

MET CS 563
Software Development with C++ for
Mathematical Finance

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MET CS 563 Software Development with C++ for
Mathematical Finance

Goals:

- (i) provide knowledge and skills for designing and developing modular, scalable, maintainable programs in the C++ programming language using object-oriented methods;
- (ii) discuss finite differences solutions for the basic models of financial derivatives; and
- (iii) apply the knowledge in programming and numerical methods to design and develop software for modeling financial derivatives

Prerequisites:

- CAS MA 226 or equivalent knowledge of differential equations
- Prior programming experience in high level language recommended

NOTE: NO credit towards the MS in Computer Science

The science of computing – ancient algorithmic roots & latest technologies

Computer science is unique in that it

- Traces its intellectual roots as far back as the 3^d millennium BC, when the scribes of ancient Mesopotamia recorded computing recipes - or *algorithms* as we will call them today - on clay tablets;
- Implements algorithms in the latest technologies, e.g. giga and tera flop supercomputers, optical computing.

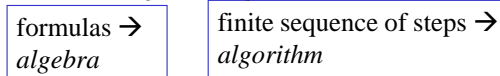
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Computing through the ages with “pencil and paper” - *software*

- Computing recipes in ancient Mesopotamia and Egypt on clay tablets (4th - 3^d millennium BC);
- Euclid formulates the first formal algorithm that finds the greatest common divisor of two integers (ca. 300 BC);
- 9th century AD: Al-Khwarizmi writes textbooks on computing with



- Modern computing and software evolved through parallel and intersecting paths with contributions from mathematical logic, numerical methods, symbolic computation, language and automata theory, software engineering. For a quick overview and timeline see <http://plato.stanford.edu/entries/computing-history/> and <http://www.computer.org/cms/Computer.org/Publications/timeline.pdf>

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Computing through the ages with different “mechanical” devices - *hardware*

- *abacus*, invented some 5,000 years ago in Asia, performs digital computations (used in Asia through the 20th century);
- *mechanical calculators* in the 17th century: Wilhelm Schickard (Germany), Blaise Pascal (France), Gottfried Wilhelm Leibnitz (Germany);
- *analog devices*: slide rule, analog computers for special purpose computations.
- *person*, called *computer* till the mid 20th century, performing computations according to a given algorithm (sometimes several people each performing an given operation corresponding to the steps of the algorithm)



Blaise Pascal; Pascal's mechanical calculator;
Wilhelm Schickard

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Modern General Purpose Computers

The key difference of today's computers to their precursors is that they are *general purpose computing devices*

i.e. they are not limited to solving a specific class of problems, such as arithmetic operations, differential equations, predicting tides, but can perform *any computation specified in a way the computer understands/accepts*.

This generality led to the development of

- **a new concept of computation** and
- **formal computer languages**

Historical Notes:

- 1938: Zuse built the first working general-purpose program-controlled digital computer in Germany,
- First fully functioning electronic digital computer was Colossus, used by the Bletchley Park (UK) cryptanalysts from February 1944.
- 1948 Neumann formulates the concept of a stored program
- 1951 Grace Murray Hopper builds first compiler at Harvard.

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computation

$3.1415 * 2.1 * 2.1$

numerical

true and false = false

logical

$\int x dx = x^2/2$

symbolic

"hello" ≠ "password"

text



any other data...,
even the brain
"computes"...

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Computer Languages: high level vs. machine

Source code: program in a
high level language: independent of the specific computer
architecture, e.g. Pascal, C, C++, Java

Compiler

Object code: translation of source code into another language,
typically
machine language that is specific for a given architecture

Linker

Library Files : additional code needed to run the
program such as input/output , standard functions.

Executable code: additional code needed to run the
program such as input/output , standard functions.

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Computer Languages: imperative vs. object oriented

Imperative or Procedural: specify

- sequence of **actions** on
- **data** (*objects*)

```
do action-1 on data-object-1   c=a+b
do action-2 on data-object-1   f=d*e
...
do action-n on data-object-n  print c,f
```

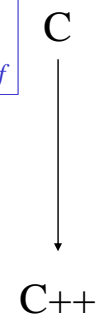
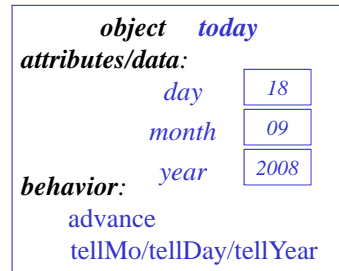
Object Oriented: bundle actions & data together into **objects**, (e.g. date, place, person) with

- **data** or **attributes**; and
- **behavior** or actions object can do

Objects can

- interact with each other
- change each other,
- create new objects and

thus ultimately producing the desired result

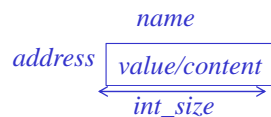


Type, Operations, Objects—Procedural

Formal specifications for:

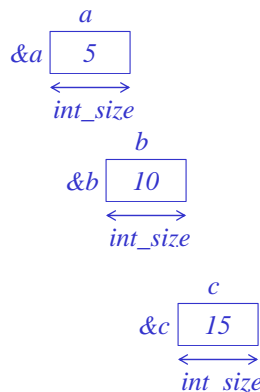
(i) **type** and **operations** (actions) on data

int defines memory size for storing, interpreting, and modifying int objects



+ (int) *addition*

(ii) data **objects** with unique value of type size assigned in memory



(iii) applying operations to data

c=a+b

Type, Operations, Objects—Object Oriented

Formal specifications for:

(i) data are bundled with their operations

Date

attributes/data:

day	
month	
year	

behavior:

```
advance()
tellMo()
tellDay()
tellYear()
```

(ii) defining objects

today

attributes/data:

day	19
month	01
year	2010

behavior:

```
advance()
tellMo()
tellDay()
tellYear()
```

(iii) applying actions on objects

```
today.advance()
today.tellMo()
today.tellDay()
today.tellYear()
```

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Similarities and Differences of Type, Objects, Operations in Procedural vs. Object-Oriented

(i) type and operations

int

(ii) objects

a 5 b 10 c 15

(iii) operations on objects

c=a+b

Date

attributes/data:

day	
month	
year	

behavior:

```
advance()
tellMo()
tellDay()
tellYear()
```

today

attributes/data:

day	8
month	9
year	2008

behavior:

```
advance()
tellMo()
tellDay()
tellYear()
```

```
today.advance()
today.tellMo()
today.tellDay()
today.tellYear()
```

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Why C++?

- Remains the dominant programming language for large numeric software applications in engineering, finance, and science.
- Existence of large number of software packages written in in C and C++

Pros:

- Expressive
- Efficient
- Flexible—allows your own memory management
- Downward compatible with C
- Inherited C tool support.

Cons:

- Complex
- Difficult to learn
- Dangerous—allows your own memory management