# Real-Time Analysis for High-Frequency Trading

#### Your Data Needs to Be Faster, Not Just Bigger

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#### WHERE BIG DATA INVESTMENT GOES

Real-time data takes a backseat to historical data.



#### Harvard Business Review Feb 2015

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#### Overview

Specific Example being securities trading

#### **Three Points**

- You need to be faster
- Faster is probably faster than you think
- Have a(n automated) strategy for missing or bad data.

### What is High-Frequency Trading?

- Trading, not investing
- Start holding no positions
  - Finish holding no positions
  - Buy/Sell millions of shares during the day
- Move into and out of a position in minutes, seconds, even milliseconds
  - Microseconds soon
  - NASDAQ will respond in ~100 nanoseconds after an order hits its machines

### Data Volumes

Market Data Volumes & Rates

- US Listed Equities ~5 Billion messages/day
- US Options 10-100 changes per equity change
- FOREX higher still
- Futures, commodities, OTC, pink sheet, overseas...
- Other data sources:
  - SEC filings
  - News
  - Social media

### Data Volumes

Trading Message Volumes

- ~20 orders placed per order executed – 95% cancel rates
- Have seen one trader place 20+ million orders / day
- Each order may have 5 or more messages involved

   Trade messages are far more variable (format) than market data

#### Implications

- Short decision timeframes

   milliseconds at most, microseconds common
- Mistakes can be expensive
- OTS tools generally too slow
  - Custom code, hand tuned
  - FPGAs (trading, not analysis)
  - Custom ASICs (market data servers)

#### Implications (cont.)

- Competitive pressures
- Preplanned, automated strategies
  - missing, noisy, or misleading data
    - missing data, if resent, will be stale and of little use
- Network noise, garbage collection times, page swapping delays can be killers
- Databases are slow

#### You must be faster than you think

- Queues
  - Arrival times vary
  - And are outside of your control
- Utilization

p =average time to process a message/ average time between messages

• Rule of thumb:

- Average queue depth = p/(1-p)



Average Queue Depth vs Utilization



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Keep utilization low (<20-25%)

- A bored cpu can respond quickly
- Applies to network and disk i/o as well

How?

- Algorithms
- Simple design (simple usually runs faster)
- Tight coding
  - Buffers not objects
- Measure/monitor constantly
  - Things always change. Know how, and how it impacts the analysis

### Wrap Up

- Your data should be faster, not just bigger
   Competitive pressures will force it
  - -IOT => more real-time data
- Utilization rates should be ~20-25% or less
- Automated strategies for data cleaning

   As part of your normal processing time
   You won't have time otherwise

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#### Your Data Should Be Faster, Not Just Bigger

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