

# Living on the Bleeding Edge In The Financial Industry

Using Clojure, AMQP, Chef, Cucumber and JRuby in the  
Financial Industry

Philly Emerging Technologies for the Enterprise, April 2010

# Algorithmics, Inc.

Risk Management

Collateral Management

Aaron Feng

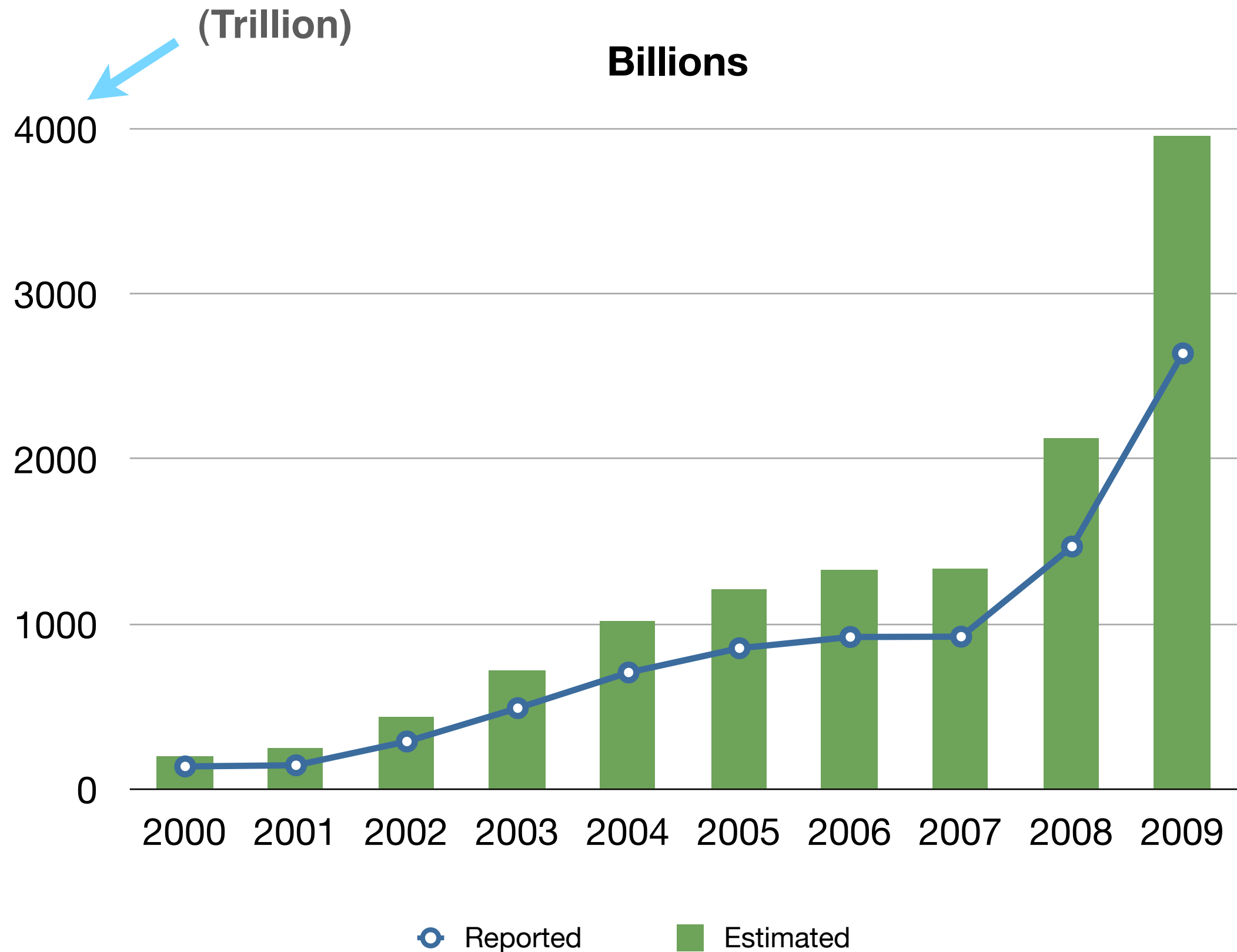
Kyle Burton

# Ok, WTF is Collateral Management?

Reduces Credit Risks for  
Unsecured Financial Transactions

Credit Risk == Debtor Fails to Pay

Unsecured Financial Transactions are  
OTC (over the counter - there is no  
'central exchange' for collateral)



\*2009 ISDA Margin Survey

# Collateral Management

- Today
  - Manual Processing
  - Email, Phone, Fax
- Tomorrow
  - Automated Processing
  - Secure Messaging
  - Formalized Workflow
  - Standard Protocol

# Overview

- What do we all want?
  - What Challenges Did we face
- How did we do/get it?
- What did we do?
  - What challenges did we face
- What has it done for us?

