Multilevel quasi-Monte Carlo path simulation

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Outline

Long-term objective is faster Monte Carlo simulation of path dependent options to estimate values and Greeks.

Several ingredients, not yet all combined:

- multilevel method (new)
- quasi-Monte Carlo (not new)
- adjoint pathwise Greeks (newish)
- highly-parallel processing (work-in-progress)
 (e.g. 1024 threads on nVidia graphics card)

Emphasis in this presentation is on multilevel method

Generic Problem

Stochastic differential equation with general drift and volatility terms:

$$dS(t) = a(S, t) dt + b(S, t) dW(t)$$

We want to compute the expected value of an option dependent on S(t). In the simplest case of European options, it is a function of the terminal state

$$P = f(S(T))$$

with a uniform Lipschitz bound,

$$|f(U) - f(V)| \le c \|U - V\|, \quad \forall U, V.$$

Simplest MC Approach

Euler discretisation with timestep *h*:

$$\widehat{S}_{n+1} = \widehat{S}_n + a(\widehat{S}_n, t_n) h + b(\widehat{S}_n, t_n) \Delta W_n$$

Estimator for expected payoff is an average of N independent path simulations:

$$\widehat{Y} = N^{-1} \sum_{i=1}^{N} f(\widehat{S}_{T/h}^{(i)})$$

- weak convergence O(h) error in expected payoff
- strong convergence $O(h^{1/2})$ error in individual path

Simplest MC Approach

Mean Square Error is $O(N^{-1} + h^2)$

- first term comes from variance of estimator
- second term comes from bias due to weak convergence

To make this $O(\varepsilon^2)$ requires

$$N = O(\varepsilon^{-2}), \quad h = O(\varepsilon) \implies \cos t = O(N h^{-1}) = O(\varepsilon^{-3})$$

Aim is to improve this cost to $O(\varepsilon^{-p})$, with p as small as possible, ideally close to 1.

Note: for a relative error of $\varepsilon=0.001$, the difference between ε^{-3} and ε^{-1} is huge.

Standard MC Improvements

- variance reduction techniques (e.g. control variates, stratified sampling) improve the constant factor in front of ε^{-3} , sometimes spectacularly
- improved second order weak convergence (e.g. through Richardson extrapolation) leads to $h=O(\sqrt{\varepsilon})$, giving $p\!=\!2.5$
- Quasi-Monte Carlo reduces the number of samples required, at best leading to $N \approx O(\varepsilon^{-1})$, giving $p \approx 2$ with first order weak methods

Multilevel method gives p=2 without QMC, and at best $p\approx 1$ with QMC.

Other Related Research

- In Dec. 2005, Ahmed Kebaier published an article in Annals of Applied Probability describing a two-level method which reduces the cost to $O(\varepsilon^{-2.5})$.
- Also in Dec. 2005, Adam Speight wrote a working paper describing a very similar multilevel use of control variates.
- There are also close similarities to a multilevel technique developed by Stefan Heinrich for parametric integration (Journal of Complexity, 1998)

Consider multiple sets of simulations with different timesteps $h_l = 2^{-l} T$, l = 0, 1, ..., L, and payoff \widehat{P}_l

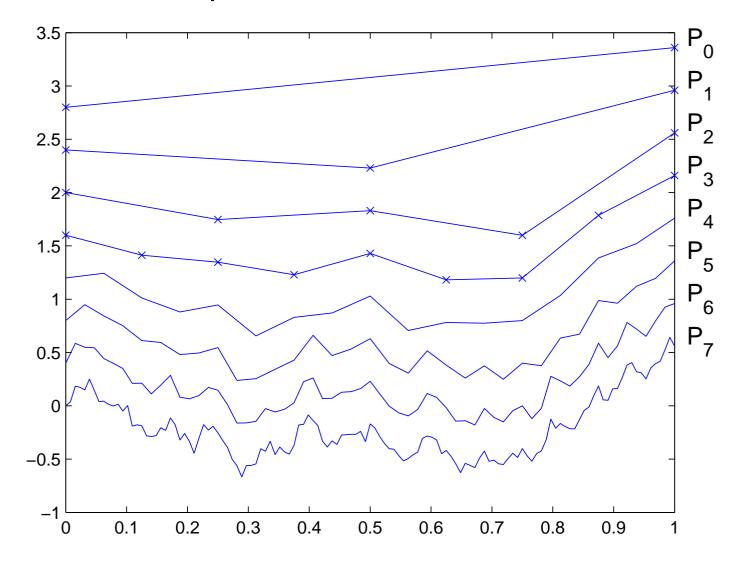
$$E[\widehat{P}_{L}] = E[\widehat{P}_{0}] + \sum_{l=1}^{L} E[\widehat{P}_{l} - \widehat{P}_{l-1}]$$

Expected value is same – aim is to reduce variance of estimator for a fixed computational cost.

