Julia Syntax and Algorithm

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THE MOST important coding rules

Leggi le leggi

("Read the manuals" in Italian)

Resources on Syntax

- Julia Official Tutorial: `https://julialang.org/learning/tutorials/`
- Wikibook on Introducing Julia: `https://en.wikibooks.org/wiki/Introducing_Julia`
- QuantEcon w/ Julia: `https://julia.quantecon.org/intro.html`
- Julia in 100 Seconds: `https://www.youtube.com/watch?v=JYs_94znYy0`

The REPL

REPL stands for **R**ead, **E**valuate, **P**rint, and **L**oops.

Julia's REPL is the best I have ever seen, includes

- Unicode transformation: type `\alpha` and `tab` leads to α
- Package management: type `]` to enter `Pkg` mode to `add` packages
- Manual query: type `?` to enter `help` mode and find function manual
- Tab completion: type `\al` and `tab` gives you possible commands
- $\uparrow$ / $\downarrow$: up/down arrow key cycle through executed command history

The Language: Good and Bad

Julia language is designed with scientific computing in mind, and thus

- Unicode variable: directly use α as variable, not `alpha`.
- Multiple dispatch: multiple "methods" in one function for input types
- Type system: use `struct` to build custom types ($\approx$ but $\neq$ OOP)

But also have some weird behavior that I am not used to:

- Weird scope: variables defined inside loops (`while`, `for`) are **local**.
- Speed needs discipline: **well-written** code v.s. **sloppy-written** code
- Memory usage: might directly crash the Julia session ($\because$ LLVM?)

Best practice? Still Searching...

Syntax: generating a grid

- Usually the Macro coding starts with the grids of choice variables.
- A grid is a finite sample of continuous choice variable.
- Key to construct a grid is the `collect` and `range` function.
- `range` syntax requires `start` pt, `stop` pt and `length` of this grid
- `collect` then "collect" this `range` object into an array.

```
cnum = 100
lnum = 100
cgrid = collect( range( 0.01, 10.0, length = cnum ) )
lgrid = collect( range( 0.01, 1.0, length = lnum ) )
```

Syntax: Array manipulation

To get one element of a grid, we use `[]` syntax.

```
cval = cgrid[1] # get the first element of cgrid
lval = lgrid[5] # get the fifth element of lgrid
```

To create an array, you can use manual or automatical way.

```
# manually type all the elements
a = [1.0, 2.0, 3.0, 4.0, 5.0 ]
# automatically generate an "empty" array
#              type    dim empty  row   column
utility = Array{Float64, 2}(undef, cnum, lnum)
utility = zeros(cnum, lnum) # zero array
utility = ones(cnum, lnum) # one array
```

Syntax: `for` loop

To calculate the utility value at each (C, l) bundle, use `for` loop

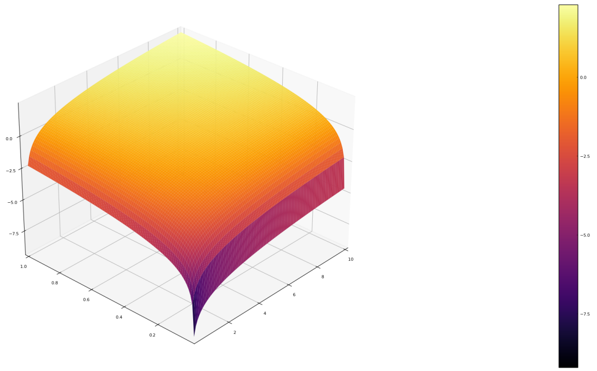
```
utility = Array{Float64, 2}(undef, cnum, lnum)
for indl in 1:1:lnum
    # get the each value in leisure grid
    lval = lgrid[indl]
    for indc in 1:1:cnum
        # get the each value in consumption grid
        cval = cgrid[indc]
        # log utility in both c and l
        utility[indc, indl] = log(cval) + log(lval)
    end
end
```

