

**The impact of a barrier to imitation in knowledge-based growth models**  
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We discuss the emergence of Balanced Growth Paths in knowledge-based endogenous growth models. We propose a variant of the mean field game model of R.E. Lucas and B. Moll, by considering the case when a barrier to imitation exists which prevents from adopting the technology of top ranked agents. Through the analysis of traveling waves in mean field game systems, we show that the existence of such a technology frontier make the aggregate growth be pushed from the left-tail of the distribution curve. This is a quite different picture from previous KPP-type models where the growth is pulled by the right-tail of the distribution.