

GI JOBS IN GE

Ethan Ilzetzki

LSE

Hugo Reichardt

CREI

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OVERVIEW

US Armed Forces: Largest domestic US employer

- 2 million enlisted and civilians
- Walmart: 1.6 mil
- Federal gov: 1.3 mil

Army provides **high-skilled** jobs

- Particularly **similar to manufacturing jobs**

This study: GE effects of mil. employment on US labor market

End of Cold War: US military sheds >700K jobs

- Shock to US manufacturing workers on top of trade and automation

MAIN FINDINGS

Empirical: End of Cold War led to 0.5% income decline for civilian workers in “hard hat” jobs similar to military

- Event study design

Theory: GE model of occupational choice and on-the-job skill accumulation.

- Findings TBD

RELATED LITERATURE

Individual effects of military service

Angrist 1990 (draft); vs. Angrist 1998; Greenberg et al. 2022 (voluntary)

Local labor market effects of public employment

Faggio & Overman 2014, **Zou 2018**, Becker, Heblich & Sturm 2021

Effects of fiscal policy: Aggregate and Procurement

Blanchard & Perotti (2002), Ramey (2011a, 2011b, 2016, 2019), Ilzetzki, Mendoza & Vegh (2013), Nakamura & Steinsson 2014, Ramey & Zubairy (2018), Auerbach, Gorodnichenko & Murphy 2020

GE effects of public wages in frictional labor markets

Michaillat 2014, Gomes 2015, Afonso & Gomes 2014, Chassamboulli & Gomes 2023)

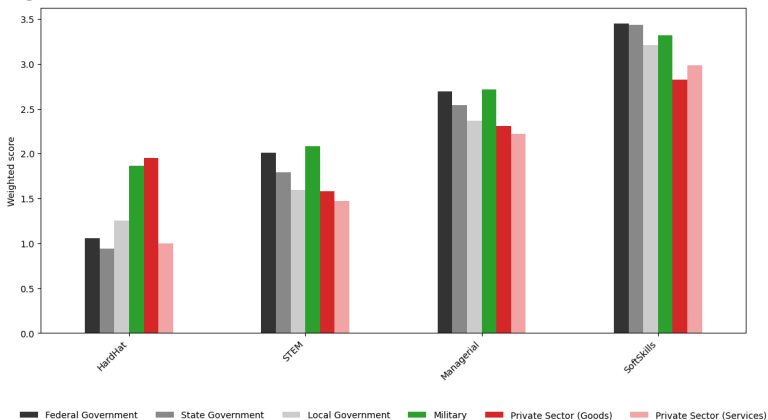
Occupational choice, tasks, and skill formation

Autor, Levy & Murnane 2003, Acemoglu & Autor 2011, Deming 2017, Althoff & Reichardt 2026

MOTIVATING FACTS

SKILL REQUIREMENTS IN EMPLOYMENT SECTORS

Average O*NET score, 1-7 scale



Sources: American Community Survey, O*NET, and the authors

34 skills

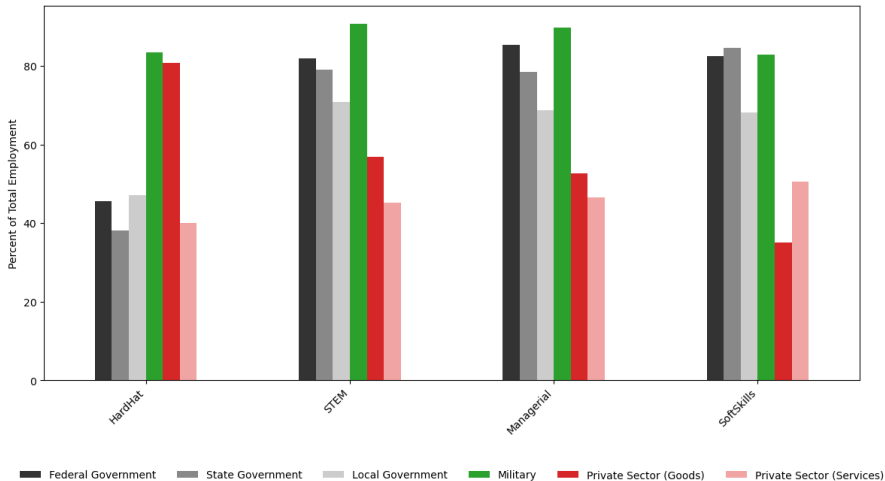
Air force

34 skills (Air force)

Veterans

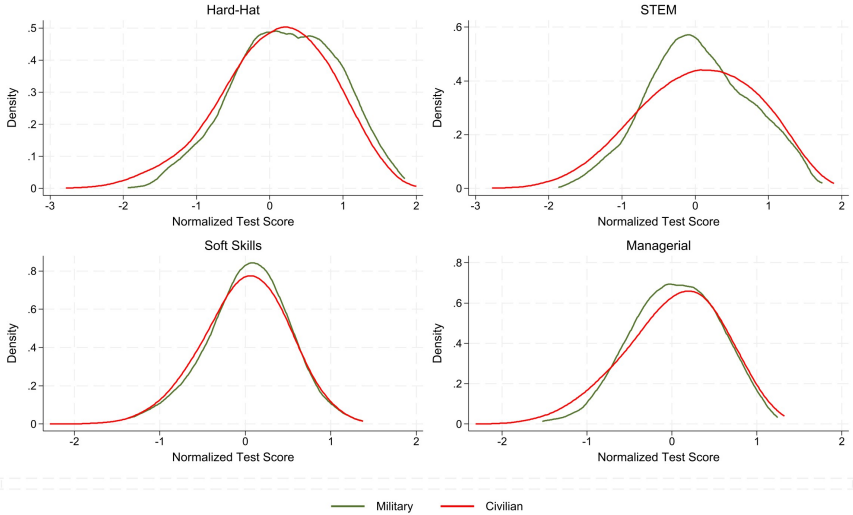
SKILL REQUIREMENTS IN EMPLOYMENT SECTORS

