

Derivatives Pricing Course

Lecture 4 – Finite-difference schemes. Advanced topics.

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Agenda

- Implicit and Crank-Nicolson schemes.
- Stability issues. Non-equidistant discretization.
- Add new features to American option.
- C++ implementation.
- Compare results with QuantLib.



Previously discussed

• A variety of schemes allow us to solve PDEs numerically. There are many ways these schemes can be improved in terms of speed and accuracy.

• Fully explicit scheme is easy to implement for vanilla products, including securities with early exercise rights.



Matrix notation. Implicit scheme

• Recall our discretized equation (no change of variables $x = \log S$):

$$\frac{V(t_{i+1}, S_j) - V(t_i, S_j)}{\Delta_t} + rS_j \left(\frac{V(t_i, S_{j+1}) - V(t_i, S_{j-1})}{2\Delta_S} \right) \\
+ \frac{1}{2} S_j^2 \sigma^2 \left(\frac{V(t_i, S_{j+1}) - 2V(t_i, S_j) + V(t_i, S_{j-1})}{\Delta_S^2} \right) \\
-rV(t_i, S_i) + \varepsilon$$

 ε – error term

What option values are known?



Matrix notation. Implicit scheme

• For each pair (i, j) we can write an equation:

$$a(i,j)V(t_i,S_{j-1}) + b(i,j)V(t_i,S_j) + c(i,j)V(t_i,S_{j+1}) = V(t_{i+1},S_j)$$
Unknown values

Known value

$$a(i,j) = -\frac{\sigma^2 j^2 \Delta_t}{2} - \frac{r j \Delta_t}{2}$$
$$b(i,j) = 1 + \sigma^2 j^2 \Delta_t + r \Delta_t$$
$$c(i,j) = -\frac{\sigma^2 j^2 \Delta_t}{2} + \frac{r j \Delta_t}{2}$$



Matrix notation. Implicit scheme

• We want to rewrite our problem as AV = d where:

$$A-squared\ matrix\ (j_{max}+1,j_{max}+1)$$

$$V - vector(j_{max} + 1)$$

• Where A is a tri-diagonal matrix

$/b_0(i)$	$c_0(i)$	0	0	0	•••	0 \
$\int a_1(i)$	$b_1(i)$	$c_1(i)$	0	0	• • •	0
0	$a_2(i)$	$b_2(i)$	$c_2(i)$	0	• • •	0
0	0	$a_3(i)$	$b_3(i)$	$c_3(i)$	• • •	0
:	•	•	••	·.	·.	0
0	0	0	0	$a_{j_{max}-1}(i)$	$b_{j_{max}-1}(i)$	$c_{j_{max}-1}(i)$
\ 0	0	0	0	0	$a_{j_{max}}(i)$	$b_{j_{max}}(i)$



Matrix notation. Implicit scheme

- V is a *vector* of option values at time t_i
- d is a *vector* of known values at time t_{i+1}

$$\begin{pmatrix} V(t_i, S_0) \\ V(t_i, S_1) \\ \vdots \\ V(t_i, S_{j_{max}-1}) \\ V(t_i, S_{j_{max}}) \end{pmatrix}$$

$$\begin{pmatrix} d_0 \\ d_1 \\ \vdots \\ d_{j_{max}-1} \\ d_{j_{max}} \end{pmatrix}$$

$$V(t_i, S_0), V(t_i, S_{j_{max}})$$
 – values at boundaries



Matrix notation. Implicit scheme

- After each time step, one should solve the system of linear equations.
- The most straightforward to perform the final calculations is to find the inverse matrix.

• Since our matrix A is tri-diagonal, we can solve the equation using special methods - LU decomposition, SOR, ...



Stability issues

• Ignoring contributions from boundary conditions, our finite-difference scheme can be rewritten:

$$\widehat{V}(t_i) = B_i^{i+1} \widehat{V}(t_{i+1})$$

- The scheme is *stable* if for all k the absolute value of $\hat{V}(t_k)$ is bounded.
- The fully explicit method is quite easy to implement, there are some limitations related to convergence and errors.
- In BS model, we have restriction of the form:

$$\sigma^2 \le \frac{{\Delta_x}^2}{\Delta_t}$$

which can be quite onerous, often requiring the use of thousands of time steps in the finite difference grid.



Stability issues

- Returning to the case $\frac{1}{2} \le \theta \le 1$
- For these θ values, irrespective of the magnitudes of Δ_x and Δ_t our scheme stays *stable*!
- It should be noted that if there is a discontinuity in the terminal value function high frequency oscillations can creep into numerical solution.



