Homework 7

Kensuke Suzuki

February 17, 2019

Problem 1

I will explain the algorithm. Subscript n of ω_n denotes state of player $n \in 1, 2$ while superscript i(j) of $\omega^{i(j)}$ denotes level of state $i(j) \in \{1, 2, ..., L\}$.

• Get transition matrix $\Pr(\omega'|\omega,q)$ (specified in setParams.m).

$$\mathbf{Pr}_{q} = \begin{bmatrix} \Pr(\omega^{1}|\omega^{1}, q) & \Pr(\omega^{2}|\omega^{1}, q) & \cdots & \Pr(\omega^{L}|\omega_{1}, q) \\ \Pr(\omega^{1}|\omega^{2}, q) & \Pr(\omega^{2}|\omega^{2}, q) & \cdots & \Pr(\omega^{L}|\omega_{2}, q) \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ \Pr(\omega^{1}|\omega^{L}, q) & \Pr(\omega^{2}|\omega^{L}, q) & \cdots & \Pr(\omega^{L}|\omega_{L}, q) \end{bmatrix}$$

with representative element $\Pr_q(\omega^i,\omega^j) = \Pr(\omega^j|\omega^i,q)$

• Specify initial guess on $p_1^{\ell}(\omega_1,\omega_2)$. For $\ell=0$, I use

$$\mathbf{p}_{1}^{0} = \begin{bmatrix} \frac{c(\omega_{1}^{1}) + v}{2} & \frac{c(\omega_{1}^{1}) + v}{2} & \cdots & \frac{c(\omega_{1}^{1}) + v}{2} \\ \frac{c(\omega_{1}^{2}) + v}{2} & \frac{c(\omega_{1}^{2}) + v}{2} & \cdots & \frac{c(\omega_{1}^{2}) + v}{2} \\ \vdots & \vdots & \vdots & \ddots \\ \frac{c(\omega_{1}^{L}) + v}{2} & \frac{c(\omega_{1}^{L}) + v}{2} & \cdots & \frac{c(\omega_{1}^{L}) + v}{2} \end{bmatrix}$$

with representative ij element is $p^0(\omega_1^i, \omega_2^j) = \frac{c(\omega_1^i) + v}{2}$.

• Specify initial guess $V^{\ell}(\omega_1,\omega_2)$.

$$\mathbf{V}_{1}^{\ell} = \begin{bmatrix} \frac{p^{\ell}(\omega_{1}^{1}, \omega_{2}^{1}) - c(\omega_{1}^{1})}{1 - \beta} & \frac{p^{\ell}(\omega_{1}^{1}, \omega_{2}^{2}) - c(\omega_{1}^{1})}{1 - \beta} & \dots & \frac{p^{\ell}(\omega_{1}^{1}, \omega_{2}^{L}) - c(\omega_{1}^{1})}{1 - \beta} \\ \frac{p^{\ell}(\omega_{1}^{2}, \omega_{2}^{1}) - c(\omega_{1}^{2})}{1 - \beta} & \frac{p^{\ell}(\omega_{1}^{2}, \omega_{2}^{2}) - c(\omega_{1}^{2})}{1 - \beta} & \dots & \frac{p^{\ell}(\omega_{1}^{2}, \omega_{2}^{L}) - c(\omega_{1}^{2})}{1 - \beta} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ \frac{p^{\ell}(\omega_{1}^{L}, \omega_{2}^{1}) - c(\omega_{1}^{L})}{1 - \beta} & \frac{p^{\ell}(\omega_{1}^{L}, \omega_{2}^{2}) - c(\omega_{1}^{L})}{1 - \beta} & \dots & \frac{p^{\ell}(\omega_{1}^{L}, \omega_{2}^{L}) - c(\omega_{1}^{L})}{1 - \beta} \end{bmatrix}$$

with representative ij element is $V_1^\ell(\omega_1^i,\omega_2^j)=\frac{p^\ell(\omega_1^i,\omega_2^j)-c(\omega_1^i)}{1-\beta}$.

