

# NUMERICAL METHOD

## Introduction to Algorithmic Trading Strategies Lecture 8

### Performance Measures

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# Outline

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- ▶ Sharpe Ratio
- ▶ Problems with Sharpe Ratio
- ▶ Omega
- ▶ Properties of Omega
- ▶ Portfolio Optimization



# References

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- ▶ Connor Keating, William Shadwick. A universal performance measure. Finance and Investment Conference 2002. 26 June 2002.
- ▶ Connor Keating, William Shadwick. An introduction to Omega. 2002.
- ▶ Kazemi, Scheeweis and Gupta. Omega as a performance measure. 2003.
- ▶ S. Avouyi-Dovi, A. Morin, and D. Neto. Optimal asset allocation with Omega function. Tech. report, Banque de France, 2004. Research Paper.



# Notations

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- ▶  $r = (r_1, \dots, r_n)'$  : a *random* vector of returns, either for a single asset over  $n$  periods, or a basket of  $n$  assets
- ▶  $Q$  : the covariance matrix of the returns
- ▶  $x = (x_1, \dots, x_n)'$  : the weightings given to each holding period, or to each asset in the basket



# Portfolio Statistics

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- ▶ Mean of portfolio

- ▶  $\mu(x) = x' E(r)$

- ▶ Variance of portfolio

- ▶  $\sigma^2(x) = x' Qx$



# Sharpe Ratio

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- ▶  $sr(x) = \frac{\mu(x) - r_f}{\sigma^2(x)} = \frac{x' E(r) - r_f}{x' Q x}$
- ▶  $r_f$ : a benchmark return, e.g., risk-free rate
- ▶ In general, we prefer
  - ▶ a bigger excess return
  - ▶ a smaller risk (uncertainty)



# Sharpe Ratio Limitations

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- ▶ Sharpe ratio does not differentiate between winning and losing trades, essentially ignoring their likelihoods (odds).
- ▶ Sharpe ratio does not consider, essentially ignoring, all higher moments of a return distribution except the first two, the mean and variance.



# Sharpe's Choice

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- ▶ Both A and B have the same mean.
- ▶ A has a smaller variance.
- ▶ Sharpe will always chooses a portfolio of the smallest variance among all those having the same mean.
  - ▶ Hence A is preferred to B by Sharpe.





# Avoid Downsides and Upsides

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- ▶ Sharpe chooses the smallest variance portfolio to reduce the chance of having extreme losses.
- ▶ Yet, for a Normally distributed return, the extreme gains are as likely as the extreme losses.
- ▶ Ignoring the downsides will inevitably ignore the potential for upsides as well.



# Potential for Gains

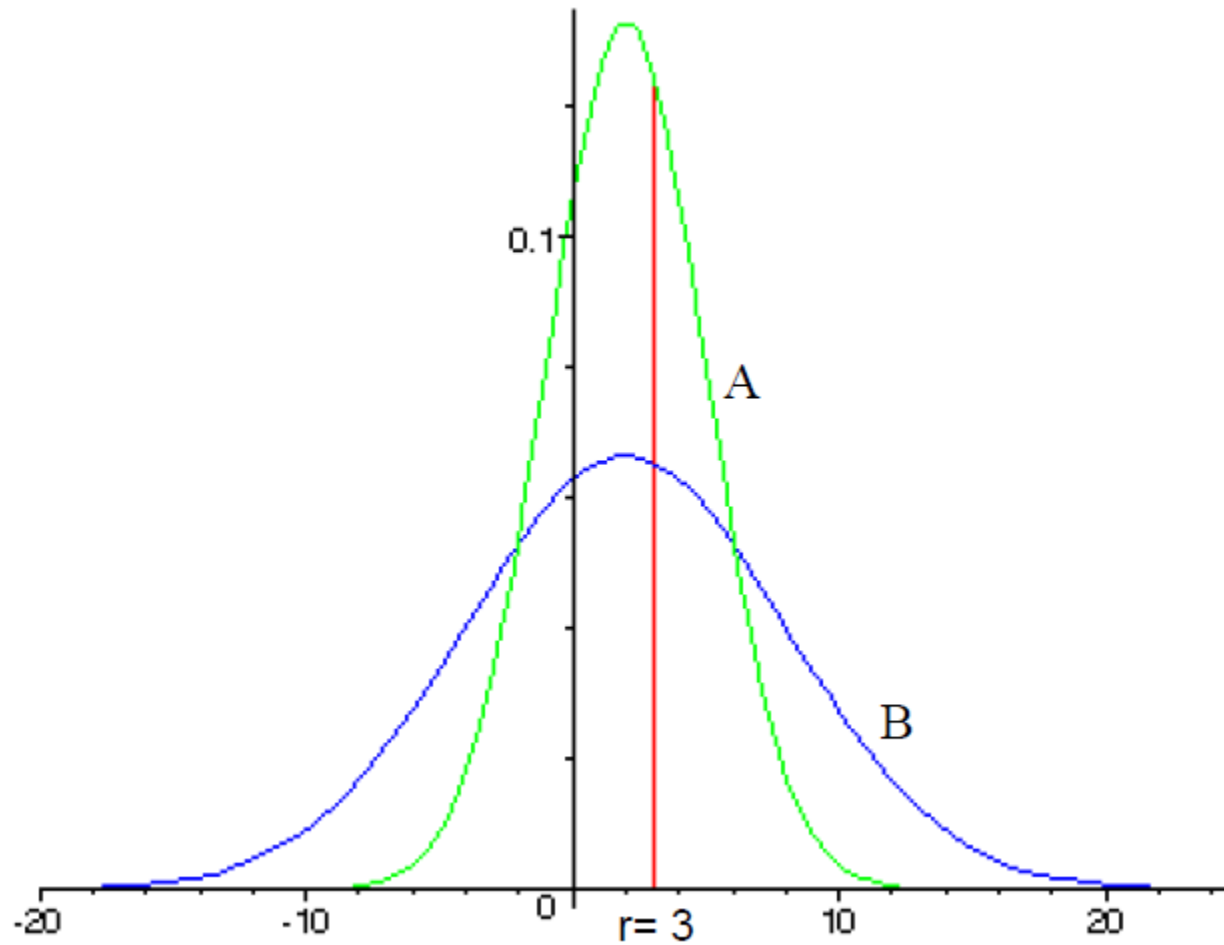
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- ▶ Suppose we rank A and B by their potential for gains, we would choose B over A.
- ▶ Shall we choose the portfolio with the biggest variance then?
  - ▶ It is very counter intuitive.



