

# Recommendations for Variable Modifiers

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The following are useful across many contexts:

<b>Agg</b>	-	Value of something at the aggregate level (as opposed to <b>Ind</b> )
<b>Ind</b>	-	Value of something at the level of an individual (as opposed to <b>Agg</b> )
<b>Lvl</b>	-	Level
<b>Rto</b>	-	Ratio
<b>Bot</b>	-	Lower Value in some range
<b>Top</b>	-	Upper Value in some range
<b>Min</b>	-	Minimum possible Value
<b>Max</b>	-	Maximum possible Value
<b>Shk</b>	-	Shock to the variable being modified

**Table 1** General Purpose Modifiers

Shocks will generally be represented by finite vectors of outcomes and their probabilities. For example, permanent income is called **Perm** and shocks are designated **Shk**

<b>Prbs</b>	-	Probabilities of outcomes (generally a vector, e.g. <b>PermShkPrbs</b> for permanent shocks)
<b>Vals</b>	-	Values (e.g., mean one shock satisfies <b>PermShkVals</b> . <b>PermShkPrbs</b> = 1)

**Table 2** Probabilities

Timing can be confusing because there can be multiple ordered steps within a ‘period.’ We will use **Prev**, **Pres**, **Next** to refer to the current steps within a period, and  $t$  variables to refer to succeeding periods.

<i>[object]</i> <b>tm1</b>	-	object in period $t$ minus 1
<i>[object]</i> <b>tm2</b>	-	object in period $t$ minus 2
<i>[object]</i> <b>Now</b>	-	object in period $t$
<i>[object]</i> <b>tp1</b>	-	object in $t$ plus 1
<i>[object]</i> <b>tpn</b>	-	object in $t$ plus $n$
<i>[object]</i> <b>Prev</b>	-	object in previous subperiod
<i>[object]</i> <b>Curr</b>	-	object in current subperiod
<i>[object]</i> <b>Next</b>	-	object in next subperiod

**Table 3** Timing

For testing and debugging purposes, it is useful to compare numerical values con-

structed by the code to analytical results available in some special cases. To distinguish the corresponding object in the two cases, we use

<b>An1</b>	-	The analytical result
<b>Num</b>	-	The numerical result

**Table 4**