

IEOR E4007: Optimization Models and Methods

Dynamic Programming

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Dynamic programming

- Simple example: Capital Budgeting
- Characteristics of dynamic programming
- Integer knapsack and its variants
- Shortest path problems and linear programming
- Stochastic dynamic programs
 - American option pricing
 - Trade execution
- Approximate dynamic programming

Capital budgeting problem

- Total budget for expansion: \$5 million
- Three (3) plants with the following proposals:

	Plant 1		Plant 2		Plant 3	
Proposal	c_1	r_1	c_2	r_2	c_3	r_3
1	0	0	0	0	0	0
2	1	5	2	8	1	4
3	2	6	3	9	—	—
4	—	—	4	12	—	—

- At most 1 proposal from each plant.

$$\begin{aligned} \max \quad & (5x_{12} + 6x_{13}) + (8x_{22} + 9x_{23} + 12x_{24}) + (4x_{32}) \\ \text{s.t.} \quad & (x_{12} + 2x_{13}) + (2x_{22} + 3x_{23} + 4x_{24}) + (x_{32}) \leq 5, \\ & x_{12} + x_{13} \leq 1, \\ & x_{22} + x_{23} + x_{24} \leq 1, \\ & x_{ij} \in \{0, 1\} \end{aligned}$$

Stages, states and recursion

- Solve problem in 3 stages: in stage i allocate plants $j \leq i$
- $V_i(s)$ = optimal revenue using capital s in stage i
 - Recursively define $V_i(\cdot)$ in terms of $V_{i-1}(\cdot)$
 - Computing $V_1(\cdot)$ is easy!
- **Note:** Have to compute $V_i(s)$ for all possible values of s .

First stage solution

Stage 1: $V_1(s) = \max\{r_{1k} : c_{1k} \leq s\}$

s	$V_1(s)$	optimum k_1^*
0	0	1
1	5	2
2	6	3
3	6	3
4	6	3
5	6	3

Recursion

Stage 2: Bellman recursion

$$\begin{aligned} V_2(s) &= \max\{r_{1k} + r_{2l} : c_{1k} + c_{2l} \leq s\} \\ &= \max\{r_{2l} + V_1(s - c_{2l}) : c_{2l} \leq s\} \end{aligned}$$

$$\begin{aligned} \text{For } s = 4 \quad V_2(4) &= \max\{0 + V_1(4), 8 + V_1(2), 9 + V_1(1), 12 + V_1(0)\} \\ &= \max\{6, 8 + 6, 9 + 5, 12\} = 14 \end{aligned}$$

s	$V_2(s)$	optimum k_2^*
0	0	1
1	5	1
2	8	2
3	13	2
4	14	2/3
5	17	4

Recursion

Stage 3: Bellman recursion

$$V_3(5) = \max\{r_{3l} + V_2(5 - c_{3l}) : c_{3l} \leq 5\} = \max\{0 + 17, 4 + 14\} = 18$$

Optimal solution: $(k_3^*, k_2^*, k_1^*) = (2, 2, 3)$

- Optimal solution may not be unique!

Recursion

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General recursion

$$\begin{aligned} V_i(s) = & \max \sum_{j=1}^i r(x_j) \\ & \text{s.t. } \sum_{j=1}^i c(x_j) \leq s \end{aligned}$$

Recursion

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Dynamic project selection

Suppose n_t projects are possible at time $t = 1, \dots, T$

- Cost of project i available at time t : c_{it}
- NPV value at time t for project i : r_{it}
- Can initiate only **one** project at each time t

Interest rate r . Total budget W .

Value function

$$V_\ell(s) = \text{maximum NPV from projects initiated at times } t = \ell, \dots, T, \text{ using at most budget } s$$

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Recursion

$$V_\ell(s) = \max_{\{i: c_{i\ell} \leq s\}} \left[r_{i\ell} + \frac{1}{1+r} V_{\ell+1} \left((1+r)(s - c_{i\ell}) \right) \right]$$

How does one solve this recursion?

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How does one solve this recursion?

Start from $V_T(s)$ and work backwards to $V_1(W)$

Characteristics of dynamic programming

- Decision can be divided into **stages**
- Each **stage** has a number of **states**
 - **state** = complete information needed to solve the problem
 - given **state**, solution in **subsequent/previous** stages not required
- Each state has a number of available **actions**
 - Action a results in a reward/cost $r(s, a)$
 - Action a results in a **state transition** $\tilde{s}|a$
- $V_t(s)$ = optimal value in state s in stage t
- Use a **recursive** relation to compute V_t for all t

$$V_t(s) = \max_a \{r(s, a) + V_{t+1}(\tilde{s} | a)\}$$

Integer knapsack problem

- Optimization problem: v_j, w_j : integers

$$\begin{array}{ll}\max & \sum_{j=1}^N v_j x_j \\ \text{s.t.} & \sum_{j=1}^N w_j x_j \leq W \\ & x_j \in \mathbf{Z}_+\end{array}$$

- **stages** $i = 1, \dots, N$: compute optimal solution for $j \leq i$
- **state** $s (\leq W)$: weight available for the objects $j \leq i$
- **recursion**

$$V_i(s) = \max\{V_{i-1}(s), V_i(s - w_i) + v_i\}$$

- Can you make sense of this recursion?
- Recursion relates V_i to **itself**. Does this make sense?

