

# Class 5: Dynamic Programming and Estimation

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February 21, 2020

Research Methods II  
MRes. in Economics



# Outline

1. Dynamic Optimization on a Finite Horizon
  - 1.1 Direct Attack
  - 1.2 The Bellman Equation
  - 1.3 Uncertainty
2. Infinite Horizon Optimisation
  - 2.1 Value Function Iteration
  - 2.2 Policy Function Iteration
3. Dynamic Estimation
  - 3.1 Intro to GMM in MATLAB
  - 3.2 Fitting Dynamic Moments

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## Choice over time

Dynamic problems have two aspects: stocks and flows.

- ▶ The state variable summarises stocks
- ▶ The control variable is the variable being chosen (ie flows)

$$U = \sum_{t=1}^T \beta^{t-1} u(c_t), \quad (1)$$

$$k_{t+1} = f(k_t, c_t). \quad (2)$$

## A Dynamic Household

Attach functional forms to (1) and (2):

$$u(c_t) = \ln(c_t)$$

$$k_{t+1} = k_t - c_t$$

Then ...

## A Dynamic Household

$$\begin{aligned} \max_{\{c_t\}_1^T} \sum_{t=1}^T \beta^{t-1} \ln(c_t) \quad \text{s.t.} \quad & \sum_{t=1}^T c_t + k_{T+1} = k_1 \quad (3) \\ & c_t \geq 0 \\ & k_t \geq 0. \end{aligned}$$

# MATLABbing it

We should be able to solve this problem by “direct attack” in MATLAB

- ▶ A function to maximise
- ▶ A vector of maximands
- ▶ A vector of upper and lower bounds
- ▶ A(n) (in)equality constraint
- ▶ our old friend `fmincon`

```
1  function V = flowutility(T,Beta,C)
2  % flowutility(T,Beta,C) takes T periods of
3  % consumption of size C (a Tx1 vector), and
4  % calculates the total utility of consumption
5  % assuming an additively separable utility
6  % function and discount rate  $\beta$ .
7
8  t = [1:1:T];
9  V = Beta.^(t-1)*log(C);
10 V = -V;
11
12 return
```



## Trying this out...

```
>> Beta = 0.9;
>> T     = 10;
>> k1    = 100;
>> lb    = eps*ones(10,1);
>> ub    = 100*ones(10,1);
>> guess = 10*ones(10,1);
>> A     = ones(1,10);
>> opt   = optimset('TolFun', 1E-20, 'TolX', 1E-20, ...
                   'algorithm', 'sqp');
>> c     = fmincon(@(C) flowutility(T,Beta,C), guess, ...
                   A, k1, [], [], lb, ub, [], opt);
```

# Sensitivity

We have assumed a particular functional form, and values for input parameters

- ▶ Here we are imposing these, rather than recovering them
- ▶ Of course, we can re-solve the model based on alternative assumptions...
  - ▶ Alternative values of  $\beta$
  - ▶ Alternative utility functions
  - ▶ Alternative forms of the flow equation (see chapter)
- ▶ Let's have a look at `consump_graph.m`

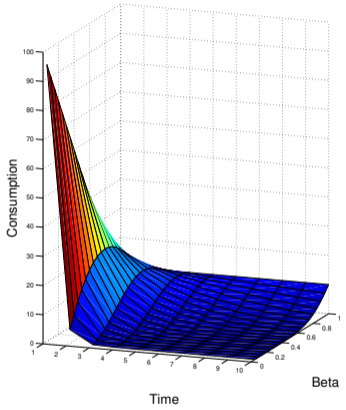
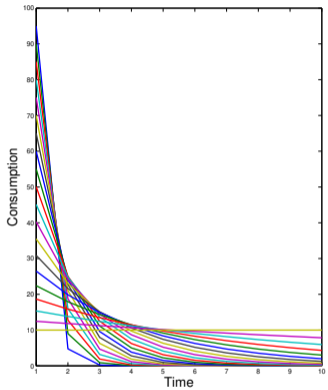


Figure: Sensitivity of Consumption to Discount Rate

## A Small Firm

In the readings online we have introduced a more realistic example. Consider a small/family firm.

- ▶ This firm is both a producer and a consumer
- ▶ Unconsumed capital in period  $t$  can be used productively to generate additional capital in  $t + 1$
- ▶ Specifically, let's imagine production is captured by a Cobb-Douglas production function:  $k_{t+1} = \theta(k_t - c_t)^\alpha$
- ▶ Now there is a joint optimization problem over capital and consumption
- ▶ For the first time this requires *non-linear* inequality constraints...
- ▶ We will not look at this now, but I would encourage you to work through section 6.2.2 of the notes

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# The Bellman Equation

Generally when people speak about 'dynamic programming' in economics, they refer to the class of models solved using value function iteration.

