

ARM4 Advances: Genetic Algorithm Improvements Ed Downs & Gianluca Paganoni

## **Artificial Intelligence**

- <u>In Trading</u>, we want to identify trades that generate the most consistent profits over a long period of time.
- Artificial Intelligence (A.I.) is software that uses pattern matching algorithms to solve complex problems.
- Market dynamics are very complex and difficult to analyze. This makes trading <u>ideally suited</u> to A.I. Methods.



### How can "A.I." Help us as Traders?

- We Know Some Good Things to Look at in Charts. We often know that Market Factors help predict price action, such as Price Behavior, Volume, Patterns, etc.
- But We Don't Know How to Put them Together. However, we often don't know HOW they interact, e.g., "How much Volume indicates a move?" or "Which Patterns with Which Indicators are most predictive?"

#### • A.I. Tools can Figure it Out.

ARM4 can <u>automatically</u> find **combinations of market events and measurements** that have resulted in profitable opportunities in the past ("Back Test") – and validate those combinations in a "Forward Test".

# Two powerful A.I. techniques are **Neural Networks** and **Genetic Algorithms**.

Neural Networks are implemented in ARM4 as the NN Score Component



Genetic Algorithms are implemented in ARM4 as the GA Signals Component

The ARM3 NN Score and GA Signal components are interchangeable. Which tool to use depends on the problem we are trying to solve. Neural Network vs. Genetic Algorithm

#### **Neural Networks:**

Work best on **Measurements** (Ranges) such as Volatility, Price Differences, Indicators, etc.

#### **Genetic Algorithms:**

Work best on **Discrete Events**, such as the existence of Gaps, Trading Signals, and other "Boolean" expressions.



### Focus on the Genetic Algorithm



Neural Networks work well on problems where we have no idea how the inputs are related to profitability. **Genetic Algorithms** work well when each input is generally understood and we see clear evidence of a relation to profit.

#### **Fuzzy Inputs:**

- Difference between Close and a Moving Average
- Value of the Stochastics Indicator (0 to 100)

#### **Explicit Inputs:**

- 21p Moving Average Above
  55p Moving Average.
- Stochastics Indicator Is Below 20

Since 2008, the Genetic Algorithm has not been used as much as the Neural Network. In recent experiments, we are seeing evidence that the GA can provide Amazing Results if used in new ways. Before we study these new uses, let's take some time to understand how a GA works...

### UNDERSTANDING GENETIC ALGORITHMS

#### From BASH 2007

## What is a Genetic Algorithm?

Find **RULES** based on specific combinations of Inputs, such as:

#### IF:

MACD is rising AND We have a Triangle Consolidation AND Volume is increasing AND Today's Close is > Yesterday's High,

#### THEN:

Average profit is observed to be 5%.

GAs are good for finding <u>specific</u> <u>relationships</u> between a set of inputs.



### **GA** Process



A Genetic Algorithm works by executing a sequence of steps that mimic the way genes combine to create new offspring.

After each generation, the **Output** is measured to see if it satisfies the constraints.

Only the "fittest" solutions survive the process. These solutions are used to create more solutions.

This continues until the **Output** is not improving much with successive generations.



### Martian Cake Problem



- Marvin the Martian visits Earth and gets a job as a cook. Unfortunately, on his first day, the owner asks him to bake a cake!
- Problem: Marvin has never seen a cake. So, he asks a waiter how to do it.
- The waiter doesn't know either, but tells him some ingredients that he thinks will work.
- He also offers to taste a limited number of cakes and tell Marvin if they taste good.

#### **Potential Ingredients**

Flour Sugar Yeast Baking Powder Egg Whites Butter Milk Vanilla Oil Salt

### Martian Cakes

 The waiter tells him the correct amount of each ingredient is probably one of the standard baking measures, or a combination.





## A Huge Problem

- There are 10 ingredients and about 20 different measurement combinations (like 1 ½ Cup, 1 ¼ Cup, etc.)
- This means there are 10 to the 20<sup>th</sup> or 100,000,000,000,000,000,000 combinations.

 He wisely decides to use a Genetic Algorithm to solve the problem!



