

# **Grand Challenge: A High-Performance Processing System for Monitoring Stock Market Data Stream**

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## Introduction

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- ▷ Two queries on Stock Market Stream Data
- ▷ The first query is defined to compute the Exponential Moving Average (EMA) with two different smoothing factors of 38 and 100.
- ▷ The sequent query is to identify breakout pattern based on the first query.

# Exponential Moving Average

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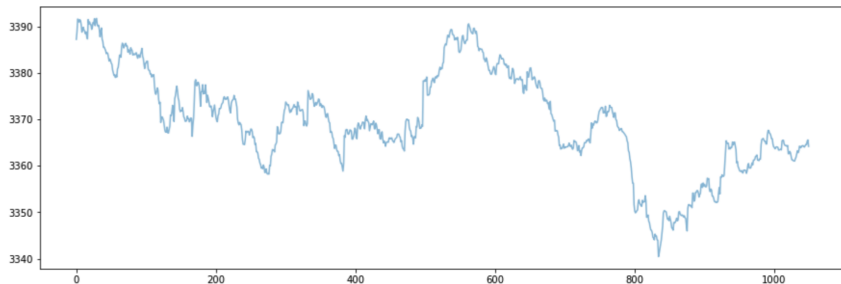
Exponential Moving Average equation:

$$EMA_t = \begin{cases} Y_0 & t = 0 \\ \alpha Y_t + (1 - \alpha) EMA_{t-1} & t > 0 \end{cases}$$

- ▷ The coefficient  $\alpha$  represents the degree of weighting decrease, a constant smoothing factor between 0 and 1.
- ▷  $\alpha = \frac{2}{1+j}$  where  $j$  is a smoothing factor with  $j \in \{38, 100\}$ .

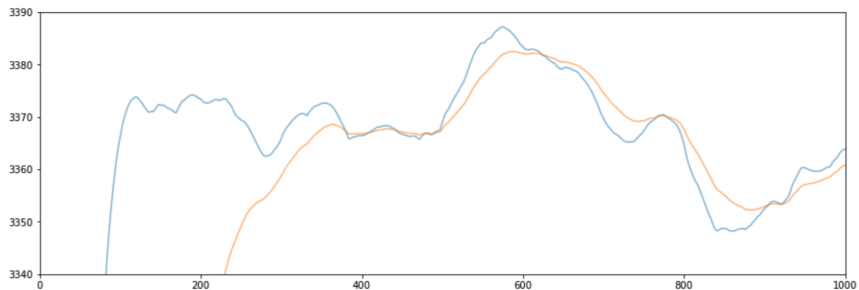
## Example of Stock Price Fluctuations Over Time

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**Figure 1:** An Example of Stock Price Fluctuations Over Time (Time (s) vs Price)

## Buy and Sell Advice Based on Breakout Patterns of EMA 38 and 100



**Figure 2:** Example of Query 2 (Time (s) vs Price) - Buy and Sell advice based on Breakout Patterns of EMA 38 (orange) and 100 (blue)

## Use one of the OSS or implement from scratch?

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Should we use one of the Open Source Stream processing systems like:

- ▷ Apache Spark - Streaming
- ▷ Apache Flink - Streaming
- ▷ Apache Storm
- ▷ Apache Kafka for streaming pipelines
- ▷ Esper Stream processing
- ▷ WindFlow<sup>1</sup> in C++
- ▷ ...

We decided to implement the DEBS Grand Challenge from scratch.

**Why?**

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<sup>1</sup>WindFlow data stream processing <https://paragroup.github.io/WindFlow/>



## Why implementing from scratch?

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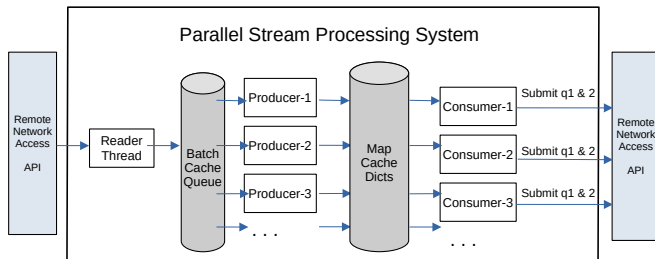
- ▷ The Challenge queries are simple, therefore we can optimize the processing in our implementation much better.
- ▷ Our stream throughput is not very high. Maximum a Batch of 10k events, as defined by the Challenge.
- ▷ Systems like Spark or Flink include internal data processes; to name a few:
  - ▷ Communications between the master and worker processes
  - ▷ Internal caching and pipeline generations including batch processing, blocking data exchanges,
  - ▷ Checkpoint barriers, watermarks signaling or iteration barriers to provide guarantee of a FIFO order of and snapshots of the data stream
- ▷ Lots of configuration parameters which modify the performance/latency.

