A Basic Course in Economic Simulation Modeling using GAMS

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Preface etc.

Chapter 1: Introduction to GAMS for economic problems
(Jesper Jensen's "Introduction to GAMS Chapter 1" on the website)

Chapter 2: Examples of economic equilibrium problems translated into GAMS
(use "Introduction to GAMS Chapter 2" for now - needs revision)

2.1 Simple supply-demand problem illustrating complementarity
Model M2-1

2.2 Maximization of utility subject to a linear budget constraint
Formulated as a NLP problem:
Formulated as an MCP using first-order conditions:
Formulated as an MCP using Marshallian and Hicksian demand functions:

Model M2-2

2.3 Extension of the utility optimization problem: add a rationing constraint
Formulated as a NLP problem and an MCP.
Formulated as an MPEC
Automating scenario generation
Model M2-3

2.4 Brief introduction to sets: Model M2-3 in set notation
Model M2-4

2.5 Toward general equilibrium: a simple one-good, one-factor, one consumer example
Model M2-5