



# PTPv2 Clock synchronization usage by the financial sector

Presented in the Vrije Universiteit Amsterdam (VU) <a href="https://www.vu.nl/en/">https://www.vu.nl/en/</a>

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#### **Outline**



- Part 1: Financial markets overview
  - How electronic markets work
  - Why low-latency a crucial requirement
- Part 2: Industrial research example
  - PTPv2 clock synchronization
  - Issues on the state-of-the-art

### About the presenter



#### Pedro V. Estrela:

- PhD in Mobile IP networks (2007)
- Efficiency and Transparency work
- NS2 network simulations

#### Performance System Engineer

- Think of the mechanic that tunes your car
- Measure all latency steps (accurately)
- Remove the biggest bottleneck

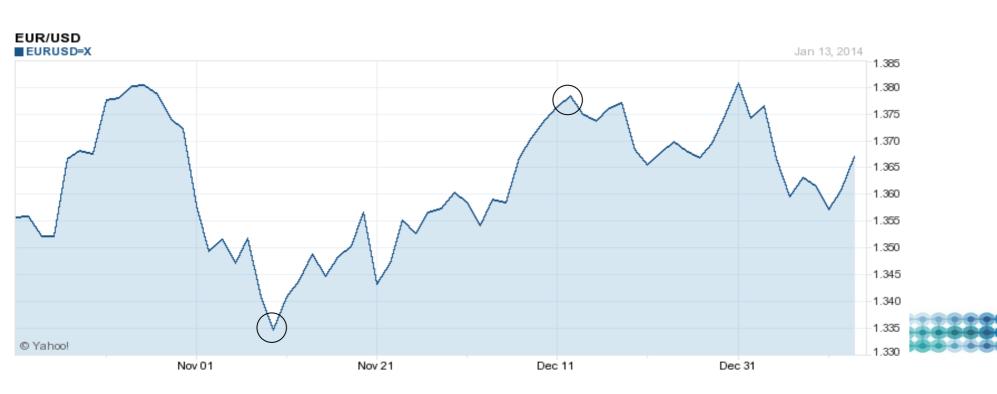


# Financial markets overview

## Market participants



- Most market participants have an <u>opinion</u>, to:
  - Invest / raise capital
  - Get / provide Risk insurance



#### Market making



- IMC: Global Liquidity provider
  - Present in all major Equities / Derivatives markets
  - 4 offices worldwide, all time zones
- Market-Making business:
  - Like a currency house <u>no market opinion</u>
  - We liquidity by providing both buy and sell prices

# Quoting example



#### How much is 100 Euros in USD?

Bank	We buy	Mid Price	We sell	Quote age
ABN Amro	-0.800	136.620	+0.800	6 hours
BPI Portugal	-0.815	136.445	+0.815	1 hour
CapitalSpreads.com	-0.002	136.651	+0.002	3 seconds

How much do you get back in EUR?

### Orders matching

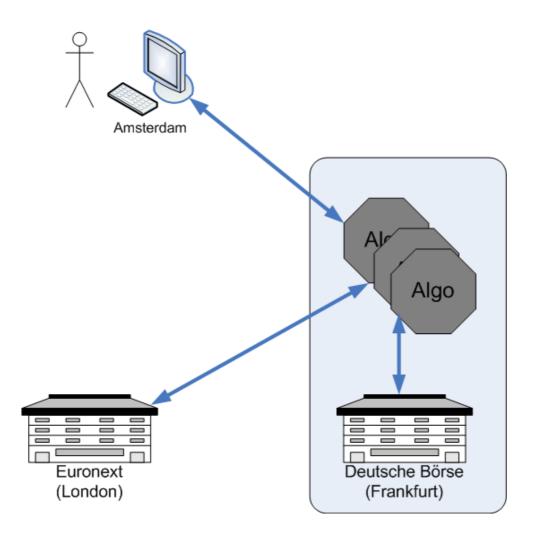


- Buyers and Sellers
  - Meet at a regulated exchange
  - Express their <u>intention</u> to buy / sell
  - Orders continuously matched by price-time priority



# Trading 101







Imagine this just happened...

