Adv. Macro: Heterogenous Agent Models

Jeppe Druedahl & Raphael Hüleux

2025

Plan

- 1. Introduction
- 2. Structure

- 3. Learning goals
- 4. Programming in Python
- 5. Consumption-Saving

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- Plan for today:
 - 1. More about the course
 - 2. Consumption-saving models
 - 3. Numerical dynamic programming

Model components:

- 1. Optimizing individual agents (households + firms)
- 2. Idiosyncratic and aggregate risk
- 3. Information flows (who knows what when \Rightarrow often everything)
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- HANK: Heterogeneous Agent New Keynesian model (i.e. include price and wage setting frictions)

History of heterogeneous agent macro

- Heathcote et al. (2009), »Quantitative Macroeconomics with Heterogeneous Households«
- 2. Kaplan and Violante (2018), »Microeconomic Heterogeneity and Macroeconomic Shocks«
- 3. Cherrier et al. (2023), »Household Heterogeneity in Macroeconomic Models: A Historical Perspective«
- 4. Auclert et. al. (2025), »Fiscal and Monetary Policy with Heterogeneous Agents«

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- Lectures: Tuesday 12-15
 - ~2 hours of »normal« lecture
 - $\sim\!1$ hour of active problem solving (no exercise classes)

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Material:

Web: sites.google.com/view/numeconcph-advmacrohet/ Git: github.com/numeconcopenhagen/adv-macro-het

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Code:

- 1. We provide code you will build upon
- 2. Based on the GEModelTools package

Individual assignments (hand-in on Absalon)

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Exam:

1. Hand-in 3×assignments

2. **36 hour take-home:** Programming of new extension

+ analysis of model + interpretation of results

Python

- Assumed knowledge: From Introduction to Programming and Numerical Analysis you are assumed to know the basics of
 - 1.1 Python
 - 1.2 VSCode
 - 1.3 git
- 2. Updated Python: Install (or re-install) newest Anaconda
- 3. Packages: pip install quantecon, EconModel, consav
- 4. GEMoodel tools:
 - 4.1 Clone the GEModelTools repository
 - 4.2 Locate repository in command prompt
 - 4.3 Run pip install -e .

Course plan

- Lecture 1-2: Consumption-saving models
- Lecture 3-6: General equilibrium model (stationary equilibrium + transition path)
- Lecture 7: Wealth inequality
- Lecture 8-13: HANK
- Lecture 14: Exam and perspectives

Learning goals

Knowledge

- 1. Account for, formulate and interpret precautionary saving models
- 2. Account for stochastic and non-stochastic simulation methods
- Account for, formulate and interpret general equilibrium models with ex ante and ex post heterogeneity, idiosyncratic and aggregate risk, and with and without pricing frictions
- 4. Discuss the difference between the stationary equilibrium, the transition path and the dynamic equilibrium
- Discuss the relationship between various equilibrium concepts and their solution methods
- Identify and account for methods for analyzing the dynamic distributional effects of long-run policy (e.g. taxation and social security) and short-run policy (e.g. monetary and fiscal policy)

Skills

- 1. Solve precautionary saving problems with dynamic programming and simulate behavior with stochastic and non-stochastic techniques
- 2. Solve general equilibrium models with ex ante and ex post heterogeneity, idiosyncratic and aggregate risk, and with and without pricing frictions (stationary equilibrium, transition path, dynamic equilibrium)
- 3. Analyze dynamics of income and wealth inequality
- 4. Analyze transitional and permanent structural changes (e.g. inequality trends and the long-run decline in the interest rate)
- Analyze the dynamic distributional effects of long-run policy (e.g. taxation and social security) and short-run policy (e.g. monetary and fiscal policy)

Competencies

- Independently formulate, discuss and assess research on both the causes and effects of heterogeneity and risk for both long-run and short-run outcomes
- 2. Discuss and assess the importance of how heterogeneity and risk is modeled for questions about both long-run and short-run dynamics

Programming in Python

References

- Variables are references to an instance of an object
- A class defines the type of an object
 - .attribute, state
 - .method(), action (incl. changing self)
- Inheritance (of methods) (class Child(Parent))
- = assigns a reference (not a copy!)

