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# Grammatical Evolution-based Ensembles for Algorithmic Trading

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## Abstract

The literature on trading algorithms based on Grammatical Evolution commonly presents solutions that rely on static approaches. Given the prevalence of structural change in financial time series, that implies that the rules might have to be updated at predefined time intervals. We introduce an alternative solution based on an ensemble of models which are trained using a sliding window. The structure of the ensemble combines the flexibility required to adapt to structural changes with the need to control for the excessive transaction costs associated with over-trading. The performance of the algorithm is benchmarked against five different comparable strategies that include the traditional static approach, the generation of trading rules that are used for single time period and are subsequently discarded, and three alternatives based on ensembles with different voting schemes. The experimental results, based on market data, show that the suggested approach offers very competitive results against comparable solutions and highlight the importance of containing transaction costs.

*Keywords:* grammatical evolution, trading, ensembles, finance

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## 1. Introduction

2 Stock market is highly dynamic and subject to structural changes. Trad-  
3 ing rules might be very profitable during specific periods of time and pro-  
4 gressively loose their effectiveness as market dynamics evolve over time. This

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5 requires developing approaches capable of detecting and adapting to these  
6 structural changes.

7 Since Allen and Karjalainen [1] published their seminal piece on evolution  
8 of trading rules using Genetic Programming (GP), many authors have made  
9 related contributions either based on the same technique, or Grammatical  
10 Evolution (GE). Among them, [2, 3, 4, 5, 6, 7, 8, 9].

11 Most of these contributions generate investment rules based on a com-  
12 bination of raw market data and technical indicators and, unlike related  
13 approaches that use genetic algorithms or evolution strategies to optimize  
14 predefined rules, these have the advantage of creating flexible structures au-  
15 tomatically. Other algorithms within the evolutionary computation frame-  
16 work, like the ones discussed in [10, 11], would be readily applicable to related  
17 financial problems like mean-variance portfolio optimization, but would re-  
18 quire significant adaptations and domain expertise to evolve the functional  
19 trees that GP and GE generate.

20 A common limitation is that it is often the case that the methods are  
21 static, and do not take into account structural changes. Given that this  
22 phenomenon is very prevalent in financial time series, decision rules are com-  
23 monly derived from market environments that do not hold for long periods.

24 The problem of adjusting to structural changes is that we must choose be-  
25 tween two opposite extremes: keeping the same model over time, or updating  
26 it constantly. Even though the second might seem, at least in principle, more  
27 appropriate, there is a possibility that the constant change in the model will  
28 have undesirable consequences due to transaction costs. The evolutionary  
29 process of GP/GE considers commissions within the fitness function, and  
30 that makes it select rules that generate a limited number of signals. How-  
31 ever, it is possible that constant model updates might interfere with that  
32 endogenous control mechanism of the number of purchase and sale orders.

33 This paper introduces a dynamic trading system based on the use of  
34 ensembles and GE. The approach combines the possibility of changing the  
35 model, as a reaction to changes in the price generation mechanism, with an  
36 inertia component that mitigates the consequences of overtrading.

37 An ensemble in this context can be compared to a collegiate decision  
38 committee in which the votes of several judges are combined to arrive at a  
39 final decision [12]. The idea behind this method is to take advantage of the  
40 good local behavior of each of the judges, in order to increase the accuracy  
41 and reliability in the environment of a global scenario [13]. In Statistics and  
42 Automatic Learning, ensemble methods use multiple learning algorithms to

43 obtain a better predictive performance than that which could be obtained  
44 from any of the constituent learning algorithms separately [14, 15, 16]. Unlike  
45 a statistical set, which is generally infinite, an automatic learning set consists  
46 of only a finite set of alternative models but typically allows a much more  
47 flexible structure to exist by combining those alternatives.

48 It is worth noting that the solution that we introduce integrates the out-  
49 put of several trading rules to generate a combined recommendation that  
50 makes financial sense in dynamic environments. This differs from other algo-  
51 rithmic solutions that rely on ensembles of models to tackle more standard  
52 classification or regression tasks, such as [17, 18]. The aim of trading algo-  
53 rithms is obtaining profitable rules, and one might consider that this task  
54 implicitly requires solving two problems. The first one would involve pre-  
55 dicting market movements based on past information, for instance, it might  
56 predict whether the market is expected to go up, down, or remain stable,  
57 while the second one would be exploiting the previous information to ob-  
58 tain investment recommendations. Algorithms like the ones that we just  
59 mentioned might well excel at the first task, but lack the second layer.

60 Joint solutions are widely used in Artificial Intelligence, especially in neu-  
61 ral networks (Hansen and Salamon [19]; Perrone and Cooper [20]; Opitz and  
62 Shavlik [21]). In these cases, several classifiers, usually neural networks with  
63 different topologies and/or parameters, are used to classify the same input  
64 pattern and their votes are combined using a specific rule such as majority,  
65 arithmetic mean, weighted average, etc. However, there are other works re-  
66 lated to GP, such as Grosan et al. [22], that use the technique of ensembles  
67 in the context of obtaining investment models in financial markets. In this  
68 work, as we will discuss, the decisions committees are formed by different  
69 trading rules obtained using GE as the basic optimization algorithm and a  
70 sliding window.

71 The structure of the rest of the document is as follows: the next section  
72 describes the main references on GE for algorithmic trading and Evolutionary  
73 Computation (EC) based on adaptive approaches. Then, section 3 describes  
74 the proposed approach. That will be followed by section 4, focused on the  
75 experimental analysis. Finally, section 5 will be devoted to summary and  
76 conclusions.

## 77 2. Previous Work

78 The academic literature on GE for algorithmic trading is not as ample as  
79 the one based on GP. However, there are a number of relevant contributions  
80 that deserve to be mentioned.

81 One of the first works, in which evolutionary grammars are used to dis-  
82 cover trading rules based on technical indicators, is that of Brabazon and  
83 O’Neill [23]. These authors explored the possibility of using this technique  
84 to generate investment rules for the money market. In their study, they com-  
85 bined a small set of technical indicators with a metric to penalize commercial  
86 risk. The experimental work relies on a relatively low amount of currency  
87 data from the London market, from 10/23/92 to 10/13/97 and their results  
88 outperformed the benchmark on five out of the six test sets.

89 Dempsey et al. [24] used a GE-based methodology to discover technical  
90 investment rules targeting the S&P 500 and Nikkei 225 indices. The authors  
91 addressed two approaches, one with a single set of population rules that  
92 was adapted throughout time, and another by which a new population was  
93 created in each generation step. They concluded that there was a profitable  
94 return for the chosen investment periods, with evident advantages in the case  
95 of the adaptive population rules. However, they also found that there very  
96 limited opportunities to beat the S&P 500 index. Nevertheless, in the Nikkei  
97 225 index, GE generated investment returns with an average improvement  
98 of 74% over the index.

99 In their article, Contreras et al. [25] presented a system based on GE  
100 seeking to obtain profitable trading rules. They validate its performance  
101 against historical returns of a group of companies in the Spanish market  
102 using data from 2012. In addition to that, they compared the results of  
103 the GE system with a previous approach [26] based on Genetic Algorithms  
104 (GA). The trading system implemented with the GE obtained gains around  
105 14%, while the GA-based alternative generated losses around 20%. Further  
106 analysis, with an expanded set of nine selected Spanish companies, showed  
107 that the overall benefit of the investment was higher than the B&H strategy.