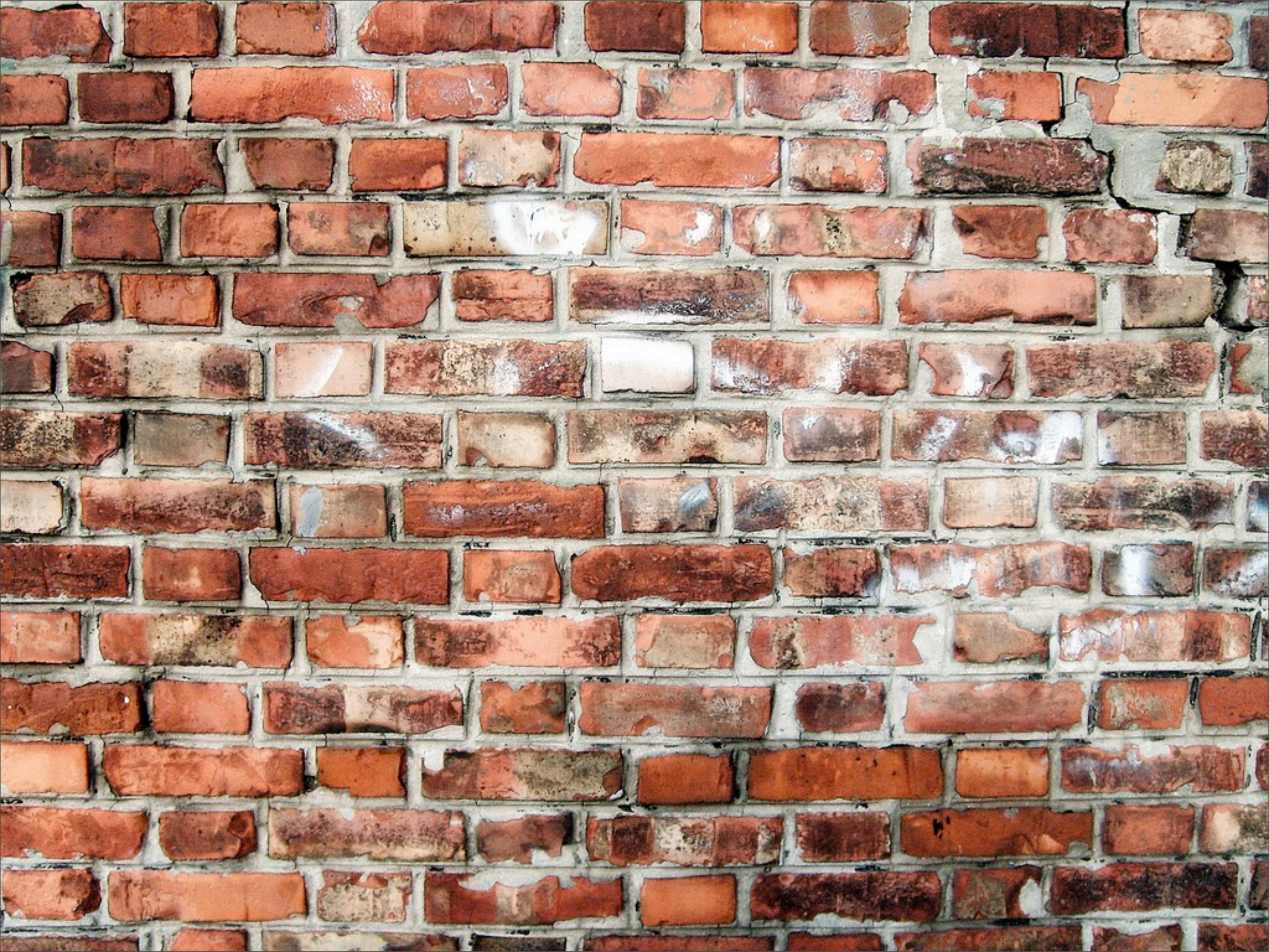
# What do we Want?

