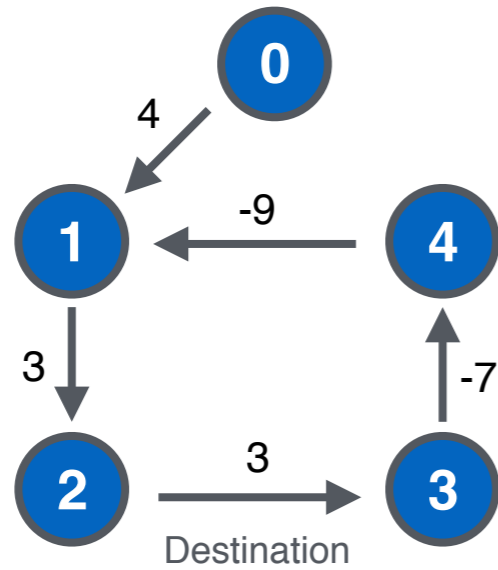


# High-Frequency FOREX Trading: Identification of Triangular Arbitrage Opportunities

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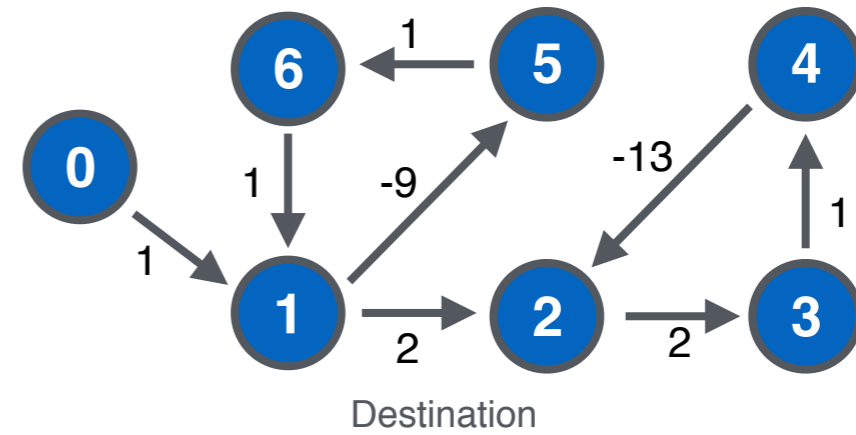
# Demos

## Demo 1



|          | Destination |    |   |   |    |
|----------|-------------|----|---|---|----|
|          | 0           | 1  | 2 | 3 | 4  |
| Source 0 | 0           | 4  | 0 | 0 | 0  |
| Source 1 | 0           | 0  | 3 | 0 | 0  |
| Source 2 | 0           | 0  | 0 | 4 | 0  |
| Source 3 | 0           | 0  | 0 | 0 | -7 |
| Source 4 | 0           | -9 | 0 | 0 | 0  |

