

```

1 #The following function vectorises the function norminvcdf from the package StatsFuns
2 function normquant(x1::Number)
3     return norminvcdf(x1)
4 end
5 function normquant(x1::Array{Float64, 1})
6     return map(norminvcdf, x1)
7 end
8
9 #And this function vectorises norm pdf from the same package
10
11 function normpdfalt(x1::Number)
12     return normpdf(x1)
13 end
14 function normpdfalt(x1::Array{Float64, 1})
15     return map(normpdf, x1)
16 end
17
18 # This function is based on the method described by
19 #     Drezner, Z and G.O. Wesolowsky, (1989),
20 #     On the computation of the bivariate normal integral,
21 #     Journal of Statist. Comput. Simul. 35, pp. 101-107,
22 # with major modifications for double precision, and for |R| close to 1.
23 #It calculates the Prob(X>dh, y>DY) for standard bivariate normal with correlation coefficient return
24 #Source of code: https://github.com/JuliaStats/StatsFuns.jl/blob/e21bc26b1773aeb86bc8df4832db9c371d09ba2b
25
26 const bvnCDF_w_array = [0.1713244923791705e+00 0.4717533638651177e-01 0.1761400713915212e-01;
27                        0.3607615730481384e+00 0.1069393259953183e+00 0.4060142980038694e-01;
28                        0.4679139345726904e+00 0.1600783285433464e+00 0.6267204833410906e-01;
29                        0.0 0.2031674267230659e+00 0.8327674157670475e-01;
30                        0.0 0.2334925365383547e+00 0.1019301198172404e+00;
31                        0.0 0.2491470458134029e+00 0.1181945319615184e+00;
32                        0.0 0.0 0.1316886384491766e+00;
33                        0.0 0.0 0.1420961093183821e+00;
34                        0.0 0.0 0.1491729864726037e+00;
35                        0.0 0.0 0.1527533871307259e+00]
36
37 const bvnCDF_x_array = [-0.9324695142031522e+00 -0.9815606342467191e+00 -0.9931285991850949e+00;
38                        -0.6612093864662647e+00 -0.9041172563704750e+00 -0.9639719272779138e+00;
39                        -0.2386191860831970e+00 -0.7699026741943050e+00 -0.9122344282513259e+00;
40                        0.0 -0.5873179542866171e+00 -0.8391169718222188e+00;
41                        0.0 -0.3678314989981802e+00 -0.7463319064601508e+00;
42                        0.0 -0.1252334085114692e+00 -0.6360536807265150e+00;
43                        0.0 0.0 -0.5108670019508271e+00;
44                        0.0 0.0 -0.3737060887154196e+00;
45                        0.0 0.0 -0.2277858511416451e+00;
46                        0.0 0.0 -0.7652652113349733e-01]
47
48 function bvnuppercdf(dh::Float64, dk::Float64, r::Float64)
49     if abs(r) < 0.3
50         ng = 1
51         lg = 3
52     elseif abs(r) < 0.75
53         ng = 2
54         lg = 6
55     else
56         ng = 3
57         lg = 10
58     end
59     h = dh
60     k = dk
61     hk = h*k
62     bvn = 0.0
63     if abs(r) < 0.925
64         if abs(r) > 0
65             hs = (h * h + k * k) * 0.5
66             asr = asin(r)
67             for i = 1:lg
68                 for j = -1:2:1
69                     sn = sin(asr * (j * bvnCDF_x_array[i, ng] + 1.0) * 0.5)
70                     bvn += bvnCDF_w_array[i, ng] * exp((sn * hk - hs) / (1.0 - sn*sn))
71                 end
72             end

```

```

73         bvn *= asr / (4.0pi)
74     end
75     bvn += cdf(Normal(), -h) * cdf(Normal(), -k)
76 else
77     if r < 0
78         k = -k
79         hk = -hk
80     end
81     if abs(r) < 1
82         as = (1.0 - r) * (1.0 + r)
83         a = sqrt(as)
84         bs = (h - k)^2
85         c = (4.0 - hk) * 0.125
86         d = (12.0 - hk) * 0.0625
87         asr = -(bs / as + hk) * 0.5
88         if ( asr > -100 )
89             bvn = a * exp(asr) * (1.0 - c * (bs - as) * (1.0 - d * bs / 5.0) / 3.0 + c * d * as * as
90         end
91         if -hk < 100
92             b = sqrt(bs)
93             bvn -= exp(-hk * 0.5) * sqrt(2.0pi) * cdf(Normal(), -b / a) * b * (1.0 - c * bs * (1.0 -
94         end
95         a /= 2.0
96         for i = 1:lg
97             for j = -1:2:1
98                 xs = (a * (j*bvncdf_x_array[i, ng] + 1.0))^2
99                 rs = sqrt(1.0 - xs)
100                asr = -(bs / xs + hk) * 0.5
101                if asr > -100
102                    bvn += a * bvncdf_w_array[i, ng] * exp(asr) * (exp(-hk * (1.0 - rs) / (2.0 * (1.
103                end
104            end
105        end
106        bvn /= -2.0pi
107    end
108    if r > 0
109        bvn += cdf(Normal(), -max(h, k))
110    else
111        bvn = -bvn
112        if k > h
113            bvn += cdf(Normal(), k) - cdf(Normal(), h)
114        end
115    end
116 end
117 return bvn
118 end
119

```