Non-Equidistant Discretization

- In practice we often wish to align the finite difference grid to particular dates (e.g. on which coupons or dividends are paid) and particular values of x (e.g. those on which strikes and barriers are positioned).
- For the time domain $\Delta_{t,i} \triangleq t_{i+1} t_i$ and the backward induction algorithm can proceed as before.
- Irregular grid for *x*:

$$\Delta_{x,j}^+ \triangleq x_{j+1} - x_j, \Delta_{x,j}^- \triangleq x_j - x_{j-1}$$

• To proceed we should redefine δ_x , δ_{xx} and also A matrix elements a_i , b_i , c_i .



Option examples

- In our discussion so far, we have assumed that options are characterized by a single terminal payoff function g(x) and a set of spatial boundary conditions determining the option price at the boundaries of the x-domain.
- In reality, many options are more complicated and may involve early exercise decisions, pre-maturity cash-flows, path-dependency and more.
- We will consider some relatively straightforward examples and how to modify the basic finite difference algorithm to deal with them.

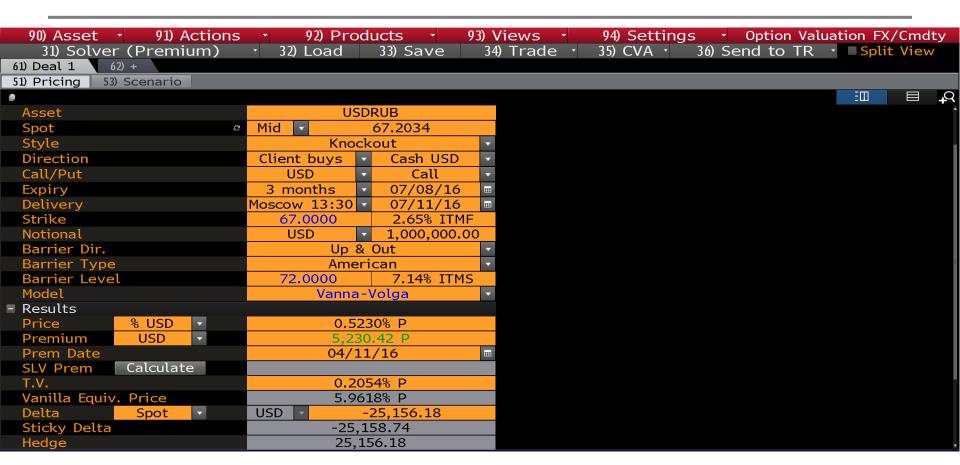


Continuous Barrier Options

- Barrier options are path-dependent options. They have a payoff that is dependent on the realized asset path.
- Useful for customers with very precise views about the direction of the market.
- Certain aspects of the contract are triggered if the asset price becomes too high or too low.
 - **Up-and-out**: become null if asset moves up higher than the barrier level
 - Down-and-out: become null if asset moves down lower than the barrier level
 - **Up-and-in**: activated if asset moves up higher than the barrier level
 - **Down-and-in**: activated if asset moves down lower than the barrier level



Barrier Options





Barrier Options





Barrier Options





Continuous Barrier Options

- Up-and-out knock-out option, critical level *H*.
- Therefore we must simply solve our PDE on a domain $[\underline{M}, H]$, where \underline{M} represents the lowest attainable value of a process x(t).
- The boundary condition at the upper boundary is V(t, H) = 0
- Definitely, in this case we should dimension our spatial grid to have $x_{m+1} = H$.
- In practice, barrier options sometimes involve time-dependent barriers. For instance step-up/step-down barrier options will have piecewise flat barriers that increase/decrease at discrete points in time.



Continuous Barrier Options

- As an illustration, consider a barrier option where the upper barrier is flat, except for a discontinuous change at time $T^* < T$, at which point the barrier moves from a value of H^* to a value of H, with $H > H^*$.
- We make sure that one level in the spatial grid say x_{k+1} , k < m, is set exactly at the level H^* .
- Similarly we make sure that one level in the time grid is set exactly to T^* .
- Starting at time T, we then iterate backwards in time (m —dimensional systems). The moment we hit T^* , the PDE now only applies to the smaller region $[\underline{M}, H^*]$, covered by the reduced spatial grid with $x_{k+1} = H^*$ (k —dimensional systems).



