# Limited information and diversification in the growth optimal portfolio

#### Matúš Medo

University of Fribourg, Switzerland

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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

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question: how to find the optimal investment fraction?

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# 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

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

 $R_1$  = game return on one-turn basis

optimal investment fraction

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

optimal growth rate

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

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Diversification and limited information

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- in real life:
  - simultaneous games
  - unknown game properties
  - ...

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  - expected returns  $\mu_i$  ( $i = 1, \ldots, M$ )
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  - matrix of correlations C (dimension  $M \times M$ )

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- let's forget about different returns:  $\mu_i = \mu$ ,  $V_i = V$
- the effective portfolio size m<sub>ef</sub>

optimal portfolio constructed from **N** correlated assets

optimal portfolio constructed from ??? uncorrelated assets

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both for the Kelly portfolio and the M-V portfolio:

$$m_{ ext{ef}} = \sum_{i,j} \left( \mathbf{C}^{-1} \right)_{i,j}$$

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all correlations identical:

$$m_{\rm ef}=\frac{M}{1+(M-1)C}<\frac{1}{C}$$

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#### Effective portfolio size: evolution

#### 20 current stocks from the DJIA (Jan 1973-Apr 2008)



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

...LWWWLWWLLW

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■ observing *w* wins in *T* turns gives us the information

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

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$$f^*(w,T) = \frac{2w-T}{T+2}$$
 (w > T/2)

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two interesting cases:

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

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#### The role of prior information

• what is  $\pi(p)$ ?

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■ "There cannot be a sure-win game!"
■ set π(p) = 0 for p > p<sub>max</sub>

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• what is  $\pi(p)$ ?

"There cannot be a sure-win game!"

• set  $\pi(\rho) = 0$  for  $\rho > \rho_{max}$ 

Great, I have my posterior P(p|w, T) but what if..."

necessary because with enough data, prior beliefs are overruled!

#### Conclusion

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- a new quantity—the effective portfolio size
- limited information in a toy system
- simple analytical results

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#### we haven't seen:

- realistic risky games (log-normal returns, etc.)
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- less frequent portfolio rebalancing
- transaction costs
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#### Thank you for your attention