- Best People
- Best Technologies
- To Create: new code, not legacy
- Interesting Problems
- Best Processes











# Challenges

- Programmers: Skeptical
- Financial Industry: Conservative
- Management: Conservative, Skeptical
- Technology Choices: Clojure, Ruby, AMQP
- Gasp: Where do we go for support?
- Competition Existed: Needed To Move Quickly







Monday, March 15, 2010



# How we did it: People

- Product Visionaries Sold Higher Ups on Idea
- Time To Market Critical
- Aaron Built a Prototype *very* Rapidly
  - All by His Lonesome
  - Demonstrated Value of Technologies

Project Given Green Light June 2009

# How we did it: People

- Aaron Invested in Philly Lambda
  - Networked with Members
  - Organized, Brought in Speakers
  - Bought Lots of Pizza

First Two Developer Hires July 2009

# How we did it: Support

- LShift: unlike many open source techs, a company sits behind RabbitMQ
- We knew RabbitMQ was great, it was built on Erlang
- Erlang devs don't grow on trees in Philly
- Contracted with LShift to extend and accelerate product roadmap

# How we did it: Process

- Small Team
- Agile Methodology
  - Pair Programming
  - Continuous Improvement
  - Automation

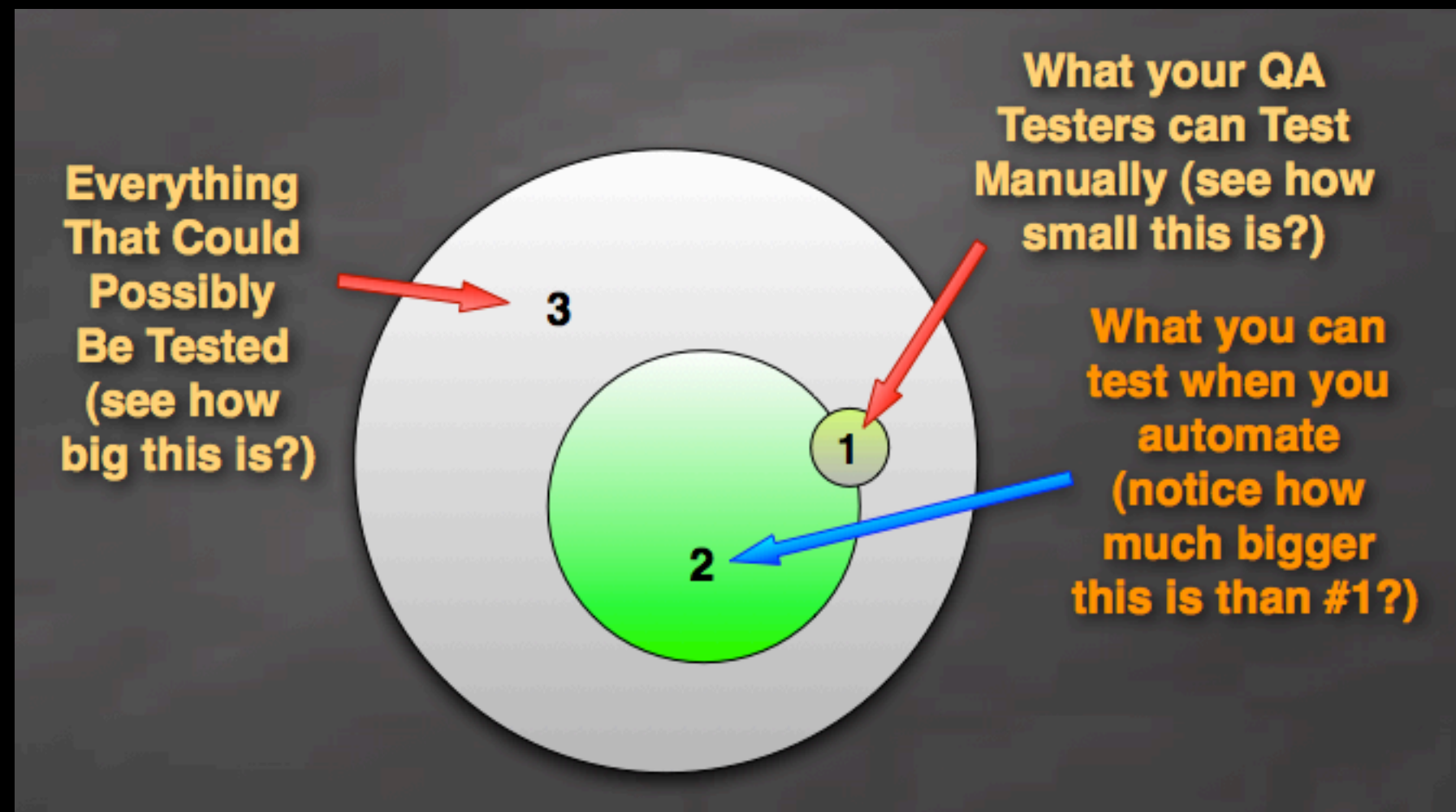


# What we did: Small Team

- Focus on Automation
  - Frequent Releases
  - Chef for Provisioning
  - Cucumber for Acceptance Tests
  - Lots of Other Tools / Automations
    - A Mindset, Core Value of Team

# Focus On Automation: QA

Reduced QA Resource Needs Initially (zero)  
Suite Provided Regression Testing: Reduced Errors  
Sped Up Development