108 More recently, Schmidbauer et al. [27] developed an evolutionary compu-  
109 tation tool based on a grammar-guided GP framework. The system selects  
110 negotiation rules which curb the data-snooping bias of performance evalua-  
111 tion. The core of its approach resides in the concept of a priori robustness,  
112 and the objective is identifying rules that work well with both the original  
113 price series and other similar ones. For the evaluation, they chose a multi-

114 objective fitness criterion which involved the original as well as modified time  
115 series. They used intraday data of FOREX trading of Euro/USD exchange  
116 from the first semester of 2011 to test the method, and their findings sug-  
117 gest that their a-priori robustness criterion provides better results and also  
118 prevents overfitting. Their experimental results show that their method im-  
119 proved performance, but not to the point of deriving profitable strategies.

120 If we consider adaptive solutions, even if we open the possibilities from  
121 GE to EC in general, the number of relevant approaches is still quite limited.  
122 Among the references more closely related to the solution suggested in this  
123 study we could highlight the following:

124 Grosan et al. (2006) [22] used two genetic programming variations, Multi  
125 Expression Programming (MEP) and Linear Genetic Programming (LGP),  
126 to build a prediction ensemble of two different stock indices: the Nasdaq-  
127 100 index and the stock S&P CNX NIFTY. They benchmark their solu-  
128 tion against four alternatives: an artificial neural network trained using the  
129 Levenberg-Marquardt algorithm; the neuro-diffuse model of Takagi-Sugeno;  
130 and the genetic programming algorithms MEP and LGP. To evolve the GP-  
131 based solutions, they applied a multiobjective evolutionary optimization al-  
132 gorithm (MOEA) known as “*Non-dominated Sorting Genetic Algorithm II*”  
133 (NSGAI) [28]. Their empirical results revealed that the joint approach con-  
134 stituted a very promising method for stock market forecasting. The authors  
135 concluded that the results obtained by the ensemble were better than those  
136 achieved by each of the GP variations separately.

137 Wilson et al. (2011) [29] used a LGP system that applied a generated  
138 trading model to multiple intraday time frames. They established two deci-  
139 sion systems to determine the final trading action coming from the trading  
140 model applied to all time frames. One of them, based on majority vote, gen-  
141 erates purchase or sell recommendations where the signal accounts for half  
142 (or more) of all the signals for each time scale. The other relies on temporal  
143 proximity to the the purchase or sale recommendation. They found that  
144 the temporal proximity decision mechanism was more restrictive and traded  
145 slightly less often than the majority-based decision counterpart and it was  
146 found not to work as well. Majority decision involving more time frames  
147 was more conservative and less reactive to changes in price trends. Increas-  
148 ing the number of voters through more time frames was found to be better  
149 than shorter time frame combinations because it encouraged remaining in  
150 the market and reduced the number of transactions.

151 Shangkun Deng et al. (2013) [30] used a GA to generate currency trading

152 rules based on the Relative Strength Index (RSI), a technical indicator. They  
153 added as an input to the GA three time frames from which to extract features.  
154 The target trading currency pair used in their experimental analysis was  
155 EUR/USD, and the trading time horizon was one hour. They fed the system  
156 with a combined signal from a relatively longer time frame of two hours and  
157 a shorter time frame of 30 minutes, besides the target time frame of one  
158 hour. The data set covered the period from January 3 2011 to December  
159 30 2011, with a total of 6,178 observations of hourly data. Based on their  
160 experimental results, they concluded that the combined signal from multiple  
161 time frames improved performance.

162 Following a different strategy, that combined an ensemble of multiple  
163 rules based on technical indicators, Jayanthi et al. (2014) [31] suggested a  
164 new approach to obtain an investments strategy for stock markets. Their  
165 experimental results showed good performance on two major Indian stock  
166 indices.

167 Machado et al. (2015) [32], introduced a GP-based solution that relies  
168 on technical indicators to obtain trading rules that exploit trend-following.  
169 In order to improve the robustness of the resulting solutions, they combined  
170 three time frames with different weights to form the final market position  
171 of the system for each day: Long-Term (LT), Medium- Term (MT) and  
172 Short-Term (ST). They run tests using a sliding window of 6 years and an  
173 out-of-sample window of 6 months on the American stock index S&P 500.  
174 The experimental results show annualized rates of return in excess of 10%  
175 for some configurations.

176 Finally, Pimenta et al. (2017) [13] presented a system based on GP that  
177 implements an outlier filtering procedure together with a feature selection  
178 method and decision ensembles to obtain efficient trading rules using techni-  
179 cal indicators. Their solution follows the process that follows: the first phase  
180 comprises filtering outliers; the second is aimed at selecting the appropriate  
181 technical indicators to reduce the solution space and the third one involves  
182 evolving investment rules using GP. Finally, the obtained rules are then used  
183 to build an ensemble whose decision committee consists of the individuals  
184 that are part of the final approximation of the Pareto set delivered by the  
185 algorithm. The authors showed in their conclusions that their system was  
186 able to obtain financial returns considerably above the mere share price vari-  
187 ations. They also highlighted that their approach was not tailored to the  
188 specific characteristics of any stock market in particular, and that it could  
189 easily be applied to other types of financial time series, with small adjustment

190 to a few parameters.

### 191 **3. Proposed Approach**

192 This section starts with an introduction to the standard approach to  
193 evolve trading rules with flexible representation using GE. As it was men-  
194 tioned before, the standard method suffers from some limitations in a domain  
195 where structural change is prevalent. For this reason, we then introduce an  
196 adaptive ensemble approach designed to overcome them and improve perfor-  
197 mance.

#### 198 *3.1. Obtaining Trading Rules with Grammatical Evolution*

199 Grammatical evolution is an algorithm within the field of EC that was  
200 introduced by Ryan et al. [33]. The technique is closely related to GP [34]  
201 but, unlike the latter, individuals are encoded as vectors of integers that  
202 represent production rules from a context-free grammar. Even though there  
203 are some other differences, the aim of the technique and the core elements of  
204 the algorithmic loop (mutation, crossover...) are very similar.

205 While GE genotypes consist of vectors of integers, phenotypes, usually  
206 take the form of tree structures. This dual representation is managed by  
207 a grammar, often specified by the user in Backus-Naur form (BNF), that  
208 describes the basic components, terminals and non-terminals, and the syntax.  
209 The latter element is key, as it effectively restricts the search space. The main  
210 advantages of this are two: a more efficient type control, and the possibility  
211 to incorporate domain knowledge.

212 The initialization of individuals requires arrays of random integers in the  
213 range from 0 to the maximum number of productions of the grammar rule  
214 with the largest number of them minus one. Then, the elements are pro-  
215 cessed one by one according to the grammar, and the appropriate rules and  
216 required arguments are identified applying the modulus (remainder opera-  
217 tion). The mapping process gradually constructs the tree (or s-string) in  
218 preorder, replacing non-terminal symbols with the right hand of the selected  
219 grammar productions.

220 It is clear that the choice of the appropriate set of terminal and non-  
221 terminal functions is a key element of the process. In that regard, we will  
222 rely on previous studies and use the set suggested by Lohpetch and Corne [5].  
223 The difference, however, is that we will use daily stock returns instead of  
224 monthly ones. Bearing that in mind, the terminal elements will be index



225 prices and technical indicators. Non-terminal ones would be the basic rela-  
226 tional operators ( $>$  and  $<$ ) and the main logical ones (*And*, *Or* and *Not*).

