Accelerating Financial Evaluations using Haskell and the GPU

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Bit of Background

Prudential is an investments/insurance company.



A common task for them is to evaluate the estimated value of a financial product they want to sell for many different parameters.

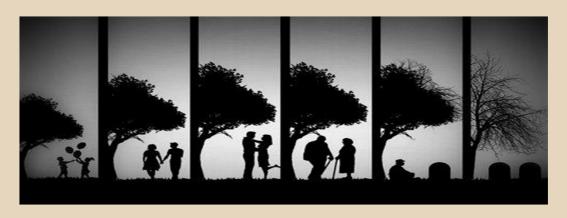
Bit of Background

Currently, they do these calculations on a large cluster of computers using a program called Moses (written in C++)



Bit of Background

... and it takes them a long time



Bit of Background

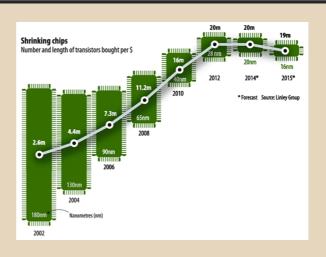
They are interested in seeing how to make these simulations run faster.

- More simulations
- More precise simulations



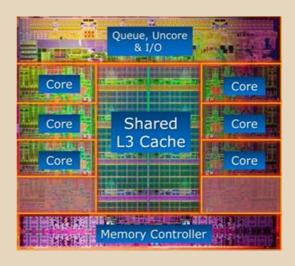
Can Hardware Solve the Problem?

Can Moore's Law save us??



Enter Multicore... or better yet...

Do many things at once, instead of one thing at a time very quickly!



Use a GPU!

The core's of a GPU have become more powerful with time... and they have many many cores!



And Why Haskell?

Haskell is a functional programming language Maps well to mathematical problems, often more elegant solutions!

For example...

Quicksort..

Vs.

Quicksort...

```
quicksort :: Ord a => [a] -> [a]
quicksort [] = []
quicksort (p:xs) = (quicksort lesser) ++ [p] ++ (quicksort greater)
where
    lesser = filter (< p) xs
    greater = filter (>= p) xs
```

Other Advantages...

- No pointer manipulations.
- Functions as first class citizens.
- Automatic memory management.
- Strong Static Typing.
- Accelerate!