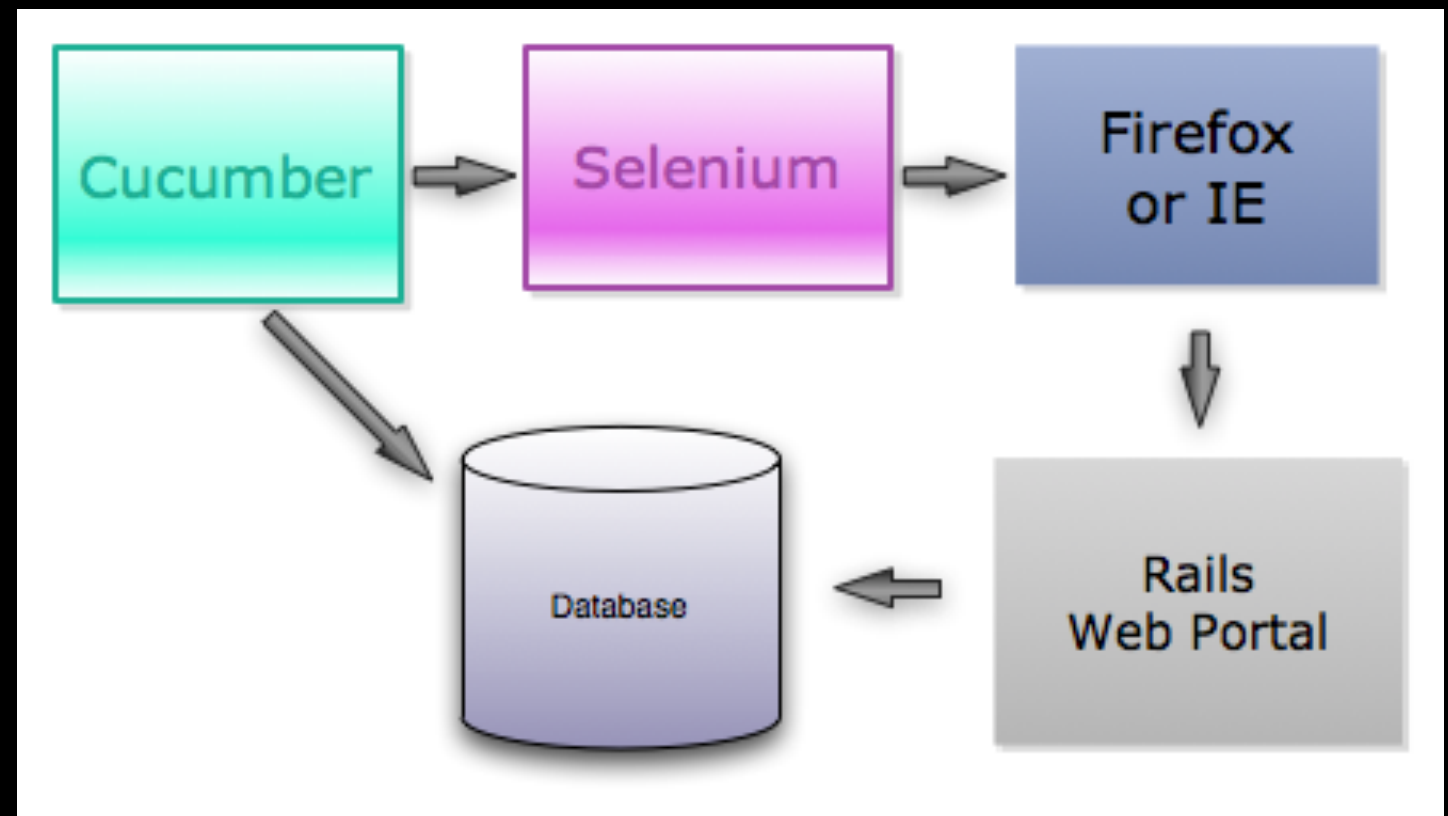


# Focus On Testing: TDD

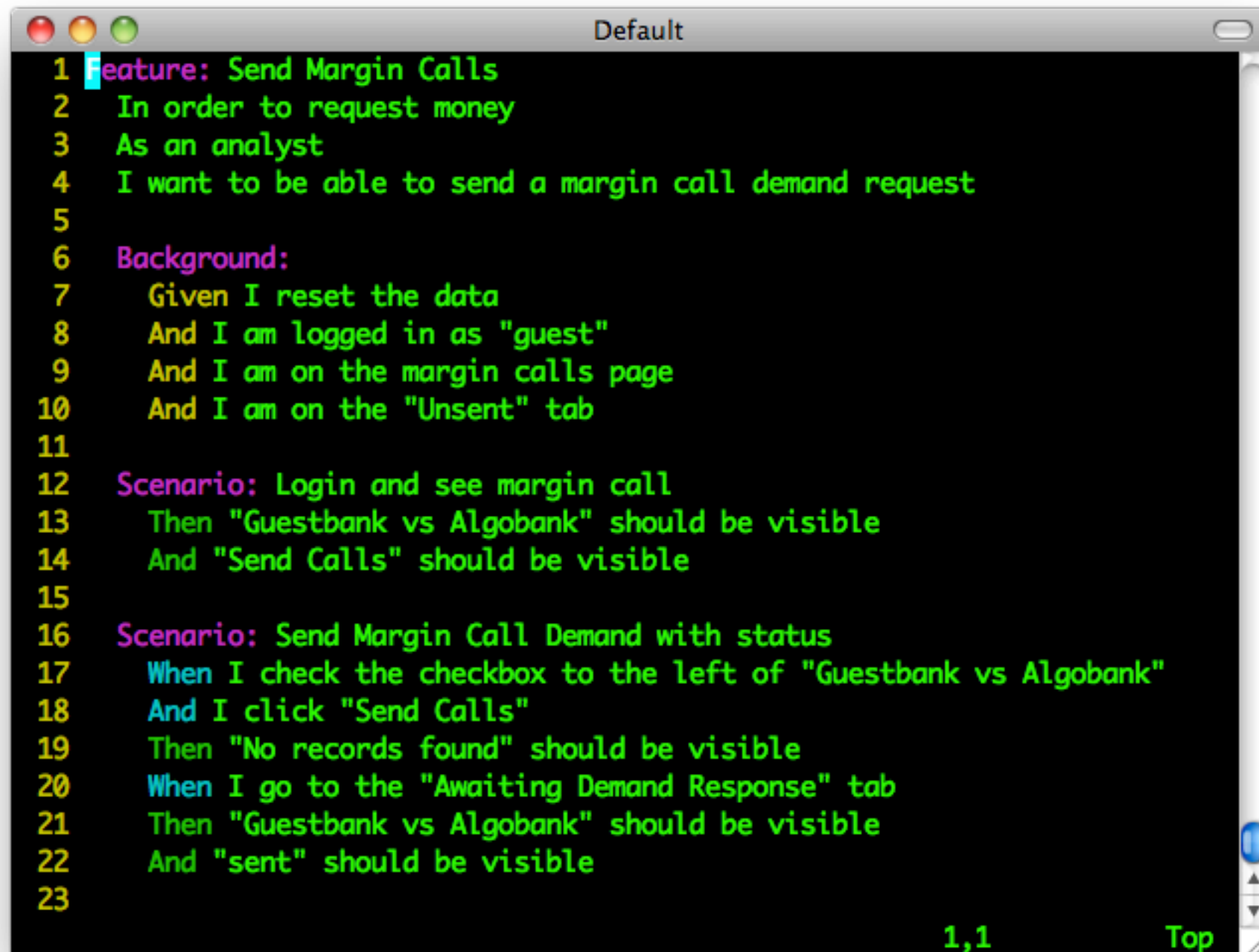
Core Value: Test Driven Development

Cucumber: Front End Integration Testing

Rspec: Behavior Driven Unit Testing



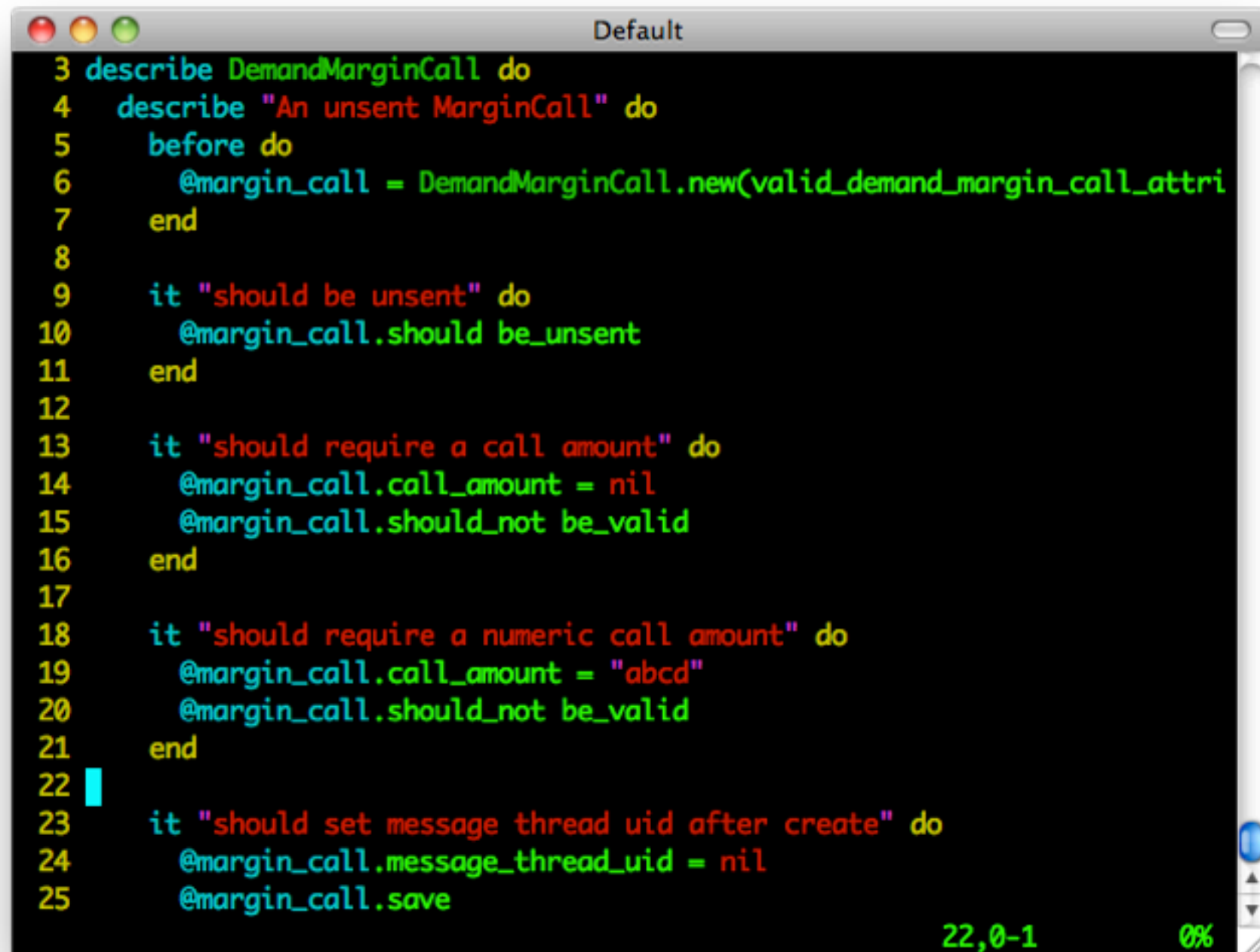
# Testing: BDD With Cucumber



```
1 Feature: Send Margin Calls
2   In order to request money
3   As an analyst
4   I want to be able to send a margin call demand request
5
6   Background:
7     Given I reset the data
8     And I am logged in as "guest"
9     And I am on the margin calls page
10    And I am on the "Unsent" tab
11
12   Scenario: Login and see margin call
13     Then "Guestbank vs Al gobank" should be visible
14     And "Send Calls" should be visible
15
16   Scenario: Send Margin Call Demand with status
17     When I check the checkbox to the left of "Guestbank vs Al gobank"
18     And I click "Send Calls"
19     Then "No records found" should be visible
20     When I go to the "Awaiting Demand Response" tab
21     Then "Guestbank vs Al gobank" should be visible
22     And "sent" should be visible
23
```