Discrete Barrier Options

- In practice, monitoring the barrier condition continuously can be impractical, and it may be imposed on a discrete set of dates.
- In this case we should allow the value function to "diffuse" above the barrier levels between dates in the monitoring set. So we discretize the PDE on a larger domain $[\underline{M}, \overline{M}]$.
- Between barrier observation dates, we solve our PDE by the standard methods.
- At each barrier observation time T_k , we must impose a barrier jump condition:

$$V(T_k-,x) = V(T_k+,x)1_{\{x < H\}}, k = 1, ..., K$$

• This jump condition will generally produce a discontinuity in V as a function of x, around the barrier level H.



C++ code BarrierOptionCN(.h)

```
#ifndef BARRIEROPTIONCN H
#define BARRIEROPTIONCN H
#include "OptionClass.h"
#include <vector>
class AmericanBarrierCallCN : public Option
public:
            AmericanBarrierCallCN(double, double, double, double, double, double);
            virtual double getPrice() const;
            virtual double getDelta() const;
            virtual double getGamma() const;
            virtual double getVega() const;
            virtual double getTheta() const;
private:
            double Spot;
            double Strike;
            double Rate; //in % annualized
            double Vol; //in % annualized
            double Time; //time to maturity in years
            double DividendYield; //in % annualized
            int TimeSteps; //number of steps
            double deltaT; //step length
            int UnderlyingSteps; //number of steps
            double deltaS; //step length
            std::vector < std::vector<double > > Grid; //pricing grid
            std::vector <double> SpotArray; //possible spot values
            int SpotPosition; //position in SpotArray corresponding to the first element greater than Spot
};
```



C++ code

BarrierOptionCN(.cpp) (1/5)

```
#include "BarrierOptionCN.h"
AmericanBarrierCallCN::AmericanBarrierCallCN(double Spot_, double Strike_, double Rate_, double Vol_,
double Time_, double DividendYield_) : Spot(Spot_), Strike(Strike_), Time(Time_){
            Rate = Rate_ / 100.0;
            Vol = Vol_ / 100.0;
            TimeSteps = 500; //Pay attention to the number of steps
            UnderlyingSteps = 750; //Pay attention to the number of steps
            DividendYield = DividendYield / 100.0;
            //Step 0. Add barrier. Barrier type is fixed - Up-and-out
            double barrier = 120.0;
            //Step 1. Reserve memory for a grid, reduce infinite domain and width of steps
            Grid.resize(TimeSteps);
            //Finite domain - zero to double spot, or barrier
            //double s_max = 2 * Spot;
            double s max = barrier;
            double s min = 0;
            deltaS = (s_max - s_min) / (UnderlyingSteps - 1);
            deltaT = Time / (TimeSteps - 1);
            //Step 2. Fill values at boundaries
            for (int i = 0; i < TimeSteps; i++){</pre>
                        Grid[i].resize(UnderlyingSteps);
```



C++ code

BarrierOptionCN(.cpp) (2/5)

```
//The first line in case of no barriers
           for (int i = 0; i < TimeSteps; i++){</pre>
//Grid[i][UnderlyingSteps - 1] = s_max*exp(-DividendYield *(Time - i * deltaT)) -Strike*exp(-Rate*(Time-i*deltaT));
                       Grid[i][UnderlyingSteps - 1] = 0;
                       Grid[i][0] = 0;
           for (int j = 0; j < UnderlyingSteps - 1; j++){</pre>
                       Grid[TimeSteps - 1][j] = (s min + deltaS*j) > Strike ? (s min + deltaS*j) - Strike : 0;
           //define matrix diagonals
           std::vector<double> a;
           std::vector<double> b;
           std::vector<double> c;
           std::vector<double> d;
           std::vector<double> temp;
           a.resize(UnderlyingSteps);
           b.resize(UnderlyingSteps);
           c.resize(UnderlyingSteps);
           d.resize(UnderlyingSteps);
           temp.resize(UnderlyingSteps);
           //Step 3. fill matrix A
           for (int i = 1; i < UnderlyingSteps - 1; i++){</pre>
                       a[i] = 0.25 * (Vol*Vol*i*i - (Rate - DividendYield) * i);
                       b[i] = -Vol*Vol*i*i*0.5 - Rate*0.5 - 1 / deltaT;
                       c[i] = 0.25 * (Vol*Vol*i*i + (Rate - DividendYield) * i);
```



