Market Microstructure Simulator: Strategy Definition Language

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Overview

Evolution of the simulator I

1. Initial C++ version was developed in 2009-2011 by Riadh Zaatour. In this version a user implements strategy logic in C++. Though this version was quite easy to learn and understand, it had problems with flexibility and scalability.

2. In order to improve its extensibility and performance the simulator was rewritten using C++ template metaprogramming techniques by Anton Kolotaev in 2012. Python bindings to it were implemented using Boost.Python. Unfortunately the price for providing high extensibility with no overhead was quite high: in order to use it a proficiency in C++ template metaprogramming was required.

Evolution of the simulator II

1. In order to make the simulator easy to to start work with, a Python version with a Web interface was developed in 2013. Karol Podkanski implemented number of trading strategies and indicators during his internship at summer 2013. Though this version gave a lot of insights on how a good modular design for market simulation software should be implemented, it showed that a lot of syntax noise appears in strategy description and the development becomes very error-prone because of the dynamic typing nature of Python.

2. In October 2013 a decision to introduce a strategy definition language and a compiler for it was taken.

Design goals

1. **Flexibility**. A simulation library must have a very modular design in order to provide a high level of flexibility to the user. This requirement comes from the original purpose of a simulation as a test bed for experiments with different models and parameters.

2. **Used-friendliness**. Since a typical simulation model is composed of many hundreds and thousands blocks, it is very important to provide a simple way for user to tell how a behaviour wanted differs from the default one. Simulator API should be friendly to modern IDEs

3. **Performance**. A used should be allowed to choose between small start-up time and high simulation speed.

Modular Design

Representing a simulation model as a **network** of modules communicating by **messages** is a widely accepted practice for DES systems (e.g. Omnet++ or ns-2 for telecommunication network simulations).
Module may have **parameters** that are used to adjust their behaviour.
Modules may be organized into **hierarchy** in order to facilitate construction of large-scale simulation and it is useful to distinguish two sorts of modules:

1. **Simple modules** provide functionality which is considered elementary (and there is no reason to reuse part of it to implement other modules).

2. **Compound modules** combine together other modules in some way and define their parameters based on its own parameters. Compound module behaviour is just a composition of its constituting modules behaviours.

Modular design sample
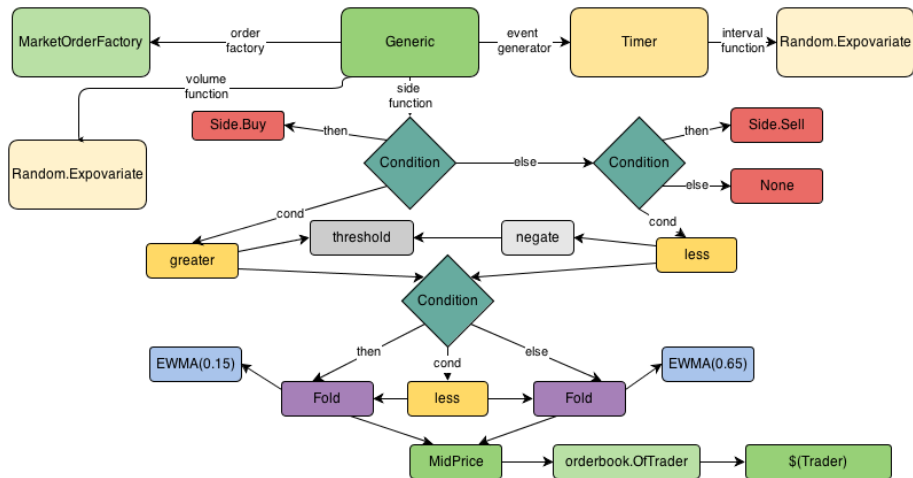
Motivation for an external DSL

1. **Syntax**. We may design an external DSL so its syntax describes very well domain specific abstraction.

2. **Error checking**. A DSL compiler can detect incorrect parameter values as soon as possible thus shortening simulation development cycle and facilitating refactorings.

3. **Multiple target languages**. A DSL can be compiled into different languages: e.g. into Python to provide fast start-up and into C++ to have highly optimized simulations. A new target language introduced, only simple modules need to be re-written into it; compound modules will be ported automatically.

4. **IDE support**. Modern IDEs like Eclipse, Intellij IDEA allow writing plug-ins that would provide smart syntax highlighting, auto-completion and check errors on-the-fly for user-defined DSLs.

5. **High-level optimizations**.

Scala as a language to implement the DSL compiler

1. As a ML-family member, very suitable for sophisticated symbol processing tasks like compilation: an internal DSL to parse texts, algebraic data types, pattern matching, a powerful collections library, mixin inheritance via traits.

2. Good balance between functional and imperative programming features – easier to find software engineers

3. The most mainstream of a functional programming languages that results in wide community, excellent library and tool support, mature IDEs.

4. Very portable since runs on JVM.

5. Statically typed

6. Right choice to develop a Web server.

Functions

Conceptually, a "function" declaration defines a term with a constructor provided (like case classes in Scala).

Types for input arguments are inferred automatically from their initializers and for the "return" value - from the function body.

Functions represent compound modules of a simulation model.

```
@label = "LogReturns_{%(timeframe)s}(%(x)s)"
def LogReturns(/** observable data source */   x = const(1.),
               /** lag size */                 timeframe  = 10.0)

    =  Log(x / x~>Lagged(timeframe))
```

All methods are considered as extension methods of their first argument.

Intrinsic Functions

Intrinsic functions import simple modules from a target language into the DSL. "Return" types for intrinsic functions must be specified explicitly.

```
/**
 *  Observable that adds a lag to an observable data source
 *  so Lagged(x, dt)(t0+dt) == x(t0)
 */
@python.intrinsic("observable.lagged.Lagged_Impl")
@label = "Lagged_{%(timeframe)s}(%(source)s)"
def Lagged (/** observable data source */   source   = const (1.),
            /** lag size */                 timeframe = 10.0) : IObservable[Float]
```

Type System I

Types correspond to interfaces without methods from mainstream languages. They are used for error checking and for function overloading.

