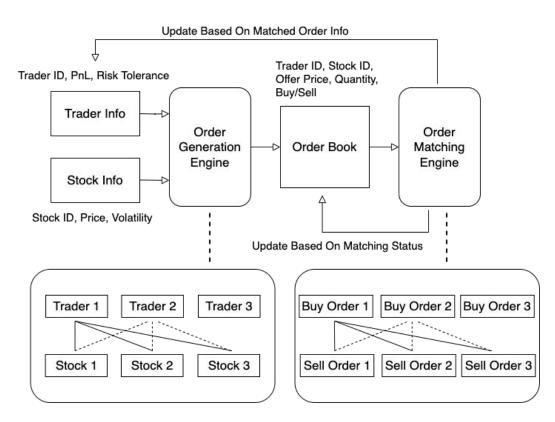
# High Performance Stock Trading System - System Design

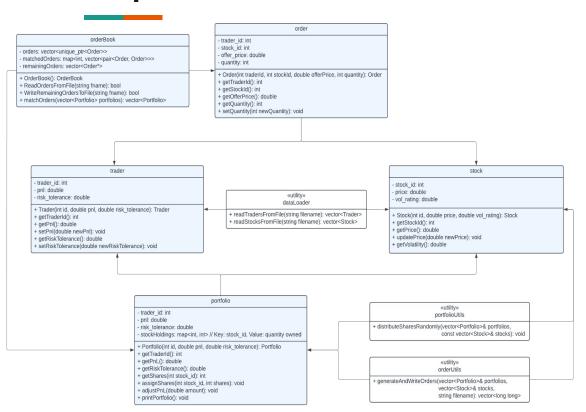
CS205 Final Project - Group 8 Aaron Li, April Zhang, Catherine Gai, Susannah Su, Yixuan Qiu

## **Trading System Workflow**

- Read trader and stock information
- 2. Generate orders
- 3. Write orders to order book
- 4. Match orders and execute trades
- Update trader portfolios and balances

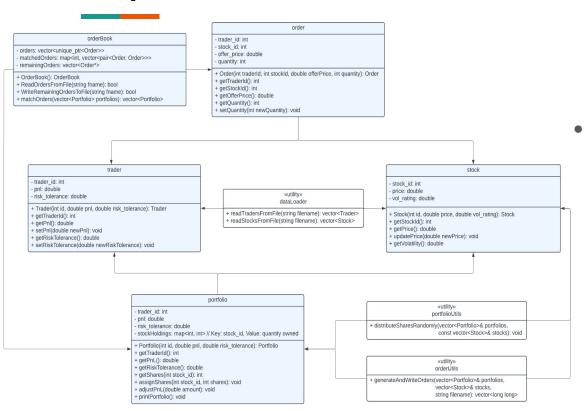


#### **Sequential Baseline**



- Simplified after Ignacio's feedback, only kept main functionality
- Orders are now sorted based on stock\_id → possible to perform parallelization for each stock for matching, avoid conflicts
- Added a portfolio class for recording each trader's stock holdings in a map<int, int> (key: stock\_id, value: quantity owned)
- Order matching occurs after all orders have been placed, similar to a batch processing system.

## **Sequential Baseline**



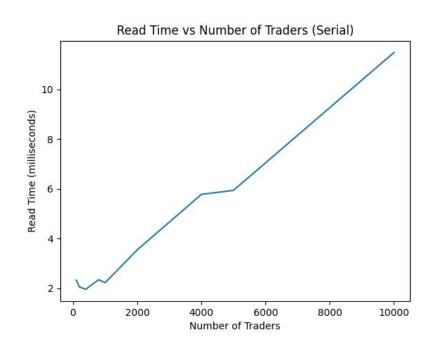
- Order generating logic: iterate through each portfolio, retrieve base price and volatility of the stock and trader's risk tolerance → generate order offer price and order quantity based on risk & volatility, random selection for buy or sell action → output generated orders to a file
  - Order matching logic: buy (- quantity) and sell (+ quantity) orders are sorted by stock ID. Matches are sought by comparing offer prices and quantities within each stock ID category.
    - Successful matches: Adjust order quantities & update the traders' profit and loss. Fully matched orders are removed, while partial or unmatched orders are recorded. The system tallies all matches, maintains unmatched orders, and updates portfolios accordingly.

