



GPU Accelerated Backtesting and ML for Quant Trading Strategies

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- Goals
 - Execute automated algorithmic trading strategies
 - Optimize risk return
- Procedure
 - Extract signals and build price forecasting indicators from market data
 - Transform indicators into buy / sell decisions
 - Apply portfolio risk management
- Challenges
 - Find relevant signals and indicators
 - Engineer and parameterize trading decision
 - Find optimal parameters
- Approach
 - Exploit parallelism in the computations
 - Accelerate calculations by using a GPU cluster

Algo Trading Strategies

Market data

Rules

Trading decision

| Symbol | Pct | Last | Change | Prev | Bid | Ask | High | Low | Etol | Volume |
|---------|----------|----------|--------|----------|---------|--------|----------|----------|---------|----------|
| ES #F | +0.11% | 136400 | +150 | 136250 | 136400 | 136420 | 136825 | 134250 | 1084556 | 2078198 |
| SP #F | +0.13% | 136430 | +180 | 136250 | | | 136820 | 134210 | 2111 | 10585 |
| \$SPX | -0.08% | 1368.39 | -0.21 | 1368.10 | | | 1370.08 | 1363.94 | | |
| NQ #F | +0.20% | 263200 | +650 | 262550 | 263175 | 263200 | 264150 | 258550 | 160303 | 320105 |
| \$NDX | D +0.01% | 2638.09 | +0.17 | 2637.82 | | | 2644.37 | 2620.95 | | |
| \$COMPO | -0.04% | 2958.09 | -0.21 | 2958.34 | | | 2960.87 | 2939.21 | | |
| YM #F | +0.03% | 1294600 | +300 | 1295700 | 1294500 | 129460 | 1296200 | 1277900 | 78289 | 138189 |
| DJ M2 | -0.02% | 1295500 | -300 | 1295700 | 1295000 | | 1296000 | 1291000 | 0 | 131 |
| DJ #F | -0.02% | 1295500 | -300 | 1295700 | 1295000 | | 1296000 | 1291000 | 0 | 131 |
| ES U2 | +0.17% | 135825 | +225 | 135600 | 135750 | 135800 | 135975 | 133750 | 908 | 1679 |
| \$INDU | D -0.27% | 13003.04 | -35.33 | 13038.27 | | | 13035.15 | 12970.00 | | 43960296 |
| TF #F | +0.20% | 78940 | +300 | 78640 | 78930 | 78840 | 79140 | 77200 | 66434 | 153710 |
| \$RUT | D -0.26% | 791.34 | -0.50 | 791.84 | | | 792.67 | 788.07 | | |
| MC #F | +0.20% | 96330 | +280 | 96050 | 96320 | 96340 | 96630 | 94660 | 15015 | 26228 |
| NK #F | -1.13% | 9155 | -105 | 9260 | | | 9155 | 9155 | 0 | 3315 |
| \$TRAN | D +0.07% | 5257.48 | +29.84 | 5227.64 | | | 5257.62 | 5158.00 | | 4747289 |
| ZB #F | +0.00% | 14324 | +5 | 14322 | 14324 | 14326 | 14419 | 14221 | 142139 | 323844 |
| US M2 | +0.07% | 14325 | +3 | 14322 | | | 14325 | 14325 | 0 | 323844 |
| \$TYX | -0.26% | 3.065 | -0.008 | 3.071 | | | 3.070 | 3.052 | | |
| ZN M2 | +0.01% | 132210 | +5 | 132205 | 132210 | 132215 | 133020 | 132195 | 484043 | 1299349 |
| TY M2 | +0.34% | 132205 | +145 | 132060 | | | 132210 | 132210 | 0 | 1299349 |
| \$TNX | -0.37% | 1.873 | -0.007 | 1.880 | | | 1.880 | 1.859 | | |
| ZF M2 | +0.02% | 123207 | +7 | 123200 | 123207 | 123310 | 124032 | 122997 | 170942 | 405572 |
| ZT M2 | -0.01% | 110087 | -8 | 110090 | 110087 | 110090 | 110092 | 110082 | 59470 | 122419 |
| 6E M2 | -0.08% | 13052 | -37 | 13089 | 13051 | 13052 | 13062 | 12957 | 190719 | 237586 |
| 6S M2 | -0.20% | 10888 | -33 | 10901 | 10887 | 10888 | 10877 | 10778 | 35792 | 39657 |
| 6B M2 | +0.20% | 19183 | +42 | 19141 | 19182 | 19184 | 19183 | 19110 | 84892 | 84455 |
| 6J M2 | +0.01% | 12528 | +1 | 12525 | 12525 | 12525 | 12524 | 12504 | 48336 | 78990 |
| 6A M2 | +0.20% | 10160 | +20 | 10140 | 10159 | 10160 | 10165 | 10065 | 83072 | 160296 |
| 6C M2 | +0.10% | 10048 | +10 | 10038 | 10047 | 10048 | 10060 | 10002 | 60345 | 103796 |
| 6N M2 | +0.00% | 7934 | +4 | 7930 | 7934 | 7936 | 7945 | 7886 | 11427 | 18113 |
| 6X M2 | +0.10% | 79705 | +115 | 79587 | 79705 | 79710 | 80135 | 79660 | 17688 | 24757 |

Input



Output

Configurations

Example



Buy signal

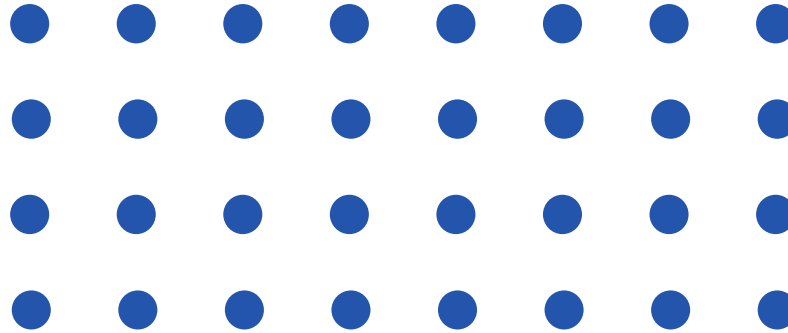


Sell signal

- Futures market
 - CME 50 liquid futures
 - Other exchanges
- Equity markets
 - World stock indices
- FX markets
 - 10 major currency pairs
 - 30 alternative currency pairs
- Options markets
 - Options on futures
 - Options on indices

