

# Macroeconomics

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- 1 Measuring economic output
  - GDP
  - Inflation
  
- 2 Growth
  - Economic Growth
  
- 3 Money and Inflation
  - Money and Inflation
  
- 4 Economic policy
  - Fiscal and monetary policy

# Motivation

- Microeconomics shows how individuals respond to market conditions (and their changes)
  - Government (or central bank) might want to change these conditions with certain **economic policy**
- We want to look at larger groups (**aggregation**)
  - We want a simplified description of the economy (important for individuals - planning, forecasting)
  - It is useful to measure general tendency of the development of prices (inflation/deflation), un/employment, and output (economic growth, note that output is also equal to income)
- Households own production factors, offer these to firms, firms produce goods that get consumed by households
  - production factor markets (labor market, capital market/loanable funds market), as well as a representation of the whole economy - AS/AD model

# Motivation

- Daily news headlines:
  - Growth estimates - falling back into recession, overcoming the crisis etc.
  - Central Banks throughout the world perform quantitative easing setting *interest rates* close to zero
  - Europe faces *deflation*
  - Economic *growth* in China - considerably slower from 14% to 8.5%
- Macroeconomic issues often part of policy debates
- Macroeconomic situation influence politics considerably (eg labeling politicians successful or not)
- Macro-economists try to explain *quite complicated* system of all firms, people and events (*the economy*)
- Predictions are often imprecise (“Q: Why did God create economists?  
A: In order to make weather forecasters look good.”)

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# GDP Definition

- Gross Domestic Product = market value of all final goods and services produced in a given economy in a given year
  - expressed in money paid for the goods and services
- Flow variable (sum per period)
- We can (equivalently) measure it as:
  - (Aggregate) Income
  - (Aggregate) Expenditure
- In the whole economy  $Income = Expenditure$  because each \$ you spend is income for someone else
- Estimated by national statistical offices four times a year

# GDP Content

- What is included in GDP?
  - Only the value of finished goods (byproducts don't count)
  - Only goods and services sold for the first time (re-selling the same car over and over is not generating value)
  - Inventories
- What is not included in GDP
  - Goods and services not sold on the market (e.g. household tasks - valuable, but not sold on a market) (could be quite significant in certain developing countries (undeveloped services sector))
  - Illegal activities ("black economy")
    - Unreported activities ("gray economy")

# Real x Nominal GDP

- GDP is measured in monetary terms (tons of steel vs. books sold vs. haircuts performed etc.)
- **Nominal GDP** = sum of the products of quantity and (current) price for all goods and services  $\Rightarrow$  change of either  $P$  or  $Q$  changes the product
  - nominal GDP influenced by price level changes  $\rightarrow$  might be misleading ( $\downarrow Q$  and more pronounced  $\uparrow P \rightarrow \uparrow GDP_N$ )
- **Real GDP** = sum of the products of quantity and (**constant**) price for all goods and services  $\Rightarrow$  real GDP changes only with changes of  $Q$ , not  $P$  (prices fixed at the levels of certain year)
- **GDP Deflator** =  $\frac{\text{Nominal GDP}}{\text{Real GDP}} \approx$  price level change (there are also other measurements of price level changes, PPI, CPI etc.)



# GDP Decomposition

- National income accounts identity:
  - $Y = C + I + G + NX$
- $Y$  Domestic product
- $C$  Consumption, goods and services bought by households
- $I$  Investment, goods bought for long-term production (machines, building etc.)
- $G$  Government purchases (government expenditures)
- $NX$  Net export or surplus with foreign countries ( $NX = IM - EX$ )

## GDP's Importance

- Good proxy variable to assess economic performance of a country
- Per capita  $\times$  Total  $\Leftrightarrow$  Economic Power  $\times$  Economic Level

#	Country	GDP (mil \$)	GDP p/c (\$)
1	USA	16,768,050	53,001 (#9)
2	China	9,469,124	6,959 (#82)
3	Japan	4,898,530	38,468 (#24)
4	Germany	3,635,959	44,999 (#18)
5	France	2,807,306	44,099 (#20)

- The more the better? Correlation between GDP and e.g. HDI (life expectancy, literacy etc.)
  - at the same time, criticized for ignoring other important aspects of quality of life
  - but GDP measurement was not developed to measure the quality of life...

# Inflation

- Overall **increase** of price level
- Terms:
  - Inflation - increase
  - Deflation - decrease
  - Disinflation - inflation slowdown

# Measuring Inflation

- GDP Deflator
- **Consumer Price Index (CPI)**
  - Arbitrary chosen prices important in standard **consumer's basket**
  - Including: Food, Transportation, Schools, Culture, Gasoline, Electricity. . .
- CPI aggregates price changes of selected goods in time
- CPI and Deflator similar but different
  - CPI watch fixed basket of goods with fixed weights
  - CPI updated only once a decade (because it needs to maintain consistency - otherwise the numbers are incomparable) ⇒ is it still relevant?