### GA Step 1: Initial Population

Chrom	Flour	Vanilla	Sugar	Salt	Bake S.	Eggs	Milk	Oil	Т.О.	
1	<sup>1</sup> /2 cup	<sup>1</sup> ⁄4 cup	<sup>1</sup> ⁄4 cup	1 cup	<sup>1</sup> /2 cup	1 tbsp	1 cup	1 tbsp	?	
2	1 cup	<sup>1</sup> ⁄4 cup	1 cup	1⁄2 cup	1 cup	3 cup	<sup>1</sup> /2 cup	3 cup	?	
3	<sup>1</sup> ∕2 cup	2 cup	<sup>1</sup> ∕4 cup	<sup>1</sup> ∕2 cup	1 cup	1 cup	3 cup	1 cup	?	
4	3 cup	1 cup	<sup>1</sup> ⁄4 cup	<sup>1</sup> /2 cup	1 tbsp	1 tbsp	1 cup	1 tbsp	?	]
5	1 cup	1 tbsp	2 cup	2 cup	1 cup	3 cup	<sup>1</sup> /2 cup	1 cup	?	]
6	<sup>1</sup> ⁄4 cup	1 tbsp	1 tsp	1 tsp	<sup>1</sup> /2 cup	1 cup	3 cup	<sup>1</sup> /2 cup	?	]
7	2 cups	1 cup	1 tbsp	1 tbsp	<sup>1</sup> ⁄4 cup	<sup>1</sup> ⁄4 cup	3 cup	<sup>1</sup> ⁄ <sub>2</sub> tbsp	?	]
8	2 cup	2 cup	1 tbsp	2 cup	1 cup	<sup>1</sup> ⁄4 cup	1 cup	3 cup	?	]
9	1 tsp	1 tsp	<sup>1</sup> ⁄4 cup	1 tsp	1 tsp	2 cup	<sup>1</sup> ⁄4 cup	2 cup	?	]
10	1 tbsp	1 tsp	2 cup	1 tbsp	1 tbsp	1 tbsp	<sup>1</sup> ⁄4 cup	1 tsp	?	]

He makes an initial set of guesses, totally randomly. Typically, it will be 100 or so. Here are the first 10.

The Target Output (T.O.) is how good the cake tastes.



### GA Step 2: Measure the Outputs

Chrom	Flour	Vanilla	Sugar	Salt	Bake S.	Eggs	Milk	Oil	<b>T.O.</b>	
1	<sup>1</sup> /2 cup	<sup>1</sup> /4 cup	<sup>1</sup> ⁄4 cup	1 cup	<sup>1</sup> /2 cup	1 tbsp	1 cup	1 tbsp	YUK	
2	1 cup	<sup>1</sup> ⁄4 cup	1 cup	<sup>1</sup> ∕2 cup	1 cup	3 cup	<sup>1</sup> ∕2 cup	3 cup	YUK	
3	<sup>1</sup> ∕2 cup	2 cup	<sup>1</sup> ⁄4 cup	<sup>1</sup> ∕2 cup	1 cup	1 cup	3 cup	1 cup	Nope	
4	3 cup	1 cup	<sup>1</sup> ⁄4 <b>cup</b>	<sup>1</sup> ⁄2 cup	1 tbsp	1 tbsp	1 cup	1 tbsp	OK	]
5	1 cup	1 tbsp	2 cup	2 cup	1 cup	3 cup	1⁄2 cup	1 cup	YUK	1
6	<sup>1</sup> ⁄4 cup	1 tbsp	1 tsp	1 tsp	<sup>1</sup> /2 cup	1 cup	3 cup	<sup>1</sup> /2 cup	YUK	]
7	2 cups	1 cup	1 tbsp	1 tbsp	<sup>1</sup> ⁄4 cup	<sup>1</sup> ⁄4 cup	3 cup	<sup>1</sup> / <sub>2</sub> tbsp	OK	]
8	2 cup	2 cup	1 tbsp	2 cup	1 cup	<sup>1</sup> ⁄4 cup	1 cup	3 cup	YUK	]
9	1 tsp	1 tsp	<sup>1</sup> ⁄4 cup	1 tsp	1 tsp	2 cup	<sup>1</sup> ⁄4 cup	2 cup	YUK	]
10	1 tbsp	1 tsp	2 cup	1 tbsp	1 tbsp	1 tbsp	<sup>1</sup> ⁄4 cup	1 tsp	Ugh.	]

The waiter reluctantly tastes all 10 and Marvin fills in the Target Output column with his comments. "Chromosomes" number 4 and 7 are the best.