Key point: approximate $E[\widehat{P}_l - \widehat{P}_{l-1}]$ using N_l simulations with \widehat{P}_l and \widehat{P}_{l-1} obtained using <u>same</u> Brownian path.

$$\widehat{Y}_{l} = N_{l}^{-1} \sum_{i=1}^{N_{l}} \left(\widehat{P}_{l}^{(i)} - \widehat{P}_{l-1}^{(i)} \right)$$

Discrete Brownian path at different levels



Using independent paths for each level, the variance of the combined estimator is

$$V\left[\sum_{l=0}^{L} \widehat{Y}_{l}\right] = \sum_{l=0}^{L} N_{l}^{-1} V_{l}, \qquad V_{l} \equiv V[\widehat{P}_{l} - \widehat{P}_{l-1}],$$

and the computational cost is proportional to $\sum_{l=0}^{L} N_l h_l^{-1}$.

Hence, the variance is minimised for a fixed computational cost by choosing N_l to be proportional to $\sqrt{V_l h_l}$.

The constant of proportionality can be chosen so that the combined variance is $O(\varepsilon^2)$.

For the Euler discretisation and a Lipschitz payoff function

$$V[\widehat{P}_l - P] = O(h_l) \implies V[\widehat{P}_l - \widehat{P}_{l-1}] = O(h_l)$$

and the optimal N_l is asymptotically proportional to h_l .

To make the combined variance $O(\varepsilon^2)$ requires

$$N_l = O(\varepsilon^{-2}L\,h_l).$$

To make the bias $O(\varepsilon)$ requires

$$L = \log_2 \varepsilon^{-1} + O(1) \implies h_L = O(\varepsilon).$$

Hence, we obtain an $O(\varepsilon^2)$ MSE for a computational cost which is $O(\varepsilon^{-2}L^2) = O(\varepsilon^{-2}(\log \varepsilon)^2)$.

Theorem: Let P be a functional of the solution of a stochastic o.d.e., and \widehat{P}_l the discrete approximation using a timestep $h_l = M^{-l} T$.

If there exist independent estimators \hat{Y}_l based on N_l Monte Carlo samples, and positive constants $\alpha \geq \frac{1}{2}, \beta, c_1, c_2, c_3$ such that

$$i) E[\widehat{P}_l - P] \le c_1 h_l^{\alpha}$$

ii)
$$E[\widehat{Y}_l] = \begin{cases} E[\widehat{P}_0], & l = 0 \\ E[\widehat{P}_l - \widehat{P}_{l-1}], & l > 0 \end{cases}$$

iii)
$$V[\widehat{Y}_l] \leq c_2 N_l^{-1} h_l^{\beta}$$

iv) C_l , the computational complexity of \widehat{Y}_l , is bounded by

$$C_l \le c_3 \, N_l \, h_l^{-1}$$

then there exists a positive constant c_4 such that for any $\varepsilon < e^{-1}$ there are values L and N_L for which the multi-level estimator

$$\widehat{Y} = \sum_{l=0}^{L} \widehat{Y}_l,$$

has Mean Square Error
$$MSE \equiv E\left[\left(\widehat{Y} - E[P]\right)^2\right] < \varepsilon^2$$

with a computational complexity C with bound

$$C \le \begin{cases} c_4 \varepsilon^{-2}, & \beta > 1, \\ c_4 \varepsilon^{-2} (\log \varepsilon)^2, & \beta = 1, \\ c_4 \varepsilon^{-2 - (1 - \beta)/\alpha}, & 0 < \beta < 1. \end{cases}$$

Milstein Scheme

The theorem suggests use of Milstein scheme — better strong convergence, same weak convergence