Syntax: 3-D plotting

Install `Plots` and `PyPlot` by typing `]` and type `add Plots PyPlot`

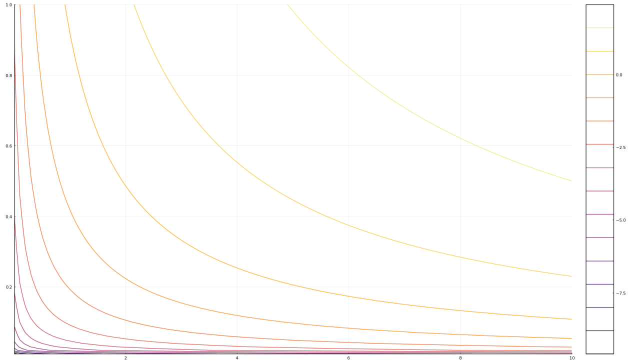
Plot the `utility` array by

```
using Plots; pyplot();
surface(cgrid, lgrid, utility)  # 3-D figure
```



Syntax: contour plotting

```julia
using Plots; pyplot();
contour(cgrid, lgrid, utility)  # contour figure
```



Syntax: `println` print something out

To show some info inside the `for` loop, `println` is a convenient tool.
If you want to know what (C, l) bundle leads to $U(C, l) = 0.0$,

```
    for indl in 1:1:lnum
        for indc in 1:1:cnum
            # the abs of u is close enough to 0.0
            if abs(utility[indc, indl]) < 1e-2
            # '$': string interpolation (IMO inefficient)
                println("U ~ 0 at (C, l) = ($indc, $indl)")
            end
        end
    end
```

`println` v.s. `print`: `println` add additional `\n`

Syntax: `while` loop

`while` loop mostly used when iteration only hault in some conditions.

In my experience it is mostly used if something needs convergence.

The following code is **NOT** an efficient way to find minimum location.

(should use `argmin` for `minimum` and `argmax` for `maximum`)

```
dist = 1.0; iter = 0;
while (dist > 1e-2)
    iter += 1 # same as "iter = iter + 1"
    indc = rand(1:1:cnum); indl = rand(1:1:lnum)
    dist = utility[indc, indl] - minimum(utility)
    if (dist < 1e-2)
        println("Find minimum at ($indc, $indl)")
        println("Iterates $iter times")
    end
end
```

Syntax: Rounding

Mostly for exam / standardization purpose.

```
round(pi)                 # 3.0
round(pi, digits = 1)     # 3.1
round(pi, digits = 2)     # 3.14
round(pi, digits = 3)     # 3.142
round(pi, digits = 4)     # 3.1416
round(pi, digits = 5)     # 3.14159
```

Grid search

Just calculate value **on** the grid points! Like for loop slide

Recall the formula with gov spending:

$$\max_{l} \quad \frac{(z(1-l)^{1-\alpha} - G)^{1-b}}{1-b} + \frac{l^{1-d}}{1-d}. \tag{1}$$

We want to solve $l(z, G)$, but how to choose the `Ggrid`?

From the FOC we know

$$G = F(l) = z(1-l)^{1-\alpha} - \left[\frac{l^{-d}}{(1-\alpha)z(1-l)^{-\alpha}}\right]^{-\frac{1}{b}}. \tag{2}$$

Our first step starts with generating a TFP grid:

```
    znum = 100
    zgrid = collect( range( 0.8, 1.2, length = znum ) )
```

Grid search: preperation

We want to find the upper/lower bound of `Ggrid`:

```
a = 1/2; b = 2; d = 3/2;
GovFOC(z, l) = z*(1-l)^(1-a) - # line continuation!
    ( (l^(-d)) / ( (1-a)*z*(1-l)^(-a) ) )^(-1/b)
# upper & lower bound of Ggrid
Gbound = Array{Float64, 2}(undef, znum, 2)
for indz = 1:1:znum
    zval = zgrid[indz]
    Gbound[indz, 1] = GovFOC(zval, 0.99) # lower bound
    Gbound[indz, 2] = GovFOC(zval, 0.01) # upper bound
end
```

