Lecture C4. Discrete Time Markov Chain 4

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- I. Gambler's ruin probability
- II. Squash
- III. Tennis
- IV. High-frequency financial data
- V. Stock price binomial tree

I. Gambler's ruin probability

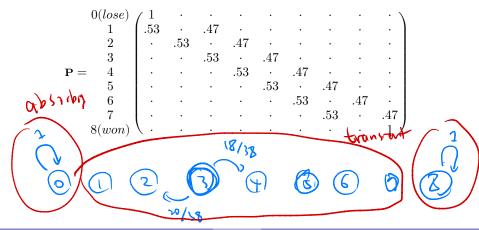
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Gambler's ruin

I. Gambler's ruin probability

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• Suppose you have 3\$(=x), and bet 1\$ with winning probability p = 18/38 until your wealth becomes 0\$(=a) or your wealth becomes 8\$(=b). What is chance of you will leave Casino with 8\$?



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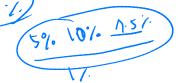
- Result of a = 0, b = 1000, p = 18/38, x = 100.
- What is the quantity for $\mathbf{P}_{100\$ \to win}^{\infty}$?

I. Gambler's ruin probability

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- Result of a = 0, b = 1000, p = 19/38 x = 100.
- What is the quantity for $\mathbf{P}_{100\$ \to win}^{\infty}$

- Result of $a = 0, b = 10 \times 100$ \$, $p = 18/38, x = 1 \times 100$ \$ (Bet 100\$ for each)
- What is the quantity for $\mathbf{P}_{1\times 100\$ \to win}^{\infty}$?



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II. Squash

Squash

- Racket sports (court number 5 in CRC)
- Rules
 - Two players, three or five games.
 - Only the server scores points.
 - The server, on winning a rally, scores a point
 - The receiver, on winning a rally, becomes the server.
 - The player who scores nine points wins the game

- Rules (cont'd)
 - Suppose A and B are playing for the first set and $8 : \overline{7}$ now. (A's score is 8, B's score is 7, and B is serving)
 - Suppose B wins this play so that it becomes $8 : \overline{8}$.
 - Because A got to 8 first, A can decide either
 - i) This set ends at 9
 - ii) This set ends at 10
- Questions
 - Suppose the chance of A winning a play is 0.6, then should A choose i) or ii)?

- Suppose A decides "i) This set ends at 9".
- DTMC
 - Transition diagram and matrix

- Classification of states
- What is the chance of A winning this game?

- Suppose A decides "ii) This set ends at 10".
- DTMC

• What is the chance of A winning this game?

• What if the chance of A winning a rally is not 0.6, but for general p?

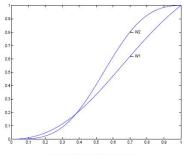


Figure 1: Probability of winning

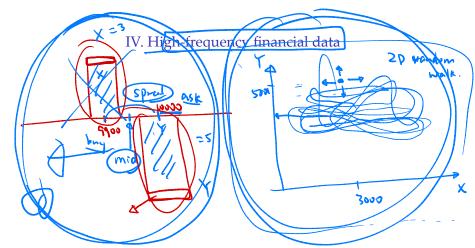
- optimal decision
 - $\bullet \ \ \mbox{If} \ p \leq$, then choose i) ends at 9
 - Otherwise, choose ii) ends at 10
- Upon your decision, you are choosing one DTMC among the two different DTMC.

Reference

- Optimal Decision for the Squash Player
- Jan Vecer, Columbia University, Department of Statistics
- Journal of Chinese Statistical Association, 2004.
- www.stat.columbia.edu/~vecer/squash.ps

III. Tennis

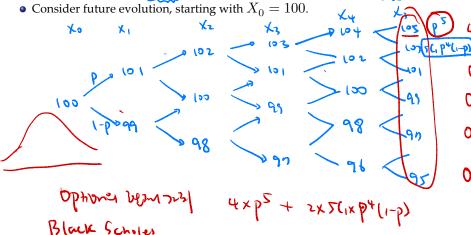




V. Stock price - binomial tree

Stock price binomial tree

- Let (X_n) be the closing price of the stock at (n) th day.
- Let $p=\mathbb{P}(X_{n+1}=x+1|X_n=x)$, and $1-p=\mathbb{P}(X_{n+1}=x-1|X_n=x)$



- Consider an European call option which matures at day 5 with exercise price 101.
- (If you possess one unit of the call option, then at the day 5, you have a right to buy the stock at 101 dollars.)
- If $X_5=103$, then you can buy the stock at 101 and sell at 103. In this case, you earn 2 dollar
- If $X_5=99$, then you still can buy the stock at 101. But you would not do it because you can buy a stock at 99 dollars. (Possessing call option is the "right" not the "obligation")
- i.e., the payoff of a call option is $(X_5-101)^+$

V. Stock price - binomial tree

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cat(str)

If I only had an hour to chop down a tree, I would spend the first 45 minutes sharpening my axe. -A. Lincoln