More on integer knapsack

What are the stages, states, and recursion for following?

$$\begin{array}{ll}\max & \sum_{i=1}^n U(x_i) \\ \text{s.t.} & \sum_{i=1}^n w_i x_i \leq W \\ & x \in \mathbb{Z}_+^n.\end{array}$$

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Stages: $i = 1, \dots, n$

States: $s = \text{budget for stages } j \leq i$

$$V_i(s) = \max\{U(x_i) + V_{i-1}(s - w_i x_i)\}$$

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$$\begin{array}{ll} \max & \sum_{i=1}^n U(x_i) \\ \text{s.t.} & \sum_{i=1}^n w_i x_i \leq W \\ & \sum_{i=1}^n v_i x_i \leq V \\ & x \in \mathbb{Z}_+^n. \end{array}$$

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Stages: $i = 1, \dots, n$

States: $(s_w, s_v) = \text{budgets for stages } j \leq i$

$$V_i(s_w, s_v) = \max\{U(x_i) + V_{i-1}(s_w - w_i x_i, s_v - v_i x_i)\}$$

More on integer knapsack

$$\begin{array}{ll}\max & \sum_{i=1}^{n-1} U(x_i, x_{i+1}) \\ \text{s.t.} & \sum_{i=1}^n w_i x_i \leq W \\ & x \in \mathbb{Z}_+^n.\end{array}$$

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$V_i(x, s)$ = Optimal utility from stages $j < i$ when budget consumed is s and $x_i = x$

$$\begin{aligned} &= \max \quad \sum_{j=1}^{i-1} U(x_j, x_{j+1}) \\ &\quad \text{s.t.} \quad \sum_{j=1}^{i-1} w_j x_j \leq s \\ &\quad \quad \quad x_i = x \\ &= \max_{x_{i-1}} \left\{ U(x_{i-1}, x) + V_{i-1}(x_{i-1}, s - w_{i-1}x_{i-1}) \right\} \end{aligned}$$

How does one initialize this recursion? How does it end?

More on integer knapsack

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How does one initialize this recursion? How does it end?

- Recursion starts with $V_2(x, s)$.
- At the end of the recursion we need to compute $\max_x \{V_N(x, W)\}$

Shortest path problem

N nodes: c_{ij} = “length” of arc from node i to node j

Goal: Compute the shortest path from node s to all other nodes

path = sequence of nodes $s \rightarrow v_1 \rightarrow \dots \rightarrow \ell \rightarrow j$ such that (v_i, v_{i+1}) is an edge in graph and no vertices are repeated.

- **stage** k : shortest paths with k or fewer edges
 - what is the largest k that one needs to consider ?

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- **state** $j = 1, \dots, N$
- $V_k(j)$ = length of shortest path from s to j using k or fewer edges

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 - what is the largest k that one needs to consider ? $N-1$
- **state** $j = 1, \dots, N$
- $V_k(j)$ = length of shortest path from s to j using k or fewer edges
- **Recursion**: Suppose the shortest path from $s \rightarrow v_1 \rightarrow \dots \rightarrow \ell \rightarrow j$. Then $s \rightarrow v_1 \rightarrow \dots \rightarrow \ell$ must be the shortest path from s to ℓ .

$$V_k(j) = \min\{V_{k-1}(i) + c_{ij} : i = 1, \dots, N\}, \quad c_{ii} = 0$$

Shortest paths (contd)

- Will the recursion always work?

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- Possible to compute shortest path using DP when there are negative cycles?

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- Possible to compute shortest path using DP when there are negative cycles?

MATLAB code `shortestpath.m`

Maximize the minimum height

Consider a graph with n nodes and edge set \mathcal{E}

For $(i, j) \in \mathcal{E}$

- h_{ij} = minimum height of bridges on the direct edge from i to j .

Goal: Find a path from node s to all other nodes that maximizes the minimum height of the bridge along the path.

$V_k(t)$ = the height along the path that maximizes the height among all $s - t$ paths using k or fewer edges

Recursion

$$V_k(t) = \max_{1 \leq j \leq n} \left\{ \min\{V_{k-1}(j), h_{jt}\} \right\}$$

where $h_{ij} = -\infty$ when $(i, j) \notin \mathcal{E}$, and $h_{jj} = \infty$ for all $j = 1, \dots, n$

Dynamic programs are extremal path problems

Consider a minimization dynamic program with initial state $s_0 = s$

$$V_t(s_t) = \min_a \{c(s_t, a) + V_{t+1}(\tilde{s}|a)\}$$

Construct a graph as follows.

- For time $t = 0$, add one node $(0, s_0)$
- For time $t = 1, \dots, T$, and states s_t at time t add a node (t, s_t) .
- Suppose there is an action a that takes state (t, u) to the state $(t + 1, v)$
 - Insert a directed edge from (t, u) to $(t + 1, v)$
 - Assign the cost $c_t(u, a)$ to this edge
 - More than one actions taking state (t, u) to the state $(t + 1, v)$?
- Compute optimal path from $(0, s_0)$ to all nodes at time T