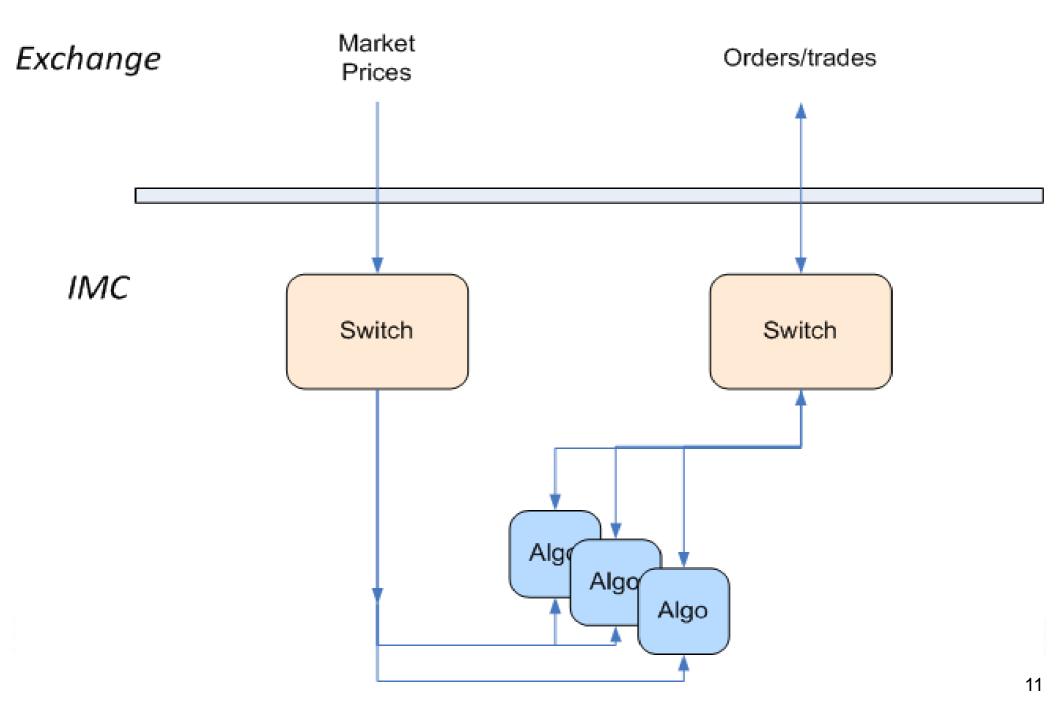
	BUYERS			SELLERS		
London	8 eur	9 eur	10 eur	11 eur	12 eur	13 eur
Frankfurt	6 eur	7 eur	8 eur	9 eur	10 eur	11 eur

#### Questions

- Q1: what would you do here?
- Q2: what should the <u>market maker</u> do here?

# Where do we need speed?





#### What speed do we need?



#### How long is a....

- millisecond (ms)
  - A camera flash illuminates for 1 millisecond
  - Distance between countries
- microsecond (µs)
  - 3 microseconds Light to travel one Kilometer (1 billion km/h)
  - In and Out a machine, including all processing
- nanosecond (ns)
  - 3 nanoseconds Light to travel one meter cable
  - 350ns packet forward in a switch

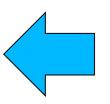


# Industrial research example: Clock Sync distribution

# Clock sync Distribution



- Where does civil time comes from?
  - "Mean" of the world's stablest atomic clocks
  - Pushed every month to GPS Satellites
  - Continuously broadcasted to GPS receivers
  - Distributed to every machine at IMC



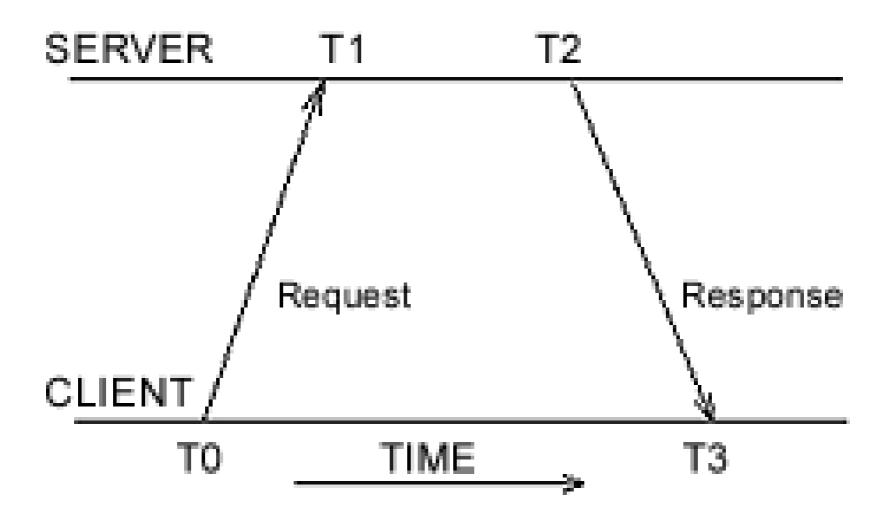
#### NTP summary



- Network Time Protocol (NTP)
  - Very mature IETF standard
  - All messages unicast
  - Multiple time sources
  - Only accurate to milliseconds worldwide

