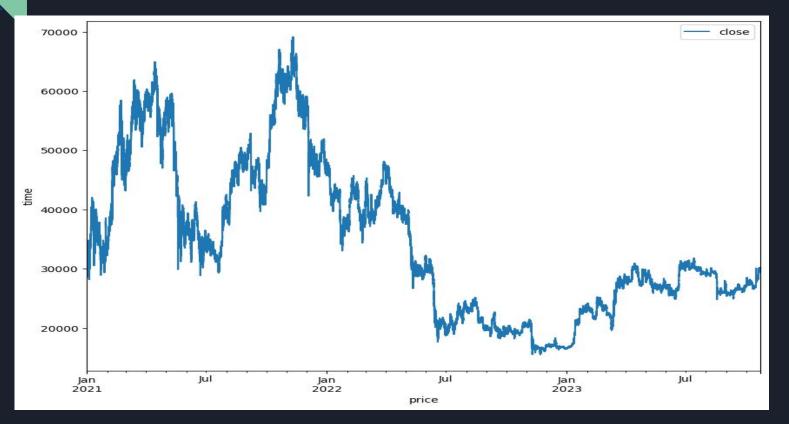


by James Chiu, Johnson Hsiao 12, 22, 2023

# Q: Why doing this topic? A: Make money easily with stats.



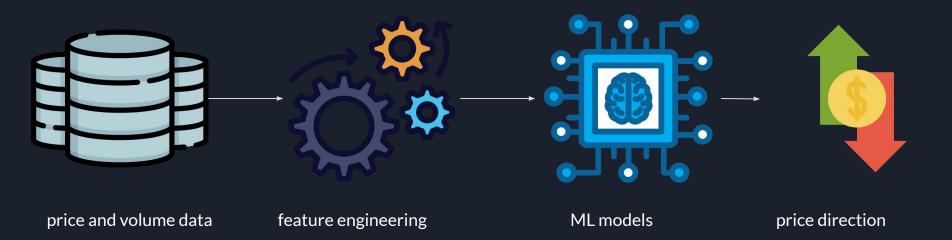
#### Preview and abstract

Base(Benchmark) → Long a unit evey minutes and close 1 hour later.

- 1. Win rate = win / total tades = 50.378%
  - $\rightarrow$ It make sense because the market is the approximate 0-sum game.
- 2. Profit Facotr = 1.014251,
  - →It means you can only earn 1.01425 dollar by losing 1 dollar in 3 years

Hence, our target is predict the correct direction of hourly return to imporove the win rate and PF.