Grid search: preperation (cont.)

```julia
# lower bound should higher than 0.01
Glow = max(0.0, minimum(Gbound))
Ghigh = maximum(Gbound)
# build Ggrid
Gnum = 100
Ggrid = collect( range( Glow, Ghigh, length = Gnum ) )
# build lgrid
lnum = 100
lgrid = collect( range( 0.01, 1.0, length = lnum ) )
```

and then find the optimal leisure using the value on this grid:

Grid search: structure

```julia
a = 1/2; b = 2; d = 3/2;
# define implicit utility function
utility(l, z, G) = ( ( z*(1-l)^(1-a) - G )^(1-b) ) /
                     ( 1-b ) +
                     ( l^(1-d) ) / (1-d)
# Array for storage
## for temporary storage
uvec = Array{Float64, 1}(undef, lnum)
## for optimal utility value
ustar = Array{Float64, 2}(undef, znum, Gnum)
## for optimal leisure given z, G
lstar = Array{Float64, 2}(undef, znum, Gnum)
```

Grid search: structure (cont.)

```
for indG = 1:1:Gnum
    Gval = Ggrid[indG]
    for indz = 1:1:znum
        zval = zgrid[indz]
        for indl = 1:1:lnum
            lval = lgrid[indl]
            cval = zval*(1-lval)^(1-a) - Gval
            uvec[indl] = ( cval < 0.0 ? -Inf :
                                utility(lval, zval, Gval) )
        end
        ustar[indz, indG] = maximum(uvec)
    end
end
```

Grid search: analysis

Notice that in previous slide, I check whether `cval < 0.0`
and also we find the highest utility and the corresponding (z, G) value by

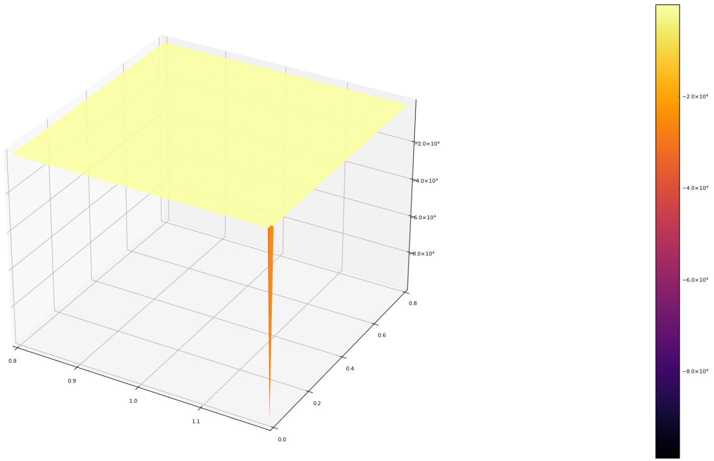
```
    umax = maximum(ustar)
    zloc = argmax(ustar)[1]
    Gloc = argmax(ustar)[2]
    zmax = zgrid[zloc]
    Gmax = Ggrid[Gloc]
```

But if you plot you will see that the plot is slightly "off":

```
    using Plots; pyplot()
    surface(zgrid, Ggrid, ustar)
```

$\because$ large negative point that drag down the scale of every point.