Generic scalar SDE:

$$dS(t) = a(S, t) dt + b(S, t) dW(t), 0 < t < T.$$

Milstein scheme:

$$\widehat{S}_{n+1} = \widehat{S}_n + ah + b\Delta W_n + \frac{1}{2}b'b\left((\Delta W_n)^2 - h\right).$$

Milstein Scheme

In scalar case:

- O(h) strong convergence
- $O(\varepsilon^{-2})$ complexity for Lipschitz payoffs trivial
- $O(\varepsilon^{-2})$ complexity for Asian, lookback, barrier and digital options using carefully constructed estimators, based on Brownian interpolation
- key idea: within each timestep, model the behaviour as simple Brownian motion conditional on the two end-points – analytic results exist for distribution of min/max/average

Geometric Brownian motion:

$$dS = r S dt + \sigma S dW, \qquad 0 < t < T,$$

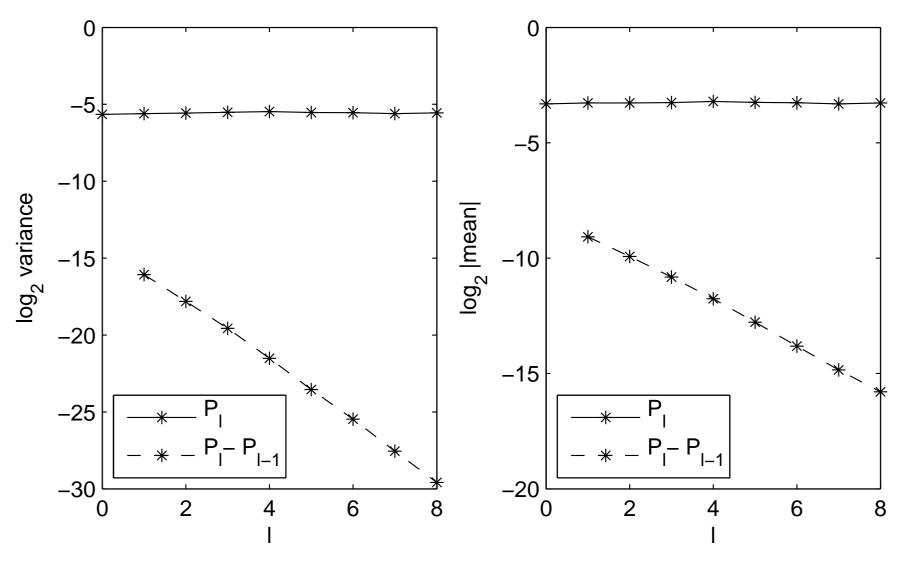
$$T=1$$
, $S(0)=1$, $r=0.05$, $\sigma=0.2$

European call option with discounted payoff (K=1)