## Study Plan



#### DATA

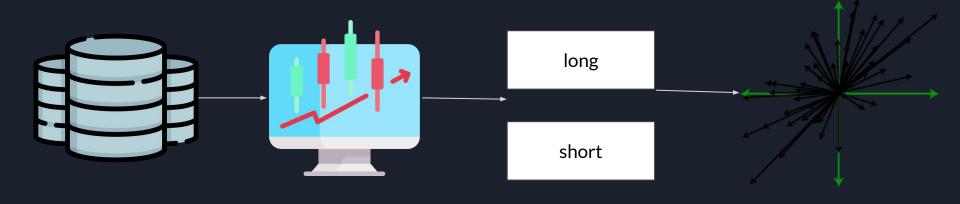
#### **Original**

Open, High, Low, Close

#### **Indicator and Algorithm**

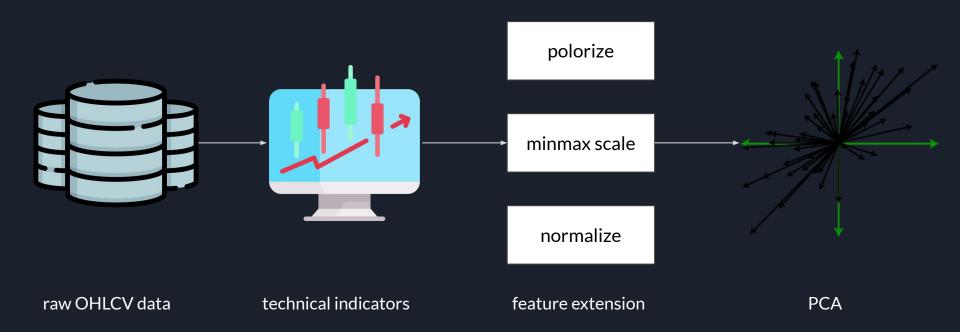
```
rsi = momentum
amount_spread = volume differrence
bar_rtn_sum = momentum
volatility_0 = volatility
price_vol_corr = corr (price and volume)
zscore = rolling price change zscore
x_s_ratio = vwap / avg(rtn)
high_low_dis = high and low distance rolling sum
```

