Deep Learning

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My personal notes on An application of deep reinforcement learning to algorithmic trading.

I. REINFORCEMENT LEARNING

Some definitions and symbols

- 1. S: Set of environment and agent state.
- 2. A: Set of actions which are available for agent to use.
- 3. s_t : RL environment internal state
- 4. o_t : Observation
- 5. a_t : Trading action
- 6. i_t : Information
- 7. $\pi(a_t|i_t)$: Trading policy (Rule)
- 8. r_t : Network's reward.
- 9. ν_t^c : Total amount of cash in portfolio.
- 10. ν_t^s : Corresponding value of the share.
- 11. n_t : Total number of shares, lots.

Reinforcement learning techniques are concerned with the design of π maximizing an optimality criterion, which directly depends on the immediate rewards r_t observed over a certain time horizon.

II. ADDITIONAL NOTES AND QUESTIONS

- 1. Representing the transition from one candle to the next one as a Markov process.
- 2. Considering the correlation between candles as a spin system (as in the case of Witten's "An introduction to quantum information theory")

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