

## Cross-Currency Adaptation Techniques for EUR/USD and GBP/USD

### 1. Introduction

#### Forex Market Overview:

- Largest financial market globally, with daily trading volumes exceeding \$6 trillion[1].
- Major currency pairs like EUR/USD and GBP/USD are characterized by high noise, nonstationarity, and frequent regime shifts.

#### Automated Trading:

- Traditional supervised models have a hard time adapting online to sudden market changes.
- Deep reinforcement learning (RL) frameworks treat trading as a Markov Decision Process (MDP)[2]:

#### Transfer Learning:

- Seeks to leverage knowledge (network weights or representations) from a "source" task to accelerate learning in a "target" task.

#### Research Objective

- Primary Research Question:

*How effectively can transfer learning techniques reduce training time and improve the performance of RL agents when applied to new currency pairs?*

- Sub-Questions:

- How do these strategies compare in terms of final trading performance, as measured by cumulative reward and Sharpe ratio, relative to training an agent from scratch?
- What are the trade-offs between run-time efficiency and policy effectiveness when deploying transfer learning techniques in forex trading environments?
- Performance Metrics:**
- Sharpe Ratio:** Measures the average excess return per unit of volatility, indicating how well the agent balances profit against risk[4].
- Cumulative Reward:** The total sum of profits and losses accumulated by the agent over the evaluation period.
- Training Time:** The wall-clock time required to complete the specified number of training steps.

### 2. Methodology

#### Data Collection and Preprocessing:

- 15-minute OHLCV data for EUR/USD and GBP/USD are sourced from Dukascopy.
- Timestamps are aligned, and any missing bars are forward-filled to maintain continuity.
- Each pair is split chronologically into 70% training and 30% held-out evaluation to prevent look-ahead bias.

#### Feature Engineering:

- Market Indicators: ATR, MACD, and RSI capture volatility and momentum, providing valuable insights into market trends[5][6].
- Temporal Patterns: Sine-cosine encodings of intra-day and intra-week cycles to reflect trading hours and weekday effects.
- Agent State: The Fraction of capital currently deployed and the cumulative trade duration inform risk exposure.

#### RL Environment and Agent:

- Modeled as an MDP stepping at each 15-minute bar.
  - State (S): Concatenation of market and agent-state features.
  - Action (A): Discrete {-1 = Short, 0 = Hold, +1 = Long}.
  - Reward (R): Instantaneous P/L per bar.
- DQN Architecture: A multi-layer perceptron approximates the action-value function  $Q(s,a)$ , mapping state features to Q-values for each discrete action[3]. Training is stabilized via experience replay and a periodically updated target network, with actions selected using an  $\epsilon$ -greedy policy.

#### Transfer Techniques:

- Zero-Shot Transfer:** Directly evaluate the EUR/USD-trained DQN policy on GBP/USD without any further training.
- Full Fine-Tuning:** Initialize all network weights from the pretrained EUR/USD model and continue training on GBP/USD.
- Partial Fine-Tuning:** Freeze the first hidden layer (as a generic feature extractor) and fine-tune only the deeper decision layers on GBP/USD.
- Reward Function Transfer:** Retain the EUR/USD Q-network architecture and initial weights but retrain under a Sharpe ratio adjusted reward on GBP/USD.

### 3. Results

Strategy	Sharpe Ratio	Cumulative Reward	Training Time (s)
Zero-Shot Transfer	-0.0061	-233.3	8.2
Full Fine-Tuning	-0.0151	-13.0	36.5
Partial Fine-Tuning	0.0057	214.5	32.8
Reward-Function Transfer	-0.0162	-1.5	38.3
From-Scratch Baseline	0.0268	749.9	37.3

Table 1: Performance comparison between different transfer techniques on GBP/USD.