 $\bullet \ \ \text{Get} \ W_0^\ell(\omega_1,\omega_2)\text{, } W_1^\ell(\omega_1,\omega_2)\text{, and } W_2^\ell(\omega_1,\omega_2) \ \text{using function getW.m.}$

$$\begin{aligned} \mathbf{W}_1^\ell &= \mathbf{P}\mathbf{r}_{q=0} \left[\mathbf{V}_1^\ell \mathbf{P}\mathbf{r}_{q=0}^\top \right] \\ \mathbf{W}_2^\ell &= \mathbf{P}\mathbf{r}_{q=1} \left[\mathbf{V}_1^\ell \mathbf{P}\mathbf{r}_{q=0}^\top \right] \\ \mathbf{W}_3^\ell &= \mathbf{P}\mathbf{r}_{q=0} \left[\mathbf{V}_1^\ell \mathbf{P}\mathbf{r}_{q=1}^\top \right] \end{aligned}$$

- Use built-in solver fsolve to solve for first order conditions. I solve function focp.m for price vector. Within this function, I use function D.m which returns demand for each player for given price matrix. The updated price matrix is denoted by $\mathbf{p}_1^{\ell+1}$.
- Use the $\mathbf{p}_1^{\ell+1}$ to get updated value function $\mathbf{V}_1^{\ell+1}$. Function getV.m requires the three inputs: price for player 1, price for player 2, and W. For player 1's price, I use the updated price matrix $\mathbf{p}_1^{\ell+1}$. For player 2's price, I use the initial guess $\left[\mathbf{p}_1^{\ell}\right]^{\top}$.
- Use the updated matrices for price and value function, iterate the above steps until policy function and value function are converged.

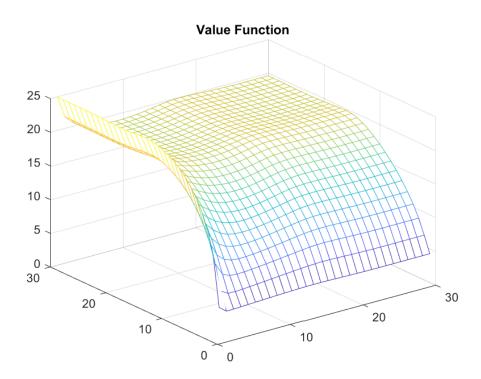


Figure 1: Value function

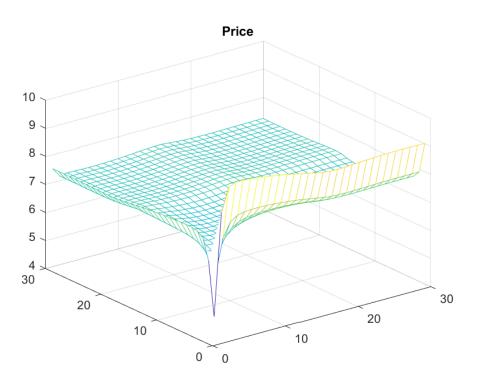


Figure 2: Policy function

Problem 2

In main code, I construct 900×900 transition probability matrix which contains $\Pr(\omega_1', \omega_2' | \omega_1, \omega_2)$:

In order to construct $\Pr(\omega_1', \omega_2' | \omega_1, \omega_2)$, I use the following relationship

$$\Pr(\omega'_{1}, \omega'_{2} | \omega_{1}, \omega_{2}) = \Pr(\omega'_{1}, \omega'_{2} | \omega_{1}, \omega_{2}, q_{1}, q_{2}) \Pr(q_{1}, q_{2} | \omega_{1}, \omega_{2})$$
$$= \Pr(\omega'_{1} | \omega_{1}, q_{1}) \Pr(\omega'_{2} | \omega_{2}, q_{2}) \Pr(q_{1}, q_{2} | \omega_{1}, \omega_{2})$$

and

$$\Pr(q_1, q_2 | \omega_1, \omega_2) = \begin{cases} D_0 & \text{if } q_1 = q_2 = 0 \\ D_1 & \text{if } q_1 = 1, q_2 = 0 \\ D_2 & \text{if } q_1 = 0, q_2 = 1 \end{cases}$$

Since I know $\Pr(\omega_1'|\omega_1, q_1)$, $\Pr(\omega_2'|\omega_2, q_2)$, and $\Pr(q_1, q_2|\omega_1, \omega_2)$, we can construct **Trans** using the price matrix obtained in problem 1.

