```
Help
#include<stdlib.h>
#include<math.h>
#include "pnl/pnl_random.h"
#include "pnl/pnl specfun.h"
#include "variancegamma1d pad.h"
#include "enums.h"
#if defined(PremiaCurrentVersion) && PremiaCurrentVersion <</pre>
     (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 VarianceGamma FloatingAsian)(void *
    Opt, void *Mod)
{
  return NONACTIVE;
int CALC(MC VarianceGamma FloatingAsian)(void*Opt,void *
    Mod,PricingMethod *Met)
  return AVAILABLE IN FULL PREMIA;
}
//Compute the positive or negative jump size between the sm
    allest and the biggest value of cdf_jump_points of the VG
    process
static double jump_generator_VG(double* cdf_jump_vect,
    double* cdf jump points, int cdf jump vect size, double M G, int generator)
{
   double z, v, y;
   int test,temp,l,j,q;
   test=0;
   v=pnl rand uni(generator);
   y=cdf_jump_vect[cdf_jump_vect_size]*v;
   l=cdf_jump_vect_size/2;
   j=cdf_jump_vect_size;
   if(cdf_jump_vect[1]>y)
   {
   1=0:
   j=cdf_jump_vect_size/2;
```

```
if(v==1)
     z=cdf_jump_points[cdf_jump_vect_size];
   }
   if(v==0)
   {
    z=cdf_jump_points[0];
   if(v!=1 \&\& v!=0)
   {
    while(test==0)
     if(cdf_jump_vect[l+1]>y)
      q=1;
      test=1;
     }
     else
      temp=(j-1-1)/2+1;
      if(cdf_jump_vect[temp]>y)
       j=temp;
       1=1+1;
      }
      else
       l=temp*(temp>l)+(l+1)*(temp<=l);
      }
     }
    }
    z=cdf jump points[q]*exp((y-cdf jump vect[q])*exp(M G*
    cdf_jump_points[q]));
   }
 return z;
}
static int VG_Mc_FloatingAsian(NumFunc_2*P,double S0,double
T, double r, double divid, double sigma, double theta, double ka
    ppa,int generator,long n_paths,double *ptprice,double *ptde
    lta,double *errorprice,double *errordelta)
```

```
{
   double s,s1,eps,err,*Xg,*Xd,*jump_time_vect_p,*jump_
   time_vect_m,dpayoff,lambda_p,lambda_m;
   double cdf jump bound, drift, control, s2, s3, s4, s5, s6, u, u0
    ,w1,w2,z,C,G,M,control expec;
   double cov payoff control, var payoff, var control, cor
   payoff_control,control_coef,tau,pas;
   double *cdf jump points, *cdf jump vect p, *cdf jump vec
   t_m,min_M_G,var_dpayoff,payoff;
   int i,j,jump_number,jump_number_p,jump_number_m,cdf_
   jump vect size, m1, m2, k1, k2, k;
   G=sqrt(2/kappa+theta*theta/(sigma*sigma))/sigma+theta/(
   sigma*sigma);
   M=sqrt(2/kappa+theta*theta/(sigma*sigma))/sigma-theta/(
   sigma*sigma);
   C=1/kappa;
   control expec=exp((r-divid)*T)*S0;
   err=1e-16;
   eps=1e-1;
   cdf jump vect_size=100000;
   s=0;
   s1=0;
   s2=0;
   s3=0;
   s4=0;
   s5=0;
   s6=0;
   lambda p=0;
   lambda m=0;
   dpayoff=0;
lambda_p=C*pnl_sf_gamma_inc(0.,eps*M);//positive jump
   intensity
   while(lambda p*T<15)</pre>
    eps=eps*0.9;
    lambda_p=C*pnl_sf_gamma_inc(0.,eps*M);
   lambda_m=C*pnl_sf_gamma_inc(0.,eps*G);//negative jump intensity
   while(lambda m*T<15)</pre>
```

```
{
    eps=eps*0.9;
