Log-optimal Investment in Markovian Environments

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Outline

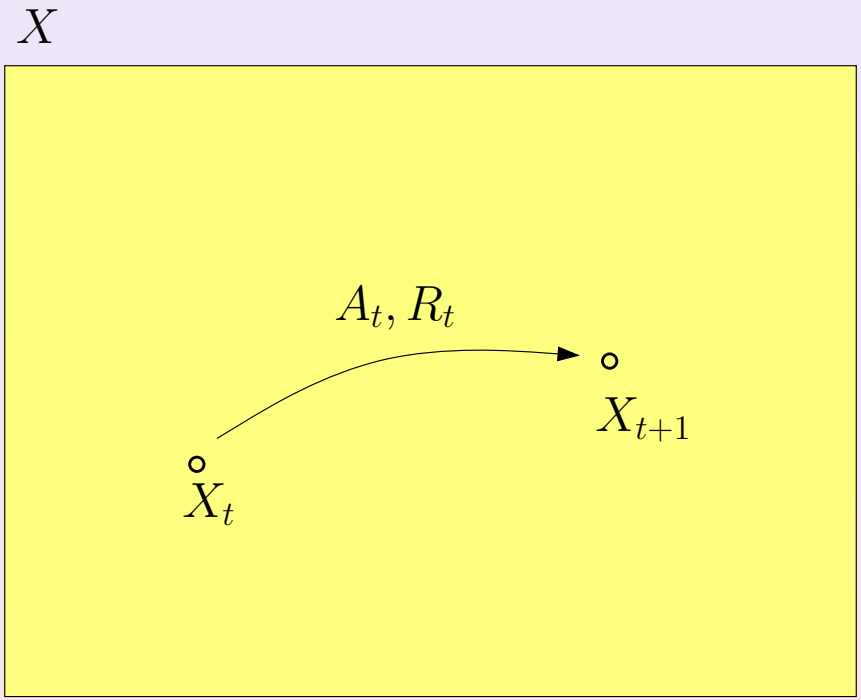
Markovian Decision Problems

Definition

$(\mathcal{X}, \mathcal{A}, P, r)$ MDP:

- State space $\mathcal{X}$ $(\subset \mathbb{R}^d)$
- Action space $\mathcal{A}$
- Transition probabilities $P(\cdot|x, a)$
- Reward function $r(x, a)$.

Process View



$$\pi : X \to A$$
$$V^\pi(x) = E[\Sigma_{t=0}^{\infty} \gamma^t R_t | X_0 = x, \pi]$$
$$Q^\pi(x, a) = E[\Sigma_{t=0}^{\infty} \gamma^t R_t | X_0 = x, A_0 = a, \pi]$$
$$0 < \gamma < 1$$

Reinforcement Learning

Goal: Finding an optimal policy

- .. in an unknown MDP by just observing a trajectory
- .. when a generative model of the MDP is given

  ..large MDP
- .. when a model of the MDP is given

Simple FX Example

- 2-currency exchange rates:
  - dollar: $p_{12}(t)$
  - euro: $p_{21}(t)$
- $p_{12}(t)$ – amount of dollar purchased for 1 euro
- W_t – wealth (calc'ed in dollars)
- α_t – relative portfolio; proportion of wealth in **euros**

FX: Dynamics and Bid-Ask Spread

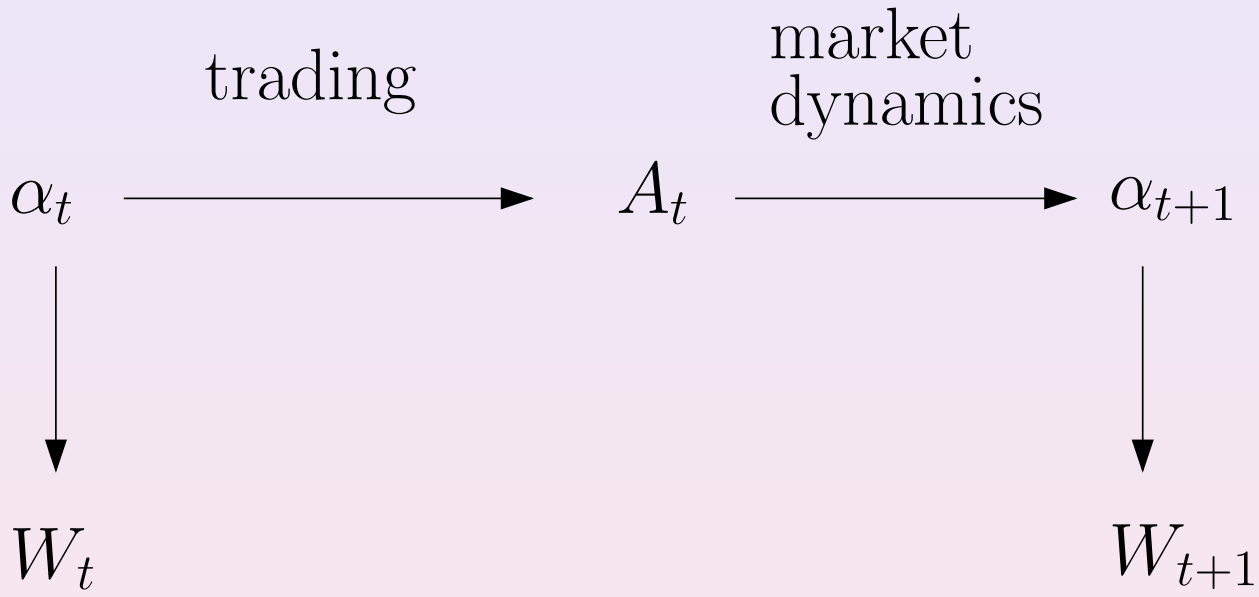
- 2-currency exchange rates:
  - dollar: $p_{12}(t)$
  - euro: $p_{21}(t)$
- Dynamics of dollar's exchange rate:

$$\frac{p_{12}(t+1)}{p_{12}(t)} = \rho_{t+1}$$

- Bid-ask spread:

$$p_{12}(t+1)p_{21}(t+1) = \eta_{t+1}^2 < 1$$

FX: Dynamics



$$\alpha_{t+1} = \frac{A_t \rho_{t+1}}{(1-A_t)+A_t \rho_{t+1}} \stackrel{\text{def}}{=} f_0(A_t, \rho_{t+1})$$

FX: Rewards

$$r_t = \log \frac{W_{t+1}}{W_t} = \log\left((1 - A_t) + A_t \rho_{t+1}\right) + \mathbb{I}(A_t \geq \alpha_t) \log\left(\frac{\alpha_t + \eta_{t+1}^2 (1 - \alpha_t)}{A_t + \eta_{t+1}^2 (1 - A_t)}\right)$$

.. if we buy euro: ultimately we will suffer some conversion loss

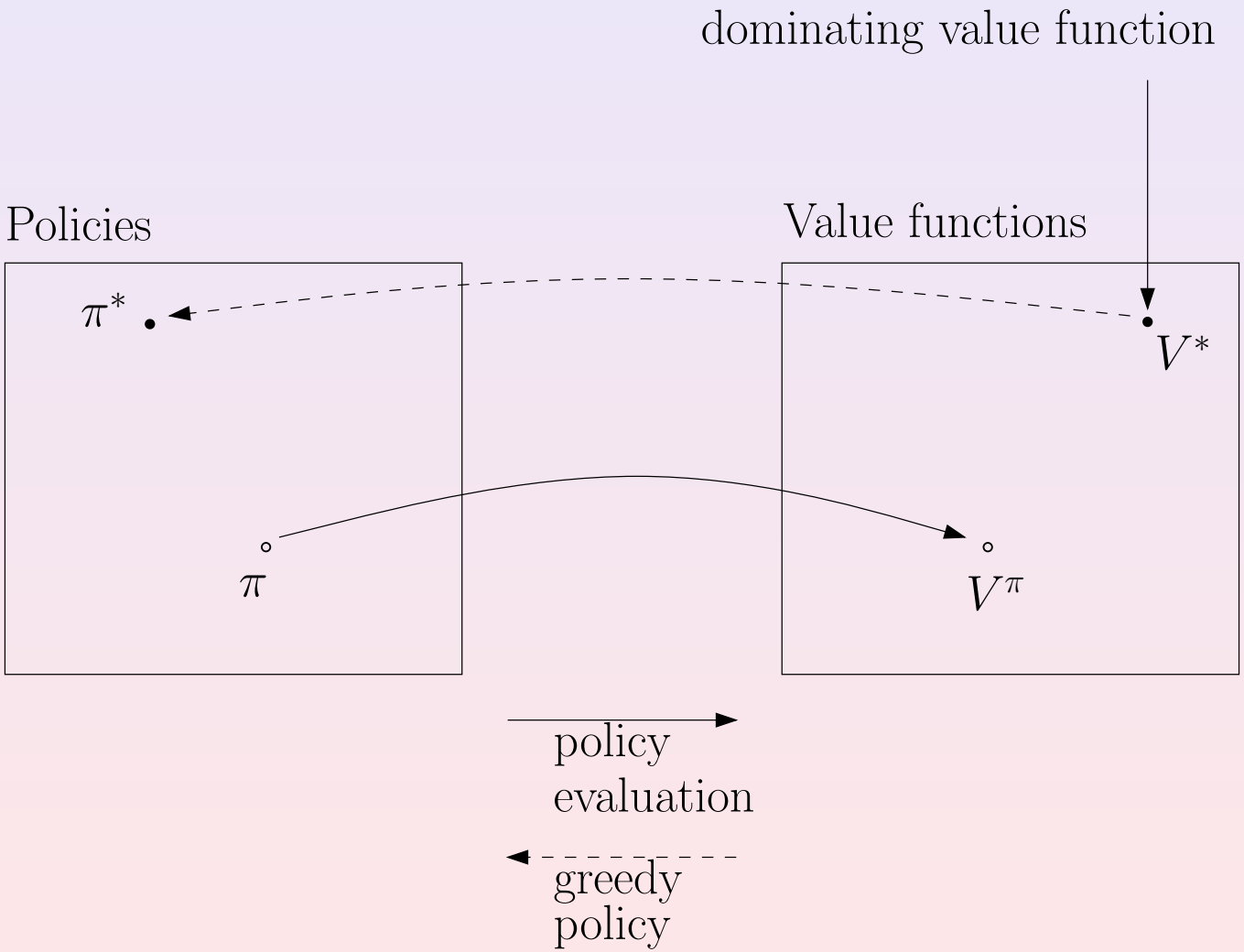
Markovian Dynamics

- $(\phi_t, \rho_t, \eta_t^2)$ – Markovian dynamics
- MDP:
  - State: $X_t = (\phi_t, \rho_t, \eta_t^2, \alpha_t)$
  - Actions: $A = [0, 1]$
  - Rewards: $r_t = r(\alpha_t, a_t, \rho_{t+1}, \eta_{t+1}^2)$.
  - Time-evolution: $X_{t+1} = f(X_t, A_t, W_t)$, W_t "noise"

