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# Precision Instrumentation of High Performance Trading Systems

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# Performance

# Precision

# Parallelism









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# How did we get from here ...











#### ... to here ...

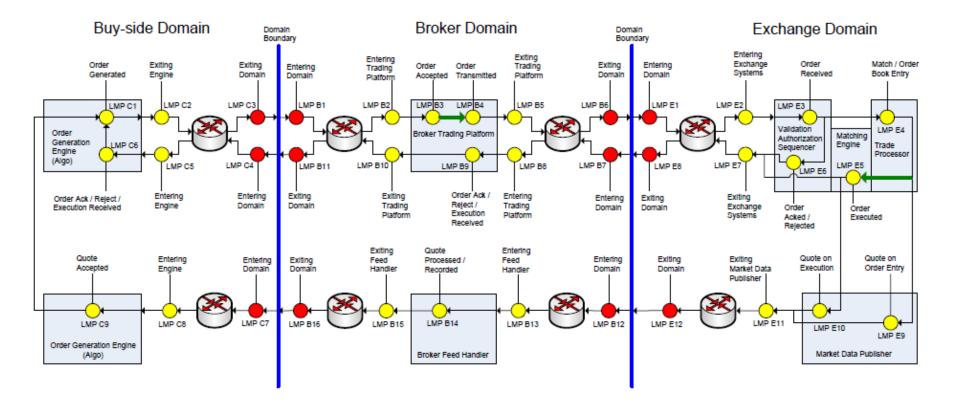


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# ... end up here ?





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# Help - We're out of our depth

**Billions** of transistors

22 nanometer lithography

Gigabits of network bandwidth

Nanosecond precise timing

Our system of units is based at human scale

How can we make these things meaningful?





# What is a nanosecond ?

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- One billionth of a second :  $1 \text{ ns} = 10^{-9} \text{ s}$
- Speed of light (in a vacuum) = 299,792,458 m/s
- Light travels 30 cm in 1 ns (in a vacuum)
- Copper transmission = light speed x NVP

CAT5e/6 NVP = 67%

1 ns = 20 cm

Fibre transmission = light speed / refractive index

850 nm multimode RI = 1.538

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# What about a FIX message ?

#### Example New Order Single:

8=FIX.4.2|9=130|35=D|34=659|49=BROKER04|56=REUTERS|52=20070123-

19:09:43|38=1000|59=1|100=N|40=1|11=ORD10001|60=20070123-

19:01:17|55=HPQ|54=1|21=2|10=004|

Length = 153 Bytes = 1224 Bits

10GE Serialisation = 122.4 ns

Message Length = 24.5m







# FIX has Performance Challenges

- Verbose "tag = value" syntax
- Variable length fields
- ASCII wire encoding (text -> binary price conversion)
- Encode/decode is CPU intensive

XML = 10 x worse

#### -> The "ASCII Backlash" -> Binary Protcols







# Binary Order Entry Protocols

- •Tag-less
- •Fixed offset (for mandatory fields)
- •Prices already in binary encoding
- Omission of redundant information
- •Encode/decode is much less CPU intensive
- •Messages are shorter -> less bandwidth / higher rates
- •New Order in BATS BOE : Length = 41 bytes = 6.5m
- •FIX Workgroup working towards higher performance







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# Principles of Refactoring

**Refactoring** : Restructuring a system, altering its internal structure without changing its external behaviour, undertaken to improve some of the non-functional attributes of the system.

Improving:

- Architecture
- Maintainability
- Performance







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# Principles of Refactoring

**Refactoring** : Restructuring a system, altering its internal structure without changing its external behaviour, undertaken to improve some of the non-functional attributes of the system.

