```
Help
extern "C"{
#include "kou1d_lim.h"
#include "enums.h"
#include"pnl/pnl random.h"
#include "pnl/pnl_cdf.h"
#include"pnl/pnl mathtools.h"
#include"pnl/pnl_root.h"
extern "C"{
#if defined(PremiaCurrentVersion) && PremiaCurrentVersion <
     (2011+2) //The "#else" part of the code will be freely av
    ailable after the (year of creation of this file + 2)
static int CHK_OPT(MC_Kou_Out_LRM)(void *Opt, void *Mod)
  return NONACTIVE;
}
int CALC(MC Kou Out LRM)(void*Opt,void *Mod,PricingMethod *
    Met)
{
return AVAILABLE_IN_FULL_PREMIA;
}
#else
//Algorithme de tri croissant
static void tri_up(double* x, int size)
 double sup, temp;
 int i,j,k=0;
 for(i=0;i<size-1;i++)</pre>
 {
  \sup=x[0];
  for(j=0; j<size-i; j++)</pre>
   if(x[j]>sup)
   {
    sup=x[j];
   k=j;
```

```
if(k!=size-i-1)
   temp=x[size-i-1];
   x[size-i-1]=x[k];
   x[k]=temp;
 }
}
}
int Kou_Mc_Out_Lrm(int b_type,double 1,double rebate,
    double SO, NumFunc 1 *P, double
T, double r, double divid, double sigma, double lambda, double
    lambdap, double
lambdam, double p, int generator, int n points, int n paths,
    double *ptPrice,double *ptDelta,double *priceError,double *delt
    aError)
{
    double sum payoffScoreFunction, sum square payoffScore
    Function,payoff,log_l_S0,sum_payoff;
    double nu,u0,*jump time vect,discount,var payoffScore
    Function,*X,*W,K;
    double *jump_size_vect,scoreFunction,beta,*t,s0,inf,su
    m scoreFunction, sum square payoff;
    double cov payoff payoffScoreFunction, var payoff, sum
    payoff payoffScoreFunction, sup;
    int i,j,k,jump number,*N,n vect;
    nu=((r-divid)-sigma*sigma/2-lambda*(p*lambdap/(lambdap-
    1)+(1-p)*lambdam/(lambdam+1)-1));
    K=P->Par[0].Val.V DOUBLE;
    beta=0.5826;
    discount=exp(-r*T);
    log 1 S0 = log(1/S0);
    sum payoffScoreFunction=0;
    sum_square_payoffScoreFunction=0;
    sum scoreFunction=0;
    sum payoff=0;
    sum_payoff_payoffScoreFunction=0;
    sum_square_payoff=0;
    t=(double *)malloc((n points+1)*sizeof(double));
    for(i=0;i<=n points;i++)</pre>
     t[i]=i*T/n points;
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N=(int *)malloc((n points+1)*sizeof(int));
X=(double *)malloc((n_points+1)*sizeof(double));
W=(double *)malloc((n points+1)*sizeof(double));
W[O] = 0;
X[0]=0;
n_vect=intapprox(1000*lambda*T);
jump size vect=(double *)malloc(n vect*sizeof(double));
jump time vect=(double *)malloc(n vect*sizeof(double));
pnl_rand_init(generator,1,n_paths);
/*Down Case*/
   if(b type==0)
   {
    if((P->Compute) == &Call) // call
     for(i=0;i<n paths;i++)</pre>
      jump_number=pnl_rand_poisson(lambda*T,generator);
      jump_time_vect[0]=0;
       for(j=1;j<=jump number;j++)</pre>
     jump_time_vect[j]=pnl_rand_uni_ab(0.,T, generator);
       u0=pnl_rand_uni(generator);
       if(1-p \le u0)
         jump_size_vect[j] = -log(1-(u0-1+p)/p)/lambdap;
       else
         jump size vect[j]=log(u0/(1-p))/lambdam;
      }
      jump_time_vect[jump_number+1]=T;
      jump_size_vect[jump_number+1]=0;
    tri_up(jump_time_vect,jump_number+1);//rearranging
 jump's times in ascending order
   // simulation of the Brownian motion part at jump'
s times
      for(j=1;j<=n points;j++)</pre>
        W[j]=sigma*pnl_rand_normal(generator)*sqrt(t[j]
-t[j-1])+nu*(t[j]-t[j-1])+W[j-1];
