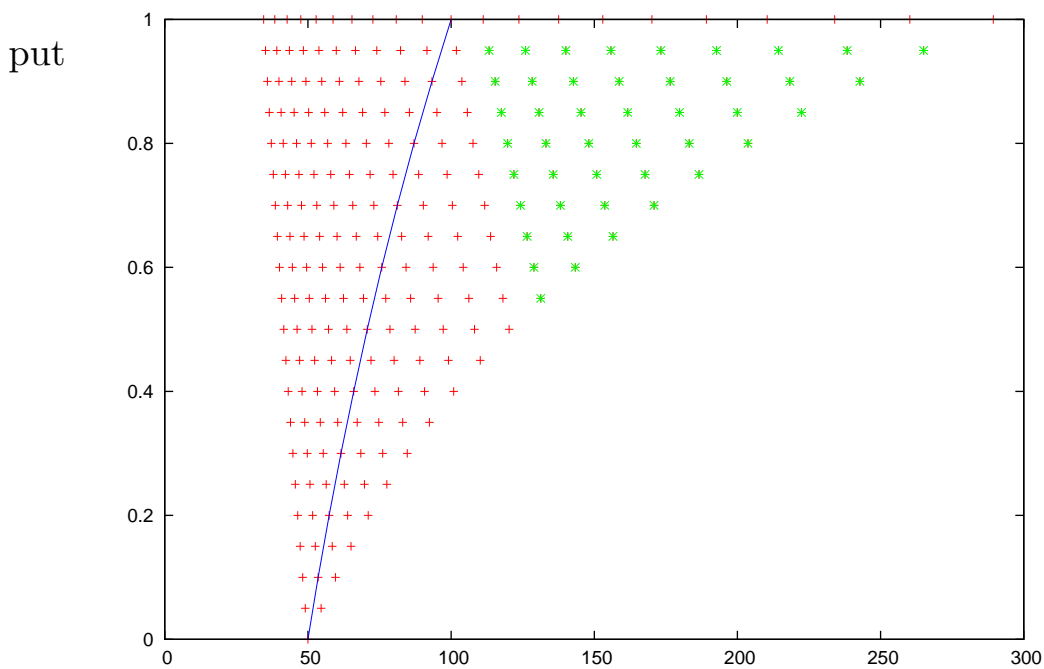
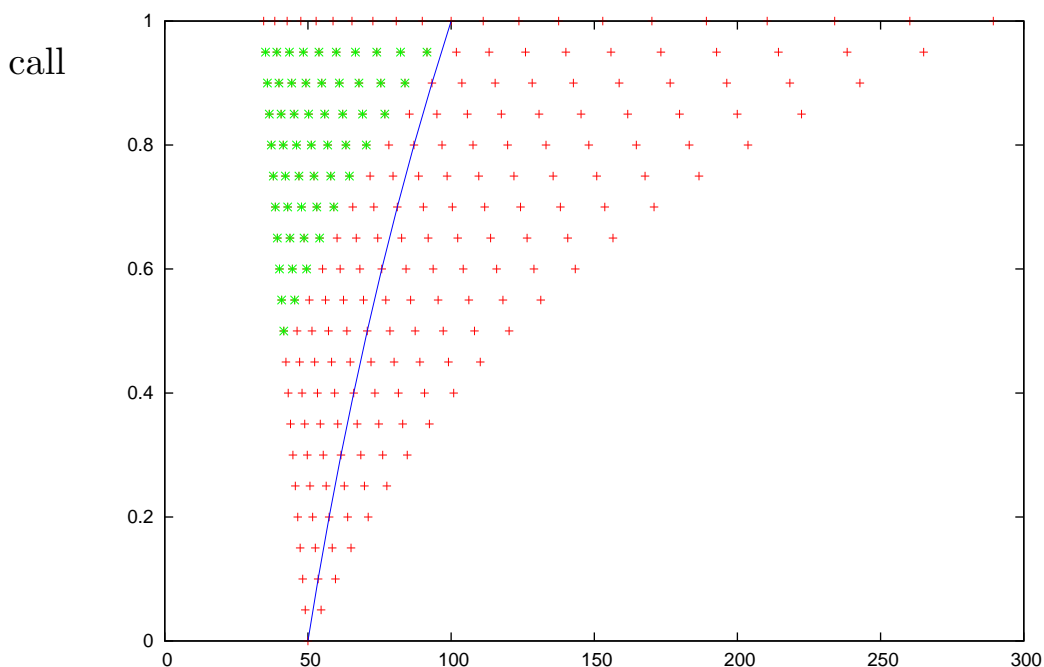