# NTP operation





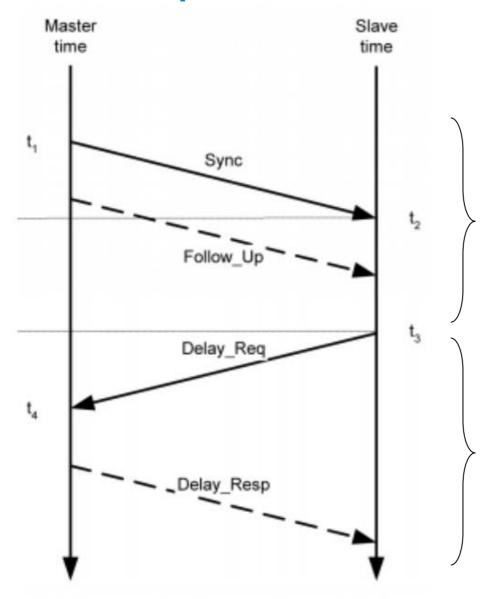
#### PTPv2 summary



- Precision Time Protocol (PTPv2)
  - Recent IEEE 1588 standard
  - Multicast messages
  - Single time source
  - Accurate to microseconds worldwide
    - Supports HW timestamping
    - PTP support on the switches

# PTPv2 operation





Master multicasts its time to all clients

Clients separately measure the return path

# Single master problem



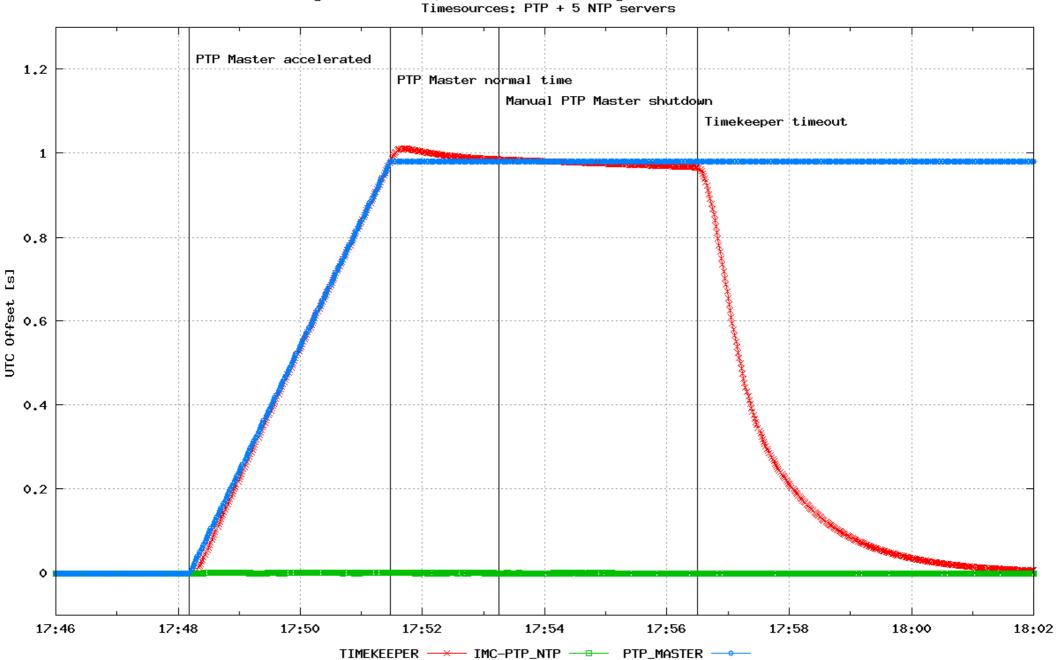
- GM "traitor" scenario:
  - GM sent bad time (<u>leap seconds</u> = 0)
  - Backup GMs stay passive (same BMC)
  - Clients trust their single GM = jumps / slews

- Byzantine robustness
  - Always corner cases with single GM
  - Clients <u>must</u> listen to 2\*T+1 sources (1997 proof)

#### Possible solution



Byzantine faults: effect of accelerating time in PTP Master Timesources: PTP + 5 NTP servers



#### Conclusion



#### • IMC

- IT Internships
- Trainee Traders
- Research collaborations

#### More questions?

- Contact pedro.estrela@imc.nl
- Paper: http://tagus.inesc-id.pt/~pestrela/timip/Challenges\_ deploying\_PTPv2\_in\_a\_Global\_Financial\_company.pdf