      // simulation of one Levy process X at jump's
times
```

```
for(k=1;k<=n points;k++)</pre>
    {
     N[k]=0;
     for(j=1;j<=jump number;j++)</pre>
      if(jump time vect[j]<=t[k])</pre>
       N[k]++;
     }
     s0=0;
     for(j=N[k-1]+1; j \le N[k]; j++)
         s0+=jump size vect[j];
       X[k]=X[k-1]+(W[k]-W[k-1])+s0;
    }
      inf=X[0];
      for(j=1;j<=n_points;j++)</pre>
        if(inf>X[j])
          inf=X[j];
      payoff=discount*(S0*exp(X[n points])-K)*(S0*exp(X
[n points])>K)*(inf-beta*sigma*sqrt(T/n points)>log 1 S0)+
rebate*(inf-beta*sigma*sqrt(T/n_points) <= log_l_S0);</pre>
      scoreFunction=(W[1]-nu*t[1])/(sigma*sigma*t[1]*S0
);
      sum payoff+=payoff;
      sum scoreFunction+=scoreFunction;
      sum square payoff+=payoff*payoff;
      sum payoffScoreFunction+=payoff*scoreFunction;
      sum square payoffScoreFunction+=payoff*scoreFunct
ion*payoff*scoreFunction;
      sum payoff payoffScoreFunction+=payoff*scoreFunct
ion*payoff;
     var_payoff=(sum_square_payoff-sum_payoff*sum_payo
ff/n paths)/(n paths-1);
     var payoffScoreFunction=(sum square payoffScore
Function-sum_payoffScoreFunction*sum_payoffScoreFunction/n_paths)/
(n_paths-1);
     cov payoff payoffScoreFunction=(sum payoff payoffS
coreFunction-sum_payoff*sum_payoffScoreFunction/n_paths)/(n_
paths-1);
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*ptPrice=sum_payoff/n_paths;
     *priceError=1.96*sqrt(var_payoff)/sqrt((double)n_
paths);
     *ptDelta=sum payoffScoreFunction/n paths-(sum scor
eFunction/((double)n_paths))*(sum_payoff/((double)n_paths))
     *deltaError=1.96*sqrt(var payoffScoreFunction+
var_payoff*(sum_scoreFunction/n_paths)*(sum_scoreFunction/n_
paths)-2*(sum_scoreFunction/n_paths)*cov_payoff_payoffScore
Function)/sqrt((double)n paths);
    }
    if((P->Compute) ==&Put)//put
     for(i=0;i<n paths;i++)</pre>
      jump number=pnl rand poisson(lambda*T,generator);
      jump_time_vect[0]=0;
       for(j=1;j<=jump_number;j++)</pre>
    {
     jump time vect[j]=pnl rand uni ab(0.,T, generator);
       u0=pnl_rand_uni(generator);
       if(1-p \le u0)
         jump\_size\_vect[j] = -log(1-(u0-1+p)/p)/lambdap;
         jump size vect[j]=log(u0/(1-p))/lambdam;
      jump_time_vect[jump_number+1]=T;
      jump_size_vect[jump_number+1]=0;
    tri_up(jump_time_vect,jump_number+1);//rearranging
 jump's times in ascending order
   // simulation of the Brownian motion part at jump'
s times
      for(j=1; j<=n_points; j++)</pre>
        W[j]=sigma*pnl rand normal(generator)*sqrt(t[j]
-t[j-1])+nu*(t[j]-t[j-1])+W[j-1];
      // simulation of one Levy process X at jump's
times
      for(k=1;k<=n_points;k++)</pre>
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```
{
     N[k]=0:
     for(j=1;j<=jump_number;j++)</pre>
      if(jump time vect[j] <= t[k])</pre>
       N[k]++;
     }
     s0=0:
     for(j=N[k-1]+1; j \le N[k]; j++)
         s0+=jump_size_vect[j];
       X[k]=X[k-1]+(W[k]-W[k-1])+s0;
    }
      inf=X[0];
      for(j=1;j<=n points;j++)</pre>
        if(inf>X[j])
          inf=X[j];
      }
      payoff=discount*(K-S0*exp(X[n_points]))*(S0*exp(X
[n points])<K)*(inf-beta*sigma*sqrt(T/n points)>log 1 S0)+
rebate*(inf-beta*sigma*sqrt(T/n points)<=log 1 S0);</pre>
      scoreFunction=(W[1]-nu*t[1])/(sigma*sigma*t[1]*S0