# Example 1: A or B?

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## Example 1: $L = 3$

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- ▶ Suppose the loss threshold is 3.
- ▶ Pictorially, we see that B has more mass to the right of 3 than that of A.
  - ▶ B: 43% of mass; A: 37%.
- ▶ We compare the likelihood of winning to losing.
  - ▶ B: 0.77; A: 0.59.
- ▶ We therefore prefer B to A.



## Example 1: $L = 1$

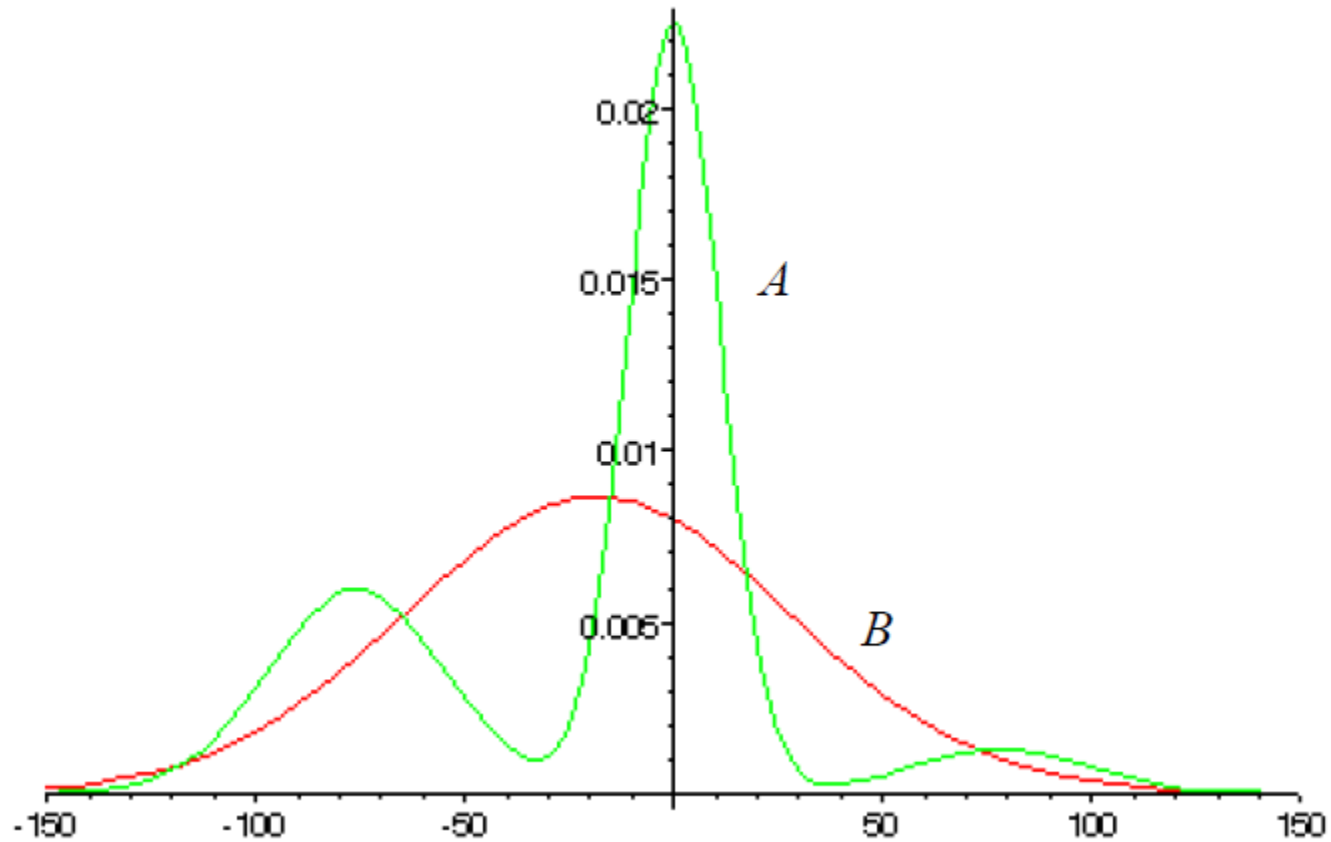
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- ▶ Suppose the loss threshold is 1.
- ▶ A has more mass to the right of  $L$  than that of B.
- ▶ We compare the likelihood of winning to losing.
  - ▶ A: 1.71; B: 1.31.
- ▶ We therefore prefer A to B.