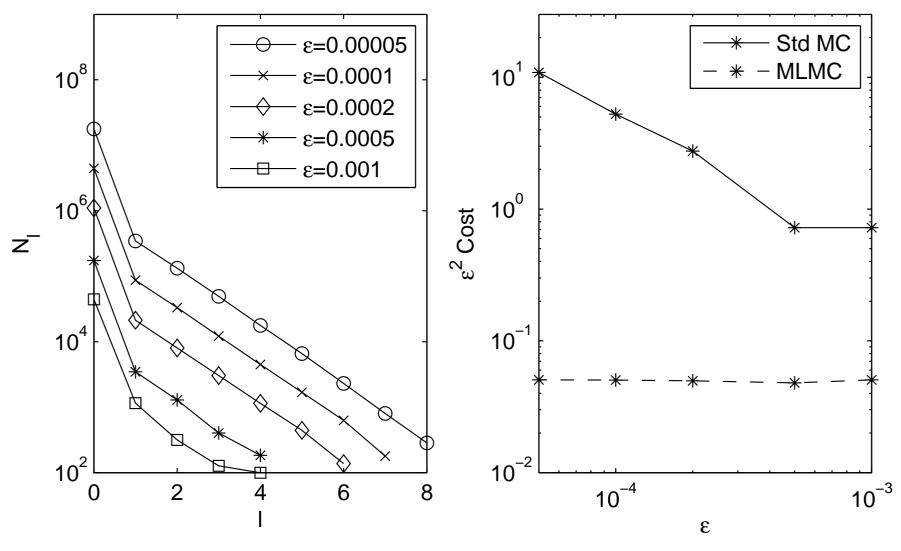
$$\exp(-rT) \max(S(T)-K,0)$$

Down-and-out barrier option: same provided S(t) stays above B = 0.9

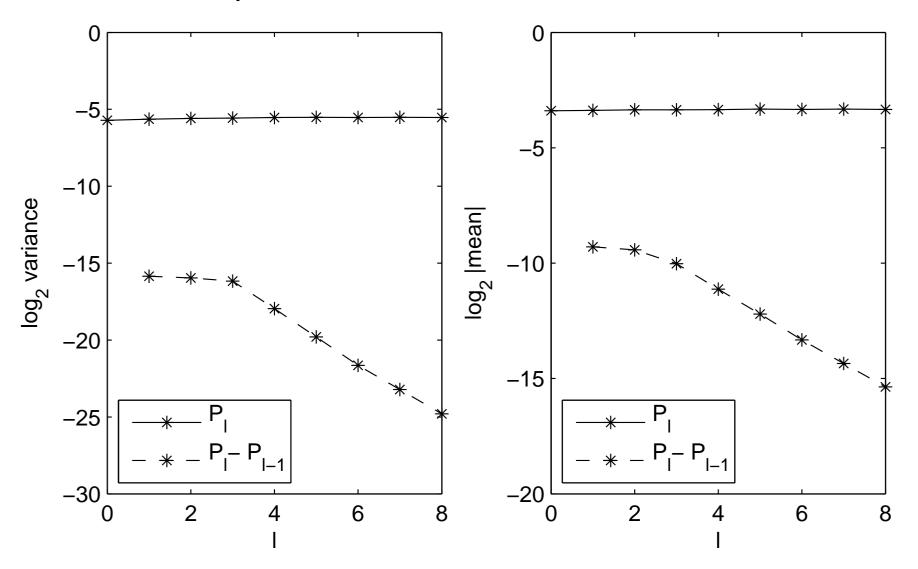
GBM: European call



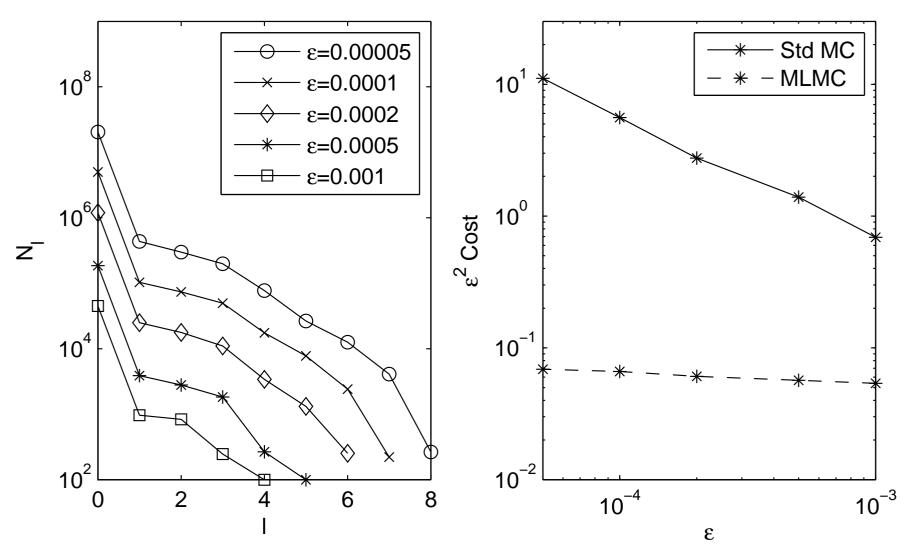
GBM: European call



GBM: barrier option



GBM: barrier option



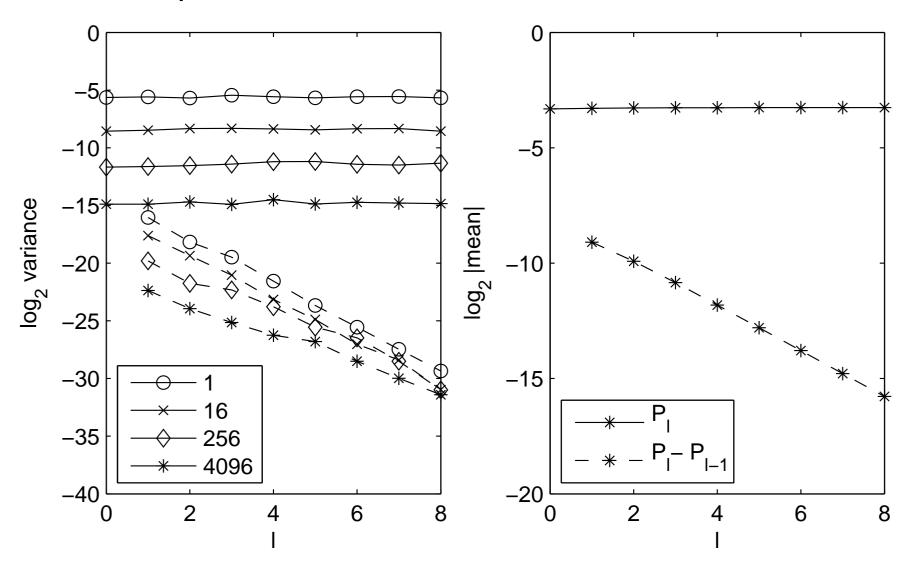
Quasi-Monte Carlo

- well-established technique for approximating high-dimensional integrals
- for finance applications see papers by l'Ecuyer and book by Glasserman
- Sobol sequences are perhaps most popular;
