

An Algorithm to compute the Stationary Equilibrium in Heterogeneous Agents Models

Lecture 13

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Introduction

- Take a standard problem in quantitative macroeconomics - recursive competitive equilibrium
- Re-write in notation which makes it easy to solve using **collocation**
 - Based on [Miranda and Fackler](#)
 - General notation useful for a lot of problems. Fully vectorized.
 - Type straight into computer
 - Pre-computed integrals ([Maliar-Maliar-Judd](#))
- Robust method for computing stationary distributions
- A simple parallelised bisection method
- Discuss generalisations
- HPC

Simple problem

Agent's problem

The agent takes the price p as given and solves the following given their states (x, z)

$$V(x, z) = \max_{x' \in B(x, z)} F(x, z, x', p) + \beta \sum_{z' \in \mathcal{Z}} P(z, z') V(x', z')$$

Solution $V(x, z)$ and $x'(x, z)$.

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Extensions

- Markov-switching, for example uncertainty regimes
- Discrete choices
- $z' \sim \Gamma(z, z')$, for example $\log(z') = \rho \log(z) + \varepsilon$
- Next period x' subject to *iid* shock

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Equilibrium

Let $\lambda(x, z)$ be the stationary measure of agents then Λ satisfies

$$\Lambda(x', z') = \int_{X \times Z} \mathbf{1}[x'(x, z) \leq x'] P(z, z') d\lambda(x, z)$$

Market clearing requires that

$$\bar{x} = \int_{X \times Z} x'(x, z) d\lambda(x, z)$$

Concern for robustness - $\max_{\text{strategy}} \min_{\text{what can go wrong}}$

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- Problem sets

- Reasonable / already estimated θ , already given p
- All very well behaved
- Tend to be solving each piece of a problem separately
- **Ideal** Gradient-based solvers for maximization problems, Chebyshev polynomials for approximants.

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- Quantitative work

- No idea what θ is, always solving for a p
- Possibly manic
- All routines are nested
- **Want** All routines highly robust. Bisection methods, splines, golden-section search solvers. Tolerances should be highest in the inner-most loop.
- **Want** Set-up to be highly flexible. What if I add *iid* shocks? Uncertainty? Completely different model?

Notation

- Let's call a state $s = (x, z)$

$$V(s) = \max_{x' \in B(s)} F(s, x') + \beta \sum_{z' \in \mathcal{Z}} P(s_2, z') V([x', z'])$$

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- Choose a set of nodes for collocation
- Here focus is on splines, using Chebyshev these are chosen for you.

See code - Simple way to add curvature to nodes for x

See code - Way to remove low probability points for z

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- **Result** - N_X nodes for x , N_Z nodes for z , matrix \mathbf{P}

$$\begin{aligned} \mathbf{s} &= [\mathbf{i}_{N_Z} \otimes \mathbf{x}, \mathbf{z} \otimes \mathbf{i}_{N_X}] \\ N_S &= N_X \times N_Z \end{aligned}$$

Pre-computing integrals - Maliar, Maliar and Judd

- Take the problem and split it in two

$$\mathbf{V}(\mathbf{s}) = \max_{\mathbf{x}' \in \mathbf{B}(\mathbf{s})} \mathbf{F}(\mathbf{s}, \mathbf{x}') + \beta \mathbb{E} [\mathbf{V}([\mathbf{x}', \mathbf{z}'])]$$

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\downarrow

$$\mathbf{V}_1(s) = \max_{x' \in \mathbf{B}(s)} \mathbf{F}(s, x') + \beta \mathbf{V}_2([x', s_2])$$

$$\mathbf{V}_2(s) = \mathbb{E} [\mathbf{V}_1([s_1, z'])]$$

Approximation

- System to be solved on nodes s

$$\mathbf{V}_1(s) = \max_{x' \in \mathbf{B}(s)} \mathbf{F}(s, x') + \beta \mathbf{V}_2([x', s_2])$$

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- Replace functions with approximants

$$V_1(s_i) = \sum_{j=1}^{N_S} \phi(s_i) c_j^1 \quad V_2(s_i) = \sum_{j=1}^{N_S} \phi(s_i) c_j^2$$

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$$\mathbf{V}_1(s) = \Phi(s) c^1 \quad \mathbf{V}_2(s) = \Phi(s) c^2$$