"결과의 변경 없이 코드의 구조를 재조정함"

Improving:

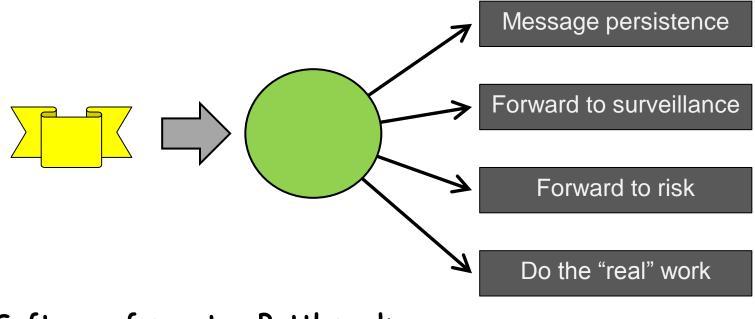
- Architecture
- Maintainability
- Performance





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# **Typical Message Processing Fan Out**



Software fan out = Bottleneck





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# **Creating Flow Parallelism**

Layer 7 techniques are inefficient (software)

Layer 2/3 techniques are non-invasive

Layer 2

• Network Tap

Layer 3

• Switch SPAN / Mirror port







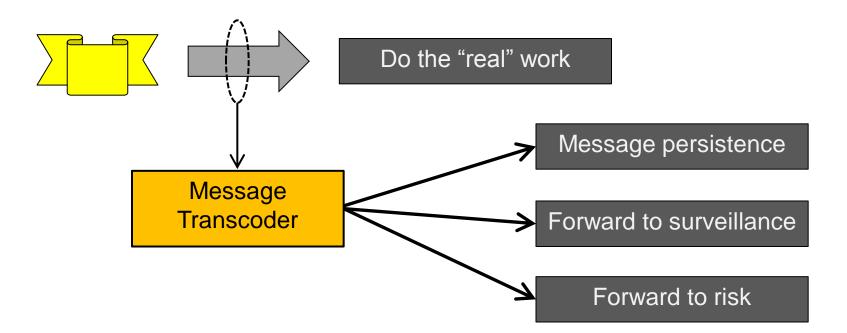
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## **Refactored Message Processing Fan Out**









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## Message Transcoder

- Packet capture
- Decode transport, session, message payload
- Content normalisation (optional)
- •Message encode (optional)
- •Message persistence / transmission

Example of a Message Transcoder:

TS-Associates TipOff<sup>®</sup> appliance

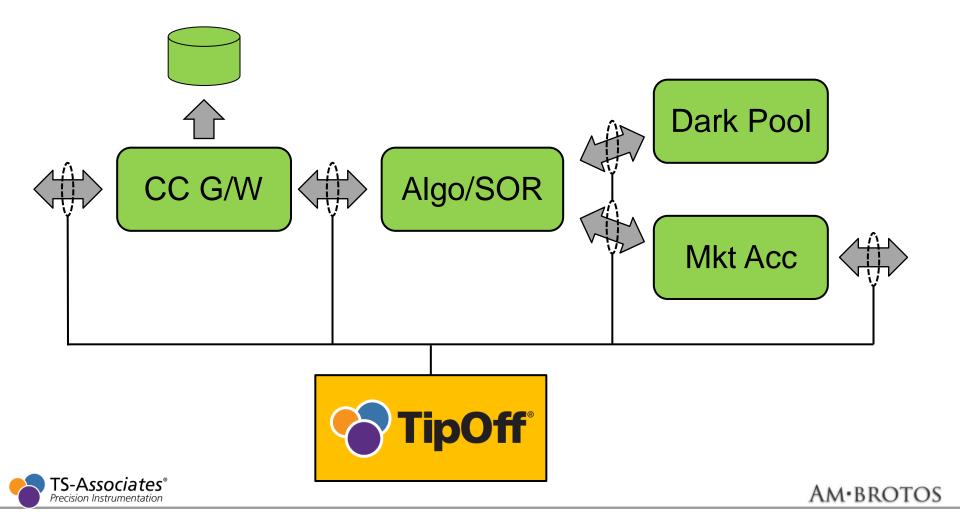






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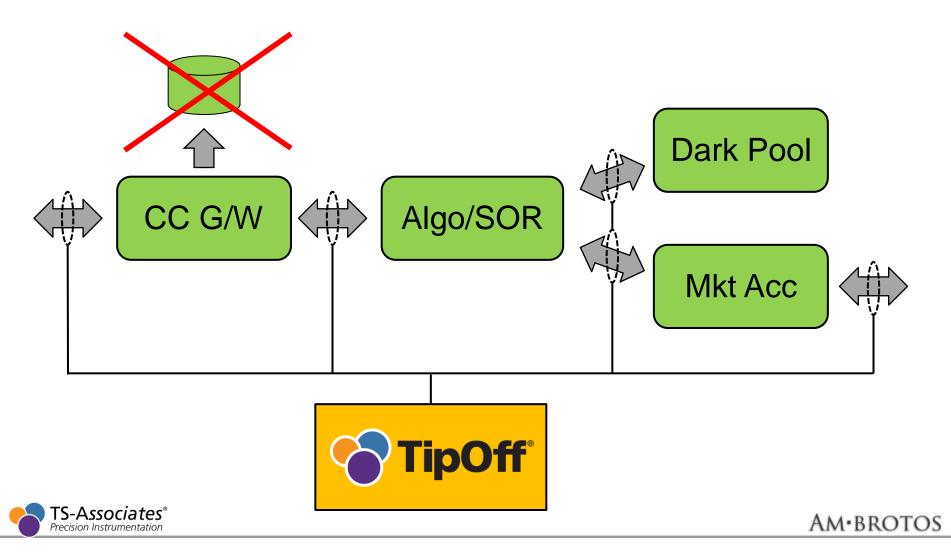






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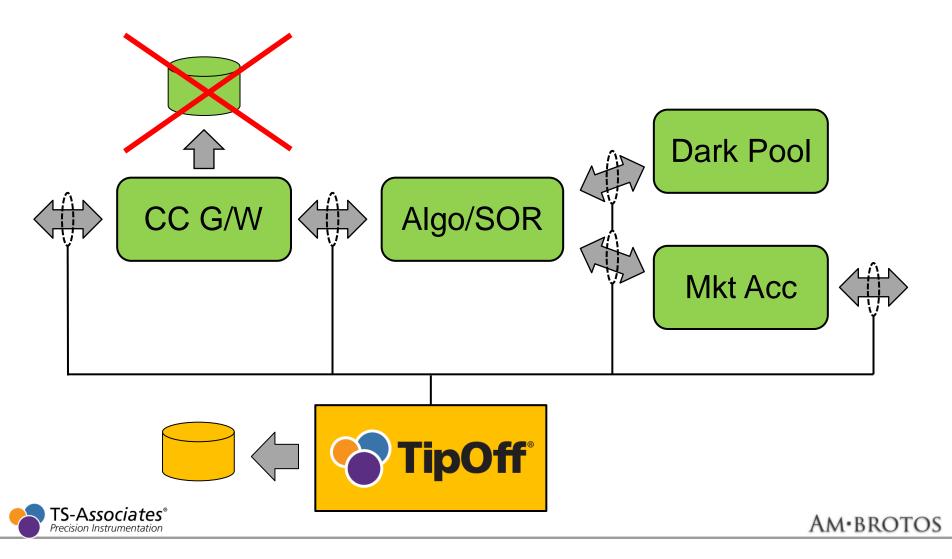






