

Recursive Methods

Outline Today's Lecture

- Dynamic Programming under Uncertainty
notation of sequence problem
- leave study of dynamics for next week
- Dynamic Recursive Games: Abreu-Pearce-Stachetti
- Application: today's Macro seminar

Dynamic Programming with Uncertainty

- general model of uncertainty: need Measure Theory
- for simplicity: finite state S
- Markov process for s (recursive uncertainty)

$$\Pr (s_{t+1}|s^t) = p (s_{t+1}|s_t)$$

$$v^* (x_0, s_0) \equiv$$

$$\sup_{\{x_{t+1}(\cdot)\}_{t=0}^{\infty}} \left\{ \sum_t \sum_{s^t} \beta^t F (x_t (s^{t-1}), x_{t+1} (s^t)) \Pr (s^t | s_0) \right\}$$

$$x_{t+1} (s^t) \in \Gamma (x_t (s^{t-1}))$$

x_0 given

Dynamic Programming

Functional Equation (Bellman Equation)

$$v(x, s) = \sup \left\{ F(x, y) + \beta \sum_{s'} v(y, s') p(s'|s) \right\}$$

or simply (or more generally):

$$v(x, s) = \sup \{ F(x, y) + \beta E[v(y, s') | s] \}$$

where the $E[\cdot | s]$ is the conditional expectation operator over s' given s

- basically same: Principle of Optimality, Contraction Mapping (bounded case), Monotonicity [actually: differentiability sometimes easier!]
- notational gain is huge!

Policy Rules Rule

- more intuitive too!
- fundamental change in the notion of a solution

optimal policy $g(x, s)$

vs.

optimal sequence of contingent plan $\{x_{t+1}(s^t)\}_{t=0}^{\infty}$

- Question: how can we use g to understand the dynamics of the solution?
(important for many models)
- Answer: next week...

Abreu Pearce and Stachetti (APS)

- Dynamic Programming for Dynamic Games
- **idea**: subgame perfect equilibria of repeated games have recursive structure
 - players care about future strategies only through their associated utility values
- APS study general N person game with non-observable actions
- we follow Ljungqvist-Sargent:
 - continuum of identical agents vs. benevolent government
- time consistency problems (credibility through reputation)
- agent i has preferences $u(x_i, x, y)$ where x is average across x_i 's

One Period

- competitive equilibria:

$$C = \left\{ (x, y) : x \in \arg \max_{x_i} u(x_i, x, y) \right\}$$

assume $x = h(y)$ for all $(x, y) \in C$

1. Dictatorial allocation: $\max_{x,y} u(x, x, y)$ (wishful thinking!)
2. Ramsey commitment allocation: $\max_{(x,y) \in C} u(x, x, y)$ (wishful thinking?)
3. Nash equilibrium (x^N, y^N) : (might be **bad outcome**)

$$x^N \in \arg \max_x u(x, x^N, y^N) \Leftrightarrow (x^N, y^N) \in C$$

$$y^N \in \arg \max_y u(x^N, x^N, y) \Leftrightarrow y^N = H(x^N)$$

Kydland-Prescott / Barro-Gordon

$$\begin{aligned}v(u, \pi) &= -u^2 - \pi^2 \\ u &= \bar{u} - (\pi - \pi^e)\end{aligned}$$

$$\begin{aligned}u(\pi_i^e, \pi^e, \pi) &= v(\bar{u} - (\pi - \pi^e), \pi) - \lambda(\pi_i^e - \pi)^2 \\ &= -(\bar{u} - (\pi - \pi^e))^2 - \pi^2 - \lambda(\pi_i^e - \pi)^2\end{aligned}$$

then $\pi_i^e = \pi^e = \pi = h(\pi)$ take $\lambda \rightarrow 0$ then

$$-(\bar{u} - \pi + \pi^e)^2 - \pi^2$$

- First best Ramsey:

$$\begin{aligned}\max_{\pi} \left\{ -(\bar{u} - \pi + h(\pi))^2 - \pi^2 \right\} &= \max_{\pi} \left\{ -(\bar{u})^2 - \pi^2 \right\} \\ &\rightarrow \pi^* = 0\end{aligned}$$

Kydland-Prescott / Barro-Gordon

- Nash outcome. Gov't optimal reaction:

$$\max_{\pi} \left\{ -(\bar{u} - \pi + \pi^e)^2 - \pi^2 \right\}$$

$$\pi = \frac{\bar{u} + \pi^e}{2}$$

this is $\pi = H(\pi^e)$

- Nash equilibria is then $\pi = H(h(\pi)) = H(\pi) = \frac{\bar{u} + \pi}{2}$ which implies

$$\pi^{eN} = \pi^N = \bar{u}$$

→ unemployment stays at \bar{u} but positive inflation \Rightarrow worse off

- Andy Atkeson: adds shock θ that is private info of gov't (macro seminar)

Infinitely Repeated Economy

- Payoff for government:

$$V_g = \frac{1 - \delta}{\delta} \sum_{t=1}^{\infty} \delta^t r(x_t, y_t)$$

where $r(x, y) = u(x, x, y)$

- strategies σ ...

$$\sigma_g = \left\{ \sigma_t^g(x^{t-1}, y^{t-1}) \right\}_{t=0}^{\infty}$$

$$\sigma_h = \left\{ \sigma_t^h(x^{t-1}, y^{t-1}) \right\}_{t=0}^{\infty}$$

- induce $\{x_t, y_t\}$ from which we can write $V_g(\sigma)$.
- continuation strategies: after history (x^t, y^t) we write $\sigma|_{(x^t, y^t)}$