Approximation

- System to be solved on nodes s

$$\Phi(s)c^1 = \max_{x' \in \mathbf{B}(s)} \mathbf{F}(s, x') + \beta \Phi([x', s_2])c^2$$

$$\Phi(s)c^2 = \mathbb{E} [\Phi([s_1, z'])c^1]$$

- Replace functions with approximants

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Pre-computing integrals - Maliar, Maliar and Judd

$$\Phi(s)c^2 = \mathbb{E} [\Phi([s_1, z'])c^1]$$

$$\Phi \left(\begin{bmatrix} x_1 & z_1 \\ x_2 & z_1 \\ x_3 & z_1 \\ x_1 & z_2 \\ x_2 & z_2 \\ x_3 & z_2 \end{bmatrix} \right) c^2 = \begin{bmatrix} p_{11} & 0 & 0 & p_{12} & 0 & 0 \\ 0 & p_{11} & 0 & 0 & p_{12} & 0 \\ 0 & 0 & p_{11} & 0 & 0 & p_{12} \\ p_{21} & 0 & 0 & p_{22} & 0 & 0 \\ 0 & p_{21} & 0 & 0 & p_{22} & 0 \\ 0 & 0 & p_{21} & 0 & 0 & p_{22} \end{bmatrix} \Phi \left(\begin{bmatrix} x_1 & z_1 \\ x_2 & z_1 \\ x_3 & z_1 \\ x_1 & z_2 \\ x_2 & z_2 \\ x_3 & z_2 \end{bmatrix} \right) c^1$$

$$\implies \Phi(s)c^2 = (\mathbf{P} \otimes \mathbf{I}_{N_X}) \Phi(s)c^1$$

Solution

- $2N_S$ equations in $2N_S$ unknowns: $c = (c^1, c^2)'$

$$\Phi(s)c^1 = \max_{x' \in \mathbf{B}(s)} \mathbf{F}(s, x') + \beta \Phi([x', s_2])c^2$$

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- Contains a \max so any solution scheme **must be iterative**
 1. Contraction
 2. Newton-Raphson

Solution - Contraction

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$$\Phi(s)c^2 = (\mathbf{P} \otimes \mathbf{I}_{N_X})\Phi(s)c^1$$

1. Guess a $c_0 = (c_0^1, c_0^2)'$
2. Given c_k update to c_{k+1} by

$$c_{k+1}^1 = \Phi(s)^{-1} \left[\max_{x' \in \mathbf{B}(s)} \mathbf{F}(s, x') + \beta \Phi([x', s_2])c_k^2 \right]$$

$$c_{k+1}^2 = \Phi(s)^{-1} (\mathbf{P} \otimes \mathbf{I}_{N_X})\Phi(s)c_k^1$$

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- **Debug** - Should *a/ways* check this leads to convergence. It should if problem is a contraction and approximation is reasonable.

Solution - Newton Raphson

- $2N_S$ equations in $2N_S$ unknowns: $c = (c^1, c^2)'$

$$\begin{aligned} \mathbf{g}(c) &= 0 \\ \begin{bmatrix} g_1(c^1, c^2) \\ g_2(c^1, c^2) \end{bmatrix} &= \begin{bmatrix} \Phi(s)c^1 - \max_{x' \in \mathbf{B}(s)} \mathbf{F}(s, x') + \beta \Phi([x', s_2])c^2 \\ \Phi(s)c^2 - (\mathbf{P} \otimes \mathbf{I}_{N_X})\Phi(s)c^1 \end{bmatrix} \end{aligned}$$

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Filling in the gaps - How to solve max?

- Given a c we need to compute

$$\max_{x' \in \mathbf{B}(s)} \mathbf{F}(s, x') + \beta \Phi([x', s_2]) c^2$$

- Compecon function `goldenx` does vectorized golden-search. Robust. Fast.
- Simple to handle constraints $x' \in \mathbf{B}(s)$

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- What if x is multi-dimensional?
 - Option 1 - Relatively straight-forward to write a **Nelder-Mead** algorithm. Can still keep everything vectorized.
 - Option 2 - Use a **FOC** to pin down x_2 in terms of x_1 , use golden-search on x_1 .
 - Option 3 - Use **nested golden-search**, one variable then the other.

Filling in the gaps - How to compute $\Phi(s)$?

- Compecon function `fundef` establishes a `fspace` object, for example ...
- Can then use the function `funbas` to compute basis matrices given `fspace` and any length vector x
- Compecon is nice because it's suitably general. Can jump back and forth between different approximation schemes (splines of different orders, Chebyshev etc).
- ...or write your own code. The main task in any collocation algorithm is computing basis matrices, over and over again.
- Can we avoid some of these computations?

Filling in the gaps - How to compute $\Phi(s)$?