227 The set of technical indicators considered in the study includes the fol-  
228 lowing:

- 229 • Index prices. Opening, closing, high and low daily index prices. (*Open*,  
230 *Close*, *Max* and *Min*)
- 231 • Simple 2, 3, 5 and 10-month moving averages. These trend-following/  
232 lagging indicators smooth out price volatility and are computed as the  
233 simple average of closing prices over a predefined number of periods.  
234 (*M2*, *M3*, *M5* and *M10*)
- 235 • Rate of Change Indicator (3-month and 12-month). This momentum  
236 technical indicator tracks percentage differences between current prices  
237 and past prices  $n$  periods ago. (*Roc3* and *Roc12*)
- 238 • Price Resistance Indicators. These price points define virtual upper  
239 and lower bounds that are unlikely to be broken in the short term. We  
240 consider the last two 3-Month moving average minima and maxima.  
241 (*Mx1*, *Mx2*, *Min1* and *Min2*).
- 242 • Trend Line Indicators. These upper and lower resistance lines based  
243 on the slope of the last two maxima and minima, respectively, express  
244 the direction and speed of price changes. (*UR* and *LR*).

245 The grammar used to represent the investment rules generates logical  
246 expressions. In this regard, we follow the approach described in [5], which  
247 is reported in BNF-form in Table 1. The evaluation of any rule would be  
248 either “0” or “1”, depending on market conditions. We will consider that “1”  
249 represents a recommendation to be invested in the market, while “0” would  
250 be interpreted as a suggestion to be in cash.

251 The rule generation process and its interpretation can be illustrated with  
252 an example. Given the grammar reported in table 1 and the pseudo-random  
253 sequence of integers in the range from 0 to 255 that follows:

254 015 161 179 174 202 215 078 089 216 129 003 029

Table 1: Trading Rules Grammar

N°	Modulus	Grammar Rule
1	1	$\langle \text{Rule} \rangle ::= \langle \text{bool} \rangle$
2	5	$\langle \text{Bool} \rangle ::= (\mathbf{And} \langle \text{bool} \rangle \langle \text{bool} \rangle)   (\mathbf{Or} \langle \text{bool} \rangle \langle \text{bool} \rangle)$ $\langle \text{Bool} \rangle ::= (\mathbf{Not} \langle \text{bool} \rangle)$ $\langle \text{Bool} \rangle ::= (\mathbf{>} \langle \text{exp} \rangle \langle \text{exp} \rangle)   (\mathbf{<} \langle \text{exp} \rangle \langle \text{exp} \rangle)$
3	16	$\langle \text{Exp} \rangle ::= (\mathbf{Open})   (\mathbf{Close})   (\mathbf{Max})   (\mathbf{Min})$ $\langle \text{Exp} \rangle ::= (\mathbf{M2})   (\mathbf{M3})   (\mathbf{M5})   (\mathbf{M10})$ $\langle \text{Exp} \rangle ::= (\mathbf{Roc3})   (\mathbf{Roc12})$ $\langle \text{Exp} \rangle ::= (\mathbf{Mx1})   (\mathbf{Mx2})   (\mathbf{Min1})   (\mathbf{Min2})$ $\langle \text{Exp} \rangle ::= (\mathbf{UR})   (\mathbf{LR})$

255 The process required to build the associated decision tree would start  
256 with the first element of the sequence, number 15, and the computation of  
257 its  $(\text{mod } 1)$ , associated with the initial symbol of the grammar. The result  
258 of this operation would be the selection of the rule  $\langle \text{bool} \rangle$ . As it is not a  
259 terminal rule, we would consider the second element of the sequence, 161,  
260 and compute  $(\text{mod } 5)$  to identify the appropriate function. Given that the  
261 result is 1, the first left production of symbol **bool** ( $\mathbf{Or} \langle \text{bool} \rangle \langle \text{bool} \rangle$ ) would  
262 serve the root of the functional tree. Since **Or** is a non-terminal function with  
263 two input arguments, the process would require the identification of its two  
264 children. The first of them would be based on the next element, 179, which  
265 in  $(\text{mod } 5)$  corresponds to 4 and, therefore, to the rule  $(\mathbf{>} \langle \text{exp} \rangle \langle \text{exp} \rangle)$ .  
266 Given that  $\mathbf{>}$  also requires two arguments, and the fact that the element  
267 that follows it in the sequence is 174, its first child node would correspond to  
268 (**UR**), a terminal element. The process of growing the tree in preorder would  
269 continue until either all the rules are expanded, or all the elements in the  
270 vector are used. If that were the case, either a wrapping mechanism would  
271 be used, or the individual would be discarded.

272 The result of the process would be a tree representation like the one  
273 illustrated in figure 1, which would correspond to an investment rule whose  
274 S-expression would be:

275  $(\mathbf{Or} (\langle \mathbf{UR} \mathbf{MX1} \rangle) (\mathbf{And} (\mathbf{>} \mathbf{Roc12} \mathbf{Roc3}) (\langle \mathbf{Min} \mathbf{M2} \rangle)))$

276 The assessment of trading rules is based on a fitness function that, in this  
277 case, is defined as net investment return. That is, the sum of all transaction  
278 profits/losses adjusted for transaction costs  $\Delta r = r$ . Following previous

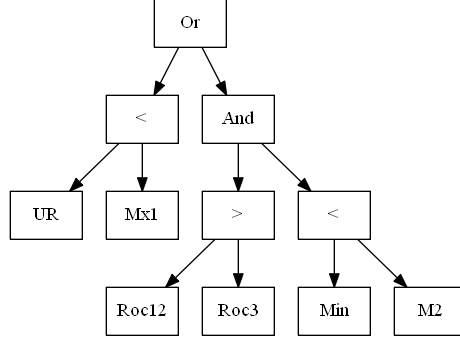


Figure 1: Trading Rule with Tree Representation.

279 studies like [2] and [35], we will use continuous compound yield, which is  
 280 formally defined as:

$$r = \sum_{t=1}^T r_t \cdot I_b(t) + \sum_{t=1}^T r_f(t) \cdot I_s(t) + n \cdot \ln\left(\frac{1-c}{1+c}\right) \quad (1)$$

281 where:

- 282 •  $r_t = \ln(P_t) - \ln(P_{t-1})$  is the continuous composite yield;  $P_t$  is the index  
 283 at time  $t$  and  $r_t$  represents the market return accrued during the days  
 284 that the investor is in the market.
- 285 •  $I_b(t)$  variable that takes the value “1” in case that the recommendation  
 286 is being in the market, and “0” otherwise. Conversely,  $I_s(t)$  represents  
 287 the opposite.
- 288 •  $r_f$  represents the risk-free return accrued by cash positions, and it is  
 289 formally defined as:

$$r_{f(t)} = \ln \frac{(1 + r_{f, monthly})}{\delta} \quad (2)$$

290 Where  $(1 + r_{f, monthly})$  denotes the monthly interest rate on the money  
 291 market, and  $\delta$  the number of trading days.

292 The third element of the expression represents transaction costs. There,  
 293  $n$  represents the number of transactions (open positions are assumed to be

294 closed on the last trading day of the period), and  $c$  is the one-way transaction  
295 cost expressed as a price fraction (in this study it is assumed to be 0.25%).

296 Like other techniques within EC, GE relies on a number of operators to  
297 drive the evolution process. In this case, one-point crossover, tournament  
298 selection and uniform mutation. On the one hand, these are generally imple-  
299 mented very efficiently, as chromosomes are often encoded as variable-length  
300 binary strings that represent a series of integers. On the other hand, they  
301 often produce a large proportion of individuals that end up being invalid.