Strategy Universe

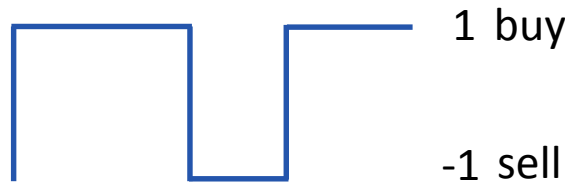
Strategy configurations



Configuration c



Trading decision $s(c)$

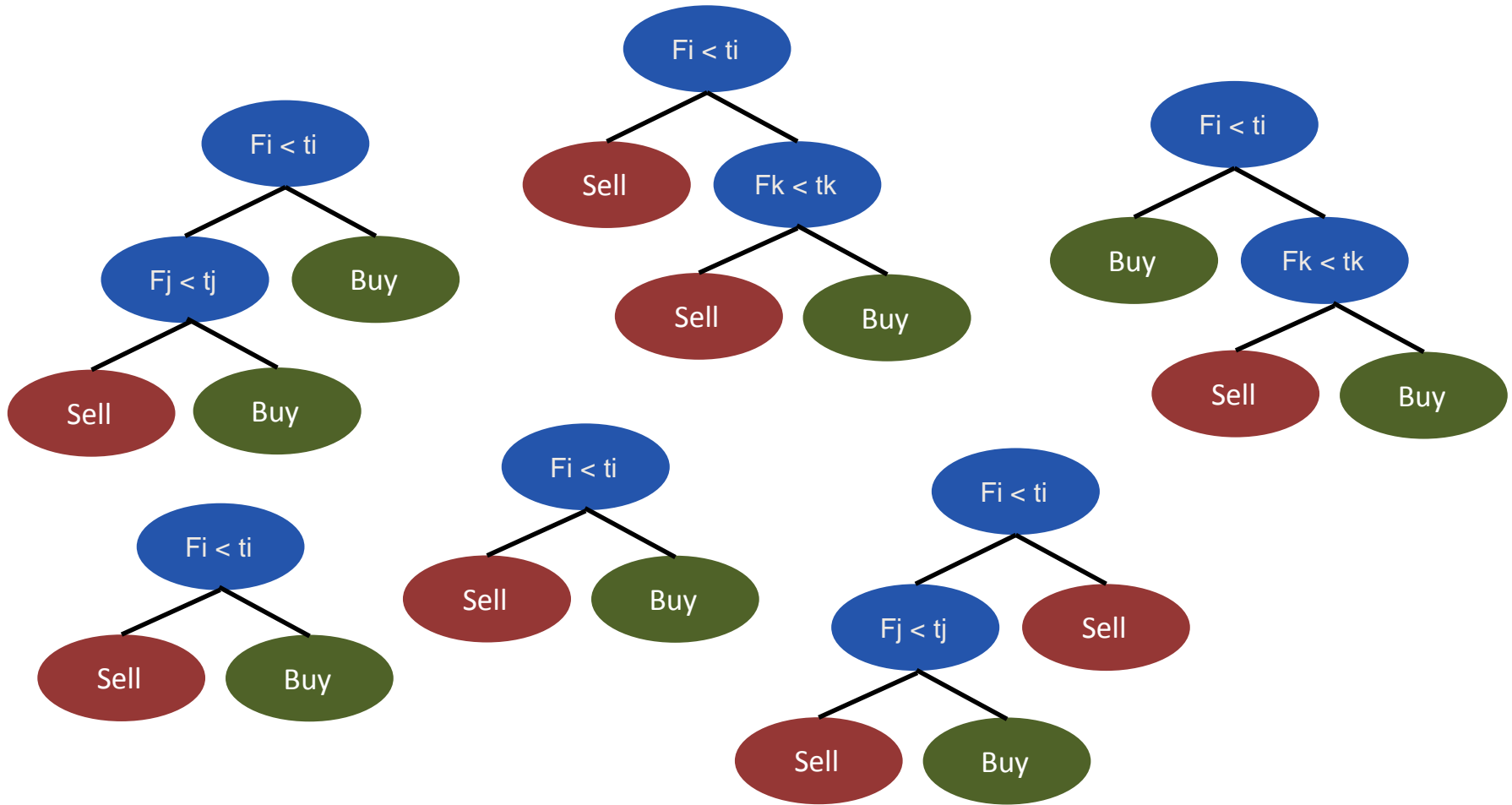


Utility $U(s(c))$

P&L / drawdown

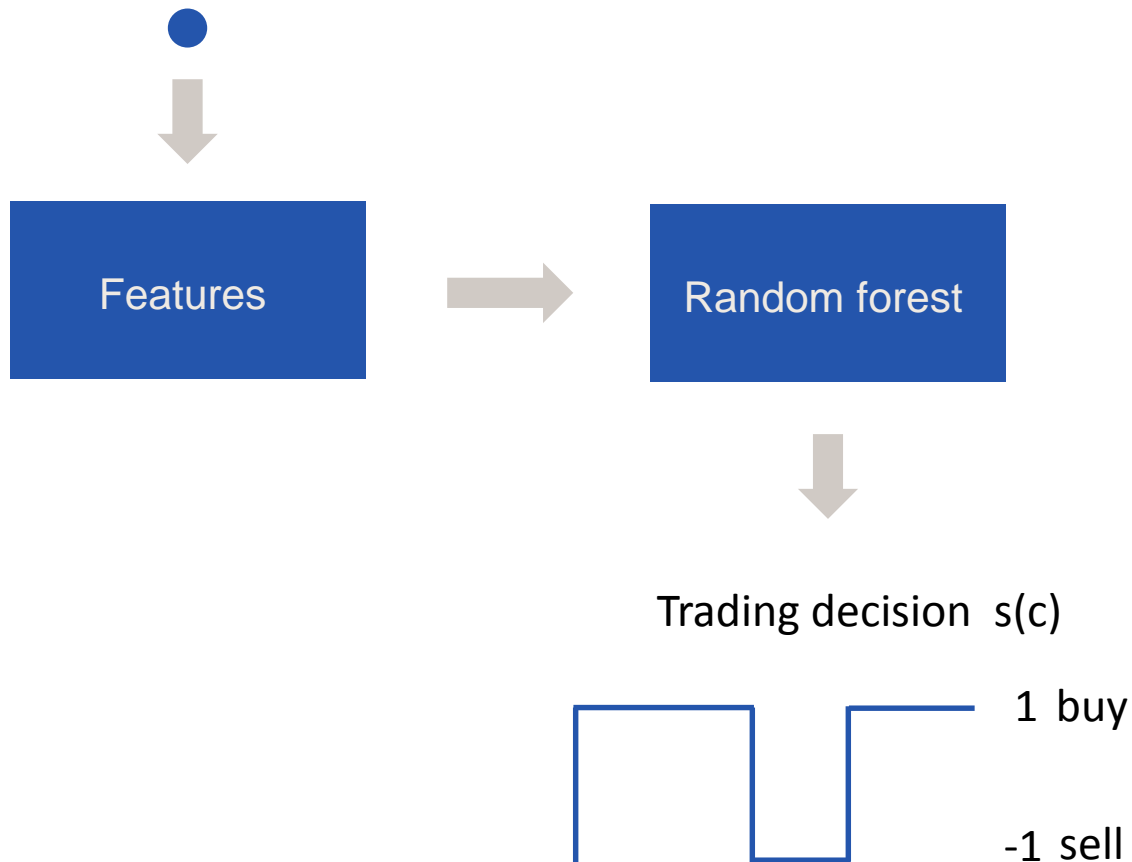
Challenge 1: How can we engineer a strategy producing buy / sell decisions ?