### GA Step 3: Crossover, Mutation

t	Chrom	Flour	Vanilla	Sugar	Salt	Bake S.	Eggs	Milk	Oil	Т.О.	
Bes	4	3 cup	1 cup	<b>¼ cup</b>	<sup>1</sup> ∕2 cup	1 tbsp	1 tbsp	1 cup	1 tbsp	OK	
	7	2 cups	1 cup	1 tbsp	1 tbsp	<sup>1</sup> ⁄4 cup	<sup>1</sup> ⁄4 cup	3 cup	<sup>1</sup> / <sub>2</sub> tbsp	OK	
/	NEW	3 cup	1 cup	<b>¼ cup</b>	<sup>1</sup> ∕2 cup	1 cup	<sup>1</sup> ⁄4 cup	3 cup	<sup>1</sup> / <sub>2</sub> tbsp	?	
eM	NEW	2 cups	<sup>1</sup> ⁄2 <b>cup</b>	1 tbsp	1 tbsp	1 tbsp	1 tbsp	1 cup	1 tbsp	?	
Z	NEW	3 cup	1 cup	1 tbsp	1 tbsp	1 tbsp	1 tbsp	2 cup	<sup>1</sup> / <sub>2</sub> tbsp	?	
	NEW	2 cups	1 cup	<sup>1</sup> ⁄4 cup	<sup>1</sup> ∕2 cup	<sup>1</sup> ⁄4 cup	<sup>1</sup> ⁄4 cup	1 cup	1 tbsp	?	
	NEW	3 cup	1 cup	1 tbsp	1 tbsp	1 tbsp	<sup>1</sup> ⁄4 cup	1 cup	<sup>1</sup> /2 tbsp	?	
	NEW	2 cups	1 cup	<sup>1</sup> ⁄4 cup	<sup>1</sup> ∕2 cup	<sup>1</sup> ⁄4 cup	2 tbsp	1 cup	1 tbsp	?	
	NEW	2 cups	1 cup	<sup>1</sup> ⁄4 cup	1 tbsp	1 tbsp	1 tbsp	1 cup	1 tbsp	?	
	NEW	3 cup	2 cup	<sup>1</sup> ⁄4 <b>cup</b>	<sup>1</sup> ∕2 cup	<sup>1</sup> ⁄4 cup	<sup>1</sup> ⁄4 cup	3 cup	1 tbsp	?	

He moves the best to the top of the list, then use **crossovers** on the best chromosomes to <u>make new ones</u>. He also randomly changes a few values to create **mutations**.

### GA Step 4: Repeat to Improve

- The same process repeats over and over, until the Target Output (taste) is not changing very much.
- The list of chromosomes is sorted on the value of the Target Output (which is "taste" in this case) so that the best results "float to the top."



### Success!

						_			
Chrom	Flour	Vanilla	Sugar	Salt	Bake S.	Eggs	Milk	Oil	Т.О.
175	2.5 cup	1 tsp	1.5 cup	1.0 tsp	1 tbsp	4	1.2 cup	0.6 cup	Great
202	2.6 cups	1 tsp	1.5 cup	1.5 tsp	1 tbsp	4	1.3 cup	0.6 cup	<b>Perfect!</b>
				-					

#### **Cake Recipe**

- ------
- **2.6 Cups flour**
- 1.5 Cups Sugar
- 4.0 Tablespoons Baking Powder
- **1.0 Teaspoon Salt**
- 0.6 Cups Oil
- 1.3 Cups Milk
- **1.0 Teaspoon Vanilla**
- 4.0 Egg Whites



### **GA SIGNALS BLOCK**

#### From BASH 2007

### **GA** Signals

GA Signals uses a Genetic Algorithm to generate "smart signals" based on the current values of several Ingredients or Inputs at each bar.

Profitable combinations form the *Rules of a Knowledge Base.* 



Bail

A Knowledge Base is a collection of Trading Rules, that are used to Forecast future Trends.

**Example Rule:** 

If Close(Today) < Open(Today) And Volume(Today) – Volume(Yesterday) > 3K And VTL-B(Today) is a LONG SIGNAL And Trendline Break on \$SPX within the past week

#### Then ENTER LONG

Rules are found by searching combinations of the inputs using the GA Process of **Crossover** and **Mutation**.

## Ways to Use GA Signals

1. Use GA Signal to FILTER Syst a Signal



- Let GA Signal
  GENERATE
  a Signal
- Use GA Signal to Generate an Exit



## **Configuring GA Signals**



Define inputs for GA Signal to create a Knowledge Base.