1. Simple types may derive from other types or be aliases
   ```
   type Float
   type Int   : Float
   type Volume = Int
   ```

2. Tuple and function types
   ```
   (T1, T2, T3)
   (T1, T2, T3) => R
   ```

3. Top (`Any`) and bottom (`Nothing`) types.

4. Lists (`List[T]`)

Type System II

Types may be generic.

Functions are contravariant in the input type and covariant in the output type: `CanCast(D,B)` $\wedge$ `CanCast(R,T)` $\Rightarrow$ `CanCast(B=>R,D=>T)`.

All other types are covariant.

```
type IEvent
type IFunction[T] = () => T
type IObservable[T] : IFunction[T], IEvent
```

Classes I

Classes are syntax sugar for a type declaration, constructor function and member accessors

```
@label = "MACD_{%(fast)s}^{%(slow)s}(%(source)s)"
type macd(/** source */       source = .const(1.),
          /** long period */  slow = 26.0,
          /** short period */ fast = 12.0)
{
    def Value = source~>EW(2./(fast+1))~>Avg - source~>EW(2./(slow+1))~>Avg

    @label = "Signal^{%(timeframe)s}_{%(step)s}(%(x)s)"
    def Signal(/** signal period */       timeframe = 9.0,
               /** discretization step */ step = 1.0)

        = Value~>OnEveryDt(step)~>EW(2/(timeframe+1))~>Avg

    @label = "Histogram^{%(timeframe)s}_{%(step)s}(%(x)s)"
    def Histogram(  /** signal period */       timeframe = 9.0,
                    /** discretization step */ step = 1.0)

        = Value - Signal(timeframe, step)
}
```

Classes II

Previous definition is de-sugared at typing stage into

```
type macd

@label = "MACD_{%(fast)s}^{%(slow)s}(%(source)s)"
def macd(/** source */        source = .const(1.),
         /** long period */   slow = 26.0,
         /** short period */  fast = 12.0) : macd


def Source(x = macd()) : IObservable[Float]
def Slow(x = macd()) : Float
def Fast(x = macd()) : Float


def Value(x = macd())
    = x~>Source~>EW(2./(x~>Fast+1))~>Avg - x~>Source~>EW(2./(x~>Slow+1))~>Avg


@label = "Signal^{%(timeframe)s}_{%(step)s}(%(x)s)"
def Signal(x = macd(), timeframe = 9.0, step = 1.0)
    = x~>Value~>OnEveryDt(x~>Step)~>EW(2/(x~>Timeframe+1))~>Avg


@label = "Histogram^{%(timeframe)s}_{%(step)s}(%(x)s)"
def Histogram(x = macd(), timeframe = 9.0, step = 1.0)
    = x~>Value - x~>Signal(x~>Timeframe, x~>Step)
```

Class Inheritance

Classes derive fields and methods from base classes.

Methods are treated as "virtual" to stimulate code re-use

```
abstract type IStatDomain(source = .const(0.))
{
    def StdDev    = Var~>Sqrt
    def RelStdDev = (source - Avg) / StdDev
}


@label = "EW_{%(alpha)s}(%(source)s)"
type EW(alpha = 0.015) : IStatDomain
{
    @python.intrinsic("moments.ewma.EWMA_Impl") def Avg : IDifferentiable
    @python.intrinsic("moments.ewmv.EWMV_Impl") def Var => Float
}


@label = "Moving_{%(timeframe)s}(%(source)s)"
type Moving(timeframe = 100.) : IStatDomain
{
    @python.intrinsic("moments.ma.MA_Impl") def Avg : IDifferentiable
    @python.intrinsic("moments.mv.MV_Impl") def Var => Float
}
```

Packages and Attributes

Package are used to group functions and types. They can be nested.
Attributes are inherited from enclosing package. Anonymous packages are
used to assign same attributes to a group of functions without introducing
a new name scope.

```
@X = "X"
@Y = "Y"
package A.B {
    @X = "Xa"
    def f() => Float

    @X = "Xb"
    package {
        def g() => Float
        def h() => Float
    }
}
```

In this sample `.A.B.f` will have attributes `X == "Xa"`, `Y == "Y"` and
`.A.B.g` and `.A.B.h` will have attributes `X == "Xb"`, `Y == "Y"`

Example: Relative Strength Index

```
@label = "Ups_{%(timeframe)s}(%(source)s)"
def UpMovements(source = const (1.), timeframe = 10.0)
    = Max(0.0, source - source~>Lagged(timeframe))


@label = "Downs_{%(timeframe)s}(%(source)s)"
def DownMovements(source = const (1.), timeframe = 10.0)
    = Max(0.0, source~>Lagged(timeframe) - source)


@label = "RSI_{%(timeframe)s}^{%(alpha)s}(%(source)s)"
type RSI(/** observable data source */   source      = .const (1.),
         /** lag size */                 timeframe   = 10.0,
         /** alpha parameter for EWMA */ alpha       = 0.015)
{
    def Raw =
        source~>UpMovements   (timeframe)~>EW(alpha)~>Avg /
        source~>DownMovements(timeframe)~>EW(alpha)~>Avg

    def Value = 100.0 - 100.0 / (1.0 + Raw)
}
```

Example: Relative Strength Index Strategy

```
abstract type DesiredPositionStrategy
{
    def Position
        = DesiredPosition - trader~>Position - trader~>PendingVolume

    def Strategy(orderFactory = order.signedVolume.MarketSigned())
        = (orderFactory(Position))~>Strategy
}

type RSI_linear(
        alpha     = 1./14.,
        k         = .const(-0.04),
        timeframe = 1.,
        trader    = .trader.SingleProxy()) : DesiredPositionStrategy
{
    def DesiredPosition
        = (50. - trader~>Orderbook~>MidPrice
                            ~>RSI(timeframe, alpha)~>Value
                            ~>OnEveryDt(1.0)) * k
}
```