% workers in jobs with O*NET score in top quartile



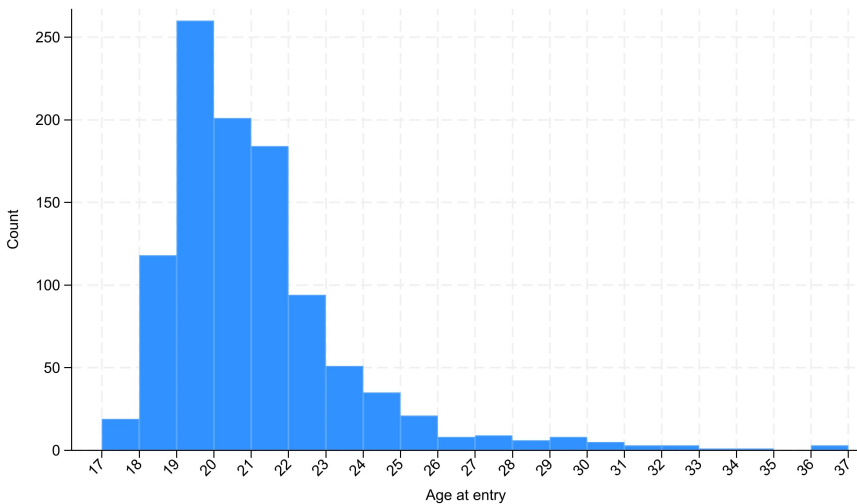
Sources: American Community Survey, O*NET, and the authors

