

#### Overview

- Concepts of Quantitative Trading
- Financial Markets
- Quantitative Strategies
- Trading Systems
  - Lecture Objective:
    - Not to learn a trading algorithm that can make money immediately;
    - Understand the very basics of quantitative trading from a computer science perspective

### What is quantitative trading?

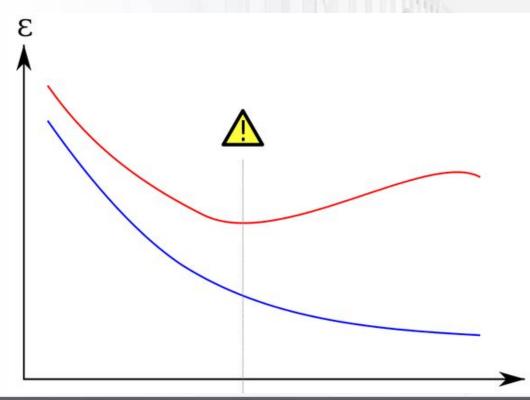
- Make trading decisions with computer algorithms
- Minimize human intervention
- Trader's roles:
  - Monitor the trading program's execution
  - Stop the program in abnormal market conditions
  - Adjust parameters of the trading algorithms

## What is quantitative trading?

- Not equivalent to the so called "technical analysis"
- Trading decisions are backed up by
  - Solid math models
  - Systematic backtests
- Trade executions are usually automated

#### Backtesting

- Use historical data to test trading ideas
- The problem of overfitting
  - training data and validation data
  - testing data
  - forward testing



#### **Evaluation of Trading Performances**

- Test for statistical significance of strategy returns
  - t-test
  - Monte Carlo Simulation
- Benchmarks:
  - Annualized returns
  - Maximum drawdown
  - Time to recover to high watermark
  - Sharpe Ratio, etc

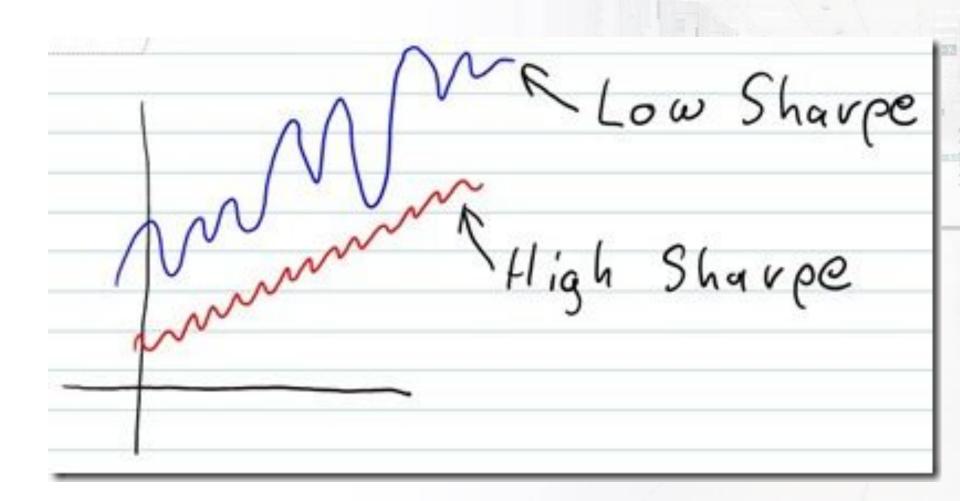
#### Sharpe Ratio

- Sharpe Ratio (frequently used, but has its own problem)
  - R: return
  - Rf : risk-free rate (usually 3-month treasury bill in US)

$$S = \frac{E[R - R_f]}{\sqrt{\text{var}[R]}}.$$

Others: Sortino Ratio, Kurtosis, Skewness, etc

### **Sharpe Ratio**

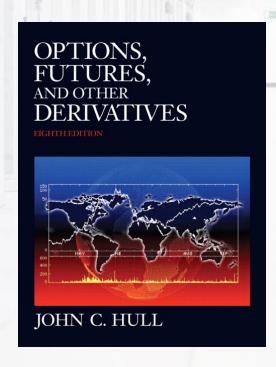


# **Execution Cost Modeling**

- Commissions
- Slippages
- Market impacts

#### **Financial Markets**

- Stocks and ETFs
- Fixed Income
  - Treasuries, Bonds,
- Currency
- Futures
- Options
- Other more complicated derivatives, see the quant bible by John Hull:



#### **Traditional Auctions**

- Designated market makers (exchange specialist, liquidity providers)
- Provide tradable bid and ask prices along with sizes
- Market makers earn bid-ask spreads



#### **Electronic Trading**

- Market participants places orders to an electronic order book
- Order Types
  - Market Orders
  - Limit Orders
  - Stop Orders
  - Many others
- Limit Order Book
  - Limit orders only
  - Usually first come first serve
  - When an order comes, try to match the best opponent price

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## **Quantitative Strategies**