Capital Budgeting problem

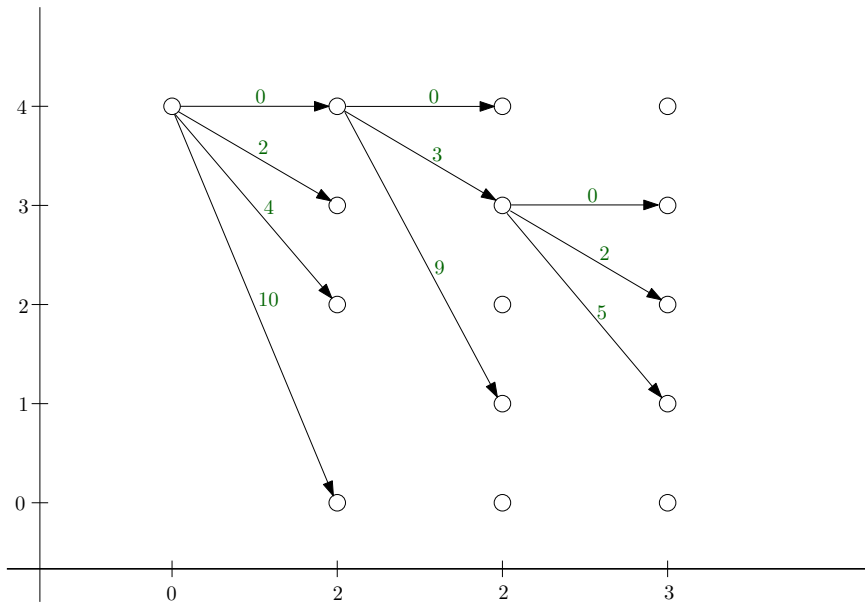
Budget $W = 4$

Three (3) plants with the following projects

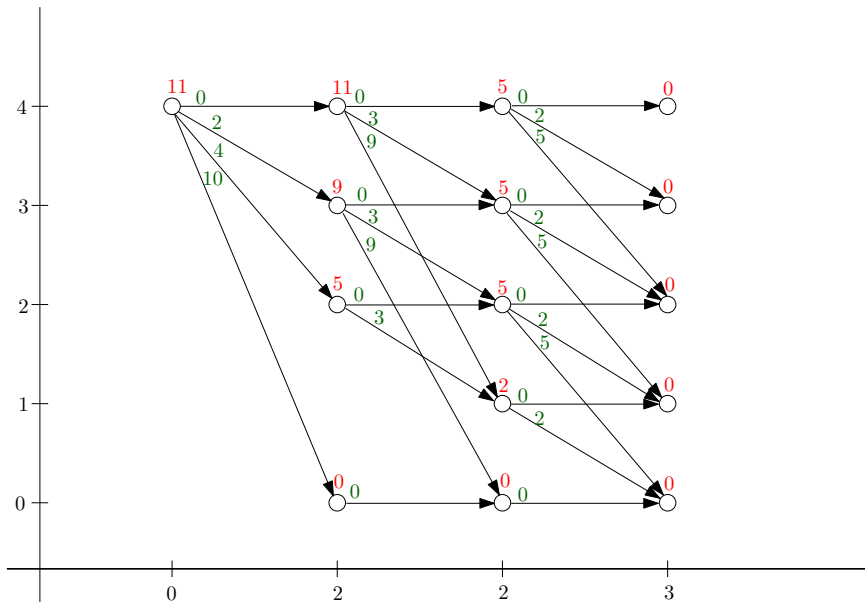
	Plant 1		Plant 2		Plant 3	
Projects	c_1	r_1	c_2	r_2	c_3	r_3
1	0	0	0	0	0	0
2	1	2	1	3	1	2
3	2	4	3	9	2	5
4	4	10	—	—	—	—

As before we must implement exactly **one** project from each plant.

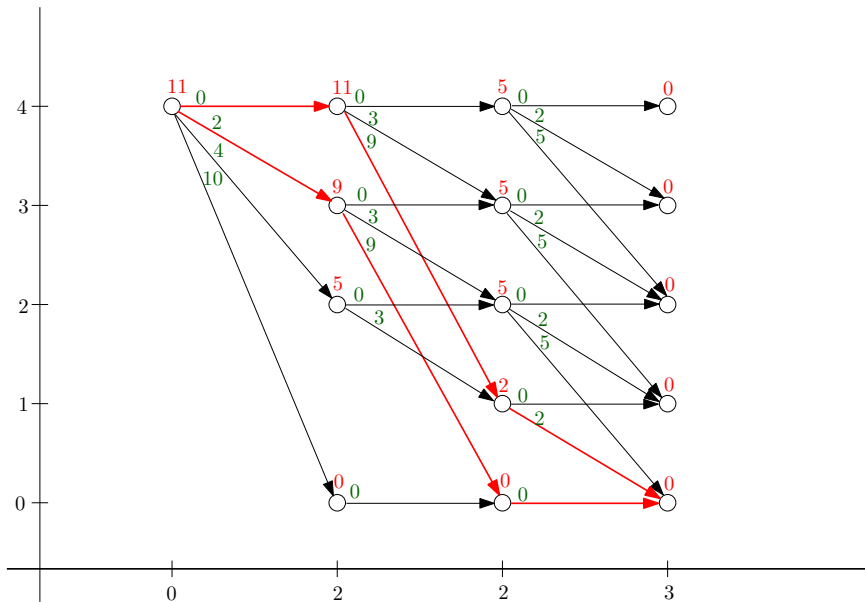
Graphical representation for capital budgeting