302 The problem of invalid individuals can be addressed in a number of ways,  
303 like wrapping the chromosome and interpreting it in a circular fashion in  
304 mutation, or applying crossover on the codon limit to avoid arbitrary posi-  
305 tions [33, 36]. The implementation used in the analysis uses two standard  
306 GE repair strategies: duplication and truncation.

307 The first one, applicable in case that the original string of integers is too  
308 short, starts with the selection of a sequence of the missing  $n$  integers from  
309 within the same individual,  $A$ . This sequence, delimited by two indices,  $i$  and  
310  $j$ ,  $n$  positions apart, is then appended at the end of the vector. Therefore,  
311 the resulting individual will be the result of the concatenation operation  
312  $A_{1..n}||A_{i..j}$ . In this regard, it should be noted that the selection of the lower  
313 end,  $i$ , is random.

314 In relation to truncation, this strategy determines the number of integers  
315 from the chromosome vector required by the initialisation of the tree, and  
316 eliminates all the rest. In case that only  $r$  elements were required to represent  
317 individual  $A$ ,  $A_{1..n}$  would be used, and  $A_{r..n}$  would be truncated.

318 Another challenge posed by the representation system is bloating. Indi-  
319 viduals tend to grow very rapidly with generations, and this has a negative  
320 impact on both interpretability and performance due to overfitting. In order  
321 to control this problem, the setup suggested in this study uses non-parametric  
322 parsimony pressure. This mechanism, implemented in the selection operator,  
323 punishes complexity breaking ties in terms of fitness selecting the simplest  
324 rule in competition.

### 325 3.2. Adaptive Ensemble Approach

326 In traditional systems, a single investment rule is generated and subse-  
327 quently used throughout the whole test period. We label this approach *Static*  
328 strategy. On the opposite end of the spectrum we would have the alternative  
329 of generating trading rules that would only be used for a single time period.  
330 This could be implemented by means of a sliding window that would move

331 one period at a time. That way, we would obtain as many trading rules as  
332 time periods. If we decided to consider for each time step only the recom-  
333 mendation of the rule based on the most recent information, we would obtain  
334 an approach that we will refer to as *Naif*.

335 This *Naif* strategy requires training multiple rules, but it would not not  
336 be considered a traditional ensemble. However, once that we have several  
337 rules available for every time period, we could start setting up ensembles  
338 that would generate recommendations based on voting mechanisms. For  
339 instance, we could define a system that would make investment recommen-  
340 dations according to simple majority voting based on the output of the  $s$   
341 most recent trading rules. In case more that 50% of the  $s$  rules supported  
342 being invested in the market, the system would recommend it.

343 The approach that we suggest involves using an ensemble of trading rules  
344 obtained using the mentioned sliding window. Given a fixed window size,  $w$ ,  
345 a trading rule is evolved using GE and the rule is used in subsequent periods  
346 to generate investment recommendations. If we move the sliding window  
347 one time-step forward, we can generate a new rule based on a new training  
348 sample that overlaps with the previous one for all the elements but the last  
349 one, the most recent (the first element of the initial window gets dropped).  
350 Once again, that new rule will be used to generate predictions for the future.  
351 If we only consider the most recent one to cast a recommendation for the  
352 next period and we repeat the process over time, we obtain the mentioned  
353 *Naif* strategy.

354 If we analyze this procedure, illustrated in Figure 2, we see that for any  
355 given moment of time  $t$  we can create an ensemble combining the  $s$  rules  
356 generated using the  $s$  most recent training periods. This means that the first  
357 model of the set would have been obtained using the portion of the dataset  
358 between the time instants  $t - s - w + 1$  and  $t - s$ , while the last model would  
359 be based on the time period that covers  $t - w$  and  $t - 1$ . For instance, given  
360 that in the figure the number of  $s$  voting rules is 5 and  $w$  is 10, the voting  
361 rules for  $t = 22$  are those in rows 8 to 12.

362 The investment recommendation of the aforementioned ensemble for time  
363  $t$  would require combining the individual recommendations of  $s$  for that point  
364 in time. The simplest solution to achieve this would be casting a majority  
365 vote among the  $s$  recommendations. In case most models recommend “1”  
366 (buy), the ensemble of models would advise to be in the market, otherwise,  
367 if the dominant recommendation were “0” (sell), the ensemble would suggest  
368 holding a cash position, or being out of the market. A dynamic version of

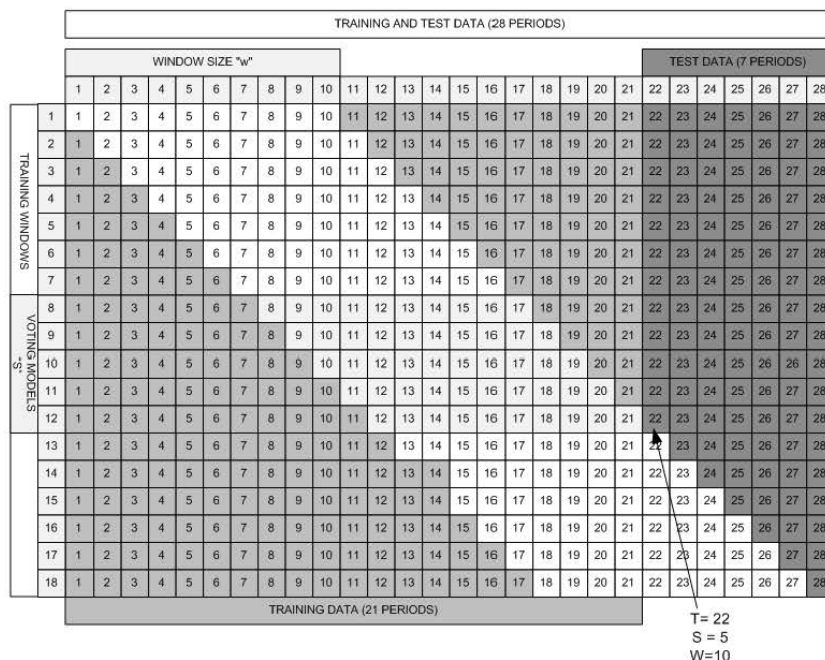


Figure 2: In medium gray color the training set, in dark gray the test set, in white the training windows used, and in light gray the windows used in the set for time  $t$ .

369 this idea would require a different ensemble per time period. The difference  
 370 between any ensemble and its predecessor would be the addition of a new  
 371 rule based on more recent data, and the elimination of the oldest one to keep  
 372 the  $s$  constant and updated. We might label this trading system *Majority*.  
 373 It is worth mentioning that the described *Majority* approach gives the same  
 374 weight to all the recommendations, but nothing would prevent us from using  
 375 a weighted voting scheme instead.

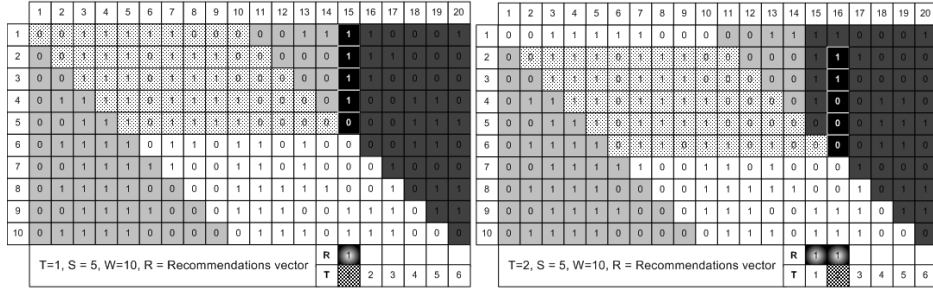
376 While both *Naif* and *Majority* offer the possibility of being adaptive,  
 377 they have a potential flaw in common. The individual GE-based investment  
 378 rules are optimized for relatively long periods of time. Given that the fitness  
 379 function includes trading fees, one of the drivers of the evolution process is  
 380 controlling the number of transactions. Once we combine several strategies,  
 381 this implicit control mechanism might not be as effective and we bear the  
 382 risk of trading more than necessary. This might result in profitability being  
 383 severely eroded by commissions.

