# Parallel Processing in Financial Engineering

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## **Finding Attractive Technical Patterns**

- Attractive technical patterns in stock market
  - Profitable
  - Human interpretable
  - Frequent
- Use genetic programming (GP) to evolve attractive technical patterns

Possible Cut-Points ---- Boolean Operator Nodes

# **Log-Optimal Portfolio Selection**

• Maximizing the expected log investment return of a portfolio

$$\boldsymbol{b} = (b_1, b_2, \cdots, b_m)^t, \quad b_i \ge 0, \quad \sum b_i = 1$$
$$\boldsymbol{X} = (X_1, X_2, \cdots, X_m)^t \sim F(\boldsymbol{x}), \quad \boldsymbol{x} \in \boldsymbol{R}^m$$

#### Figure 4: A portfolio and stock vector

$$W(\boldsymbol{b}) = E \ln \boldsymbol{b}^t \boldsymbol{X} = \int \ln \boldsymbol{b}^t \boldsymbol{x} \, \mathrm{d}F(\boldsymbol{x})$$

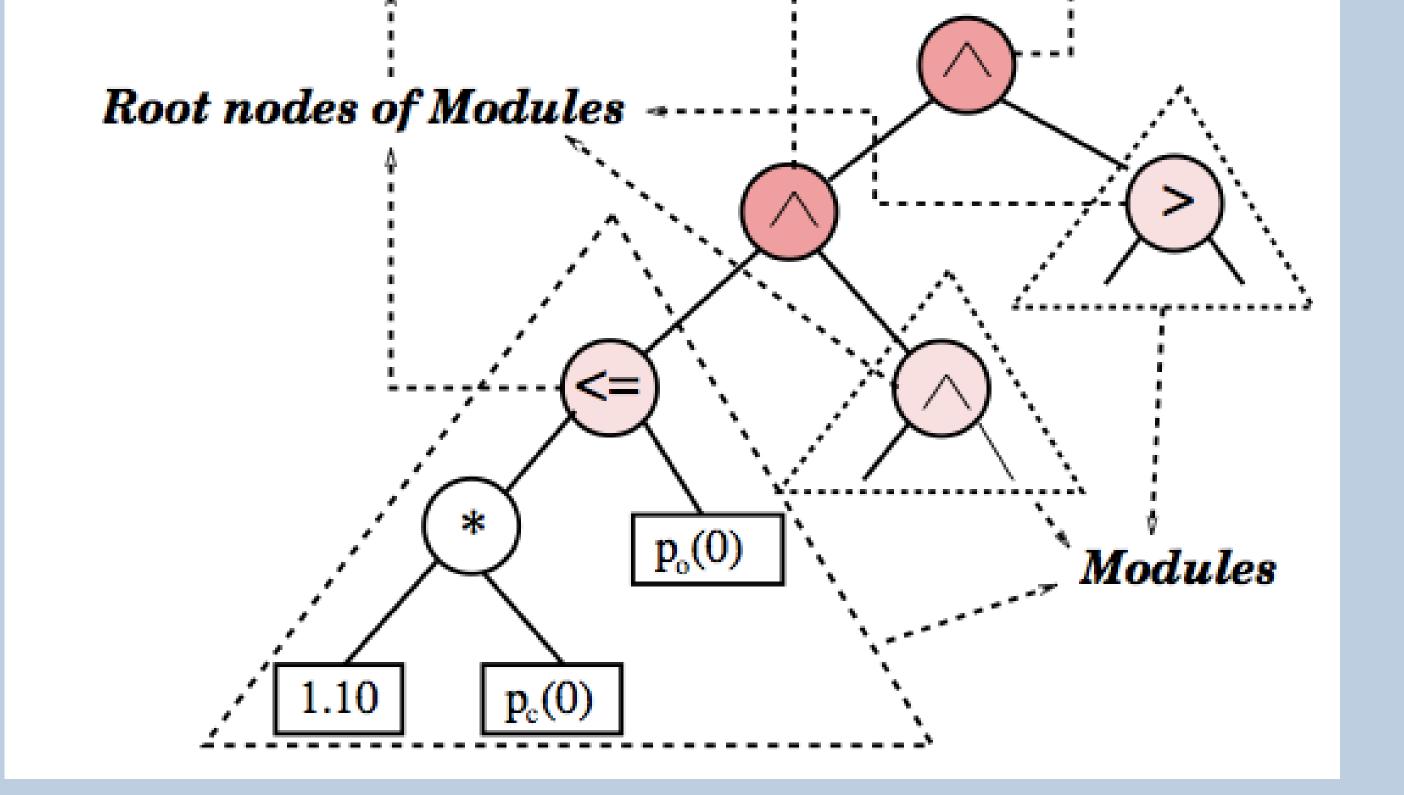


Figure 1: Genetic programming for finding attractive technical patterns

$$E_k(r) = \frac{1}{|R(r)|} \sum_{(i,j)\in R(r)} \frac{P_c(i,j+k)}{P_c(i,j)}$$

$$W^* = \max_{\boldsymbol{b}} W(\boldsymbol{b})$$

Figure 5: Expected log investment return of a portfolio

- We wish to find an optimal portfolio  $\boldsymbol{b}$ 
  - Various approaches are available
- Iterative algorithms approach
  - Need to calculate  $W(\mathbf{b})$  but requires complicated integration
  - Can be overcome by the method of sampling

$$X_1, \dots, X_n \sim p$$
 i.i.d.  
 $\hat{\mu}_n = \frac{1}{n} \sum_{i=1}^n f(X_i)$ 

**Figure 6:** A basic Monte Carlo estimate of Ef(X)

Figure 2: Expected earning rate of pattern r after k trading days

$$f(r) = \begin{cases} \frac{1}{n} \sum_{k=1}^{n} E_k(r) & \text{if } |r| < M, |R(r)| \ge m \\ 0 & \text{otherwise} \end{cases}$$

Figure 3: Fitness function for modular GP

### **Parallelization of Fitness Evaluation**

- Fitness evaluation takes the majority of GP running time
  - But the evaluation of fitness function is embarrassingly parallel
  - Exploit this parallelism using GPGPUs

• Currently achieves more than 100 fold increase in processing power<sup>a</sup>

- Multiple GPU devices  $^{b}$
- Minimizing the data transfer between CPU and GPU
  - \* Load the data once

**Parallelization of Computing Expected Return** 

Do the following for each thread; repeat Sample X from F(x); Calculate  $\ln b^t X$ ; Perform parallel reduction; until Some accuracy criteria; Algorithm 1: Parallel computation of W(b)

• Computing  $W(\boldsymbol{b})$  fast enough allows us to use iterative methods for the optimization

### Challenges

- Finding parallelizable component of a program
- Speed and accuracy trade off
  - Single precision vs. double precision
  - More complicated than single core environment

- \* Only transfer required results
- Using parallel algorithmic patterns
  - \* Prefix sum
  - \* Parallel reduction
- Future works
  - Explore sampling
  - Exploit more parallel algorithmic patterns

<sup>a</sup>Compared to single core version of the program <sup>b</sup>NVIDIA GTX 690

- May even lead to better performance and better accuracy all at the same time
- Parallelization itself is still tedious and difficult
  - Carefully planning memory access pattern
  - Exploiting the parallel memory architecture
  - Concise representation of data
  - Host/device memory data transfer pattern
  - Exploiting parallel program patterns
  - Fine tuning using device level knowledge