Random Forests



Random Forests

Strategy configuration c



Bootstrapping to create training sets

C 4.5 algorithm for individual tree construction

- Selecting subset of features for tree construction
- Each node is associated with a subset of training samples
- Recursive, starting at the root node
- At each node execute divide and conquer algorithm to find locally optimal choice
 - If samples are in same class (or few class) node is a leaf associated with that class
 - If samples are in two or more classes
 - Calculate information gain for each feature
 - Select feature if largest information gain for splitting

Entropy

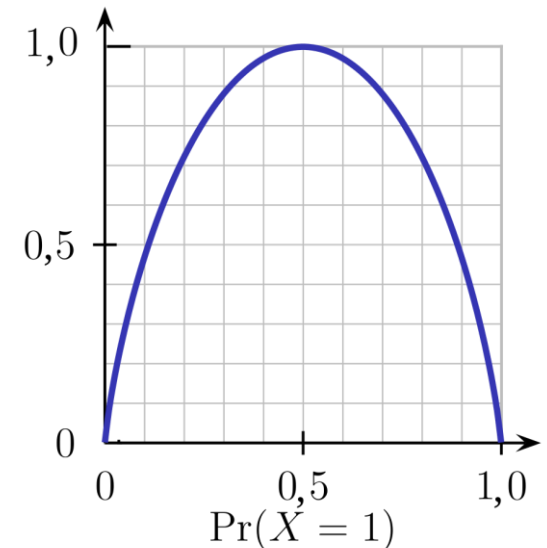
T = set of samples associated with node

C_1, \dots, C_n = classes of samples

Entropy

$$Ent(T) = - \sum_{i=1}^n \frac{freq(C_i, T)}{|T|} \log_2 \left(\frac{freq(C_i, T)}{|T|} \right)$$

- Characterizes impurity of samples
- Measure of uncertainty
- Additive: impurity of several subsets is sum of impurities



T_1, \dots, T_s = subsets of T generated by splitting on selected attribute

Information gain discrete feature

$$gain(T_1, \dots, T_s) = Ent(T) - \sum_{i=1}^s \frac{|T_i|}{|T|} Ent(T_i)$$

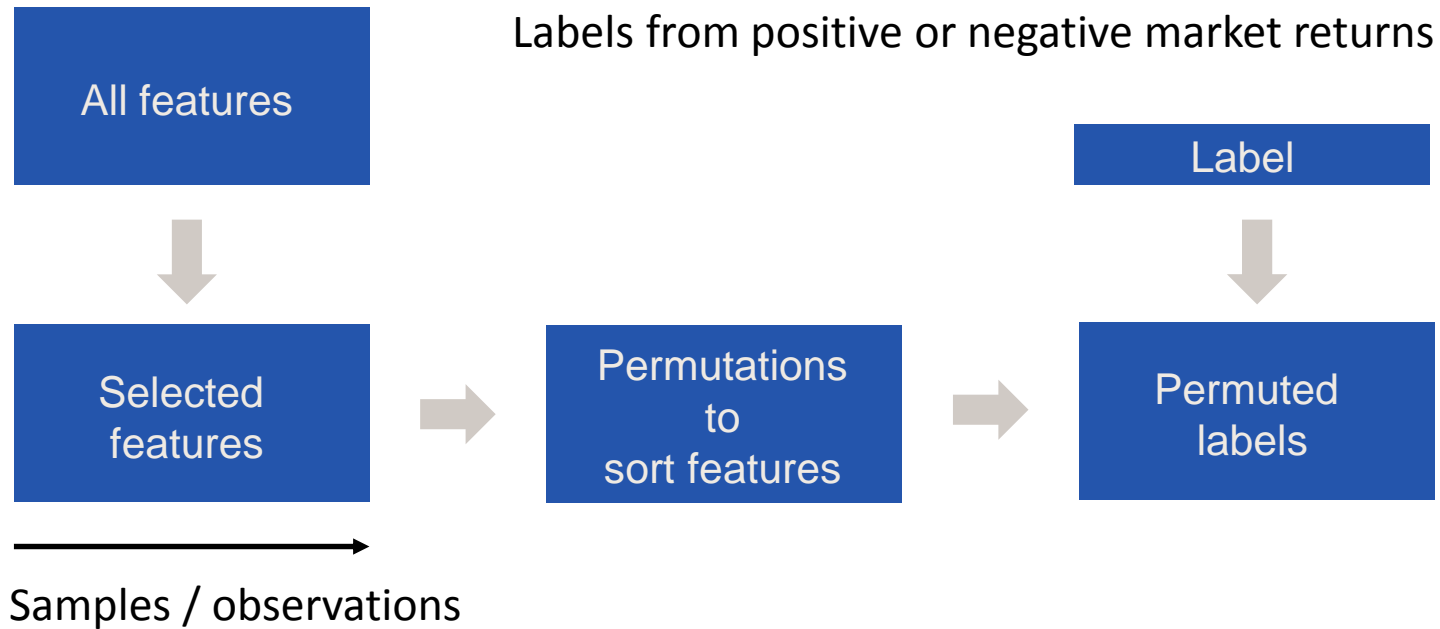
Information gain continuous feature with optimal splitting threshold