 we use lattice rules (Sloan & Kuo)
- two important ingredients for success:
 - randomized QMC for confidence intervals
 - good identification of "dominant dimensions" (Brownian Bridge and/or PCA)

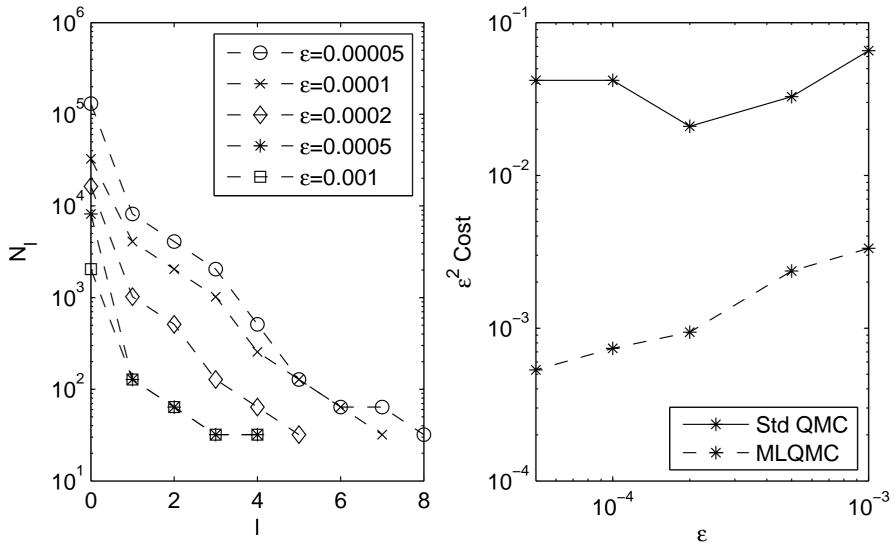
Multilevel QMC

- rank-1 lattice rule developed by Sloan, Kuo & Waterhouse at UNSW
- 32 randomly-shifted sets of QMC points
- number of points in each set increased as needed to achieved desired accuracy, based on confidence interval estimate
- results show QMC to be particularly effective on lowest levels with low dimensionality