    lambda_m=C*pnl_sf_gamma_inc(0.,eps*G);
   lambda p=C*pnl sf gamma inc(0.,eps*M);
   drift=(r-divid)+log(1-(theta+sigma*sigma/2)*kappa)/kapp
   a+theta-C*(exp(-M)/M-exp(-G)/G)-C*((exp(-M*eps)-exp(-M))/M-exp(-M))
   (\exp(-G*\exp(-G))/G);
cdf jump bound=5;
   min M G=MIN(M,G);
   //Computation of the biggest jump that we tolerate
   while(C*exp(-min_M_G*cdf_jump_bound)/(min_M_G*cdf_jump_
   bound)>err)
     cdf jump bound++;
   pas=(cdf_jump_bound-eps)/cdf_jump_vect_size;
   cdf_jump_points=malloc((cdf_jump_vect_size+1)*sizeof(
   double));
   cdf jump vect p=malloc((cdf jump vect size+1)*sizeof(
   double));
   cdf_jump_vect_m=malloc((cdf_jump_vect_size+1)*sizeof(
   double));
   cdf jump points[0]=eps;
   cdf jump vect p[0]=0;
   cdf jump vect m[0]=0;
   //computation of the cdf of the positive and negative
   jumps at some points
   for(i=1;i<=cdf jump vect size;i++)</pre>
    cdf_jump_points[i]=i*pas+eps;
    cdf jump vect p[i]=cdf jump vect p[i-1]+exp(-M*cdf
   jump_points[i-1])*log(cdf_jump_points[i]/cdf_jump_points[i-1])
    cdf jump vect m[i]=cdf jump vect m[i-1]+exp(-G*cdf
   jump points[i-1])*log(cdf jump points[i]/cdf jump points[i-1])
```

```
m1=(int)(1000*lambda p*T);
   m2=(int)(1000*lambda m*T);
   jump_time_vect_p=malloc((m1)*sizeof(double));
   jump time vect m=malloc((m2)*sizeof(double));
   jump time vect p[0]=0;
   jump time vect m[0]=0;
   Xg=malloc((m1+m2)*sizeof(double));//left value of X at
   Xd=malloc((m1+m2)*sizeof(double));//right value of X
   at jump times
   Xg[0]=0;
   Xd[0]=0;
pnl rand init(generator,1,n paths);
   /*Call Case*/
   if((P->Compute)==&Call StrikeSpot2)
      for(i=0;i<n_paths;i++)</pre>
        //simulation of the positive jump times and number
        tau=-1/(lambda p)*log(pnl rand uni(generator));
         jump_number_p=0;
        while(tau<T)
         {
         jump_number_p++;
         jump time vect p[jump number p]=tau;
         tau+=-1/(lambda p)*log(pnl rand uni(generator));
        //simulation of the negative jump times and numb
   er
        tau=-1/(lambda m)*log(pnl rand uni(generator));
         jump_number_m=0;
        while(tau<T)</pre>
         jump number m++;
         jump_time_vect_m[jump_number_m]=tau;
         tau+=-1/(lambda_m)*log(pnl_rand_uni(generator));
         jump time vect p[jump number p+1]=T;
         jump_time_vect_m[jump_number_m+1]=T;
         jump_number=jump_number_p+jump_number_m;
```

```
//computation of Xg and Xd
      k1=1;
      k2=1;
      u0=0;
      for(k=1;k<=jump_number;k++)</pre>
       w1=jump_time_vect_p[k1];
       w2=jump_time_vect_m[k2];
       if(w1<w2)
       {
        u=w1;
        k1++;
          z=jump_generator_VG(cdf_jump_vect_p,cdf_jump_po
   ints,cdf_jump_vect_size,M,generator);
       }
       else
       {
        u=w2;
        k2++;
        z=-jump_generator_VG(cdf_jump_vect_m,cdf_jump_po
   ints,cdf_jump_vect_size,G,generator);
