Functional equations

Judd Chapters 10,11

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April 5, 2023

The Plan: building methods for dynamic problems

- In dynamic problems, the unknown is often a function
 - Dynamic Programming: Value and policy as function of state
 - Optimal Control: State and policy as function of time
- Differential equations & finite difference method
 - ODE: y'(x) = f(y(x), x)
 - Finite difference method: build a spline approximation to y recursively
 - Econ. problems are optimization; one way to derive an ODE is Optimal Control approach (Hamiltonian conditions)
- Projection methods
 - Global function approximation
 - Coefficients approximately solve any conditions on the function, e.g. the Bellman equation of Dynamic programming
- Optimal Control will be covered in a later class

Motivation

Optimal growth – social planner solves:

$$\max_{c} \int_{0}^{\infty} e^{-\rho t} u\{c(t)\} dt$$
 subject to: $\dot{k} \equiv k'(t) = f\{k(t)\} - c(t)$
$$k(0) = \bar{k}_{0}$$

- $u(c) = \frac{c^{\gamma+1}}{\gamma+1}$ is the utility function
- $f(k) = Ak^{\alpha}$ is the production function.
- Opt.Control: derive $c'(t) \equiv \dot{c}$ from optimality conditions, so $C'(k) = \dot{c}/\dot{k}$ is an ODE
 - Today's ODE: assume c(t) = (1 s) f(k(t)), so $k'(t) = sf\{k(t)\}$
- Dynamic programming: solve Bellman equation for for C(k) and V(k).

Ordinary Differential Equation (ODE)

• First-order ODE:

$$\frac{dy}{dx} = f(y, x),$$

where $f: \mathbb{R}^{n+1} \to \mathbb{R}^n$ is the known function and $y: [a,b] \subset \mathbb{R} \to \mathbb{R}^n$ is the unknown solution.

 A kth order ODE can be transformed into a system of k first-order ODEs.

$$\frac{d^2y}{dx^2} = f(\frac{dy}{dx}, y, x) \Leftrightarrow \left\{ \begin{array}{c} \frac{dy}{dx} = z\\ \frac{dz}{dx} = f(z, y, x) \end{array} \right\}$$

 Initial value problem (IVP) – conditions on the solution at a single point:

$$y(x_0)=y_0,$$

• Boundary value problem (BVP) – at several points:

$$g_i(y(x_i)) = 0, \qquad i = 1, \ldots, n$$

Linear ODE-IVP

• If the problem is linear in y' and y:

$$y'(x) + a(x)y = b(x),$$

 $y(0) = y_0$

• There is a closed-form solution:

$$y(x) = y_0 \exp\left\{-\int_0^x a(s) ds\right\} +$$

$$+ \int_0^x \exp\left\{-\int_0^s a(r) dr\right\} b(s) ds$$

Constant coefficients simplify the problem:

$$y'(x) = Ay, y(0) = y_0$$

 $\Rightarrow y(x) = y_0 \exp\{Ax\}$

General IVP: Euler methods

IVP:
$$y'(x) = f(y(x), x), y(x_0) = y_0; y : [a, b] \to \mathbb{R}, x_0 = a$$

- Grid $x_i = x_0 + ih$, where $i = 0, 1, \ldots, N$ and $h = \frac{b-a}{N}$.
- Goal: Find $Y_i = y(x_i)$

Explicit Euler method:

• Taylor approximation of y around x_i , evaluated at x_{i+1} :

$$y(x_{i+1}) \approx y(x_i) + y'(x_i)(x_{i+1} - x_i)$$

• Recall that $x_{i+1} - x_i = h$, and compute:

$$Y_{i+1} = Y_i + hf(Y_i, x_i), \quad Y_0 = y_0$$
 (EE)

- Straightforward computation (i = 1, ..., N)
- If $y \in C^3[a,b]$, $f \in C^2$, and f_y and f_{yy} are bounded, then error of Euler method shrinks in proportion to h.