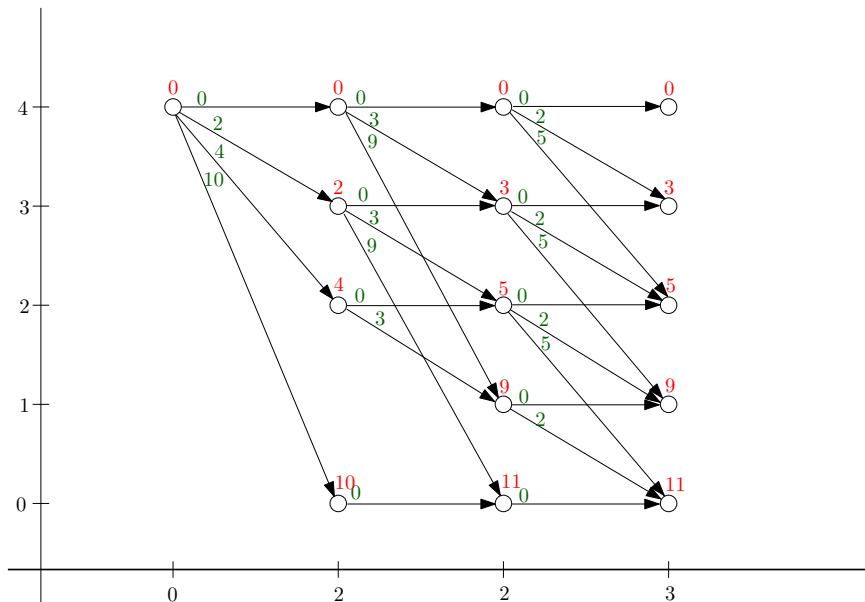
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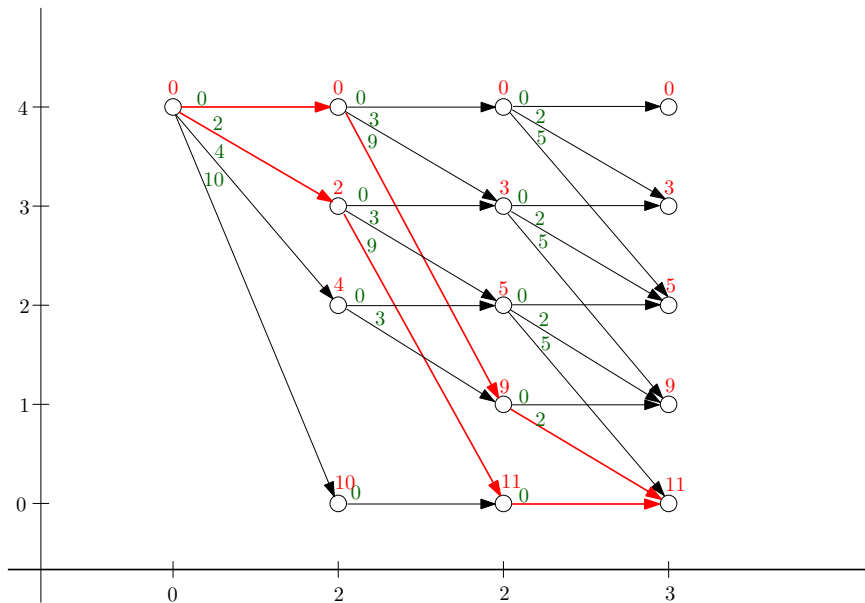
Graphical representation for capital budgeting



Another recursion



Another recursion



Max-min problem

Consider the following optimization

$$\begin{aligned} \max_x \quad & \min_{1 \leq i \leq n} U_i(x_i), \\ \text{s.t.} \quad & \sum_{i=1}^n x_i \leq W, \\ & x_i \geq 0, \quad i = 1, \dots, i \end{aligned}$$

- Stage i : Compute optimal value of x_i
- State s : Budget available for the subproblem
- Value function

$$\begin{aligned} V_i(s) = \max_x \quad & \min_{1 \leq j \leq i} U_j(x_j), \\ \text{s.t.} \quad & \sum_{j=1}^i x_j \leq s, \\ & x_j \geq 0, \quad j = 1, \dots, i \end{aligned}$$

Max-min problem (contd)

“Splitting” the problem suggests the following recursion

$$\begin{aligned} V_i(s) &= \max_{x_i \geq 0} \min \left\{ U_i(x_i), \max_x \min_{1 \leq j \leq i-1} U_j(x_j) \right. \\ &\quad \left. \text{s.t. } \sum_{j=1}^{i-1} x_j \leq s - x_i, \right. \\ &\quad \left. x_j \geq 0, \quad j = 1, \dots, i-1 \right\} \\ &= \max_{x_i \geq 0} \min \left\{ U_i(x_i), V_{i-1}(s - x_i) \right\} \\ \pi_i(s) &= \operatorname{argmax}_{x_i \geq 0} \min \left\{ U_i(x_i), V_{i-1}(s - x_i) \right\} \end{aligned}$$

This recursion is initiated by computing $V_1(s) = \max_{x_1 \geq 0} U_1(x_1)$

Optimal solution of the max-min utility maximization problem:

$$\begin{aligned} x_n^* &= \pi_n(W) & s_n &= W - x_n^* \\ x_i^* &= \pi_i(s_{i+1}) & s_i &= s_{i+1} - x_i^* \quad i = n-1, \dots, 1. \end{aligned}$$

Shortest paths and linear programming

- l_i = shortest path from s to i . Then

$$\begin{aligned} l_i &= \min_{j=1,\dots,N} \{l_j + c_{ji}\} \\ &\leq l_j + c_{ji}, \quad \forall i, j \end{aligned}$$

- Then l_t is the solution of the linear program

$$\begin{aligned} \text{max} \quad & l_t \\ \text{s.t.} \quad & l_i \leq l_j + c_{ji}, \quad i, j = 1, \dots, N \\ & l_s = 0 \end{aligned}$$

This LP has n variables and n^2 variables.

- Any deterministic dynamic program has a linear programming representation

$$\begin{aligned} \text{max} \quad & \sum_{s_T} \pi(t, s_T) \ell(T, s_T) \\ \text{subject to} \quad & \ell(t, s) \leq c_a + \ell(t+1, \tilde{s} \mid a), \quad \forall t, a \end{aligned}$$

$\pi(T, s_T) > 0$ for all nodes s_T at time T

Dual linear programs

- Primal linear program

$$\begin{aligned} \max \quad & l_t \\ \text{s.t.} \quad & l_i \leq l_j + c_{ji}, \quad i, j = 1, \dots, N \\ & l_s = 0 \end{aligned}$$

- The dual of this linear program is given by

$$\begin{aligned} \min \quad & \sum_{i,j=1}^N f_{ij} c_{ij}, \\ \text{s.t.} \quad & \sum_{j=1}^N f_{ji} - \sum_{k=1}^N f_{ik} = 0, \quad \forall i \neq s, t \\ & \sum_{j=1}^N f_{jt} - \sum_{k=1}^N f_{tk} = 1 \\ & f_{ij} \geq 0 \end{aligned}$$

- Inflow = 1 in node t
- Inflow = Outflow at all nodes $i \neq s, t$
- Therefore outflow = 1 at node s
- The dual problem is a min-cost flow problem
 - dual optimal solutions give optimal actions at the various nodes.