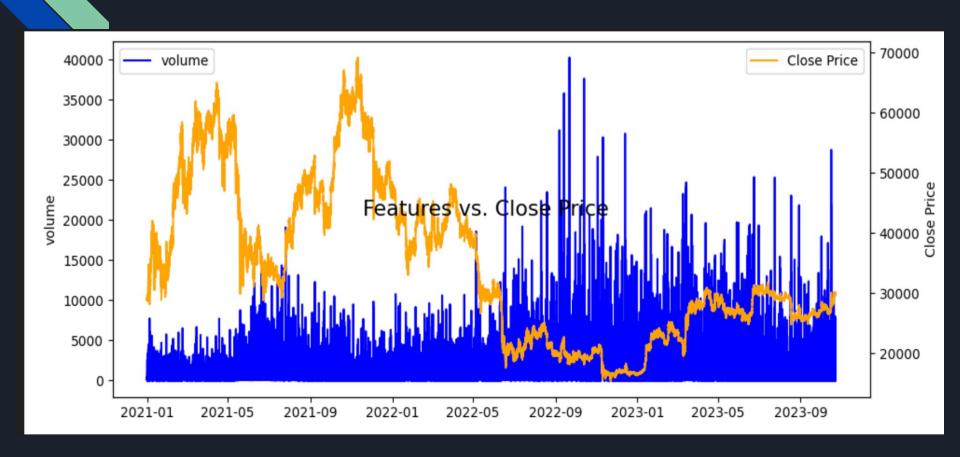
### Feature engineering Method 1

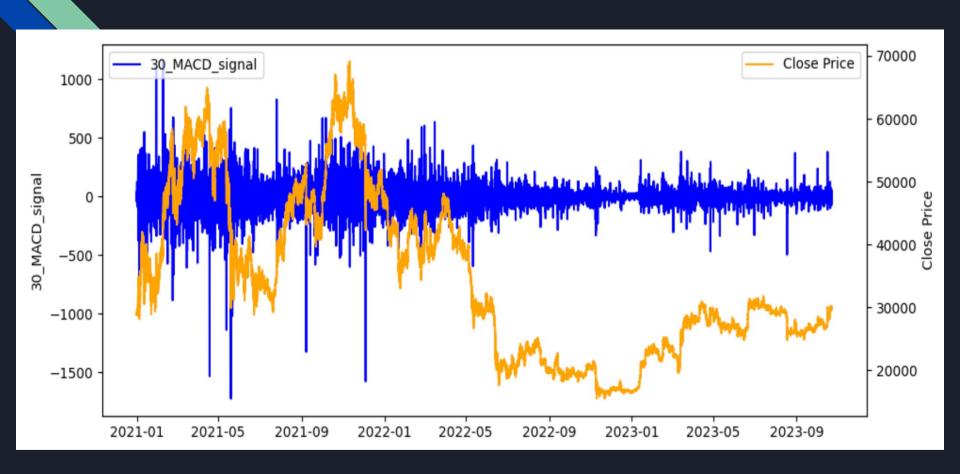


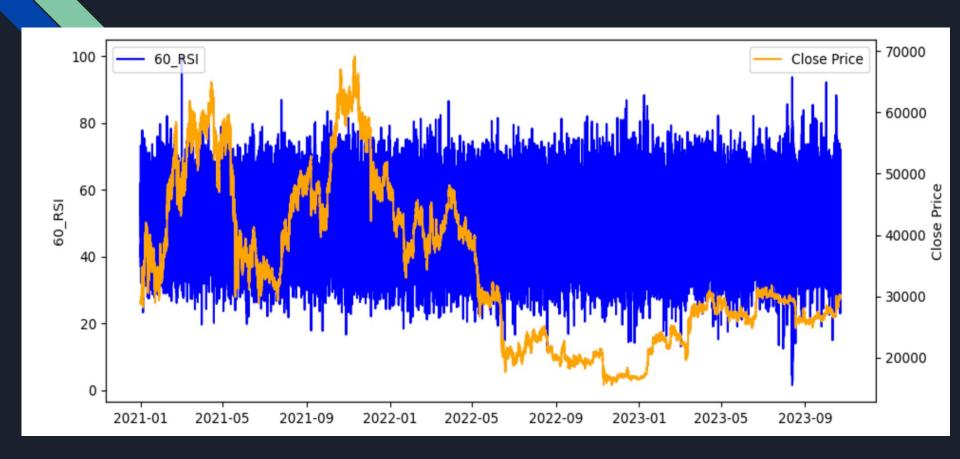
raw OHLCV data technical indicators Strategies PCA