Bollinger Bands Strategy

```
/**
 *  Strategy believing that trader position should be proportional
 *  to the relative standard deviation of its price
 */
type Bollinger_linear(
            /** alpha parameter for exponentially weighted
             * moving everage and variance */
            alpha    = 0.15,
            /** observable scaling function that maps
             * relative deviation to desired position */
            k        = .const(0.5),
            /** trader in question */
            trader   = .trader.SingleProxy()) : DesiredPositionStrategy
{
    def DesiredPosition = trader~>Orderbook~>MidPrice
                                    ~>EW(alpha)~>RelStdDev
                                    ~>OnEveryDt(1.0) * k
}
```

Side Strategies

```
abstract type SideStrategy
{
    def Strategy(/** Event source making the strategy to wake up*/
                eventGen         = event.Every(math.random.expovariate(1.)),
                /** order factory function*/
                orderFactory     = order.side.Market())

        = Generic(orderFactory(Side), eventGen)
}


type Noise(side_distribution = math.random.uniform(0., 1.)) : SideStrategy
{
    def Side = if side_distribution > 0.5 then side.Sell() else side.Buy()
}
```

Signal Strategy I

```
/**
 * Signal strategy listens to some discrete signal
 * and when the signal becomes more than some threshold the strategy starts to buy.
 * When the signal gets lower than -threshold the strategy starts to sell.
 */
type Signal(/** signal to be listened to */
            source        = .constant(0.),
            /** threshold when the trader starts to act */
            threshold     = 0.7) : SideStrategy
{
    def S_Side =
        if source >  threshold then side.Buy()  else
        if source < 0-threshold then side.Sell() else
                                 side.Nothing()

    def Side = S_Side
}
```
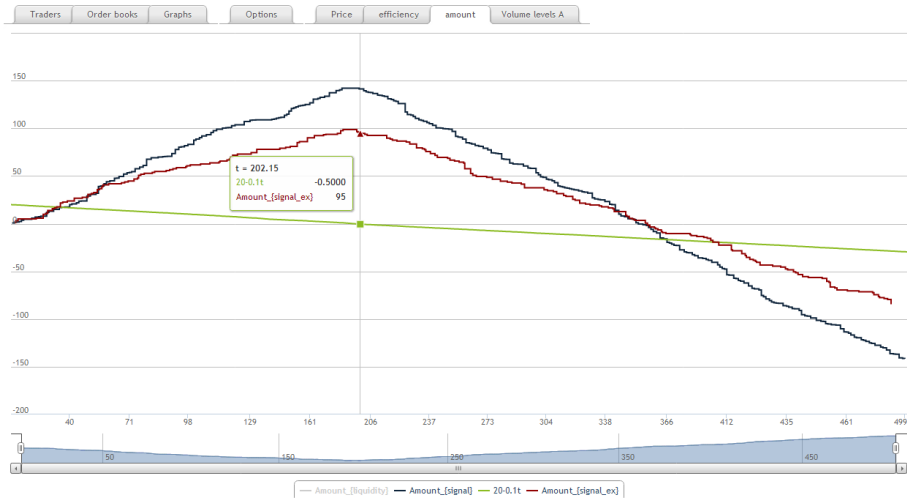
Signal Strategy II

```
/**
 * Trend follower can be considered as a sort of a signal strategy
 * where the *signal* is a trend of the asset.
 * Under trend we understand
 * the first derivative of some moving average of asset prices.
 * If the derivative is positive, the trader buys; if negative - it sells.
 * Since moving average is a continuously changing signal, we check its
 * derivative at moments of time given by *eventGen*.
 */
type TrendFollower(
        /** parameter |alpha| for exponentially weighted moving average */
        alpha    = 0.15,
        /** threshold when the trader starts to act */
        threshold    = 0.,
        /** asset in question */
        book = .orderbook.OfTrader()) : SideStrategy
{
    def Side = (book~>MidPrice
                    ~>EW(alpha)~>Avg
                    ~>Derivative)
                    ~>Signal(threshold)~>S_Side
}
```
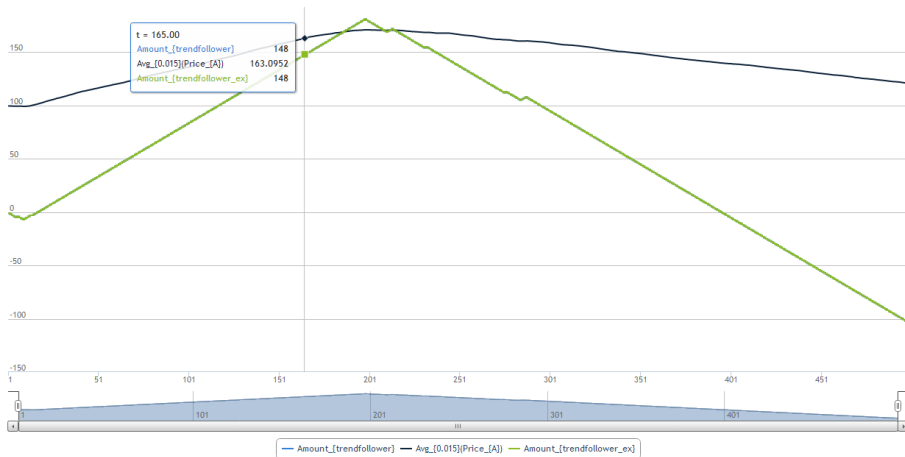
Crossing Averages Strategy I

```
/**
 * Two averages strategy compares two averages of price of the same asset but
 * with different parameters ('slow' and 'fast' averages) and when
 * the first is greater than the second one it buys,
 * when the first is lower than the second one it sells
 */
type CrossingAverages(
        /** parameter |alpha| for exponentially weighted moving average 1 */
        alpha_1 = 0.15,
        /** parameter |alpha| for exponentially weighted moving average 2 */
        alpha_2 = 0.015,
        /** threshold when the trader starts to act */
        threshold  = 0.,
        /** asset in question */
        book = .orderbook.OfTrader()) : SideStrategy
{
    def Side = (book~>MidPrice~>EW(alpha_1)~>Avg -
                book~>MidPrice~>EW(alpha_2)~>Avg)
                    ~>Signal(threshold)~>S_Side
}
```