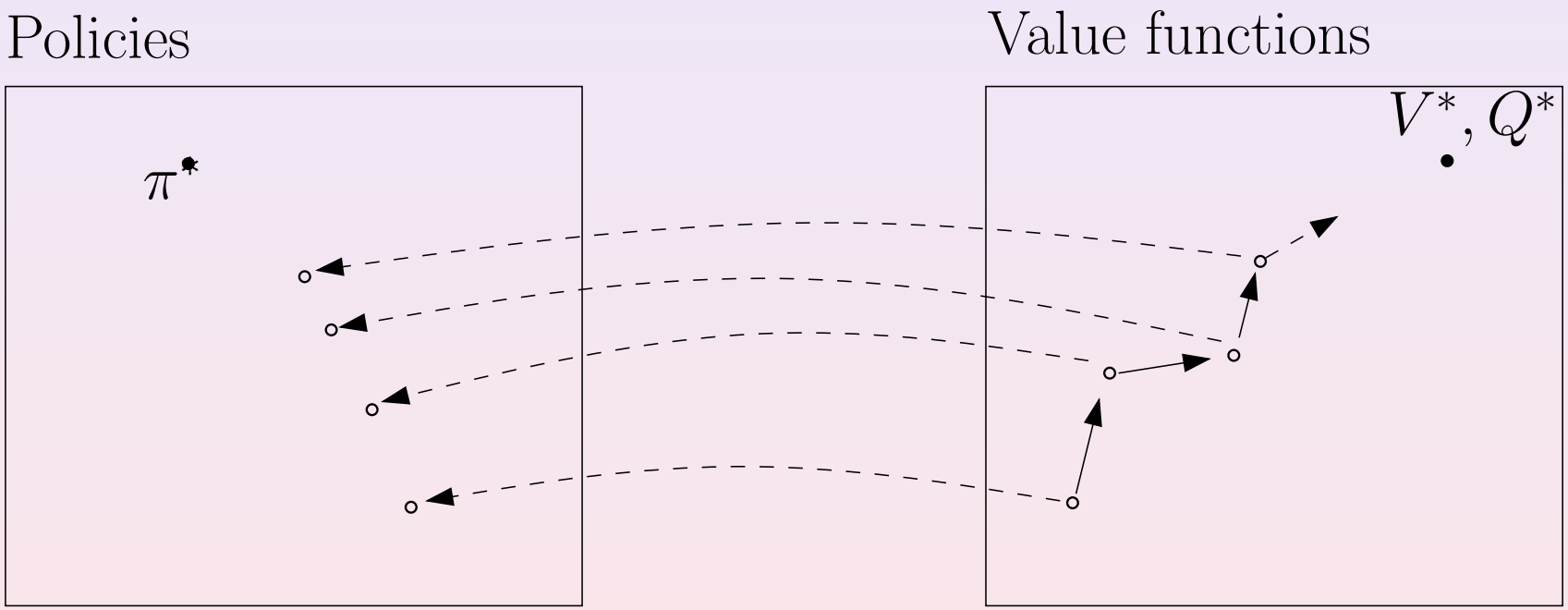
Stock Market

.. similar equations can be given:)

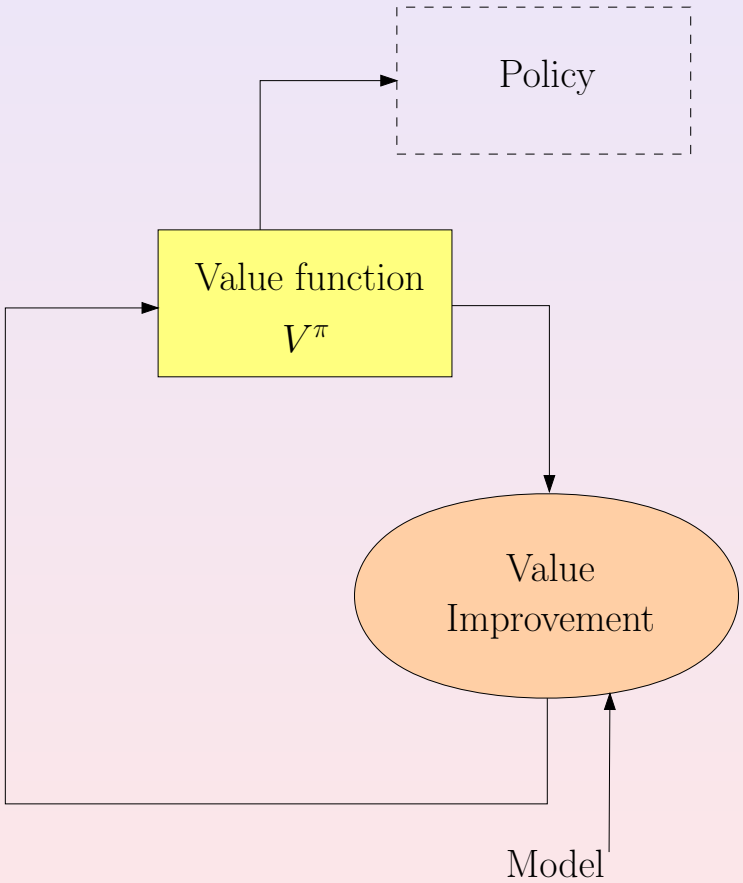
Big Picture


dominating value function
Policies
Value functions
π^*
V^*
π
V^π
policy
evaluation
greedy
policy