# Example 2

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## Example 2: Winning Ratio

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- ▶ It is evident from the example(s) that, when choosing a portfolio, the likelihoods/odds/chances/potentials for upside and downside are important.
- ▶ Winning ratio  $\frac{W_A}{W_B}$ :
  - ▶  $2\sigma$  gain: 1.8
  - ▶  $3\sigma$  gain: 0.85
  - ▶  $4\sigma$  gain: 35



## Example 2: Losing Ratio

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- ▶ Losing ratio  $\frac{L_A}{L_B}$ :
  - ▶  $1\sigma$  loss: 1.4
  - ▶  $2\sigma$  loss: 0.7
  - ▶  $3\sigma$  loss : 80
  - ▶  $4\sigma$  loss : 100,000!!!





# Higher Moments Are Important

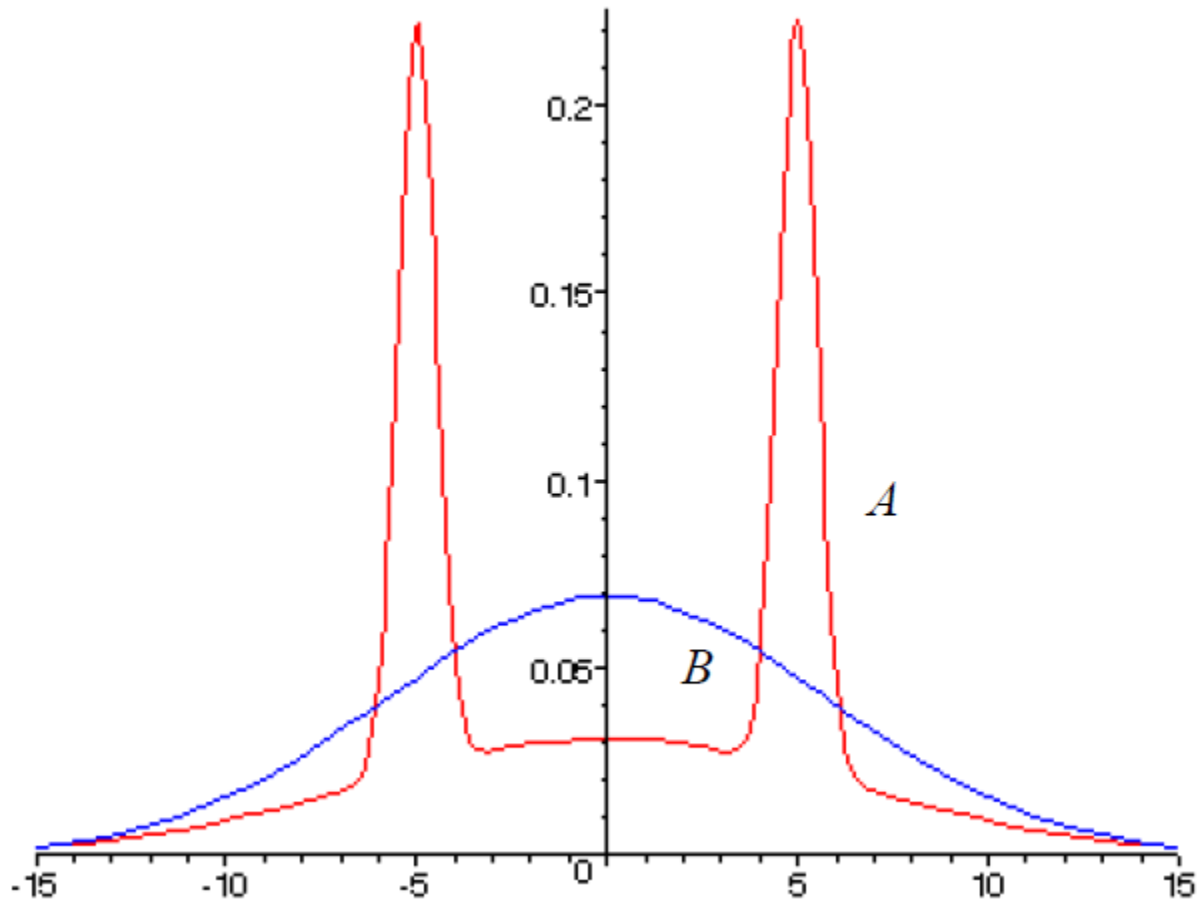
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- ▶ Both large gains and losses in example 2 are produced by moments of order 5 and higher.
  - ▶ They even shadow the effects of skew and kurtosis.
  - ▶ Example 2 has the same mean and variance for both distributions.
- ▶ Because Sharpe Ratio ignores all moments from order 3 and bigger, it treats all these very different distributions the same.



