

[Help](#)

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#include<stdlib.h>
#include<
href../../common/math/cdo/cdo_math_h_src.pdfmath.h>
#include "pnl/pnl_random.h"
#include "pnl/pnl_specfun.h"
#include "
href../../mod/variancegamma1d/variancegamma1d_pad/variancegamma1d_pad_h_src.p
#include "
href../../common/enums_h_src.pdfenums.h"

#if defined(PremiaCurrentVersion) && PremiaCurrentVersion < (2011+2) //The "#els
static int CHK_OPT(MC_VarianceGamma_FloatingAsian)(void *Opt, void *Mod)
{
    return NONACTIVE;
}
int CALC(MC_VarianceGamma_FloatingAsian)(void *Opt, void *Mod, PricingMethod *Me
{
    return AVAILABLE_IN_FULL_PREMIA;
}
#else
//Compute the positive or negative jump size between the smallest and the bigges
static double jump_generator_VG(double *cdf_jump_vect, double *cdf_jump_points,
{
    double z, v, y;
    int test, temp, l, j, q;
    test = 0;
    v = pnl_rand_uni(generator);
    y = cdf_jump_vect[cdf_jump_vect_size] * v;
    l = cdf_jump_vect_size / 2;
    j = cdf_jump_vect_size;
    z = 0;
    if (cdf_jump_vect[l] > y)
    {
        l = 0;
        j = cdf_jump_vect_size / 2;
    }
    if (v == 1)
    {
        z = cdf_jump_points[cdf_jump_vect_size];
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    }
    if (v == 0)
    {
        z = cdf_jump_points[0];
    }
    if (v != 1 && v != 0)
    {
        while (test == 0)
        {
            if (cdf_jump_vect[l + 1] > y)
            {
                q = l;
                test = 1;
            }
            else
            {
                temp = (j - l - 1) / 2 + 1;
                if (cdf_jump_vect[temp] > y)
                {
                    j = temp;
                    l = l + 1;
                }
                else
                {
                    l = temp * (temp > 1) + (l + 1) * (temp <= 1);
                }
            }
        }
        z = cdf_jump_points[q] * exp((y - cdf_jump_vect[q]) * exp(M_G * cdf_jump_p
    }
    return z;
}

static int VG_Mc_FloatingAsian(NumFunc_2 *P, double S0, double
                                T, double r, double divid, double sigma, double t
{
    double s, s1, eps, err, *Xg, *Xd, *jump_time_vect_p, *jump_time_vect_m, dpayof
    double cdf_jump_bound, drift, control, s2, s3, s4, s5, s6, u, u0, w1, w2, z, C
    double cov_payoff_control, var_payoff, var_control, cor_payoff_control, contro
    double *cdf_jump_points, *cdf_jump_vect_p, *cdf_jump_vect_m, min_M_G, var_dpay
    int i, j, jump_number, jump_number_p, jump_number_m, cdf_jump_vect_size, m1, m

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G = sqrt(2 / kappa + theta * theta / (sigma * sigma)) / sigma + theta / (sigma
M = sqrt(2 / kappa + theta * theta / (sigma * sigma)) / sigma - theta / (sigma
C = 1 / kappa;
control_expec = exp((r - divid) * T) * S0;
err = 1e-16;
eps = 1e-1;
cdf_jump_vect_size = 100000;
s = 0;
s1 = 0;
s2 = 0;
s3 = 0;
s4 = 0;
s5 = 0;
s6 = 0;
lambda_p = 0;
lambda_m = 0;
dpayoff = 0;
////////////////////////////////////
lambda_p = C * pnl_sf_gamma_inc(0., eps * M); //positive jump intensity
while (lambda_p * T < 15)
{
    eps = eps * 0.9;
    lambda_p = C * pnl_sf_gamma_inc(0., eps * M);
}
lambda_m = C * pnl_sf_gamma_inc(0., eps * G); //negative jump intensity
while (lambda_m * T < 15)
{
    eps = eps * 0.9;
    lambda_m = C * pnl_sf_gamma_inc(0., eps * G);
}
lambda_p = C * pnl_sf_gamma_inc(0., eps * M);
drift = (r - divid) + log(1 - (theta + sigma * sigma / 2) * kappa) / kappa + t
////////////////////////////////////
cdf_jump_bound = 5;
min_M_G = MIN(M, G);
//Computation of the biggest jump that we tolerate
while (C * exp(-min_M_G * cdf_jump_bound) / (min_M_G * cdf_jump_bound) > err)
    cdf_jump_bound++;
pas = (cdf_jump_bound - eps) / cdf_jump_vect_size;
cdf_jump_points = malloc((cdf_jump_vect_size + 1) * sizeof(double));
cdf_jump_vect_p = malloc((cdf_jump_vect_size + 1) * sizeof(double));