       Xg[k]=drift*(u-u0)+Xd[k-1];
       Xd[k]=Xg[k]+z;
       u0=u;
      }
      Xg[jump number+1]=drift*(T-u0)+Xd[jump number];
      Xd[jump_number+1]=Xg[jump_number+1];
//computation of the payoff
        payoff=0;
        for(j=1;j<=jump number+1;j++)</pre>
         payoff+=exp(Xg[j])-exp(Xd[j-1]);
        }
        dpayoff=exp(-r*T)*(exp(Xd[jump number+1])-payoff/(
   drift*T))*(payoff/(drift*T) < exp(Xd[jump number+1]));</pre>
        payoff=exp(-r*T)*S0*(exp(Xd[jump_number+1])-payo
```

```
ff/(drift*T))*(payoff/(drift*T) < exp(Xd[jump number+1]));</pre>
      s1+=payoff;
      s+=payoff*payoff;
      control=S0*exp(Xd[jump number+1]);
      s2+=control;
      s3+=control*control;
      s4+=control*payoff;
      s5+=dpayoff;
      s6+=dpayoff*dpayoff;
     cov payoff control=s4/n paths-s1*s2/((double)n
 paths*n paths);
     var payoff=(s-s1*s1/((double)n paths))/(n paths-1);
     var_control=(s3-s2*s2/((double)n_paths))/(n_paths-1
 );
     cor payoff control=cov payoff control/(sqrt(var pay
 off)*sqrt(var_control));
     control_coef=cov_payoff_control/var_control;
     var dpayoff=(s6-s5*s5/((double)n paths))/(n paths-1
 );
     *ptprice=(s1/n_paths-control_coef*(s2/n_paths-contr
 ol expec));
     *errorprice=1.96*sqrt(var payoff*(1-cor payoff
 control*cor payoff control))/sqrt(n paths);
     *ptdelta=s5/(n paths);
     *errordelta=1.96*sqrt(var dpayoff)/sqrt(n paths);
}
/*Put case*/
 if((P->Compute) == &Put_StrikeSpot2)
     for(i=0;i<n_paths;i++)</pre>
      //simulation of the positive jump times and number
      tau=-1/(lambda p)*log(pnl rand uni(generator));
      jump number p=0;
      while(tau<T)</pre>
      {
       jump number p++;
       jump_time_vect_p[jump_number_p]=tau;
       tau+=-1/(lambda_p)*log(pnl_rand_uni(generator));
```

```
//simulation of the negative jump times and numb
   er
        tau=-1/(lambda_m)*log(pnl_rand_uni(generator));
        jump number m=0;
        while(tau<T)</pre>
         jump number m++;
         jump_time_vect_m[jump_number_m]=tau;
         tau+=-1/(lambda_m)*log(pnl_rand_uni(generator));
        jump time vect p[jump number p+1]=T;
        jump_time_vect_m[jump_number_m+1]=T;
        jump_number=jump_number_p+jump_number_m;//total
   jump number
//
      k1=1;
      k2=1;
      u0=0;
            //computation of Xg and Xd
      for(k=1;k<=jump_number;k++)</pre>
      {
       w1=jump_time_vect_p[k1];
       w2=jump_time_vect_m[k2];
       if(w1<w2)
       {
        u=w1;
        k1++;
              z=jump_generator_VG(cdf_jump_vect_p,cdf_
   jump_points,cdf_jump_vect_size,M,generator);
       }
       else
       {
        u=w2;
        z=-jump_generator_VG(cdf_jump_vect_m,cdf_jump_po
   ints,cdf_jump_vect_size,G,generator);
       Xg[k]=drift*(u-u0)+Xd[k-1];
       Xd[k]=Xg[k]+z;
```

```
u0=u;
      }
      Xg[jump_number+1]=drift*(T-u0)+Xd[jump_number];