Stochastic dynamic programming

- State \tilde{s}_{t+1} resulting from action a in state s at time t is **random**.
- $\mathbb{P}_t(\cdot|s, a)$: distribution of \tilde{s}_{t+1} as a function of (s, a)
- $V_t(s) \equiv$ maximum achievable reward starting from state s at time t
- **Bellman** recursion

$$V_t(s) = \max_{a \in \mathcal{A}_t(s)} \left\{ r_t(s, a) + \beta \mathbb{E}[V_{t+1}(\tilde{s}_{t+1} | s, a)] \right\}$$

where $\beta =$ discount factor

- Optimal **policy**: mapping from state s to the optimal action a^*

Binomial-tree model for asset price

- T period market
- Two assets
 - cash with interest rate r
 - stock dynamics

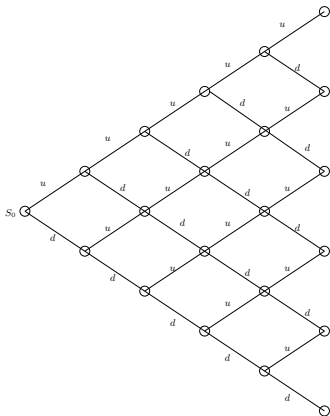
$$S_{t+1} = \begin{cases} uS_t & \text{prob } p \\ dS_t & \text{prob } q = 1 - p. \end{cases}$$

- Martingale measure

$$pu + (1-p)d = e^r \quad \Rightarrow \quad p = \frac{e^r - d}{u - d}$$

- **Stages:** $t = 0, 1, \dots, T$
- **States** in stage t :

$$\mathcal{B}_t = \{S_0 d^i u^{t-i} : i = 0, \dots, t\}$$



American option

- American put option with strike K and expiration T
 - right to a payoff $(K - S_\tau)^+$ for any $\tau \leq T$

- Option price $P_t(S_t)$ as a function of stock price S_t

$$P_t(s) = \sup_{t \leq \tau \leq T} \{ \mathbb{E}[e^{-r(\tau-t)}(K - S_\tau)^+ | S_t = s] \}$$

τ : stopping time

- Dynamic programming formulation

- stages: $t = 0, \dots, T$ and states: $\mathcal{B}_t \cup \chi \equiv$ stop state
- actions, rewards and transitions
 - $s \in \mathcal{B}_t$: $a \in \{0, 1\}$, $r(s, 0) = (K - s)^+$, $\mathbb{P}(\chi | s, 0) = 1$;
 $r(s, 1) = 0$, $\mathbb{P}(uS | s, 1) = 1 - \mathbb{P}(dS | s, 1) = p$
 - χ : $a = 0$, $r(\chi, 0) = 0$, $\mathbb{P}(\chi | \chi, 0) = 1$

American Option Pricing (contd)

- $V_t(s)$ = price of American option in **stage** t and **state** s
- $V_t(\chi) = 0$ for all t
- **Recursion**

$$\begin{aligned} V_t(s) &= \max \{ (K - s)^+, e^{-r} \mathbb{E}[V_{t+1} \mid S_t = s] \} \\ &= \max \{ (K - s)^+, e^{-r} (pV_{t+1}(us) + (1 - p)V_{t+1}(ds)) \} \end{aligned}$$

- How does one start this recursion ?

Trade execution

- Have to liquidate N shares of a stock over T trading epochs.
- Stock price dynamics

$$S_{t+1} = S_t + \delta \tilde{\xi}_t - g(n_t)$$

- S_t = price at the previous trading epoch
- δ = price step and $\mathbb{P}(\xi = 1) = 1 - \mathbb{P}(\xi = -1) = \pi$
- $g(\cdot)$ = permanent price impact function.

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- (Random) Revenue from selling n_t shares at time t

$$\tilde{r}(n_t) = (S_t - h(n_t)) \cdot n_t - \lambda x_t^\beta$$

- $h(\cdot)$ = temp price impact function. only affect the revenue in time t .
- x_t = inventory (unsold shares) at time t
- λx_t^β : inventory cost \equiv “delay” cost \equiv “variance” of revenue

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 - x_t = inventory (unsold shares) at time t
 - λx_t^β : inventory cost \equiv “delay” cost \equiv “variance” of revenue
- Optimization problem:

$$\max_{\{n: n=(n_0, \dots, n_{T-1}), \text{causal}\}} \left\{ \mathbb{E} \left[\sum_{t=1}^T \tilde{r}_t(n_t) \right] \right\}$$

- causal $\equiv n_t$ is only a function of information at time t

Trade execution: **linear** permanent price impact

- State at time t
 - x = unsold inventory
 - $s = \sum_{j=0}^{t-1} \mathbf{1}(\xi_j = 1)$ = cumulative state of the random walk

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- Price S_t as a function of state (x, s)

$$\begin{aligned} S_t &= S_0 + \delta \sum_{\tau=0}^{t-1} \xi_\tau - \sum_{\tau=0}^{t-1} g(n_\tau) \\ &= S_0 + \delta(s - (t - s)) - g\left(\sum_{\tau=0}^{t-1} n_\tau\right) \\ &= S_0 + \delta(2\delta s - t) - g(N - x) \end{aligned}$$

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- Revenue function

$$\begin{aligned} r(x, s, a) &= (S_t - h(a)) \cdot a - \lambda x^\beta \\ &= \left(S_0 + \delta(2\delta s - t) - g(N - x) - h(a)\right) \cdot a - \lambda x^\beta \end{aligned}$$

Trade Execution (contd.)

