

Reminder from last class

~~Monte Carlo method to compute the value of European options.~~

~~Value of option at expiry T is~~

~~$f_T(S) =$~~ K = strike price

S = value of the asset

$f_T(S)$ = value of the option at expiration

time T if the value of the asset is S .

at time T .

$$f_T(S) = \begin{cases} \max\{0, S - K\} & \text{if call option} \\ \max\{0, K - S\} & \text{if put option} \end{cases}$$

$f(S)$ = value of option at time $t=0$ of

the value of the asset ^{at time $t=0$} is S .

then

$$f(S) = e^{-rT} \hat{E}[f_T(S)]$$

$\hat{E}$ is the expectation with respect to the risk free probability.

If S follows a geometric Brownian motion, replace drift μ by risk-free rate r to get

$$S(T) = S(0) e^{(\frac{r - \sigma^2}{2})T + \sigma\sqrt{T}X}$$

where $X \sim N(0,1)$

Monte carlo to compute $f(S)$

1) Compute $x_1, x_2, \dots$ random numbers from a standard normal distribution $N(0,1)$

2) ~~$\hat{E}[f_T]$~~ $S_i = S(0) e^{(\frac{r - \sigma^2}{2})T + \sigma\sqrt{T}x_i}$

3) $\hat{E}[f_T] \approx \frac{1}{N} \left[\sum_{i=1}^N f_T(S_i) \right]$

4) ~~$f(S)$~~ $e^{-rT} \hat{E}$

(2)

Generating random numbers with standard normal distribution if the software being

Option +: used can only generate random numbers with uniform distribution in $(0,1)$

Obs: 1) X is a random variable with standard normal distribution $X \sim N(0,1)$ if

$$P(X \leq x) = \int_{-\infty}^x \frac{e^{-t^2/2}}{\sqrt{2\pi}} dt \quad \text{for all } x \in \mathbb{R}$$

$\hat{=} F(x)$

2) $Y \sim U(0,1)$ if $P(Y \leq y) = y$ for all $0 \leq y \leq 1$

Obs: Assume the relation

$$Y = \frac{1}{\sqrt{2\pi}} \int_{-\infty}^X e^{-t^2/2} dt = F(X),$$

where $F(x) = \frac{1}{\sqrt{2\pi}} \int_{-\infty}^x e^{-t^2/2} dt$. Then

$$Y \sim U(0,1) \Leftrightarrow X \sim N(0,1)$$

pf: Let $0 \leq y \leq 1$ ~~then~~ let x be the solution
of $y = F(x)$, then

$$P(Y \leq y) \quad Y \leq y \Leftrightarrow X \leq x$$

then ~~we~~ $P(Y \leq y) = P(X \leq x)$

thus, if $Y \sim U(0,1) \Leftrightarrow$

$$\forall y \in [0,1], \quad y = P(Y \leq y) = P(X \leq x) = F(x)$$

$$\Leftrightarrow X \sim N(0,1)$$

Algorithm 1 to generate a number randomly with
standard normal distribution)

Out put ~~a random #~~ in X

Pick y with $U(0,1)$ (too

Pick y randomly with uniform prob dist in $(0,1)$

$$\text{Solve } y = \int_{-\infty}^x \frac{e^{-t^2/2}}{\sqrt{2\pi}} dt \quad \text{for } x.$$

Algorithm Solving $y = F(x) = \int_{-\infty}^x \frac{e^{-t^2/2}}{\sqrt{2\pi}} dt$

Let $G(x) = F(x) - y$. y is fixed. Find

the root of G using NR or bisection

(3)

Obs: $G(x) = \int_0^x \frac{e^{-t^2/2}}{\sqrt{2\pi}} dt + \frac{1}{2} - y$

$G'(x) = \cancel{e^{-x^2/2}} \frac{e^{-x^2/2}}{\sqrt{2\pi}}$

Computing $G(x)$ using any method to compute

integrals, like trapezoid, Note, if $x < 0$

$$\int_0^x \frac{e^{-t^2/2}}{\sqrt{2\pi}} dt = - \int_x^0 \frac{e^{-t^2/2}}{\sqrt{2\pi}} dt$$

Reminder of monte carlo S , random variable. $f: \mathbb{R} \rightarrow \mathbb{R}$. Generate $S_1, S_2, \dots$ numbers randomly with the distribution of S , then

(i) $E[f(S)] \approx \frac{\sum_{i=1}^N f(S_i)}{N}$

Relation to integrals: if $S \sim U(0,1)$,

then ~~and~~ $f: \mathbb{R} \rightarrow \mathbb{R}$, then

$$2) E[g(S)] = \int_0^1 g(s) ds,$$

thus, if $S_1, S_2, \dots$ are randomly generated numbers with uniform prob distribution in $(0,1)$,

$$\text{then } \int_0^1 g(s) ds \approx \frac{1}{N} \left[\sum_{i=1}^N g(S_i) \right]$$

Question: How large ~~shd~~ should be N in ① or ②?