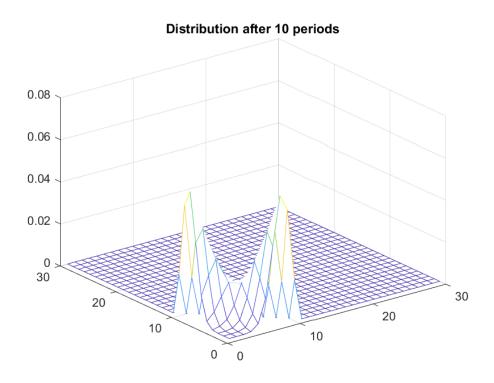
Let the state vector be $\mathbf{s} \in \mathbb{R}^{1 \times 900}$ where each element corresponds to unique pair of (ω_1, ω_2) . For example, the first element is (ω_1^1, ω_2^1) , the second element is (ω_1^1, ω_2^L) , and the last element is (ω_1^L, ω_2^L) . Since the initial state is (1,1), let $\mathbf{s}^1 = [1, 0, \cdots, 0]$. The probability distribution in period 2 is

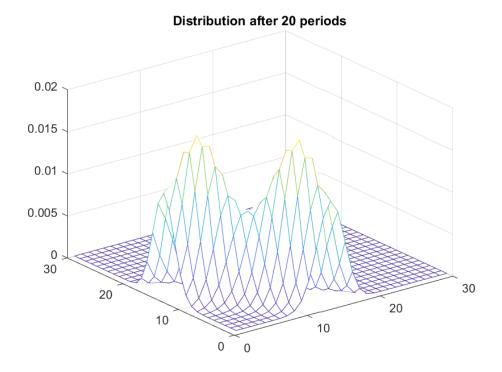
$$\mathbf{s}^2 = \boldsymbol{
ho}\mathbf{s}^1$$

We can repeat this to get the probability distribution over state in period t as

$$\mathbf{s}^t = \boldsymbol{\rho} \mathbf{s}^{t-1}$$

Following images demonstrate the probability distribution after 10, 20, and 30 periods.



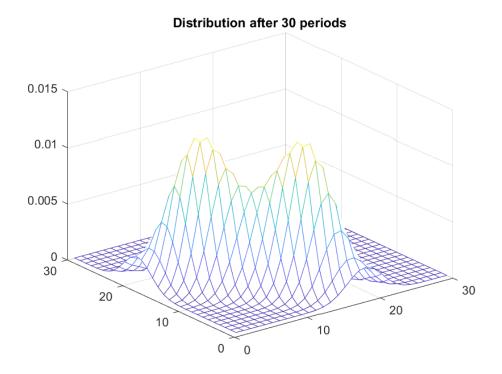


Problem 3

Stationary distribution is obtained by iterating

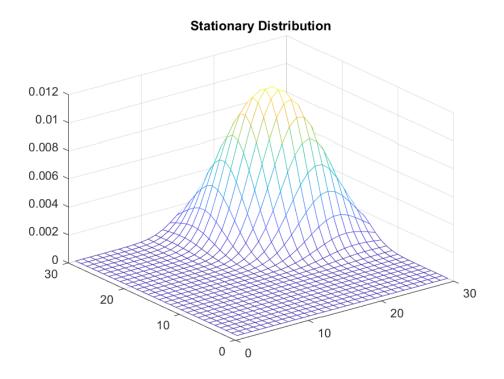
$$\mathbf{s}^t = \boldsymbol{\rho} \mathbf{s}^{t-1}$$

