# Numerical Methods-Lecture I: Outline of Course 

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## Goals

Aim is to teach numerical methods, give you the tools you need to write down, solve, and estimate models

1. Interpolation
2. Numerical derivatives
3. Maximization/minimization

- Deterministic, stochastic
- Derivative-based, derivative-free
- Local, global

4. Numerical integration/quadrature
5. Bellman equations

## Odds \& Ends

1. This course runs for 8 weeks, from August 24th-October 19th.
2. Office hours from 11:30-12:30 on Mondays in Kran 541.
3. Contact: tgallen [at] purdue
4. Grading: 2 homeworks, one "paper" /model
5. Course Text: Judd
6. Also useful: Miranda \& Fackler
7. Various readings

## Background on Computational

- More and more, interesting problems have wrinkles
- Simple examples:
- Game theory (Bringing game parameters to data)
- Industrial organization (Demand system estimation)
- Labor economics (Household bargaining, nonlinear constraints)
- Public economics (Multiple program participation)
- Macroeconomics (DSGE models of last 30 years)


## Distinguishing characteristics

- Explicit specifications of preferences, production, and behavior
- Frequently, many different actors
- Frequently, markets clearing
- Numerical output
- Increasingly, dynamic


## Great Leap Forward

- Focus on numerical output has been great!
- Complexity
- No more hand waving (or less)
- Closer link to data
- Failure of models is feature not bug
- Real predictions
- But it has its costs
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- Death of economic intuition
- Closed form
- Unclear if many numerical heuristics work


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## Outline of course

- Bellman equations: theory
- Bellman equations: extremely limited numerical solution
- Numerical derivatives
- Derivative-based and derivative-free
- Local and global
- Maximization
- Equation solving
- Interpolation
- Integration
- Simulated methods of estimation


## Potential Uses of concepts

- Bellman equations: most dynamic problems
- Numerical derivatives: maximization, equation-solving
- Maximization: Agent problems, estimation
- Equation solving: Solving models
- Interpolation: Making your life easier, allowing for richer agent choice, better estimation
- Integration: Allowing for shocks, allowing for agent heterogeneity

