

# 1 Abstract

You will learn Exact sampling of Brownian path and Geometric Brownian path

- Exact sampling of Brownian path
- Exact sampling of Geometric Brownian path

Reference:

[1] Section 3.1 of [Gla03]: Random walk construction

## 2 Anaysis

### 2.1 Brownian path

Let time mesh  $\Pi$  be of the form

$$\Pi = \{0 = t_0 \leq t_1 \leq \dots \leq t_N = T\}.$$

We use

$$\langle W, \Pi \rangle = \{W(t) : t \in \Pi\}$$

the projection of the brownian path on  $\Pi$ . To have a simulation of Brownian path by random walk, one can iterate (3.2) of [1], i.e.

$$W(t_{i+1}) = W(t_i) + \sqrt{t_{i+1} - t_i} Z_{i+1}. \quad (1)$$

**Example 1** *Let uniform mesh be denoted by*

$$\Pi_{T,N} = \{iT/N : i = 0, \dots, N\}.$$

- *Write pseudocode.*

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**Algorithm 1** Use (1), generate  $\hat{W}$  to simulate a discrete path  $\langle W, \Pi_{T,N} \rangle$ .

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1: **procedure** EXACTBM1D( $T, N$ )  $\triangleright T, N$  is ...  
2:     ...  
3:     ...

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- *Prove that  $\hat{W}$  is an exact sampling.*
- *Draw 10 path simulations of  $t \mapsto \frac{W(t)}{\sqrt{2t \log \log t}}$  on interval  $t = [100, 110]$  with mesh size  $h = 0.1$ .*

### 2.2 Geometric Brownian path

$GBM(x_0, r, \sigma)$  is given by

$$X(t) = x_0 \exp\{(r - \frac{1}{2}\sigma^2)t + \sigma W(t)\}.$$

We can replace  $W(t)$  by its exact simulation  $\hat{W}(t)$  to get exact simulation of  $X(t)$ , i.e.

$$\hat{X}(t) = x_0 \exp\{(r - \frac{1}{2}\sigma^2)t + \sigma \hat{W}(t)\}. \quad (2)$$

**Example 2** Let  $\Pi_{T,N}$  be the uniform mesh and  $X$  be  $GBM(x_0, r, \sigma)$ .

- Write pseudocode.

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**Algorithm 2** Use (2), generate  $\hat{X}$  to simulate a discrete path  $\langle X, \Pi_{T,N} \rangle$ .

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1: **procedure** EXACTGBM1D( $T, N$ )  $\triangleright T, N$  is ...  
2:     ...  
3:     ...

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## 2.3 Application to Arithmetic asian option price

Arithmetic asian call option with maturity  $T$  and strick  $K$  has its pay off as

$$C(T) = (A(T) - K)^+,$$

where  $A(T)$  is arithmetic average of the stock price at times  $0 \leq t_1 < t_2, \dots, < t_n = T$ , i.e.

$$A(T) = \frac{1}{n} \sum_{i=1}^n S(t_i).$$

The call price can be thus written by

$$C_0 = \mathbb{E}[e^{-rT}(A(T) - K)^+].$$

Unlike the geometric asian option, arithmetic counterpart does not have explicit formula for its price. In this below, we shall use MC. In practice, an arithmetic asian option with a given number  $n$  of time steps takes the price average at  $n + 1$  points

$$t_i = (i - 1) \frac{T}{n}, \quad i = 1, 2, \dots, (n + 1).$$

**Example 3** Consider Arithmetic asian option price on BSM by exact sampling.

- Write a pseudocode for Arithmetic asian option price on BSM
- To the *Gbm* class, add a method

ar asian(otype, strike, maturity, nstep, npath)

*for the price by exact sampling.*

- Use your code to compute Arithmetic asian option of

$$S_0 = 100.0, \sigma = 0.20, r = 0.0475, K = 110.0, T = 1.0, otype = 1, nstep = 5.$$