);
      sum payoff+=payoff;
      sum scoreFunction+=scoreFunction;
      sum square payoff+=payoff*payoff;
      sum payoffScoreFunction+=payoff*scoreFunction;
      sum square payoffScoreFunction+=payoff*scoreFunct
ion*payoff*scoreFunction;
      sum payoff_payoffScoreFunction+=payoff*scoreFunct
ion*payoff;
     }
     var_payoff=(sum_square_payoff-sum_payoff*sum_payo
ff/n_paths)/(n_paths-1);
     var payoffScoreFunction=(sum square payoffScore
Function-sum payoffScoreFunction*sum payoffScoreFunction/n paths)/
(n paths-1);
     cov_payoff_payoffScoreFunction=(sum_payoff_payoffS
coreFunction-sum payoff*sum payoffScoreFunction/n paths)/(n
paths-1);
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```
*ptPrice=sum payoff/n paths;
     *priceError=1.96*sqrt(var payoff)/sqrt((double)n
paths);
     *ptDelta=sum payoffScoreFunction/n paths-(sum scor
eFunction/((double)n paths))*(sum payoff/((double)n paths))
     *deltaError=1.96*sqrt(var_payoffScoreFunction+
var payoff*(sum scoreFunction/n paths)*(sum scoreFunction/n
paths)-2*(sum scoreFunction/n paths)*cov payoff payoffScore
Function)/sqrt((double)n paths);
    }
   }
/*Up Case*/
   if(b_type==1)
   {
    if((P->Compute) == &Call)//call
     for(i=0;i<n_paths;i++)</pre>
      jump number=pnl rand poisson(lambda*T,generator);
      jump time vect[0]=0;
       for(j=1;j<=jump_number;j++)</pre>
     jump time vect[j]=pnl rand uni ab(0.,T, generator);
       u0=pnl_rand_uni(generator);
       if(1-p \le u0)
         jump size vect[j]=-log(1-(u0-1+p)/p)/lambdap;
       else
         jump_size_vect[j]=log(u0/(1-p))/lambdam;
      jump time vect[jump number+1]=T;
      jump size vect[jump number+1]=0;
    tri_up(jump_time_vect,jump_number+1);//rearranging
 jump's times in ascending order
   // simulation of the Brownian motion part at jump'
s times
      for(j=1; j<=n_points; j++)</pre>
        W[j]=sigma*pnl rand normal(generator)*sqrt(t[j]
-t[j-1])+nu*(t[j]-t[j-1])+W[j-1];
```

```
// simulation of one Levy process X at jump's
times
      for(k=1;k<=n_points;k++)</pre>
    {
     N[k]=0;
     for(j=1;j<=jump number;j++)</pre>
      if(jump time vect[j] <= t[k])</pre>
       N[k]++;
     }
     s0=0:
     for (j=N[k-1]+1; j \le N[k]; j++)
         s0+=jump size vect[j];
       X[k]=X[k-1]+(W[k]-W[k-1])+s0;
    }
      \sup=X[0];
      for(j=1;j<=n points;j++)</pre>
      {
        if(sup<X[j])</pre>
          sup=X[j];
      }
      payoff=discount*(S0*exp(X[n_points])-K)*(S0*exp(X
[n points])>K)*(sup+beta*sigma*sqrt(T/n points)<log 1 S0)+</pre>
rebate*(sup+beta*sigma*sqrt(T/n points)>=log 1 S0);
      scoreFunction=(W[1]-nu*t[1])/(sigma*sigma*t[1]*S0
);
      sum payoff+=payoff;
      sum scoreFunction+=scoreFunction;
      sum square payoff+=payoff*payoff;
      sum payoffScoreFunction+=payoff*scoreFunction;
      sum square payoffScoreFunction+=payoff*scoreFunct
ion*payoff*scoreFunction;
      sum payoff payoffScoreFunction+=payoff*scoreFunct
ion*payoff;
     var payoff=(sum square payoff-sum payoff*sum payo
ff/n paths)/(n paths-1);
     var_payoffScoreFunction=(sum_square_payoffScore
Function-sum payoffScoreFunction*sum payoffScoreFunction/n paths)/
(n paths-1);
     cov_payoff_payoffScoreFunction=(sum_payoff_payoffS
```

```