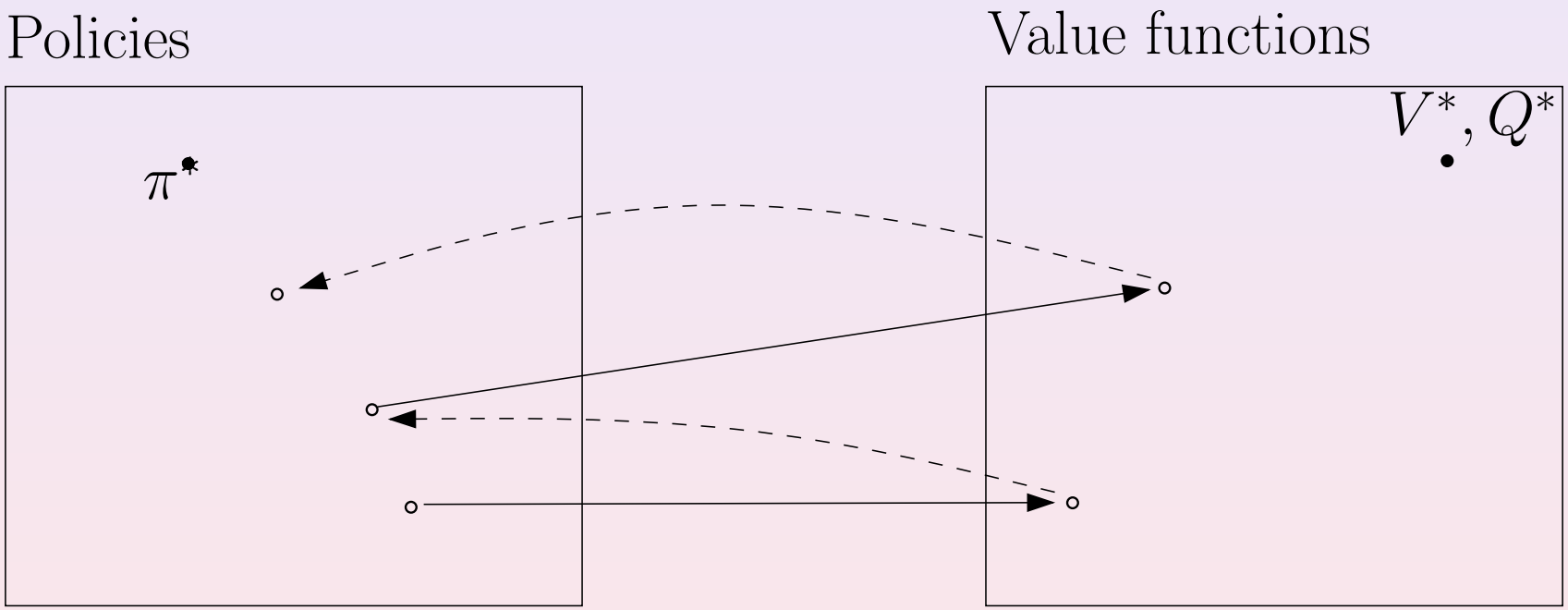
Value Iteration



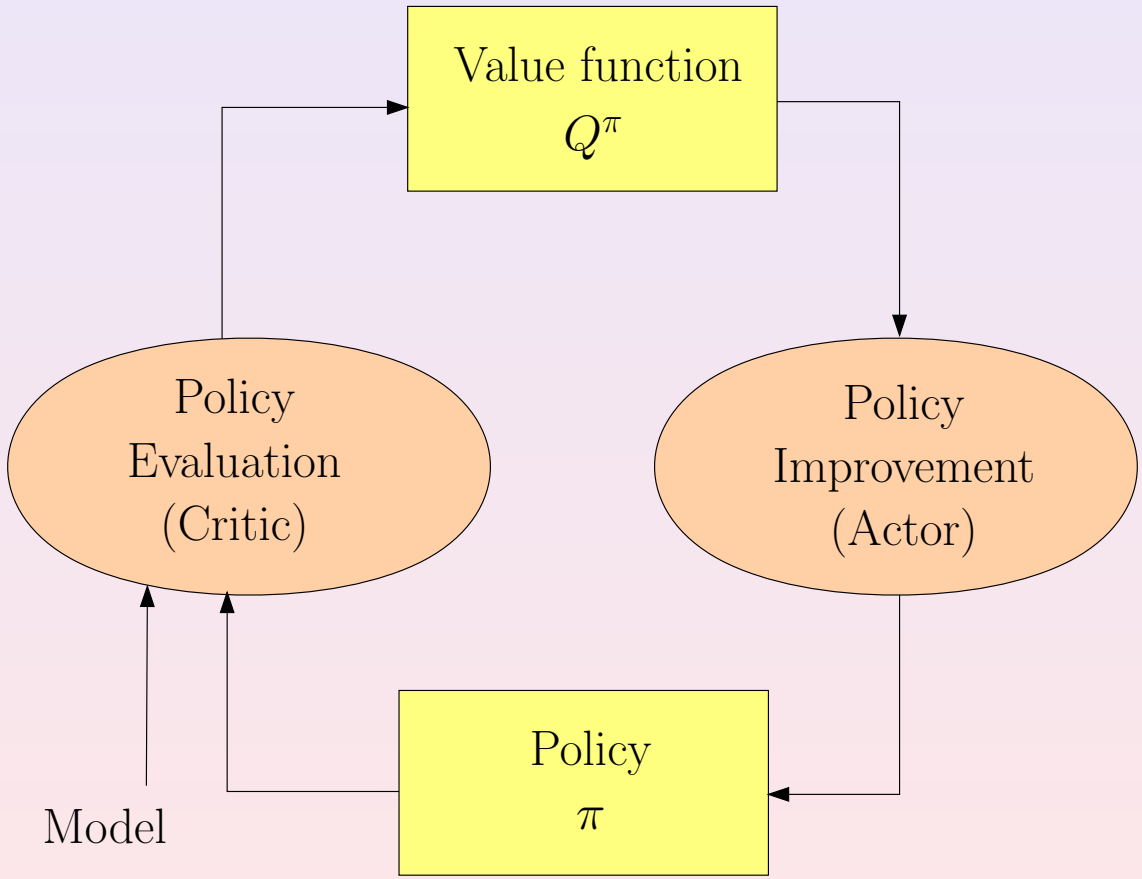
Value Iteration – Algorithmic View



Policy Iteration