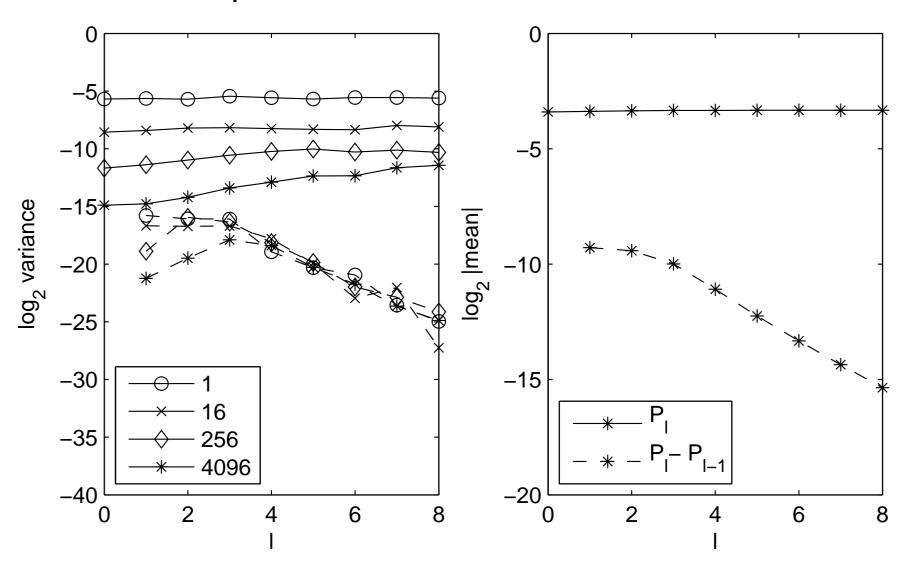
GBM: European call



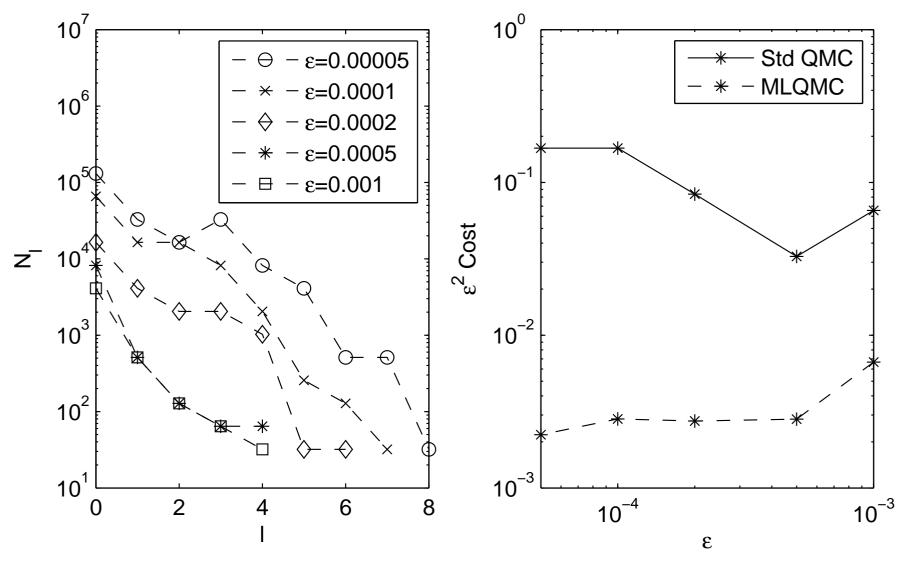
GBM: European call



GBM: barrier option



GBM: barrier option



Milstein Scheme

In vector case:

- O(h) strong convergence if Lévy areas are simulated correctly – expensive
- $O(h^{1/2})$ strong convergence in general if Lévy areas are omitted, except if a certain commutativity condition is satisfied (useful for a number of real cases)
- Lipschitz payoffs can be handled well using antithetic variables
- Other cases may require approximate simulation of Lévy areas – future challenge

Heston model:

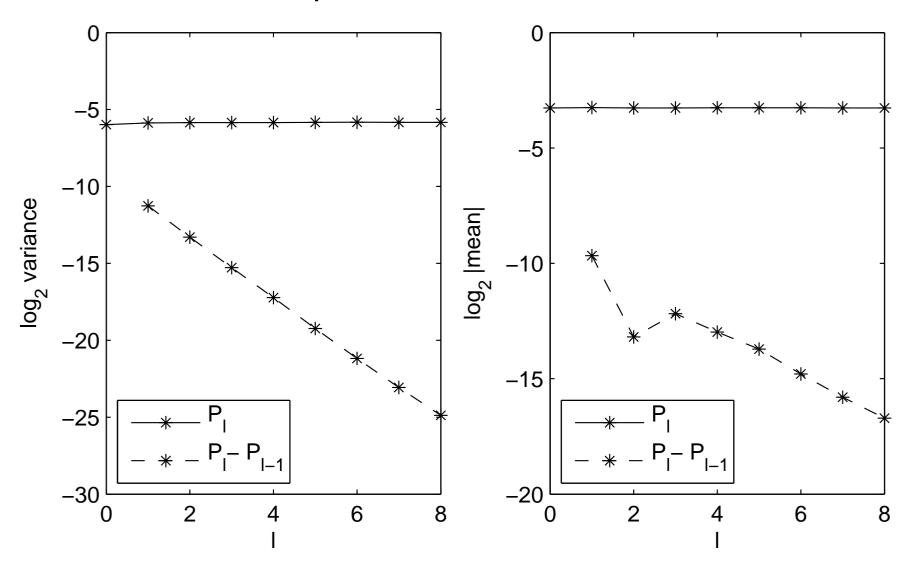
$$dS = r S dt + \sqrt{V} S dW_1, \qquad 0 < t < T$$

$$dV = \lambda (\sigma^2 - V) dt + \xi \sqrt{V} dW_2,$$

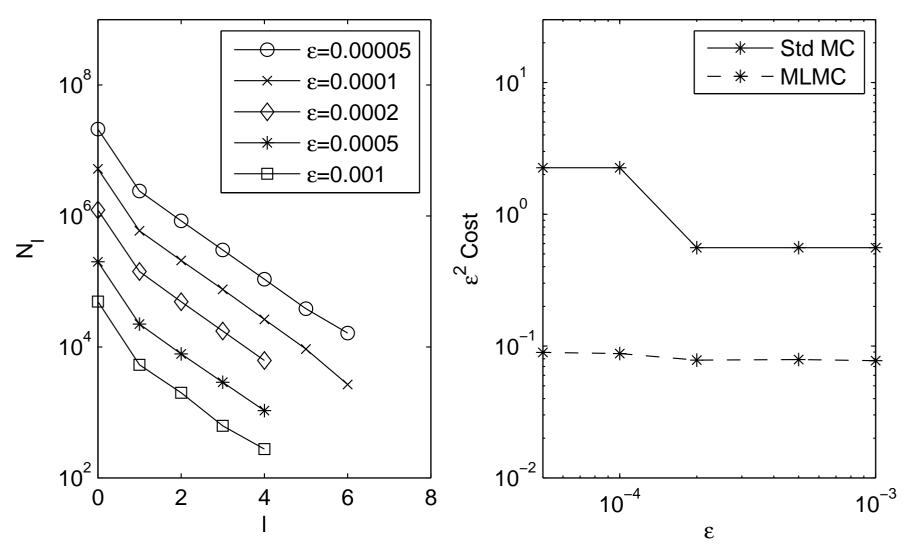
$$T=1, S(0)=1, V(0)=0.04, r=0.05,$$

 $\sigma=0.2, \lambda=5, \xi=0.25, \rho=-0.5$

Heston model: European call



Heston model: European call



Greeks

- combining adjoint Greeks with multilevel Monte Carlo is fine in principle, but not yet tested
- first order Greeks are one degree less smooth than payoffs, so Delta of European call is similar to a digital option, and can't do second order Greeks without smoothing
- big challenge is the need for payoff differentiability new "vibrato" Monte Carlo idea combines adjoint pathwise sensitivity for path calculation with LRM for payoff evaluation, and eases implementation too

Conclusions

Results so far:

- (much) improved order of complexity
- (fairly) easy to implement
- significant benefits for model problems

However:

- lots of scope for further development
 - multi-dimensional SDEs needing Lévy areas
 - combining adjoint Greeks and multilevel MC
 - "vibrato" Monte Carlo
 - numerical analysis of algorithms
- need to test ideas on real finance applications

Papers

M.B. Giles, "Multilevel Monte Carlo path simulation", to appear in *Operations Research*

M.B. Giles, "Improved multilevel convergence using the Milstein scheme", to appear in proceedings of *MCQMC06* published by Springer-Verlag

M.B. Giles & P. Glasserman, "Smoking Adjoints: fast Monte Carlo Greeks", *Risk*, January 2006.

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