Fundamental Value Strategy I

```
/**
 * Fundamental value strategy believes that an asset should have
 * some specific price (*fundamental value*) and if the current
 * asset price is lower than the fundamental value it starts to buy
 * the asset and if the price is higher it starts to sell the asset.
 */
type FundamentalValue(
    /** observable fundamental value */
    fv      = .constant(200.),
    /** asset in question */
    book    = .orderbook.OfTrader()) : SideStrategy
{
    /**
     * Side function for fundamental value strategy
     */
    def FV_Side
        =   if book~>Bids~>BestPrice > fv then side.Sell() else
            if book~>Asks~>BestPrice < fv then side.Buy()  else
                                          side.Nothing()

    def Side = FV_Side
}
```

Fundamental Value Strategy II

Mean Reversion Strategy I

```
/**
  * Mean reversion strategy believes that
  * asset price should return to its average value.
  * It estimates this average using some functional and
  * if the current asset price is lower than the average
  * it buys the asset and if the price is higher it sells the asset.
  */
type MeanReversion(
    /** parameter |alpha| for exponentially weighted moving average */
    alpha = 0.015,
    /** asset in question */
    book = orderbook.OfTrader()) : SideStrategy
{
    def Side =   book~>MidPrice
                     ~>EW(alpha)~>Avg
                     ~>FundamentalValue(book)~>FV_Side
}
```
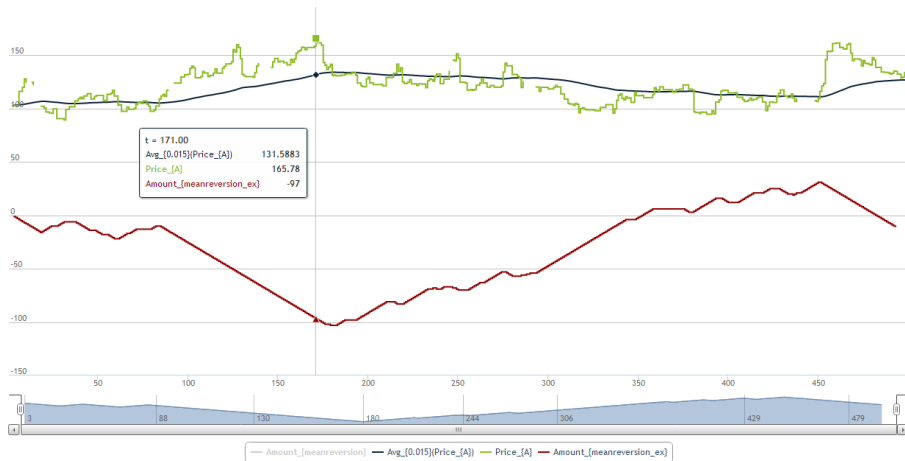
Pair Trading Strategy I

```
/**
 * Dependent price strategy believes that the fair price of an asset *A*
 * is completely correlated with price of another asset *B* and
 * the following relation should be held: *PriceA* = *kPriceB*,
 * where *k* is some factor. It may be considered as a variety of
 * a fundamental value strategy with the exception that it is invoked
 * every the time price of another asset *B* changes.
 */
type PairTrading(
    /** reference to order book for another asset
      * used to evaluate fair price of our asset */
    bookToDependOn  = .orderbook.OfTrader(),
    /** multiplier to obtain fair asset price from the reference asset price */
    factor          = 1.0,
    /** asset in question */
    book = orderbook.OfTrader()) : SideStrategy
{
    def Side = (bookToDependOn~>MidPrice * factor)
                  ~>FundamentalValue(book)~>FV_Side
}
```

Pair Trading Strategy II

Installation

- OS supported: Linux, Mac OS X, Windows
- Browsers supported: Chrome, Firefox, Safari, Opera
- Python 2.7
- Python packages can be installed using `pip` or `easyinstall`:
    - Veusz (for graph plotting)
    - Flask (to run a Web-server)
    - Blist (sorted collections used by ArbitrageTrader)
- Source code downloadable from SourceForge

Simulator components
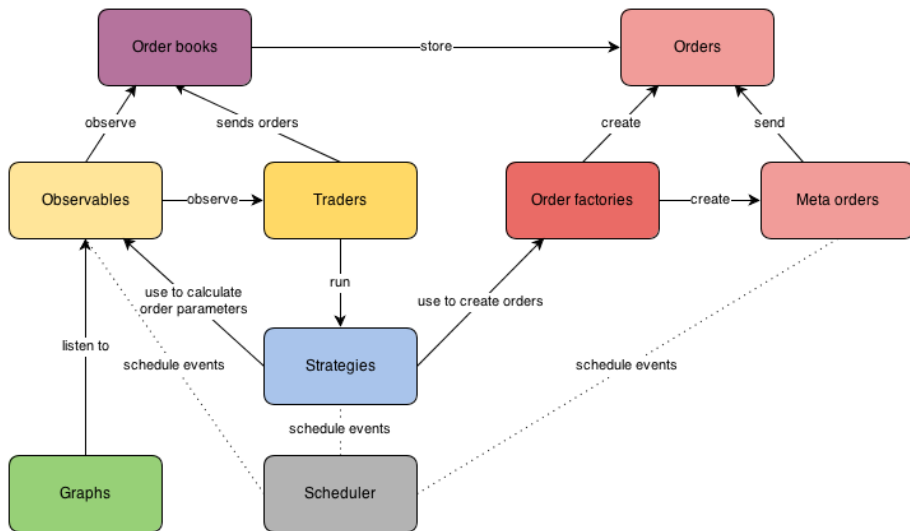
Scheduler

- Main class for every discrete event simulation system.
- Maintains a set of actions to fulfill in future and launches them according their action times: from older ones to newer.