Inputs can be:

- Signals from a Trading System
- A Fluid Measurement

• A Boolean Expression

<mark>X</mark> GA 9	5ignals			
			0: 1	Fitness Function
# Ge	ne V(14)	Symbol	Signal	Fitness:
1 AD.	A(14) W(NC(14.2)		Both	
2 A5'			Both	I arget: Strategy's Exits
3 AT	R(14) · EMA(ATR(14),9)		Both	
4 80	L_UPPER(13,2) · BUL_LUWER(13,		Both	
5 80	P(14) - EMA( BUP(14), 9)		Both	
ь LH	MF(21)		Both	Generate Rules for Minimum Requirements
7 00			Both	Profit per Trade 2
8 EM			Both	O Longs O Shorts O Both
9 INE	R HA(14,10,14) • INER HA(14,10,1		Both	IV Hit Rate DU
10 LNI	REG_HIST(10,14,14)		Both	Data Collection Period Min Profit for Hit Rate 0
11 LN	REG_SLOPE(9)		Both	Use backtest period
12 MA	CD_HIST(12,26,9)		Both	
13 RS	1(14)		Both	O U bars prior to 5/22/2006
14 RV	1(9,2)		Both	Cenetic Algorithm Settings
15 TR	IX(9)		Both	
16 V -	EMA(V,20)		Both	M Automatic
17 WN	4A(9) - WMA(21)		Both	
18 VT	Y_PRICE(14,5) - EMA( VTY_PRICE		Both	Min Active Genes: 3
19 UL	T(7,14,28)		Both	Number of Rules: 100 Discretization intervals: 7
20 (H-I	L) - ATR(14)		Both	
				Population Size: 1000 Mutation Rate (%): 20
				Convergence Settings
				C Stop Manually I Stop After Accord
				Reinitialize population 100 iterations
<u>D</u> ele	te <u>E</u> dit Add <del>-</del>			Resume training Reset GA <u>C</u> ancel <u>O</u> K
	$\bullet$			
	•			
	System			Suctorne Liet
	Jystem	1 4		
	Invieasurement			
				<b>Example 2</b> Formula Editor
	Boolean			
		•		
13 RS 14 RV 15 TR 16 V - 17 WN 18 VT 19 UL 20 (H- Dele	I(14) I(9,2) IX(9) EMA(V,20) AA(9) · WMA(21) Y_PRICE(14,5) · EMA( VTY_PRICE T(7,14,28) L) · ATR(14) te Edit Add System Measurement Boolean		Both Both Both Both Both Both	0    bars prior to    5/22/2006    Hits    3      Cenetic Algorithm Settings    Automatic    3    3      Image: Allow Don't Care Genes    Min Active Genes:    3      Number of Rules:    100    Discretization intervals:    7      Population Size:    100    Mutation Rate (%):    20      Convergence Settings    0    Stop After    10000    iterations      Resume training    Reset GA    Cancel    DK      Systems List      Formula Editor

## **Training GA Signals**

### Training Dialog

Shows the settings for training and also the Certainty Plot.

Certainties between 45 and 70 are considered very good.

Certainties above 70 indicate overtraining.

You can watch the progress of training using the graph, which shows quantity of rules found and average APR per Rule.

	n		
-Generate Rules for		Minimum Requirements	2
U Long U Shor	rt 🤨 Both	Mit Rate	50
Data Collection Period		Min Profit for Hit Rate	0
Use backtest period		APR .	100
C 0 bars pri	ior to 5/22/2006	Hits	3
Genetic Algorithm Settings	s		20
Automatic		Number of Genes:	20
Allow Don't Care Ge	nes	Min Active Genes:	3
Number of Rules:	100	Discretization intervals:	7
Population Size:	1000	Mutation Rate:	20
-Convergence Settings —			
Stop	C Manually	After 10000	iterations
	Reinitialize popula	tion every 100	iterations
Fitness Posuito	Reinitialize popula	tion every 100	iterations
Fitness Results	Reinitialize popula	ition every 100	iterations
Fitness Results	Reinitialize popula	tion every 100	iterations
Fitness Results	Reinitialize popula	ition every 100	60 60 45
Fitness Results	Reinitialize popula	ation every 100	60 45
Fitness Results	Reinitialize popula	ation every 100	60 45 30
Fitness Results	Reinitialize popula	ation every 100	60 45 30
Fitness Results	Reinitialize popula	ation every 100	60 45 30 15
Fitness Results	Reinitialize popula	tion every 100	60 45 30 15
Fitness Results	Reinitialize popula	100	60 45 15 210
Fitness Results	Reinitialize popula	tion every 100	iterations
Fitness Results	Reinitialize popula	tion every 100	iterations

## **Using GA Signals**

#### Main Dialog

Minimum Requirements can be set for Rules in the Knowledge Base.