- ▶ While solvers like `fmincon` are useful as a general outline, often we need more flexible methods of attack
- ▶ This is where the Bellman equation comes in handy
- ▶ Essentially, breaks down the problem into sequentially much smaller problems

## The Bellman Equation

$$V(k_t) = \max_{c_t} \{u(c_t) + \beta V(k_{t+1})\} \quad (4)$$



## Iteration...

So, we can break this down into sub-problems:

$$\begin{aligned} V(k_T) &= \max_{c_T} \{u(c_T) + \beta V(k_{T+1})\} \\ V(k_{T-1}) &= \max_{c_{T-1}} \{u(c_{T-1}) + \beta V(k_T)\} \\ V(k_{T-2}) &= \max_{c_{T-2}} \{u(c_{T-2}) + \beta V(k_{T-1})\} \\ &\vdots \\ V(k_2) &= \max_{c_2} \{u(c_2) + \beta V(k_3)\} \\ V(k_1) &= \max_{c_1} \{u(c_1) + \beta V(k_2)\} \end{aligned} \tag{5}$$

## Iteration II

Now, all we need is a place to start...

$$V(k_{T+1}) = 0 \quad \forall \quad k \quad (6)$$

# MATLABbing it

We'll solve Bellman equations numerically with MATLAB

- ▶ Essentially, 'brute force' grid search
- ▶ Requires 'gridding' state variables (if not binary)
- ▶ Let's check out `backwardsInduc.m`

## An Example...

```
>> backwards_induc
```

```
Input Beta:0.9
```

```
Input time: 10
```

```
Input initial capital:100
```

```
Input fineness of grid:0.25
```

# 'Memoization'

A brief final point here: this is computationally intense, but we can avoid a lot of repeated heavy lifting

- ▶ 'Memoization' (aka computer programming in 'Nature')
- ▶ This is something that comes in very handy when simulating and solving these problems

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# Uncertainty

What we've seen so far is actually remarkably flexible.

- ▶ Generalises quite simply (in theory) to multiple state and control variables, alternative functional forms
- ▶ Though in practice, curse of dimensionality
- ▶ Perhaps the only major thing we're missing is stochastic elements
- ▶ Consider the case where the capital flow equation is now:

$$k_{t+1} = f(k_t - c_t, \theta, \varepsilon_{t+1}) = \theta(k_t - c_t)^\alpha + \varepsilon_{t+1}$$



## The Bellman Equation

$$V(k_t) = \max_{c_t} \{u(c_t) + \beta \mathbb{E}[V(k_{t+1})]\} \quad (7)$$

## Decisions Under Uncertainty

So, now the decision must be framed in terms of consumption now and *expected* consumption in the future.

- ▶ In this case, the backwards iteration step is similar
- ▶ However, the iterating forwards to solve the model depends upon progressive realisations of shocks
- ▶ If time: `finiteStochastic.m`, `simulateStochastic.m`

# Simulations

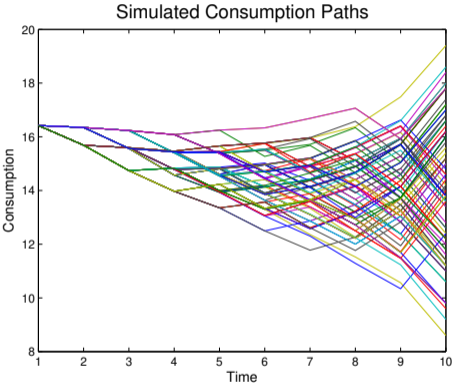


Figure: Simulated Consumption in a Stochastic Model

# Summary

## Part I (Finite Horizon):

- ▶ Finite horizon dynamic optimisation
- ▶ Bellman equations
- ▶ A little bit of model simulation

## Part II (Infinite Horizon):

- ▶ Infinite horizons
- ▶ Using Bellman again
- ▶ Estimation!!

