Pricing of Barrier Options using Finite Difference

For up-and-out options

Roel Deckers

October 6, 2015

Barrier Options

- ▶ Barrier options are options which either come into play or expire worthelessly if the underlying asset hits a predetermined value *B*.
- ► *Up-an-out options* are which expire worthlessly when they exceed a certain barrier *B*.

Methodology

We start with the standard Black-Scholes equation for pricing options

$$\frac{\partial V}{\partial t} + rS\frac{\partial V}{\partial S} + \frac{1}{2}\sigma^2 S^2 \frac{\partial^2 V}{\partial S^2} - rV = 0$$
 (0.1)

and then discretize in S space using a standard equidistant grid and the standard second-order central finite-difference methods for the derivatives.

Methodology

$$\frac{\partial V}{\partial S} = \frac{V(t, S + \Delta S) - V(t, S - \Delta S)}{2\Delta S},$$

$$\frac{\partial^2 V}{\partial S^2} = \frac{V(t, S + \Delta S) - 2V(t, S) + V(t, S - \Delta S)}{\Delta S^2}$$
(0.2)

Methodology

We Discretize in time by making the change of variable $t \to \tau, \tau = T - t$ and integrate using the BDF-2 scheme. The BDF-2 scheme is given by

$$V^{+} - \frac{4}{3}V + \frac{1}{3}V^{-} = \frac{2}{3}\Delta tAV^{+}$$

$$\rightarrow (3I - 2\Delta tA)V^{+} = 4V - V^{-}$$
(0.3)

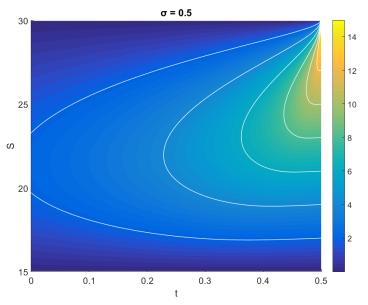
Where *A* is a tridiagonal matrix constructed using the finite-difference scheme we showed before.

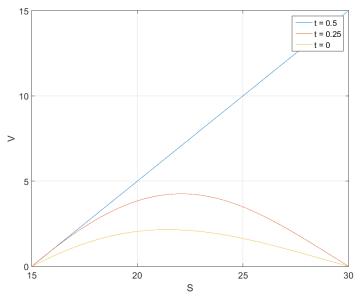
Boundary Conditions

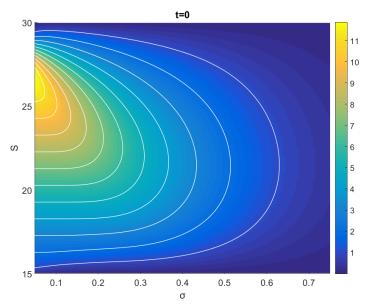
The boundary conditions on a up-and-out barrier option are given by

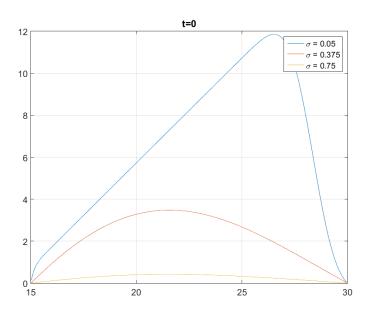
$$V(S > barrier) = V(S < K) = 0.$$
 (0.4)

This is easy to understand intuitively, as these are the conditions imposed on us by the definition of the barrier and the pay-off function respectively.









Greeks

- ▶ Δ is a measure of the rate of change in the value V as function of S. It is given by $\Delta = \frac{\partial V}{\partial S}$.
- ightharpoonup
 u (Vega) is a measure of how the value of an option changes with the implied volatility of the underlying asset. It is defined as $u = \frac{\partial V}{\partial \sigma}$.

