

The background features abstract, overlapping green geometric shapes in various shades, creating a modern, layered effect. The shapes are primarily triangular and polygonal, with some areas appearing more translucent than others.

SUMMARY OF THE PROJECT

METHODOLOGY AND WORKING

► Define Core Components

- **Market Data Feed:** Handle the continuous flow of market data (e.g., prices, order books, tick data).
- **Execution Engine:** Simulate the placing and execution of orders (market, limit, stop).
- **Trading Strategies:** Implement various strategies (e.g., algorithmic, statistical, high-frequency).
- **Portfolio Management:** Track and manage assets, P&L, and risk.
- **Risk Management:** Implement risk checks like position limits, margin checks, and stop-loss orders.

Use Efficient Data Structures

- Order Book:** Implement a sorted order book using balanced trees or hash maps for quick lookups and updates (e.g., `std::map` or `std::unordered_map`).
- Time Series:** For storing price and volume data, use arrays, vectors, or circular buffers to hold market data efficiently.
- Tick Data:** Use compressed formats or memory-mapped files to handle large volumes of high-frequency data.

3. Real-Time Data Handling

- Multithreading/Concurrency:** Use `std::thread` for parallel execution of tasks like market data ingestion, order processing, and strategy evaluation.
- Zero-Copy Techniques:** Implement zero-copy mechanisms (e.g., memory-mapped buffers) to minimize data movement and improve speed.
- Asynchronous Processing:** Use asynchronous I/O (`std::async`, `std::future`) for non-blocking operations when receiving market data or sending orders.

► Backtesting Framework

- **Historical Data Simulation:** Implement the ability to "replay" historical data with exact timestamps, ensuring the trading algorithm can interact with the market in the same way it would in real-time.
- **Simulate Latency and Slippage:** Model realistic delays, slippage, and transaction costs.
- **Event-Driven Architecture:** Use an event-driven approach to handle market events, order events, and strategy signals (e.g., event queues and handlers).

► Trading Strategy Simulation

- **Signal Generation:** Strategies can be based on technical indicators, machine learning models, or custom signals.
- **Order Execution Logic:** Implement market orders, limit orders, stop orders, and complex order types.
- **Position Sizing:** Implement risk-adjusted position sizing techniques based on account balance and risk constraints.

High-Performance Optimization

- Memory Management:** Use custom allocators for low-latency memory allocation, such as `std::allocator` or pooling techniques.
- SIMD and Parallelism:** Take advantage of SIMD (Single Instruction, Multiple Data) instructions and libraries like Intel's TBB (Threading Building Blocks) or OpenMP for parallel execution.
- Cache Optimization:** Ensure that hot data is kept in cache and accessed sequentially to minimize cache misses.

. Logging and Monitoring

- Real-time Monitoring:** Use logging frameworks (e.g., `spdlog`) to monitor system performance, execution times, and trade execution statistics.
- Transaction Log:** Record all trade executions, strategies, and P&L for auditing and analysis.
- Performance Metrics:** Track key metrics such as execution time, throughput, latency, and error rates.

Interface and Extensibility

- **User Interface:** A command-line interface (CLI) or a graphical user interface (GUI) to control the simulator, load strategies, and visualize results (e.g., Qt, ImGui for GUI).
- **Plugin Architecture:** Allow for strategy plug-ins, so users can easily add or modify trading strategies without changing the core simulator code.

. Performance Testing

- Measure the latency between the generation of a market event and order execution.
- Profile the system using tools like gprof or Valgrind to identify bottlenecks and optimize hotspots.
- Benchmark the simulator under real-world conditions and against performance targets.