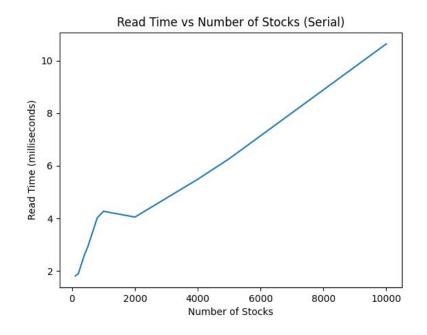
### **Profiling for Order Generation**

#### Order generation procedure:

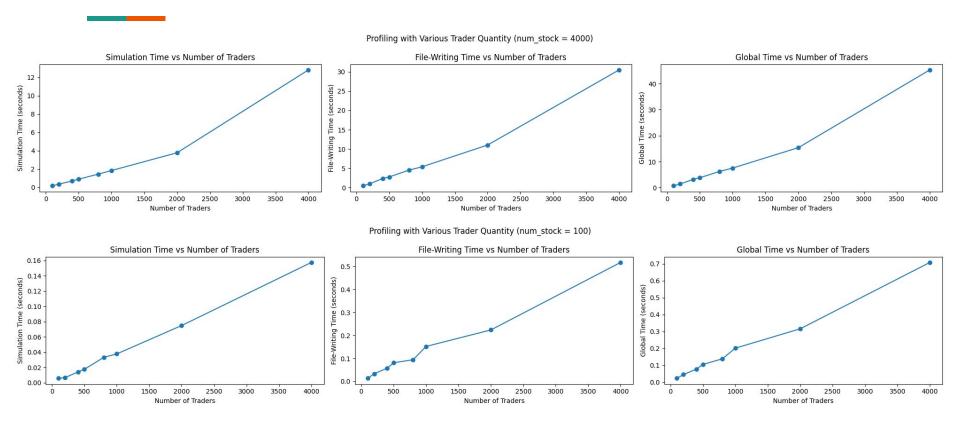
- Iterate through all traders, and for each trader, all possible stocks.
- No trading activity (including buy and sell) if trader has no shareable stock.
- Randomly generate trading quantity and buy/ sell activity.
- Write relevant information into order CSV file.