Question: What does a end up as? What if a = [1,2,3]?

```
1 a = np.array([1,2,3])
2 b = a
3 c = a[1:] # slicing
4 b[0] = 3 # indexing
5 c[0] = 3
```

Types and in-place operations

- Atomic types: int, float, str, bool, etc.
- Containers list, tuple, dict, set, np.array, etc.
- Mutables (e.g. list, np.array) can change in-place
 - 1. In-place operators (+=, -= etc.)
 - 2. Slicing: x[:] = x + y
- Immutables (e.g. atomic types and tuples) can never change

Questions: What does y end up as?

```
1 x = np.array([1,2,3])

2 y = x

3 x += 1

4 x[:] = x + 1

5 x = x + 1
```

Functions and scope

- Functions are objects (can e.g. be arguments in functions)
 Unlike in math:
 - 1. Can change its arguments (side-effects)
 - 2. Can call itself (recursion)
- Decorators change function behavior (e.g. @numba.njit)
- Variables can both be local scope (good) or global scope (bad)

Questions: What is the output?

```
1  a = 1
2  def f(x):
3     return x+a
4  print(f(1))
5  a = 2
6  print(f(1))
```

Computational tree and branches

- **Comparison** (==, !=, <, <=, not, and, or etc.)
- Conditionals (if, elif, else)
- Loops (for, while, continue, break)
- Convergence (tolerance in optimizer or root-finder/equation-solver)

Questions: How could this be implemented with a while loop?

```
1  x = x0
2  for i in range(n):
3     y = evaluate(x)
4     if check(y): break
5     x = update(x,y)
6  else:
7     raise ValueError('did not converge')
```

Decimal numbers are not exact

- Never use exactness for decimal numbers
 - Order of computation matter
 - Best with numbers are around 1 (underflow and overflow)
- Division, exp, log etc. are (costly) approximations
- Function approximation and interpolation often needed

Questions: Which are True and which are False?

```
print(0.1 + 0.2 == 0.3)
print(0.5 + 0.5 == 1.0)
print(np.isclose(0.1+0.2,0.3))
print(np.isclose(1e-200*1e200*1e200*1e-200,1.0))
print(np.isinf(1e-200*(1e200*1e200)*1e-200))
print(np.isclose(1e200*(1e-200*1e-200)*1e200,0.0))
```

Pseudo random numbers

- Only one seed (randomness not assured across seeds)
- State of random number generator can be reset
- Monte Carlo simulation and integration
 - 1. Static alternative: Use quadrature rules
 - 2. Dynamic alternative: Discretize and derive transition matrix

Questions: What is z equal to?

```
rng = np.random.default_rng(123)
s = rng.bit_generator.state
x = rng.normal(size=5)
y = rng.normal(size=5)
rng.bit_generator.state = s
z = rng.normal(size=5)
```

Documentation and debugging

- No code is self-explanatory (for others, incl. future you)
- Write documentation (use github-copilot)
 - 1. The comments explain humans what the code does.
 - 2. The code makes the computer do what the comments say
- Important design patterns:
 - 1. Use namespaces (be aware of scope) and meaningful names
 - 2. No repetition of code-lines \Rightarrow single-purpose functions/methods
 - 3. Use assert (also print and plot intermediate results)
 - 4. Use try-except
- Run from top to bottom (make <u>shortcut</u>)

Replication: datacodestandard.org

- Debugging (see 02. Debugging.ipynb)
 - 1. Errors are (almost) always simple
 - 2. Go through code step-by-step (manually or debugger)

Numba and EconModelClass

- Numba: Faster code (03. Numba.ipynb)
- EconModel (04. EconModelClass.ipynb)
 - 1. Make it easy to write well-structed code.
 - 2. Provide standard functionality for copying, saving and loading.
 - 3. Provide an easy interface to call numba JIT compilled functions.
 - Provide an easy interface to call C++ functions. (not relevant in this course)

Consumption-Saving

Consumption-saving

We start on the slides for lecture 2