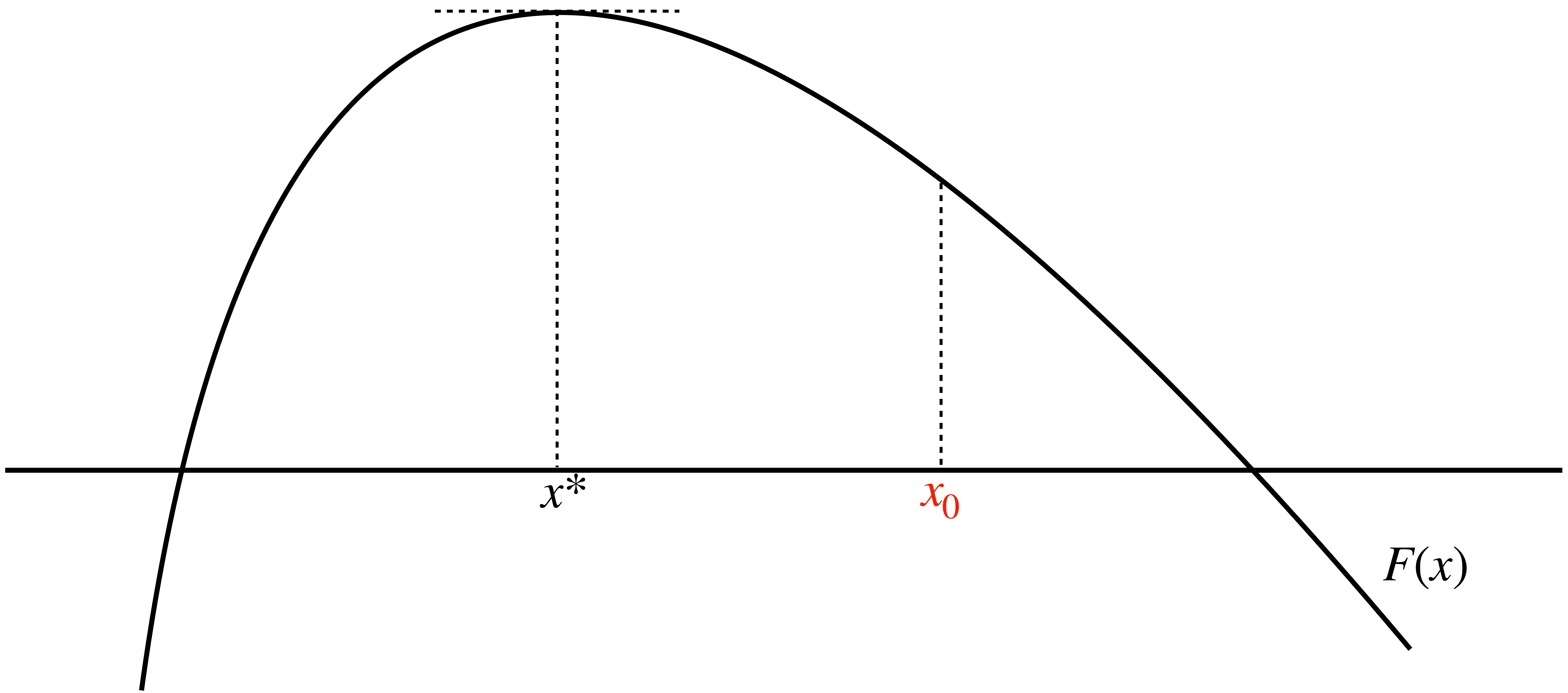
$$\hat{x} = x_0 - \frac{F'(x_0)}{F''(x_0)}$$