384 The solution that we suggest is providing the described *Majority* ensemble  
 385 with some degree of inertia that biases the recommendations towards keeping

386 the same position. Initially, the first recommendation of the ensemble would  
387 be obtained by a simple majority. From there on, only if there is a strong  
388 consensus among the rules of the ensemble regarding the need to switch  
389 current position and, therefore, get in or get out of the market, the ensemble  
390 would recommend it. The strength of this consensus would be controlled  
391 with a parameter that we might name inertia factor,  $i$ . Only if the number  
392 of models recommending a change in current position is greater or equal than  
393 the mentioned threshold, the system will do it. If that were not the case, the  
394 recommendation would be keeping current position.

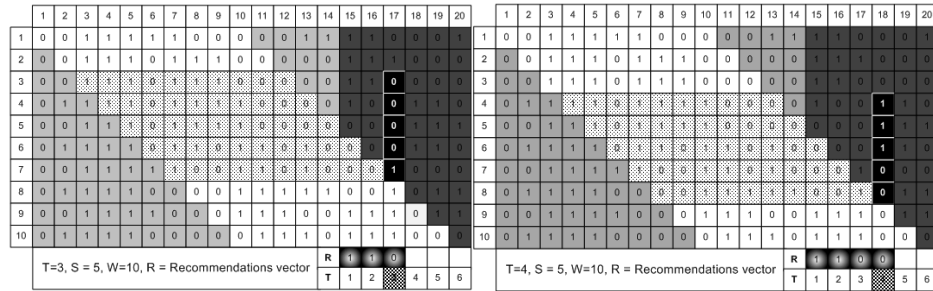
395 The process is illustrated in Figure 3. There, we present an example  
396 where we use an ensemble of  $s = 5$  models optimized on training samples  
397 defined by a sliding window of size  $w = 5$  periods and an inertia factor  
398  $i = 4/5$ . The recommendation for T1, described in panel 3a, is the result  
399 of the simple majority. Given that the first four rules (1-4) recommend  
400 being in the market and only the fifth one recommend a cash position, the  
401 recommendation of the ensemble would be being fully invested. Regarding  
402 T2, in panel 3b, the five most recent trading rules are 2-6, and the majority  
403 of them recommend being out of the market. However, a support of  $3/5$  does  
404 not meet the  $4/5$  threshold criterion and, therefore, is not enough to change  
405 current position. For that reason, the ensemble would recommend staying in  
406 the market. Conversely, at T3, in 3c,  $4/5$  of the components of the ensemble  
407 (trading rules 3-7), recommend switching from “1” to “0”. As the support is  
408 greater or equal to the inertia factor of  $4/5$ , the ensemble would recommend  
409 leaving the market. The dynamics in T4-T6, pictured in 3d-3f are similar.  
410 Only if the support of the five rules within each ensemble for a change in  
411 current position meets the required threshold, the system recommends it.

412 Regarding computational cost, the key element of the core algorithm  
413 used to obtain the rules is the evaluation of the fitness function, which is  
414 significantly more expensive than the application of the genetic operators.  
415 As a result, the complexity of training a single trading rule using GE could  
416 characterized as of linear order  $O(g \times n)$ , where  $g$  is the number of generations  
417 and  $n$  is the size of the population. Given that only the *Static* approach trains  
418 a single rule, this cost should be multiplied by the number of trading rules to  
419 be generated. Both the *Naif* and the *Inertia* system generate a new rule per  
420 time period and, therefore, the complexity would be  $O(g \times n \times t)$ , where  $t$  is  
421 the number of time periods for which recommendations are issued. Since the  
422 approaches that rely on ensembles and sliding windows, like *Inertia*, *Majority*,  
423 or those based on similar weighted voting schemes, require training  $s$  rules to



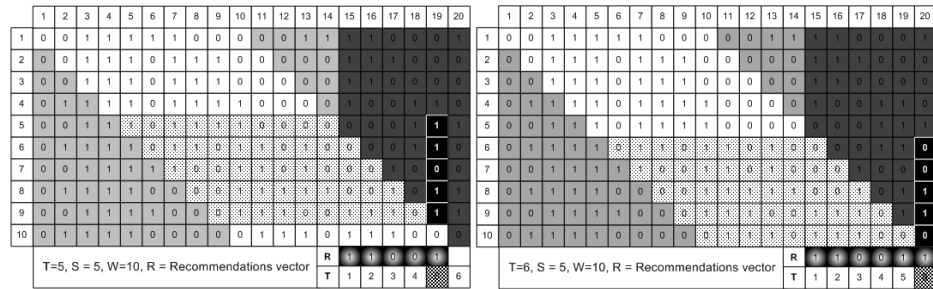
(a) T1. Majority vote: 1. Recommendation: 1

(b) T2. Majority: 0. Support: 3/5. Current: 1. Recommendation: 1



(c) T3. Majority: 0. Support: 4/5. Current: 1. Recommendation: 0

(d) T4. Majority: 1. Support: 3/5. Current: 0. Recommendation: 0



(e) T5. Majority: 1. Support: 4/5. Current: 0. Recommendation: 1

(f) T6. Majority: 0. Support: 3/5. Current: 1. Recommendation: 1

Figure 3: Illustration of ensemble behavior for periods  $T$  1 to 6. Ensemble  $S$  of 5 models with a threshold of 4/5. Training periods in darker color. Test periods in lighter color. Investment recommendations: “1” stay in the market, “0” stay in cash. Partial recommendations of the elements of the ensemble in black rectangles. Ensemble recommendation  $R$  below in bold.



424 generate the first recommendation, the previous estimate should be updated  
425 to  $O(g \times n \times (t + s - 1))$ . The cost of the weighting scheme itself could be  
426 deemed irrelevant. As reference, the average time required to evolve a single  
427 rule using the parametrization used in the experimental analysis on an Intel  
428 Core I7 2630QM with 16 Gbytes DDR3 using 8 threads was 1.196 seconds.  
429 Based on that, *Static* approach, it would be easy to extrapolate. The *Naif*  
430 strategy would require roughly to multiply that figure by the number of  
431 periods to be predicted and so on.

## 432 4. Experimental analysis

433 In this section we describe the experimental setup, including elements like  
434 the data set, the experimental protocol and the parametrization, followed by  
435 the presentation and discussion of the results.

### 436 4.1. Data sets and experimental protocol

437 The experimental validation, of the described approach, will be made  
438 assessing its performance on historical data vs other comparable GE-based  
439 strategies, more specifically the *Static*, *Naif* and *Majority* described in sec-  
440 tion 3.2, together with two ensemble-based alternatives, *Weighted1* and *Weighted2*,  
441 that rely on weighted voting schemes.

442 Regarding the experimental sample, the study will consider two datasets  
443 that cover 13-year worth of daily data, from 2005 to 2017. The first one corre-  
444 sponds to the Standard & Poor’s 500 index, obtained from Datastream, and  
445 the second one, the daily risk-free return, obtained from the Federal Reserve  
446 Bank of Atlanta and available at <https://fred.stlouisfed.org/series/TB3MS>.