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cdf_jump_vect_m = malloc((cdf_jump_vect_size + 1) * sizeof(double));
cdf_jump_points[0] = eps;
cdf_jump_vect_p[0] = 0;
cdf_jump_vect_m[0] = 0;
//computation of the cdf of the positive and negative jumps at some points
for (i = 1; i <= cdf_jump_vect_size; i++)
{
    cdf_jump_points[i] = i * pas + eps;
    cdf_jump_vect_p[i] = cdf_jump_vect_p[i - 1] + exp(-M * cdf_jump_points[i - 1]);
    cdf_jump_vect_m[i] = cdf_jump_vect_m[i - 1] + exp(-G * cdf_jump_points[i - 1]);
}
////////////////////////////////////
////////////////////////////////////
m1 = (int)(1000 * lambda_p * T);
m2 = (int)(1000 * lambda_m * T);
jump_time_vect_p = malloc((m1) * sizeof(double));
jump_time_vect_m = malloc((m2) * sizeof(double));
jump_time_vect_p[0] = 0;
jump_time_vect_m[0] = 0;
Xg = malloc((m1 + m2) * sizeof(double)); //left value of X at jump times
Xd = malloc((m1 + m2) * sizeof(double)); //right value of X at jump times
Xg[0] = 0;
Xd[0] = 0;
////////////////////////////////////
pnl_rand_init(generator, 1, n_paths);
/*Call Case*/
if ((P->Compute) == &Call_StrikeSpot2)
{
    for (i = 0; i < n_paths; i++)
    {
        //simulation of the positive jump times and number
        tau = -1 / (lambda_p) * log(pnl_rand_uni(generator));
        jump_number_p = 0;
        while (tau < T)
        {
            jump_number_p++;
            jump_time_vect_p[jump_number_p] = tau;
            tau += -1 / (lambda_p) * log(pnl_rand_uni(generator));
        }
        //simulation of the negative jump times and number
        tau = -1 / (lambda_m) * log(pnl_rand_uni(generator));
    }
}

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jump_number_m = 0;
while (tau < T)
{
    jump_number_m++;
    jump_time_vect_m[jump_number_m] = tau;
    tau += -1 / (lambda_m) * log(pnl_rand_uni(generator));
}
jump_time_vect_p[jump_number_p + 1] = T;
jump_time_vect_m[jump_number_m + 1] = T;
jump_number = jump_number_p + jump_number_m;
////////////////////////////////////
//computation of Xg and Xd
k1 = 1;
k2 = 1;
u0 = 0;
for (k = 1; k <= jump_number; k++)
{
    w1 = jump_time_vect_p[k1];
    w2 = jump_time_vect_m[k2];
    if (w1 < w2)
    {
        u = w1;
        k1++;
        z = jump_generator_VG(cdf_jump_vect_p, cdf_jump_points, cdf_ju
    }
    else
    {
        u = w2;
        k2++;
        z = -jump_generator_VG(cdf_jump_vect_m, cdf_jump_points, cdf_j
    }
    Xg[k] = drift * (u - u0) + Xd[k - 1];
    Xd[k] = Xg[k] + z;
    u0 = u;
}
Xg[jump_number + 1] = drift * (T - u0) + Xd[jump_number];
Xd[jump_number + 1] = Xg[jump_number + 1];
////////////////////////////////////
//computation of the payoff
payoff = 0;
for (j = 1; j <= jump_number + 1; j++)

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        {
            payoff += exp(Xg[j]) - exp(Xd[j - 1]);
        }
        dpayoff = exp(-r * T) * (exp(Xd[jump_number + 1]) - payoff / (drift *
        payoff = exp(-r * T) * S0 * (exp(Xd[jump_number + 1]) - payoff / (drif
        s1 += payoff;
        s += payoff * payoff;
        control = S0 * exp(Xd[jump_number + 1]);
        s2 += control;
        s3 += control * control;
        s4 += control * payoff;
        s5 += dpayoff;
        s6 += dpayoff * dpayoff;
    }
    cov_payoff_control = s4 / n_paths - s1 * s2 / ((double)n_paths * n_paths);
    var_payoff = (s - s1 * s1 / ((double)n_paths)) / (n_paths - 1);
    var_control = (s3 - s2 * s2 / ((double)n_paths)) / (n_paths - 1);
    cor_payoff_control = cov_payoff_control / (sqrt(var_payoff) * sqrt(var_con
    control_coef = cov_payoff_control / var_control;
    var_dpayoff = (s6 - s5 * s5 / ((double)n_paths)) / (n_paths - 1);
    *ptprice = (s1 / n_paths - control_coef * (s2 / n_paths - control_expec));
    *errorprice = 1.96 * sqrt(var_payoff * (1 - cor_payoff_control * cor_payof
    *ptdelta = s5 / (n_paths);
    *errordelta = 1.96 * sqrt(var_dpayoff) / sqrt(n_paths);
}
/*Put case*/
if ((P->Compute) == &Put_StrikeSpot2)
{
    for (i = 0; i < n_paths; i++)
    {
        //simulation of the positive jump times and number
        tau = -1 / (lambda_p) * log(pnl_rand_uni(generator));
        jump_number_p = 0;
        while (tau < T)
        {
            jump_number_p++;
            jump_time_vect_p[jump_number_p] = tau;
            tau += -1 / (lambda_p) * log(pnl_rand_uni(generator));
        }
        //simulation of the negative jump times and number
        tau = -1 / (lambda_m) * log(pnl_rand_uni(generator));