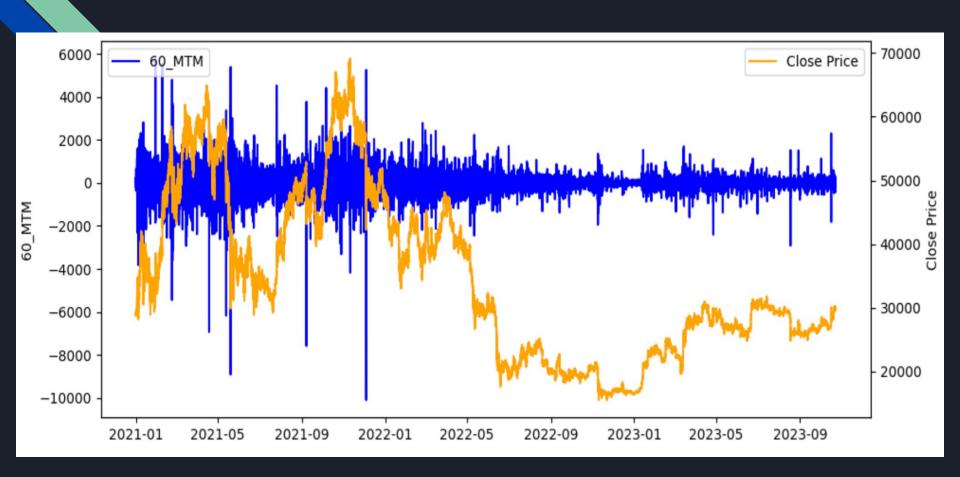
## Feature engineering Method 2







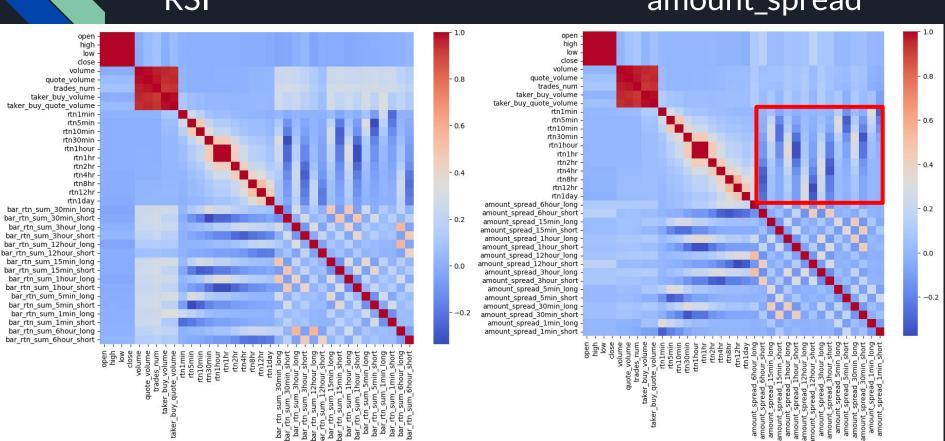




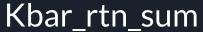
## Feature

#### RSI

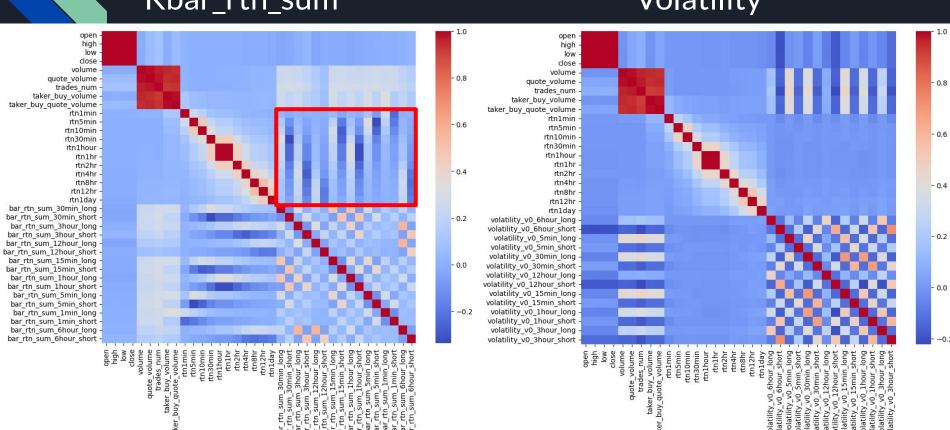
#### amount\_spread



## Feature

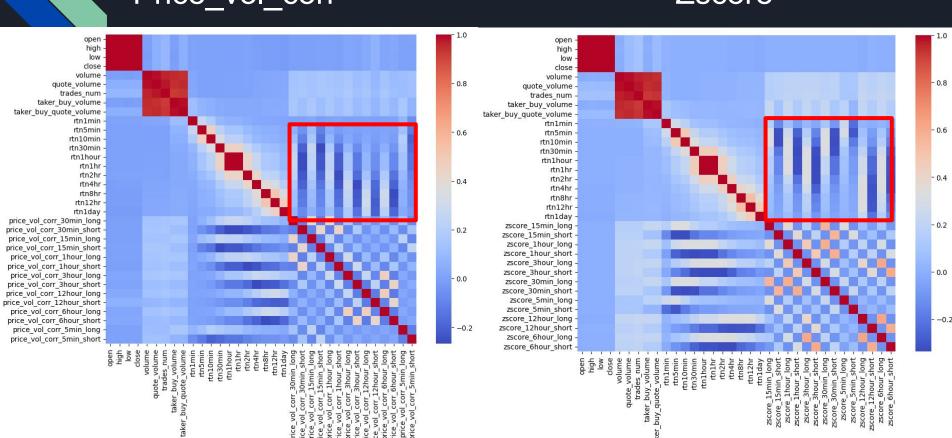


#### Volatility



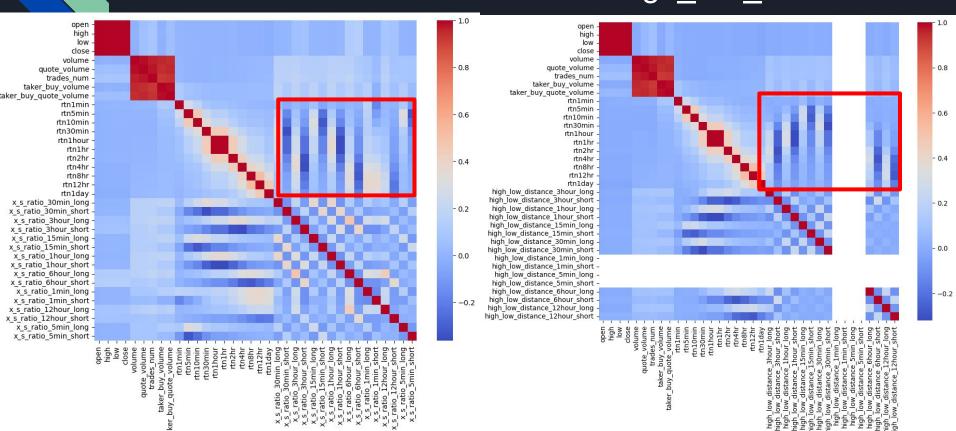
# Feature Price\_vol\_corr

#### Zscore



## Feature x s ratio

#### high\_low\_dis



#### ML Model

#### **Logistic Regression**

#### **Functionality:**

Models the probability that an instance belongs to a particular category.