1,1 Top

# Testing: BDD With RSpec



```
3 describe DemandMarginCall do
4   describe "An unsent MarginCall" do
5     before do
6       @margin_call = DemandMarginCall.new(valid_demand_margin_call_attri
7     end
8
9     it "should be unsent" do
10      @margin_call.should be_unsent
11    end
12
13    it "should require a call amount" do
14      @margin_call.call_amount = nil
15      @margin_call.should_not be_valid
16    end
17
18    it "should require a numeric call amount" do
19      @margin_call.call_amount = "abcd"
20      @margin_call.should_not be_valid
21    end
22
23    it "should set message thread uid after create" do
24      @margin_call.message_thread_uid = nil
25      @margin_call.save
```

22,0-1 0%

# What we did: Small Team

- Pair Programming
    - Continuous Code Review
    - Skill Transfer Happens Quickly
    - Bus Factor == Team Size
    - Lost one of our best members in Feb: OMM\*
- \* OMM: Oh! My!....meh.

# What we did: Web

- Web Portal for the low end of the market
  - Ruby on Rails (JRuby), jQuery, YUI
  - Lots of Plugins, Gems, Libraries
  - Cucumber for automated testing
  - Avoided many CSS and JS issues by using js-lint and the w3-css-validator



# What we did: Clojure

- Immutability by default => reduction of bugs caused by common errors
- FP: lots of small re-useable pieces, adapt quickly to changes
- JVM: It's the libraries!
- Concurrency is fantastically easy
- Live Image: easier introspection into running system (and sometimes modifications)

# What has it done for us?

- Automated Testing and why it is win
- Automated Provisioning and why it is win
- Functional Programming and the reduction of errors
- Tiny components and ability to quickly adapt to changes in the product

# What it did for us: Testing

- Reduced QA Resource Needs
- Better Captured Business Requirements
- Effective as a Regression Suite: keeps bugs from making it into releases
- TDD Drives Design, Creates Asset (regression suite)

# What it did for us: Provisioning

- First Public Demo: Oct 2009, NYC
- Live Demo of Full End to End Stack for Many Wall St Banks and the FED
- 2 Days Prior: Our Provider Experiences *Major Network and System Issues*

# What it did for us: Provisioning

- 9am: Decision Made to procure alternate hosting
- 1pm: Full Stack Installed and Tested
- Demo: Success

# What it did for us: FP

- YMMV, but our belief is...
  - Immutable by Default eliminated several categories of bugs
  - Encouraged Smaller Re-useable and composeable parts, lead to faster adaptation to changes in requirements
  - Eased Concurrency Issues

# NOT LOC Metrics Again!

- Widely Believed that LOC/Dev is Roughly Constant
- Two Devs of Equal Skill/Experience, the one using a higher level language will be more productive
- See also: Mythical Man Month



# NOT LOC Metrics Again!

- sloccount
- For the first 9mo of the project:
  - 24kloc, 687loc per dev per month
  - 5.81 developer years
  - Our People, Tools & Process put us roughly 45% ahead of that estimate

# Conclusion

- We Came
- We 're Learning
- We 're Succeeding
- We 're hiring