

Monte Carlo Risk & Option Pricing Toolkit – Baseline Project: Step-by-Step Plan

PHASE 0 — Project Setup

1. Create project folder containing:

- README.md
- requirements.txt
- .gitignore
- directories: notebooks/, src/, data/, figures/, tests/

2. Install dependencies:

```
pip install -r requirements.txt
```

3. Initialize Git repository:

```
git init  
git add .  
git commit -m "Initial commit"
```

4. Create private GitHub repo (empty).

5. Add SSH remote:

```
git remote add origin git@github.com:USERNAME/REPO.git  
git branch -M main
```

6. Push local repo (force if needed):

```
git push --force origin main
```

PHASE 1 — GBM Simulation

- Implement simulate_gbm_paths in src/gbm.py using:
 $S(t+\Delta t) = S(t) * \exp[(\mu - 0.5 \sigma^2)\Delta t + \sigma \sqrt{\Delta t} Z]$
- Generate N paths, M steps.
- Test and visualize in notebooks/MonteCarloToolkit.ipynb.
- Verify empirical mean/variance vs theoretical values.

PHASE 2 — Correlated Multi-Asset GBM

- Implement simulate_correlated_gbm_paths using Cholesky L:
 $W = L Z$
- Simulate 2 correlated assets for VaR.
- Plot correlation scatter and verify empirical correlation.

PHASE 3 — European Option Pricing (Monte Carlo)

- Implement payoff functions:
call: $\max(S_T - K, 0)$
put: $\max(K - S_T, 0)$
- Monte Carlo pricing under risk-neutral measure:
 $price = \exp(-rT) * \text{mean(payoffs)}$
- Confidence intervals:
 $CI = price \pm 1.96 * \text{std} / \sqrt{N}$
- Compare with Black–Scholes closed-form price.

- Convergence analysis: price vs number of paths.

PHASE 4 — Portfolio VaR

- Simulate correlated returns for 2 assets.

- Build portfolio P&L;:

$$R_p = w_1 R_1 + w_2 R_2$$

$$PnL = V_0 * R_p$$

- Compute:

VaR_α : α -quantile of losses

$CVaR_\alpha$: mean loss beyond VaR

- Plot histogram with VaR markers.

PHASE 5 — Documentation & Polish

- Finalize notebook with clear sections.
- Save plots in figures/.
- Add unit tests in tests/.
- Clean up README with summary and usage.
- Ensure reproducibility with fixed seeds.

END OF BASELINE PROJECT PLAN