# How Many Moments Are Needed?

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# Distribution A

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- ▶ Combining 3 Normal distributions
  - ▶  $N(-5, 0.5)$
  - ▶  $N(0, 6.5)$
  - ▶  $N(5, 0.5)$
- ▶ Weights:
  - ▶ 25%
  - ▶ 50%
  - ▶ 25%



# Moments of A

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- ▶ Same mean and variance as distribution B.
- ▶ Symmetric distribution implies all odd moments (3<sup>rd</sup>, 5<sup>th</sup>, etc.) are 0.
- ▶ Kurtosis = 2.65 (smaller than the 3 of Normal)
  - ▶ Does smaller Kurtosis imply smaller risk?
- ▶ 6<sup>th</sup> moment: 0.2% different from Normal
- ▶ 8<sup>th</sup> moment: 24% different from Normal
- ▶ 10<sup>th</sup> moment: 55% bigger than Normal



# Performance Measure Requirements

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- ▶ Take into account the odds of winning and losing.
- ▶ Take into account the sizes of winning and losing.
- ▶ Take into account of (all) the moments of a return distribution.



# Loss Threshold

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- ▶ Clearly, the definition, hence likelihoods, of winning and losing depends on how we define loss.
- ▶ Suppose  $L = \text{Loss Threshold}$ ,
  - ▶ for return  $< L$ , we consider it a loss
  - ▶ for return  $> L$ , we consider it a gain



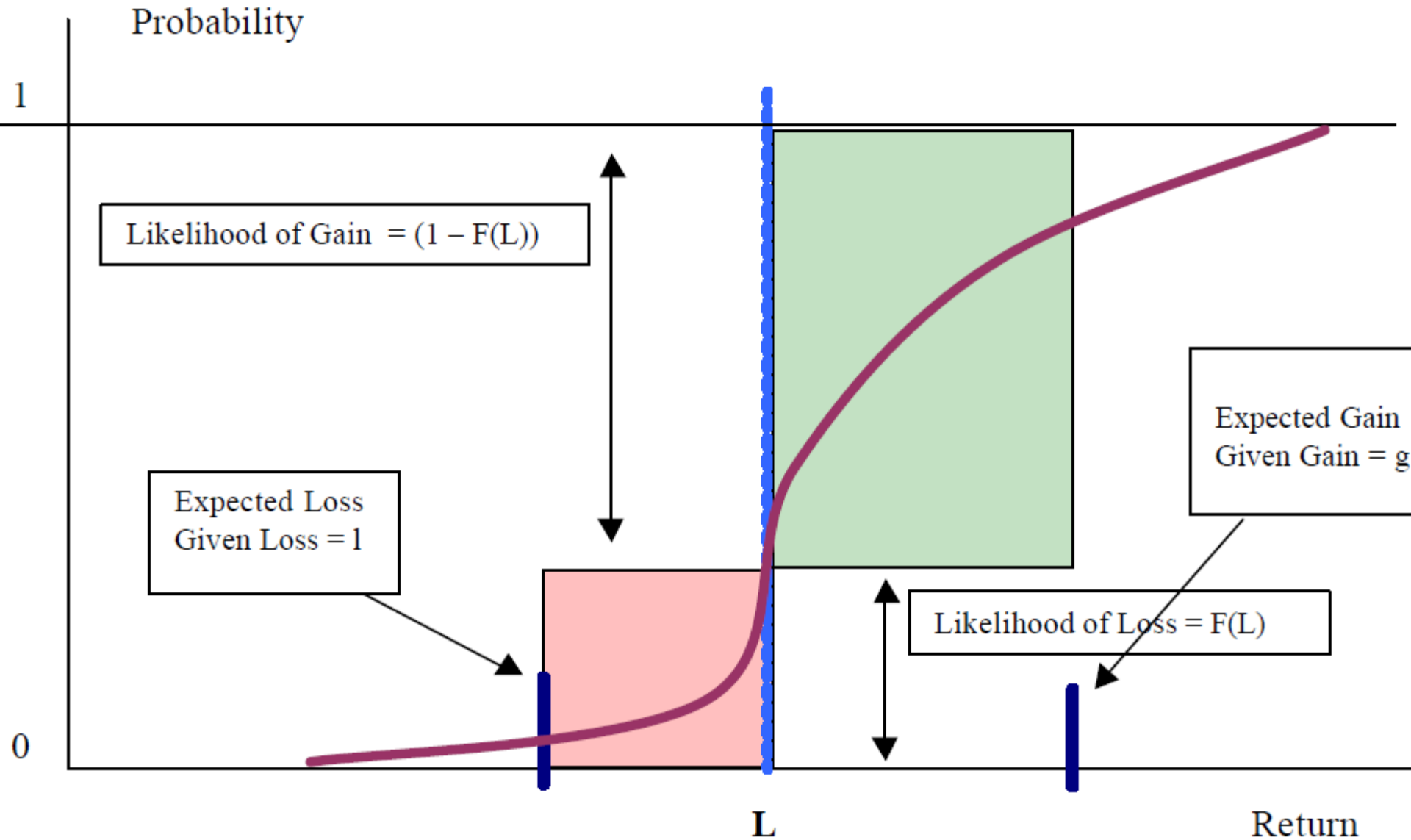
# An Attempt

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- ▶ To account for
  - ▶ the odds of winning and losing
  - ▶ the sizes of winning and losing
- ▶ We consider
  - ▶  $\Omega = \frac{E(r|r>L) \times P(r>L)}{E(r|r \leq L) \times P(r \leq L)}$
  - ▶  $\Omega = \frac{E(r|r>L)(1-F(L))}{E(r|r \leq L)F(L)}$