for t=2,3,... until $\mathbf{s}^t=\mathbf{s}^{t+1}$



Matlab Main Code

```
1 clear;
  tic;
  setupParams;
  %% Problem 1
  % Initial guess
  cmat = kron(c, ones(1,L));
  p1 = (repmat(c,1,L) + v)./2;
  V1 = (p1 - cmat)./(1-beta);
10
11
  diff = 1;
12
  iter=1;
13
14
  load solution.mat
  p1 = solution.price;
16
  V1 = solution.value;
17
18
  while diff > 1e-5 \&\& iter < 100000;
19
20
      W = getW(V1);
21
22
       psol = @(p) focp(p,W);
23
       p1_new = fsolve(psol, p1);
24
25
```



```
V1_new = getV(p1, p1_new, W);
26
27
        diff_p = max(abs(((p1_new - p1)./(1+abs(p1_new)))));
28
       diff_{\overline{V}} = max(abs(((\overline{V1}_new - \overline{V1})./(1+abs(\overline{V1}_new))))));
29
       diff = max([diff_p,diff_V])
30
31
32
       V1 = lambda .* V1_new + (1-lambda).* V1;
33
       p1 = lambda .* p1_new + (1-lambda).* p1;
34
       iter = iter +1
35
36
  end
37
38
    solution.price = p1;
39
    solution.value = V1;
40
    save solution;
41
42
43
   figure(1);
44
  mesh(V1);
45
   title('Value Function');
46
   saveas(gcf, 'value.png')
47
  figure(2);
49
  mesh(p1);
50
   title ('Price');
  saveas(gcf,'price.png')
```

```
53
  %% Problem 2
54
   % transition matrix
   % Raw: (omega1, omega2)
   % Column (omega1', omega2')
57
   Trans = zeros(L*L,L*L);
58
   for i = 1:L*L
60
        for j = 1:L*L
61
            if rem(i,30) == 0
62
                 i1 = fix(i/30);
63
            else
64
                 i1 = fix(i/30) + 1;
65
            end
66
            i2 = rem(i,30);
67
            if i1 == 31
68
                 i1 = 30;
69
            end
70
            if i2 == 0
71
                 i2 = 30;
72
            end
73
74
            if rem(j,30) == 0
75
                 j1 = fix(j/30);
76
            else
77
                 j1 = fix(j/30) + 1;
78
            end
79
80
            j2 = rem(j,30);
81
            if j1 == 31
82
                 j1 = 30;
83
            end
84
            if j2 == 0
85
                 j2 = 30;
86
            end
87
            [i,j];
88
            ipair = [i1,i2]; % today's state for player 1 and 2
            jpair = [j1, j2]; % future state
90
91
92
            Trans(i,j)
                         = Pr(i1, j1, 1) *Pr(i2, j2, 1) *(1 - D(p1(i1, i2), p1(i2, i1)) -
93
                D(p1(i2,i1), p1(i1,i2)) ...
                           + Pr(i1, j1, 2) * Pr(i2, j2, 1) * (D(p1(i1, i2), p1(i2, i1))) ...
94
                           + Pr(i1, j1, 1) * Pr(i2, j2, 2) * (D(p1(i2, i1), p1(i1, i2)));
95
96
        end
97
   end
98
99
100
```

101

```
clear state state_new
102
103
104
   % initial state
105
   state_int = zeros(1,L*L);
106
   state_int(1,1) = 1;
107
108
   % 10 period
109
   state = state_int;
110
   for t = 2:10
111
        state_new =
                        state * Trans;
112
        state = state_new;
113
   end
114
115
   Dstrbn10 = zeros(L,L);
116
   for i = 1:L
117
        Dstrbn10(i,:) = (state_new((i-1)*L+1:i*L))';
118
   end
119
120
  % 20 period
121
   state = state_int;
122
   for t = 2:20
        state_new = state * Trans;
124
125
        state = state_new;
   end
126
127
   Dstrbn20 = zeros(L,L);
128
   for i = 1:L
129
        Dstrbn20(i,:) = (state_new((i-1)*L+1:i*L))';
130
   end
131
132
   % 30 period
133
   state = state_int;
134
   for t = 2:30
135
        state_new = state * Trans;
136
        state = state_new;
137
138
   end
139
   Dstrbn30 = zeros(L,L);
140
   for i = 1:L
141
        Dstrbn30(i,:) = (state_new((i-1)*L+1:i*L))';
142
   end
143
144
   figure (3);
145
   mesh(Dstrbn10);
146
   title ('Distribution after 10 periods');
147
   saveas (gcf, '10 period.png')
148
149
   figure(4);
150
   mesh(Dstrbn20);
```

```
title ('Distribution after 20 periods');
152
   saveas(gcf,'20period.png')
153
154
   figure (5);
155
   mesh(Dstrbn30);
156
   title ('Distribution after 30 periods');
157
   saveas(gcf, '30period.png')
158
159
   %% Problem 3
160
   % stationary distribution
161
162
   state = state_int;
163
   diff = 1;
164
   while diff > 1e-6
165
        state_new = state * Trans;
166
        diff = max(abs(state - state_new))
167
        state = state_new;
168
   end
169
170
   StDstrbn = zeros(L,L);
171
   for i = 1:L
172
        StDstrbn(i,:) = (state_new((i-1)*L+1:i*L))';
173
   end
174
175
   figure (6);
176
   mesh(StDstrbn);
177
   title ('Stationary Distribution');
178
   saveas(gcf, 'stationary.png')
```