#### Random Forest

#### **Functionality:**

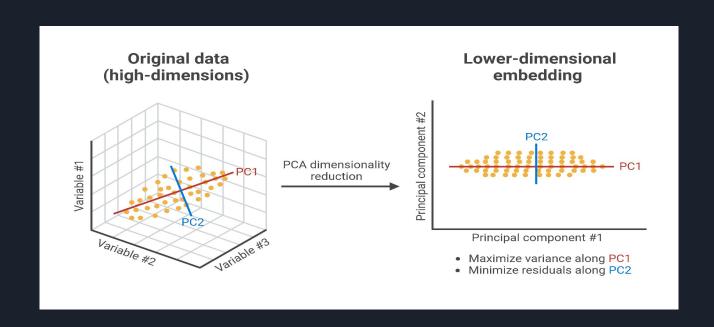
Constructs a multitude of decision trees during training and outputs the mode of the classes or mean prediction of the individual trees.

#### **XGBoost**

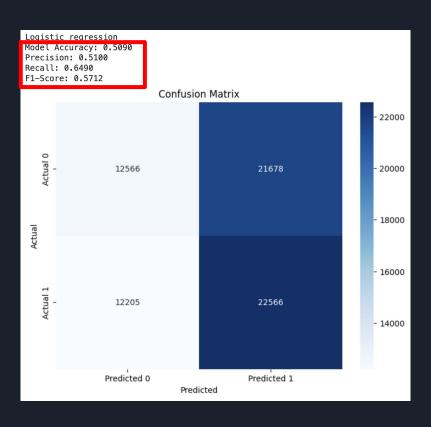
#### **Functionality:**

Builds a series of weak learners (usually decision trees) sequentially, where each new learner corrects the errors made by the previous ones.

