Economics 4210: Numerical Methods for Macroeconomists

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January 2024

- **Time and Location**: Mondays and Wednesdays, 1:45-3:15PM, PCPE 101
- **Grading**: Three take-home exams.
  - https://ideas.repec.org/p/eag/rereps/36.html
- **Programming Language**: MATLAB (from Mathworks)–must be used for assignments.

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1 Description

This course will study some of the numerical methods that are used in modern macroeconomics. The class will learn how to solve nonlinear equations, maximization problems, difference equations, dynamic programming problems, differentiate functions numerically, integrate functions numerically, conduct Monte Carlo simulations, construct Markov chains, interpolate functions, and smooth data. This will be done while studying economic problems, such as the determination of labor supply, economic growth, and business cycle analysis. Calculus is an *integral* part of the course and some elementary probability theory will be drawn upon. The MATLAB programming language will be used.

**TA**: TBA. **Email**: TBA. **Office Hours**: TBA.

Departmental policies regarding courses are available here:
  - https://economics.sas.upenn.edu/undergraduate/course-information/course-policies
2 Grading

The course will be evaluated on the basis of three take-home assignments. The take-home assignment schedule is as follows.

<table>
<thead>
<tr>
<th>Handed out</th>
<th>Due</th>
</tr>
</thead>
<tbody>
<tr>
<td>Wed, Feb 21st (tentative)</td>
<td>Wed, Feb 28th</td>
</tr>
<tr>
<td>Mon, March 25th (tentative)</td>
<td>Mon, April 1st</td>
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<tr>
<td>Wed, April 24th</td>
<td>Wed, May 1st</td>
</tr>
</tbody>
</table>

No collaboration with any person (either in or out of the class) is allowed for the assignments. You are also not allowed to use programs from the web. The assignments will be graded on a mixture of the skills you show in economics, mathematics and programming. More than enough time is given for each assignment. A 10% penalty is assessed for each day an assignment is late.

Bonus Points. You can earn bonus points by listing all errors in economic logic, mathematics, and computer code that you find in the class notes—keep such errors to yourself.

3 Nonlinear Equations

3.1 Methods

- Bisection Method
- Newton’s Method

3.2 Application, Labor-leisure choice


4 Maximization (and Minimization)

- Golden Section Search
- Discrete Maximization
- Particle Swarm Optimization
- Calibration
5 Graphing


6 Deterministic Dynamics

6.1 Methods

- Extended Path Method
- Multiple Shooting

6.2 Application, the neoclassical growth model


7 Numerical Approximations

- Numerical Differentiation
- Numerical Integration
- Random Number Generators and Monte Carlo Simulation
- Markov Chains
- Interpolation

7.1 Applications

- Welfare Gain from Personal Computers
- Welfare Cost of Business Cycles
- Unemployment
- The Equity Premium Puzzle
- Spline Art
8 Stochastic Dynamics

8.1 Methods

- Linearization Techniques
- Dynamic Programming
  - Discrete State Space Dynamic Programming
  - Quadratic Approximation

8.2 Application, business cycles