- Use this formula to find the solution

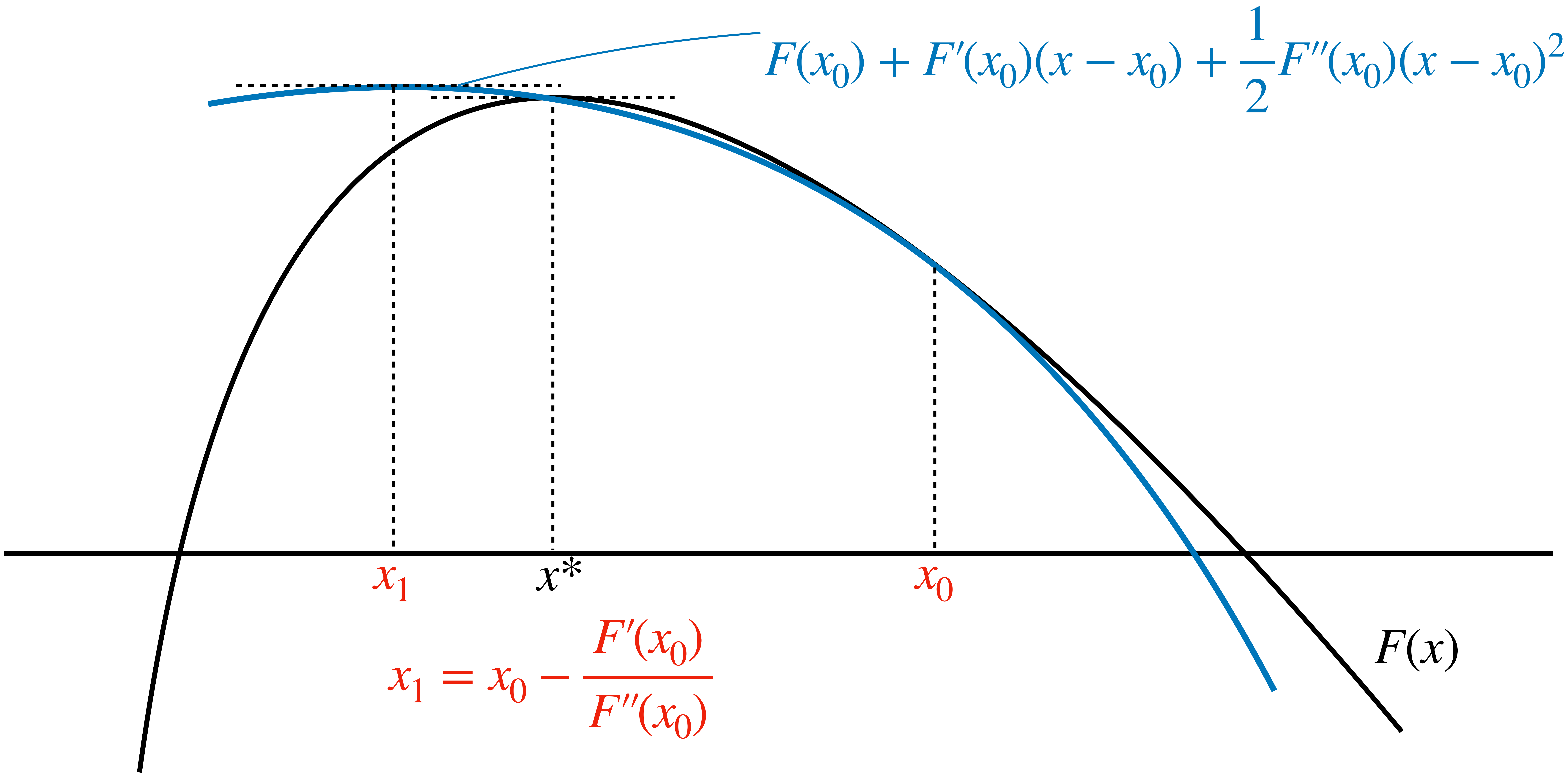
Newton's method
Algorithm

- Make an initial guess x_0
- Construct x_1 s.t. $x_1 = x_0 - F'(x_0)/F''(x_0)$
- Check whether $|x_0 - x_1| < \varepsilon$ where $\varepsilon > 0$ is the tolerance value. Repeat Step 2 until convergence according to the formula $x_i = x_{i-1} - F'(x_{i-1})/F''(x_{i-1})$ where i denotes the count of iteration.

