Recommendations for Variable Modifiers

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The following are useful across many contexts:

`Agg`	-	Value of something at the aggregate level (as opposed to `Ind`)
`Ind`	-	Value of something at the level of an individual (as opposed to `Agg`)
`Lvl`	-	Level
`Rto`	-	Ratio
`Bot`	-	Lower value in some range
`Top`	-	Upper value in some range
`Min`	-	Minimum possible value
`Max`	-	Maximum possible value
`Cnt`	-	Continuous-time value
`Dsc`	-	Discrete-time value
`Shk`	-	Shock

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 `PermShk`

`Prbs`	-	Probabilities of outcomes (e.g. `PermShkPrbs` for permanent shock vector)
`Vals`	-	Values (e.g., mean one shock satisfies `PermShkVals` . `PermShkPrbs` = 1)

Table 2 Probabilities

Timing can be confusing because there can be multiple ordered steps within a 'period.' We will use `Prev`, `Curr`, `Next` to refer to steps relative to the local moment within a period, and t variables to refer to succeeding periods:

[object]`tm1`	-	object in period t minus 1
[object]`tm2`	-	object in period t minus 2
[object]`Now`	-	object in period t
[object]`tp1`	-	object in t plus 1
[object]`tpn`	-	object in t plus n
[object]`Prev`	-	object in previous subperiod
[object]`Curr`	-	object in current subperiod
[object]`Next`	-	object in next subperiod

Table 3 Timing

For testing and debugging purposes, it is useful to compare numerical values constructed by the code to analytical results available in some special cases. To distinguish the corresponding object in the two cases, we use

`Anl`	-	The analytical result
`Num`	-	The numerical result

Table 4