

Variance Reduction with Efficient Important Sampling

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1 Default Probability Estimation

1.1 Algorithm for estimating $P(X > c)$

Algorithm 1 Efficient Importance Sampling for $P(X > c)$

Require: N : sample size, c : threshold, μ : twisting parameter

Ensure: Estimated \hat{p} , standard error SE

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// Basic Monte Carlo
1:  $X \sim N(0, 1)$  ▷ Generate standard normal samples
2:  $p_{\text{BMC}} = \frac{1}{N} \sum_{i=1}^N I(X_i > c)$ 
3:  $\sigma_{\text{BMC}}^2 = \text{Var}(I(X > c))$ 
4:  $SE_{\text{BMC}} = \sigma_{\text{BMC}} / \sqrt{N}$ 

// Efficient Importance Sampling ( $\mu = c$ )
5:  $Z \sim N(c, 1)$  ▷ Generate samples under new measure
6:  $p_{\text{IS}} = \frac{1}{N} \sum_{i=1}^N I(Z_i > c) \cdot \exp(\frac{c^2}{2} - cZ_i)$ 
7:  $\sigma_{\text{IS}}^2 = \text{Var}(I(Z > c) \cdot \exp(\frac{c^2}{2} - cZ))$ 
8:  $SE_{\text{IS}} = \sigma_{\text{IS}} / \sqrt{N}$ 
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1.2 Results

Table 1: Default Probability Estimation Comparison (BMC vs. EIS)

c	True DP	BMC Mean (SE)	EIS Mean (SE)	CPU Time (s)	GPU Time (s)
1	0.1587	0.158855 (0.000365)	0.158891 (0.000192)	0.042	0.006
2	0.0228	0.022784 (0.000149)	0.0227618 (3.48e-05)	0.039	0.006
3	0.0013	0.001324 (3.67e-05)	0.00134977 (2.48e-06)	0.040	0.006
4	3.17e-05	3.1e-05 (5.63e-06)	3.16525e-05 (6.73e-08)	0.042	0.006

Note. GPU times and CPU times are the sum of BMC and EIS methods.

2 CVaR Estimation

2.1 Algorithm for estimating $CVaR$

Algorithm 2 Importance Sampling for $E[X | X > c]$

Require: N (sample size), c (threshold), proposal density g (e.g. $N(c, 1)$)

Ensure: Estimates of $\hat{m} = E[X | X > c]$, $\hat{p} = P(X > c)$, and standard errors

// Target & likelihood ratio

1: $f(x) = \phi(x)$ is the $N(0, 1)$ density; $w(x) = \frac{f(x)}{g(x)}$ ▷ If $g = N(c, 1)$ then

$w(x) = \exp(\frac{c^2}{2} - cx)$

// 1) Basic Monte Carlo (BMC) under f

2: Draw $X_i \sim N(0, 1)$ for $i = 1, \dots, N$

3: $\hat{p}_{\text{BMC}} = \frac{1}{N} \sum_{i=1}^N \mathbf{1}\{X_i > c\}$

4: $\hat{m}_{\text{BMC}} = \frac{\sum_{i=1}^N X_i \mathbf{1}\{X_i > c\}}{\sum_{i=1}^N \mathbf{1}\{X_i > c\}}$

5: $r_i^{\text{BMC}} = (X_i - \hat{m}_{\text{BMC}}) \mathbf{1}\{X_i > c\}$; $s_{\text{BMC}}^2 = \frac{1}{N-1} \sum_{i=1}^N (r_i^{\text{BMC}})^2$

6: $SE_{\text{BMC}} = \sqrt{s_{\text{BMC}}^2 / (N \hat{p}_{\text{BMC}}^2)}$

// 2) Importance Sampling (IS) under g

7: Draw $Z_i \sim g$ for $i = 1, \dots, N$

8: $b_i = \mathbf{1}\{Z_i > c\} w(Z_i)$; $a_i = Z_i b_i$

9: $\hat{p}_{\text{IS}} = \frac{1}{N} \sum_{i=1}^N b_i$

10: **(Self-normalized IS)** $\hat{m}_{\text{IS}} = \frac{\sum_{i=1}^N a_i}{\sum_{i=1}^N b_i} = \frac{\sum_{i=1}^N Z_i \mathbf{1}\{Z_i > c\} w(Z_i)}{\sum_{i=1}^N \mathbf{1}\{Z_i > c\} w(Z_i)}$