TEST SCORES OF MILITARY AND CIVILIAN PERSONNEL

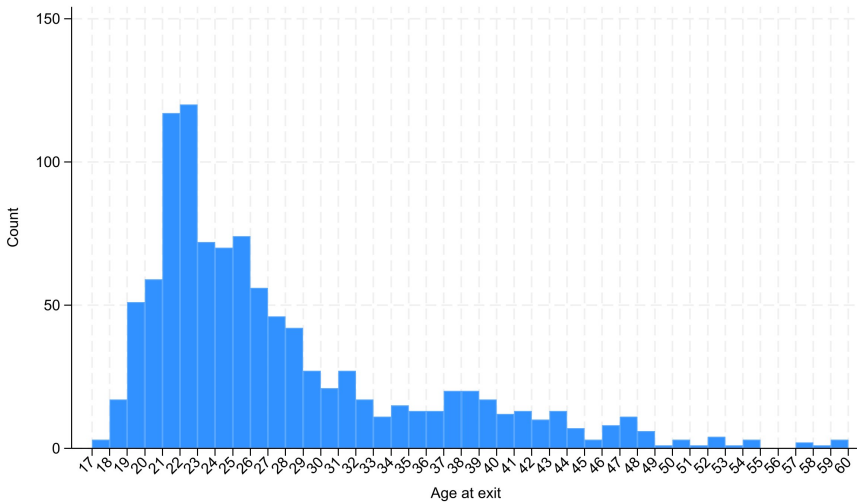


Sources: National Longitudinal Surveys of Youth and the authors

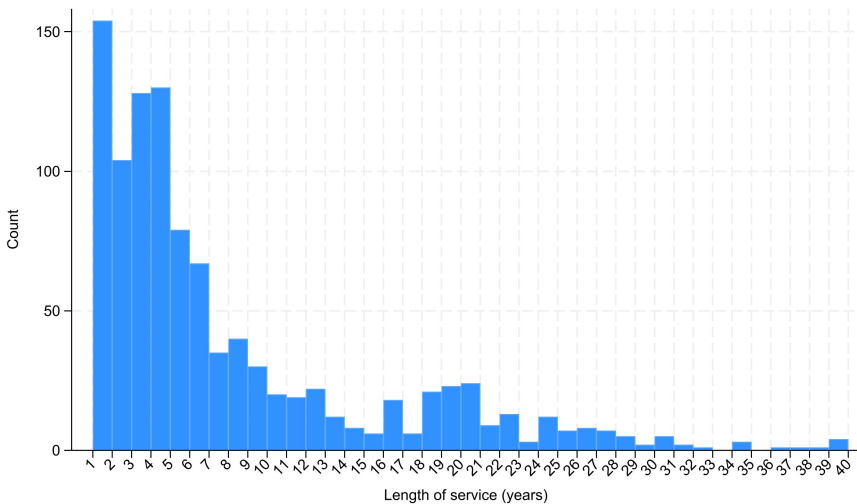
AGE AT ENTRY INTO MILITARY SERVICE



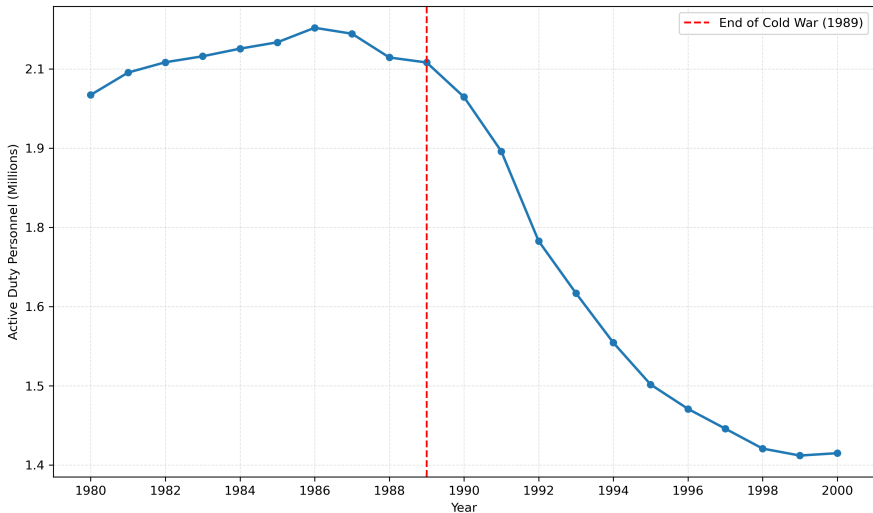
AGE AT EXIT FROM MILITARY SERVICE



LENGTH OF MILITARY SERVICE



ENLISTED SOLDIERS, 1980–2000



Sources: US Department of Defense and the authors

**EVENT STUDY:
THE COLD WAR END SHOCK**

DATA SOURCES

O*NET: Department of Labor classification of skill requirements in jobs

- Only civilian jobs, but cross-walks available to translate military jobs into civilian counterparts.

American Community Survey: Includes occupation for a representative sample of enlisted soldiers

Air Force Statistical Digest: More granular administrative data on occupations in the Airforce

Current Population Survey: Repeated cross-section of earnings and demographic information on workers.

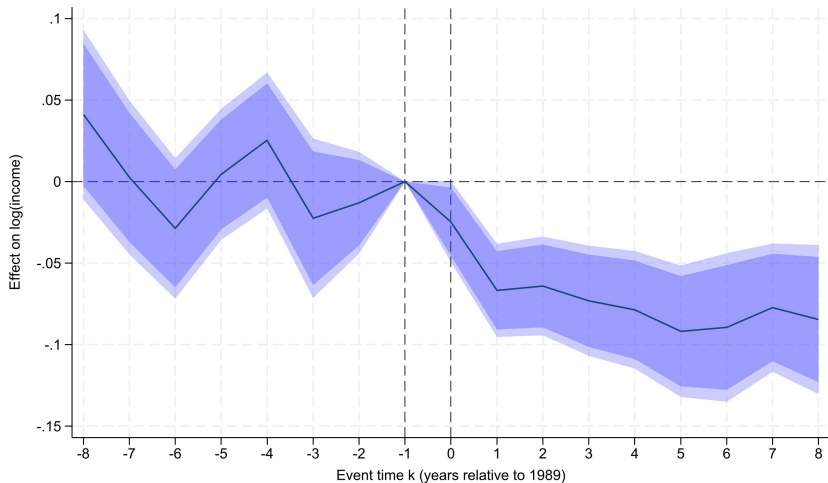
EVENT STUDY: SPECIFICATION

Two-way fixed effects (TWFE) regression:

$$\ln(\text{WageIncome}_{i ot}) = \sum_{\substack{k=-8 \\ k \neq -1}}^8 \beta_k (\mathbf{1}\{\text{event}_t = k\} \times \text{Treated}_o) + \alpha_o + \lambda_t + \varepsilon_{i ot} \quad (1)$$

- i = individuals, o = occupations, t = calendar years, k = event time
- $k = -1$ (year 1989) is the omitted reference period
- α_o = occupation fixed effects, λ_t = year fixed effects
- Treated_o : occupations in top decile of skill similarity to blue-collar military jobs

EVENT STUDY RESPONSES

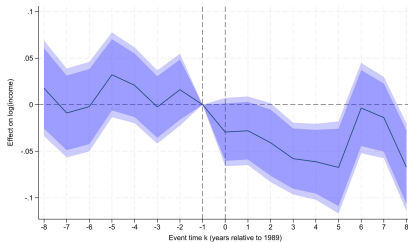
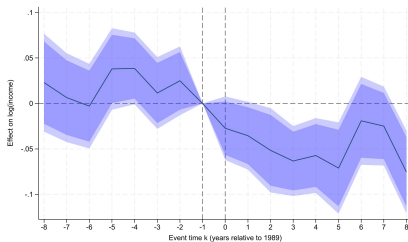