- Profit per Trade
- Hit Rate
- APR (per Trade)
- # of Hits
- Standard Deviation

A Rule can only be used if its performance is above the Hit Rate, APR, and # of Hits specified.



## **GA Signals KB Editor**

### **KB** Editor

The Editor makes it easy to isolate inputs that do not help the Knowledge Base.

By removing these inputs, we can reduce size and make it possible to add more inputs to further improve the Knowledge Base.

<mark>X</mark> G	5A Signals Knowledge Base Editor				
E	ditor Settings			Knowledge Base Statistics	
		-		Statistics Current KB's Affected Rules Remaining Rules	
5	now RB for:   Long 💽 Statistics Plot:   Gene Usage	8		Number of Rules 13 2 11	
#	Gene	Symbol S	Signal	Average Fitness (%) 128.26 87.25 134.12	
1	ADX(14)	B	Both	Average Hits 3.69 3 3.82	
2	ASWING(14,3)	В	Both	Average Standard Deviation (%) 193.58 249.22 183.47	
3	ATR(14) - EMA(ATR(14),9)	В	Both	Average Profit Per Trade (%) 3.01 1.13 3.28	
4	BOL_UPPER(13,2) - BOL_LOWER(13,2)	В	Both	Average APR (%) 136.6 117.42 139.34	
5	BOP(14) - EMA( BOP(14), 9)	В	Both	Average Hit Rate (%) 70.83 66.67 71.43	
6	CHMF(21)	B	Both	Average Bars In Trade 14.1 11.67 14.45	
7	CCI(14)	B	Both	400.00	
8	EMA(9) - EMA(21)	B	Both	100 %	
9	INERTIA(14,10,14) - INERTIA(14,10,14)[1]	B	Both		
10	) LNREG_HIST(10,14,14)	B	Both	75.97	
11	I LNREG_SLOPE(9)	B	Both	15 %	
12	2 MACD_HIST(12,26,9)	B	Both	E C	
13	3 RSI(14)	B	Both		
14	4 RVI(9,2)	B	Both	â 50 %	
15	5 TPIX(9)	B	Both		
16	5 V - EMA(V,20)	B	Both		
1/	<mark>Ц//МА(9)</mark> ///МА(21)	В	Both	25%	
18	3 VTY_PRICE(14,5) - EMA( VTY_PRICE(14,5), 9)	В	Both		
19	3 ULT(7,14,28)	В	Both		
20	) <mark>(H-L) -</mark> ATR(14)	В	Both	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 2	20
				Gene	
	Delete Add +	🗌 Disab	ole Gene	Update Clos	se
_					

Input #14 is used in 2 of the 13 rules in this Knowledge Base. The rules that use Input #14 have lower performance, which means we won't lose much by deleting this input "Gene."

## Moving a Knowledge Base





You can Cut and Paste Components from one Strategy to another. Click a component, press CTRL-C, open another Strategy and press CTRL-V. All training information is kept with the copy. This is the easiest way to get started on a new idea.

### THE POWER OF BOOLEAN INPUTS

### Three Kinds of Inputs ("Genes")



There are 3 Kinds of Inputs we can feed to the ARM4 Components: Measurements, Booleans, and Systems.

Measurement:	Bins (5):	1	2	3	4	5
STO(14)	Range:	0-20	21-40	41-60	61-80	81-100
System:		Value	1	2	3	
<b>RSI-P</b> (from System I	ist)	System	Long	Shor	t N	No Signal
Boolean:			Bin	1	2	
C > EMA(55)			Boolean	True	F	alse

Advantages of Systems and Booleans:

- 1. Dramatically Simplify the Problem
- 2. Fewer Possible Combinations = FAST Training Time

## Boolean & System "Genes"

#### A Boolean is either True or False

Rule Description	Formula
Today's Close Greater than Today's Open	C > 0
Today's Close Greater than 55p EMA	C > EMA(55)
Today's 21p EMA Greater than Today's 55p EMA	EMA(21) > EMA(55)
Today's Volume Greater than Twice the Average Volume over 14 bars	V > 2 * Avg(V,14)
Today's Range Greater than Twice the Average Range over 14 bars	Abs(H-L) > 2 * Avg(Abs(H-L),14)
RSI-P System Long	RSI-P

### A New Focus for the G.A.

Genetic Algorithms based on **Booleans** are surprisingly powerful in predicting chart movement.