# Unemployment

- Adult population:
  - Labor force:
    - Employed
    - Unemployed
  - Others
- **Unemployment:**  $u = \frac{\textit{Unemployed}}{\textit{Labor force}}$
- Labor force participation rate:  $\frac{\textit{Labor force}}{\textit{Adult population}}$
- *Frictional* x *structural* x *cyclic* unemployment

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# Motivation

- If GDP really correlates with well-being then its *growth* its quite important
- Economy's ability to grow is one of its main attributes
  - Sustain relative wealth of rich countries
  - Improve relative and absolute wealth of poor ones
- Convergence theory: The poorer you are, the quicker you grow (does it hold?)

# Determinants

- GDP growth is primarily affected by *productivity*
- Since GDP is sum of all production, producing more with the same population brings higher product (GDP)
- Productivity: *product per one worker-hour*
- It is not so simple. . .
  - productivity usually measured as a residual ("what is left unexplained by other factors")



# Productivity

- Any change in productivity is conditioned by:
  - Physical capital - tools, machinery etc.
  - Human capital - knowledge, skills, experiences etc.
  - Natural resources - climate for agriculture, oil. . .
  - Technological knowledge - inventions, computers, management. . .
- Production function of an economy is thus expressed:
  - $Y = A.F(L, K, H, N)$

# Pro-growth Public Policy

- What policies are considered to be good for growth?
  - 1 Encouraging saving and investment
  - 2 Foreign investment
  - 3 Education
  - 4 Property rights and political stability
  - 5 Free trade
  - 6 Control of population growth (poorer countries)
  - 7 Research and Development

# Catch-up

- Diminishing returns theory: The larger the capital stock of a country, the smaller impact of investments on growth
- Example:

Country	Investment (% of GDP)	Growth
South Korea	23 %	7 %
USA	21 %	2 %

- This imply a chance for poor countries  $\Rightarrow$  *theory of convergence*
- Doesn't always work however

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# Money

- An asset used to buy goods, does not equal to wealth
- Three basic functions:
  - Medium of exchange (making trade easier, avoiding barter)
  - Unit of account
  - Store of value
- Money is the most liquid asset

# Money

- *Commodity* × **fiat** money
- Today's money consists of:
  - M1 - cash, deposits on demand
  - M2 - M1 + long-term deposits, assets in mutual funds etc.
- $M1:M2 \approx 1:4$

# Bank Sector

- Two-tier banking system
- Central Bank (ECB system, Czech National Bank, Federal Reserve System. . . )
  - Usually government-independent
  - Regulates circulating money
  - Its objective is either particular level of inflation or unemployment or both
  - Tools: interest rates, open-market operations, reserves requirements
- Commercial Banks (all others: Sberbank, Sparkasse, Société Générale. . . )
  - Lend money and accept deposits

# Money Multiplier

- How is money created? Assume 10% reserves requirement

	Assets		Liabilities	
• 1st Bank	Reserves	\$ 10.00	Deposits	\$ 100.00
	Loans	90.00		

	Assets		Liabilities	
• 2nd Bank	Reserves	\$ 9.00	Deposits	\$ 90.00
	Loans	81.00		

- 3rd Bank...



# Money Multiplier

- Original deposit \$ 100.00 induces additional \$ 90.00, 81.00, 72.90...  
= \$ 1,000.00
  - $original\ deposit + \sum(1 - reserves) \times (additional\ deposit)$
  - $100 + 0.9 \times 100 + 0.9 \times 90 + 0.9 \times 81 \dots = 1000 = 10 \times 100$
  - Multiplier in this example is  $10 = \frac{1}{reserve\ requirement}$
- CB does not control money directly, but through commercial banks via money multiplier
- CB especially does not control
  - household's behavior, how much HH deposit
  - bankers willingness to lend

# Quantitative Money Theory

- $M \times V = P \times Y$
- $M$ - money,  $V$  - velocity of money,  $P$  - price level,  $Y$  - real product
  - or in marginal values:  $m.v = \pi.g$ 
    - $m$ - money growth,  $v$  - velocity change,  $\pi$  - inflation,  $g$  - (economic) growth
- Explains inflation and deflation eg:
  - Long lasting slight deflation between 1870-1914
  - Hyperinflations (e.g. Germany 1923, Zimbabwe - but in fact, nearly every decade there is a hyperinflation somewhere in the world)
  - Recent fear of deflation in the West

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# Economic policy

- Fiscal policy - government expenditures
  - in addition, governments may seek its goals by other means - taxation, regulation (e.g. minimal wage etc.), trade policy (tariffs, quotas), wealth/income redistribution
  - typical (proclaimed) target: stabilizing policy / growth policy
- Monetary policy - actions of central bank
  - Typical (proclaimed) target: inflation targeting, other goals: exchange rate, interest rates
  - Impossible Trinity (Trilemma): pick two out of the following three:
    - An independent monetary policy; Free capital movements; A fixed foreign exchange rate

# Economic policy

- Macroeconomics heavily influenced by various assumptions of their models
  - but real economy very complex - what is "right"?
- A basis of **interventionism**
- Popular in Keynesian schools of thought (Keynesians claim markets fail to clear (in SR) - so "somebody (government) has to intervene")
  - today's "mainstream economics = "neoclassical" microeconomics + "Keynesian" macroeconomics
    - Other approaches valid, but central banks and governments are in general in favor of interventions
  - government has to act (on macro-level) to restore the growth path... ("fighting recessions")
    - Some argue that governments only make it worse
  - Keynesian schools of thought favor demand side interventions

# ASAD model

