

VFI Toolkit: Workshop, Part 4

vfitoolkit.com

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- We have seen Life-Cycle Models, which were partial equilibrium.
- We have seen OLG models, which add (stationary) general equilibrium.
- Now for OLG general eqm transition paths.
- Note: end point of transition must be a stationary general equilibrium.
Initial point can be, but does not need to be.
Intuitively, if end point is not a stationary general equilibrium why might we expect to actually end up converging to it?

- Code: first just solve for a final stationary general equilibrium.
Is just the same code we did to solve OLG models.
- In many cases, also solve for an initial stationary general equilibrium.
- Set $T = 100$, the number of time periods for our transition.
- So we identify initial with period 0 and final with period T .

OLG Model Transition

- In period 1 a path on exogenous parameters will be revealed.
- Call this *ParamPath*
E.g., we might set $ParamPath.tau = [Params.tau_initial * ones(1, 9), Params.tau_final.r * ones(1, T - 9)]$;
(announce today that tax τ will be increased in 10 periods time)
- We want to find the path on endogenous parameters
E.g., we might set initial guess
 $PricePath0.r = [linspace(p_eqm_initial.r, p_eqm_final.r, ceil(T/2)), p_eqm_final.r * ones(1, T - ceil(T/2))];$
- That satisfies some general eqm conditions
GeneralEqmEqns_Transition, set up in same way we would stationary general eqm eqns.
E.g., *GeneralEqmEqns_Transition.capitalmarket* set up to evaluate to zero in general eqm.
Can depend on lag/leads of parameters on the path. E.g., bequests received today must equal bequests left yesterday.
- Tell VFI Toolkit how to update price path based on general eqm eqns using *transpathoptions.GEnewprice3.howtoupdate*.
E.g. we might say that new interest rate r is equal to 0.9 times old interest rate minus 0.1 times the general eqm eqn $r - \alpha K^{\alpha-1} L^{1-\alpha}$. Note, this general eqm eqn is positive if r is 'too big', hence 'minus'.

OLG Model Transition

- Solve the general equilibrium transition path

$$PricePath = TransitionPath_Case1_FHorz(PricePath0, ParamPath, T, V_final, StationaryDist_init, ...)$$

- Done!

Currently, all transition paths are solved using 'shooting' algorithms.

- Once you solve, there are commands to calculate V, Policy, AgentDist, and AggVars across the transition path.
- Transition paths do not work for more advanced life-cycle model setups, currently they handle d , a , z and e .
More features hopefully coming soon :)
- Most of the time, you want to set *transpathoptions.fastOLG* = 1 (which parallizes across age j , faster but requires more gpu memory) and *vfoptions.divideandconquer* = 1 (exploit monotonicity, faster and also uses less gpu memory making fastOLG easier to use).

- Intro to OLG Transition Paths has some examples.
- This document is not yet online, but if you email I am happy to send a copy (contains about 7 examples).
- See [Conesa & Krueger \(1999\) example](#).
- For infinite horizon transition paths, there is an [example with Aiyagari \(1994\) model](#), and [example based on Guerrieri & Lorenzoni \(2017\) model](#).

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