Chapter 10: The S/R Macro Model

- Spending is very important in the S/R
  - Spending depends on income and income depends on spending
- Assumption
  - Only spending determines the output level
  - Prices do not change
- Types of spending
  - Consumption
  - Investment
  - Government
  - Net Exports

Consumption Spending

- Largest component of economy’s spending
  - 2/3 of total spending
- What determines consumption?
  - Disposable income (+)
    - Income after taxes
    - Disposable income = Income – Net taxes
    - = Income – (Taxes – Transfers)
  - Wealth (+)
    - Total value of HH assets – outstanding liabilities
  - Interest rate (-)
    - As r ↑ C ↓
  - Expectations about future
    - Optimism (+) or pessimism (-)

The Consumption Function

- Represent consumption with an equation
  \[ C = a + b \times (\text{Disposable Income}) \]
  \[ C = a + b \times Y^D \]
- a: autonomous consumption
  - Part of consumption spending that is independent of income
- b: marginal propensity to consume (MPC)
  - Slope of consumption function = \[ \frac{\Delta \text{Consumption}}{\Delta \text{Disposable Income}} \]
The Consumption Function

- MPC: the amount by which C rises when \( Y^D \) rises by one dollar
  - \( 0 < MPC < 1 \)
  - Ex: Robinson collects coconuts and eats 80% of them. What is his MPC?
    - What happens to his Consumption function if he becomes optimistic about future?

Consumption and Income

- Convert the relationship into Consumption-Income relationship
  \[ C = a + b \times (\text{Income}) \]
  \[ C = a + b \times Y \]
- Consider figure 2

The Consumption-Income Line

1. To draw the consumption-income line, we measure real income (instead of real disposable income) on the horizontal axis.
2. The line has the same slope as the consumption function in Figure 2.
3. but a different vertical intercept.

Consumption-Income Line

- Movement along C-Y line
  - \( Y \uparrow \rightarrow Y^D \uparrow \rightarrow C \uparrow \)
  - Change in income
- Shifting C-Y line
  - \( T \downarrow \rightarrow Y^D \) at each income level \( \uparrow \rightarrow C \) at each income level \( \uparrow \)
  - Transfers ...
  - Also changes in
    - Wealth (+)
    - Interest rate (-)
    - Expectations (+ or -)
  - Changes autonomous consumption
Other components of Total Spending

- **Investment** = Planned investment or Investment Spending
  - Business purchases of plant and equipment and construction of new homes
  - Treat it as fixed
    - Determined outside the model
- **G**: all goods and services that government agencies buy during the year
  - Treat it as a fixed given value
  - Changes with world politics

Net Exports

- Total Exports – Total Imports
- Imports—included in C, I^P and G—gives us an exaggerated measure of U.S. output
- Treat it as fixed
  - Can change due to changes in preferences towards foreign goods, price of foreign currency (exchange rates)
- AE = C + I^P + G + NX
  - Similar to GDP definition except for...

Equilibrium GDP

- GDP level—that remains the same until something we assumed constant begins to change
  - AE < GDP
    - Output will ___ in the future
  - AE > GDP
    - Output will ___ in the future

Change in Inventories

- \( \Delta \) Inventories = GDP – AE
  - AE < GDP → \( \Delta \) Inventories > 0 → GDP ↓
  - AE > GDP → \( \Delta \) Inventories < 0 → GDP ↑
  - AE = GDP → \( \Delta \) Inventories = 0 → no change in GDP
- Graphing Equilibrium GDP
  - Consider figures 3 and 4
Deriving the Aggregate Expenditure Line

1. Start with the consumption-income line.
2. Then add planned investment ($I^p$)...
3. Government purchases ($G$)...
4. And net exports ($NX$)...
5. To get the aggregate expenditure line.

Real Aggregate Expenditure ($\text{bllions}$)

<table>
<thead>
<tr>
<th>Real GDP ($\text{bllions}$)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1,000</td>
</tr>
<tr>
<td>2,000</td>
</tr>
<tr>
<td>3,000</td>
</tr>
<tr>
<td>4,000</td>
</tr>
<tr>
<td>5,000</td>
</tr>
<tr>
<td>6,000</td>
</tr>
<tr>
<td>7,000</td>
</tr>
<tr>
<td>8,000</td>
</tr>
</tbody>
</table>

Determining Equilibrium Real GDP

Equilibrium GDP and Employment

- Equilibrium GDP is not necessarily the full-employment level of output
  - Spending is important
  - Cyclical unemployment is caused by insufficient spending
    - Production is low, unemployment is high
  - Economy overheats because spending is too high
    - Production is high (booms), unemployment is unusually low

Equilibrium GDP and Employment

- Equilibrium output ($8,000$) is less than full potential output.
- Cyclical unemployment = 50 million
- Full Employment = 150 million
- Number of Workers = 100 million
Suppose the following equations describe the economy of Round Island in millions of dollars.

