# Regression Discontinuity and Other Methods

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## Random Effects and Fixed Effects Estimator

#### Random Effects:

- Assumes differences across entities are random.
- ▶ Pros: More efficient if no entity-specific confounders.
- Cons: Biased if entity-specific confounders are correlated with predictors.

#### Fixed Effects:

- Controls for time-invariant differences between entities.
- Pros: Unbiased if entity-specific attributes are constant over time.
- Cons: Cannot estimate effects of time-invariant predictors.

### Hausman Test

- ► Test the difference in coefficients obtained by estimating with fixed effects vs. random effects.
- ▶ **Null Hypothesis (H0):** Difference in coefficients is not systematic.
- ► Idea: If H0 is rejected, use fixed effects; if not, random effects might be preferable.

# Regression Discontinuity Design (RDD)

- Exploits situations in which rules or laws create sharp thresholds in the implementation of policies and programs.
- ► Example: Below the threshold people are not eligible but above the threshold they are eligible.
- Arbitrary rules provide natural experiments.
- Compares entities just affected by the rule with those just not affected.
- Lacks the element of random assignment quasi-experimental.

# Summary: Performance & Competitive Effects of School Autonomy

- Focus: How should public schools be managed? Autonomy vs. Tight control.
- ▶ 1988 Education Act: Schools could opt for 'grant-maintained' (GM) with more autonomy and resources.
- ► GM Status: Decided by parent vote. 51% affirmative leads to GM status.
  - ► The Threshold The Discontinuity Point
- Study uses the voting system and results as a basis for RDD.

## Key Considerations for RDD Validity

- ► **Stable Covariates:** Covariates shouldn't change discontinuously around the cutoff.
  - ► Test: Graph each covariate and check for insignificant treatment effects on them.
- ▶ No Manipulation: The cutoff shouldn't be manipulated.
  - Test: Perform a McCrary test and observe the density of the assignment variable.
- No Extraneous Jumps: There shouldn't be jumps in the outcome outside of the threshold.