Probability: Central limit theorem

$X_1, X_2, \dots$ i.i.d. $g: \mathbb{R} \rightarrow \mathbb{R}$

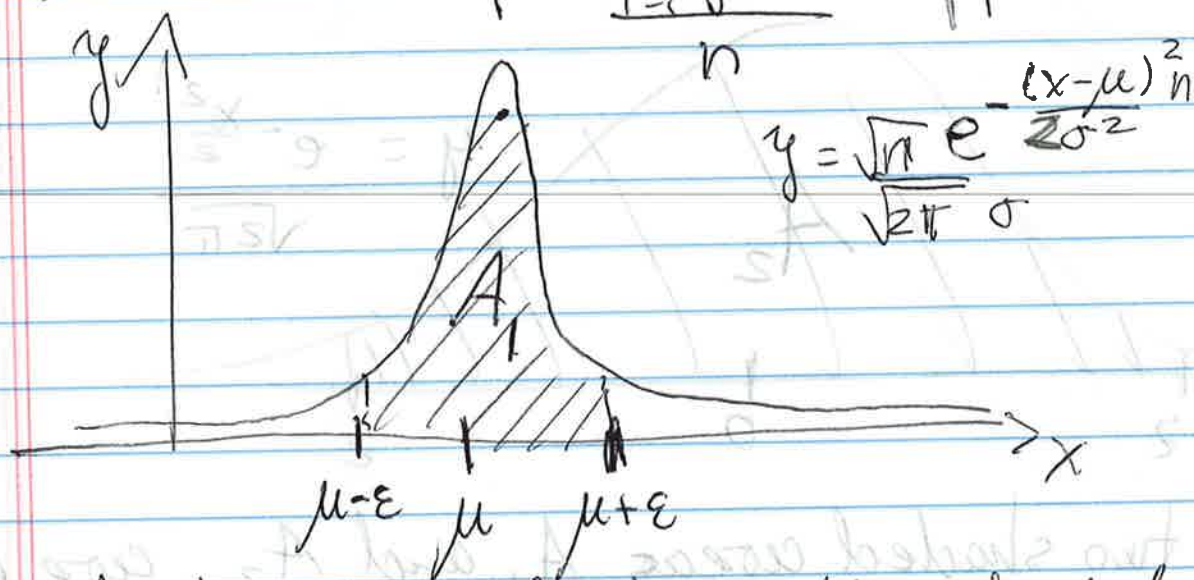
$$\mu = E[g(X_i)] \quad \sigma^2 = \text{Var}[g(X_i)] = E[(g(X_i) - \mu)^2],$$

then, as $n \rightarrow \infty$

$$\frac{\sum_{i=1}^n g(X_i)}{n} \sim N\left(\mu, \frac{\sigma^2}{n}\right)$$

Goal: Find μ , with an error at most ϵ with probability $1-\delta$, i.e.

distribution of $\frac{\sum_{i=1}^n g(X_i)}{n}$ approx

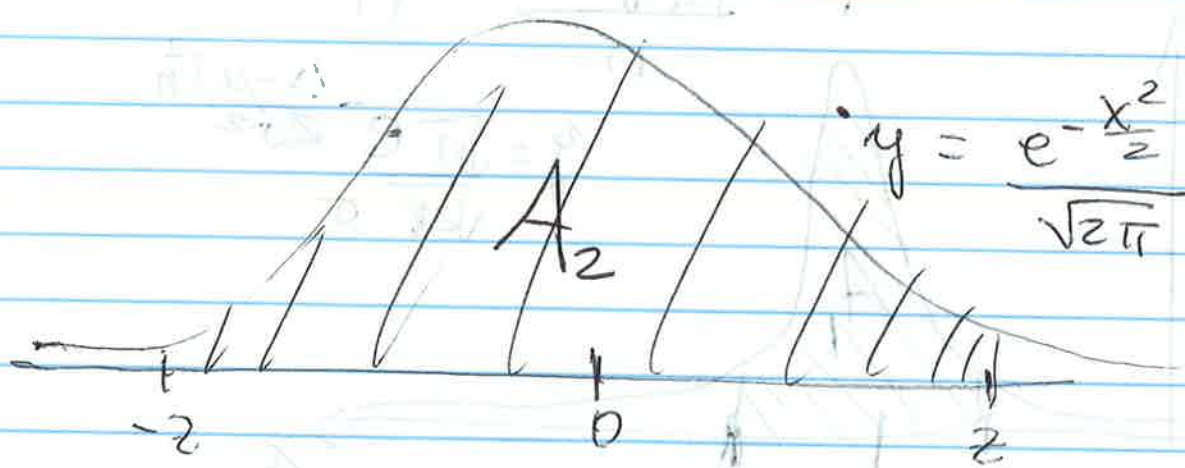


the larger n , the bigger the shaded area.

How large should n be so that the area is $1-\delta$? That would mean that if we sample $\frac{\sum_{i=1}^n g(X_i)}{n}$ for each n , with probability $1-\delta$, $|\bar{\mu} - \mu| < \epsilon$.

x_i sample of X_i

① Distribution of $X \sim N(0,1)$, i.e.
distribution of a random variable — normal
standard random variable



The two shaded areas A_1 and A_2 are equal
 $A_1 = A_2 \Leftrightarrow \varepsilon = z \sqrt{\frac{\sigma^2}{n}}$

So ~~for~~ given ~~ε~~ δ , first get z such that
 $A_2 = 1 - \delta$, then given ε set n such that

$$n \geq \frac{z^2 \sigma^2}{\varepsilon^2}$$

So we need to get z and σ^2 .