Subgame Perfect Equilibrium

- A strategy profile $\sigma = (\sigma^h, \sigma^g)$ is a *subgame perfect equilibrium* of the infinitely repeated economy if for each $t \geq 1$ and each history $(x^{t-1}, y^{t-1}) \in X^{t-1} \times Y^{t-1}$,

1. The outcome $x_t = \sigma_t^h(x^{t-1}, y^{t-1})$ is a competitive equilibrium given that $y_t = \sigma_t^g(x^{t-1}, y^{t-1})$, i.e. $(x_t, y_t) \in C$

2. For each $\hat{y} \in Y$

$$(1-\delta)r(x_t, y_t) + \delta V_g(\sigma|_{(x^t, y^t)}) \geq (1-\delta)r(x_t, \hat{y}) + \delta V_g(\sigma|_{(x^t; y^{t-1}, \hat{y})})$$

(one shot deviations are not optimal)

Lemma

Take σ and let x and y be the associated first period outcome. Then σ is sub-game perfect if and only if:

1. for all $(\hat{x}, \hat{y}) \in X \times Y$ $\sigma|_{\hat{x}, \hat{y}}$ is a sub-game perfect equilibrium
2. $(x, y) \in C$
3. $\hat{y} \in Y$

$$(1 - \delta)r(x_t, y_t) + \delta V_g(\sigma|_{(x, y)}) \geq (1 - \delta)r(x_t, \hat{y}) + \delta V_g(\sigma|_{(\hat{x}, \hat{y})})$$

- note the stellar role of $V_g(\sigma|_{(x, y)})$ and $V_g(\sigma|_{(\hat{x}, \hat{y})})$, its all that matters for checking whether it is best to do x or deviate...
- idea! think about values as fundamental

Values of all SPE

- Set V of values

$$V = V_g(\sigma) | \sigma \text{ is a subgame perfect equilibrium}$$

- Let $W \subset R$. A 4-tuple $(x, y, \omega_1, \omega_2)$ is said to be *admissible with respect to W* if $(x, y) \in C$, $\omega_1, \omega_2 \in W \times W$ and

$$(1 - \delta)r(x, y) + \delta\omega_1 \geq (1 - \delta)r(x, \hat{y}) + \delta\omega_2, \forall \hat{y} \in Y$$

B(W) operator

Definition: For each set $W \subset R$, let $B(W)$ be the set of possible values $\omega = (1 - \delta)r(x, y) + \delta\omega_1$ associated with some admissible tuples $(x, y, \omega_1, \omega_2)$ wrt W :

$$B(W) \equiv \left\{ w : \begin{array}{l} \exists (x, y) \in C \text{ and } \omega_1, \omega_2 \in W \text{ s.t.} \\ (1 - \delta)r(x, y) + \delta\omega_1 \geq (1 - \delta)r(x, \hat{y}) + \delta\omega_2, \forall \hat{y} \in Y \end{array} \right\}$$

- note that V is a fixed point $B(V) = V$
- we will see that V is the biggest fixed point

- **Monotonicity of B.** If $W \subset W' \subset R$ then $B(W) \subset B(W')$
- **Theorem (self-generation):** If $W \subset R$ is bounded and $W \subset B(W)$ (*self-generating*) then $B(W) \subset V$
- **Proof**
 - Step 1 : for any $W \in B(W)$ we can choose and x, y, ω_1 , and ω_2
$$(1 - \delta)r(x, y) + \delta\omega_1 \geq (1 - \delta)r(x, \hat{y}) + \delta\omega_2, \forall \hat{y} \in Y$$
 - Step 2: for $\omega_1, \omega_2 \in W$ thus do the same thing for them as in step 1
continue in this way...

Three facts and an Algorithm

- $V \subset B(V)$
- If $W \subset B(W)$, then $B(W) \subset V$ (by self-generation)
- B is monotone and maps compact sets into compact sets
- **Algorithm:** start with W_0 such that $V \subset B(W_0) \subset W_0$ then define $W_n = B^n(W_0)$

$$W_n \rightarrow V$$

Proof: since W_n are decreasing (and compact) they must converge, the limit must be a fixed point, but V is biggest fixed point

Finding V

In this simple case here we can do more...

- lowest v is self-enforcing
highest v is self-rewarding

$$v_{low} = \min_{\substack{(x,y) \in C \\ v \in V}} \{(1 - \delta)r(x, y) + \delta v\}$$

$$(1 - \delta)r(x, y) + \delta v \geq (1 - \delta)r(x, \hat{y}) + \delta v_{low} \text{ all } \hat{y} \in Y$$

$$\Rightarrow v_{low} = (1 - \delta)r(h(y), y) + \delta v \geq (1 - \delta)r(h(y), H(h(y))) + \delta v_{low}$$

- if binds and $v > v_{low}$ then minimize RHS of inequality

$$v_{low} = \min_y r(h(y), H(h(y)))$$

Best Value

- for Best, use Worst to punish and Best as reward

solve:

$$\max_{\substack{(x,y) \in C \\ v \in V}} = \{(1 - \delta) r(x, y) + \delta v_{high}\}$$

$$(1 - \delta)r(x, y) + \delta v_{high} \geq (1 - \delta)r(x, \hat{y}) + \delta v_{low} \text{ all } \hat{y} \in Y$$

then clearly $v_{high} = r(x, y)$

- so

$$\max r(h(y), y)$$

subject to $r(h(y), y) \geq (1 - \delta)r(h(y), H(h(y))) + \delta v_{low}$

- if constraint not binding \rightarrow Ramsey (first best)
- otherwise value is constrained by v_{low}