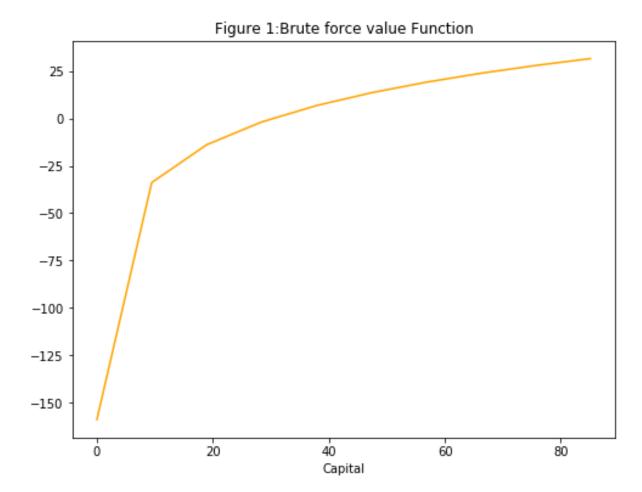
## **Question 1.1**

All the value functions were evaluated with an initial v=0.

Brute force Value function graph:

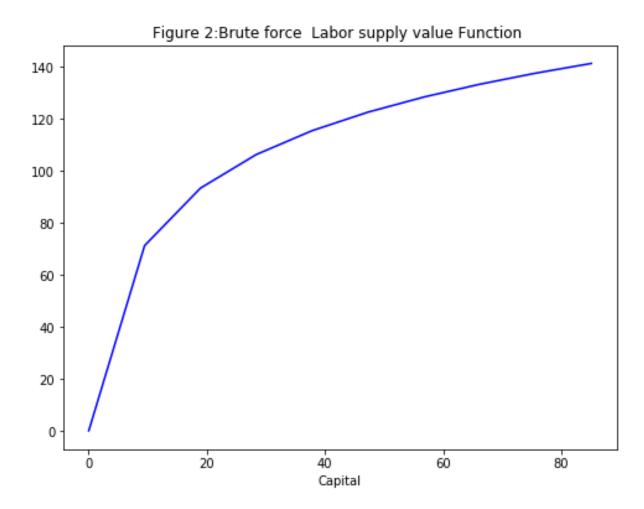


Part	Value function conditions	Time	Time Improvements
а	Brute force	0.0184	
b	Monotonicity	0.0124	Including monotonicity reduces slightly the time of iteration.
С	Concavity	0.0097	Including concavity the time of iterations shows a strong improvement.
d	Local Search	0.0107	Local search also shows an improvement from both brute force and monotonicity.
е	Monotonicity and Concavity	0.0109	Similar to local search in terms of number of iterations and time.
f	Howard Policy	0.0216	Howard policy starting from 100 iterations takes longer than other conditions.
g	Howard Policy with different iterations		We can observe that as we introduce steps the time improves considerably when compared to all other conditions. As steps increase time improves considerably.
	5 steps	0.0010	
	10 steps	0.0120	
	20 steps	0.0082	
	50 steps	0.0074	

Part	Value function conditions	Iterations
а	Brute force	9
b	Monotonicity	226
С	Concavity	398
d	Local Search	400
е	Monotonicity and Concavity	400
f	Howard Policy	82
g	Howard Policy with different iterations	
	5 steps	40
	10 steps	40
	20 steps	40
	50 steps	40

We have tried different grid sizes and reducing the size greatly reduces the number of iterations. Monotonicity reduced the number of iterations compared with local search and method e. However, brute force shows a really low number of iterations. Howard policy reduces the number of iterations compared to all conditions except brute force.

## **Question 1.2**Brute force Value function with labor supply graph:



Part	Value function condtions	Time	Time Improvements
а	Brute force	0.0370	
b	Monotoncity	0.0494	Including monotonicity increases the time of iteration.
С	Concavity	0.0292	Including concavity time is better than brute force;
d	Local Search	0.0211	Local search also shows a massive improvement from both brute force and monotonicity. Compared to concavity there is only a slight improvement.
е	Monotoncity and Concavity	0.4262	Including monotonicity and concavity increase the time compared than all other conditions. Number of iterations are really high
f	Howard Policy	0.0661	Howard Policy takes longer than all previous conditions.
g	Howard Policy with different iterations		The number of steps don't impact the timing significantly.
	5 steps	0.0607	
	10 steps	0.0618	
	20 steps	0.0587	
	50 steps	0.0670	

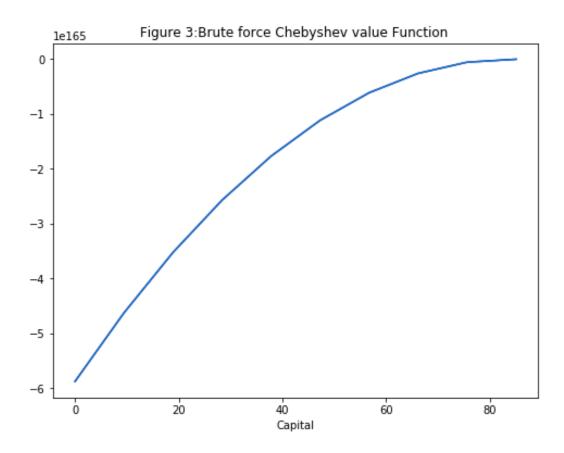
When compared to Ex 1.1, for all conditions the value function with labor supply takes longer. This is unexpected since labor is now continuous and should reduce the time but we think this happens mainly due to the fact that now there is an extra parameter to be evaluated. We can also see a similar trend for most conditions except when both monotonicity and concavity is included in comparison to the first value function.

Part	Value function condtions	Iterations
а	Brute force	399
b	Monotoncity	379
С	Concavity	390
d	Local Search	195
е	Monotoncity and Concavity	23065
f	Howard Policy	82
	Howard Policy with different	
g	iterations	80
	5 steps	80
	10 steps	80
	20 steps	80
	50 steps	80

Local search is the only conditions which reduces the number of iterations drastically. Howard policy greatly reduces the iterations compared to all previous cases.

## **Question 1.3**

Brute force Value function Chebyshev graph:



Brute force Chebyshev Time: 2.0595

Chebyshev Iterations: 1000

The Chebyshev graph above shows higher concavity when compared to the previous two graphs. The value function iterations take much longer and the number of iterations drastically increase. We even tried to redo the exercise with different grid points and observe Chebyshev nodes are more sensitive to time when compared to Ex 1 and 2.