

# Monte Carlo Simulation

## Goals

- | Apply the Monte Carlo method to option pricing
- | Developing algorithms in C++ and library integration
- | Advantages and disadvantages of Monte Carlo
- | Pointers to more advanced applications

## History of Monte Carlo

- | Invented during WWII (John von Neumann)
- | First applied to option pricing by Phelim Boyle (1976)
- | It is popular because it always produces some kind of answer
- | Applicable to n-factor problems

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## Basic Idea of Monte Carlo

- | Simulate the underlying's SDE for  $t = 0$  (now) to  $t = T$  (expiry) NSIM times
- | We normally have to simulate the SDE using the finite difference method (FDM)
- | Compute the payoff at  $t = T$  for each simulation; average all the payoffs over NSIM
- | Apply discounting from  $t = T$  to  $t = 0$  to the average
- | (Clewlow/Strickland 1998: "Implementing Derivatives Models", Wiley)

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## **'Building Block' Classes**

- | Classes, structs or namespaces for SDE, FDM, RNG
- | Choose between home-grown RNG and Boost RNG
- | The algorithmic code that 'ties in' the building blocks
- | Configuring the application, initialising the data etc.

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## **What Kinds of Solutions?**

- | Determined by accuracy, efficiency and functionality requirements
- | 'get it working' (approach by Clewlow/Strickland)
- | 'get it right' (adaptable, Kienitz/Duffy 2010)
- | 'get it optimised' (Monte Carlo engines and production software)

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## Random Number Generators

- | We need to generate Gaussian (normal) random variables
- | Usually we get them from uniform random numbers
- | Methods: Box-Muller, Polar Marsaglia, Mersenne Twister, lagged Fibonacci
- | Lots of code floating on internet

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## SDES (1/2)

- | We concentrate one-factor linear and nonlinear Geometric Brownian Motion (GBM)

$$dS_t = (r - D)S_t dt + \sigma S_t dW_t \quad (S_t \equiv S(t))$$

$r$  =(constant) interest rate.

$D$  =constant dividend.

$\sigma$  =constant volatility.

$dW_t$  =increments of the Wiener process.

- | Methods can be applied to mean-reverting SDE

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## SDES (2/2)

$$dr = \kappa (\theta - r) dt + \sigma r^\beta dw$$

$r = r(t)$  = level of short rate at time  $t$ .

$dW$  = increment of a Wiener process.

$\theta$  = long-term level of  $r$ .

$\kappa$  = speed of mean reversion.

$\sigma$  = volatility of the short rate.

$\beta = 0$  for Vasicek model,  $\frac{1}{2}$  for CIR model.

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## Finite Difference Approximations

- | Many choices
- | We need accurate and stable schemes (easier said than done)
- | (Explicit and Implicit) Euler, (Ito) Milstein, Runge-Kutta, Heun, semi-implicit
- | Not well-developed; lots of experimentation needed

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## Prototype SDE

- | Nonlinear, autonomous SDE

$$\begin{aligned} dX(t) &= \mu(X(t))dt + \sigma(X(t))dW(t) \quad 0 < t \leq T \\ X(0) &= A \end{aligned}$$

- | Special case is linear GBM SDE
- | Many other kinds of SDE

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## FDM Schemes

- | Explicit Euler

$$X_{n+1} = X_n + \mu_n \Delta t + \sigma_n \Delta W_n$$

- | Milstein

$$X_{n+1} = X_n + \mu_n \Delta t + \sigma_n \Delta W_n + \frac{1}{2} [\sigma' \sigma]_n ((\Delta W_n)^2 - \Delta t)$$

- | Semi-implicit Euler

$$X_{n+1} = X_n + [\alpha \mu_{n+1} + (1 - \alpha) \mu_n] \Delta t + \sigma_n \Delta W_n$$

$$\alpha = \frac{1}{2} \text{ (Trapezoidal)}, \alpha = 1 \text{ (Backward Euler)}$$

$$(\sigma^1 \equiv \frac{d\sigma}{dx})$$

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## The Algorithm

For each  $j = 1, \dots, M$  calculate ( $M == \text{NSIM}$ )

$$C_{T,j} = \max(0, S_{T,j} - K)$$

*and*

$$\hat{C} = \exp(-rT) \frac{1}{M} \sum_{j=1}^M \max(0, S_{T,j} - K)$$

Then  $\hat{C}$  is the desired call price.

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## Advantages of MC

- | Applicable to a wide range of problems
- | Easy to understand and to program
- | Well-established in the marketplace
- | Can be used as a 'second opinion' for other methods (for example, FDM)

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## Disadvantages of MC

- | Applicability breaks down at some stage (option sensitivities, early exercise feature)
- | Lack of predictable accuracy
- | Slow (can be speedup by a combination of hardware and software)
- | Takes some effort to make MC code easy to analyse (reporting algorithm progress, reporting)

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## N-Factor Problems

- | MC is applicable to these problems
- | We need to generate correlated random numbers
- | FD schemes can be extended to N-factor problems
- | Could be a project for later

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