- State transition

$$(x_{t+1}, s_{t+1}) = \begin{cases} (x - a, s + 1), & \pi, \\ (x - a, s + 0), & 1 - \pi. \end{cases}$$

Trade Execution (contd.)

- State transition

$$(x_{t+1}, s_{t+1}) = \begin{cases} (x - a, s + 1), & \pi, \\ (x - a, s + 0), & 1 - \pi. \end{cases}$$

- Recursion

$$V_t(x, s) = \max_{0 \leq a \leq x} \{r(x, s, a) + \mathbb{E}[V_{t+1}(x - a, \tilde{s})]\}$$

Trade Execution (contd.)

- State transition

$$(x_{t+1}, s_{t+1}) = \begin{cases} (x - a, s + 1), & \pi, \\ (x - a, s + 0), & 1 - \pi. \end{cases}$$

- Recursion

$$V_t(x, s) = \max_{0 \leq a \leq x} \{r(x, s, a) + \mathbb{E}[V_{t+1}(x - a, \tilde{s})]\}$$

- Optimal trade in state (x, s)

$$a_t^*(s, a) = \operatorname{argmax}_{0 \leq a \leq x} \{r(x, s, a) + \mathbb{E}[V_{t+1}(x - a, \tilde{s})]\}$$

- Code in MATLAB file `binimpact.m`

Utility maximization in a binomial tree

Market

- T period market
- Two assets
 - cash with interest rate r
 - stock dynamics

$$S_{t+1} = \begin{cases} uS_t & \text{prob } \pi \\ dS_t & \text{prob } 1 - \pi \end{cases}$$

- Equivalent Martingale measure $q = \frac{e^r - d}{u - d}$

Optimization problem: Concave, non-decreasing utility function U

$$\begin{aligned} \max \quad & \mathbb{E}[U(\tilde{w}_T)] \\ \text{s.t.} \quad & \tilde{w}_T \text{ achievable using a self-financing} \\ & \text{trading strategy using initial wealth } w \end{aligned}$$

Dynamic programming approach

- Need a state (s, w) : s = stock price and w = current wealth
- w continuous ... dynamic programming does not work.

Utility maximization (contd)

Define

$V_t(s, w)$ = Maximum terminal utility achievable with initial wealth w
when stock price is s at time t

Actions available in state (s, w)

$$\mathcal{A} = \left\{ (1 - \phi, \phi) : \phi = \text{proportion invested in risky asset} \right\}$$

Recursion

$$\begin{aligned} V_t(s, w) = \max_{\phi \in \mathbb{R}} & \left\{ \pi V_{t+1}(us, w\phi u + w(1 - \phi)e^r) \right. \\ & \left. + (1 - \pi)V_{t+1}(ds, w\phi d + w(1 - \phi)e^r) \right\} \end{aligned}$$

Utility maximization (contd)

Fix $\gamma > 0$ and $\gamma \neq 1$. Define the utility

$$U(w) = \begin{cases} \frac{w^{(1-\gamma)}}{1-\gamma} & w \geq 0 \\ -\infty & w < 0 \end{cases}$$

Suppose only long positions are allowed on each of the assets. Then the we are guaranteed that the wealth in any state is non-negative.

Then $V_t(s, w) = w^{1-\gamma} V_t(s, 1)$

- $V_T(s, w) = U(w) = w^{(1-\gamma)} U(1)$
- Suppose the statement is true for all $t \geq \tau + 1$. Then

$$\begin{aligned} V_\tau(s, w) = \max_{\phi \in [0,1]} & \left\{ \pi V_{\tau+1}(us, w\phi u + w(1-\phi)e^r) \right. \\ & \left. + (1-\pi) V_{\tau+1}(ds, w\phi d + w(1-\phi)e^r) \right\} \end{aligned}$$

Utility maximization (contd)

- Using the induction hypothesis, we get

$$\begin{aligned}V_{\tau}(s, w) &= \max_{\phi \in [0,1]} \left\{ w^{(1-\gamma)} \pi(\phi u + (1-\phi)e^r)^{(1-\gamma)} V_{\tau+1}(us, 1) \right. \\&\quad \left. + w^{(1-\gamma)} (1-\pi)(\phi d + (1-\phi)e^r)^{(1-\gamma)} V_{\tau+1}(ds, 1) \right\} \\&= w^{(1-\gamma)} \max_{\phi \in [0,1]} \left\{ \pi(\phi u + (1-\phi)e^r)^{(1-\gamma)} V_{\tau+1}(us, 1) \right. \\&\quad \left. + (1-\pi)(\phi d + (1-\phi)e^r)^{(1-\gamma)} V_{\tau+1}(ds, 1) \right\} \\&= w^{(1-\gamma)} V_{\tau}(s, 1).\end{aligned}$$

In this special case, we do *not* have to use w as a state!

The function $V_t(s, 1)$ can be computed by the recursion

$$\begin{aligned}V_t(s, 1) &= \max_{\phi \in [0,1]} \left\{ \pi(\phi u + (1-\phi)e^r)^{(1-\gamma)} V_{t+1}(us, 1) \right. \\&\quad \left. + (1-\pi)(\phi d + (1-\phi)e^r)^{(1-\gamma)} V_{t+1}(ds, 1) \right\}\end{aligned}$$

Utility maximization (contd)

Different approach: Characterize the set \mathcal{W}_T of possible random wealths \tilde{w}_T that can be generated using self-financing strategies.

$$\mathcal{W}_T = \left\{ \tilde{w}_T : \mathbb{E}^*[\tilde{w}_T] \leq e^{rT} w_0 \right\}$$

where \mathbb{E}^* denote the expectation with respect to the risk-neutral (or equivalent Martingale) measure.