C++ code

BarrierOptionCN(.cpp) (3/5)

```
//i = 0
 b[0] = 1;
c[0] = 0;
  a[0] = 0;
 //i = underlyingSteps - 1;
  a[UnderlyingSteps - 1] = 0;
  b[UnderlyingSteps - 1] = 1;
  c[UnderlyingSteps - 1] = 0;
  //Values known at maturity time
 d[0] = Grid[TimeSteps - 1][0];
  d[UnderlyingSteps - 1] = Grid[TimeSteps - 2][UnderlyingSteps - 1];
  for (int i = 1; i < UnderlyingSteps - 1; i++){</pre>
                                                                  d[i] = -a[i] * Grid[TimeSteps - 1][i - 1] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid[TimeSteps - 1][i] - (b[i] + 2 / deltaT) * Grid
                                                                                                              c[i] * Grid[TimeSteps - 1][i + 1];
```



Barrier option using QuantLib

BS(.cpp) (1/2)

```
#include "BS.h"
#include <ql/quantlib.hpp>
using namespace QuantLib;
double* AmericanBarrier(){
            double* myarr = new double[0];
            Calendar calendar = TARGET();
            Date todaysDate(12, Jan, 2015);
            Date settlementDate(12, Jan, 2015);
            Settings::instance().evaluationDate() = todaysDate;
            Option::Type type(Option::Call);
            Real underlying = 100.0;
            Real strike = 90.0;
            Spread dividendYield = 0.02;
            Rate riskFreeRate = 0.05;
            Volatility volatility = 0.20;
            Date maturity(12, Jan, 2016);
            DayCounter dayCounter = Actual365Fixed();
            //DayCounter dayCounter = SimpleDayCounter();
            Barrier::Type barrierType = Barrier::UpOut;
            Real barrier = 120.0;
            Real rebate = 0.0;
            std::string method;
            boost::shared ptr<Exercise> americanExercise(new AmericanExercise(maturity));
            Handle<Quote> underlyingH(boost::shared ptr<Quote>(new SimpleQuote(underlying)));
```



Barrier option using QuantLib

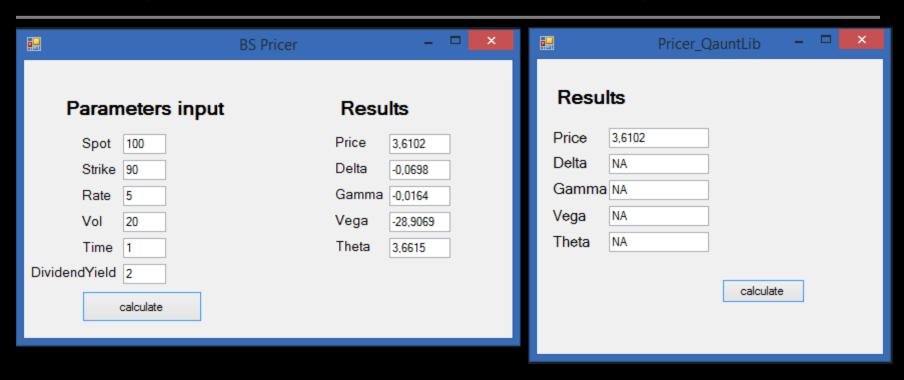
BS(.cpp) (2/2)

```
Handle<YieldTermStructure> yieldTermStructure(boost::shared ptr<YieldTermStructure>(new
            FlatForward(settlementDate, riskFreeRate, dayCounter)));
Handle<YieldTermStructure> dividendTermStructure(boost::shared ptr<YieldTermStructure>(new
            FlatForward(settlementDate, dividendYield, dayCounter)));
Handle<BlackVolTermStructure> volatilityTermStructure(boost::shared_ptr<BlackVolTermStructure>(new
            BlackConstantVol(settlementDate, calendar, volatility, dayCounter)));
boost::shared ptr<StrikedTypePayoff> payoff(new PlainVanillaPayoff(type, strike));
boost::shared ptr<BlackScholesMertonProcess> bsmProcess(new BlackScholesMertonProcess(underlyingH,
            dividendTermStructure, yieldTermStructure, volatilityTermStructure));
BarrierOption barrierOption(barrierType, barrier, rebate,
                                                            payoff, americanExercise);
method = "Crank-Nicolson scheme: ";
//No Finite-difference engines for barrier American options... no greek coefficients...
barrierOption.setPricingEngine(boost::shared_ptr<PricingEngine>(new AnalyticBarrierEngine(bsmProcess)));
myarr[0] = barrierOption.NPV();
return myarr;
```



QuantLib vs Manual

Comparing results. Call option, how can delta be negative?





Homework assignment 3

- Modify program to price Down-and-out put option.
- Scheme should be Implicit.

• **Deadline** – 27th April EOD