Implicit Euler method

• Same approximation, but around x_{i+1} & evaluated at x_i :

$$y(x_i) \approx y(x_{i+1}) + y'(x_{i+1})(x_i - x_{i+1})$$

• Again, $x_i - x_{i+1} = -h$ and solve:

$$Y_{i+1} = Y_i + hf(Y_{i+1}, x_{i+1})$$
 (IE)

- (IE) is a nonlinear equation in $Y_{i+1} \Rightarrow$ slower step
 - Implement as Newton's method at each i,
 - or as a fixed-point iteration (need $|hf_y| < 1$),
 - or as a large system of nonlinear equations.
- More stable \Rightarrow can use higher $h \Rightarrow$ less steps
- Both Euler methods assume y'(x) is a step-function, so y(x) is piecewise linear

Trapezoid method

Combine explicit and implicit Euler:

$$Y_{i+1} = Y_i + \frac{h}{2} \left[f(Y_i, x_i) + f(Y_{i+1}, x_{i+1}) \right]$$
 (T)

- Assumes y'(x) is piecewise linear,
- so y(x) is piecewise quadratic.
- Convergence is quadratic: error $\sim h^2$
- Method is also implicit since (T) defines Y_{i+1} as the solution to an equation.
- Runge-Kutta scheme generalizes finite difference methods:

$$Y_{i+1} = Y_i + \frac{h}{2} \left[f(Y_i, x_i) + f(Y_i + hf(x_i, Y_i), x_{i+1}) \right]$$

Also quadratic, but explicit

Runge-Kutta 4th order scheme

$$Y_{i+1} = Y_i + \frac{h}{6} [z_1 + 2z_2 + 2z_3 + z_4], \quad Y_0 = y_0,$$

where

$$z_{1} = f(Y_{i}, x_{i}),$$

$$z_{2} = f(Y_{i} + \frac{h}{2}z_{1}, x_{i} + \frac{h}{2}),$$

$$z_{3} = f(Y_{i} + \frac{h}{2}z_{2}, x_{i} + \frac{h}{2}),$$

$$z_{4} = f(Y_{i} + hz_{3}, x_{i} + h).$$

- Explicit
- Converges at rate h^4 .
- Each step evaluates f four times.

Example: constant growth rate

• Growth model with constant savings rate s:

$$\dot{k} \equiv k'(t) = sf\{k(t)\},$$

$$k(0) = \bar{k}_0$$

- 1st order ODE,
 - nonlinear if $f(\cdot)$ is nonlinear
 - IVP: $k(0) = \bar{k}_0$
- Grid over the argument of the function: $t_i = ih$
- Runge-Kutta: Compute $k_{i+1} = \widehat{k(t_{i+1})}$ using k_i and t_{i+1}

Boundary value problem (BVP)

General form (with two point conditions):

$$\dot{x}(t) = f(x(t), y(t), t), \quad x(0) = \bar{x}_0,$$

 $\dot{y}(t) = g(x(t), y(t), t), \quad y(T) = \bar{y}_T.$

Solution = **Shooting**

- Initialization: Guess y_0 and choose stopping criterion ϵ .
- Step 1: Solve the IVP

$$\dot{x}(t) = f(x(t), y(t), t), \quad x(0) = \bar{x}_0,$$

 $\dot{y}(t) = g(x(t), y(t), t), \quad y(0) = y_0.$

- Let $Y(T, y^0)$ be the resulting approximation for y(T).
- Step 2: If $||Y(T, y^0) \bar{y}_T|| < \epsilon$, stop; otherwise, adjust y_0 using Bisection, Secant, etc.
- I.e. solve the nonlinear equation $Y(T; y^0) = \bar{y}_T$.