## Read Time vs Number of Traders/Stocks (Sequential)

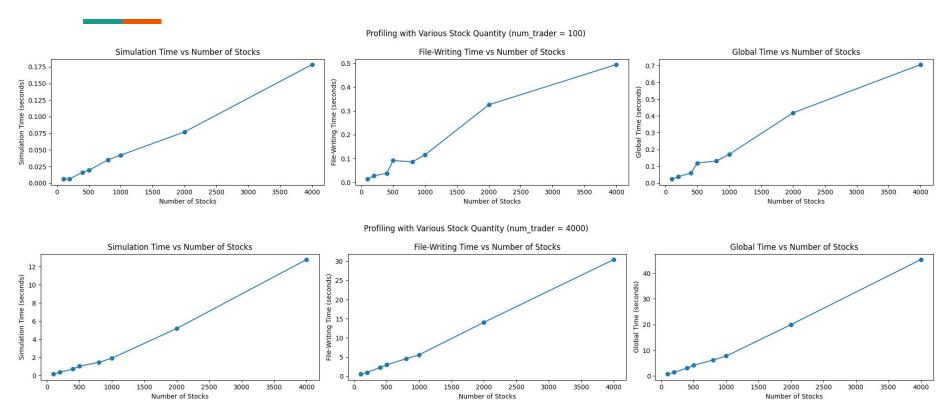




#### Runtime Plots w.r.t Traders



#### Runtime Plots w.r.t Stocks

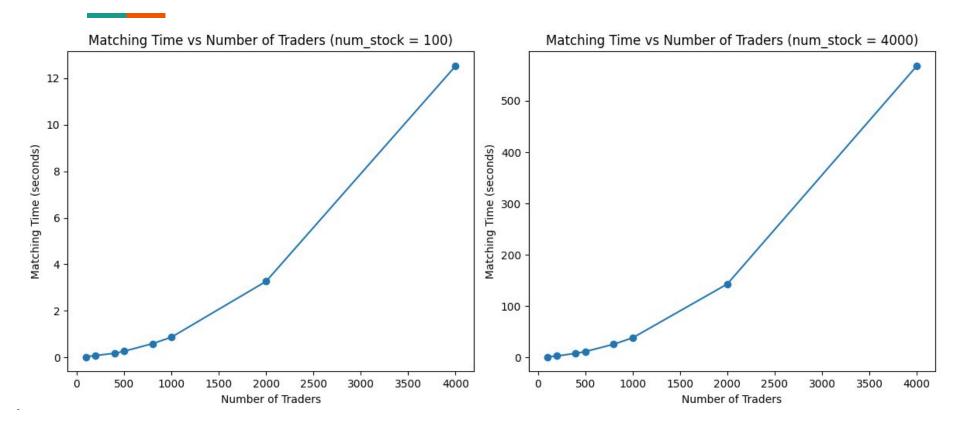


## **Profiling for Order Matching**

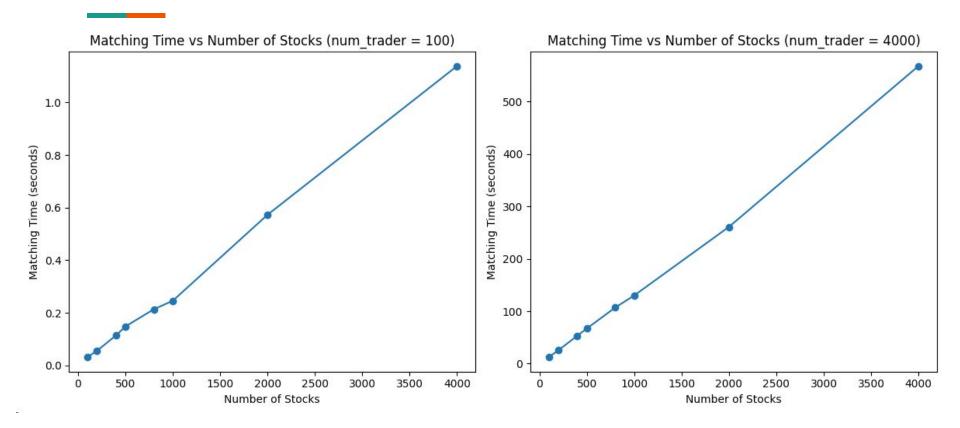
#### Order matching procedure:

- Load orders from files, iterate over all orders.
- Categorize orders into buy (- quantity) and sell (+ quantity) based on stock ID.
- For each stock ID, attempt to match buy and sell orders by:
  - Match if the buy order price >= sell order price.
  - Determining if a full or partial match is possible based on order quantities.
- Adjust quantities of matched orders accordingly.
- Update the profit and loss (PnL) for both buyers and sellers based on the executed trades.
- Collect and list unmatched or partially matched orders as remaining orders.

#### Runtime Plots w.r.t Traders



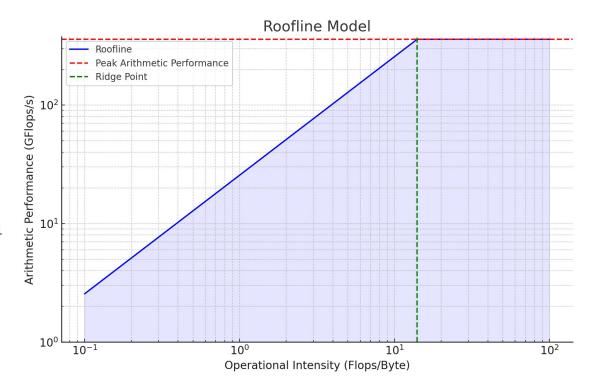
#### **Runtime Plots w.r.t Stocks**



# **Roofline Analysis**

CPU: 11th Gen Intel(R) Core(TM) i7-1165G7 @ 2.80GHz

- Nominal peak arithmetic performance
  - = base clock rate \* # cores \* SIMD lanes \* Flops per cycle
  - = 2.8 GHz \* 4 \* (512 bit / 64 bit) \* 4 Flops per cycle
  - = 358.4 GFlops/s
- Nominal peak memory performance: 25.6 GB/s



# Roofline Analysis (Sequential)

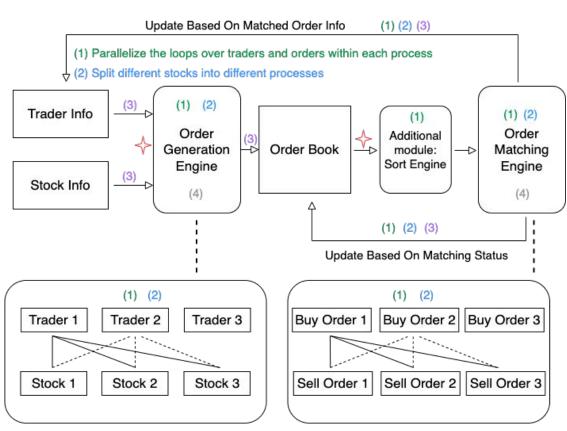
- Read/Write trader, stock, and order data:
  - No computation required, so completely memory bounded
- Order Generation:
  - For each fixed-size loaded (trader, stock) pair, we need to compute a fixed number of fields for the generated order, so it's relatively compute-memory balanced
- Order Matching:
  - Naive iterative matching incurs a lot of cache misses, which dominates over the arithmetic comparisons and computations for each pair of buy and sell orders, so it's currently memory bounded

#### **Parallelization Design**

- Combination of shared and distributed memory models
- Relaxed Synchronization helps hide latency
- Additional global sort engine (which is also parallelizable) improves matching efficiency and reduces the number of unmatched orders

#### Parallelization Techniques:

- (1) Shared memory model: OpenMP
- (2) Distributed memory model: MPI
- (3) Distributed Memory model: MPI I/O
- (4) Vectorization
- Synchronization point



# Thank you!

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