# Tilted Tree for Vanilla Options

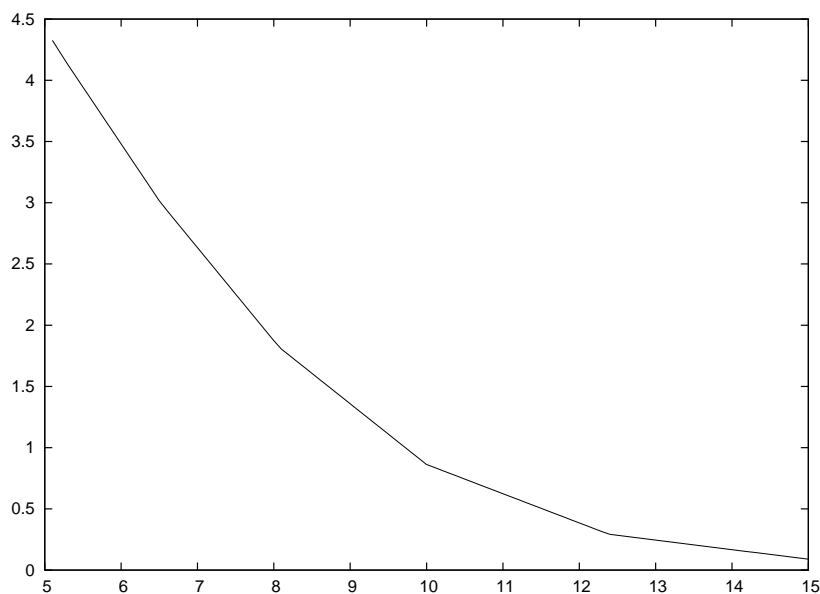
The standard tree, but modified so that the center node at maturity  $T$  hits the strike  $K$ , is shown in the two figures below. The example uses an underlying price  $S_0 = 50$ , strike  $K = 100$ , maturity  $T = 1$ , and  $M = 20$  time levels. The tree is determined with  $ud = \exp(\frac{2}{M} \log \frac{K}{S_0})$ , its core line is shown in blue. Further, those nodes for which the pricing results in  $V = 0$  are indicated by green stars. That is, one quarter of the nodes are not needed, and the effort can be reduced accordingly.

The figures show the the tree in the  $(S, t)$ -plane.

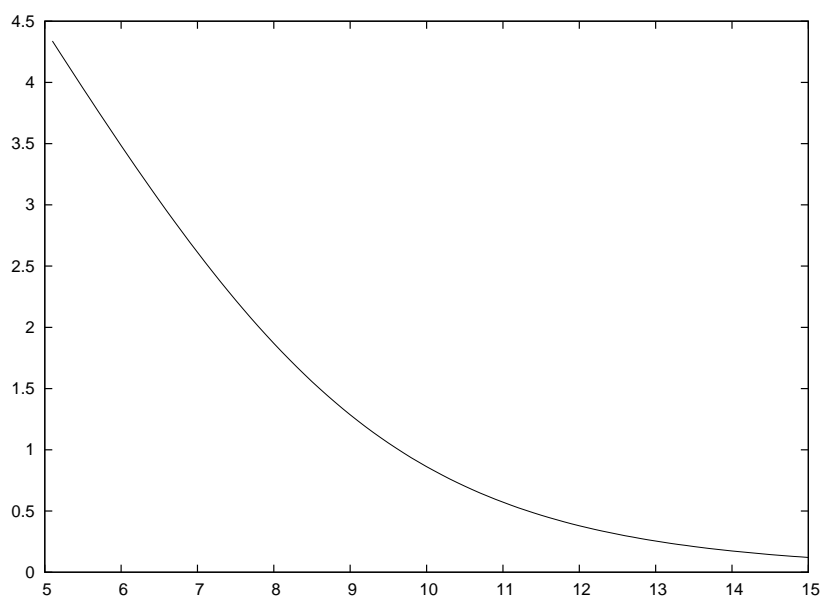


## Smoothing the Results of the Binomial Tree

Valuation along the tree yields the value  $V^{(M)}$  for given  $S$ . The tilting has the effect of smoothing with respect to  $S$ . This is illustrated by the two figures below, which depict the function  $V^{(M)}(S)$  of a vanilla put with strike  $K = 10$  for  $t_0 = 0$  as depending on the initial price  $S = S_0$ , here for  $M = 8$ , and  $5 \leq S \leq 15$ .



$V^{(M)}(S)$  is piecewise linear for the classical binomial tree [ $ud = 1$ ].



$V^{(M)}(S)$  is smooth for the tilted tree [ $ud = \exp(\frac{2}{M} \log \frac{K}{S})$ ].

The tilting was suggested by Leisen & Reimer (1996); see also Exercise 1.14 in [Tools fCF].