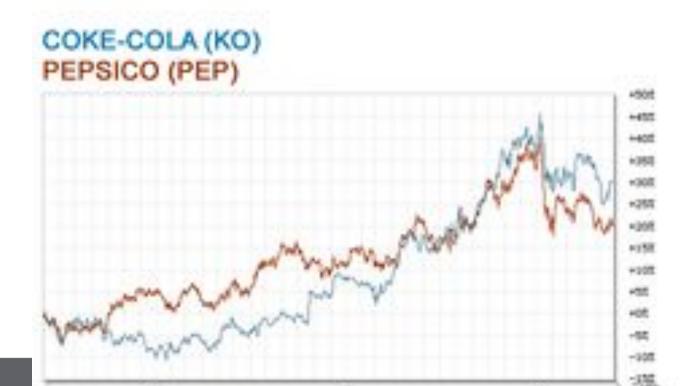
- Trend following (Momentum)
  - Past winners will be winners again.
  - Past losers will be losers again.
- Mean reverting
  - Past winnners will be losers.
  - Past losers will be winners.
- Alpha Model
  - Use quantitative approach (e.g., multi-factor models) to find stocks that can beat the market
  - Hedge risk by shorting index futures
- Market Neutral
  - Dollar-neutral
  - Beta-neutral

## Quantitative Strategies

- Arbitrage
  - The law of one price
  - Currency Triangular Arbitrage
    - EUR/USD 1.5
    - USD/JPY 100
    - EUR/JPY 120
  - Index Arbitrage
  - ETF Arbitrage

### Quantiative Strategies

- Statistical Arbitrage
  - Bet that a basket of long/short portfolio is mean reverting.
  - Pair trading simplified statistical arbitrage
    - Example:



### Quantitative Strategies

- Market Making
  - Buy low sell high!
  - Passively place limit orders to the order book
  - Earn bid/ask spread
  - Earn exchange rebates for the service of liquidity providing

### High Frequency Trading

- Employ high-frequency data analysis to exploit market mispricings (e.g., arbitrage)
- Electronic market making

#### Characteristics

- Typically generate a large number of turnovers in a single day
- Holding periods: from several seconds to several minutes; sometimes even within few milliseconds
- Many times compete for orders
- Require low-latency trading systems
- Exchange co-location

## **Trading Systems**

- Asynchronous event processing
- Typical events
  - Market data arrive
  - Order status update
  - Trade notifications
- Typical actions
  - Place orders
  - Cancel orders
  - Modify orders
  - Maintain internal states and data structures

#### System Components

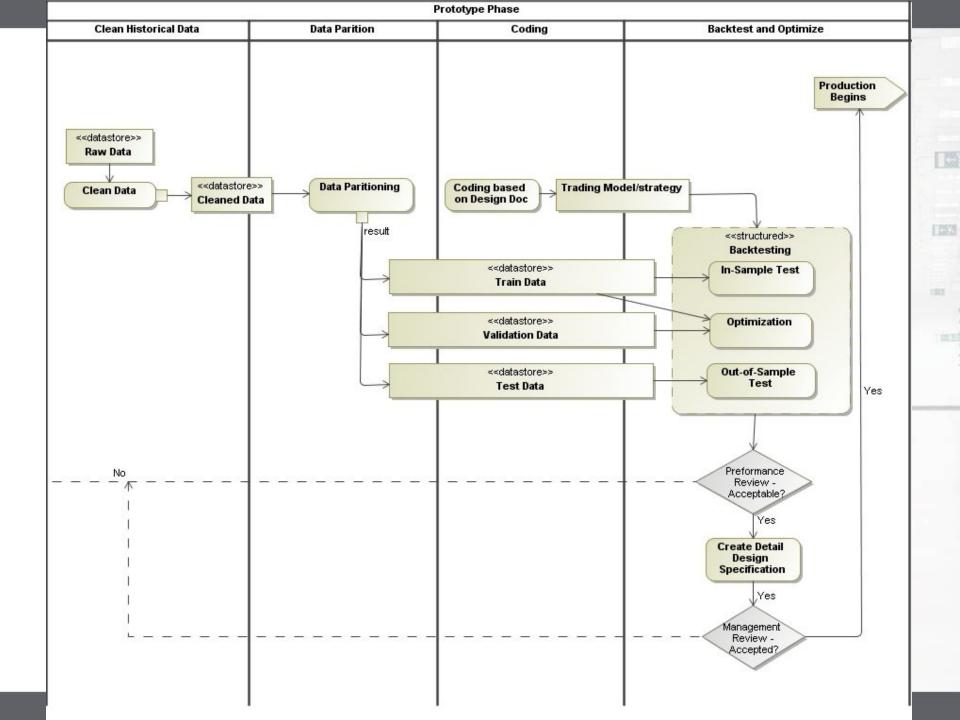
- Data Feed
  - Data cleaning (e.g., remove outliers)
  - Some calculations (create Open, High, Low, Close bars)
  - Historical data store and backfill
- Execution Engine
  - Order splitting
  - Order routing
- Risk Management System
  - Reject orders that may lead to significant risks
  - Reject orders that may violate compliances

#### Concurrency and Latency

- Multithreaded Proramming
- Garbage collection sometimes unfavorable
  - Latency spike
  - C++ is the typical choice
- I/O bottleneck
  - Optimized OS kernel
  - Specialized hardware (System on Chip)
  - FPGA for some routine modules (e.g., data feed)
- Networking
  - Dedicated lines between cities
  - Microwave

#### **Databases**

- Large amount of data
  - 3GB per day for Shenzhen Stock Exchange
  - Need data compression for storage and delivery
- Specialized database for high frequency data, e.g., kdb
- Key-value database can be useful



# Trading

Paper Trading

Experimental Trading Full live Trading EDY3

