## RMSC5102 <br> Midterm Review

Leung Man Fung, Heman
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## Agenda

- Review
- Stochastic Calculus
- The Black-Scholes World
- Monte Carlo Method
- Random Variable Generation
- Variance Reduction Technique
- Q\&A


## Stochastic Calculus

## Wiener Process

- Stationary increment: $\mathrm{W}_{\mathrm{t}}-W_{s} \sim N(0, t-s)$
- Independent increment: $W_{t_{4}}-W_{t_{3}} \perp W_{t_{2}}-W_{t_{1}}$
- Starts at zero: $P\left(W_{t_{0}}=0\right)=1$


## Finding SDE

- Strategy
- Define $f(x, t)$ and $d X_{t}$
- Apply Ito's lemma to $f\left(X_{t}, t\right)$
- Straight forward
- Example: HW1 1a, 4b; Exercise 2.2


## Finding Stochastic Integral

- Strategy
- Guess the function such that it will contain the integrand in its SDE
- Use Ito's lemma to find the SDE of our guess
- Rearrangement the terms and integrate both sides
- Indirect
- Example: HW1 3a, 4a, 4c; Exercise 3.2
- Note (reference: HW1 4a)
- $W_{0}=0$ but it is possible that $f\left(W_{0}, 0\right) \neq 0$
- Stochastic integral may not be further reducible

By Ito's lemma, $d\left(\frac{1}{2} e^{2 W_{t}}\right)=e^{2 W_{t}} d t+e^{2 W_{t}} d W_{t} \Rightarrow e^{2 W_{t}} d W_{t}=d\left(\frac{1}{2} e^{2 W_{t}}\right)-e^{2 W_{t}} d t$ Hence $\int_{0}^{t} e^{2 W_{s}} d W_{s}=\frac{1}{2} e^{2 W_{t}}-\frac{1}{2}-\int_{0}^{t} e^{2 W_{s}} d s$

## Geometric Brownian Motion

- SDE: $\mathrm{dS}_{\mathrm{t}}=r S_{t} d t+\sigma S_{t} d W_{t} \Rightarrow \mathrm{~S}_{\mathrm{t}}=S_{0} e^{\left(r-\frac{1}{2} \sigma^{2}\right) t+\sigma W_{t}}$
- Use $S_{T}=S_{0} e^{\left(r-\frac{1}{2} \sigma^{2}\right) T+\sigma \sqrt{T} Z}$ in simulation to avoid simulating intermediate prices
- Algorithm:
- Generate $Z \sim N(0,1)$
- Set $S_{T}=S_{0} e^{\left(r-\frac{1}{2} \sigma^{2}\right) T+\sigma \sqrt{T} Z}$
- Example: HW1 1, 2; HW2 5
- Question may specify stock price dynamic other than GBM
- Use the given dynamic to simulate $S_{T}$ like generating random variables


## The BlackScholes World

## Risk Neutral Valuation

- $V_{t}=e^{-r(T-t)} E\left[f\left(S_{t}, t\right)\right]$
- Take expectation w.r.t. real world probability?
- E.g. with insider info you know price of a certain stock will likely go up
- Problem of the discount rate
- If real world probability is used, discount rate has to accommodate the level of risk (think about the discount rate you use in DCF)
- If risk neutral probability is used, discount rate = risk free rate (observable)
- Just give you another way of looking at risk neutral approach


## Black-Scholes-Merton Model

- Black-Scholes formula
- $C\left(S_{t}, t\right)=\Phi\left(d_{1}\right) S_{t}-\Phi\left(d_{2}\right) K e^{-r(T-t)}$,
- $P\left(S_{t}, t\right)=K e^{-r(T-t)}-\mathrm{S}_{\mathrm{t}}+C\left(S_{t}, t\right)=\Phi\left(-d_{2}\right) K e^{-r(T-t)}-\Phi\left(-d_{1}\right) S_{t}$
- $d_{1}=\frac{1}{\sigma \sqrt{T-t}}\left[\ln \left(\frac{S_{t}}{K}\right)+\left(r+\frac{\sigma^{2}}{2}\right)(T-t)\right]$
- $d_{2}=d_{1}-\sigma \sqrt{T-t}$
- Note that $P\left(S_{t}, t\right)$ is derived from put-call parity
- Put-call parity: $\mathrm{C}_{\mathrm{E}}-P_{E}=S-K e^{-r(T-t)}$
- Implied volatility
- Value of volatility when back-solving an option pricing model (such as BS) with current market price


## Monte Carlo Method

## Key idea

Use repeated random sampling to obtain numerical estimate

The estimate is usually average in our course
Example: estimate $\pi$ (picture credit: nicoguaro)



## Standard Monte Carlo

- HW2 5a: price a European call option
- Recall payoff function is $\max \left(S_{T}-K, 0\right)$
- Estimate $E\left[\max \left(S_{T}-K, 0\right)\right]$ by sample average $\frac{1}{n} \sum_{i=1}^{n} \max \left(S_{T}^{(i)}-K, 0\right)$
- Algorithm
- 1) Generate $Z \sim N(0,1)$
- 2) Set $S_{T}=S_{0} e^{\left(r-\frac{1}{2} \sigma^{2}\right) T+\sigma \sqrt{T} Z}$
- 3) Compute $\pi_{i}=\max \left(\boldsymbol{S}_{T}-\boldsymbol{K}, \mathbf{0}\right)$
- 4) Repeat 1 to 3 for $i=1, \ldots, n$
- 5) Option price $=\frac{\mathrm{e}^{-\mathrm{rT}}}{\mathrm{n}} \sum_{i=1}^{n} \pi_{i}$


## Random

 Variable Generation
## Assumption

- We can only generate $U(0,1)$ and $N(0,1)$ random variable
- Any r.v. with other distribution cannot be generated directly (in algorithm)
- If you write R code instead, an advantage will be given. You may use the native function like
- sample() for discrete r.v.
- rexp() for exponential r.v. etc.