Binomial tree

- $T + 1$ states: label states $k = 0, \dots, T$ according to increasing stock price.
- Real world probability: $\pi_k = \pi^k (1 - \pi)^{(T-k)}$
- Risk neutral probability: $q_k = q^k (1 - q)^{(T-k)}$
- $w_T(k) =$ wealth in state k at time T

Utility maximization (contd)

Utility maximization problem

$$\begin{aligned} \max \quad & \sum_{k=0}^T \pi_k U(w_T(k)) \\ \text{s.t.} \quad & \sum_{k=0}^T q_k w_T(k) \leq e^{rT} w_0 \end{aligned}$$

Simple convex optimization problem with one linear constraint.

Let $\{w_T^*(k) : k = 0, \dots, T\}$ denote the optimal solution to this problem

- U non-decreasing implies that $\sum_{k=0}^T q_k w_T(k) = e^{rT} w_0$
- Binomial tree is a complete market so we can replicate any payoff
- The replication strategy gives the optimal trading strategy

Approximate dynamic programming

- Random option pay-off: $H_t = h(S_t)$ (function of stock price S_t)
- Exercise dates: $\{0, 1, \dots, T\}$
- Price of the option: $V_t(s) = \sup_{\tau \geq t} \mathbb{E}[e^{-r(\tau-t)} h(S_\tau) | S_t = s]$
 - V_t is a **function**: maps the price S_t to option price
 - binomial tree \equiv finite set of stock prices: explicit solution
- Alternative: **Q-value iteration**
 - $Q_t(s) = \mathbb{E}[e^{-r} V_{t+1}(S_{t+1}) | S_t = s]$: value from **not** exercising
 - Iteration: $Q_t = \mathbb{E}[e^{-r} \max\{h(S_{t+1}), Q_{t+1}(S_{t+1})\} | S_t = s]$
- Approximate Q_t : $Q_t(x) = \beta_1 \phi_1(x) + \beta_2 \phi_2(x) + \dots \beta_L \phi_L(x)$
 - $\phi_i(x)$: **known basis** functions
 - need to compute the **constants** β_i

ADP continued

- **Approximate** Q -value iteration

- Generate N paths of the stock price: $\{S_t^{(i)} : t = 1, \dots, T\}$
- Set $\tilde{Q}_T(s) \equiv 0$ for all s
- For $t = T - 1 : -1 : 0$
 - Compute $\hat{Q}_t(S_t^{(i)}) = \max \{h(S_t^{(i)})_{t+1}, \tilde{Q}_{t+1}(S_{t+1}^{(i)})\}$
 - Compute constants $(\beta_1^{(t)}, \dots, \beta_L^{(t)})$ by solving the least squares problem

$$\beta^{(t)} = \underset{\beta}{\operatorname{argmin}} \sum_{i=1}^N \left(\hat{Q}_t(S_t^{(i)}) - \sum_{j=1}^L \beta_j \phi_j(S_t^{(i)}) \right)^2$$

- Set $\tilde{Q}_t(s) = \sum_{j=1}^L \beta_j^{(t)} \phi_j(s)$
- Return $\tilde{V}_0 = \max\{h(S_0), \tilde{Q}_0(S_0)\}$
- Estimate: $\underline{V}_0 = \mathbb{E}[e^{-r\gamma} h(S_\gamma)], \gamma = \min\{t : h_t \geq \tilde{Q}_t\}$

Information relaxation and duality

Consider a finite sample space $\Omega = \{\omega_1, \dots, \omega_N\}$

An **event** $E \subset \Omega$, \mathcal{E} = set all of events.

A **filtration** $\mathcal{F} = \{\mathcal{F}_t : t = 0, \dots, T\}$ satisfies the following properties.

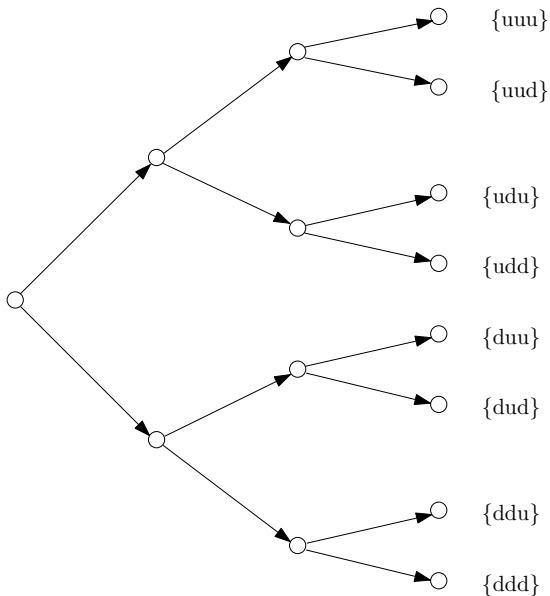
- \mathcal{F}_t is a collection of events, i.e. $\mathcal{F}_t \subset \mathcal{E}$
- \mathcal{F}_t is a partition of Ω
- $A_{t+1} \in \mathcal{F}_{t+1} \Rightarrow \exists A_t \in \mathcal{F}_t$ with $A_{t+1} \subseteq A_t$, i.e. $\mathcal{F}_{t+1} \subseteq \mathcal{F}_t$

\mathcal{F} encodes the evolution of information

Binomial tree with 3 time steps

- $\Omega = \{uuu, uud, udu, udd, duu, dud, ddu, ddd\}$
- $\mathcal{F}_0 = \Omega \equiv$ one state in Ω will occur
- $\mathcal{F}_1 = \{\{uuu, uud, udu, udd\}, \{duu, dud, ddu, ddd\}\}$
- $\mathcal{F}_2 = \{\{uuu, uud\}, \{udu, udd\}, \{duu, dud\}, \{ddu, ddd\}\}$
- $\mathcal{F}_3 = \{\{uuu\}, \{uud\}, \{udu\}, \{udd\}, \{duu\}, \{dud\}, \{ddu\}, \{ddd\}\}$

Filtration tree



Actions and policies

Decision maker chooses a sequence of actions $a = (a_0, \dots, a_T)$. Let A denote the set of all feasible action sequences.