      Xd[jump number+1]=Xg[jump number+1];
//computation of the payoff
        payoff=0;
        for(j=1;j<=jump number+1;j++)</pre>
          payoff+=exp(Xg[j])-exp(Xd[j-1]);
        dpayoff=exp(-r*T)*(payoff/(drift*T)-exp(Xd[jump
   number+1]))*(payoff/(drift*T)>exp(Xd[jump number+1]));
        payoff=exp(-r*T)*S0*(payoff/(drift*T)-exp(Xd[jump_
   number+1]))*(payoff/(drift*T)>exp(Xd[jump number+1]));
        s1+=payoff;
        s+=payoff*payoff;
        control=S0*exp(Xd[jump number+1]);
        s2+=control;
        s3+=control*control;
        s4+=control*payoff;
        s5+=dpayoff;
        s6+=dpayoff*dpayoff;
       }
       cov payoff control=s4/n paths-s1*s2/((double)n
   paths*n paths);
       var payoff=(s-s1*s1/((double)n paths))/(n paths-1);
       var_control=(s3-s2*s2/((double)n_paths))/(n_paths-1
   );
       cor payoff control=cov payoff control/(sqrt(var pay
   off)*sqrt(var control));
       control_coef=cov_payoff_control/var_control;
       var dpayoff=(s6-s5*s5/((double)n paths))/(n paths-1
   );
       *ptprice=(s1/n_paths-control_coef*(s2/n_paths-contr
   ol_expec));
       *errorprice=1.96*sqrt(var payoff*(1-cor payoff
   control*cor_payoff_control))/sqrt(n_paths);
       *ptdelta=s5/(n_paths);
```

```
*errordelta=1.96*sqrt(var dpayoff)/sqrt(n paths);
  }
  free(cdf_jump_vect_p);
  free(cdf_jump_vect_m);
  free(cdf jump points);
  free(jump time vect p);
  free(jump_time_vect_m);
  free(Xd);
  free(Xg);
  return OK;
}
int CALC(MC_VarianceGamma_FloatingAsian)(void*Opt,void *
   Mod,PricingMethod *Met)
 TYPEOPT* ptOpt=(TYPEOPT*)Opt;
 TYPEMOD* ptMod=(TYPEMOD*)Mod;
 double r, divid;
 r=log(1.+ptMod->R.Val.V DOUBLE/100.);
 divid=log(1.+ptMod->Divid.Val.V DOUBLE/100.);
 return VG Mc FloatingAsian(ptOpt->PayOff.Val.V NUMFUNC 2
   ,ptMod->SO.Val.V PDOUBLE,ptOpt->Maturity.Val.V DATE-ptMod-
   >T.Val.V_DATE,r,divid,ptMod->Sigma.Val.V_PDOUBLE,ptMod->Th
   eta.Val.V DOUBLE,ptMod->Kappa.Val.V SPDOUBLE,Met->Par[0].
   Val.V ENUM.value, Met->Par[1].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 VarianceGamma FloatingAsian)(void *
   Opt, void *Mod)
{
 if ((strcmp(((Option*)Opt)->Name, "AsianCallFloatingEuro")
   return OK;
 return WRONG;
```

#endif //PremiaCurrentVersion

```
static int MET(Init)(PricingMethod *Met,Option *Mod)
  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_LONG=10000;
  return OK;
}
PricingMethod MET(MC_VarianceGamma_FloatingAsian)=
  "MC_VG_AsianFloating",
  {{"RandomGenerator", ENUM, {100}, ALLOW},
   {"N iterations",LONG,{100},ALLOW},{" ",PREMIA NULLTYPE,{
    O}, FORBID}},
  CALC(MC_VarianceGamma_FloatingAsian),
  {{"Price",DOUBLE,{100},FORBID},{"Delta",DOUBLE,{100},FORB
    ID},{"Price Error",DOUBLE,{100},FORBID},{"Delta Error",
    DOUBLE,{100},FORBID},{" ",PREMIA_NULLTYPE,{0},FORBID}},
  CHK_OPT(MC_VarianceGamma_FloatingAsian),
  CHK ok,
  MET(Init)
} ;
```

## References