$$gain(t) = gain(T_{\leq t}, T_{> t})$$

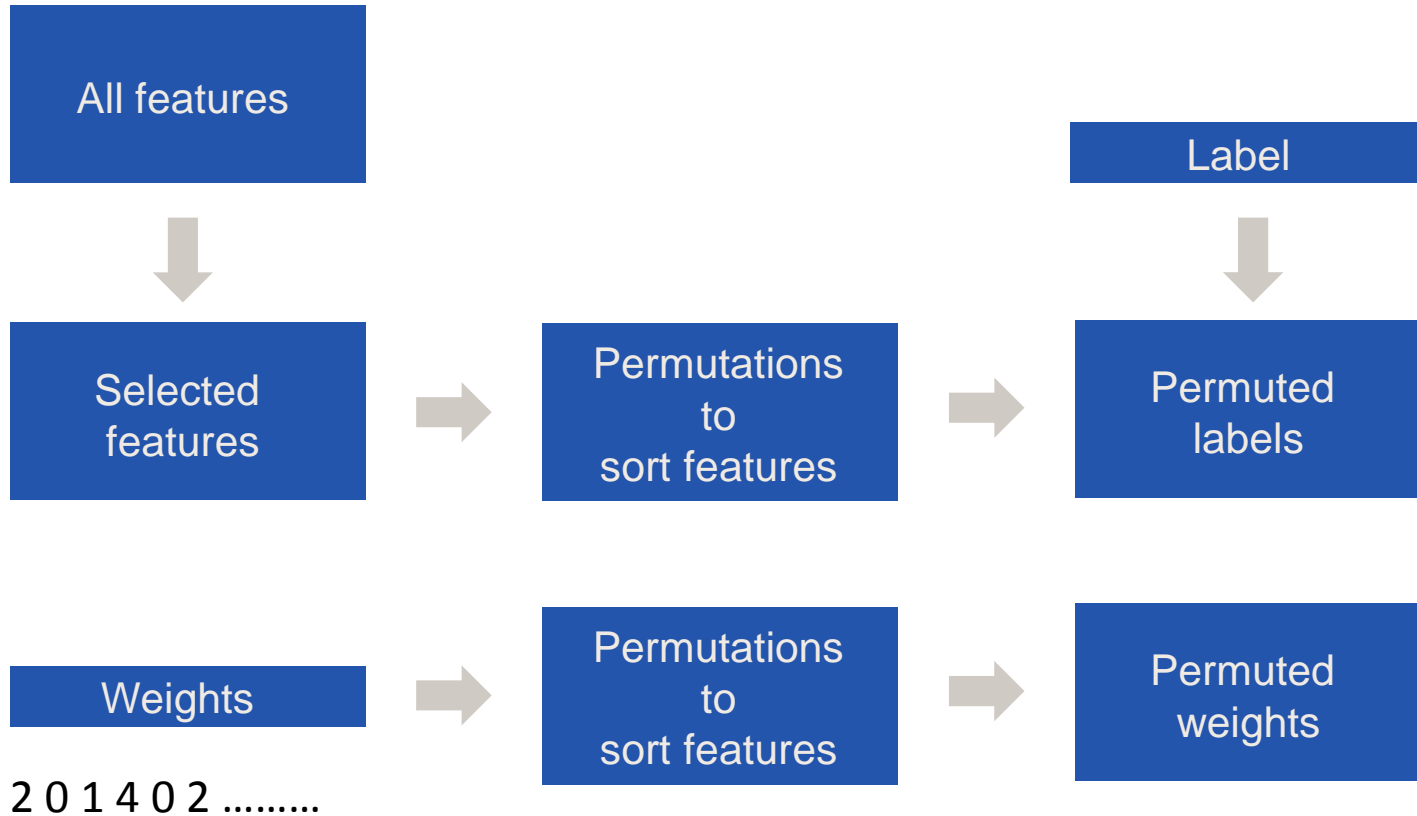
$$t_* = \operatorname{argmax} gain(t)$$

Actual implementation uses ratio information gain over split ratio

Training Individual Trees

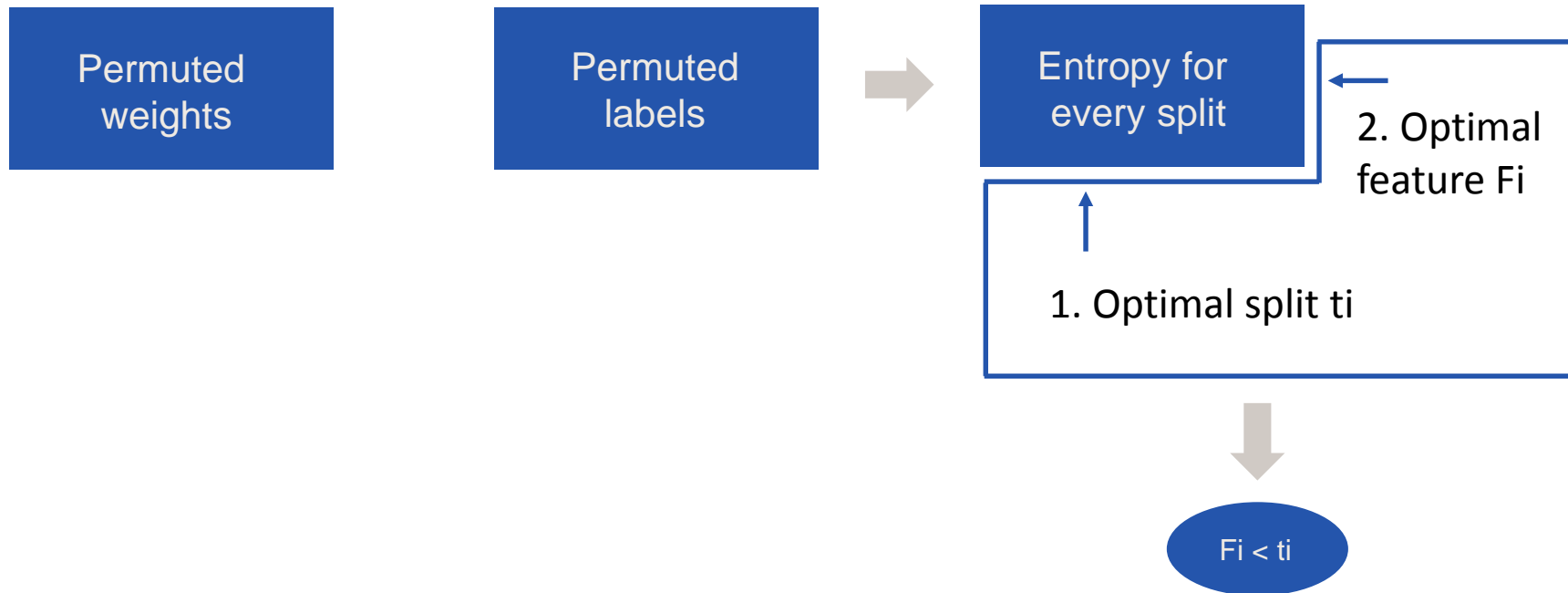


Training Individual Trees



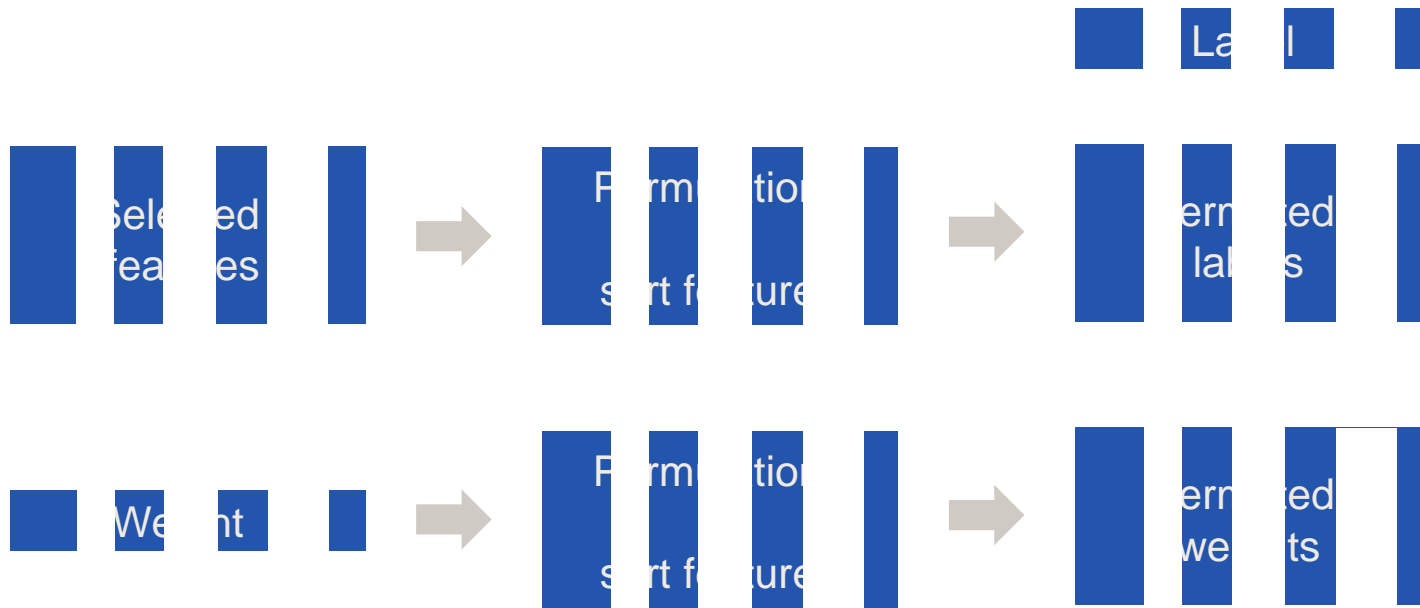
Training Individual Trees

