



# the Race to Zero Latency



## Every Microsecond Counts & Must be Measured





## Defining Latency:

 $\circ$  Zero latency is the speed of light = 300,000 kilometers per second

- Milliseconds = 1 thousandth of a second
- $\circ$  Microseconds = 1 millionth of a second
- $\circ$  Nanoseconds = 1 billionth of a second

 $\circ$  One meter of fiber optic cable = 4.8 - 5 nanoseconds latency

Transmission Latency - Convert data to bits
Propagation Latency - Movement of bits across a network [distance]
Processing Latency - The application of data through middleware (feed handlers) to trading systems (algorithmic engines)



Lightning Strike: 1ms



Blink of an eye: 300 - 400ms





#### FIXPROTOCOL INDUSTRY-DRIVEN MESSAGING STANDARD\*\*

## **HFT Latency Sources:**



### **Sources of Latency**

- Feed handler/ticker plant
- 2 Messaging API
  - Network stack
- 3 Ethernet switch
- Messaging middleware (server)
- 5 Algorithm performance
- 6 Transition to order execution

### **Other Latency Issues**

High volumes:

- Jitter
- Context switching
- Network I/O

#### Physical distance:

Speed of light



In support of











Achieving lowest latency:

- Fastest servers
- Fastest switches
- Fastest host adaptors
- Co-locate with exchange
- Low latency WAN links
- Second and Third order derivatives





### Performance Tuned Infrastructure



#### **Competitive Advantage - Nanoseconds**











## **Current Latency examples**

Latency Example at NYSE

2000	10 sec	1
2007	350 ms	0.035
2008	100 ms	0.010
2009	5 ms	0.0005
2010	900 µs	0.00009

Some 2010 Latency Examples

250 µs
270 µs
400 µs
900 µs
2700 µs





### Trends in Latency Technology



# ARSTA enabling financial capital markets

Competitive advantage Ask IT

"Is our latency and performance competitive?" (must be <1usec)

"Can we sustain infrastructure competitive advantage"

"How predictable will our performance be during major market events"