BVP example: Life-cycle consumption

• Consumer with lifespan *T* solves:

$$\max_{c} \int_{0}^{T} e^{-\rho t} u(c) dt$$

subject to $\dot{A} = f(A) + w - c$, $A(0) = A(T) = 0$

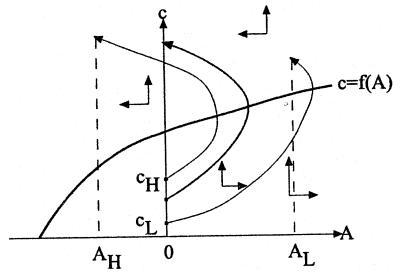
- A(t) = assets that consumer holds at time t
- w = wage, $f(\cdot) = \text{return on investment}$
- Optimal Control methods (Hamiltonian + Pontryagin conditions, topic 9) tell us that:

$$\dot{c} = \frac{u'(c)}{u''(c)} \left(\rho - f'(A) \right),$$

$$\dot{A} = f(A) + w - c$$

• Shooting: pick c(0) to make A(T) = 0 (Fig.10.2)

Finite-Horizon Optimal Control Problems



Shooting in a life-cycle consumption problem. Source: Judd, K. (1998), Figure 10.2.

Projection: idea

- Solving y'(x) = f(y(x), x), $y(0) = y_0$, for $x \in [0, \bar{X}]$
- Finite difference methods construct $y\left(\cdot\right)$ from splines
- Projection chooses function representation to minimize global measure of error

$$\hat{y}(x) = y_0 + \sum_{j=1}^n a_j \phi_j(x)$$

- $a_0 \equiv y_0$ to fit the initial condition (here, $\phi_i(0) \equiv 0$)
- Define function operator: $[\mathcal{L}y](x) = [y'(x) f(y(x), x)](x)$
- Solution $y^*\left(\cdot\right)$ must satisfy $\left[\mathcal{L}y^*\right]\left(x\right)=0$, $\forall x\in\left[0,\bar{X}\right]$
- Idea: find coefficients a that make $\mathcal{L}\hat{y}\left(x\right)$ "small",
 - To this end, define **residual function**:

$$R(x;a) \equiv \mathcal{L}\hat{y}(x) = \sum_{j=1}^{n} a_{j} \phi'_{j}(x) - f(y_{0} + \sum_{j=1}^{n} a_{j} \phi_{j}(x), x)$$

Projection: approaches

- Want to find a that makes $R\left(x;a\right)=\mathcal{L}\left[\sum_{j=1}^{n}a_{j}\phi_{j}\right]\left(x\right)$ small
- Different approaches use different function representation, different def of "small"
- Spectral methods solve exactly $\langle R(x,a), \psi_i(x) \rangle = 0 \ \forall i$
 - n unknowns $(a) \Rightarrow \text{need } n$ equations
 - Representation should approximate solution well
 - ullet Choose ψ to approximate range space well
 - Use knowledge of function class (differentiable, etc)
- Finding a: solve system of n equations
 - If $\mathcal L$ and $\hat y$ linear, system is linear
 - Otherwise, use nonlinear solution method: e.g. fixed point, Newton
- Warning: $\frac{d}{da}\mathcal{L}$ can be very badly conditioned
 - E.g. $\mathcal{L} = \int_s^t k(x,z)\hat{y}(z)dz = 0$ Fredholm eq of 1st kind
 - ullet ightarrow use penalized method

Spectral approaches: examples

- ullet Galerkin: Use $\{\psi\}$ an orthonormal basis
 - ullet Typically: $\{\psi\}=\{\phi\}$ orthogonal polynomials
 - Can differentiate, integrate exactly in many cases
 - Petrov-Galerkin $\{\psi\} \neq \{\phi\}$
 - ullet o.n.b. ensures L^2 approx of input and output
 - Exponentially fast approximation in n if solution known to be smooth
- Least squares:

$$\min_{a} \int_{0}^{X} \left[R\left(x;a\right) \right]^{2} dx$$

- FOC's: one equation for each a_j : $\left\langle R(x,a), \frac{\partial}{\partial a_j} R(x,a) \right\rangle = 0$
- Special case solvable by optimization