Entropy criterion for best feature and split



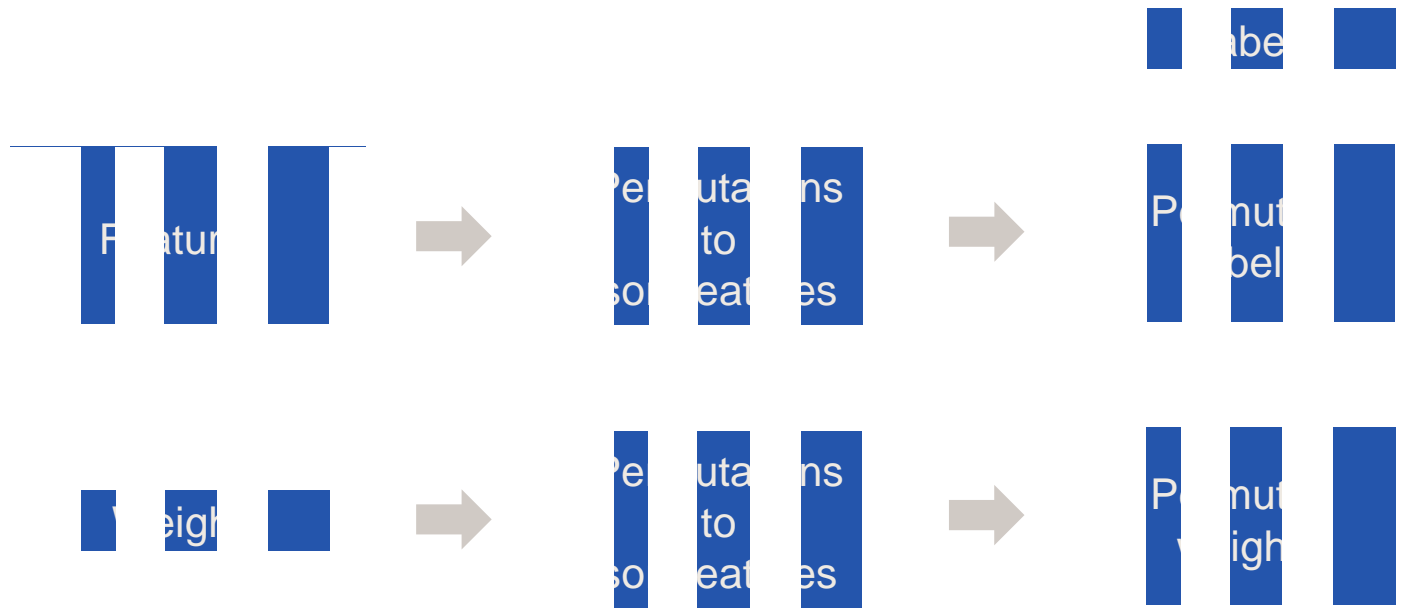
Training Individual Trees

Recursively refine classification: mask data according to classification



Training Individual Trees

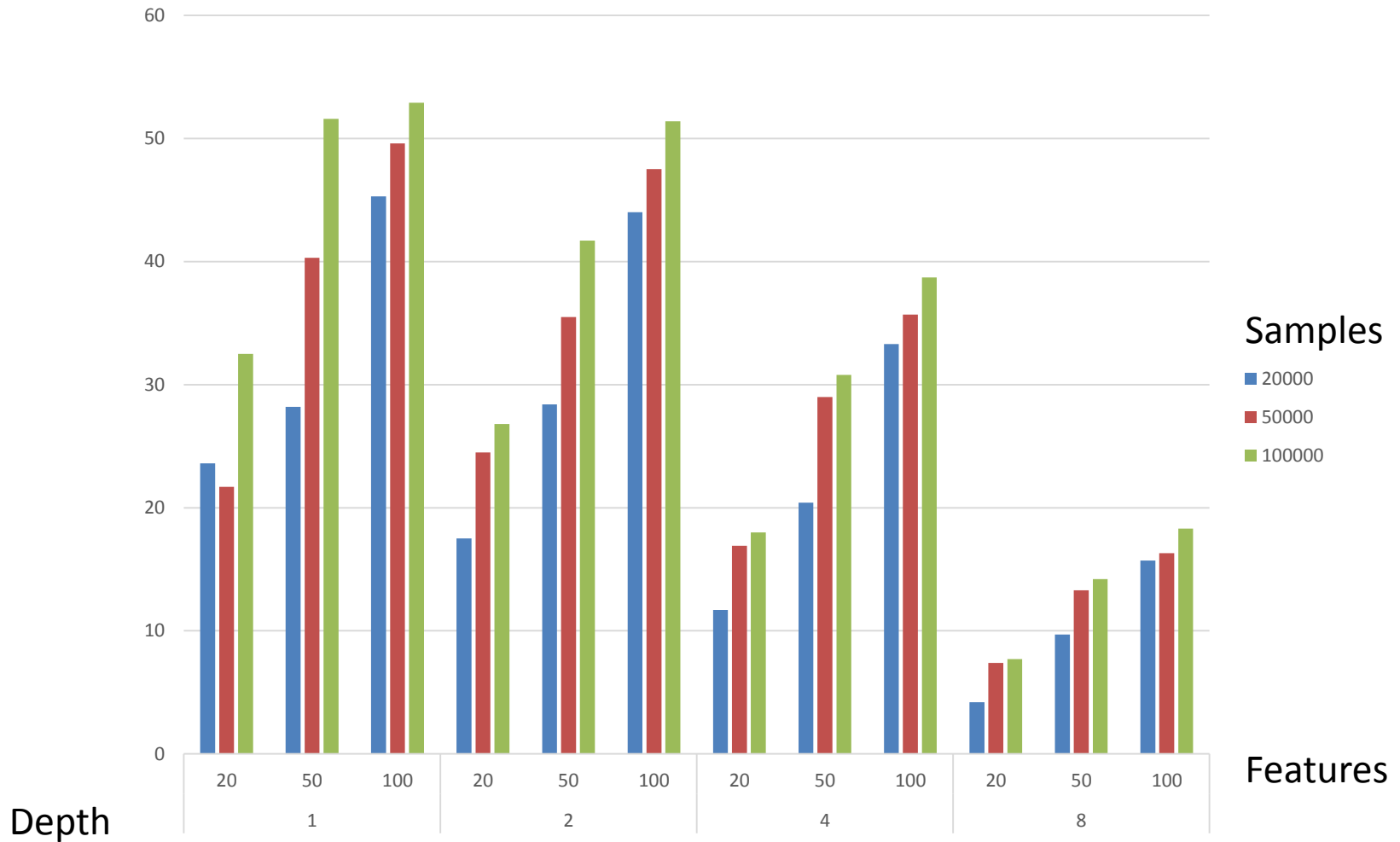
Recursively refine classification: mask data according to classification