## Demo 2

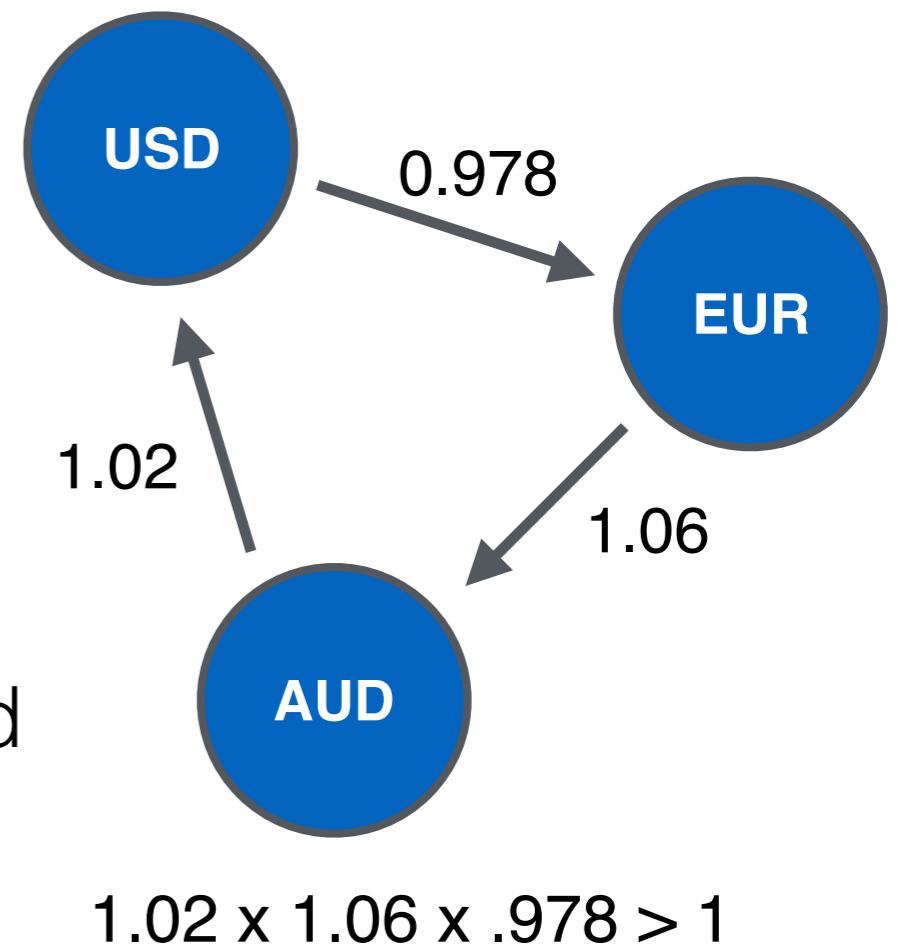


|          | Destination |   |     |   |   |    |   |
|----------|-------------|---|-----|---|---|----|---|
|          | 0           | 1 | 2   | 3 | 4 | 5  | 6 |
| Source 0 | 0           | 1 | 0   | 0 | 0 | 0  | 0 |
| Source 1 | 0           | 0 | 2   | 0 | 0 | -9 | 0 |
| Source 2 | 0           | 0 | 0   | 2 | 0 | 0  | 0 |
| Source 3 | 0           | 0 | 0   | 0 | 1 | 0  | 0 |
| Source 4 | 0           | 0 | -13 | 0 | 0 | 0  | 0 |
| Source 5 | 0           | 0 | 0   | 0 | 0 | 0  | 1 |
| Source 6 | 0           | 1 | 0   | 0 | 0 | 0  | 0 |

# Demo 3: Live Cycles

# Motivation

- High-Frequency Trading: taking advantage of opportunities (inefficiencies, etc.) on very short timescales
- Triangular Arbitrage: due to market inefficiencies, exchanging a currency between three or more currencies and arriving back at the original currency might be profitable
- Timescale: ~5-20ms, data streams over network



# Bellman-Ford

```
for each vertex x in V do
  if x is source then
    w(x) = 0
  else
    w(x) = INFINITY
    p(x) = NULL
  end if
end for
```