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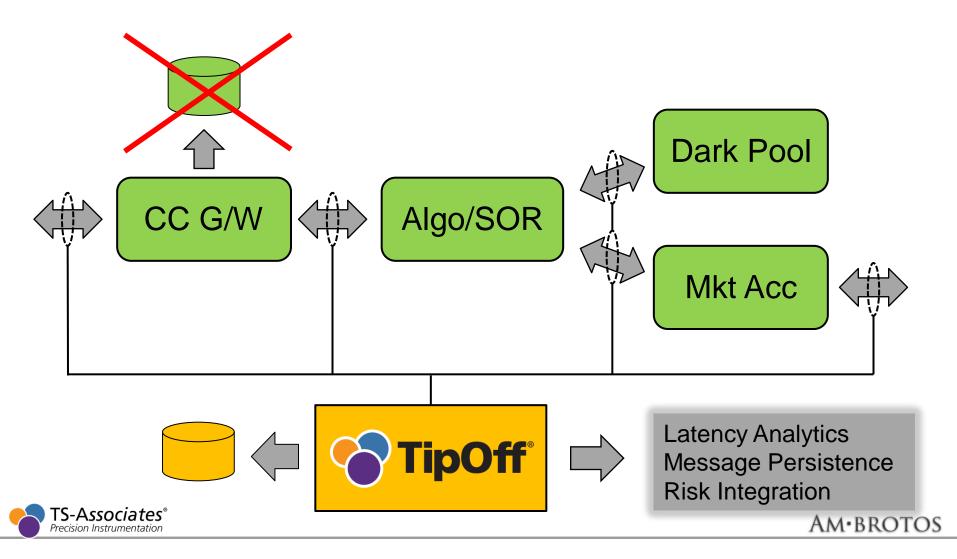






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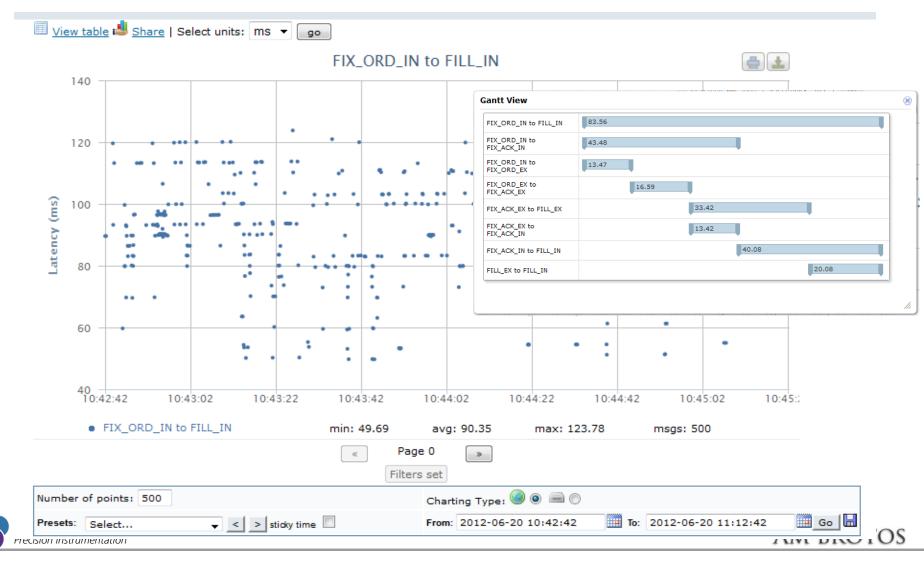






#### Example Screen Shot - TipOff

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#### **Precision Instrumentation**

Standard instrumentation techniques no longer adequate:

- Commodity servers use low stability clocks XO
- Managing time in software is inaccurate and invasive
- NTP time sync accuracy in range 1ms 200us

Precision Instrumentation = real world time + ns accuracy

- High stability clocks TCXO, OCXO, Rb, CSAC
- Time stamping in hardware (10ns resolution)
- Precision time sync PPS or PTP (100ns accuracy)
- GPS time reference for inter-site instrumentation





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#### Drilling Deeper - Software Component Latency

- •ETS consolidation : distributed -> multi-core
- Traditional monitoring solutions lose visibility
- •TS-Associates invented Application Tap
- Software instrumentation API
- Supported by deployment ecosystem
  - FPGA based Application Tap card
  - Integrated with Solarflare 10GE NICs
  - Software emulation, remote daemon, dev stub, etc

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# Thank you for listening

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