

Strategy Tester

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We want to develop some system that can handle all types of strategies and all types of data. Following other finance models I think good basic classes for all later projects would be:

- Trade Class. Data will all be non-market, e.g.
 - trade date, trade type, notional, bond:coupon, payment frequ, swap:strike, coupfreq. info on what market data type it needs to value.
 - Class functions (members) would be get trade info, price trade(market data input), value trade, calc appropriate greeks for trade type etc
- Market Data Class.
 - Data: raw loaded from bbg/reuters/etc, e.g. bondyields, swaprates, fx, etc
 - DerivedData: swap curves, bond curves, (think we use class inheritance for this e.g. have inherited "swap market data", "bond market data" inherited classes)
 - TechnicalData: Stuff we might need for strats, ie moving averages, kalman filters, momentum trackers, etc - again might want to use inheritance
 - Class Members: load data from source to MD object, create derived MD like swap/bond curves, generate technical data from raw

We can then add some more simple classes to combine the above basic classes to produce useful info:

- Portfolio
 - Data: list of trades in portfolio
 - Members: aggregate info function, e.g. portfolio val, greeks, trade history profile etc
- PortfolioSlice - combining Portfolio and MD object at given time value to give all info at that time

- Data: portfolio object, market data object, timeValue
- Members: functions that apply Portfolio/Trade value functions to MarketData object at given time slice to produce Value, greeks, at that time.

So far our classes are pretty generic and versatile - can use outside strategy testing. For strategy testing we define one more class

- Strategy Tester
 - Data: MarketData and Portfolio objects, stratResults
 - Members: signalGenerator - this would generate signal to trade given MD and Portfolio object at each given instant in time. E.g momentum tell to buy/sell, mean reversion when to fade, delta hedging how much to hedge
 - Member: updatePortfolio - this would update portfolio given signal
 - Member: run strategy - loop through time applying signalGenerator and update Portfolio to run strategy.
 - Member: Results/Diagnostics, use stratResults to gen info, ie PL, sharpeRatios, TradeProfiles, etc

If we were just looking at one strategy type then the above would be overkill, you could just write a standalone script.

But if we start wanting to look at comparing a bunch of different strategies then we're going to writing a lot of standalone scripts with very similar operations, loading data, valuing trades, looking at PL and sharpe ratios.

This is what OO is all about - breaking programmes into logical chunks and only specialising the bits we need to. For strategy testing I think it's the signal generating function. When you work out what this will require the rest of the bits should be easy.

Also a big advantage of moving to OO is you can put in error checking easily - ie you can say what each object needs to work, ie swaptrade objects would need swapcurve objects to values so when you combine into portfolioSlice you could have a check that tells you if you have the right pieces for everything to function. A step we put in the production building stage rather than prototyping I think.

Anyway, I've done the above for an example using Moving average crossovers on All ordinary index.