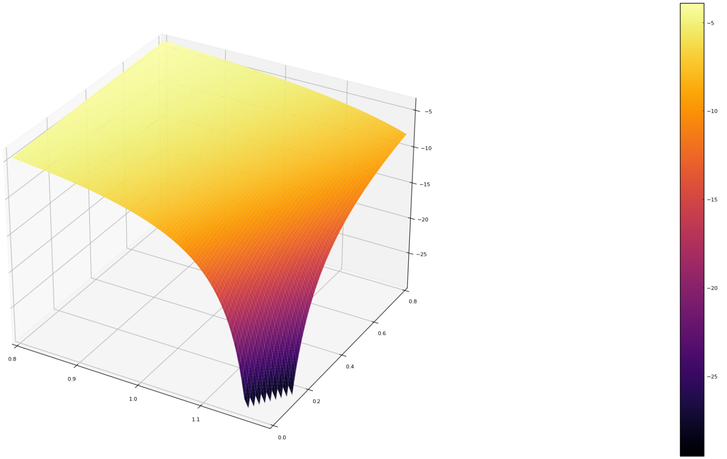
grid search: misleading figure



Grid search: revising (erase `uval < -30.0`)

```
    for indG = 1:1:Gnum
        Gval = Ggrid[indG]
        for indz = 1:1:znum
            zval = zgrid[indz]
            for indl = 1:1:lnum
                lval = lgrid[indl]
                cval = zval*(1-lval)^(1-a) - Gval
                uval = utility(lval, zval, Gval)
                uvec[indl] = ( (cval < 0.0 || uval < -30.0)
                                 ? -Inf : uval )
            end
            ustar[indz, indG] = maximum(uvec)
        end
    end
```

Grid search: better figure



Grid search: Can we do better?

All of the `-Inf` stuff we are assigning manually is because $C < 0$. Recall that $C = Y - G$, and thus for $C \geq 0$, $Y - G \geq 0 \Rightarrow Y > G$.

```
    ymat = Array{Float64, 2}(undef, znum, lnum)
    for indl = 1:1:lnum
        lval = lgrid[indl]
        for indz = 1:1:znum
            zval = zgrid[indz]
            ymat[indz, indl] = zval * (1-lval)^(1-a)
        end
    end
    ymin = minimum(ymat)
```

You will get $min(y) = 0.081$, which means that if you choose the `Ghigh = 0.08`, $C > 0, \forall z, G$ assigned.

Grid search: do better

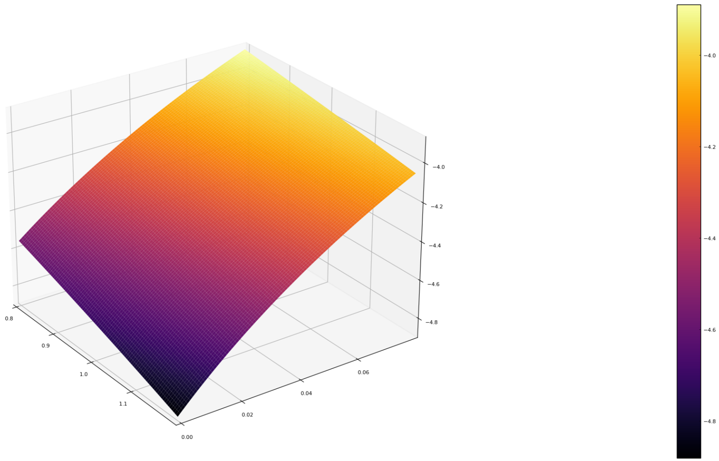
```julia
# lower bound should higher than 0.01
Glow = 0.0
Ghigh = 0.08
# build Ggrid
Gnum = 100
Ggrid = collect( range( Glow, Ghigh, length = Gnum ) )
# build lgrid
lnum = 100
lgrid = collect( range( 0.01, 0.99, length = lnum ) )
```

and then find the optimal leisure using the value on this grid:

Grid search: do better (cont.)

```
    for indG = 1:1:Gnum
        Gval = Ggrid[indG]
        for indz = 1:1:znum
            zval = zgrid[indz]
            for indl = 1:1:lnum
                lval = lgrid[indl]
                cval = zval*(1-lval)^(1-a) - Gval
                uvec[indl] = utility(lval, zval, Gval)
            end
            ustar[indz, indG] = maximum(uvec)
        end
    end
```

Grid search: better figure



Grid search method: additional details

Calculate on the grid point $\Rightarrow$ result are correct but speed is slow.

Notice that when you choose the grid points, better to avoid some value:

Example

When I create `cgrid` and `lgrid`, I avoid the start point of 0.0, but 0.01, since $log(0.0) = \infty$.

In general, if theoretical range, say leisure, is $[0, 1]$, then it is safe to build a grid from $[0.01, 0.99]$.