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# Infinite Horizons

With *finite* horizon problems, we could use  $V_T$  to seed solution

- ▶ We could iterate backwards from the terminal value function, and use this to recursively solve models
- ▶ But, in many cases there won't be some obvious end point...
- ▶ Fortunately we can still use Bellman's technique if we can find some optimal policy 'forever'
- ▶ What's more, the way we solve this is also iterative

## Solving Infinite Problems...

$$V(k) = \max_c \{u(c) + \beta V(\tilde{k})\} \quad (8)$$

cf:

$$V_t(k_t) = \max_{c_t} \{u(c_t) + \beta V_{t+1}(k_{t+1})\}$$



## Finding an Optimal Policy Forever

In (8),  $u(c)$  is quite clear, but calculating  $V(k)$  is the tricky part

- ▶ Value function is the same on both sides of the equation
- ▶ So, solving this involves finding a fixed point
- ▶ Bellman shows that quite conveniently, starting with any  $V_j(k)$ , we will eventually iterate onto our stationary  $V(k)$

## Trying One Out

$$\begin{aligned} \max_{\{c_t\}_{t=1}^{\infty}, \{k_t\}_{t=2}^{\infty}} \sum_{t=1}^{\infty} \beta^{t-1} \ln(c_t) \quad \text{subject to} \quad & k_{t+1} = \theta k_t^{\alpha} - c_t \\ & c_t \geq 0 \\ & k_t \geq 0. \end{aligned} \tag{9}$$

## Trying One Out

Fortunately this *also* gives an analytical solution!

$$V(k) = \frac{\alpha}{1 - \beta\alpha} \ln k + F \quad (10)$$

$$c(k) = \theta k^\alpha (1 - \beta\alpha). \quad (11)$$

If you need convincing, check out appendix to notes...

## Trying This Out in MATLAB

The function `Iterate_VF.m` provides a way to make a single iteration on a value function...

- ▶ This is all numerical and 'grid search' methods, so is somewhat demanding
- ▶ The script `ConvergeGraph.m` runs 10 iterations of the search for a fixed point
- ▶ Clearly, 10 iterations is not enough to 'converge' to the fixed point (graph next slide)
- ▶ The script `IterateGraph.m` finds 'convergence' (using a `while` loop)
- ▶ This is not true convergence. We ask MATLAB to ensure
$$\|V_{j+1}(k) - V_j(k)\| < \varepsilon \quad \forall k$$

# Examining a Number of Value Function Iterations

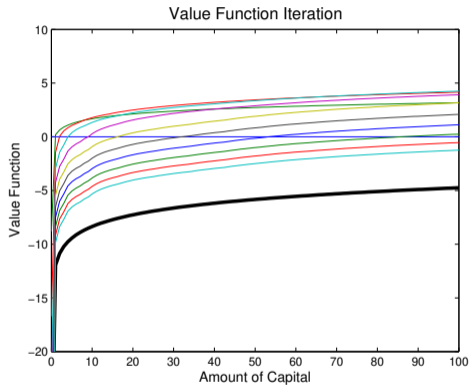


Figure: 10 Iterations of the Numerical Value Function

# Iterating to the Value Function

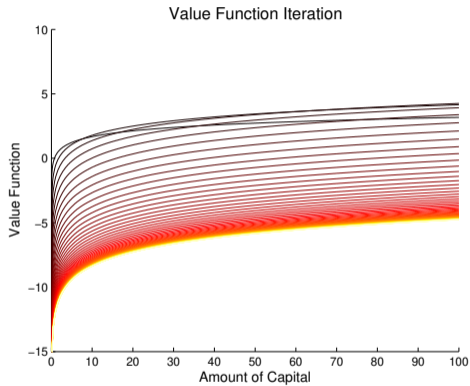


Figure: Convergence to the Numerical Value Function

## The Solution

And then, with value function  $V(k)$  in hand it's just a matter of determining the optimal policy—the “policy function”— $c(k)$ .

```
>> aB = 0.65*0.9; theta = 1.2; alpha = 0.65;
>> plot(K,K(opt),K,aB*theta*K.^alpha, '--r', 'LineWidth', 3)
>> xlabel('Amount of Capital', 'FontSize', 12)
>> ylabel('Optimal k_{t+1}', 'FontSize', 12)
>> title('Policy Function for Capital Consumption', 'FontSize', 14)
```

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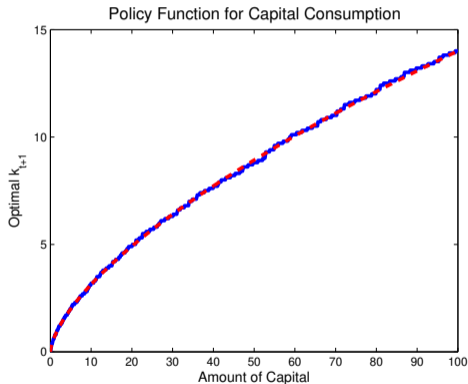


Figure: The Numerical and Analytical Policy Function



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# The Howard Improvement Algorithm

