

Diversification and limited information in the Kelly game

Matúš Medo

University of Fribourg, Switzerland

International Workshop “The Physics Approach To Risk”
Zürich, October 27-29, 2008

The Kelly game

- 1 in one turn, a fraction f of the current wealth can be invested
 - with the probability p , the invested amount is doubled
 - with the probability $1 - p$, the invested amount is lost
- 2 repeat (infinitely) many times
- 3 winning probability p is constant and known

The Kelly game

- 1 in one turn, a fraction f of the current wealth can be invested
 - with the probability p , the invested amount is doubled
 - with the probability $1 - p$, the invested amount is lost
 - 2 repeat (infinitely) many times
 - 3 winning probability p is constant and known
- **question:** how to find the optimal investment fraction?

The Kelly game

- 1 in one turn, a fraction f of the current wealth can be invested
 - with the probability p , the invested amount is doubled
 - with the probability $1 - p$, the invested amount is lost
 - 2 repeat (infinitely) many times
 - 3 winning probability p is constant and known
-
- **question:** how to find the optimal investment fraction?
 - **well-known answer:** maximise the exponential growth rate

$$G(f) := \langle \ln(1 + f R_1) \rangle$$

R_1 = game return on one-turn basis

The Kelly game

- optimal investment fraction

$$f^*(p) = \begin{cases} 0 & p \in [0; \frac{1}{2}] \\ 2p - 1 & p \in (\frac{1}{2}; 1] \end{cases}$$

- optimal growth rate

$$G^*(p) = \ln 2 + p \ln p + (1 - p) \ln(1 - p)$$

The Kelly game

- optimal investment fraction

$$f^*(p) = \begin{cases} 0 & p \in [0; \frac{1}{2}] \\ 2p - 1 & p \in (\frac{1}{2}; 1] \end{cases}$$

- optimal growth rate

$$G^*(p) = \ln 2 + p \ln p + (1 - p) \ln(1 - p)$$



The Kelly game

- optimal investment fraction

$$f^*(p) = \begin{cases} 0 & p \in [0; \frac{1}{2}] \\ 2p - 1 & p \in (\frac{1}{2}; 1] \end{cases}$$

- optimal growth rate

$$G^*(p) = \ln 2 + p \ln p + (1 - p) \ln(1 - p)$$

- in real life:

- simultaneous games
 - unknown game properties
 - ...
- } Physica A **387**, 6151-6158 (2008)

Insider vs outsider: intro

- M games simultaneously played
- ***insider strategy***: know one game better
- ***outsider strategy***: gain by diversification

Insider vs outsider: intro

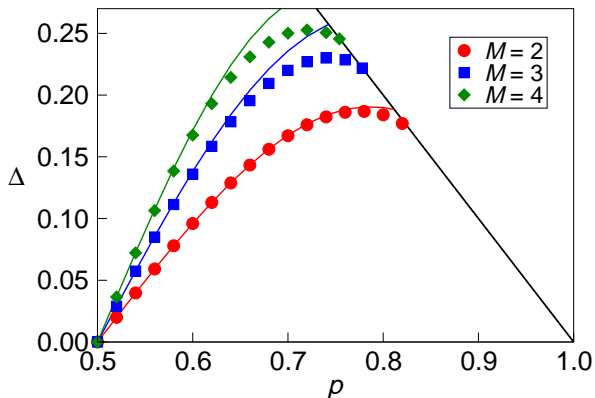
- M games simultaneously played
- **insider strategy**: know one game better
- **outsider strategy**: gain by diversification
- when the outsider outperforms the insider?
 - 1 little insider's information
 - 2 extensive outsider's diversification

Insider vs outsider: framework

- 1 M games
- 2 the winning probability of each game is either $p - \Delta$ or $p + \Delta$ (changing each turn randomly)
- 3 insider knows the exact winning probability for one game (no diversification)
- 4 outsider knows only the average winning probability p (invests evenly in M games)

Insider vs outsider: results

first approximation: $\Delta \approx (p - \frac{1}{2})(\sqrt{2M} - 1)$



Limited information: framework

- even “noisy” information in the form $p \pm \Delta$ is artificial
- let's assume that we use only T past turns for learning

...LWWWLWWLLW

Limited information: framework

- even “noisy” information in the form $p \pm \Delta$ is artificial
- let's assume that we use only T past turns for learning

...LWWWLWWLLW



information about the game

Limited information: framework

- even “noisy” information in the form $p \pm \Delta$ is artificial
- let’s assume that we use only T past turns for learning