coreFunction-sum payoff*sum payoffScoreFunction/n paths)/(n
paths-1);
     *ptPrice=sum payoff/n paths;
     *priceError=1.96*sqrt(var payoff)/sqrt((double)n
paths);
     *ptDelta=sum_payoffScoreFunction/n_paths-(sum_scor
eFunction/((double)n paths))*(sum payoff/((double)n paths))
     *deltaError=1.96*sqrt(var_payoffScoreFunction+
var_payoff*(sum_scoreFunction/n_paths)*(sum_scoreFunction/n_
paths)-2*(sum scoreFunction/n paths)*cov payoff payoffScore
Function)/sqrt((double)n paths);
    if((P->Compute) ==&Put)//put
     for(i=0;i<n paths;i++)</pre>
      jump_number=pnl_rand_poisson(lambda*T,generator);
      jump time vect[0]=0;
       for(j=1;j<=jump number;j++)</pre>
     jump time vect[j]=pnl rand uni ab(0.,T, generator);
       u0=pnl rand uni(generator);
       if(1-p \le u0)
         jump size vect[j]=-log(1-(u0-1+p)/p)/lambdap;
       else
         jump size vect[j]=log(u0/(1-p))/lambdam;
      jump_time_vect[jump_number+1]=T;
      jump size vect[jump number+1]=0;
    tri up(jump time vect, jump number+1);//rearranging
 jump's times in ascending order
   // simulation of the Brownian motion part at jump'
s times
      for(j=1;j<=n points;j++)</pre>
        W[j]=sigma*pnl_rand_normal(generator)*sqrt(t[j]
-t[j-1])+nu*(t[j]-t[j-1])+W[j-1];
      }
      // simulation of one Levy process X at jump's
```

```
times
      for(k=1;k<=n points;k++)</pre>
    {
     N[k]=0;
     for(j=1;j<=jump number;j++)</pre>
      if(jump_time_vect[j]<=t[k])</pre>
       N[k]++;
     }
     s0=0;
     for(j=N[k-1]+1; j \le N[k]; j++)
         s0+=jump size vect[j];
       X[k]=X[k-1]+(W[k]-W[k-1])+s0;
    }
      \sup=X[0];
      for(j=1;j<=n_points;j++)</pre>
        if(sup<X[j])</pre>
          sup=X[j];
      payoff=discount*(K-S0*exp(X[n points]))*(S0*exp(X
[n_points])<K)*(sup+beta*sigma*sqrt(T/n_points)<log_1_S0)+</pre>
rebate*(sup+beta*sigma*sqrt(T/n points)>=log 1 S0);
      scoreFunction=(W[1]-nu*t[1])/(sigma*sigma*t[1]*S0
);
      sum payoff+=payoff;
      sum scoreFunction+=scoreFunction;
      sum square payoff+=payoff*payoff;
      sum payoffScoreFunction+=payoff*scoreFunction;
      sum_square_payoffScoreFunction+=payoff*scoreFunct
ion*payoff*scoreFunction;
      sum payoff payoffScoreFunction+=payoff*scoreFunct
ion*payoff;
     }
     var payoff=(sum square payoff-sum payoff*sum payo
ff/n paths)/(n paths-1);
     var_payoffScoreFunction=(sum_square_payoffScore
Function-sum_payoffScoreFunction*sum_payoffScoreFunction/n_paths)/
(n paths-1);
     cov_payoff_payoffScoreFunction=(sum_payoff_payoffS
coreFunction-sum_payoff*sum_payoffScoreFunction/n_paths)/(n_
```

```
paths-1);
         *ptPrice=sum_payoff/n_paths;
         *priceError=1.96*sqrt(var payoff)/sqrt((double)n
    paths);
         *ptDelta=sum payoffScoreFunction/n paths-(sum scor
    eFunction/((double)n_paths))*(sum_payoff/((double)n_paths))
         *deltaError=1.96*sqrt(var_payoffScoreFunction+
    var_payoff*(sum_scoreFunction/n_paths)*(sum_scoreFunction/n_
    paths)-2*(sum_scoreFunction/n_paths)*cov_payoff_payoffScore
    Function)/sqrt((double)n paths);
       }
       }
       free(jump_time_vect);
       free(jump_size_vect);
       free(X);
       free(W);
       free(N);
       free(t);
  return OK;
}
int CALC(MC Kou Out LRM) (void*Opt, void *Mod, PricingMethod *
   Met.)