# First Attempt





# First Attempt Inadequacy

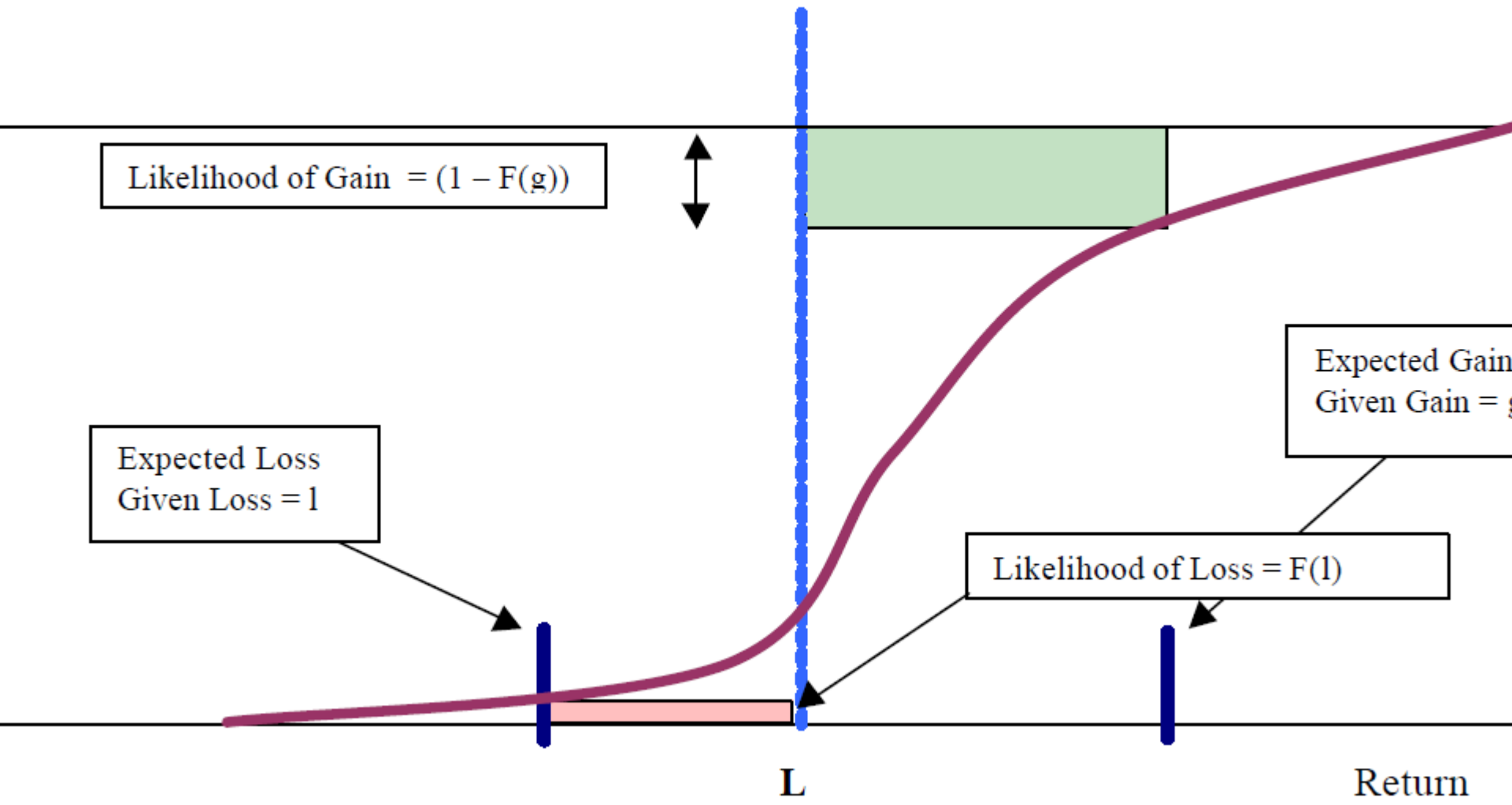
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- ▶ Why  $F(L)$ ?
- ▶ Not using the information from the entire distribution.
  - ▶ hence ignoring higher moments