Net taxes (T) are taxes minus transfer payments.

\[ C = 55 + 0.8(Y - T) \]
\[ I = 52 \]
\[ G = 50 \]
\[ NX = 5 \]

Net taxes = 15

Equilibrium GDP?

If T raises to $90 million, what is the equilibrium GDP?

Finding Equilibrium GDP Algebraically

\[ C = a + bY^D \]
\[ Y^D = Y - T \]
\[ C = (a - bT) + bY \]
\[ AE = C + I^D + G + NX \]
\[ Y = AE \]

Exogenous variables: a, b, T, IP, G, NX

A Change in Investment Spending

Increase investment spending
- Sales revenue ↑
- Income/disposable income ↑
- C↑
- Chain reaction
- Increased spending and income
  - Equilibrium GDP ↑ more than original ↑ in IP

Decrease investment spending
- Equilibrium GDP ↓ more than original ↓ in IP
A Change in Investment Spending

<table>
<thead>
<tr>
<th>Initial Rise in IP</th>
<th>After Round 2</th>
<th>After Round 3</th>
<th>After Round 4</th>
<th>After Round 5</th>
<th>After All Rounds</th>
</tr>
</thead>
<tbody>
<tr>
<td>1,000</td>
<td>1,600</td>
<td>1,960</td>
<td>2,176</td>
<td>2,306</td>
<td>2,500</td>
</tr>
</tbody>
</table>

Expenditure Multiplier

- Expenditure multiplier
- Change in equilibrium real GDP
- For $1 change in a, IP, G, or NX

\[ \text{Multiplier} = \frac{1}{(1 - \text{MPC})} \]

\[ \Delta \text{GDP} = \left[ \frac{1}{(1 - \text{MPC})} \right] \times \Delta \text{IP} \]

Other Spending Changes

- An increase in a, IP, G, or NX
  - Shift the AE line upward by the initial increase in spending
  - Equilibrium GDP rises:

\[ \Delta \text{GDP} = \left[ \frac{1}{(1 - \text{MPC})} \right] \times \Delta \text{Spending} \]

A Graphical View of the Multiplier

- Increase in Equilibrium GDP
- \$2,500 Billion
Automatic Stabilizers and the Multiplier

- **Automatic stabilizers**
  - Reduce the size of the multiplier
    - Smaller multiplier → smaller change in GDP
  - Real world automatic stabilizers
    - Taxes
    - Transfer payments
    - Interest rates
    - Imports
    - Forward-looking behavior
- In the real world, due to automatic stabilizers, spending changes have much weaker impacts on the economy

Time

- Most important automatic stabilizer
- In the L/R, our multipliers have a value of zero
- Output = Potential output (ΔGDP=0)

Countercyclical Fiscal Policy

- **Short-run**
  - Demand-side effects on output and employment
- **Long-run**
  - Eventually economy will reach full-employment level
- Countercyclical fiscal policy
  - Change G or T
    - To reverse or prevent a recession or a boom
- ΔGDP=Multiplier×ΔG

Countercyclical Fiscal Policy

- Figure 9 Countercyclical Fiscal Policy
  - 45° line
  - AE1 and AE2 points
  - 9,000 (Recession Output)
  - 10,000 (Full-Employment Output)
  - Real Aggregate Expenditure ($ billions)
  - Real GDP ($ billions)
Problems with Countercyclical Fiscal Policy

- Timing Problems
  - Takes many months for fiscal changes to be enacted
    - might as well destabilize the economy
- Irreversibility
  - Reversing changes in government purchases or taxes is difficult
- Reaction of the Federal Reserve
  - FED can act more rapidly and flexibly than can Congress

Tax Multiplier

- Tax multiplier = -(Spending multiplier-1)

\[
\text{Tax Multiplier} = \frac{-\text{MPC}}{1 - \text{MPC}}
\]

\[
\Delta \text{GDP} = \frac{-\text{MPC}}{1 - \text{MPC}} \times \Delta T
\]