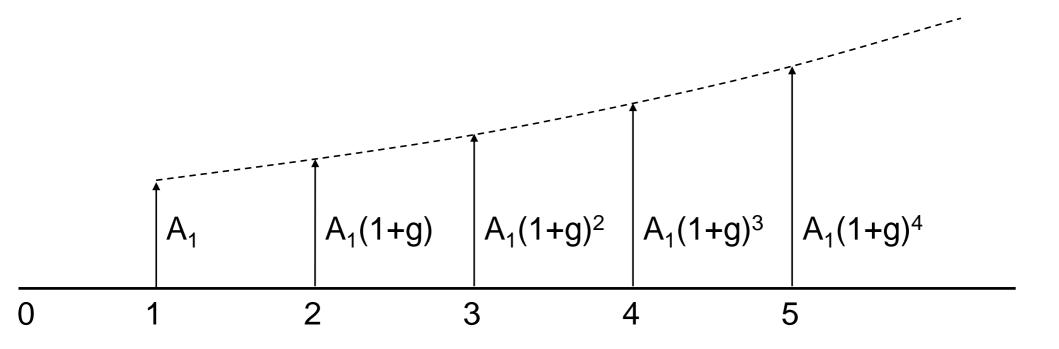
Lesson 7-4 – Geometric Series

Special Acknowledgment to Dr Ron Mackinnon and Dr Tamara Etmannski who helped with the development of this material.

Geometric Gradient Series

- Period-by-period change is at a uniform rate; grows by a constant rate, g
- Expressed as a percentage



Geometric Gradient Series Continued

Two possible cases:

• Where: i ≠ g

GEOMETRIC SERIES PRESENT WORTH FACTOR
$$P = A_1 \left[\frac{1 - (1+g)^n (1+i)^{-n}}{i - g} \right]$$

GEOMETRIC SERIES
$$F = A_1 \left[\frac{(1+i)^n - (1+g)^n}{i-g} \right]$$

• Where: i = g

$$P = A_1 n (1+i)^{-1}$$

Geometric Gradient Series: Example 1

• A company has maintenance costs that will be \$1500 six months from today and will grow by 4% every six months after that. Find the value today of the maintenance costs over a ten-year period if the rate of interest is 11% compounded semi-annually. g = 0.04

$$i = 0.1125/2 = 0.05625$$
 $n = 10(2) = 20$

$$PV = \$1500 \left[\frac{1 - (1.04)^{20} (1.05625)^{-20}}{0.05625 - 0.04} \right]$$
$$= \$24,610.56$$

Geometric Gradient Series: Example 2

• You will save for a vacation by depositing \$200 in one month then 3% less each month for two years. Determine the amount you will have saved after two years if the nominal interest rate is 4.5% compounded monthly. g = -0.03 i = 0.045/12 = 0.00375 n = 2(12) = 24

$$FV = $200 \left[\frac{(1.00375)^{24} - (1 - 0.03)^{24}}{0.00375 - (-0.03)} \right]$$
$$= $3630.06$$

Reality and the Assumed Uniformity of A, G, and g

- Although the future reality may not exactly follow the uniformity of our series and gradient equations, we may use these formulas because:
 - 1. It is easier to start with simple models
 - 2. Convenient for modelling the future with approximate constraints and bounds
 - 3. Not enough is known about the future and so it is
 - 4. approximated through uniform series and gradients

Reality and the Assumed Uniformity of A, G, and g

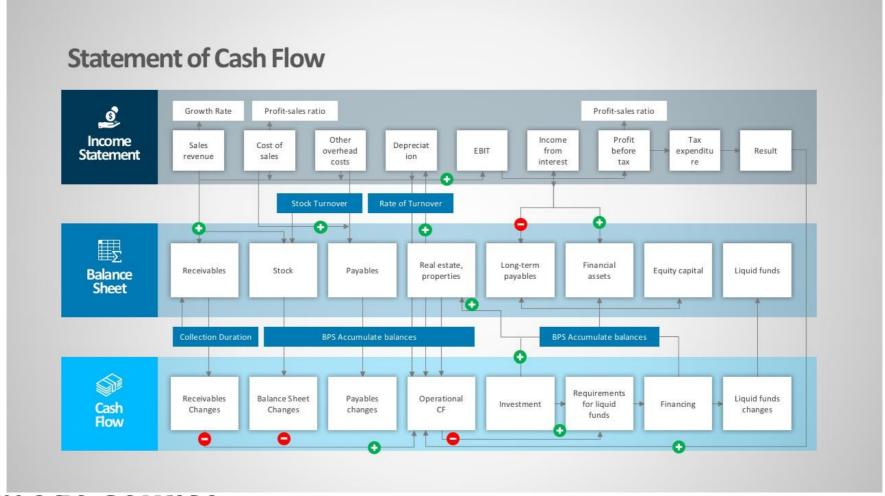


Image source:

https://slidemodel.com/templates/statement-cashflows-powerpoint-diagrams/