447 The process will start extracting two subsamples out of the original  
448 dataset. The first one, from 2005 to 2012 will be used for parametriza-  
449 tion purposes. There, we will set the basic parameters for GE and, based  
450 on preliminary experiments, we will choose the number of models to be in-  
451 cluded in the ensemble,  $s$ , and the inertia factor,  $i$ . Once these values are  
452 determined, we will run main experiments based on the second subsample  
453 that covers the period from 2009 to 2017. It is worth noting that the partial  
454 overlapping of the two subsamples has to do with the size of the sliding win-  
455 dow used to evolve the rules. We will use 3 years worth of daily data, hence  
456 the evaluation periods for parametrization and benchmarking purposes are  
457 non-overlapping. The comparison of the six methods will be based on net  
458 returns on 2013, 2014, 2015, 2016 and 2017.

459 Given that GE is a stochastic method, the experiments will be run 30  
460 times. The statistical significance of the results will be formally tested using  
461 the protocol that follows:

462 First, the normality of returns will be assessed using the Kolmogorov-  
463 Smirnov test applying the Lilliefors correction. In case that it is rejected,  
464 the Wilcoxon's non-parametric test sign ranges will be applied. Otherwise,  
465 homoscedasticity will be evaluated using Levene's test. At that point, de-  
466 pending on whether we can reject homoskedasticity or not, we will rely on a  
467 standard t-test or the Welch test.

468 It is worth noting that, even though we will evaluate the approach us-  
469 ing daily returns, the algorithm is basically agnostic to time scale. As long  
470 the technical indicators and operators used to generate the rules are appro-  
471 priately selected and parametrized to capture relevant information at the  
472 preferred time frame, the algorithm will offer good performance. Operating  
473 intraday would require some adaptations to tackle the complexity of issues  
474 like managing market opening and closing times, but there should not be rel-  
475 evant differences in terms of the algorithm between using daily stock returns  
476 or, for instance, monthly ones.

#### 477 *4.2. Parametrization*

478 The parametrization of the core algorithm was based on some prelimi-  
479 nary experiments and values commonly found in the literature. We started  
480 from them, and then explored several configurations out-of-sample in the  
481 neighborhood.

482 As a result of process, we used a population size of 500 individuals, 50  
483 generations and implemented elitism. Every generation the best strategy is  
484 selected and copied to the next one. Individuals were initialized using geo-  
485 metric series. For this sake, we used a minimum initial complexity value of 5  
486 and 0.85 as the growth probability of the population initialization algorithm.

487 Regarding the main genetic operators, the key elements were defined as  
488 follows:

- 489 • Crossover: one-point crossover is performed with a probability of 0.85  
490 on individuals selected by tournament. Given two individuals,  $A$  and  
491  $B$ , the operator selects two random indices  $i$  and  $j$ , one per vector.  
492 Then, it swaps the string of genes from  $A_i$  to  $A_{end}$  with the genes from  
493  $B_j$  to  $B_{end}$ , generating two new individuals. Finally, these are then

494 subject to a truncation mechanism that eliminates the integers in the  
495 vector genotypes that have not been used.

- 496 • Duplication: given an individual selected by tournament, with a prob-  
497 ability of 0.05, the operator selects a sequence from the individual in  
498 the range defined by two random indices, and appends it at the end.  
499 Finally, the process ends with truncation.
- 500 • Mutation: uniform mutation is applied with a probability of 0.1 on  
501 individuals chosen by tournament selection. The operator randomly  
502 modifies genes within a specified range (-128, 127) with a probability  
503 0.05, allowing a circular wrapping of the genes vector up to 16 times.  
504 As with the other operators, mutated individual are truncated before  
505 their introduction in the new population.

506 In order to improve variability in the population, both during initializa-  
507 tion and mutation, should the same individual appear more than once, there  
508 will be up to 100 attempts to replace it with a new one.

509 Regarding the ensemble, we initially performed some exploratory parametriza-  
510 tion experiments using year 2012. The combinations that we considered in-  
511 cluded ensembles of 3, 5, 9, 13, 15, 17, 21 and 25 models and inertia factors  
512 of  $2/3$ ,  $3/4$  and  $4/5$ . For all configurations, the experiments were ran 30  
513 times. The best results were obtained with 3 models and unanimity (for that  
514 ensemble size both  $3/4$ ,  $4/5$  and unanimity are the same). To make sure  
515 that these results were reasonably stable over time, we extended the analy-  
516 sis, computing the average of yearly returns for all the periods ending at the  
517 end of 2012 from 2008 onward. These results are summarized in table 2. As  
518 we can see, regardless of whether we consider periods of one or five years,  
519 the configuration seems to be appropriate. That is also the case for 2, 3 and  
520 4-year periods.

### 521 4.3. Experimental results

522 The results of the experiments are reported in Table 3. There, we provide  
523 the main descriptive statistics for the returns obtained in the test samples  
524 over 30 experiments for five years. In addition to the ensemble approach with  
525 *Inertia* that we discussed, we report the performance of five benchmarks: the  
526 standard *Static* approach, where a single trading rule is obtained from the  
527 three years closest to the test period and it is subsequently used for the whole  
528 test year; the one that uses a different model per time step, *Naif*; the results

Table 2: Parametrization tests. Mean annual return over 30 experiments for the different combinations of number of models in the ensembles and the inertia factor over the specified periods.

Models	Inert. factor	2008-12	2009-12	2010-12	2011-12	2012
3	2/3	-0.0356	0.0097	0.0032	0.0443	0.1734
3	3/4	-0.0128	0.0446	0.0356	0.0742	0.2043
3	4/5	-0.0128	0.0446	0.0356	0.0742	0.2043
5	2/3	-0.0307	0.0279	0.0133	0.0423	0.1955
5	3/4	-0.0307	0.0279	0.0133	0.0423	0.1955
5	4/5	-0.0359	0.0390	0.0287	0.0600	0.1667
9	2/3	-0.0312	0.0354	0.0231	0.0511	0.1742
9	3/4	-0.0430	0.0366	0.0243	0.0539	0.1523
9	4/5	-0.0615	0.0357	0.0271	0.0585	0.1463
13	2/3	-0.0488	0.0389	0.0278	0.0644	0.1500
13	3/4	-0.0692	0.0223	0.0102	0.0416	0.1453
13	4/5	-0.0836	0.0144	0.0001	0.0238	0.1416
17	2/3	-0.0714	0.0218	0.0113	0.0337	0.1560
17	3/4	-0.0682	0.0280	0.0194	0.0449	0.1566
17	4/5	-0.0705	0.0241	0.0142	0.0361	0.1485
21	2/3	-0.0585	0.0329	0.0281	0.0505	0.1512
21	3/4	-0.0656	0.0260	0.0183	0.0379	0.1303
21	4/5	-0.0681	0.0267	0.0190	0.0431	0.1237
25	2/3	-0.0642	0.0356	0.0306	0.0482	0.1265
25	3/4	-0.0739	0.0294	0.0215	0.0452	0.1260
25	4/5	-0.0891	0.0149	0.0045	0.0326	0.1403

529 of an ensemble that relies on simple majority to make the recommendations,  
530 *Majority*, and two variations on the latter that use weighted voting schemes,  
531 *Weighted1* and *Weighted2*.

532 The last three consider the same trading rules as *Inertia*. The difference  
533 is the way that the system combines the recommendations to generate the  
534 output of the ensemble. *Weighted1* and *Weighted2* prioritize to different  
535 degrees the recommendations of the most recent models in the ensemble and,  
536 like *Majority*, do not implement any inertia element. The former uses the  
537 weights  $[0.1, 0.15, 0.2, 0.25, 0.3]$ , where the first position represents the weight  
538 attributed to the recommendation of the oldest trading rule in the ensemble,  
539 and the latter  $[0.05, 0.1, 0.15, 0.25, 0.45]$ , which emphasizes significantly more  
540 the importance the of the most recent rules.