Policy Iteration – Algorithmic View



Value- and Policy Iteration

Good

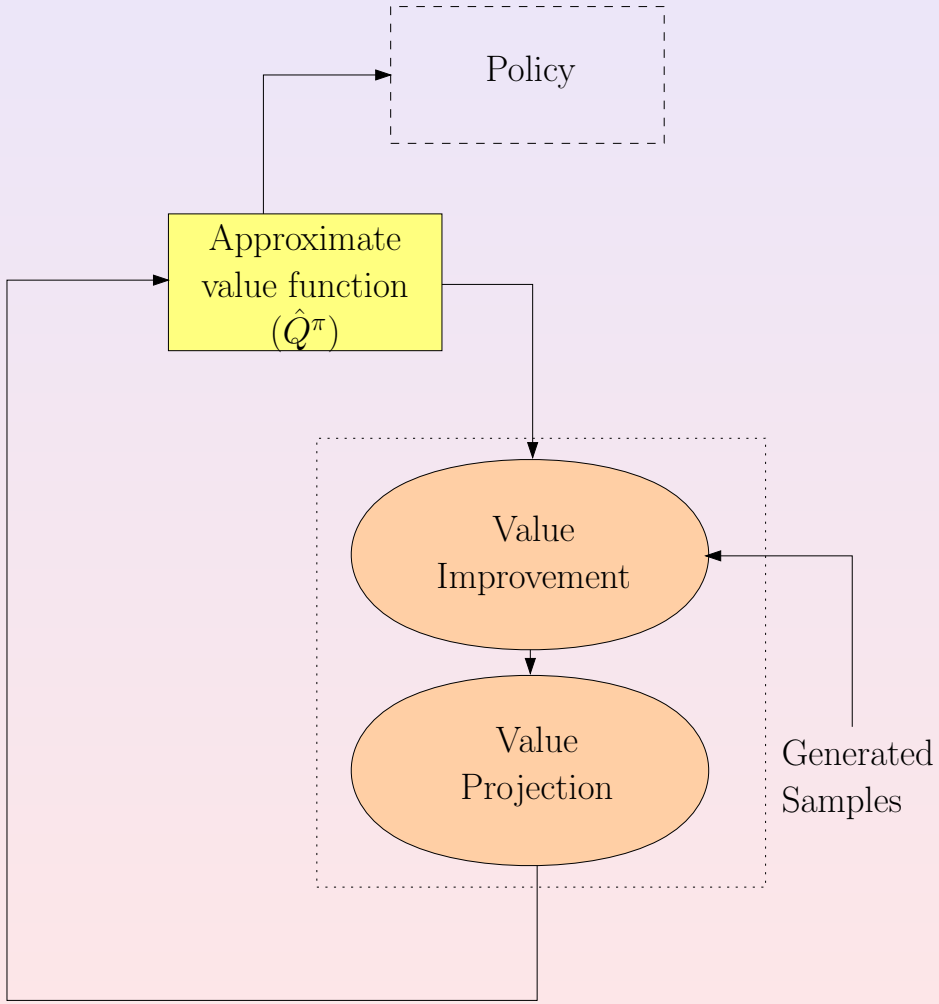
- Exact algorithms (asymptotically correct)
- Geometric convergence rate