Value function iteration can be quite slow and computationally intensive

- ▶ There are a number of ways to speed up these problems, including 'policy function iteration'
- ▶ Our value function iteration takes between 66-135 iterations depending upon  $\epsilon$
- ▶ In policy function iteration we follow each proposed solution forever, rather than just for one period

## The Algorithm

1. Based upon  $V_j$ , determine optimal consumption for each  $k$ , giving a proposed 'policy function',  $c_j(k)$
2. Calculate the payoff associated with this policy function,  $u(c_j(k))$
3. Calculate the value of following this policy function forever,  $V_{j+1}$
4. If  $\|V_{j+1} - V_j\| < \varepsilon$  stop, or else return to step (i) for another iteration

## Remaining Bottlenecks

In step (3):

$$\begin{aligned} V_j &= u(c_j(k)) + \beta Q_j V_j \\ \Rightarrow V_j &= (I - \beta Q_j)^{-1} u(c_j(k)), \end{aligned} \tag{12}$$

# Policy Function Iteration

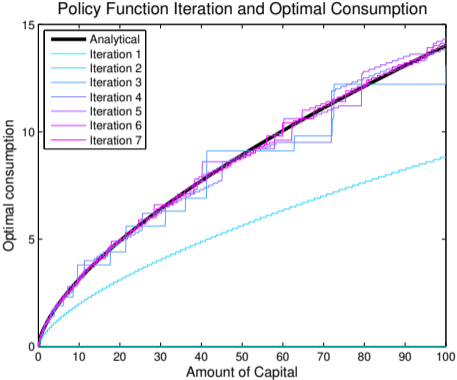


Figure: Convergence to the True Policy Function

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Changing Viewpoints Entirely...

**Forward** versus **Inverse** Problems

# Generalised Method of Moments

Linear regression one more time...

Population moments:

$$E[\mathbf{X}\epsilon] = E[\mathbf{X}(y - \mathbf{X}\beta)] = \mathbf{0}. \quad (13)$$

And by analogy:

$$\mathbf{m} = \frac{1}{N} \left[ \sum_{i=1}^N \mathbf{X}_i(y_i - \mathbf{X}_i\beta) \right] = \mathbf{0}. \quad (14)$$

# Generalised Method of Moments with Linear Regression

We will return one more time to the `auto.csv` example as a 'sanity check' on GMM coding.

- ▶ The idea in GMM is to drive the weighted quadratic distance  $m'Wm$  to as close as zero as possible
- ▶ For consistency,  $W$  needs just be semi-definite-positive
- ▶ Let's have a look at `objective.m` for moments in this case

## Solving the System

```
>> DataIn = dlmread('auto.csv');  
>> X      = [ones(74,1) DataIn(:,2:3)];  
>> y      = DataIn(:,1);  
>> [beta,Q] = fminsearch(@(B) objective(B,y,X),[10,0,0]', ...  
                        optimset('TolX',1e-9));
```

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## Estimating Dynamic Models

So, going from moments to MATLAB isn't too difficult...

- ▶ The challenge is in knowing which moments to fit!
- ▶ Let's return to the example from dynamic setting with stochastic elements
- ▶ Our moments can be based on  $\mathbb{E}[\varepsilon_t] = 0$ .

# Stochastic Dynamic Model

Remember:

$$\max_{\{c_t\}_{t=1}^T} \sum_{t=1}^T \beta^{t-1} u(c_t) \quad \text{subject to} \quad k_{t+1} = f(k_t, c_t) + \varepsilon_{t+1}. \quad (15)$$



## Moments

$$\mathbb{E}[k_{t+1} - f(k_t, c_t)] = 0 \quad (16)$$

$$\mathbb{E} \left[ \frac{u'(c_t)}{\beta u'(c_{t+1})} - f'(k_t) \right] = 0. \quad (17)$$

## Moments II

$$\mathbb{E}[k_{t+1} - \theta(k_t - c_t)^\alpha] = 0 \quad (18)$$

$$\mathbb{E}\left[\frac{c_{t+1}}{\beta c_t} - \alpha\theta(k_t - c_t)^{\alpha-1}\right] = 0. \quad (19)$$

## Estimation

We have set-up these moments in `dynamicMoments.m`. This is a just-identified system (for now). Let's estimate the parameters  $\alpha$  and  $\theta$  based on our simulated example from the end of Finite Horizon estimation:

```
>> finiteStochastic;
>> simulateStochastic;
>> opt = optimset('TolFun', 1E-20, 'TolX', 1E-20);
>> [Omega, Q] = fminunc(@(p) dynamicMoments(con(:,4),con(:,5),...
      kap(:,4),kap(:,5),p), [1, 1], opt);
```