541 The best average performance in terms of net returns is obtained by  
542 the ensemble with the inertia component. If we consider average yearly  
543 returns over the 5-year period, this approach obtained 4.77% vs. 2.55% of the  
544 *Static* approach and the 2.09% of the ensembles that make recommendations  
545 based on majority vote. The other two ensembles, *Weighted1* and *Weighted2*,  
546 obtained slightly worse results, specially the latter, and the worst performing  
547 system, with an average yearly net loss of 3.96%, entailed using a sliding  
548 window to train rules that are used only once. The *Inertia* strategy also  
549 offered advantages in terms of reliability, as the average of the yearly return  
550 variances 0.0007 vs. the second most stable approach, *Static*, with 0.001.  
551 The strategies based on weighted voting turned out to be the worst in terms  
552 of this indicator.

553 There is, however, some variability once we analyze the results year by  
554 year. While *Inertia* dominates the rest in three out of five years, the *Static*  
555 one beats the rest in 2015 and 2016, which were also the years where the mar-  
556 ket offered the worst performance. Even though the relative performance of  
557 *Static*, *Naif*, *Majority*, *Weighted1* and *Weighted2* changes over time, *Inertia*  
558 dominates consistently the last four, and the first weighting scheme outper-  
559 forms systematically beats the second.

560 The statistical significance of the median return differences vs. *Inertia*  
561 was formally tested using Wilcoxon's Test. As we can see, most of the differ-  
562 ences are significant at 1%. The only exceptions are the differences of *Inertia*  
563 vs. the rest of the ensembles in 2013. That year, the difference vs the simple  
564 voting mechanism was significant at 5%, while we could not reject the null  
565 hypothesis of equality vs the two weighted voting approaches.

566 In order to gain some additional insight into the mechanism that might

Table 3: Net return. Includes transactions costs. Main descriptive statistics over 30 runs. Test results.

	Strategy	Mean	Median	Var.	Max.	Min.
2013	Inertia	0.1423	0.1400	0.0001	0.1691	0.1298
	Static	0.0381 **	0.0409	0.0001	0.0714	0.0051
	Naif	0.1311 **	0.1323	0.0003	0.1715	0.0909
	Majority	0.1367 *	0.1363	0.0002	0.1557	0.0964
	Weighted1	0.1387	0.1363	0.0001	0.1616	0.1190
	Weighted2	0.1372	0.1387	0.0001	0.1582	0.1088
2014	Inertia	0.0947	0.0938	0.0006	0.1048	0.0749
	Static	0.0606 **	0.0827	0.0015	0.1042	0.0079
	Naif	0.0547 **	0.0526	0.0002	0.0813	0.0281
	Majority	0.0852 **	0.0876	0.0001	0.0969	0.0471
	Weighted1	0.0803 **	0.0825	0.0001	0.0959	0.0490
	Weighted2	0.0782 **	0.0784	0.0001	0.0961	0.0548
2015	Inertia	-0.0511	-0.0468	0.0006	-0.0214	-0.1327
	Static	-0.0160 **	-0.0123	0.0001	-0.0123	-0.0600
	Naif	-0.1687 **	-0.1685	0.0024	-0.0574	-0.2564
	Majority	-0.0903 **	-0.0817	0.0017	-0.0303	-0.1738
	Weighted1	-0.0959 **	-0.0807	0.0023	-0.0379	-0.2052
	Weighted2	-0.1266 **	-0.1270	0.0016	-0.0488	-0.1958
2016	Inertia	-0.0089	-0.0083	0.0011	0.0579	-0.0731
	Static	0.0241 **	0.0043	0.0016	0.0889	-0.0223
	Naif	-0.1455 **	-0.1384	0.0022	-0.0794	-0.2582
	Majority	-0.0448 **	-0.0383	0.0012	0.0075	-0.1231
	Weighted1	-0.0489 **	-0.0372	0.0026	0.0560	-0.1418
	Weighted2	-0.0828 **	-0.0778	0.0023	0.0043	-0.1922
2017	Inertia	0.0615	0.0621	0.0009	0.1076	0.0065
	Static	0.0204 **	0.0092	0.0016	0.1668	0.0091
	Naif	-0.0718 **	-0.0755	0.0011	0.0295	-0.1316
	Majority	0.0176 **	0.0294	0.0022	0.1094	-0.0753
	Weighted1	0.0260 **	0.0209	0.0021	0.1480	-0.0661
	Weighted2	0.0025 **	0.0057	0.0023	0.0943	-0.1136
Mean	Inertia	0.0477	0.0481	0.0007	0.0836	0.0011
	Static	0.0255	0.0250	0.0010	0.0832	-0.0120
	Naif	-0.0396	-0.0419	0.0012	0.0311	-0.1054
	Majority	0.0209	0.0267	0.0011	0.0678	-0.0458
	Weighted1	0.0200	0.0244	0.0014	0.0847	-0.0490
	Weighted2	0.0017	0.0036	0.0013	0.0608	-0.0676

\*\* Significant vs. Inertia at 1% \* Significant vs. Inertia at 5%.

567 explain the differential performance, we looked into the number of transac-  
568 tions required by the strategies. The data provided in Table 4 makes apparent  
569 the discrepancies in this regard among the six approaches.

570 The two that resulted in the lowest number of transactions are *Iner-*  
571 *tia* and *Static*. Depending on the period one ranks higher than the other.  
572 On the other side of the spectrum, however, the *Naif* adaptive strategy  
573 systematically results in more purchase and sell orders. There is a clear  
574 inverse relationship between this figure and profitability, and transaction  
575 costs severely undermine the performance of this approach. Among the two  
576 weighted strategies, the second one is associated with a larger number of  
577 orders. This seems reasonable as, in practice, the disproportionate weight  
578 given to the recommendation of the most recent rule is likely to result in a  
579 behavior that is more similar to that of the *Naif* strategy.

580 Interestingly, the *Static* approach resulted in a good number of rules that  
581 did not provide any purchase signal in 2017 and, therefore, stayed out of the  
582 market for the whole period earning the risk-free return. Another piece of  
583 evidence supporting the importance of transaction costs would be the fact  
584 that *Inertia* beat the *Static* approach in the two periods where it required  
585 fewer transactions. However, all this is more apparent once we consider gross  
586 performance.

587 Table 5 represents gross returns, that is, the figures reported in Table 3  
588 plus transaction costs. If we compute average returns over the five years,  
589 we see that the *Naif* strategy, with 7.21%, offers the best results. These are  
590 followed by *Majority*, 6.666% and *Weighted2*, 6.663%. The traditional *Static*  
591 approach, which offered the second best average performance in net terms,  
592 provided the worst one in gross ones, 3.73%.

593 Once again *Inertia* seems to offer the most reliable results among the six  
594 alternatives. The average of the yearly return variances, 0.0004, is about half  
595 of the second most stable approach, *Majority* with 0.0008.

596 This experimental evidence strongly supports both the importance of  
597 using adaptive approaches, as they show great potential vs static ones, and  
598 controlling transaction costs, which are clearly a major factor. The suggested  
599 *Inertia* strategy provides a good compromise between these contradicting  
600 objectives, as it offers flexibility to adapt to structural change, though less  
601 than *Naif*, at the same time that it limits the number of transactions, even  
602 if it does it to a lower extent than *Static*.

