

# Lattice Methods

## Goals

- | To show applicability of the one-factor and two-factor binomial options pricing model
- | Gain some programming experience
- | Have an option calculator
- | Create lattice datastructures in C++/learn reuse/flexible design

## Background

- | Generalisable numerical method for option pricing
- | It uses a discrete time lattice model that describes the underlying and price over time
- | Useful method for American and Bermudan options
- | Simple method, easy to implement

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## "Input"

- | SDE (additive, multiplicative models) that describes underlying  $S$  or  $x = \log(S)$
- | Determine up and down jumps in discrete lattice
- | Forward induction: create the binomial price tree
- | Backward induction: compute option price, starting at  $t = T$  and navigating to  $t = 0$
- | As we navigate, we can 'test' various conditions, e.g. early exercise, has a barrier been hit etc.

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## SDEs for Lattice Models

### I Multiplicative and additive versions

$$dS = \mu S dt + \sigma S dW$$

where

$\mu$  = drift (constant)

$\sigma$  = volatility (constant)

$dW$  = Wiener (Brownian motion) process

$u$  = 'up' jump value

$d$  = 'down' jump value

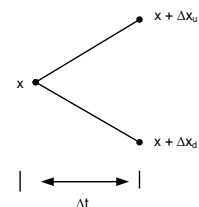
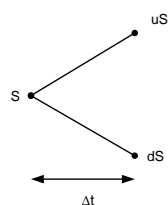
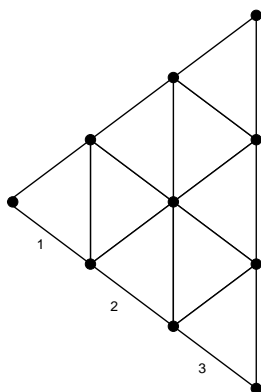
$p_u$  = probability that asset price is  $uS$

$p_d$  = probability that asset price is  $dS$

( $p_d = 1 - p_u$ )

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## Lattice



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## Up and Down Jumps

### I CRR

$$\begin{aligned} u &= \exp\left(\left(r - \frac{1}{2}\sigma^2\right)\Delta t + \sigma\sqrt{\Delta t}\right) \\ d &= \exp\left(\left(r - \frac{1}{2}\sigma^2\right)\Delta t - \sigma\sqrt{\Delta t}\right) \\ p_u &= \frac{1}{2}, \quad p_d = 1 - p_u \end{aligned}$$

### I JR

$$\begin{aligned} u &= \exp(\sigma\sqrt{\Delta t}) \\ d &= \exp(-\sigma\sqrt{\Delta t}) \\ p_u &= \frac{1}{2} + \frac{r - \frac{1}{2}\sigma^2}{2\sigma}\sqrt{\Delta t}, \quad p_d = 1 - p_u \end{aligned}$$

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## Backwards Induction

### I For American option

$$V_j^n = \max \left( e^{-rk} \left( pV_{j+1}^{n+1} + (1-p)V_j^{n+1} \right), K - S_j^n \right)$$

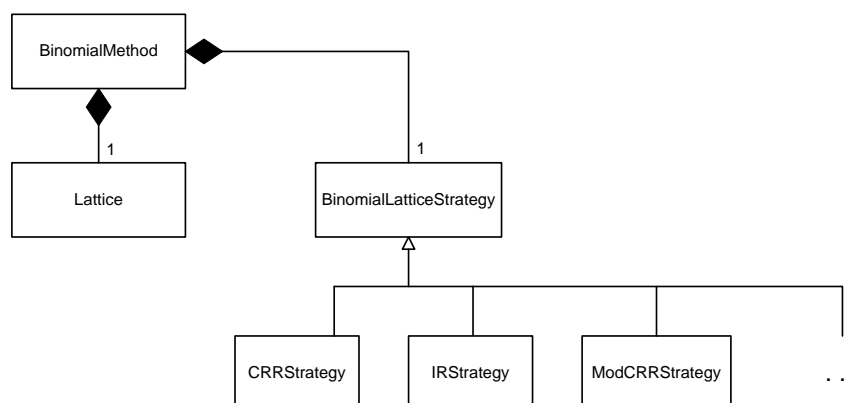
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## Design Goals

- | Flexible binomial method solver
- | Using appropriate data structures and design patterns
- | Learn to understand someone else's (well-documented J ) code
- | Focus on flexibility; efficiency not the issue here

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## UML Class Diagram



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## Classes for

- | Recombining lattices
- | Algorithms (Strategy pattern) to compute up and down jumps
- | A central mediator (BinomialMethod)
- | Flexible factory objects to create (input) option data