Bad

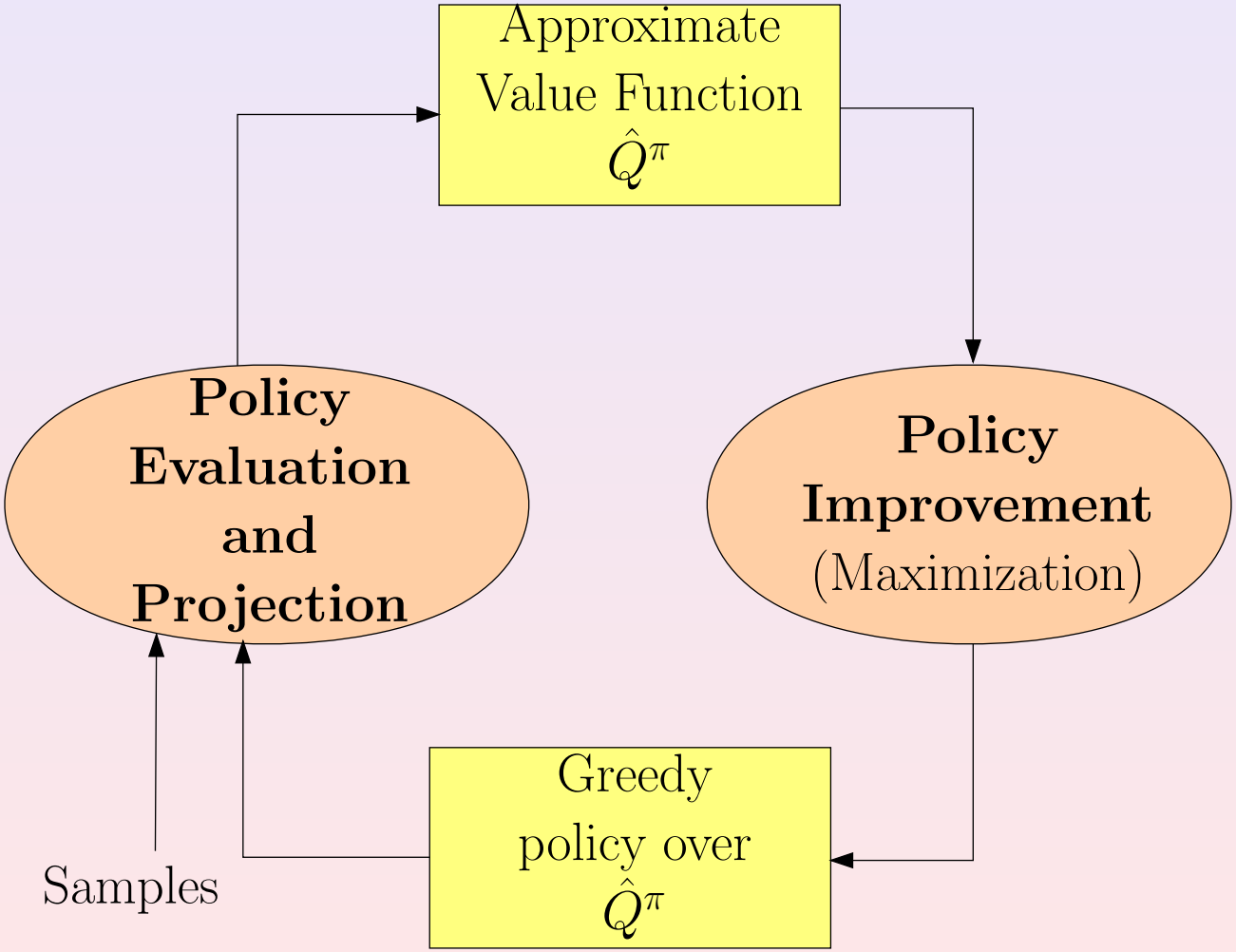
- Requires model (analytic form)
- Integration over state-space

What if model is unknown?

Fitted Value Iteration

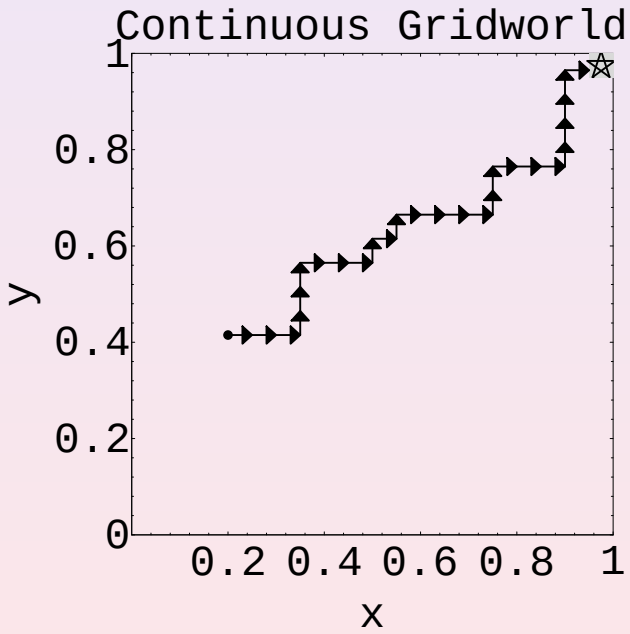


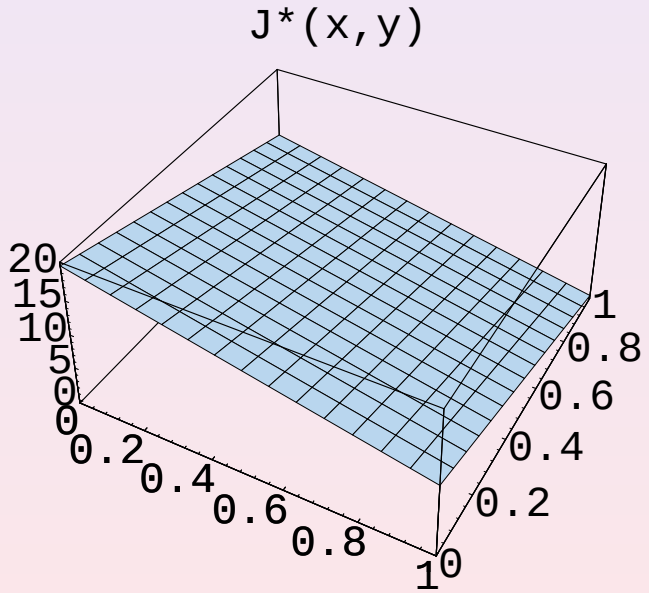
Fitted Policy Iteration



Fitted Value Iteration for Navigation Problems[1]