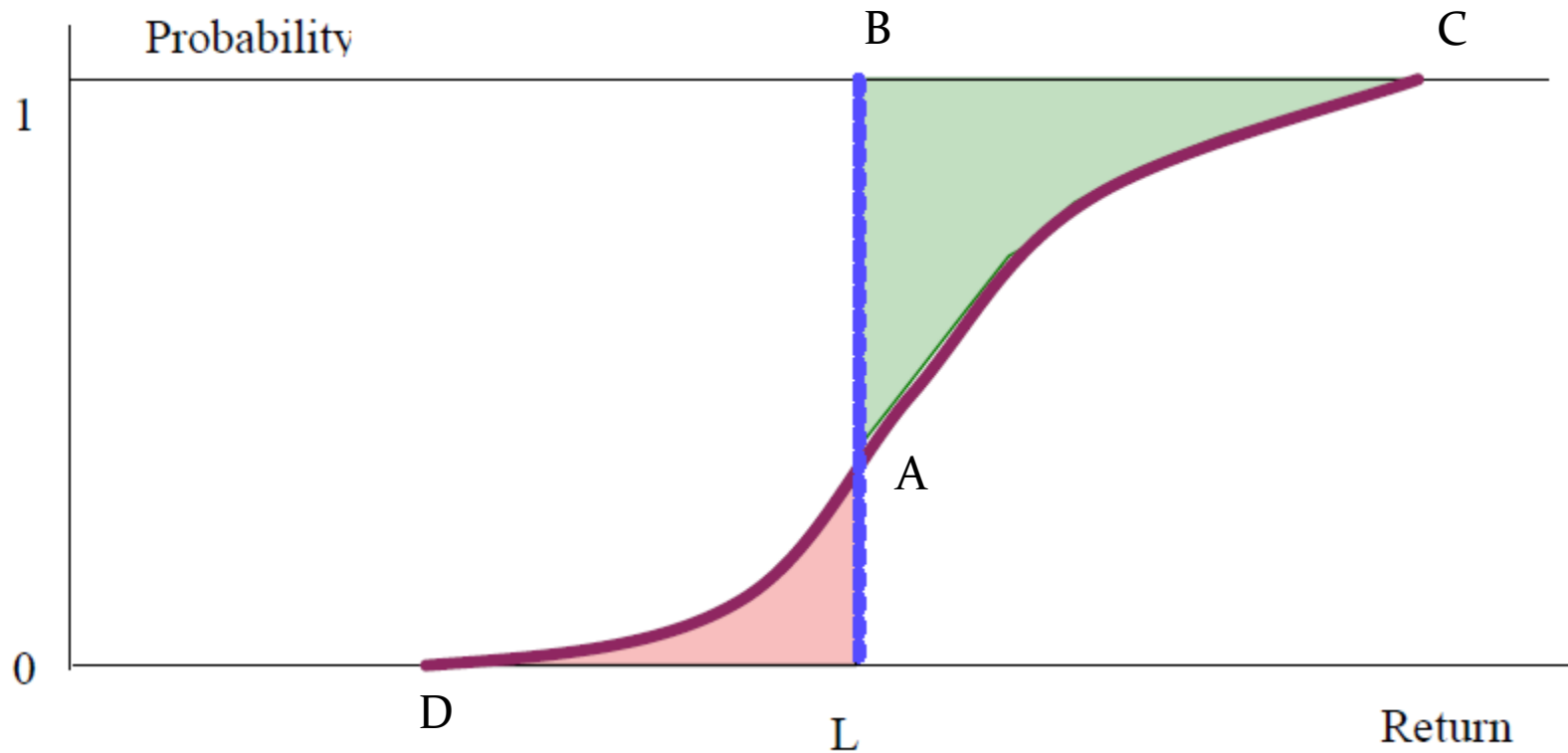
# Another Attempt

Probability



# Yet Another Attempt

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# Omega Definition

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- ▶  $\Omega$  takes the concept to the limit.
- ▶  $\Omega$  uses the whole distribution.
- ▶  $\Omega$  definition:

- ▶  $\Omega = \frac{ABC}{ALD}$

- ▶  $\Omega = \frac{\int_L^{b=\max\{r\}} [1-F(r)] dr}{\int_{a=\min\{r\}}^L F(r) dr}$



# Intuitions

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- ▶ Omega is a ratio of winning size weighted by probabilities to losing size weighted by probabilities.
- ▶ Omega considers size and odds of winning and losing trades.
- ▶ Omega considers all moments because the definition incorporates the whole distribution.