GPU Implementation

- Parallelism at multiple levels
 - Multiple trees, one for each set of weights
 - Independent features
 - Independent split points
 - Multiple nodes further down the tree
- GPU kernels can be implemented with standard primitives
 - Random number generation for weights
 - Parallel scan (cumulative sum)
 - Parallel map
 - Parallel reduction to find optimal feature and split

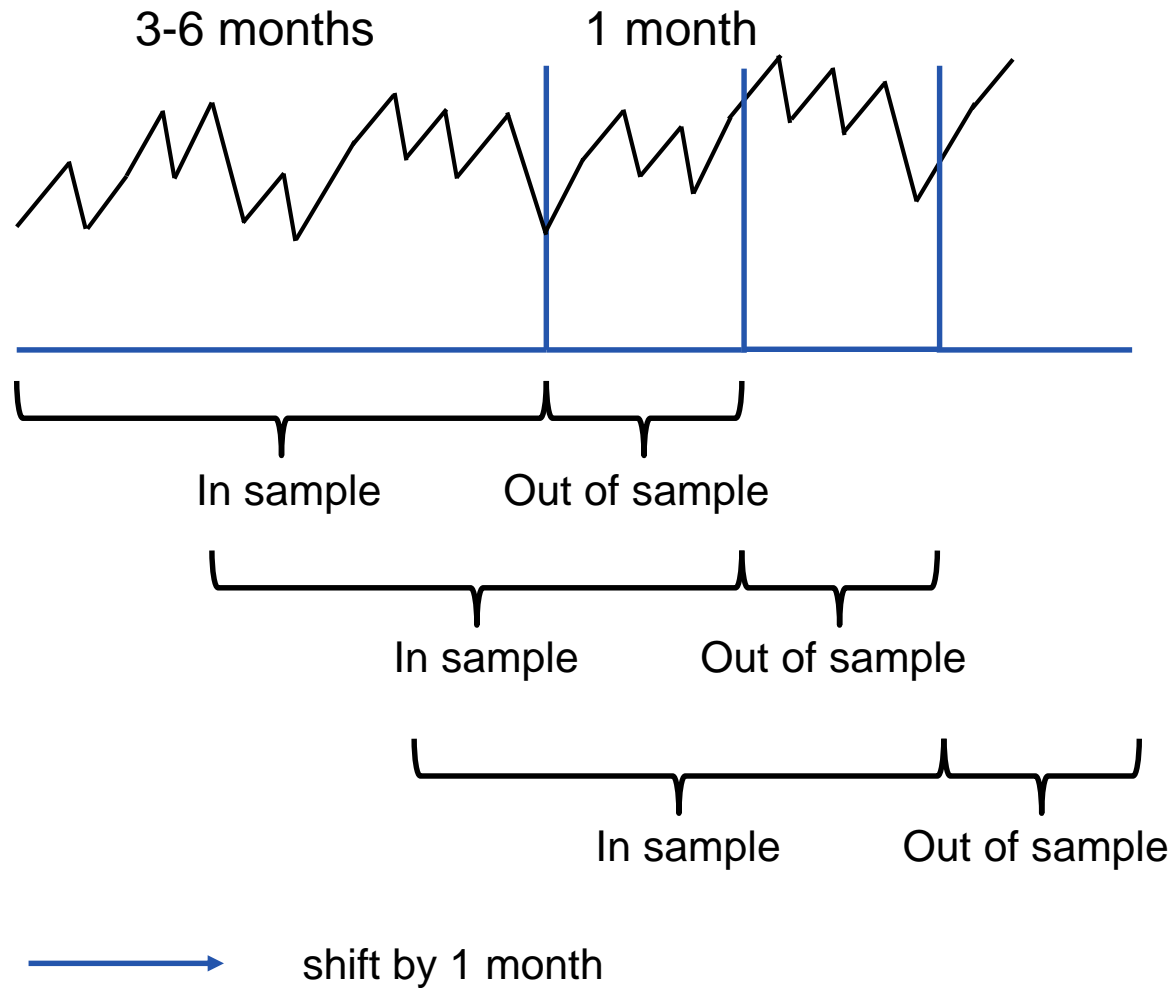
Speedup



Strategy Backtesting

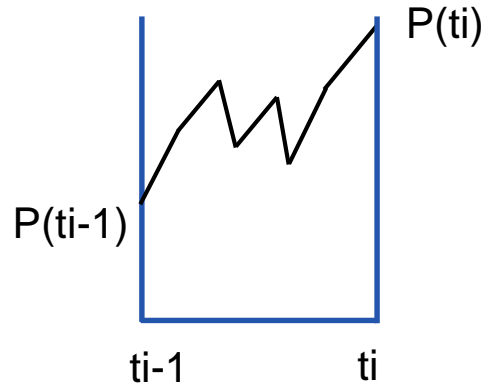
Challenge2: How to choose best trading strategy ?

