## Recommendations for Variable Modifiers

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The following are useful across many contexts:

```
Value of something at the aggregate level (as opposed to Ind)
[object] Agg
[object] Ind
                  Value of something at the level of an individual (as opposed to Agg)
[object] Lvl
                                                 Level
                                                 Ratio
[object] Rto
[object] Bot
                                       Lower value in some range
[object] Top
                                       Upper value in some range
                                        Minimum possible value
[object] Min
[object] Max
                                        Maximum possible value
                                         Continuous-time value
[object] Cnt
[object] Dsc
                                          Discrete-time value
                                                 Shock
[object] Shk
[object] Trg
                                    The 'target' value of a variable
[object] Rte
                                A 'rate' variable like the discount rate \omega
                               A factor variable like the discount factor \beta
[object] Fac
[object] Amt
                           An amount, like TaxAmt which might be lump-sum
```

 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

```
[object] Prbs - Probabilities of outcomes (e.g. PermShkPrbs for permanent shocks)
[object] Values (e.g., for mean one shock 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] tm2
                          object in period t minus 2
[object] tm1
                          object in period t minus 1
[object] Now
                              object in period t
 [object]t
                   object in period t (alternative definition)
[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