## The Power of Simple

2016

Zoom Period V N Symbol V . Scale

2016

Q1

Results from our very simple, 6-Input Boolean Genetic Algorithm

Back Test (training) Period: May 2012 – May 2014

Forward Test (out of sample): May 2014 – May 2016 S 67.0 Frudumentals Research 86.5 86.5 86.0 86.5 85.5 86.0 86.0 86.0 84.5 84.5 84.5 84.5 84.5 84.5 83.0 83.0 83.0

Q3

GA Cutoff Parameters: Hit Rate: 70% Min Hits: 100

Abbreviation	Statistic	Back Test	Forward Test
NT	Number of Trades	1,535	2,202
PT	Profitable Trades	1,020	1,228
HR%	AverageHitRate (%)	66.45	55.77
ANP%	AverageNetProfitPerSymbol (%)	6.08	2.31
PPT%	AverageNetProfitPerTrade (%)	0.84	0.23
ABT	Average Bars Per Trade	6	6

BIV - VANGUARD INTERMEDIATE-TERM BON (DAILY)

2015

Q2

01

Template: Standard -

GAR (0, )

All Trades: GA FUNDS

#### Not bad for just 6 Inputs!

#### Here's a GA with 48 Genes

#	Gene	Symbo
1	TRII(60,30) > 80	SPY
2	RelMom(31,"SPY") > 0	
3	RelMom(21,"SPY") > 0	
4	RelMom(14,"SPY") > 0	
5	TRII(60,15) > 80	
6	TRII(60,7) > 80	
7	EMA(21)>EMA(55)	
8	EMA(14)>EMA(21)	
9	EMA(21)>EMA(31)	
10	EMA(31)>EMA(55)	
11	C > 15	\$VIX
12	C > 20	\$VIX
13	C > 25	\$VIX
14	TRII(60,15) > 80	SPY
15	TRII(60,7) > 80	SPY
16	C < 0	\$VIX
17	C[1] < O[1]	\$VIX
18	C[2] < O[2]	\$VIX
19	C[3] < O[3]	
20	V < V[1]	
21	V[1] < V[2]	
22	V[2] < V[3]	
23	RSI(6) < 30	
24	RSI(14) < 30	

#	Gene	Symbol
25	RSI(21) < 30	
26	RSI(6) > RSI(6)[3]	
27	RSI(14) > RSI(14)[3]	
28	RSI(21) > RSI(21)[3]	
29	Inreg_slope(20)[40] < 0	
30	Inreg_slope(20)[20] < 0	
31	Inreg_slope(20) < 0	
32	Inreg_slope(10)[20] < 0	
33	Inreg_slope(10)[10] < 0	
34	Inreg_slope(10) < 0	
35	Inreg_slope(50)[100] < 0	
36	Inreg_slope(50)[50] < 0	
37	Inreg_slope(50) < 0	
38	EMA(31)>EMA(55)	SPY
39	EMA(21)>EMA(31)	SPY
40	ABS(H-L) > AVG(H-L,10)	
41	ABS(H-L) > 1.2 * AVG(H-L,10)	
42	ABS(H-L) > 1.4 * AVG(H-L,10)	
43	V > Avg(V.10)	
44	V > 1.5*avg(v,10)	
45	V - 2*Avg(V,10)	
46	V - 2.5*Avg(V,10)	
47	$V > 3^*avg(v, 10)$	
48	V > 4 * avg(v,10)	

This is a broad collection of Boolean Inputs, some of which are calculated against other symbols (like SPY and \$VIX)

### Improvement

Here's the Result.

In this case we flipped Back Test and Forward Test (training was on more recent data).



All Trades: GA FUNDS 20 5-14 to 5-16 (t3						
Abbreviation	Statistic	Back Test	Forward Test			
NT	Number of Trades	530	1,054			
PT	Profitable Trades	440	747			
HR%	AverageHitRate (%)	83.02	70.87			
ANP%	AverageNetProfitPerSymbol (%)	8.88	14.81			
PPT%	AverageNetProfitPerTrade (%)	3.37	3.05			
ABT	Average Bars Per Trade	21	21			

You don't see 83% accuracy and 3% PPT every day!

