

The image features two thick black L-shaped brackets. One is positioned on the left side, with its horizontal bar at the top and its vertical bar extending downwards. The other is on the right side, with its vertical bar at the top and its horizontal bar at the bottom. These brackets frame the central text.

REINFORCEMENT LEARNING AGENTS FOR OPTIMAL PORTFOLIO MANAGEMENT



Outline

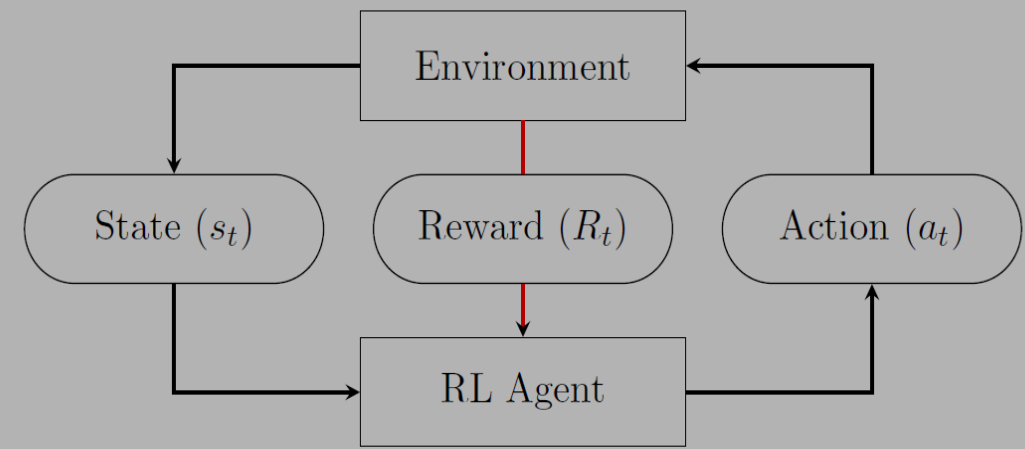
- Portfolio Optimization
- Reinforcement Learning
- Problem Statement
- Scope
- Aims and Objectives
- Data and Tools

Portfolio Optimization

- *Modern Portfolio Theory – Markowitz (1952)*

- For a portfolio of multiple assets, maximize *expected* returns - based on a given level of market risk
- An investment's risk and return characteristics should be evaluated by how the investment affects the overall portfolio's risk and return
- Conversely, given a desired level of expected return, an investor can construct a portfolio with the lowest possible risk
- Risk approximated from asset variance and correlation

Reinforcement Learning



- (State) Value: *the expected cumulative reward from a state s_t*
- Policy: *what action to take in a given state.*
 - Defined as a mapping from state to actions
- Goal: Learn the policy that maximizes (cumulative) reward
- (Fully observable) Markov Decision Process
 - $P(r_{t+1}, s_{t+1} | s_t, a_t)$
 - Markov assumption: “The future is independent of the past, given the present”
 - s_t = environment state



Reinforcement Learning: Categories

- Categorizing RL agents:
 - *Value Based/Q Learning* (*DQN*, C51, HER)
 - *Policy Based* (A2C, PPO)
 - *Actor Critic* (*DDPG*, TD3, SAC)
 - *Model Free*
 - *Model Based* (Dreamer, SimPLe)

Reinforcement Learning: DQN

[“Playing Atari with Deep Reinforcement Learning”](#) (Deepmind)

- Value based, off policy network
- First implementation to address instability arising from using nonlinear function approximators (eg. NNs) to learn the action-value function.
- 2 breakthroughs:
 - *Experience Replay using **replay buffer** of transitions, $(s_t a_t r_{t+1} s_{t+1})$*
 - *(Separate) Target Network*

Reinforcement Learning: DDPG

“Continuous Control with Deep Reinforcement Learning” (Deepmind)

- Actor critic, off policy agent
- Extends the DQN approach to DPG
- Also uses replay buffer
- DQN works well for a high-dimensional **discrete** observation spaces, but cannot handle **continuous** high-dimensional action spaces



Problem Statement

- To build RL agents that *dynamically* optimize the allocation of wealth towards assets in a portfolio in order to maximize returns for a given level of risk.



Scope

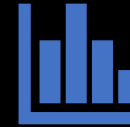
- Overview of RL and its use in finance
- Introducing the portfolio optimization problem
- Literature Review of RL agents used in portfolio management
- Present the DQN and DDPG algorithms with their background, advantages, use cases, etc
- Implementation of the algorithms for portfolio management
- Discussion on results obtained



Aims and Objectives


- Build a deep understanding of Reinforcement Learning, and its components, including the differences b/w value iteration and policy iteration, discrete and continuous action spaces, off-policy and on policy models, etc.
- Understand the use cases and applications of RL - especially in finance, and the challenges associated with the task of portfolio optimization.
- Through their implementation, gain experience and understanding on the technical details of the DQN and DDPG algorithms and the tools for building RL agents/environments.
- Demonstrate their usefulness at the task of portfolio management and compare performance.

Data and Tools



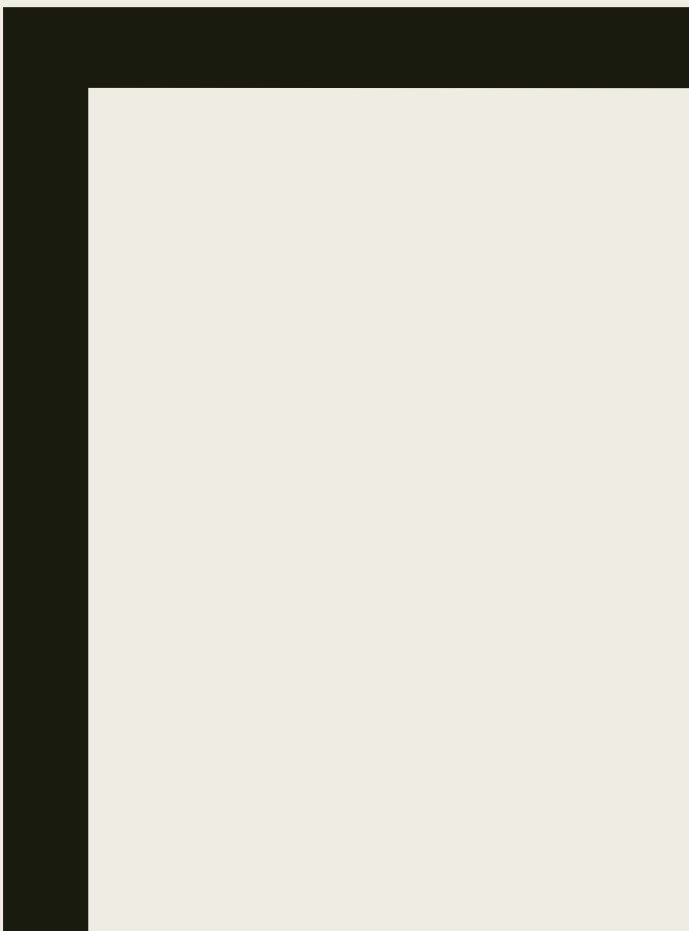
<https://gym.openai.com>

<https://stanford.edu/class/engr108/portfolio.html>



To-do

- Familiarization with the tools
- Basic implementations of DQN and DDPG architectures
- Literature Review



FIN