Pseudo-spectral approaches

- Spectral methods: evaluate R(x, a) and inner products
 - Need closed form for operator and integral
- Instead, can approximate inner product by quadrature
- ullet If ${\cal L}$ itself involves integral, use quadrature here too

$$\int \int k(x,z) \sum_{j=1}^{n} a_{j} \phi_{j}(z) dz \psi_{i}(x) dx = \sum_{j=1}^{n} a_{j} \left\langle k(x,z), \phi_{j} \psi_{i} \right\rangle$$

- Choose quadrature method to fit function choice
 - Gaussian or other exact method for polynomials
- (Chebyshev) *Collocation*: pick n nodes x_i , and solve:

$$R(x_i; a) = 0, \qquad i = 1, ..., n$$

- Nodes $x_i = \text{degree } n$ Chebyshev points, mapped into $[0, \bar{X}]$
- ullet $\phi_{i}\left(x
 ight)$ any basis, ψ_{i} are *implicitly* Chebyshev polynomials
- Uses interpolation (fast) in place of exact projection (slow)

Projection: applications

- If solving a system of ODE's:
 - Separate approximation for each univariate function
 - Separate residual f-n for each eq-n \Rightarrow same number of nodes
- If solving BVP: need to account for boundary conditions
- Either add as equation $\hat{y}(x_0) = a_0$
- or choose basis that satisfies for all a: "solve out"
- Projection method works for all functional equations, not just ODE's:
 - ullet Bellman \Rightarrow eq's in terms of value and policy functions
 - Optimal control approach: ODE for policy function (with steady state as the "initial" value)
 - Euler equation: eq-n in terms of policy function (next slide)

Projection example: Euler equation

• Discrete-time growth model:

$$\max_{c,k} \sum_{t=1}^{\infty} \beta^{t} u\left(c_{t}\right)$$
 s.t. : $k_{t+1} = f\left(k_{t}\right) - c_{t}$

• Substitute $c_t = f(k_t) - k_{t+1}$, take FOC w.r.t. k_{t+1} :

$$u'\left(c_{t}\right) = \beta u'\left(c_{t+1}\right) f'\left(k_{t+1}\right)$$

• Rewrite in terms of policy function: $c_t = C(k_t)$:

$$\mathcal{L}C(k) \equiv \begin{bmatrix} u'[C(k)] \\ -\beta u'[C(f(k) - C(k))] f'(f(k) - C(k)) \end{bmatrix} = 0$$

• Apply \mathcal{L} to $\hat{C}\left(k;a\right)=\sum_{j=0}^{n}a_{j}\phi_{j}\left(k\right)$:

$$R(k;a) \equiv \mathcal{L}\hat{C}(k;a)$$

Projection implementation

- Need a good non-linear equation solver, or optimizer
 - Note that there is no coefficient regression anymore
- Starting values of coefficients are often crucial
 - Set low-degree coefficients to correct slope and curvature
 - Leave higher-order coefficients at zero
- Plot resulting function and residuals
 - Function: Check slope and curvature; reduce degree of polynomials if too many waves
 - Residuals: make sure they are small everywhere; increase degree if there is bias in their sign
- Code polynomial evaluation as a separate function
 - Or pre-compute polynomials at nodes

Projection Pros and Cons

- When solution well-approximated by known basis, can be really accurate
 - Error can decay exponentially in n if y(.) analytic
 - ullet Guarantees depend on "well-posedness" of ${\cal L}$
 - Combine with analytical results to ensure good behavior
- Requires solving system:
 - If linear, up to $O(n^3)$, if nonlinear, $O(n^3)$ each iteration
- Finite difference methods effectively solve system also, but due to locality get sparsity, fast O(n) solves
- Big gains to using structure for faster system solves, integrals
- Advanced function representation can help:
 - Adaptive methods: add new basis/node using residuals
 - Neural nets, Smolyak can be applied if dimension large
- Choice often depends on needs in rest of multistep algorithm
 - May need continuity or other function property

References

- Ordinary Differential Equations
 - SciML Book, Docs, Tutorials
- Projection:
 - Boyd: Chebyshev and Fourier Spectral Methods
 - Chatelin: Spectral Approximation of Linear Operators
 - Econ-specific: Fernández-Villaverde et al Macro Handbook