Interface:

- Event scheduling:
  - `schedule(actionTime, handler)`
  - `scheduleAfter(dt, handler)`
- Simulation control:
  - `workTill(limitTime)`
  - `advance(dt)`
  - `reset()`

Order book

- Represents a single asset traded in some market (Same asset traded in different markets would be represented by different order books)
- Matches incoming orders
- Stores unfulfilled limit orders in two order queues (`Asks` for sell orders and `Bids` for buy orders)
- Corrects limit order price with respect to tick size
- Imposes order processing fee
- Supports queries about order book structure
- Notifies listeners about trades and price changes

Order book for a remote trader

- Models a trader connected to a market by a communication channel with non-negligible latency
- Introduces delay in information propagation from a trader to an order book and vice versa (so a trader has outdated information about market and orders are sent to the market with a certain delay)
- Assures correct order of messages: older messages always come earlier than newer ones

Basic orders

Orders supported internally by an order book:

- `Market(side, volume)`
- `Limit(side, price, volume)`
- `Cancel(limitOrder)`

Limit and market orders notifies their listeners about all trades they take part in. Factory functions are usually used in order to create orders.

Meta orders

Follow order interface from trader's perspective (so they can be used instead of basic orders) but behave like a sequence of base orders from an order book point of view.

- `Iceberg(volumeLimit, orderToSplit)` splits `orderToSplit` to pieces with volume less than `volumeLimit` and sends them one by one to an order book ensuring that only one order at time is processed there

- `AlwaysBest(volume, limitOrderFactory)` creates a limit-like order with given volume and the most attractive price, sends it to an order book and if the order book best price changes, cancels it and resends with a better price

- `WithExpiry(lifetime, limitOrderFactory)` sends a limit-like order and after `lifetime` cancels it

- `LimitMarket(limitOrderFactory)` is like `WithExpiry` but with `lifetime` equal to 0

Traders

Single asset traders

- send orders to order books
- bookkeep their position and balance
- run a number of trading strategies
- notify listeners about trades done and orders sent

Single asset traders operate on a single or multiple markets. Multiple asset traders are about to be added.

Generic strategy

Generic strategy that wakes up on events given by `eventGen`, chooses side of order to create using `sideFunc` and its volume by `volumeFunc`, creates an order via `orderFactory` and sends the order to the market using its trader

```python
class Generic(Strategy):
    def __init__(self):
        event.subscribe(self.eventGen, self._wakeUp, self)

    def _wakeUp(self, _):
        if not self._suspended:
            # determine side and parameters of an order to create
            side = self.sideFunc()
            if side <> None:
                volume = int(self.volumeFunc())
                if volume > 0:
                    # create order given side and parameters
                    order = self.orderFactory(side)(volume)
                    # send order to the order book
                    self._trader.send(order)
```

Signal strategy

Signal strategy listens to some discrete signal and when the signal becomes more than some threshold it starts to buy. When the signal gets lower than -threshold the strategy starts to sell.
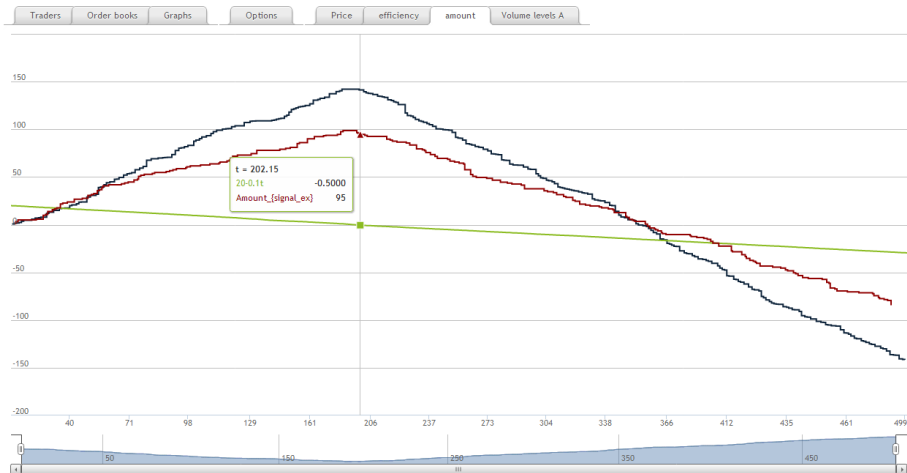
Trend follower strategy

Trend follower is an instance of a signal strategy with signal equal to the first derivative of a moving average of the asset's price (i.e trend).
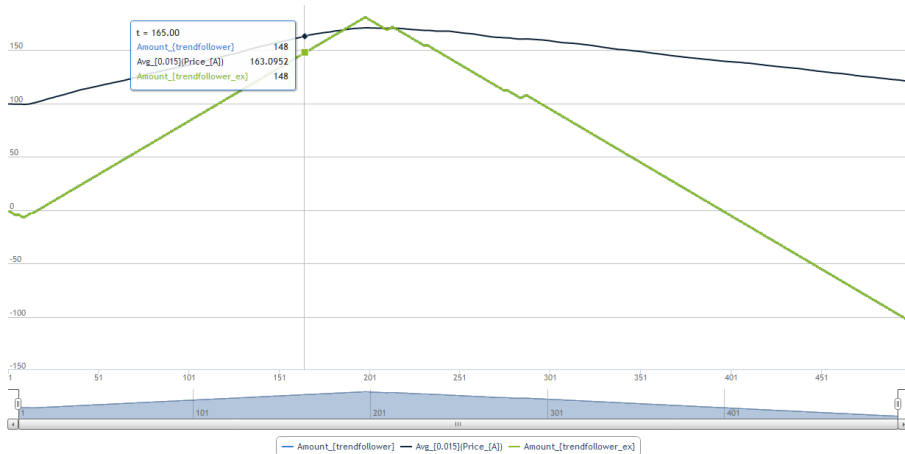
Two averages strategy