- In the case of linear splines, the basis matrix $\Phi([x, z])$ is a **tensor product**.

$$\Phi([x, z]) = \Phi_Z(z) \otimes \Phi_X(x)$$

where Φ_X is N_X wide and Φ_Z is N_Z wide.

- Looking at our problem note that we only have to compute $\Phi_Z(s_2)$ once.
- Each iteration of the solver for \max'_x we need to do two things, (i) compute $\Phi_X(x')$ then take the tensor product with $\Phi_Z(s_2)$ to form $\Phi(s)$.
- Compecon function **dprod** will do this, written in C++, super fast. Code spends 80% of its time in **dprod**

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- Warning The tensor products work *backwards*

$$\Phi([x, y, z]) = \Phi_Z(z) \otimes \Phi_Y(y) \otimes \Phi_X(x) = \text{dprod}(\Phi_Z(z), \text{dprod}(\Phi_Y(y), \Phi_X(x)))$$

Filling in the gaps - $x' \in \mathbf{B}(s)$

- Write a function which takes s as an argument and gives a vector of upper and lower bounds for x' depending on your problem
- These bounds then passed to solver

$[\underline{x}, \bar{x}] = \text{menufun}(\text{'bounds'}, s, \text{param}, \text{glob}, \text{options})$

$\text{obj} = @(x') \text{valfunc}(x', c, s, \text{param}, \text{glob}, \text{options})$

$x' = \text{goldenx}(\text{obj}, \underline{x}, \bar{x})$

Trial run - *iid* shocks to endogenous variable

1. Firm problem

$$V(k, z) = \max_{k' \in B(k, z)} F(k, z, k') + \sum_{z' \in \mathcal{Z}} P(z, z') \beta \int_{\underline{\eta}}^{\bar{\eta}} V(k' - \eta, z') dF(\eta)$$

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2. Re-write $s = (k, z)$ and split up

$$\mathbf{V}_1(s) = \max_{x' \in \mathbf{B}(s)} \mathbf{F}(s, x') + \beta \mathbf{V}_2([x', s_2])$$

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3. Approximate *iid* shock with N_η nodes η with weights w

$$\mathbf{V}_2(s) = \mathbb{E} \left[\sum_{i=1}^{N_\eta} w_i \mathbf{V}_1([s_1 - \eta_i, z']) \right]$$

Trial run - *iid* shocks

4. Approximate value functions

$$\Phi(s)c^1 = \max_{x' \in \mathbf{B}(s)} \mathbf{F}(s, x') + \beta \Phi([x', s_2])c^2$$

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5. Write expectations as matrix operation

$$\Phi(s)c^2 = (P \otimes \mathbf{I}_{N_X})(\mathbf{I}_{N_S} \otimes w')\Phi([s_1 \otimes \mathbf{i}_{N_\eta} - \mathbf{i}_{N_S} \otimes \eta, s_2 \otimes \mathbf{i}_{N_\eta}])c^1$$

Trial run - Markov 'uncertainty' shocks

Household problem for uncertainty $i \in \{l, h\}$

$$V_i(a, e) = \max_{a' \in B(a, e)} F(a, e, a') + \beta \sum_{e' \in \mathcal{E}} P_i(e, e') [p_i V_i(a', e') + (1 - p_i) V_j(a', e')]$$

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Re-write $s = (a, e)$ and split up

$$V_1(s) = \max_{x' \in \mathbf{B}(s)} \mathbf{F}(s, x') + \beta V_3([x', s_2])$$

$$V_2(s) = \max_{x' \in \mathbf{B}(s)} \mathbf{F}(s, x') + \beta V_4([x', s_2])$$

$$V_3(s) = \sum_{z' \in \mathcal{Z}} P_l(s_2, z') [p_l V_1([s_1, z']) + (1 - p_l) V_2([s_1, z'])]$$

$$V_4(s) = \sum_{z' \in \mathcal{Z}} P_h(s_2, z') [p_h V_2([s_1, z']) + (1 - p_h) V_1([s_1, z'])]$$

Trial run - Markov 'uncertainty' shocks

Approximate value functions, write expectation as a matrix operation

$$\Phi(s)c^1 = \max_{x' \in \mathbf{B}(s)} \mathbf{F}(s, x') + \beta \Phi(s)c^3([x', s_2])$$

$$\Phi(s)c^2 = \max_{x' \in \mathbf{B}(s)} \mathbf{F}(s, x') + \beta \Phi(s)c^4([x', s_2])$$

$$\Phi(s)c^3 = (\mathbf{P}_l \otimes \mathbf{I}_{N_X}) [p_l \Phi(s)c^1 + (1 - p_l) \Phi(s)c^2]$$

$$\Phi(s)c^4 = (\mathbf{P}_h \otimes \mathbf{I}_{N_X}) [p_h \Phi(s)c^2 + (1 - p_h) \Phi(s)c^1]$$