Table 4: Number of transactions. Main descriptive statistics over 30 runs. Test results.

	Strategy	Mean	Median	Var.	Max.	Min.
2013	Inertia	4.07	4	0.13	6	4
	Static	7.20	4	48.17	32	4
	Naif	14.00	14	16.00	20	4
	Majority	5.80	6	3.96	10	4
	Weighted1	5.67	6	2.51	10	4
	Weighted2	5.07	4	1.86	10	4
2014	Inertia	4.93	5	2.96	8	2
	Static	7.07	4	25.31	14	2
	Naif	14.73	14	11.72	22	8
	Majority	8.00	8	1.66	10	6
	Weighted1	8.60	8	3.08	12	6
	Weighted2	9.13	8	4.6	14	6
2015	Inertia	8.80	8	3.20	12	4
	Static	2.40	2	1.21	6	2
	Naif	42.40	42	24.94	56	36
	Majority	17.00	18	10.69	26	10
	Weighted1	19.20	18	17.27	28	14
	Weighted2	24.33	24	21.26	40	18
2016	Inertia	11.00	12	3.79	14	8
	Static	5.53	4	13.43	18	2
	Naif	72.47	72	58.40	92	62
	Majority	29.33	28	19.95	40	18
	Weighted1	28.67	30	28.23	42	16
	Weighted2	43.13	42	36.33	58	28
2017	Inertia	8.00	8	5.24	12	4
	Static	1.40	0	13.28	12	0
	Naif	79.40	81	102.39	100	52
	Majority	31.33	32	35.40	44	20
	Weighted1	28.13	30	76.67	56	10
	Weighted2	45.93	48	111.86	78	30
Mean	Inertia	7.36	7.40	3.06	10.40	4.40
	Static	4.72	2.80	20.28	16.40	2.00
	Naif	44.60	44.60	42.69	42.00	48.40
	Majority	18.29	18.40	17.50	26.00	11.60
	Weighted1	18.05	18.40	25.55	29.60	10.00
	Weighted2	25.52	25.20	35.18	40.00	17.20



Table 5: Gross return. Main descriptive statistics over 30 runs. Test results.

	Strategy	Mean	Median	Var.	Max.	Min.
2013	Inertia	0.1525	0.1500	0.0001	0.1791	0.1398
	Static	0.0561 **	0.0509	0.0004	0.1215	0.0193
	Naif	0.1661 **	0.1654	0.0003	0.2215	0.1409
	Majority	0.1512	0.1519	0.0001	0.1676	0.1214
	Weighted1	0.1528	0.1535	0.0001	0.1766	0.1340
	Weighted2	0.1540	0.1562	0.0001	0.1732	0.1338
2014	Inertia	0.1070	0.1067	0.0001	0.1248	0.0899
	Static	0.0783	0.0927	0.0007	0.1092	0.0429
	Naif	0.0915 **	0.0890	0.0001	0.1165	0.0716
	Majority	0.1052	0.1074	0.0001	0.1184	0.0671
	Weighted1	0.1018 **	0.1027	0.0001	0.1175	0.0740
	Weighted2	0.1010 **	0.0987	0.0001	0.1161	0.0798
2015	Inertia	-0.0291	-0.0223	0.0001	-0.0014	-0.1077
	Static	-0.0100 **	-0.0073	0.0001	-0.0073	-0.0451
	Naif	-0.0627 **	-0.0627	0.0024	0.0576	-0.1379
	Majority	-0.0478 *	-0.0415	0.0014	0.0084	-0.1288
	Weighted1	-0.0479 *	-0.0295	0.0018	0.0041	-0.1434
	Weighted2	-0.0658 **	-0.0692	0.0014	0.0112	-0.1361
2016	Inertia	0.0186	0.0217	0.0010	0.0779	-0.0381
	Static	0.0379	0.0293	0.0015	0.0952	0.0073
	Naif	0.0357	0.0409	0.0018	0.1346	0.0282
	Majority	0.0285	0.0355	0.0010	0.0775	0.0481
	Weighted1	0.0228	0.0317	0.0022	0.1310	-0.0518
	Weighted2	0.0250	0.0275	0.0019	0.1243	-0.0497
2017	Inertia	0.0815	0.0818	0.0009	0.1260	0.0277
	Static	0.0239 **	0.0092	0.0017	0.1718	0.0092
	Naif	0.1296 **	-0.0708	0.0013	0.1968	0.0591
	Majority	0.0959	0.0294	0.0014	0.1694	0.0323
	Weighted1	0.0963	0.0894	0.0015	0.2030	0.0327
	Weighted2	0.1174 **	0.1110	0.0014	0.1922	0.0479
Mean	Inertia	0.0661	0.0675	0.0004	0.1012	0.0223
	Static	0.0373	0.0350	0.0009	0.0980	0.0067
	Naif	0.0721	0.0723	0.0012	0.1454	0.0324
	Majority	0.0666	0.0565	0.0008	0.1082	0.0280
	Weighted1	0.0652	0.0696	0.0011	0.1264	0.0091
	Weighted2	0.0663	0.0648	0.0010	0.1234	0.0151

\*\* Significant vs. Inertia at 1% \* Significant vs. Inertia at 5%.

## 603 5. Summary and Conclusions

604 The evolution of trading rules with flexible representation using Gram-  
605 matical Evolution in its standard version involves obtaining a single rule  
606 based on a training period that is subsequently used to generate recommen-  
607 dations over time. Given the prevalence of structural change in financial  
608 series, this poses a problem.

609 In this paper we suggested using an ensemble of trading rules obtained  
610 using Grammatical Evolution on a sliding window. The system has a crit-  
611 ical component, the voting mechanism, that creates an inertia that reduces  
612 overtrading.

613 The experimental evaluation of the approach involved five comparable  
614 alternatives based on the same core algorithm over 5-years. They included  
615 the standard static approach, *Static*; one that uses a different model per  
616 time step, *Naif*, and three based on ensembles. Out of these three, one  
617 relies on simple majority to make the recommendations, *Majority* and two  
618 on weighted voting the emphasized the importance of recent rules to different  
619 degrees, *Weighted1* and *Weighted2*.

620 The results support the superiority of the ensemble with the inertia com-  
621 ponent in terms of net return, followed by the static approach and the rest of  
622 the ensembles. In relation to these, there seems to be a gradient that shows  
623 that biasing the weighing towards the most recent rules degrades perfor-  
624 mance. The version that implemented simple majority rule without inertia  
625 offered slightly better average results than those whose weight distribution  
626 was closer to being linear or exponential. The worst performing system was  
627 the *Naif* strategy. The suggested strategy also offered advantages in terms  
628 of uncertainty.

629 The analysis of the impact of transaction costs makes apparent the impor-  
630 tance of limiting overtrading. There is a clear inverse relationship between  
631 the number of purchase and sell orders, and profitability. The *Naif* strategy  
632 trades much more often than the rest, and commissions erode its return very  
633 significantly.

634 These findings emphasize the importance of keeping a balance between  
635 the need to adapt to structural changes and the risk of updating constantly  
636 trading rules that are implicitly optimized for the longer run.

637 Future lines of work include expanding the experimental analysis to other  
638 financial assets or indices. Given that the core problem of overtrading has  
639 been clearly identified for GE-based rules, a limitation that is also very likely

640 to be shared with those obtained with Genetic Programming, the search for  
641 algorithmic solutions that adapt these techniques to be both adaptable and  
642 prevent excessive transactions is likely to be fruitful.

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