Quartile

Controls

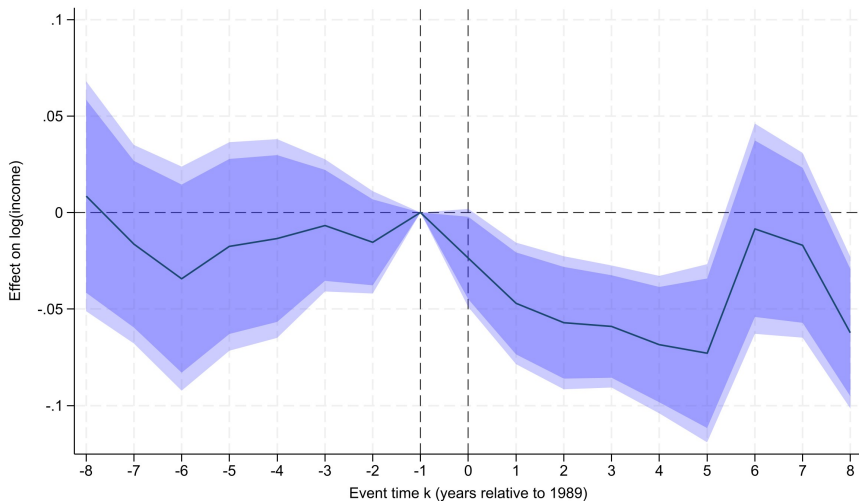
EVENT STUDY

Controlling for China Shock



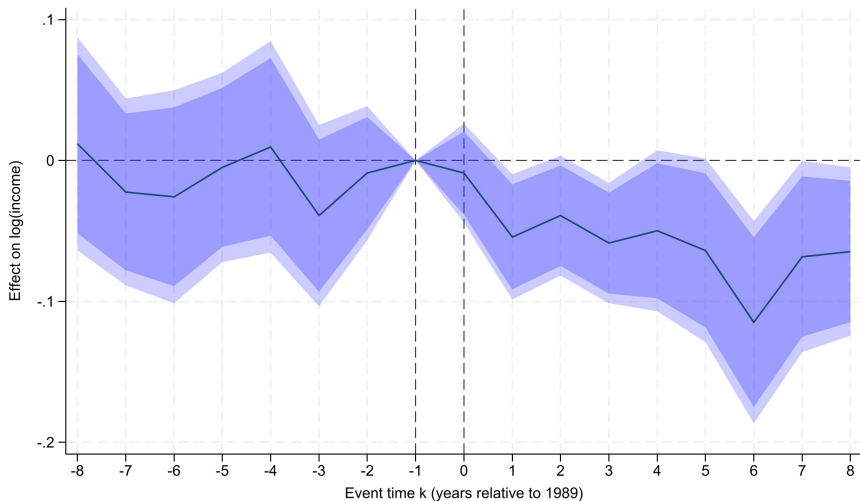
EVENT STUDY

Controlling for Automation



EVENT STUDY

Controlling for Hard Hat score fixed effects



MODEL

MODEL: WORKERS AND FIRMS

Overlapping generations: measure $1/A$ workers born each period, live A periods

Worker heterogeneity: age $a \in [0, A]$, skill vector \mathbf{h} , learning ability ψ

Two sectors:

- Occupations $j \in [1, J^C]$: consumer goods sector
- Occupations $j \in [J^C + 1, J^C + J^G = J]$: government / military sector

Government: raises lump-sum tax T to produce public/defense good G

Workers: supply one unit of labor inelastically; consume after-tax income

MODEL: PRODUCTION TECHNOLOGY AND WAGES

Production function for occupation j :

$$y_j(\mathbf{h}) = \gamma_j f(\mathbf{h}, \mathbf{r}_j) \quad (2)$$

γ_j = productivity of occupation j , \mathbf{r}_j = skill requirements of occupation j ;
 $f(\cdot)$ = match between worker skills and job requirements

Competitive wage equals marginal product:

$$w_j(\mathbf{h}) = p_j \gamma_j f(\mathbf{h}, \mathbf{r}_j) \quad (3)$$

Skill accumulation on the job:

$$\mathbf{h}' = g_j(\mathbf{h}, \psi)$$

Workers accumulate skills according to current occupation and learning ability

MODEL: FIRM'S PROBLEM

Each occupation j is produced by a representative firm:

$$\max_{n_j(\mathbf{h})} \int n_j(\mathbf{h}) (p_j y_j(\mathbf{h}) - w_j(\mathbf{h})) d\mathbf{h} \quad (4)$$

- $n_j(\mathbf{h})$: labor employed with skill set \mathbf{h}
- Firms in consumer goods and government sectors operate equivalently
- p_j : price of occupation j 's output, determined in equilibrium

MODEL: OCCUPATIONAL CHOICE

Value function for a worker of age a , skills \mathbf{h} , ability ψ , previous occupation k :

$$V_a(\mathbf{h}, \psi, k) = \mathbb{E} \left[\max_j \log(w_j(\mathbf{h}) - T) + \log \varepsilon_j + \mu_j - \kappa(k, j) + \beta V_{a+1}(\lambda_j(\mathbf{h}, \psi), \psi, j) \right] \quad (5)$$

- $\varepsilon_j \sim$ Gumbel: idiosyncratic match/productivity shock for occupation j
- μ_j : amenity value of occupation j
- $\kappa(k, j)$: switching cost from occupation k to j ; set to $\kappa \cdot \mathbf{1}[j \neq k]$
- $\lambda_j(\mathbf{h}, \psi)$: next period's human capital when choosing j
- Terminal condition: $V_{A+1}(\cdot) = 0$

MODEL: LOGIT CHOICE PROBABILITIES

With Gumbel-distributed shocks, the **choice probability** has a closed form:

$$\mathbb{P}_a(j | \mathbf{h}, \psi, k) = \frac{\exp\left(\frac{1}{\zeta} (\log(w_j(\mathbf{h}) - T) + \mu_j - \kappa(k, j) + \beta V_{a+1}(\lambda_j(\mathbf{h}, \psi), \psi, j))\right)}{\sum_{l=1}^J \exp\left(\frac{1}{\zeta} (\log(w_l(\mathbf{h}) - T) + \mu_l - \kappa(k, l) + \beta V_{a+1}(\lambda_l(\mathbf{h}, \psi), \psi, l))\right)} \quad (6)$$