Proceed as above, slightly more complicated Jacobian

Trial run - Discrete choice

Firm problem for $i \in \{d, u\}$

$$V_i(k, z) = \max_{k' \in B_i(k, z)} F_i(k, z, k') + \beta \sum_{z' \in \mathcal{Z}} P(z, z') \max \{V_d(k', z'), V_u(k', z')\}$$

Trial run - Discrete choice

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Re-write $s = (k, z)$ and split up

$$V_1(s) = \max_{x' \in \mathbf{B}_d(s)} \mathbf{F}_d(s, x') + \beta V_3([x', s_2])$$

$$V_2(s) = \max_{x' \in \mathbf{B}_u(s)} \mathbf{F}_u(s, x') + \beta V_3([x', s_2])$$

$$V_3(s) = \sum_{z' \in \mathcal{Z}} P(s_2, z') \max \{V_1([s_1, z']), V_2([s_1, z'])\}$$

Trial run - Discrete choice

Approximate value functions, write expectation as a matrix operation

$$\begin{aligned}\Phi(s)c^1 &= \max_{x' \in \mathbf{B}_d(s)} \mathbf{F}_d(s, x') + \beta \Phi(s)([x', s_2])c^3 \\ \Phi(s)c^2 &= \max_{x' \in \mathbf{B}_u(s)} \mathbf{F}_u(s, x') + \beta \Phi(s)([x', s_2])c^3 \\ \Phi(s)c^3 &= (P \otimes \mathbf{I}_{N_X}) \max \{ \Phi([s_1, z'])c^1, \Phi([s_1, z'])c^2 \}\end{aligned}$$

Trial run - AR(1) process for z

Firm problem

$$\begin{aligned} V(k, z) &= \max_{k' \in B(k, z)} F(k, z, k') + \beta \int V(k', g(z, \varepsilon)) d\Gamma(\varepsilon) \\ g(z, \varepsilon) &= \exp(\rho \log z + \varepsilon) \\ \varepsilon &\sim N(0, \sigma_\varepsilon) \end{aligned}$$

Trial run - AR(1) process for z

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$$\begin{aligned} V(k, z) &= \max_{k' \in B(k, z)} F(k, z, k') + \beta \int V(k', g(z, \varepsilon)) d\Gamma(\varepsilon) \\ g(z, \varepsilon) &= \exp(\rho \log z + \varepsilon) \\ \varepsilon &\sim N(0, \sigma_\varepsilon) \end{aligned}$$

Proceed exactly as above for the *iid* case but approximating $\Gamma(\varepsilon)$ with a Gaussian quadrature scheme with N_ε nodes ε and weights w , arrive at

$$\begin{aligned} \Phi(s)c^1 &= \max_{x' \in \mathbf{B}(s)} \mathbf{F}(s, x') + \beta \Phi([x', s_2])c^2 \\ \Phi(s)c^2 &= (\mathbf{I}_{N_S} \otimes w') \Phi([s_1 \otimes \mathbf{i}_{N_\varepsilon}, g(s_2 \otimes \mathbf{i}_{N_\varepsilon}, \mathbf{i}_{N_S} \otimes \varepsilon)])c^1 \end{aligned}$$

Stationary distribution

- Method of Young (2010), Gianluca discussed this last week
- Approximate the distribution λ with a fine histogram L
- Having solved the value function problem we have the **expected value function**
- Now given any (notation warning) s we can solve for $x'(s)$
 - Choose a fine grid of s for approximation of the distribution
 - Solve for $x'(s)$ by computing $\max_{x'} \mathbf{F}(s, x') + \beta \Phi([x', s_2])c^1$
 - Let L be the approximate distribution, we want to use $x'(s)$ and P to generate a matrix Q such that the law of motion can be represented
$$L = Q' L$$
- Then either take out principle eigen vector of Q or iterate given a guess L^0

Stationary distribution - Q

- Construct Q by taking the tensor product of two matrices Q_X and Q_Z

$$Q = Q_Z \otimes Q_X$$

- The $N_S \times N_X$ matrix Q_X matrix uses $x'(s)$ to shift mass in terms of **endogenous transitions**
- The $N_S \times N_Z$ matrix Q_Z matrix *then* uses P to shift mass in terms of **exogenous transitions**

Stationary distribution - Q_X

- Given the approximating grid $x = (x_1, \dots, x_{N_X})$, we compute

$$Q_X(s_i, x_j) = \left[\mathbf{1}_{x'(s_i) \in [x_{j-1}, x_j]} \frac{x'(s_i) - x_{j-1}}{x_j - x_{j-1}} + \mathbf{1}_{x'(s_i) \in [x_j, x_{j+1}]} \frac{x_{j+1} - x'(s_i)}{x_{j+1} - x_j} \right]$$

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- Note Useful in that aggregates will be unbiased!