11: **SE for ratio (delta):** $r_i^{\text{IS}} = a_i - \hat{m}_{\text{IS}} b_i$; $s_{\text{IS}}^2 = \frac{1}{N-1} \sum_{i=1}^N (r_i^{\text{IS}})^2$

12: $SE_{\text{IS}} = \sqrt{s_{\text{IS}}^2 / (N \hat{p}_{\text{IS}}^2)}$

// 3) Comparison

13: **Output** $(\hat{m}_{\text{BMC}}, SE_{\text{BMC}})$ and $(\hat{m}_{\text{IS}}, SE_{\text{IS}})$

2.2 Results

Table 2: *CVaR* Estimation Comparison (BMC vs. IS)

c	BMC <i>CVaR</i> (SE)	True <i>CVaR</i>	IS <i>CVaR</i> (SE)
3	3.2936 (7.303e-03)	3.283	3.2824 (4.145e-04)
4	4.2244 (3.476e-02)	4.226	4.2262 (3.740e-04)
5	— (—)	5.187	5.1864 (3.391e-04)

3 Importance Sampling to $E[X \mathbf{1}\{X > c\}]$ Estimation

3.1 Algorithm for estimating $E[X \mathbf{1}\{X > c\}]$

Algorithm 3 Efficient Importance Sampling for $E[X \mathbf{1}\{X > c\}]$

Require: N : sample size, c : threshold, μ : twisting parameter

Ensure: Estimated \hat{m} , standard error SE

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// Basic Monte Carlo (BMC) under  $f(x) = \phi(x)$ ,  $X \sim N(0, 1)$ 
1:  $X \sim N(0, 1)$  ▷ Generate standard normal samples
2:  $\hat{m}_{\text{BMC}} = \frac{1}{N} \sum_{i=1}^N X_i \mathbf{1}\{X_i > c\}$ 
3:  $\sigma_{\text{BMC}}^2 = \text{Var}(X \mathbf{1}\{X > c\})$ 
4:  $SE_{\text{BMC}} = \sigma_{\text{BMC}} / \sqrt{N}$ 

// Efficient Importance Sampling ( $\mu = c$ ) with  $g(x) = \phi_{\mu}(x) = \mathcal{N}(\mu, 1)$ 
5:  $Z \sim N(c, 1)$  ▷ Generate samples under new measure  $g$ 
6:  $w(Z) = \frac{f(Z)}{g(Z)} = \exp\left(\frac{c^2}{2} - cZ\right)$  ▷ Likelihood ratio
7:  $\hat{m}_{\text{IS}} = \frac{1}{N} \sum_{i=1}^N Z_i \mathbf{1}\{Z_i > c\} w(Z_i)$ 
8:  $\sigma_{\text{IS}}^2 = \text{Var}(Z \mathbf{1}\{Z > c\} w(Z))$ 
9:  $SE_{\text{IS}} = \sigma_{\text{IS}} / \sqrt{N}$ 

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3.2 Results

Table 3: $E[X \mathbf{1}\{X > c\}]$ Estimation Comparison (BMC vs. EIS)

c	True Value	BMC Mean (SE)	EIS Mean (SE)	CPU Time (s)	GPU Time (s)
1	0.2420	0.241924 (5.845184e-04)	0.242071 (2.552147e-04)	0.049042	0.008566
2	0.0540	0.053713 (3.567679e-04)	0.053971 (7.568887e-05)	0.044671	0.008445
3	0.0044	0.004453 (1.210529e-04)	0.004429 (7.769168e-06)	0.049960	0.009137
4	1.39-04	0.000147 (2.479159e-05)	0.000134 (2.758473e-07)	0.046925	0.008501

Note. For $X \sim N(0, 1)$, the theoretical value is $E[X \mathbf{1}\{X > c\}] = \int_c^\infty x \phi(x) dx = \phi(c)$, where ϕ denotes the standard normal density.

References

- [1] Chuan-Hsiang Han. *Stochastic Computation in Finance*. Taipei, Taiwan: Shin-Lu Publishing, 2012. (in Chinese)