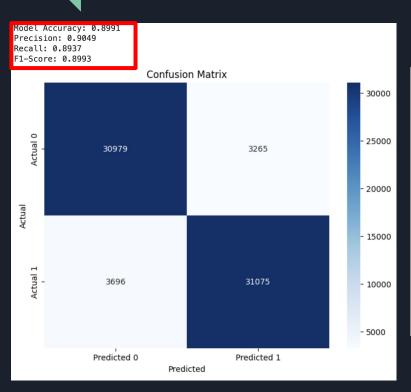
# Principal Component Analysis

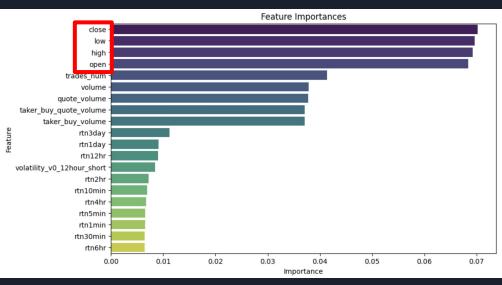


# Logistic Regression

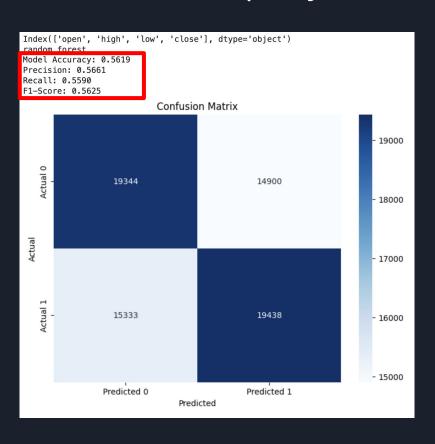


## Random Forest

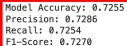




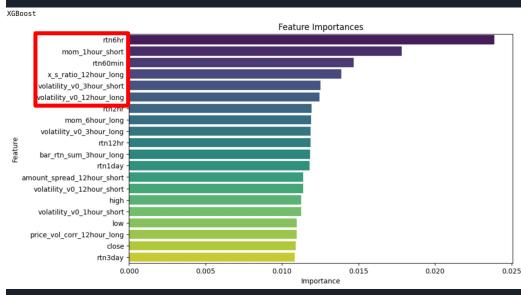
## Random Forest (only use OHLC)



#### XGBoost



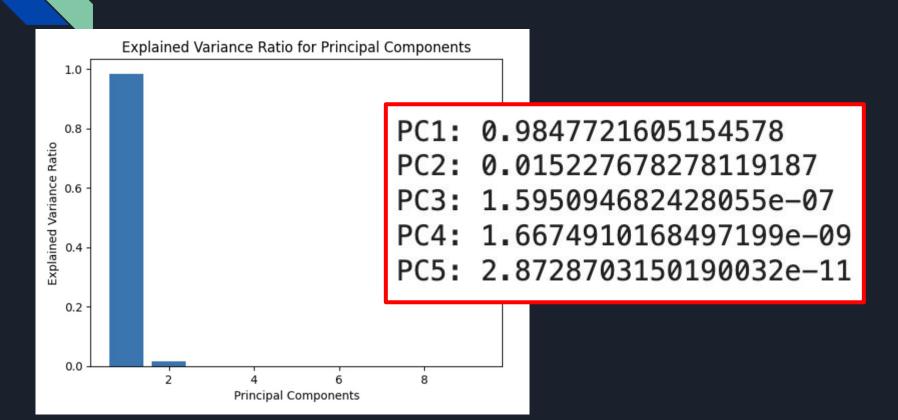




# Result (Without PCA)

	Accuracy	Precision	Recall	F1 score
Logistic Regression	0.509	0.5100	0.6490	0.5712
Random Forest	0.8991	0.9049	0.8937	0.8993
XGBoost	0.7255	0.7286	0.7254	0.7270

#### PCA



# Choosing N

	Logistic Regression	Random Forest	XGBoost
10 principal component	0.5067	0.5532	0.5563
50 principal component	0.5067	0.6952	0.6263
100 principal component	0.5067	0.7286	0.6365
158(all) principal component	0.5067	0.7584	0.6608

# Result (With PCA)

	Accuracy	Precision	Recall	F1 score
Logistic Regression	0.5067	0.5165	0.3282	0.4014
Random Forest	0.8991	0.9049	0.78937	0.8993
XGBoost	0.6608	0.6643	0.6608	0.6625

# Result

Strategy: If predict is 1, long the position and close it 1 hour later.

Win rate is improved from 50% to 69.35%

Profit Facotr is improved from 1.01 to 2.996

Which is the more profitable strategy by Machine Learning.

$$PF = \frac{avg(profit\ per\ trades)}{avg(loss\ per\ trades)} = 2.99615391136621$$

Win rate = win / total tades = 0.693475