Walk Forward Optimization



Trading P&L

Market prices



Market returns

$$r(t_i) = \log(P(t_i) / P(t_{i-1}))$$

Market returns $r(t_i)$

..... | r | r | r | r | r |

Trading decision $s(c)$

..... | 1 | -1 | 1 | 1 | -1 |

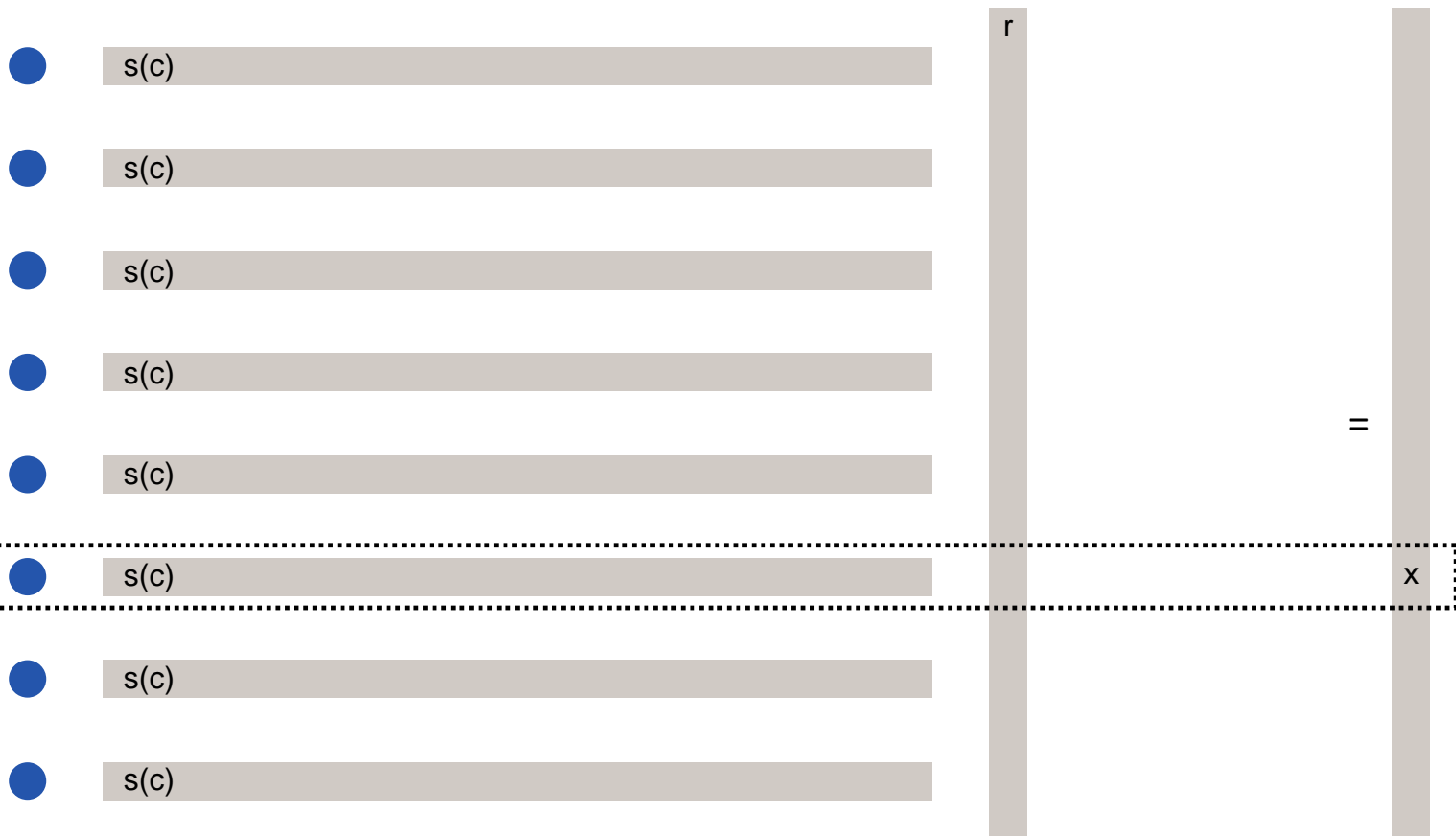
time

$$P\&L(c) = \langle s(c), r \rangle$$

Optimal Configuration

Configurations

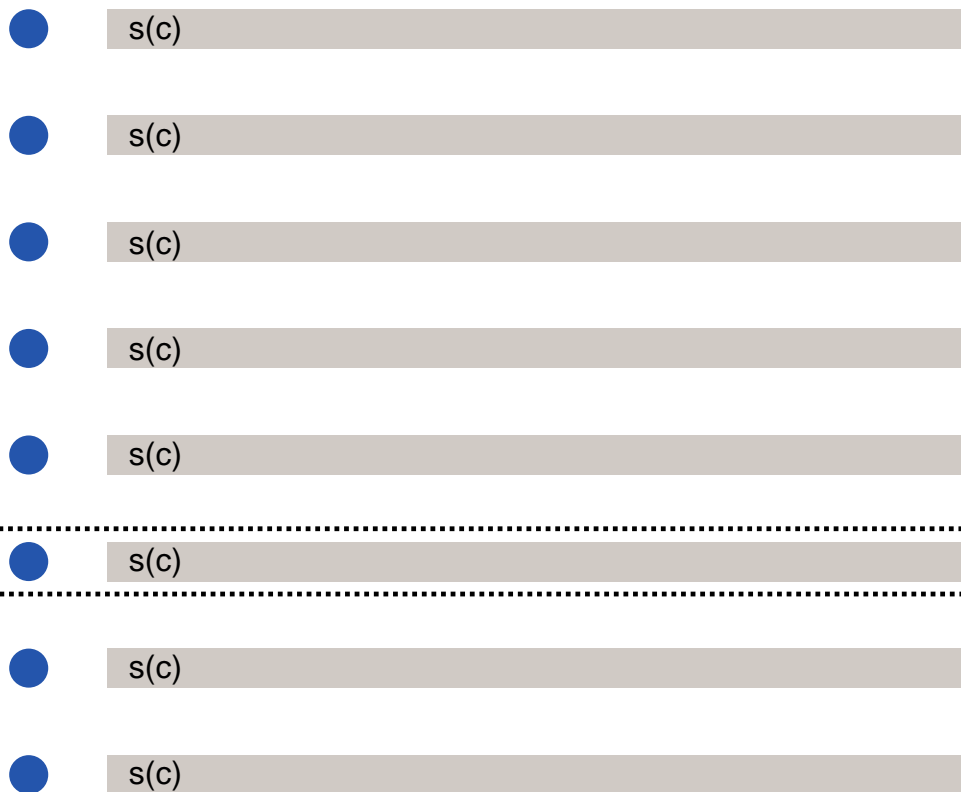
P&L



pick configuration with largest P&L

Bootstrapping Trading P&L

Configurations

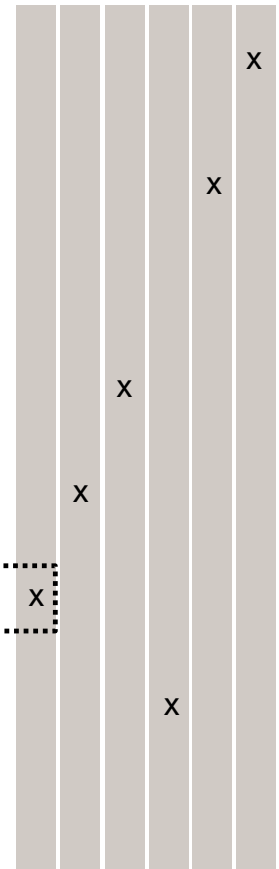


pick configuration with largest P&L

Weights



P&L



=

Hypothesis Tests

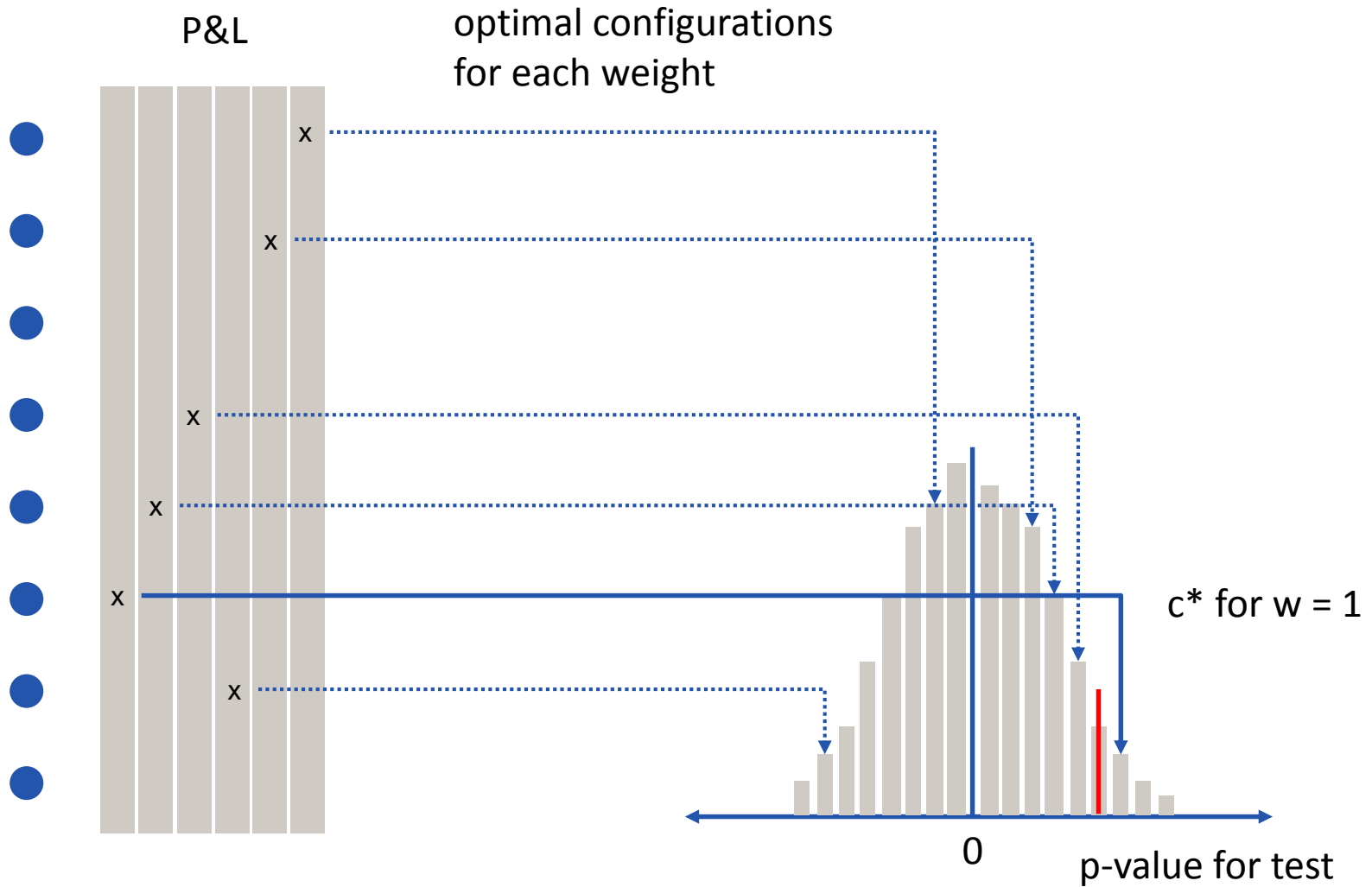
Null Hypothesis

Trading P&L ≤ 0

Alternative Hypothesis

Trading P&L > 0

Trading P&L Distribution

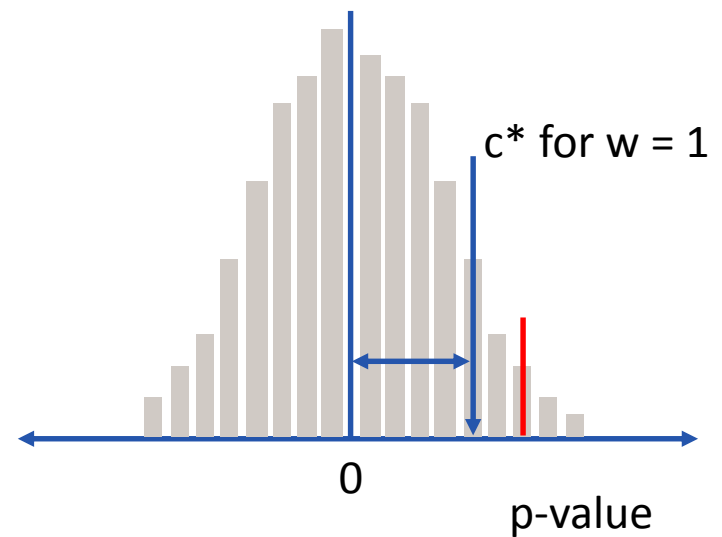
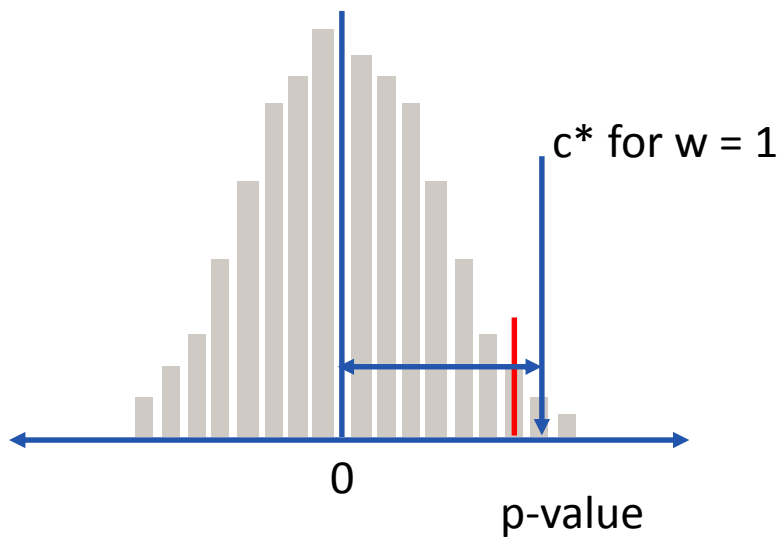


White Reality Check

Market 1

.....

Market n



- Scale exposure according to distance from 0
- Do not trade if negative returns

GPU Implementation

- Parallelism at multiple levels
 - Multiple markets
 - Independent in-sample / out-of-sample windows
 - Independent strategy configurations
 - Independent time steps for utility functions such as mean return
- GPU kernels can be implemented with standard primitives
 - Random number generation
 - Matrix multiplication (almost, up to return vector scaling the weights)
 - Parallel reduction

GPU Implementation

- GPU grid
 - Multiple markets
 - Independent in-sample / out-of-sample windows
- Per GPU
 - Independent strategy configurations
 - Independent time steps for utility functions such as mean return



Questions ?

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