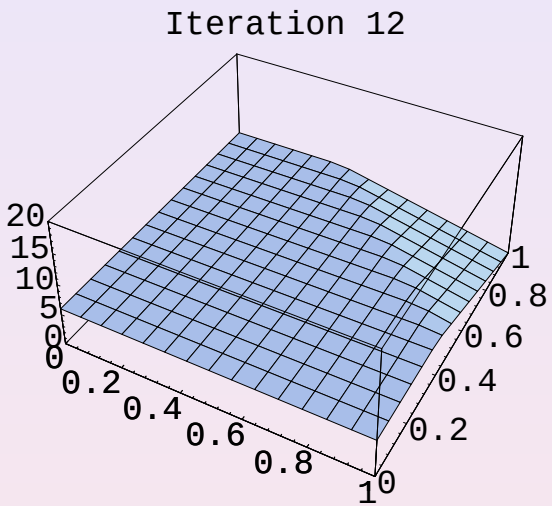
From: Boyan & Moore: “Generalization in Reinforcement Learning: Safely Approximating the Value Function”, *NIPS-7*, 1995.

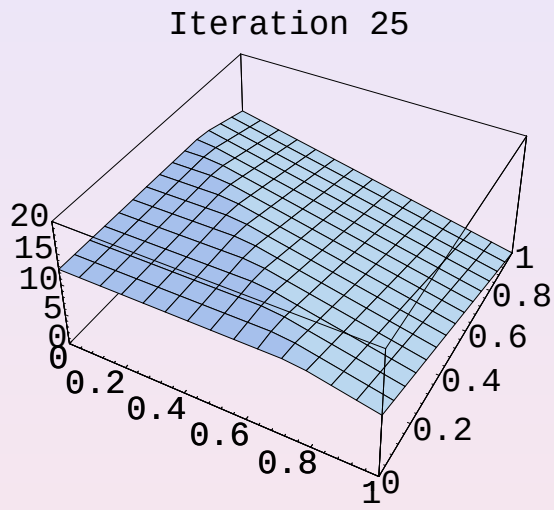


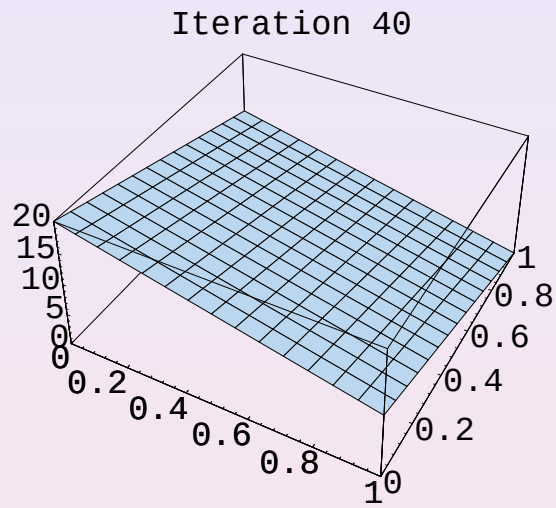


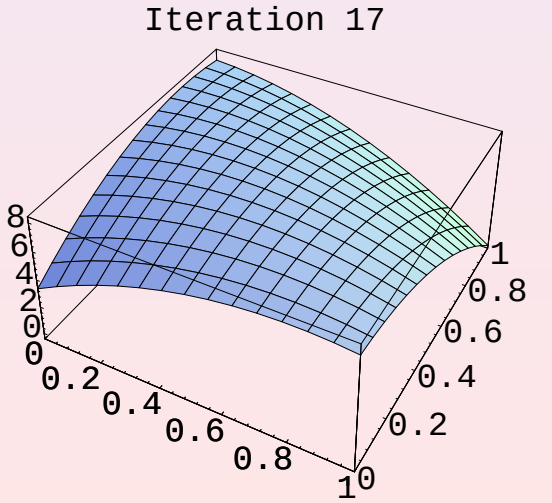
[1] With thanks to Justin Boyan

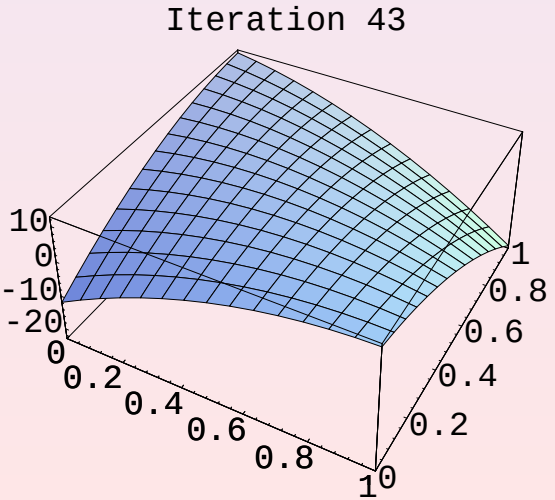
Navigation II.

