

# 14.452 Economic Growth: Lecture 8, Endogenous Technological Change

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# Key Insights

- Innovation as generating new blueprints or *ideas* for production.
- Three important features (Romer):
  - 1 Ideas and technologies *nonrival*—many firms can benefit from the same idea.
  - 2 Increasing returns to scale—constant returns to scale to capital, labor, material etc. and then ideas and blueprints are also produced.
  - 3 Costs of research and development paid as fixed costs upfront.
- We must consider models of *monopolistic competition*, where firms that innovate become monopolists and make profits.
- Throughout use the Dixit-Stiglitz constant elasticity structure.







# Demographics, Preferences, and Technology II

- Final good producers are competitive.
- The resource constraint of the economy at time  $t$  is

$$C(t) + X(t) + Z(t) \leq Y(t), \quad (3)$$

where  $X(t)$  is investment on inputs at time  $t$  and  $Z(t)$  is expenditure on R&D at time  $t$ .

- Once the blueprint of a particular input is invented, the research firm can create one unit of that machine at marginal cost equal to  $\psi > 0$  units of the final good.

















































































