Pricing American Options with Reinforcement Learning

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Overview

- Review of Optimal Stopping and its MDP Formulation
- 2 Longstaff-Schwartz Algorithm
- 3 RL Algorithms for American Option Pricing: LSPI and FQI
- 4 Choice of feature functions and Model-based adaptation

Stopping Time

- ullet Stopping time au is a "random time" (random variable) interpreted as time at which a given stochastic process exhibits certain behavior
- Stopping time often defined by a "stopping policy" to decide whether to continue/stop a process based on present position and past events
- Random variable τ such that $Pr[\tau \leq t]$ is in σ -algebra \mathcal{F}_t , for all t
- Deciding whether $\tau \le t$ only depends on information up to time t
- Hitting time of a Borel set A for a process X_t is the first time X_t takes a value within the set A
- Hitting time is an example of stopping time. Formally,

$$T_{X,A} = \min\{t \in \mathbb{R} | X_t \in A\}$$

eg: Hitting time of a process to exceed a certain fixed level

Optimal Stopping Problem

• Optimal Stopping problem for Stochastic Process X_t :

$$V(x) = \max_{\tau} \mathbb{E}[G(X_{\tau})|X_0 = x]$$

where τ is a set of stopping times of X_t , $V(\cdot)$ is called the Value function, and G is the Reward function.

- Note that sometimes we can have several stopping times that maximize $\mathbb{E}[G(X_{\tau})]$ and we say that the optimal stopping time is the smallest stopping time achieving the maximum value.
- Example of Optimal Stopping: Optimal Exercise of American Options
 - \bullet X_t is risk-neutral process for underlying security's price
 - x is underlying security's current price
 - \bullet $\,\tau$ is set of exercise times corresponding to various stopping policies
 - ullet $V(\cdot)$ is American option price as function of underlying's current price
 - $G(\cdot)$ is the option payoff function, adjusted for time-discounting

Optimal Stopping Problems as Markov Decision Processes

- We formulate Stopping Time problems as Markov Decision Processes
- State is X_t
- Action is Boolean: Stop or Continue
- Reward always 0, except upon Stopping (when it is = $G(X_{\tau})$)
- State-transitions governed by the Stochastic Process X_t
- For discrete time steps, the Bellman Optimality Equation is:

$$V^*(X_t) = \max(G(X_t), \mathbb{E}[V^*(X_{t+1})|X_t])$$

• For finite number of time steps, we can do a simple backward induction algorithm from final time step back to time step 0

Mainstream approaches to American Option Pricing

- American Option Pricing is Optimal Stopping, and hence an MDP
- So can be tackled with Dynamic Programming or RL algorithms
- But let us first review the mainstream approaches
- For some American options, just price the European, eg: vanilla call
- When payoff is not path-dependent and state dimension is not large, we can do backward induction on a binomial/trinomial tree/grid
- Otherwise, the standard approach is Longstaff-Schwartz algorithm
- Longstaff-Schwartz algorithm combines 3 ideas:
 - Valuation based on Monte-Carlo simulation
 - Function approximation of continuation value for in-the-money states
 - Backward-recursive determination of early exercise states

Ingredients of Longstaff-Schwartz Algorithm

- m Monte-Carlo paths indexed i = 0, 1, ..., m-1
- n+1 time steps indexed $j=n, n-1, \ldots, 1, 0$ (we move back in time)
- Infinitesimal Risk-free rate at time t_j denoted r_{t_j}
- Simulation paths (based on risk-neutral process) of underlying security prices as input 2-dim array SP[i,j]
- ullet At each time step, CF[i] is PV of current+future cashflow for path i
- $s_{i,j}$ denotes state for $(i,j) := (time \ t_j, price history <math>SP[i,:(j+1)])$
- $Payoff(s_{i,j})$ denotes Option Payoff at (i,j)
- $\phi_0(s_{i,j}), \ldots, \phi_{r-1}(s_{i,j})$ represent feature functions (of state $s_{i,j}$)
- w_0, \ldots, w_{r-1} are the regression weights
- Regression function $f(s_{i,j}) = w \cdot \phi(s_{i,j}) = \sum_{l=0}^{r-1} w_l \cdot \phi_l(s_{i,j})$
- ullet $f(\cdot)$ is estimate of continuation value for in-the-money states