Two averages is an instance of a signal strategy with signal equal to the difference between two moving averages of the asset's price (i.e trend).
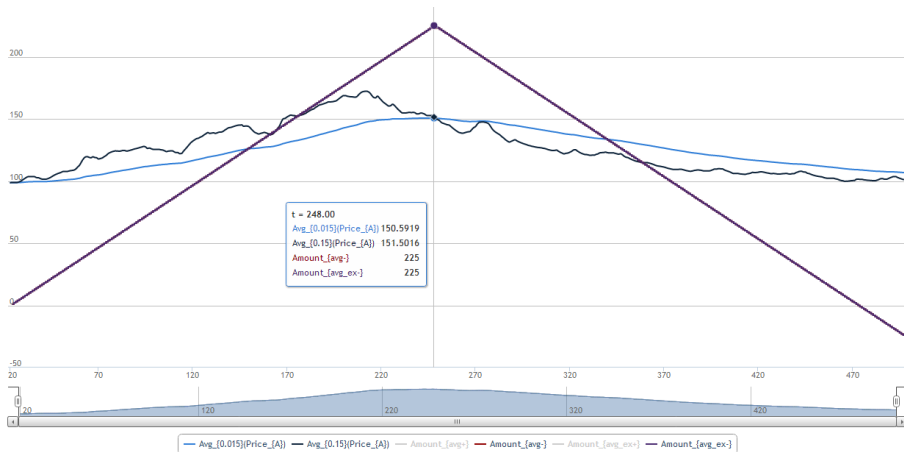
Fundamental value strategy

Fundamental value strategy is an instance of a signal strategy with signal equal to the difference between the asset's price and some fundamental value.

Mean reversion strategy

Mean reversion strategy is an instance of a fundamental value strategy with fundamental value equal to some moving average of the asset's price.
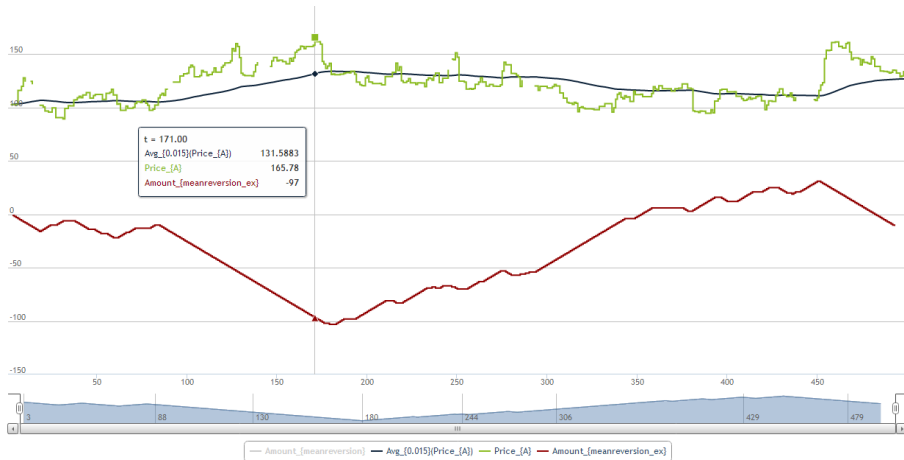
Dependency strategy

Dependency strategy is an instance of a fundamental value strategy with fundamental value equal to another asset's price multiplied by given factor.

Liquidity provider

Liquidity provider sends limit-like orders with a price equal to the current asset's price multiplied by some randomly chosen factor

```python
@registry.expose(["Generic", 'LiquidityProviderSide'], args = ())
def LiquidityProviderSideEx(side                     = Side.Sell,
                            orderFactory             = order.LimitFactory,
                            defaultValue             = 100.,
                            creationIntervalDistr    = mathutils.rnd.expovariate(1.),
                            priceDistr               = mathutils.rnd.lognormvariate(0., .1),
                            volumeDistr              = mathutils.rnd.expovariate(1.)):

    orderBook = orderbook.OfTrader()
    r = Generic(eventGen    = scheduler.Timer(creationIntervalDistr),
                volumeFunc  = volumeDistr,
                sideFunc    = ConstantSide(side),
                orderFactory= order.AdaptLimit(orderFactory,
                                        mathutils.product(
                                            SafeSidePrice(orderBook, side, defaultValue),
                                            priceDistr)))

    return r
```

Trade-if-profitable strategy

Suspends or resumes an underlying strategy basing on its performance backtesting. By default, first derivative of a moving average of 'cleared' trader's balance (trader's balance if its position was cleared) is used to evaluate the efficiency.
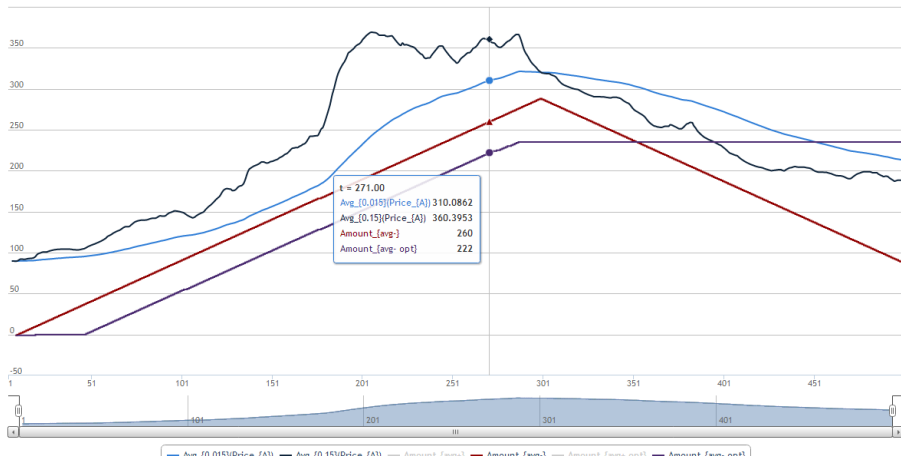
Choose-the-best strategy