# Omega Advantages

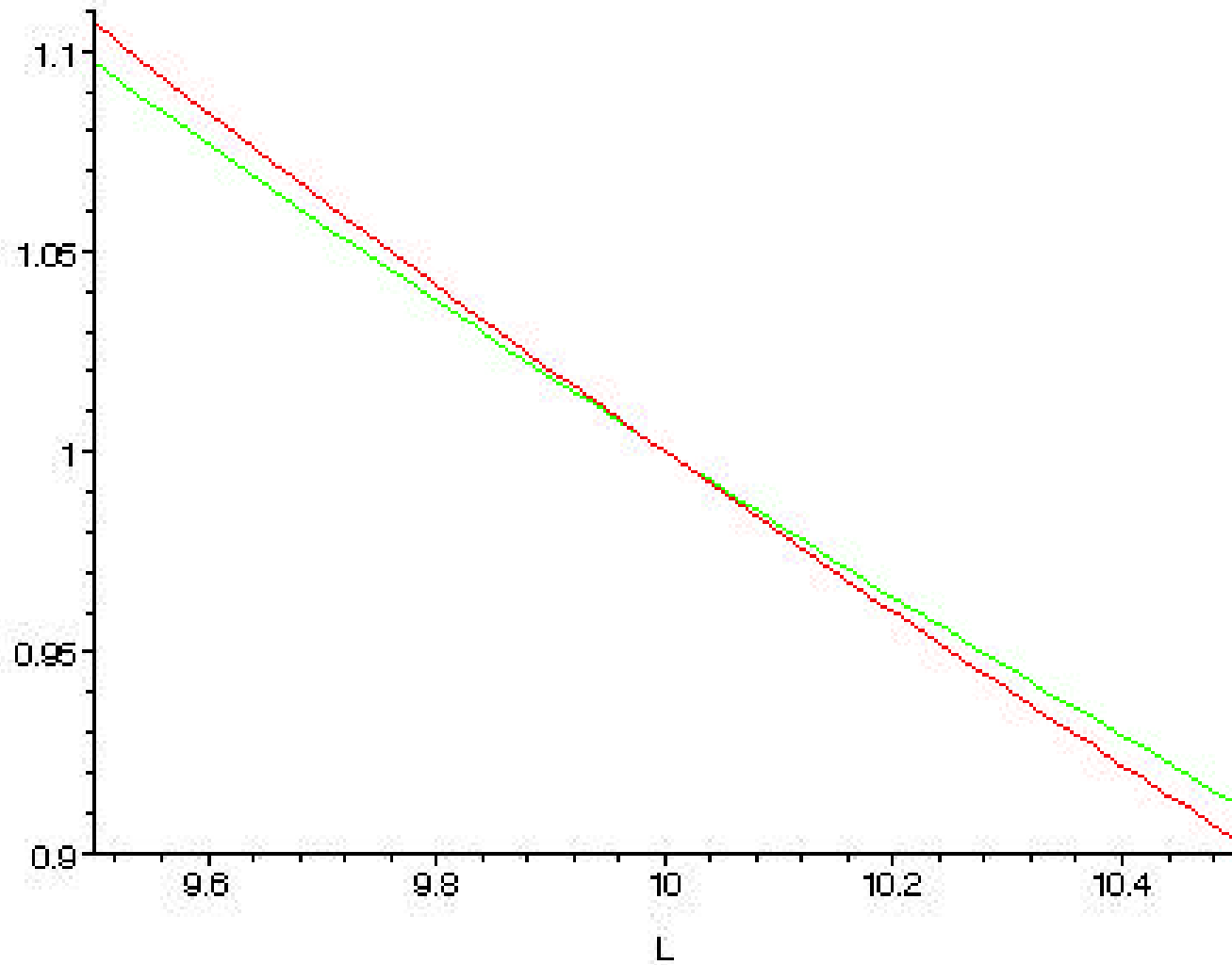
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- ▶ There is no parameter (estimation).
- ▶ There is no need to estimate (higher) moments.
- ▶ Work with all kinds of distributions.
- ▶ Use a function (of Loss Threshold) to measure performance rather than a single number (as in Sharpe Ratio).
- ▶ It is as smooth as the return distribution.
- ▶ It is monotonic decreasing.



# Omega Example

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# Affine Invariant

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- ▶  $\varphi: r \rightarrow Ar + B$ , iff  $\widehat{\Omega}(\varphi(L)) = \Omega(L)$
- ▶  $L \rightarrow AL + B$
- ▶ We may transform the returns distribution using any invertible transformation before calculating the Gamma measure.
- ▶ The transformation can be thought of as some sort of utility function, modifying the mean, variance, higher moments, and the distribution in general.





# Numerator Integral (1)

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- ▶  $\int_L^b d[x(1 - F(x))]$
- ▶  $= [x(1 - F(x))]_L^b$
- ▶  $= b(1 - F(b)) - L(1 - F(L))$
- ▶  $= -L(1 - F(L))$



## Numerator Integral (2)

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- ▶  $\int_L^b d[x(1 - F(x))]$
- ▶  $= \int_L^b (1 - F(x))dx + \int_L^b xd(1 - F(x))$
- ▶  $= \int_L^b (1 - F(x))dx - \int_L^b xdF(x)$



## Numerator Integral (3)

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$$\blacktriangleright -L(1 - F(L)) = \int_L^b (1 - F(x))dx - \int_L^b x dF(x)$$

$$\blacktriangleright \int_L^b (1 - F(x))dx = -L(1 - F(L)) + \int_L^b x dF(x)$$

$$\blacktriangleright = \int_L^b (x - L)f(x)dx$$

$$\blacktriangleright = \int_a^b \max(x - L, 0)f(x)dx$$

$$\blacktriangleright = E[\max(x - L, 0)]$$

undiscounted call option price



# Denominator Integral (1)

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- ▶  $\int_a^L d[xF(x)]$
- ▶  $= [xF(x)]_a^L$
- ▶  $= LF(L) - a(F(a))$
- ▶  $= LF(L)$



## Denominator Integral (2)

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- ▶  $\int_a^L d[xF(x)]$
- ▶  $= \int_a^L F(x)dx + \int_a^L x dF(x)$



## Denominator Integral (3)

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$$\blacktriangleright LF(L) = \int_a^L F(x)dx + \int_a^L x dF(x)$$

$$\blacktriangleright \int_a^L F(x)dx = LF(L) - \int_a^L x dF(x)$$

$$\blacktriangleright = \int_a^L (L - x)f(x)dx$$

$$\blacktriangleright = \int_a^b \max(L - x, 0)f(x)dx$$

$$\blacktriangleright = E[\max(L - x, 0)]$$

undiscounted put option price



# Another Look at Omega

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$$\blacktriangleright \Omega = \frac{\int_L^{b=\max\{r\}} [1-F(r)] dr}{\int_{a=\min\{r\}}^L F(r) dr}$$

$$\blacktriangleright = \frac{E[\max(x-L, 0)]}{E[\max(L-x, 0)]}$$

$$\blacktriangleright = \frac{e^{-r} f E[\max(x-L, 0)]}{e^{-r} f E[\max(L-x, 0)]}$$

$$\blacktriangleright = \frac{C(L)}{P(L)}$$



# Options Intuition

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- ▶ Numerator: the cost of acquiring the return above  $L$
- ▶ Denominator: the cost of protecting the return below  $L$
- ▶ Risk measure: the put option price as the cost of protection is a much more general measure than variance