Simplified value function:

$$V_a(\mathbf{h}, \psi, k) = \zeta \log \sum_{j=1}^J \exp\left(\frac{1}{\zeta} (\log(w_j(\mathbf{h}) - T) + \mu_j - \kappa(k, j) + \beta V_{a+1}(\lambda_j(\mathbf{h}, \psi), \psi, j))\right) \quad (7)$$

Solved via backward induction from age A to 1, with $V_{A+1}(\cdot) = 0$

MODEL: PRIVATE AND PUBLIC DEMAND

Consumer goods – CES basket $C = \left(\sum_{j=1}^{J^C} \alpha_j^\sigma c_j^{\frac{\sigma-1}{\sigma}} \right)^{\frac{\sigma}{\sigma-1}}$; cost minimization yields:

$$\frac{p_j}{P_C} = \alpha_j^{\frac{1}{\sigma}} \left(\frac{c_j}{C} \right)^{-\frac{1}{\sigma}}, \quad P_C = \left(\sum_{j=1}^{J^C} \alpha_j p_j^{1-\sigma} \right)^{\frac{1}{1-\sigma}} = 1 \quad (8)$$

Government good – CES aggregate $G = \left(\sum_{j=J^C+1}^J \alpha_j^\sigma g_j^{\frac{\sigma-1}{\sigma}} \right)^{\frac{\sigma}{\sigma-1}}$; cost minimization yields:

$$\frac{p_j}{P^G} = \alpha_j^{\frac{1}{\sigma}} \left(\frac{g_j}{G} \right)^{-\frac{1}{\sigma}}, \quad P^G = \left(\sum_{j=J^C+1}^J \alpha_j p_j^{1-\sigma} \right)^{\frac{1}{1-\sigma}} \quad (9)$$

Government budget constraint: $P^G G = T$

MODEL: EQUILIBRIUM CONDITIONS

Law of motion for the distribution of workers over states:

$$\Lambda_{a+1,t+1}(\mathbf{h}', \psi, j) = \sum_{k=1}^J \int_{\lambda_j(\mathbf{h}', \psi) \leq \mathbf{h}} \mathbb{P}_{a,t}(j | \mathbf{h}, \psi, k) d\Lambda_{a,t}(\mathbf{h}, \psi, k) \quad (10)$$

Market clearing for each occupation:

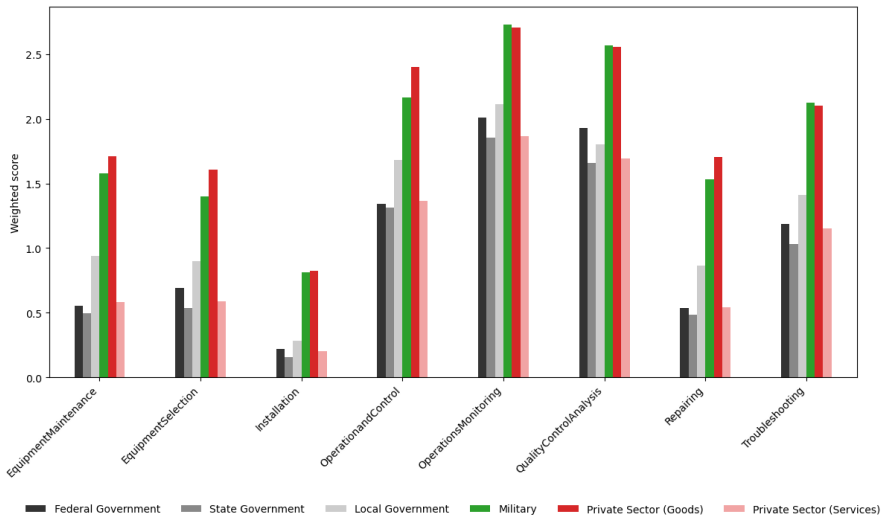
$$y_{j,t} \equiv \sum_{a=1}^A \sum_{k=1}^J \int y_j(\mathbf{h}) \mathbb{P}_{a,t}(j | \mathbf{h}, \psi, k) \mathbb{E}[\varepsilon_j | j, \mathbf{h}, \psi, k] d\Lambda_{a,t}(\mathbf{h}, \psi, k) \quad (11)$$

Output market clearing: $c_j + g_j = y_j \quad \forall j$

Labor market clearing: $n_{j,t}(\mathbf{h}) = G_{a,t}(\mathbf{h}, \psi, j) \quad \forall j, \mathbf{h}$