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jump_number_m = 0;
while (tau < T)
{
    jump_number_m++;
    jump_time_vect_m[jump_number_m] = tau;
    tau += -1 / (lambda_m) * log(pnl_rand_uni(generator));
}
jump_time_vect_p[jump_number_p + 1] = T;
jump_time_vect_m[jump_number_m + 1] = T;
jump_number = jump_number_p + jump_number_m; //total jump number
////////////////////////////////////
k1 = 1;
k2 = 1;
u0 = 0;
//computation of Xg and Xd
for (k = 1; k <= jump_number; k++)
{
    w1 = jump_time_vect_p[k1];
    w2 = jump_time_vect_m[k2];
    if (w1 < w2)
    {
        u = w1;
        k1++;
        z = jump_generator_VG(cdf_jump_vect_p, cdf_jump_points, cdf_ju
    }
    else
    {
        u = w2;
        k2++;
        z = -jump_generator_VG(cdf_jump_vect_m, cdf_jump_points, cdf_j
    }
    Xg[k] = drift * (u - u0) + Xd[k - 1];
    Xd[k] = Xg[k] + z;
    u0 = u;
}
Xg[jump_number + 1] = drift * (T - u0) + Xd[jump_number];
Xd[jump_number + 1] = Xg[jump_number + 1];
////////////////////////////////////
//computation of the payoff
payoff = 0;
for (j = 1; j <= jump_number + 1; j++)

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        {
            payoff += exp(Xg[j]) - exp(Xd[j - 1]);
        }
        dpayoff = exp(-r * T) * (payoff / (drift * T) - exp(Xd[jump_number + 1]
        payoff = exp(-r * T) * S0 * (payoff / (drift * T) - exp(Xd[jump_number
        s1 += payoff;
        s += payoff * payoff;
        control = S0 * exp(Xd[jump_number + 1]);
        s2 += control;
        s3 += control * control;
        s4 += control * payoff;
        s5 += dpayoff;
        s6 += dpayoff * dpayoff;
    }
    cov_payoff_control = s4 / n_paths - s1 * s2 / ((double)n_paths * n_paths);
    var_payoff = (s - s1 * s1 / ((double)n_paths)) / (n_paths - 1);
    var_control = (s3 - s2 * s2 / ((double)n_paths)) / (n_paths - 1);
    cor_payoff_control = cov_payoff_control / (sqrt(var_payoff) * sqrt(var_con
    control_coef = cov_payoff_control / var_control;
    var_dpayoff = (s6 - s5 * s5 / ((double)n_paths)) / (n_paths - 1);
    *ptprice = (s1 / n_paths - control_coef * (s2 / n_paths - control_expec));
    *errorprice = 1.96 * sqrt(var_payoff * (1 - cor_payoff_control * cor_payof
    *ptdelta = s5 / (n_paths);
    *errordelta = 1.96 * sqrt(var_dpayoff) / sqrt(n_paths);
}

free(cdf_jump_vect_p);
free(cdf_jump_vect_m);
free(cdf_jump_points);
free(jump_time_vect_p);
free(jump_time_vect_m);
free(Xd);
free(Xg);
return OK;
}

int CALC(MC_VarianceGamma_FloatingAsian)(void *Opt, void *Mod, PricingMethod *Me
{
    TYPEOPT *ptOpt = (TYPEOPT *)Opt;
    TYPEMOD *ptMod = (TYPEMOD *)Mod;
    double r, divid;

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    r = log(1. + ptMod->R.Val.V_DOUBLE / 100.);
    divid = log(1. + ptMod->Divid.Val.V_DOUBLE / 100.);

    return VG_Mc_FloatingAsian(ptOpt->PayOff.Val.V_NUMFUNC_2, ptMod->S0.Val.V_PDO
}

static int CHK_OPT(MC_VarianceGamma_FloatingAsian)(void *Opt, void *Mod)
{
    if ((strcmp(((Option *)Opt)->Name, "AsianCallFloatingEuro") == 0) || (strcmp((
        return OK;
    return WRONG;
}

#endif //PremiaCurrentVersion
static int MET(Init)(PricingMethod *Met, Option *Mod)
{
    if (Met->init == 0)
    {
        Met->init = 1;
        Met->Par[0].Val.V_ENUM.value = 0;
        Met->Par[0].Val.V_ENUM.members = &PremiaEnumMCRNGs;
        Met->Par[1].Val.V_LONG = 10000;
    }
    return OK;
}

PricingMethod MET(MC_VarianceGamma_FloatingAsian) =
{
    "MC_VG_AsianFloating",
    { {"RandomGenerator", ENUM, {100}, ALLOW},
      {"N iterations", LONG, {100}, ALLOW}, {" ", PREMIA_NULLTYPE, {0}, FORBID}
    },
    CALC(MC_VarianceGamma_FloatingAsian),
    {"Price", DOUBLE, {100}, FORBID}, {"Delta", DOUBLE, {100}, FORBID}, {"Price E
    CHK_OPT(MC_VarianceGamma_FloatingAsian),
    CHK_ok,
    MET(Init)
} ;

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