## **Understanding it is Easy!**

If we probe any GA Signal line, we can see which Genes are firing at a Bar.

We can also use the Knowledge Base Editor (see Review section) to understand which Genes generally work well and which ones are not used much.



## **Rule Report**

The Rule Report shows specific Signals identified in the Back Test.

This is useful in validating operation of the GA, and observing how many times the Rule fired on the Same Date.

#### GA Rule Summary for the 'GA Signals' block

5/15/2012 8:30:00AM

5/15/2012 8:30:00AM

5/16/2012 8:30:00AM

5/16/2012 8:30:00AM

5/16/2012 8:30:00AM

5/17/2012 8:30:00AM

5/17/2012 8:30:00AM

5/17/2012 8:30:00AM

5/17/2012 8:30:00AM

5/18/2012 8:30:00AM

5/18/2012 8:30:00AM

5/21/2012 8:30:00AM

5/21/2012 8:30:00AM

5/22/2012 8:30:00AM

5/22/2012 8:30:00AM

0 20 004

10010040

DOG

DOG

DOG

DOG

UNG

DOG

DOG

UNG

UNG

UNG

UNG

UNG

UNG

UNG

UNG

Rule Number Total Hits <u>Average Bars In Trade</u> Average Profit (%)		334 2,006 21.00 2.00			
Average AF	PR (%)	24.40			
Symbol		Date	Bars In Trade	Profit	APR
\$VIX	5/9/2012	8:30:00AM	21	5.73	71.89
\$VIX	5/9/2012	8:30:00AM	21	5.73	71.89
\$VIX	5/10/2012	8:30:00AM	21	25.12	323.83
\$VIX	5/10/2012	8:30:00AM	21	25.12	323.83
DOG	5/14/2012	8:30:00AM	21	0.93	10.66
DOG	5/14/2012	8:30:00AM	21	0.93	10.66
UUP	5/14/2012	8:30:00AM	21	1.59	18.33

21

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21

21

21

21

21

-0.87

-0.87

-1.79

-1.79

-8.82

-2.83

-2.83

-3.23

-3.23

-9.06

-9.06

-6.87

-6.87

-6.88

-6.88

-12.74

-12.74

-24.57

-24 57

-117.39-38.22

-38.22

-44.72

-44.72

-120.38

-120.38

-92 17

-92 17

-92.04

-92.04

## **Training is Super Fast!**

Even using 50 Genes over many years of data, a **Knowledge Base** can reach most of its profitable combinations in about One Minute!



2,000 Rules were generated with average Profit per Trade of 3% in about ONE MINUTES!

### Now, Finding Great Rules is Easy!

- → Identify Technical Indicators that imply upward movement and add them to the GA.
- $\rightarrow$  Enable Training
- $\rightarrow$  Start the ToDo List
- → Examine Statistics for Validation
- $\rightarrow$  Trade the Signals!



### THE NEW GENETIC INDICATORS

## The Concept

With Boolean Inputs, <u>a large</u> <u>number of rules can</u> <u>be generated</u> that are predictive because they can have many "hits".

This means we can now COMBINE Rules to generate multi-Rule Statistics!



Signals from a Boolean Knowledge Base 650 Hits and 83% Accurate

## **Rule Count**

**GARules()** is a NEW indicator that tells us how many rules are firing on a bar.

Clusters of Rules Tend to occur at viable trading points.



### **Rule Statistics**

**GAValue()** is an Indicator that gives us Summary Information on all the Rules that fire on a bar.



This indicator has many Powerful Uses – including RANKING in OmniTrader, VisualTrader, & OmniFunds!



# **Base**

### GA Indicators are very new.

The **increased Signals** and information provided by **GA Indicators** yields the potential for many advancements in our platforms, including:

- 1. Filters in Strategies
- 2. Sorting Signals derived from Strategies
- 3. Measurements in VisualTrader
- 4. Ranking Opportunities in ALL our platforms
- 5. Voting Multiple GA's that are built with different Genes or Targets

### A Recipe for Success

New discoveries are enabling us to apply **Genetic Algorithms** in ways we never before considered.

Boolean Genes and GA Indicators are an exciting NEW field of study that are already generating exciting results!