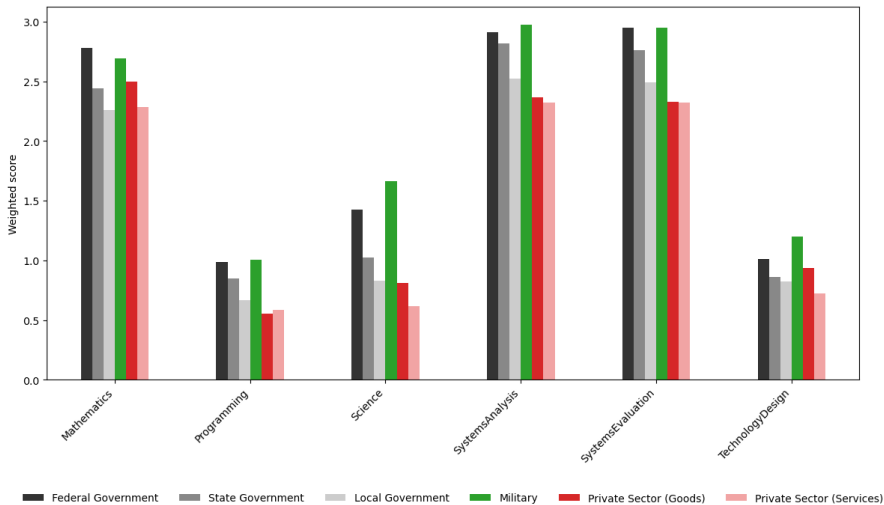
ADDITIONAL MATERIALS

HARD HAT SKILL REQUIREMENTS



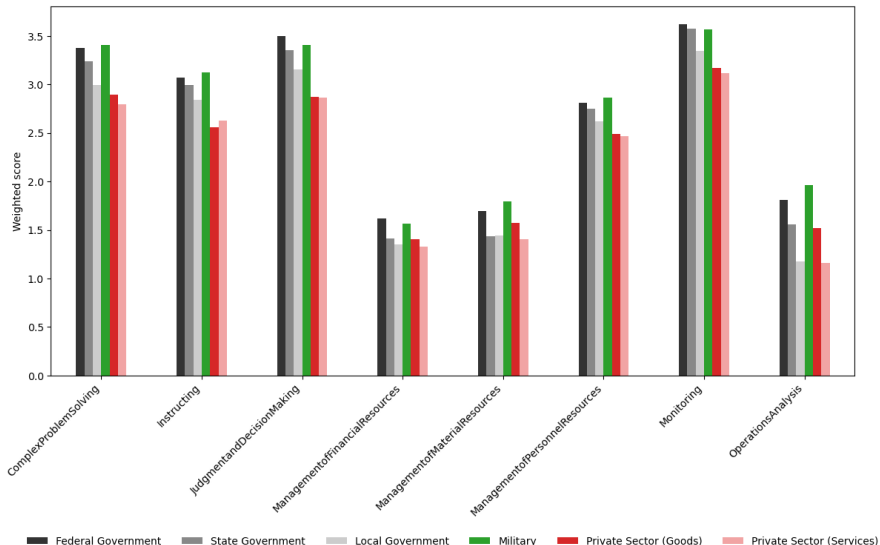
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STEM SKILL REQUIREMENTS



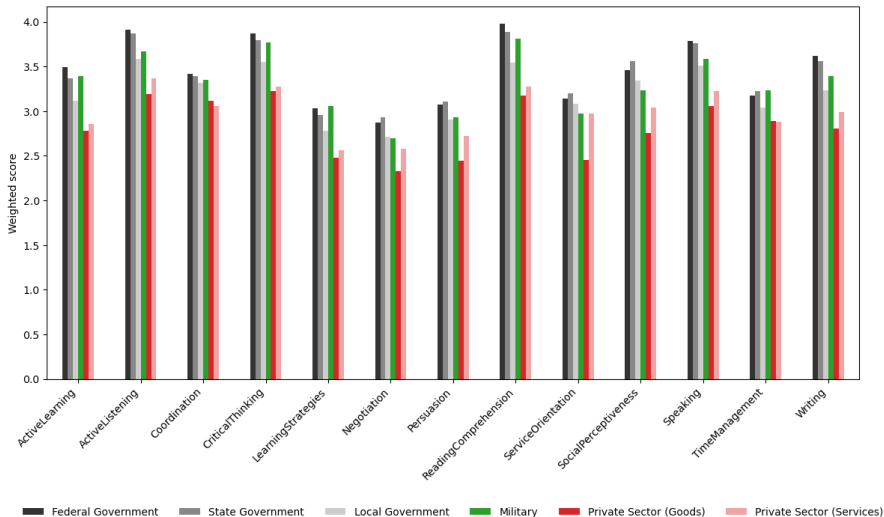
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MANAGEMENT SKILL REQUIREMENTS



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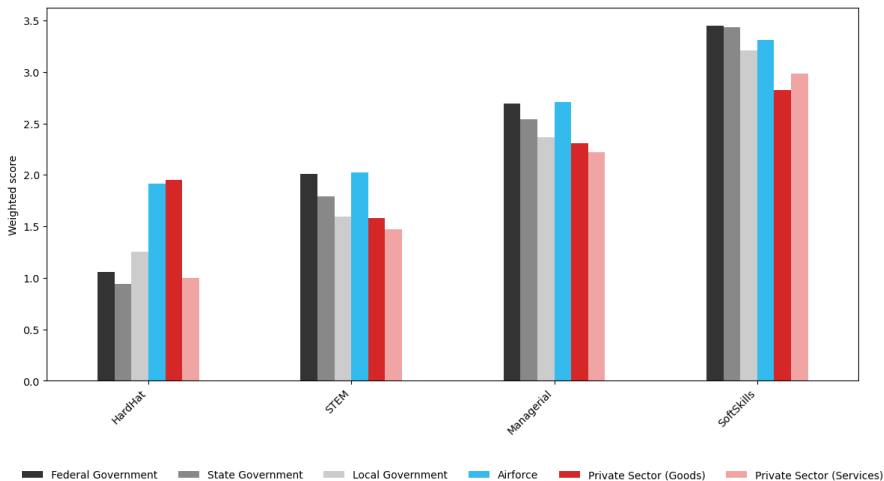
SOFT/SOCIAL SKILL REQUIREMENTS



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SKILL DEMAND IN AIR FORCE SECTORS (AIR FORCE)