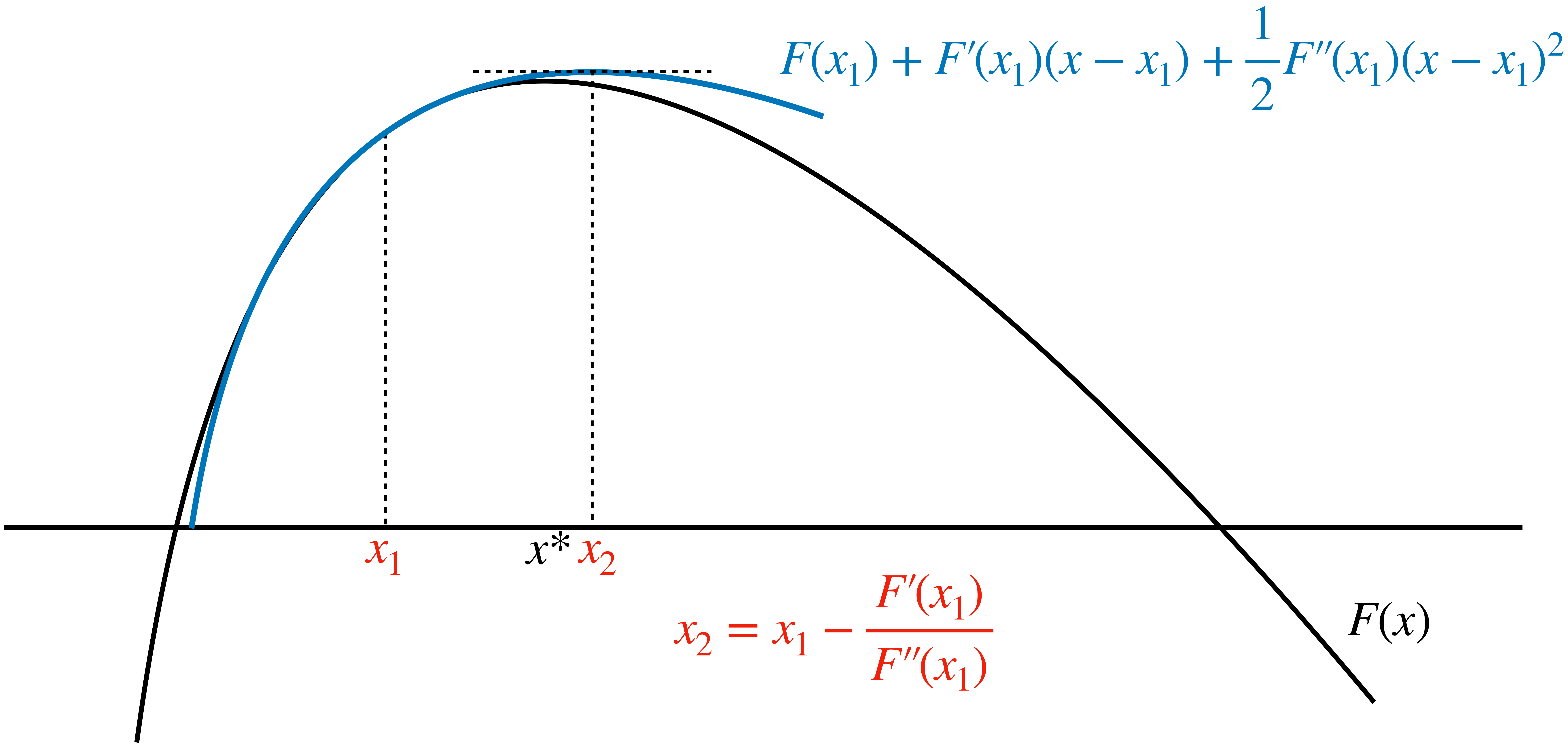
Newton’s method: idea



Newton's method: idea



Newton's method: idea



Newton’s method

Discussion

- Can be substantially faster especially if $F(x)$ is close to quadratic
- Caveats: (1) needs 1st and 2nd derivatives; (2) no guarantee of finding optimum
- Starting from a good initial guess is helpful

Final remarks

- Relationship btw root finding and optimization
    - “Optimizing” can be considered as “finding a root of FOC”
    - If little is known about the properties of the function, the golden-section method is advantageous because it does not require differentiability
- Importance to understand the algorithms and their properties, which helps you recognize why a method might fail
- Try coding the algorithm once: it will boost your understanding (see exercise)

Exercise

Consider the following static problem:

$$\max_{c>0, l\in(0,1)} \ln(c) - \frac{\omega}{\gamma} l^{\gamma}$$

Subject to

$$c = l^{\alpha} + x,$$

where c, l, and x denote consumption, leisure, and non-labor income.

Solve the problem using the four methods we learned. Consider that $\alpha = 0.33$, $\omega = 1$, $\gamma = 2$ and $x = 0.1$.