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
`Shk`	-	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`

`Prbs`	-	Probabilities of outcomes (generally a vector, e.g. `PermShkPrbs` for permanent shocks)
`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`, `Pres`, `Next` to refer to the current steps 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 con-

structed 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