

Model: AFRI Equation terms, first equation matrix row, and sample equation for the banked equation group - WLDdevar

WLDtx world base export weighted average export tax

export tax	world avg. tx
<b>tx</b>	0001+!bx )
<b>ANIML</b>	-

constant +SUMPRODUCT(USAbx|:ROWbx|,USAtx|:ROWtx|)/(0.00001+!bx|)

WLDtm world base import weighted average import tax

import tax	world avg. tm
<b>tm</b>	0001+!bm )
<b>ANIML</b>	-

constant +SUMPRODUCT(USAbm|:ROWbm|,USAtm|:ROWtm|)/(0.00001+!bm|)

WLDxs sum of country/region exports

world xs supply	world exports
<b>xs</b>	s :ROWxs )
<b>ANIML</b>	-

constant +SUM(USAx|:ROWxs|)

WLDmd sum of country/region imports

world md demand	world imports
<b>md</b>	:ROWmd )
<b>ANIML</b>	-

constant +SUM(USAm|:ROWmd|)

WLDnt sum of country/region net trade

world trade	world net trade
<b>nt</b>	t :ROWnt )
<b>ANIML</b>	-

constant +SUM(USAnt|:ROWnt|)

—

nt is the target variable for clearing world markets.

WLDcp world base import weighted competitiveness index

wld. compet.	im. wtd. cp
<b>cp</b>	0001+!bm )
<b>ANIML</b>	-

constant +SUMPRODUCT(USAbm|:ROWbm|,USAcpl:ROWcp|)/(0.000001+!bm|)

WLDbx sum of country/region base exports

base exports	sum wld exports
<b>bx</b>	:ROWbx )
<b>ANIML</b>	-

constant +SUM(USAbx|:ROWbx|)

WLDbm sum of country/region base imports

base imports	sum wld imports
<b>bm</b>	:ROWbm )
<b>ANIML</b>	-

constant +SUM(USAbm|:ROWbm|)

WLDbi world base import weighted average import price

base im. price	world avg. bi
<b>bi</b>	0001+!bm )
<b>ANIML</b>	-

constant +SUMPRODUCT(USAbm|:ROWbm|,USAbil:ROWbi|)/(0.000001+!bm|)

WLDbt world base import weighted average import tariff

base im. tariff	world avg. bt
<b>bt</b>	0001+!bm )
<b>ANIML</b>	-

constant +SUMPRODUCT(USAbm|:ROWbm|,USAbt|:ROWbt|)/(0.000001+!bm|)

WLDcfl

world net trade	sum net trade
<b>cfl</b>	ntARTWK)
<b>cfl</b>	-

constant +SUM(!ntANIML:!ntARTWK)

WLDbop world total bop + world net trade

bal. of payments	world bop
<b>bop</b>	:ROWbop)
<b>bop</b>	-

constant +SUM(USAbop:ROWbop)

WLDxrt target solver variable

WLD target	WLD bop + nt
<b>xrt</b>	+!cfl+!bop
<b>xrt</b>	-

constant +!cfl+!bop