{
    TYPEOPT* ptOpt=(TYPEOPT*)Opt;
    TYPEMOD* ptMod=(TYPEMOD*)Mod;
    double r,divid,limit,rebate;
    int upordown;
    r=log(1.+ptMod->R.Val.V_DOUBLE/100.);
    divid=log(1.+ptMod->Divid.Val.V DOUBLE/100.);
    limit=((ptOpt->Limit.Val.V_NUMFUNC_1)->Compute)((ptOpt-
    >Limit.Val.V_NUMFUNC_1)->Par,ptMod->T.Val.V_DATE);
    rebate=((ptOpt->Rebate.Val.V NUMFUNC 1)->Compute)((pt
    Opt->Rebate.Val.V NUMFUNC 1)->Par,ptMod->T.Val.V DATE);
    if ((ptOpt->DownOrUp).Val.V_BOOL==DOWN)
      upordown=0;
    else upordown=1;
```

```
return Kou Mc Out Lrm(upordown, limit, rebate, ptMod->SO.
    Val.V PDOUBLE, ptOpt->PayOff.Val.V NUMFUNC 1, ptOpt->Maturity.
    Val.V_DATE-ptMod->T.Val.V_DATE,r,divid,ptMod->Sigma.Val.V_
    PDOUBLE, ptMod->Lambda.Val.V_PDOUBLE, ptMod->LambdaPlus.Val.V_
    PDOUBLE, ptMod->LambdaMinus.Val.V PDOUBLE, ptMod->P.Val.V PDO
    UBLE,Met->Par[0].Val.V ENUM.value,Met->Par[1].Val.V PINT,
    Met->Par[2].Val.V LONG,&(Met->Res[0].Val.V DOUBLE),&(Met->Res
    [1].Val.V DOUBLE),&(Met->Res[2].Val.V DOUBLE),&(Met->Res[3]
    ].Val.V_DOUBLE));
}
static int CHK OPT(MC Kou Out LRM)(void *Opt, void *Mod)
{
    Option* ptOpt=(Option*)Opt;
    TYPEOPT* opt=(TYPEOPT*)(ptOpt->TypeOpt);
    if ((opt->OutOrIn).Val.V BOOL==OUT)
      if ((opt->EuOrAm).Val.V_BOOL==EURO)
        if ((opt->Parisian).Val.V_BOOL==WRONG)
          return OK;
    return WRONG;
#endif //PremiaCurrentVersion
static int MET(Init)(PricingMethod *Met,Option *Opt)
{
    if ( Met->init == 0)
      Met->init=1;
      Met->Par[0].Val.V_ENUM.value=0;
      Met->Par[0].Val.V ENUM.members=&PremiaEnumMCRNGs;
      Met->Par[1].Val.V PINT=50;
      Met->Par[2].Val.V LONG=100000;
    }
    return OK;
PricingMethod MET(MC_Kou_Out_LRM)=
{
    "MC Kou Out LRM",
    {
        {"RandomGenerator", ENUM, {100}, ALLOW},
```

References