Average O*NET score, 1-7 scale

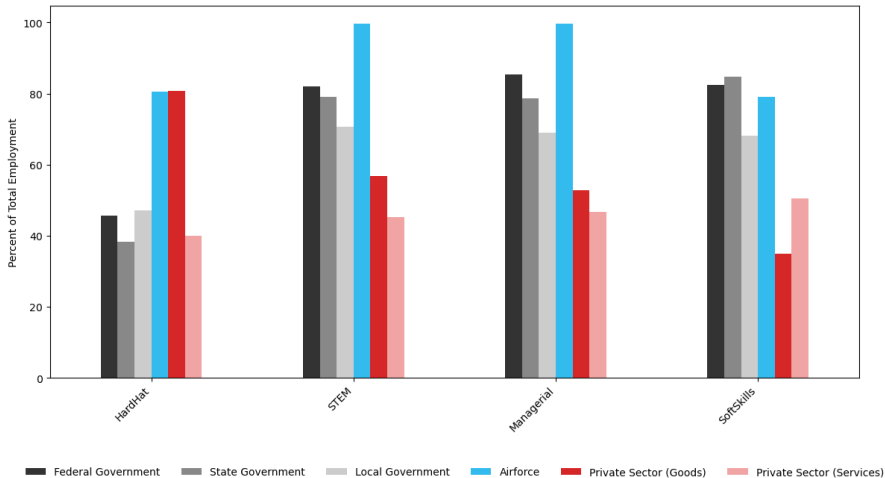


Sources: American Community Survey, O*NET, and the authors

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SKILL REQUIREMENT DIFFERENTIALS (AIR FORCE)

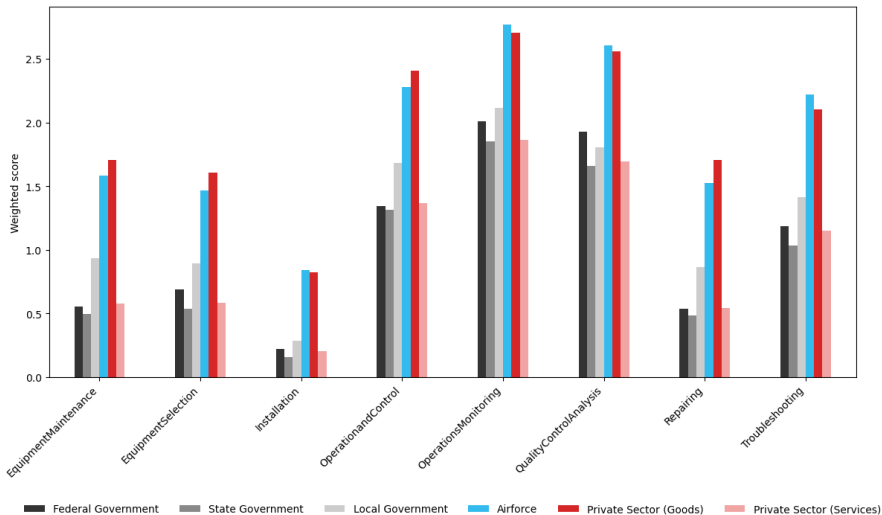
% workers in jobs with O*NET score in top quartile



Sources: American Community Survey, O*NET, and the authors

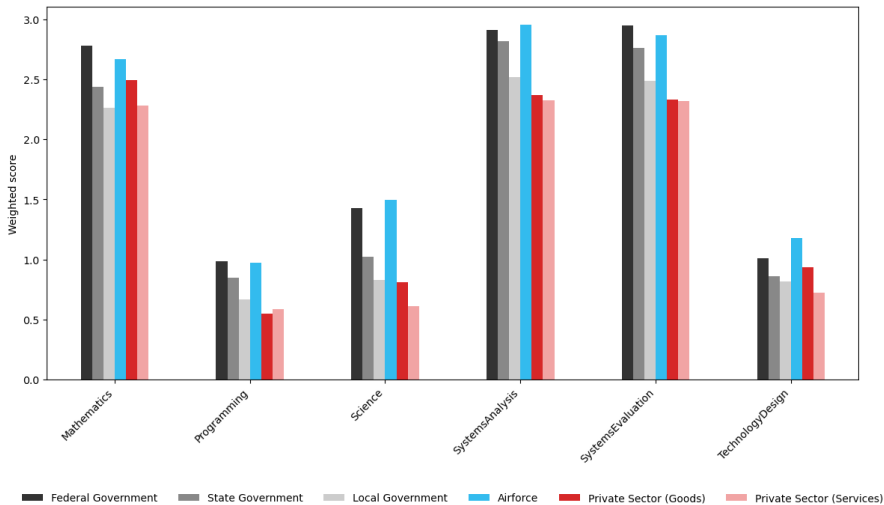
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HARD HAT SKILL REQUIREMENTS (AIR FORCE)



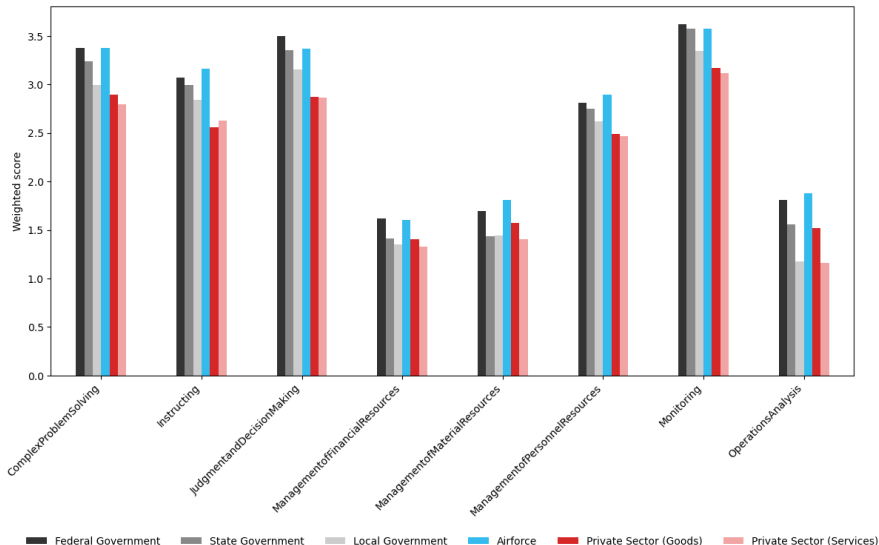
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STEM SKILL REQUIREMENTS (AIR FORCE)