# Can We Do Better?

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- ▶ Excess return in Sharpe Ratio is more intuitive than  $C(L)$  in Omega.
- ▶ Put options price as a risk measure in Omega is better than variance in Sharpe Ratio.



# Sharpe-Omega

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- ▶  $\Omega_S = \frac{\bar{r} - L}{P(L)}$
- ▶ In this definition, we combine the advantages in both Sharpe Ratio and Omega.
  - ▶ meaning of excess return is clear
  - ▶ risk is bettered measured
- ▶ Sharpe-Omega is more intuitive.
- ▶  $\Omega_S$  ranks the portfolios in exactly the same way as  $\Omega$ .



# Sharpe-Omega and Moments

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- ▶ It is important to note that the numerator relates only to the first moment (the mean) of the returns distribution.
- ▶ It is the denominator that take into account the variance and all the higher moments, hence the whole distribution.



# Sharpe-Omega and Variance

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- ▶ Suppose  $\bar{r} > L$ .  $\Omega_S > 0$ .
  - ▶ The bigger the volatility, the higher the put price, the bigger the risk, the smaller the  $\Omega_S$ , the less attractive the investment.
  - ▶ We want smaller volatility to be more certain about the gains.
- ▶ Suppose  $\bar{r} < L$ .  $\Omega_S < 0$ .
  - ▶ The bigger the volatility, the higher the put price, the bigger the  $\Omega_S$ , the more attractive the investment.
  - ▶ Bigger volatility increases the odd of earning a return above  $L$ .



# Portfolio Optimization

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- ▶ In general, a Sharpe optimized portfolio is different from an Omega optimized portfolio.



# Optimizing for Omega

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$$\begin{cases} \max_x \Omega_S(x) \\ \sum_i^n x_i E(r_i) \geq \rho \\ \sum_i^n x_i = 1 \\ x_i^l \leq x_i \leq 1 \end{cases}$$

▶ Minimum holding:  $x^l = (x_1^l, \dots, x_n^l)'$



# Optimization Methods

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- ▶ **Nonlinear Programming**
  - ▶ Penalty Method
- ▶ **Global Optimization**
  - ▶ Tabu search (Glover 2005)
  - ▶ Threshold Accepting algorithm (Avouyi-Dovi et al.)
  - ▶ MCS algorithm (Huyer and Neumaier 1999)
  - ▶ Simulated Annealing
  - ▶ Genetic Algorithm
- ▶ **Integer Programming (Mausser et al.)**



## 3 Assets Example

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- ▶  $x_1 + x_2 + x_3 = 1$
- ▶  $R_i = x_1 r_{1i} + x_2 r_{2i} + x_3 r_{3i}$
- ▶  $= x_1 r_{1i} + x_2 r_{2i} + (1 - x_1 - x_2) r_{3i}$





# Penalty Method

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- ▶  $F(x_1, x_2) =$   
     $-\Omega(R_i) +$   
     $\rho\{[\min(0, x_1)]^2 + [\min(0, x_2)]^2 + [\min(0, 1 - x_1 - x_2)]^2\}$
- ▶ Can apply Nelder-Mead, a Simplex algorithm that takes initial guesses.
- ▶  $F$  needs not be differentiable.
- ▶ Can do random-restart to search for global optimum.



# Threshold Accepting Algorithm

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- ▶ It is a local search algorithm.
  - ▶ It explores the potential candidates around the current best solution.
- ▶ It “escapes” the local minimum by allowing choosing a lower than current best solution.
  - ▶ This is in very sharp contrast to a hill climbing algorithm.



# Objective

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- ▶ Objective function

- ▶  $h: X \rightarrow R, X \in R^n$

- ▶ Optimum

- ▶  $h_{\text{opt}} = \max_{x \in X} h(x)$



# Initialization

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- ▶ Initialize  $n$  (number of iterations) and  $step$ .
- ▶ Initialize sequence of thresholds  $th_k, k = 1, \dots, step$
- ▶ Starting point:  $x_0 \in X$



# Thresholds

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- ▶ Simulate a set of portfolios.
- ▶ Compute the distances between the portfolios.
- ▶ Order the distances from smallest to biggest.
- ▶ Choose the first *step* number of them as thresholds.



# Search

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- ▶  $x_{i+1} \in N_{x_i}$  (neighbour of  $x_i$ )
- ▶ Threshold:  $\Delta h = h(x_{i+1}) - h(x_i)$
- ▶ Accepting: If  $\Delta h > -th_k$  set  $x_{i+1} = x_i$
- ▶ Continue until we finish the last (smallest) threshold.
  - ▶  $h(x_i) \approx h_{opt}$
- ▶ Evaluating  $h$  by Monte Carlo simulation.