...LWWWLWWLLW



information about the game



our investment decision

Limited information: framework

- even “noisy” information in the form $p \pm \Delta$ is artificial
- let's assume that we use only T past turns for learning

...LWWWLWWLLW

T turns, w wins



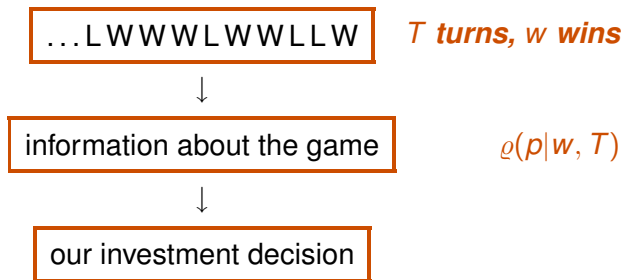
information about the game



our investment decision

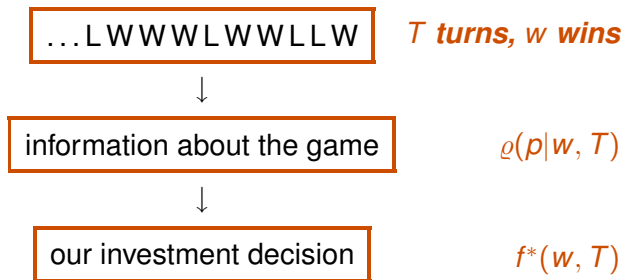
Limited information: framework

- even “noisy” information in the form $p \pm \Delta$ is artificial
- let's assume that we use only T past turns for learning



Limited information: framework

- even “noisy” information in the form $p \pm \Delta$ is artificial
- let's assume that we use only T past turns for learning



Limited information: derivation

- for any $\varrho(p)$, $G := \langle \ln(1 + f R_1) \rangle$ is maximised by

$$f^*[\varrho] = 2\langle p \rangle_{\varrho} - 1$$

Limited information: derivation

- for any $\varrho(p)$, $G := \langle \ln(1 + f R_1) \rangle$ is maximised by

$$f^*[\varrho] = 2\langle p \rangle_{\varrho} - 1$$

- observing w wins in T turns gives us the information

$$\varrho(p|w, T) \propto \pi(p)P(w|p, T)$$

- here $P(w|p, T)$ is the binomial distribution

$$P(w|p, T) = \binom{T}{w} p^w (1-p)^{T-w}$$

- $\pi(p)$ is the prior distribution of p

Limited information: results

- no prior information about the game: $\pi(p) = 1$ for $p \in [0; 1]$

Limited information: results

- no prior information about the game: $\pi(p) = 1$ for $p \in [0; 1]$
- the optimal investment fraction is

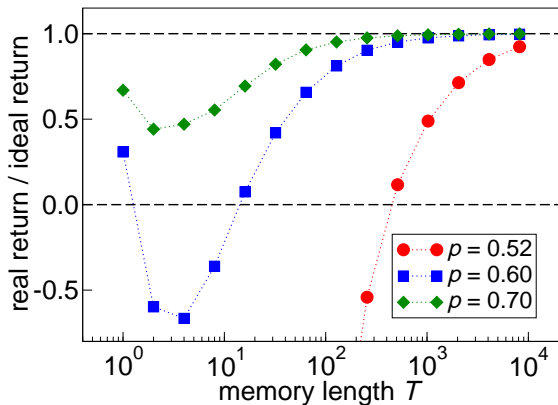
$$f^*(w, T) = \begin{cases} 0 & w \leq T/2 \\ \frac{2w - T}{T + 2} & w > T/2 \end{cases}$$

- two interesting cases:

$$\lim_{T \rightarrow \infty} f^*(w, T) = 2 \lim_{T \rightarrow \infty} \frac{w}{T} - 1 = 2p - 1$$

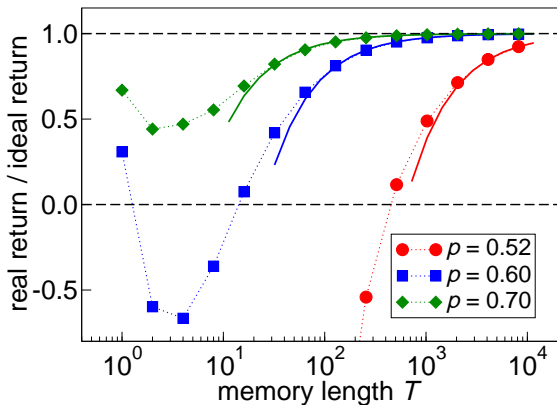
$$f^*(T, T) = \frac{T}{T + 2} < 1$$

Limited information: results



Limited information: results

$$G^*(p, T) \approx \underbrace{\ln 2 + p \ln p + (1 - p) \ln(1 - p)}_{\text{perfect information}} - \underbrace{1/(2T)}_{\text{limited information}}$$