## Inverse Transform

- If we know $X \sim F_{X}$ (i.e. the cdf), we can generate $X$ out of $U \sim U(0,1)$
- The supporting theory is probability integral transform
- Algorithm (discrete)
- Generate $U \sim U(0,1)$
- $X=x_{j}$ if $\sum_{i=0}^{j-1} p_{i} \leq U<\sum_{i=0}^{j} p_{i}$
- Algorithm (continuous)
- Generate $U \sim U(0,1)$
- $X=F_{X}^{-1}(U)$ assuming the inverse exists
- Example: HW2 1, 4a


## Rejection Sampling

- If we can simulate $Y \sim G_{Y}$ easily, we can use the proportional distribution as a basis to simulate $X$ with pdf $f(x)$
- Algorithm
- 1) Find $c=\max _{y} \frac{f(y)}{g(y)}$
- 2) Generate $Y_{i}$ from a density g: $U_{1} \sim U(0,1) \Rightarrow Y_{i}=G^{-1}\left(U_{1}\right)$
- 3) Generate $U_{2}=U(0,1)$
- 4) If $\mathrm{U}_{2} \leq \frac{1}{c} \cdot \frac{f\left(Y_{i}\right)}{g\left(Y_{i}\right)}$, set $X_{i}=Y_{i}$, otherwise return to 2
- Example: HW2 3, 4b


## Variance Reduction Technique

## Antithetic Variables

- If we are able to generate negatively correlated underlying random variables, the estimator can have lower variance as compared with independent samples
- This requires the target function $h(x)$ to be monotone
- Show $h^{\prime}(x) \geq 0$ or $h^{\prime}(x) \leq 0$ within the target range for monotonicity
- As $h(x)$ is monotone, $\operatorname{Cov}(h(U), h(1-U)) \leq 0$ where $U \sim U(0,1)$
- As half of your variables are antithetic, you only need to generate $\frac{n}{2}$ numbers for $n$ samples
- Example: HW2 3, 4b


## Antithetic Variables

- Algorithm:
- 1) Generate $U \sim U(0,1)$
- 2) Set $X_{i}=F^{-1}(U), Y_{i}=F^{-1}(1-U)$ (note: want $X, Y$ same distribution but negative correlation)
- 3) Repeat 1 and 2 for $n$ times
- 4) $\hat{\theta}=\frac{1}{2 n} \sum_{i=1}^{n}\left[h\left(X_{i}\right)+h\left(Y_{i}\right)\right]$
- Note:
- $F^{-1}(U)$ is monotone in general as cdf is monotone
- Hence $h\left[F^{-1}(U)\right]$ is monotone if $h(\cdot)$ is monotone


## Stratified Sampling

- If we have information about grouping in the population, then we may use conditional mean (mean of subgroup) as the sample from the population
- Algorithm:
- Generate $V_{i, j}=\frac{1}{B}\left(U_{i, j}+i-1\right)$ where $U_{i, j} \sim U(0,1)$ for $i=1, \ldots, B ; j=1, \ldots, N_{B}$
- Set $X_{i, j}=F^{-1}\left(V_{i, j}\right)$
- $\hat{\theta}=\frac{1}{B \times N_{B}} \sum_{j=1}^{N_{B}}\left[h\left(X_{1, j}\right)+\mathrm{h}\left(X_{2, j}\right)+\cdots+\mathrm{h}\left(X_{B, j}\right)\right]$ (remember to adjust for conditional probability)
- Example: currently none in HW so I will provide one on next page


## Stratified Sampling

Exercise 1.1. Consider $\theta=\int_{2}^{\infty}(x-2) e^{-x} d x$. It is known that $\theta=E[f(X)]$ where $X \sim \exp (1)$.
(a)What is $f(X)$ ?
(b)Provide an algorithm to sample $X$ in $[2, \infty]$.
(c) Provide an algorithm and VBA programme to simulate $\theta$ by stratifying $X$ on the interval $[2, \infty]$ with equal probability $1 / 4$ for each stratified interval. The total sample should be 10000 .
(a)

$$
\begin{gathered}
\theta=\int_{2}^{\infty}(x-2) e^{-x} d x=\int_{0}^{\infty}(x-2) \mathbb{I}(x \geq 2) e^{-x} d x \\
\therefore f(X)=(X-2) \mathbb{I}(X \geq 2)
\end{gathered}
$$

(b)

Let $Y=X-2 \mid X \geq 2$. By memoryless property of exponential distribution, $Y \sim \exp (1)$.
Therefore $X \mid X \geq 2$ can be sampled by $-\ln (U)+2$, where $U \sim \operatorname{Unif}(0,1)$.
(c)

Note that $E[(X-2) \mathbb{I}(X \geq 2)]=E[(X-2) \mid X \geq 2] P(X \geq 2)$.

1. Generate $U_{j} \sim \operatorname{Unif}(0,1)$
2. Set $V_{i j}=-\ln \left[\frac{U_{j}+i}{4}\right]+2$, for $i=0,1,2,3$ and $j=1,2, \ldots, 2500$.
3. Compute $Y_{i j}=V_{i j}-2$.
4. Repeat step 1 to 3 for 2500 times for each $i=0,1,2,3$.
5. $\theta_{\text {stra }}=\frac{1}{10000} \sum_{j=1}^{2500}\left(Y_{0 j}+Y_{1 j}+Y_{2 j}+Y_{3 j}\right) \times e^{-2}$.