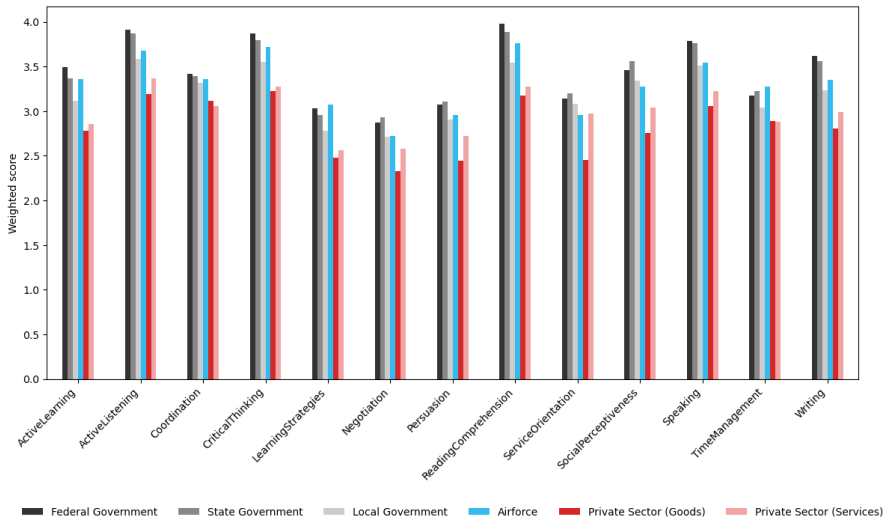
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MANAGEMENT SKILL REQUIREMENTS (AIR FORCE)



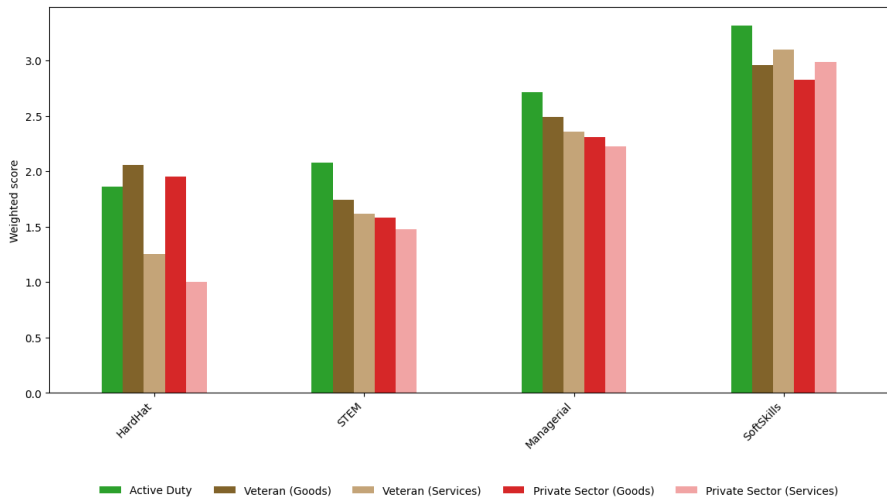
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SOFT/SOCIAL SKILL REQUIREMENTS (AIR FORCE)



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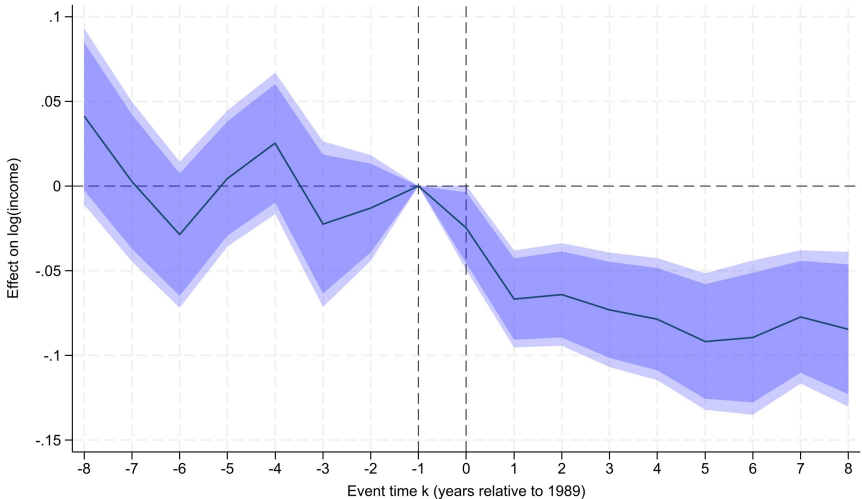
SKILL REQUIREMENTS IN JOBS HELD BY VETERANS



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EVENT STUDY

Top Quartile of Similarity



EVENT STUDY

Controlling for individual characteristics