The Longstaff-Schwartz Algorithm

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Algorithm 2.1: LongstaffSchwartz(SP[0:m,0:n+1])
comment: s_{i,j} is shorthand for state at (i,j) := (t_i, SP[i,:(j+1)])
 CF[0:m] \leftarrow [Payoff(s_{i,n}) \text{ for } i \text{ in } range(m)]
for j \leftarrow n-1 downto 1
  exercise \leftarrow Payoff(s_{0.0})
 continue \leftarrow e^{-r_0(t_1-t_0)} \cdot mean(CF[0:m])
return (max(exercise, continue))
```

RL as an alternative to Longstaff-Schwartz

- RL is straightforward if we clearly define the MDP
- State is [Current Time, History of Underlying Security Prices]
- Action is Boolean: Exercise (i.e., Stop) or Continue
- Reward always 0, except upon Exercise (= Payoff)
- State-transitions based on Underlying Security's Risk-Neutral Process
- Key is function approximation of state-conditioned continuation value
- Continuation Value ⇒ Optimal Stopping ⇒ Option Price
- We outline two RL Algorithms:
 - Least Squares Policy Iteration (LSPI)
 - Fitted Q-Iteration (FQI)
- Both Algorithms are batch methods solving a linear system
- More details in Li, Szepesvari, Schuurmans paper

Least Squares Policy Iteration for Continuation Value

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Algorithm 3.1: LSPI-AMERICANPRICING(SP[0:m,0:n+1])
 comment: s_{i,j} is shorthand for state at (i,j) := (t_i, SP[i,:(j+1)])
 comment: A is an r \times r matrix, b and w are r-length vectors
 comment: A_{i,j} \leftarrow \phi(s_{i,j}) \cdot (\phi(s_{i,j}) - \gamma \mathbb{I}_{w \cdot \phi(s_{i,j+1}) \geq Payoff(s_{i,j+1})} * \phi(s_{i,j+1}))^T
 comment: b_{i,j} \leftarrow \gamma \mathbb{I}_{w \cdot \phi(s_{i,i+1}) < Payoff(s_{i,i+1})} * Payoff(s_{i,j+1}) * \phi(s_{i,j})
 A \leftarrow 0, B \leftarrow 0, w \leftarrow 0
 for i \leftarrow 0 to m-1
```

Fitted Q-Iteration for Continuation Value

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Algorithm 3.2: FQI-AMERICANPRICING(SP[0:m,0:n+1])
  comment: s_{i,j} is shorthand for state at (i,j) := (t_i, SP[i,:(j+1)])
  comment: A is an r \times r matrix, b and w are r-length vectors
  comment: A_{i,i} \leftarrow \phi(s_{i,i}) \cdot \phi(s_{i,i})^T
  comment: b_{i,j} \leftarrow \gamma \max(Payoff(s_{i,i+1}), w \cdot \phi(s_{i,i+1})) * \phi(s_{i,i})
  A \leftarrow 0. B \leftarrow 0. w \leftarrow 0
  for i \leftarrow 0 to m-1
   \mathbf{do} \begin{cases} \mathbf{for} \ j \leftarrow 0 \ \mathbf{to} \ n-1 \\ Q \leftarrow Payoff(s_{i,j+1}) \\ P \leftarrow \phi(s_{i,j+1}) \ \mathbf{if} \ j < n-1 \ \mathbf{else} \ 0 \\ A \leftarrow A + \phi(s_{i,j}) \cdot \phi(s_{i,j})^T \\ B \leftarrow B + e^{-r_{t_j}(t_{j+1}-t_j)} * \max(Payoff(s_{i,j+1}), w \cdot P) * \phi(s_{i,j}) \\ w \leftarrow A^{-1} \cdot b, A \leftarrow 0, b \leftarrow 0 \ \mathbf{if} \ (i+1)\% BatchSize == 0 \end{cases}
```

Feature functions

- Li, Szepesvari, Schuurmans recommend Laguerre polynomials (first 3)
- Over $S' = S_t/K$ where S_t is underlying price and K is strike
- $\phi_0(S_t) = 1, \phi_1(S_t) = e^{-\frac{S'}{2}}, \phi_2(S_t) = e^{-\frac{S'}{2}} \cdot (1 S'), \phi_3(S_t) = e^{-\frac{S'}{2}} \cdot (1 2S' + S'^2/2)$
- They used these for Longstaff-Schwartz as well as for LSPI and FQI
- For LSPI and FQI, we also need feature functions for time
- They recommend $\phi_0^t(t) = sin(\frac{\pi(T-t)}{2T}), \phi_1^t(t) = \log(T-t), \phi_2^t(t) = (\frac{t}{T})^2$
- They claim LSPI and FQI perform better than Longstaff-Schwartz with this choice of features functions
- We will code up these algorithms to validate this claim ©