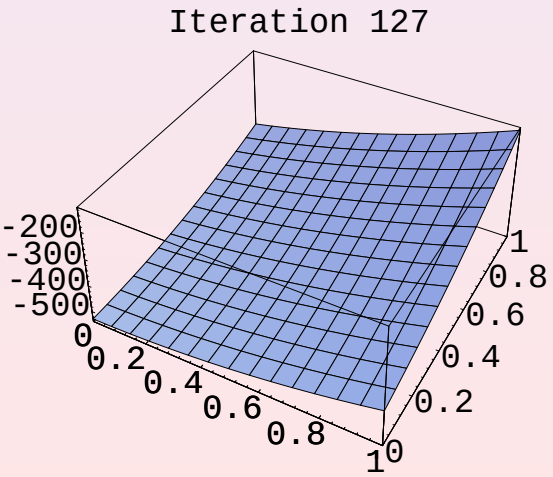












Averagers – A Solution

$$V_{t+1} = \Pi_{\mathcal{F}} T V_t$$

- Requirement: $\Pi_{\mathcal{F}} T$ is sup-norm contraction
- Averagers (Gordon '95): Kernel averaging (fixed kernel), weighted k-nearest neighbors, Bézier patches, linear interpolation on a triangular (or tetrahedral, etc.) mesh, bilinear interpolation on a square (or cubical, etc.), ...

Pushing the Edge – a Finite-Time Bound

Theorem[2]: Assume MDP is regular. Fix $\delta > 0$, $\epsilon > 0$, $\mathcal{F}$, ρ, μ. Assume that $\mathcal{V}$, the "capacity" of $\mathcal{F}$ is finite. Assume that Bellman-errors for functions in $\mathcal{F}$ can be uniformly bounded:

$$\sup_{g \in \mathcal{F}} \inf_{f \in \mathcal{F}} \|f - Tg\|_{p,\mu} \leq \epsilon.$$

Then, it is possible to select N, M, K such that after K iterations of the sampling based FVI algorithm run with (μ, N, M)

$$\|V^* - V^{\pi_K}\|_{p,\rho} \leq \frac{4C^{1/p}}{(1-\gamma)^2} \epsilon$$

with probability at least $1 - \delta$. Further, N, M, K are polynomial in $\mathcal{V}$, $R_{\max}$, $1/\epsilon$, $\log|\mathcal{A}|$, $\log(1/\delta)$, $1/(1-\gamma)$.
Here C is a constant related to how quickly future state distributions can concentrate away from ρ relative to μ.

[2] Munos & Szepesvári, ICML-2005

Extension to Fitted Policy Iteration

- Previous result required generative model
- Single sample path?

YES!

Log-optimal Investment – FX

- Fitted Value Iteration (with generative model):

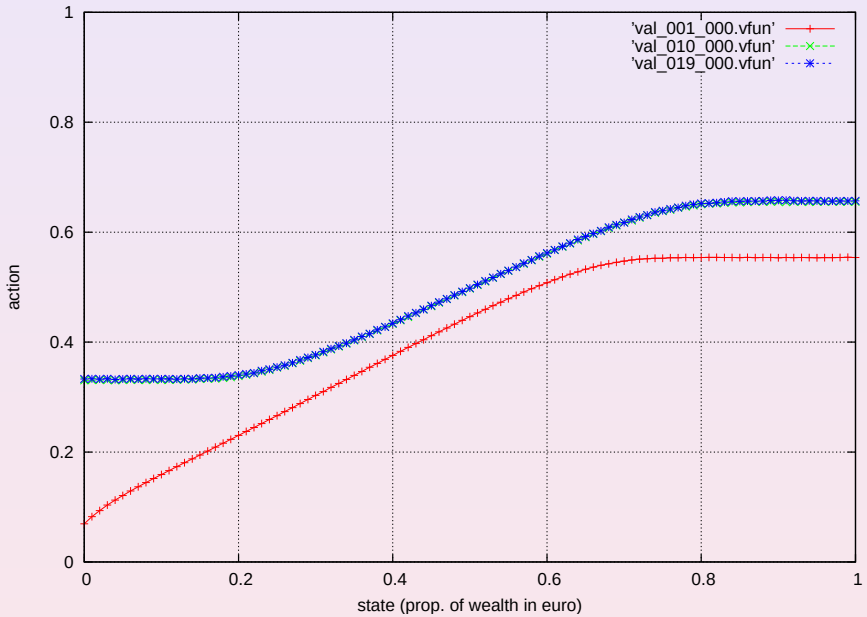
  $\Rightarrow$ +++
- Fitted Policy Iteration (single sample path):

  $\Rightarrow$ - - -
- Trick:
  - $X_t = (\phi_t, \rho_t, \eta_t^2, \alpha_t)$
  - ϕ_t, ρ_t, η_t^2 – market state: **external**
  - α_t – portfolio state: **internal**
  - Systematic sampling of the portfolio-state

    $\Rightarrow$ +++

Results

Kernel-regression, $\phi_t = \emptyset$, $N = 100$ samples



- Final yield: 0.0014
- Yield of CBAL(0.5): 0.00076

Conclusions

- MDPs – not only in finite spaces
- Fitted Value/Policy Iteration
- Generative Model: OK
- Single-sample Path: Requires care
- Good: No “state”, just good enough features
- Alternatives: Gradient Methods[3]

[3] Gerencsér et al.: Log-optimal Currency Portfolios and Control Lyapunov Exponent

Questions?

???