Backtests aggregated strategies and allows to run only to that one who has the best performance. By default, first derivative of a moving average of 'cleared' trader's balance is used to evaluate the efficiency.
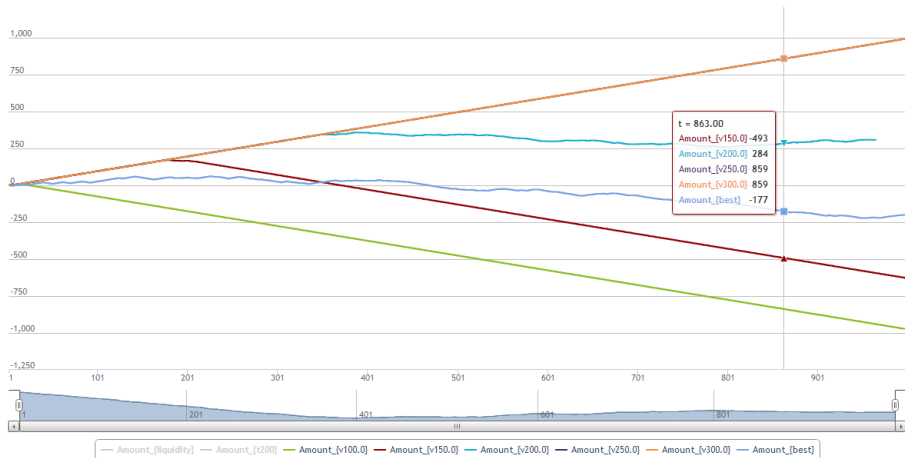
Observable

Traders and order books provide basic accessors to their current state but don't collect any statistics. In order to do it in an interoperable way a notion of observable value was introduced: it allows to read its current value and notifies listeners about its change.

- Primitive observables on
    - traders: position, balance, market value of the portfolio, 'cleared' balance etc.
    - order books: ask/mid/bid price, last trade price, price at volume, volume of orders with price better than given one etc.
- `OnEveryDt(dt, dataSource)` evaluates `dataSource` every `dt` moments of time. Often used with `Fold(observable, accumulator)` where `accumulator` may be a moving average or another statistics collector.

History of an observable can be stored in a `TimeSerie` and rendered later on a graph.

Using Veusz

When developing a new strategy it is reasonable to test it using scripts and visualize results by Veusz

```python
from marketsim import (signal, strategy, observable, mathutils)
from common import run

def Signal(ctx):

    const = mathutils.constant
    linear_signal = signal.RandomWalk(initialValue=20,
                                      deltaDistr=const(-.1),
                                      label="20-0.1t")

    return [
        ctx.makeTrader_A(strategy.LiquidityProvider(volumeDistr=const(4)), "liquidity"),

        ctx.makeTrader_A(strategy.Signal(linear_signal), "signal",
                         [(linear_signal, ctx.amount_graph)]),

        ctx.makeTrader_A(strategy.SignalEx(linear_signal), "signal_ex")
    ]

if __name__ == '__main__':
    run("signal_trader", Signal)
```

Rendering graphs by Veusz
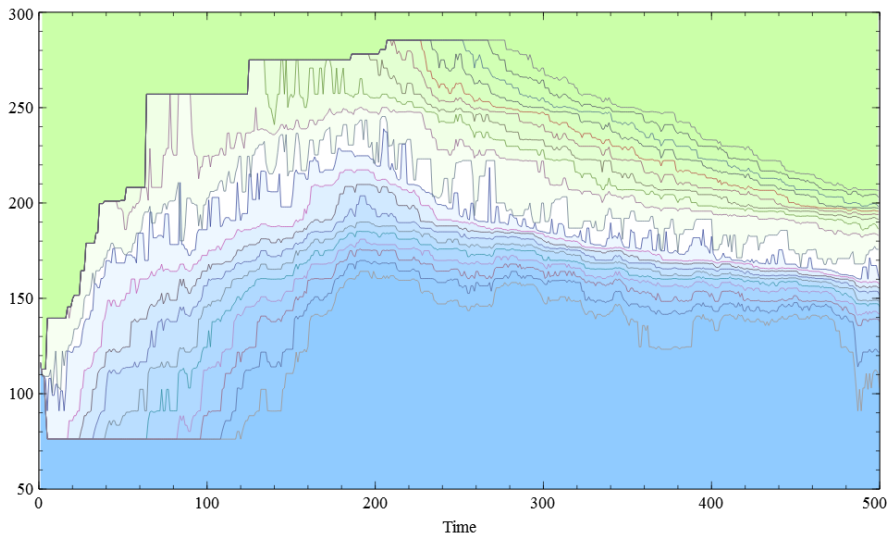
Web interface

Web interface allows to compose a market to simulate from existing objects and set up their parameters

Time series

Timeseries field of a trader or an order book instructs what data should be
collected and rendered on graphs

Rendering results

Node aliases

Object tree nodes can be assigned aliases that can be used later to refer to the sub-tree (explicit by-value or by-reference cloning semantics is to be implemented)

Workspaces

Every user (identified by browser cookies) may switch between multiple workspaces. Workspaces can be forked, removed or created from a set of predefined ones.
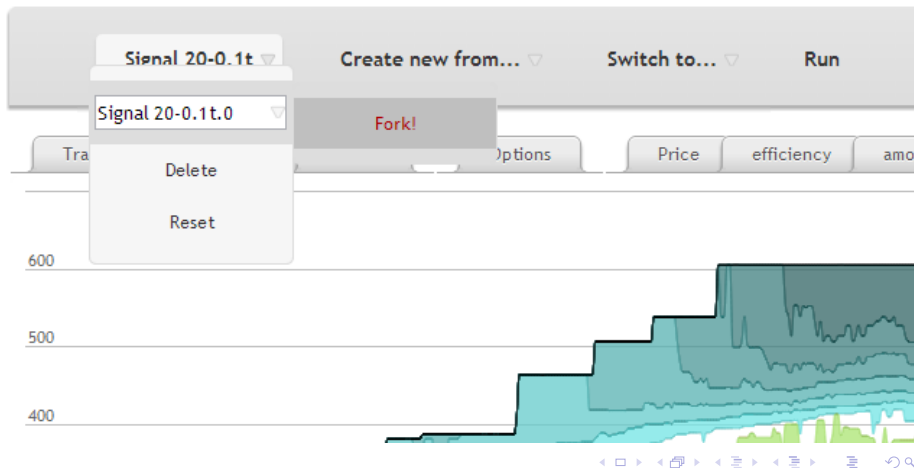
Exposing Python classes to Web-interface