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- Note** Useful in that aggregates will be unbiased!
- Note** When stacked, $Q_X = \Phi(x'(s))$ where Φ is basis matrix of linear-spline

$$\begin{aligned} fspace Q_X &= fundef(\{spli, x, 0, 1\}) \\ Q_X &= funbas(fspace Q_X, x'(s)) \end{aligned}$$

Stationary distribution - Q_Z

- The matrix Q_Z is easy to compute in the case of discrete transitions

$$Q_Z = \mathbf{P} \otimes \mathbf{i}_{N_X}$$

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- Something along these lines also works for *iid* shocks to $x'(s)$

Equilibrium - Bisection

- Given Q can compute approximation of stationary distribution L
- Then aggregate $\bar{x}(p)$ is

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- Bisection
 - Fix (\underline{p}, \bar{p}) and $p_0 = \frac{\underline{p} + \bar{p}}{2}$
 - If $\bar{x}(p_k) > \bar{x}$ set $(\underline{p}, \bar{p}) = (p_k, \bar{p})$
 - If $\bar{x}(p_k) < \bar{x}$ set $(\underline{p}, \bar{p}) = (\underline{p}, p_k)$

Equilibrium - Parallel Bisection

- Haven't used parallel computing anywhere - only used one CPU
- If have more than one CPU then have idle resources
- This is the cheapest way to speed up computation

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- If have $h > 1$ CPUs then separate (\underline{p}, \bar{p}) into $h + 1$ equally sized intervals

$$[\underline{p}, p_1, \dots, p_h, \bar{p}]$$

- Proceed as in bisection with a parallelised loop over $\{p_1, \dots, p_h\}$
- Find the interval in which $\bar{x}(p) = \bar{x}$ and then set the lower and upper bounds to the end points of that interval

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- **Note** Particularly useful when the structure of the problem prevents you parallelising anything else, for example when computing period t equilibria for transition dynamics / Krussell-Smith

NYU - HPC

Resources

- + NYU HPC Wiki (Google it)
- + Some useful shell-script - [HPCnotes.sh](#)
- + Example pbs file - [RUNsimple.pbs](#)

NYU HPC

- What is it?
 - A cluster of **nodes**, each **node** has up to **20 CPUs**
 - Think of a **node** as a large desktop (show pbstop)

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Example - Model is indexed by $\theta \in \Theta$. **Aim** $\min_{\theta \in \Theta} \mathcal{C}(\theta)$

1. A hill-climbing algorithm (**1-node** \times **1-CPU**)
2. A random-search algorithm (**20-node** \times **20-CPU**)
3. MCMC (**20-node** \times **1-CPU**)

See: Appendix B4 of Jarosh (2014)

NYU HPC - Access

- Get your adviser to approve access
- Operating systems
 - **Mac** - Can access directly from terminal
 - **Windows** - Download Cygwin, add packages (openssh, vi, ...)
- Logging in
 - PC-to-HPC: `ssh ab1234@hpc.nyu.edu`
 - HPC-to-Mercer: `ssh ab1234@merc.es.its.nyu.edu`
- Structure - /scratch /home
- Submitting jobs - Interactive mode / Batch processing
 - Work in interactive mode
 - Write a *.pbs file

NYU HPC - Access

- Resources
 - Matlab, Fortran, Git, Python, OpenMPI, Julia, R, Stata, Dynare, Nag, Lapack, Pandas, NumPy, SciPy ...

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- Move directory of [Compecon](#) files from PC-to-HPC-Mercer
 - From PC: [scp -r Compecon sm4125@hpc.nyu.edu](#)
 - From Mercer: [scp sm4125@hpc.nyu.edu: /Compecon /scratch/sm4125](#)
 - Don't use WinSCP, it's horrible
 - Use git to sync

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- **Tip** Since coding at the bash-script can be a pain, work from a text. Then copy over to prompt. Notepad++ marks up a .sh file nicely.