- Sample Efficiency:** Zero-shot is fastest but catastrophically underperforms, generating large losses
- Adaptation Trade-off:** Partial fine-tuning accelerates early learning with a positive cumulative reward but still below the from-scratch baseline.
- Overall Performance:** The from-scratch agent achieves the highest cumulative profit and Sharpe ratio[], indicating that GBP/USD requires domain-specific learning.
- Catastrophic Forgetting:** Full fine-tuning and reward-function transfer both yield negative returns, suggesting wholesale weight updates or reward reshaping alone cannot overcome domain mismatch.

### 4. Conclusion

- Limited Out-of-the-Box Transfer:** Direct zero-shot policies fail to generalize across even closely related FX pairs.
- Partial Fine-Tune Promises:** Freezing low-level layers preserves useful market features and speeds early learning, but cannot match full retraining.
- From-Scratch Superiority:** When sufficient data and computing resources are available, training from scratch remains the most reliable approach for performance.

### 5. Future Work

- Systematically compare the learning curves of each transfer method (cumulative reward vs. training steps) to quantify sample-efficiency and convergence rates.
- Run each experiment across multiple random seeds and market regimes to assess variance and ensure findings generalize beyond a single train/test split.
- Explore progressive or curriculum-based transfer, where models are adapted through a sequence of intermediate currency pairs or market regimes rather than a direct one-shot jump.

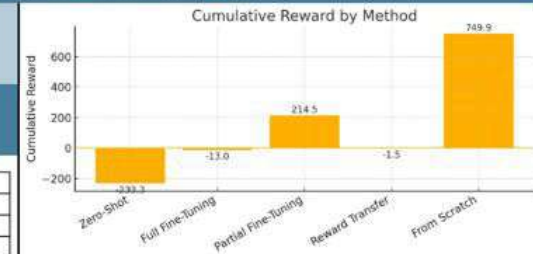


Figure 1: Final cumulative reward across training steps for each method, as reported in Table 1.

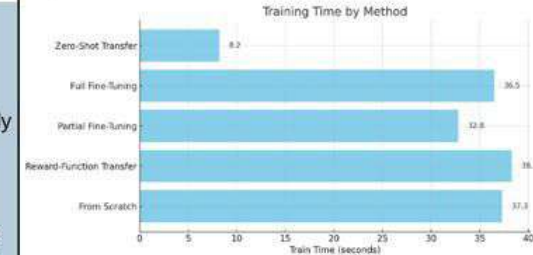


Figure 2: Final training runtime across training steps for each method, as reported in Table 1.

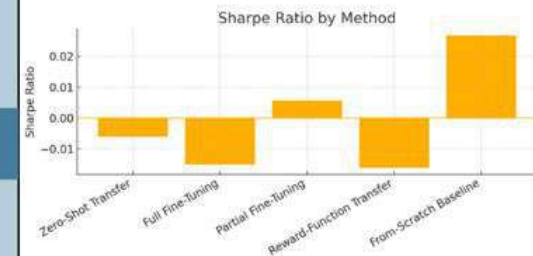


Figure 3: Final Sharpe ratio after training steps for each method, as reported in Table 1.

### Resources:

- Bank for International Settlements. Examination of foreign exchange and otc derivatives markets. BIS Triennial Central Bank Survey, 2019. <https://www.bis.org>.
- Richard S Sutton and Andrew G Barto. Reinforcement Learning: An Introduction. MIT Press, 2018.
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- Cheol-Ho Park and Scott H. Irwin. What do we know about the profitability of technical analysis? Journal of Economic Surveys, 21(4):786–826, 2007.
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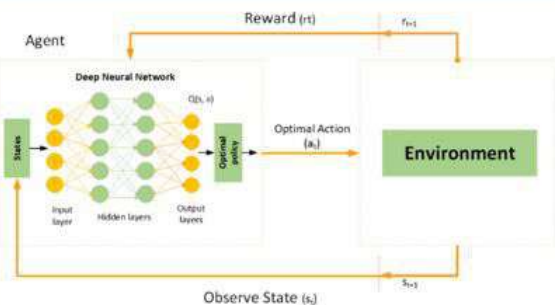


Figure 4: Deep Q-Network (DQN) agent interacting with the environment visualized.