A policy $\alpha : \Omega \mapsto A$. A policy $\alpha(\omega) = (a_0(\omega), \dots, a_T(\omega))$ is **adapted** to the filtration \mathcal{F} (i.e. $\alpha \in A_{\mathcal{F}}$) provided

- $a_t(\omega)$ is the same for all $\omega \in F \subset \mathcal{F}_t$ (adapted)
- The actions cannot use information that is not available!

Dynamic programming problem

$$V^* = \max_{\alpha \in A_{\mathcal{F}}} \mathbb{E} \left[\underbrace{\sum_{t=0}^T r(a_t(\omega), \omega)}_{r(\alpha)} \right]$$

- Heuristic policies give a lower bound
- Need an upper bound ... duality?

Information relaxation upper bound

A filtration \mathcal{G} is called a **relaxation** of \mathcal{F} if $\mathcal{G}_t \subseteq \mathcal{F}_t$, i.e.

$$G \in \mathcal{G}_t \quad \Rightarrow \quad \exists F \in \mathcal{F}_t \text{ with } G \subseteq F$$

- \mathcal{G} has more information than \mathcal{F}
- Example: $\mathcal{G}_t \equiv \mathcal{F}_T$ for all t – all information is available at time $t = 0$
- How would the maximum change if a is adapted to \mathcal{G} ?

Let $z : A \times \Omega \mapsto \mathbb{R}$ denote any function such that

$$\mathbb{E}[\underbrace{z(\alpha_F(\omega), \omega)}_{z(\alpha_F)}] \leq 0 \quad \text{for all } \mathcal{F}\text{-adapted policies } \alpha_F$$

Then

$$\begin{aligned} V^* &= \max_{\alpha_F \in A_{\mathcal{F}}} \mathbb{E}[r(\alpha_F)] \\ &\leq \max_{\alpha_F \in A_{\mathcal{F}}} \mathbb{E}[r(\alpha_F) - z(\alpha_F)] \\ &\leq \max_{\alpha_G \in A_{\mathcal{G}}} \mathbb{E}[r(\alpha_F) - z(\alpha_G)] \end{aligned}$$

Given a penalty and a relaxation, we have an upper bound!

Full information filtration

Suppose $\mathcal{G}_t \equiv \mathcal{F}_T = \Omega$ for all $t \geq 0$. Then

$$\max_{\alpha_G \in A_G} \mathbb{E}[r(\alpha_G) - z(\alpha_G)] = \mathbb{E}[\max_{a \in A} \{r(a, \omega) - z(a, \omega)\}]$$

- The decision maker knows the state of nature ω at time $t = 0$
- Choose a sequence of actions a that optimize objective for each ω

Let \hat{V} denote the value function for any feasible (heuristic) policy.

- A sequence of actions $a_0^t = (a_0, \dots, a_t)$ results in the state

$$s_{t+1}(a_0^t, \omega)$$

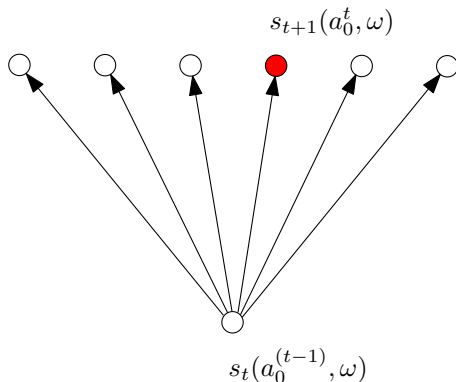
at time $t + 1$

- Define

$$z_t(a_0^t, \omega) = \hat{V}_{t+1}(s_{t+1}(a_0^t, \omega)) - \mathbb{E}[\hat{V}_{t+1}(\tilde{s}_{t+1}(a_0^t)) | \mathcal{F}_t]$$

- $z(a, \omega) = \sum_{t=0}^T z_t(a, \omega)$ is a valid penalty.

Penalty for full information



$$z_t(a_0^t, \omega) = \hat{V}_{t+1}(s_{t+1}(a_0^t, \omega)) - \mathbb{E}[\hat{V}_{t+1}(s) | s_t(a_0^{t-1}, \omega), a_t]$$

Subtract the expected value to transform into a Martingale.

Implentation of full-information relaxation

Heuristic policy:

- Stop when $h_t(S_t) \geq \tilde{Q}(S_t)$
- Set $\tilde{V}_t(\chi) = 0$ for the “stop” state χ

Steps to generate an upper bound

- Generate sample paths of stock prices

$$S^{(k)} = (S_0^{(k)}, S_1^{(k)}, \dots, S_T^{(k)}) \quad k = 1, \dots, N$$

- Compute the penalty $z_t(a_0^t, k)$ as follows:

$$z_t(a_0^t, k) = \begin{cases} 0 & a_j = 0, \text{ for some } j \\ \tilde{V}^{(t+1)}(S_k^{(t+1)}) - \mathbb{E}[\tilde{V}(S_{t+1}) | S_t^{(k)}] \end{cases}$$

- Compute the optimal actions for the k -th sample path

$$h^{(k)} = \max_{0 \leq \tau \leq T} \left\{ h_\tau(S_\tau) + \sum_{t=1}^{\tau} z_t(\mathbf{1}, k) \right\}$$