**Our goal was correctness with highest possible throughput and low latency.**

# Architectural Design

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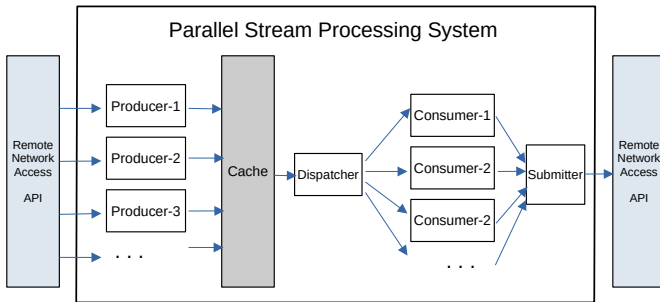
# Parallel Processing



**Figure 3:** Parallel Processing of Events By a Set of Producers and Consumers without a Data Dispatcher.

- ▷ Reading Batches and Caching them
- ▷ The Reader reads from the DEBS Challenge API
- ▷ The Submitter had to be a single submitter

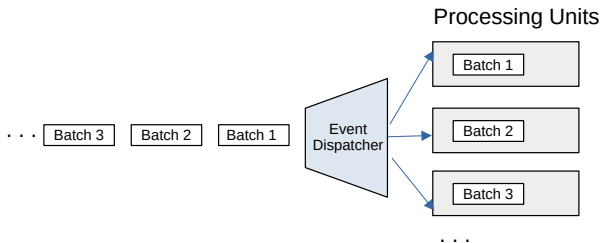
# Event Dispatcher and Submitter Architecture



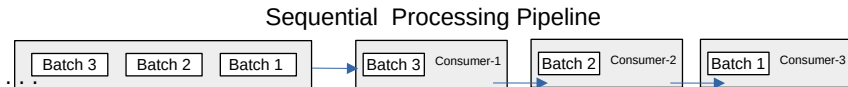
**Figure 4:** Event Dispatcher and Submitter Architecture

- ▷ Event Batch Dispatcher distributes the batches
- ▷ Producers read the Event from API, create internal data windows
- ▷ Event Windows are cached similar to Figure 3

# Event Data Dispatcher



**Figure 5:** An Event Data Dispatcher



**Figure 6:** A Sequential Processing Pipeline. Each consumer reads a batch and passes to the next consumer.

## Implementation

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## Two Implementations in Python and Java

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- ▷ Source Code is available here <https://github.com/kiat/debs2022/>

Two Implementations in Python and Java:

- ▷ Our first implementation was a multi-threaded Python
- ▷ We have done a subsequent implementation in Java.

Summary of the Python implementation:

- ▷ Our first, alpha prototype
- ▷ Assured correctness of Query Processing
- ▷ Allowed for an implementation that could quickly be built
- ▷ Included multithreading, giving a baseline for experiments
- ▷ Provided context for further improvements, i.e. a Java implementation



## Our Java implementation

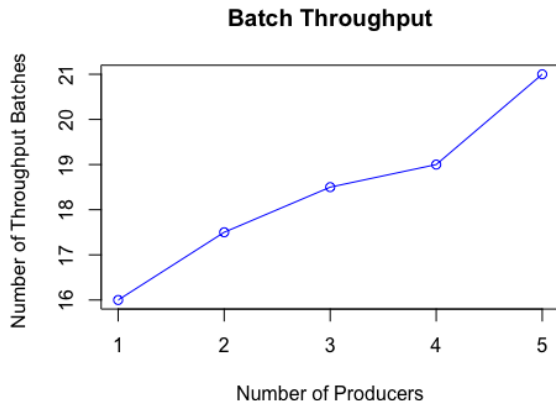
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Our Java implementation includes two simple threads, one is the event producer (or event batch Reader Thread that communicates over the DEBS Challenge API), and the other is a submitter, that processes cached event windows data for queries 1 and 2.

- ▷ Two simple threads:
  - ▷ Event producer for main query computations
  - ▷ Result submitter
- ▷ We use a Java lists of batches, and a Java HashMap to cache event windows for each stock symbols.
- ▷ Pre-allocate both of these caches in Java ArrayList and HashMap with a specific size.
- ▷ Threads are synchronized over a lock mechanism and thread notification.
- ▷ The results of both queries are submitted by the consumer thread to the DEBS Challenge API.
- ▷ With Batch Size 10k, two Threads was enough.

## Experiments

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**Figure 7:** Query 2 throughput for different number of Producers. (Batch Size 1k - Multi-threaded Python implementation)

# Java with Batch Size 10K

- ▷ Our Java implementation has higher performance because of some language features (Like static variable types and improved iterations over event batches).
- ▷ Latency of 19.99 seconds and a 88.21 batches per seconds

## Leaderboard

Criteria: both q1 and q2 have results, last active run, benchmark type="Evaluation, benchmark run after 2022-03-17 19:40:04 UTC (switch to batchsize of 10k)"

### Latency Ranking - (Sorted by lowest latency ((q1 + q2) /2))

Rank	Team	Latency	Throughput
1	group-17	19.996671	88.2194288519302
2	group-7	25.681919	356.40049439163784
3	group-11	113.37727899999999	45.32088811103257
4	group-12	129.597439	53.10725499209829
5	group-14	399.37638300000003	47.91140119582781
6	group-0	5335.154687	0.1877972121516102
7	group-16	15426.650110999999	0.8652173405621916

**Figure 8:** Our group, Group 17, Results

## Conclusion

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## Conclusion and Future Work

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- ▷ Our implementation and evaluation are limited due to the time constraints we had for this work.
- ▷ We observed how our from-scratch-implemented system performed compared to some large-scale cluster-based stream processing systems like Apache Storm or Flink (implemented by other groups).
- ▷ One potential improvement would be to implement it using a system programming language like C++ or Rust.
- ▷ This solution has scalability potential, from larger batch sizes, to more threads, to parallel computing.