The role of prior information

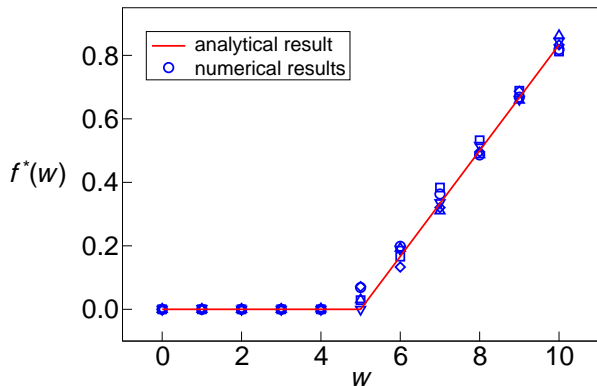
- what is $\pi(p)$?

- 1 a way how to quantify our prior lack of information

The role of prior information

■ what is $\pi(p)$?

- 1 a way how to quantify our prior lack of information
- 2 aggregate information about p evolving in time



Simple up and down economy

- simple pattern:
 - 80 good turns ($p = 0.8$)
 - 20 bad turns ($p = 0.2$)
 - repeated many times

Simple up and down economy

- simple pattern:
 - 80 good turns ($p = 0.8$)
 - 20 bad turns ($p = 0.2$)
 - repeated many times
- using the average p : return **6.9%**

Simple up and down economy

- simple pattern:
 - 80 good turns ($p = 0.8$)
 - 20 bad turns ($p = 0.2$)
 - repeated many times
- using the average p : return **6.9%**
- using memory length 20: return **8.8%**

Simple up and down economy

- simple pattern:
 - 80 good turns ($p = 0.8$)
 - 20 bad turns ($p = 0.2$)
 - repeated many times
- using the average p : return **6.9%**
- using memory length 20: return **8.8%**
- using memory length 20 “safely”: return **9.5%**

Simple up and down economy

- simple pattern:
 - 80 good turns ($p = 0.8$)
 - 20 bad turns ($p = 0.2$)
 - repeated many times
- using the average p : return **6.9%**
- using memory length 20: return **8.8%**
- using memory length 20 “safely”: return **9.5%**
- perfect information: return **16.7%**

Additional sources of information

- “There cannot be a sure-win game!”

Additional sources of information

- “There cannot be a sure-win game!”
 - set $\pi(p) = 0$ for $p > p_{\max}$

Additional sources of information

- “There cannot be a sure-win game!”
 - set $\pi(p) = 0$ for $p > p_{\max}$
- “Great, I have my posterior $P(p|w, T)$ but what if. . .”

Additional sources of information

- “There cannot be a sure-win game!”
 - set $\pi(p) = 0$ for $p > p_{\max}$
- “Great, I have my posterior $P(p|w, T)$ but what if. . .”
 - set $P(\text{crisis comes}) = P_C$
 - why necessary?
because with enough data, prior beliefs are overruled!

Additional sources of information

- “There cannot be a sure-win game!”
 - set $\pi(p) = 0$ for $p > p_{\max}$
- “Great, I have my posterior $P(p|w, T)$ but what if. . .”
 - set $P(\text{crisis comes}) = P_C$
 - why necessary?
because with enough data, prior beliefs are overruled!
- our framework is too simple to allow for more realistic considerations. . .

Conclusion

- ***we have seen:***
 - diversification and limited information in toy systems
 - simple analytical results

Conclusion

■ *we have seen:*

- diversification and limited information in toy systems
- simple analytical results

■ *we haven't seen:*

- realistic risky games (e.g., log-normal returns)
- all capabilities of the prior information $\pi(p)$
- less frequent portfolio rebalancing
- transaction costs
- ...

Conclusion

■ *we have seen:*

- diversification and limited information in toy systems
- simple analytical results

■ *we haven't seen:*

- realistic risky games (e.g., log-normal returns)
- all capabilities of the prior information $\pi(p)$
- less frequent portfolio rebalancing
- transaction costs
- ...

Thank you for your attention