- displayable label for the class ('Random Walk')
- docstring in rst format
- property names and static constraints on types of their values

```python
@registry.expose(['Random walk'])
class RandomWalk(types.IObservable):
    """ A discrete signal with user-defined increments.

        Parameters:

        **initialValue**
            initial value of the signal (default: 0)

        **deltaDistr**
            increment function (default: normal distribution with |mu| = 0, |sigma| = 1)

        **intervalDistr**
            defines intervals between signal updates
            (default: exponential distribution with |lambda| = 1)
    """
    _properties = { 'initialValue' : float,
                    'deltaDistr'   : meta.function((), float),
                    'intervalDistr': meta.function((), float) }
```

Type system

- Primitive types: int, float, string
- Numeric constraints: `less_than(2*math.pi, non_negative)`
- User-defined classes. If a property constraint is type B then any object of type D can be used as its value provided that D derives from B.
- Array types: `meta.listOf(types.IStrategy)`
- Functional types: `meta.function((Side, Price, Volume), IOrder)`

Possible improvements:

- `meta.function((a1, ..., aN), rettype)` could be used where `meta.function((a1, ..., aN, b1, ..., bM), rettype)` is expected
- `meta.function((..., B, ...), rettype)` could be used where `meta.function((..., D, ...), rettype)` is expected if D casts to B
- `meta.function(args, D)` could be used where `meta.function(args, B)` is expected if D casts to B

Future developments

C++ version:

1. Implement core functionality (scheduler, order books, basic orders and traders) in C++ (already done) and provide extension points to allow to a user create strategies and meta orders in Python (or use existing ones)

2. Given object tree describing a simulation model, generate on the fly C++ code as instantiations of template classes corresponding to classes in Python version

C++ version

Flexible as Python version and has performance comparable to a C hand-written version. The main problem: simulation configuring is not intuitive, so let's do the configuration automatically by a code generator.

```cpp
template <class Base>
    struct GenericStrategy : Base
    {   using Base::self; // 'this' casted to the most derived class

        GenericStrategy() {
            self().eventGen().subscribe(boost::bind(&GenericStrategy::wakeUp, this));
        }

        void wakeUp() {
            if (boost::optional<Side> side = self().sideFunc()) {
                volume_t volume = self().volumeFunc();
                if (volume > 0) {
                    auto order = self().orderFactory()(*side, volume);
                    self().trader().send(order);
                }
            }
        }
    };
```

Python version/Web interface

- Automatic dependency tracking in Python code (observables/computed observables from KnockoutJs)
- Notion of variables in the Web interface to label common object graph subtrees
- Model graph representation in Web interface (???)
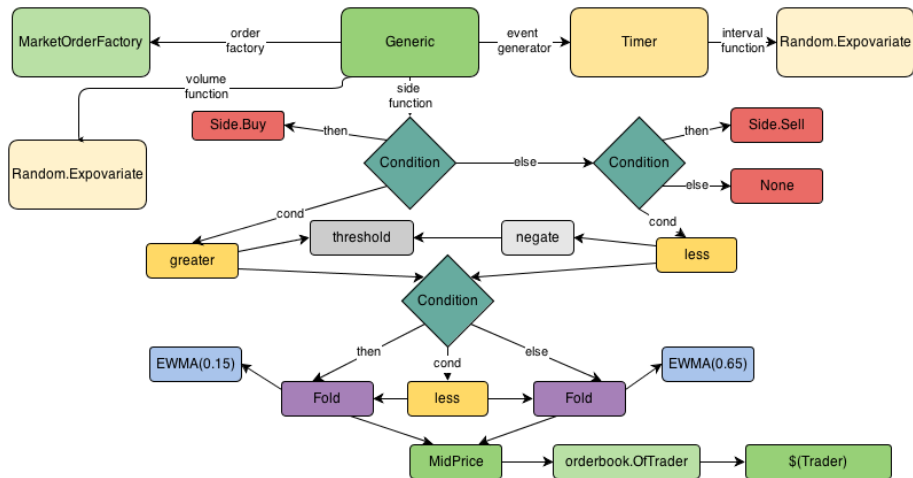
Simulation components (by Karol Podkanski)

- Strategies
    - **Relative strength index (RSI).** Buy/sell when stock is oversold/overbought according to the index
    - **Stop-loss strategy.** Applied to any strategy in order to limit losses if they reach a certain threshold
    - **Multi-armed bandit.** Evaluate an array of strategies and assign them scores based on their efficiency. A strategy is then chosen randomly, with a distribution based on the scores.
    - Other meta-strategies (???)
    - **Pairs trading.** A dependence between two assets is assumed (for example, correlation). A trade is initiated when a function of the two assets (for example: weighted average) deviates from it's mean value.
- Volume management
- Enter/exit time management (currently random or constant)

Simulation components (by Karol Podkanski)

- Observables (Indicators):
    - Volatility
    - Volume
    - Performance
    - Relative strength index
    - Technical analysis
        - Trendline: support and resistance
        - New High/Low
        - Channels
        - Double Top/Bottom
        - Head and Shoulders
- Add position constraints to traders:
    - traders have to allocate their limited resources
    - certain assets cannot be shorted

Thank you!