## Quadratic Menu Costs with Reinforcement Learning

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This homework asks you to write down and run a simple dynamic problem using reinforcement learning. **Deliverables** 

- You should have a word/IATEX document that has three sections:
  - 1. Discusses the model and answers the questions I pose throughout.
  - 2. Contains the tables and figures you will produce.
  - 3. Contains a discussion of your programming choices if you had to make any.
- You should have a Matlab file or set of files (zipped) that contain **all** your programs and raw data. There should be a file called "Main.M" that produces everything I need in one click.

## 1 Model

Each period, firms begin the period with prices  $p_{t-1}$  and observe optimal price  $\overline{P}_t$ . They may either change their price  $p_t$ , which costs  $\phi(p_t - p_{t-1})^2$ , or leave it fixed at  $p_{t-1}$ . Their value function is:

$$V(p_{t-1}, \overline{P}_t) = \max_{p_t} - (p_t - \overline{P}_t)^2 - \phi(p_t - p_{t-1})^2 + \beta V(p_{t-1}, \overline{P}_t)$$

Where:

$$\overline{P}_t = \rho \overline{P}_{t-1} + \epsilon \quad \epsilon \sim \mathcal{N}\left(0, \sigma^2\right)$$

Let  $\rho = 0.95$ ,  $\sigma = 0.01$ , and  $\phi = 0.1$ . Discount factor is 0.95.

## 2 Problems

**Question 1** Do the following in matlab:

- Define an environment for the problem: observation (2x1) and action info (1x1).
- Write out a reset function for state variables  $p_{t-1}$  and  $\overline{P}_t$
- Write out a step function that takes in  $\overline{P}_t$ ,  $p_{t-1}$  and  $p_t$  and generates the reward and next  $\overline{P}_{t+1}$
- Define a critic network, and actor network, and an agent
- Train the agent
- Display the agent's optimal policy function for  $p_t$  as a function of  $\overline{P}_t$  and  $p_{t-1}$ .