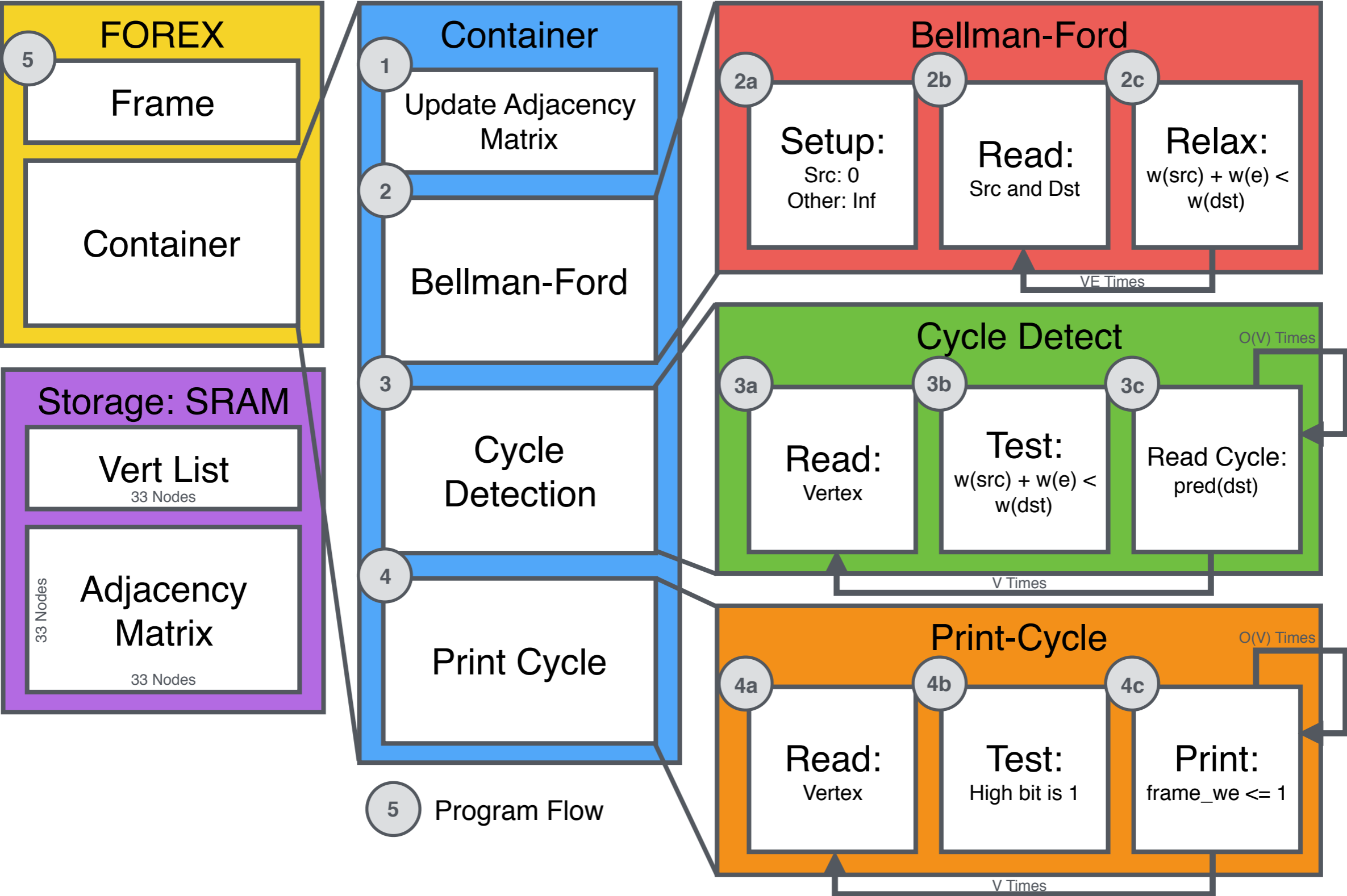
```
for i = 1 to v - 1 do
  for each edge(i, j) in E do
    if w(i) + w(i, j) < w(j) then //Relaxation
      w(j) = w(i) + w(i, j)
      p(j) = i
    end if
  end for
end for
```

```
for each edge(i, j) in E do
  if w(j) > w(i) + w(i, j) then
    //Found Negative-Weight Cycle
  end if
end for
```

## Transformation

1.  $w_1 * w_2 * w_3 * \dots * w_n > 1$
2.  $\log(w_1) + \log(w_2) + \log(w_3) + \dots + \log(w_n) < 0$
3.  $-(\log(w_1) + \log(w_2) + \log(w_3) + \dots + \log(w_n)) < 0$

# Hardware Design



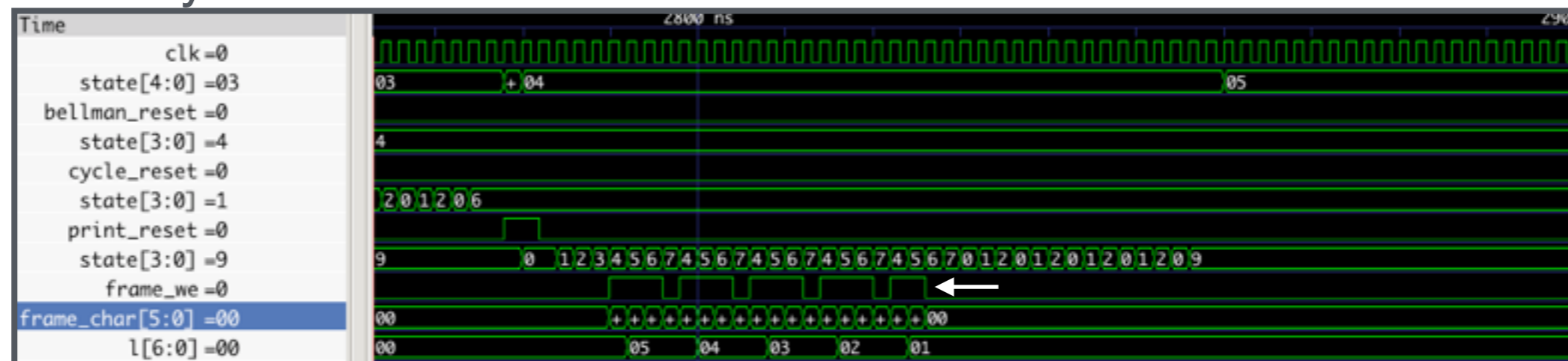
# Overview



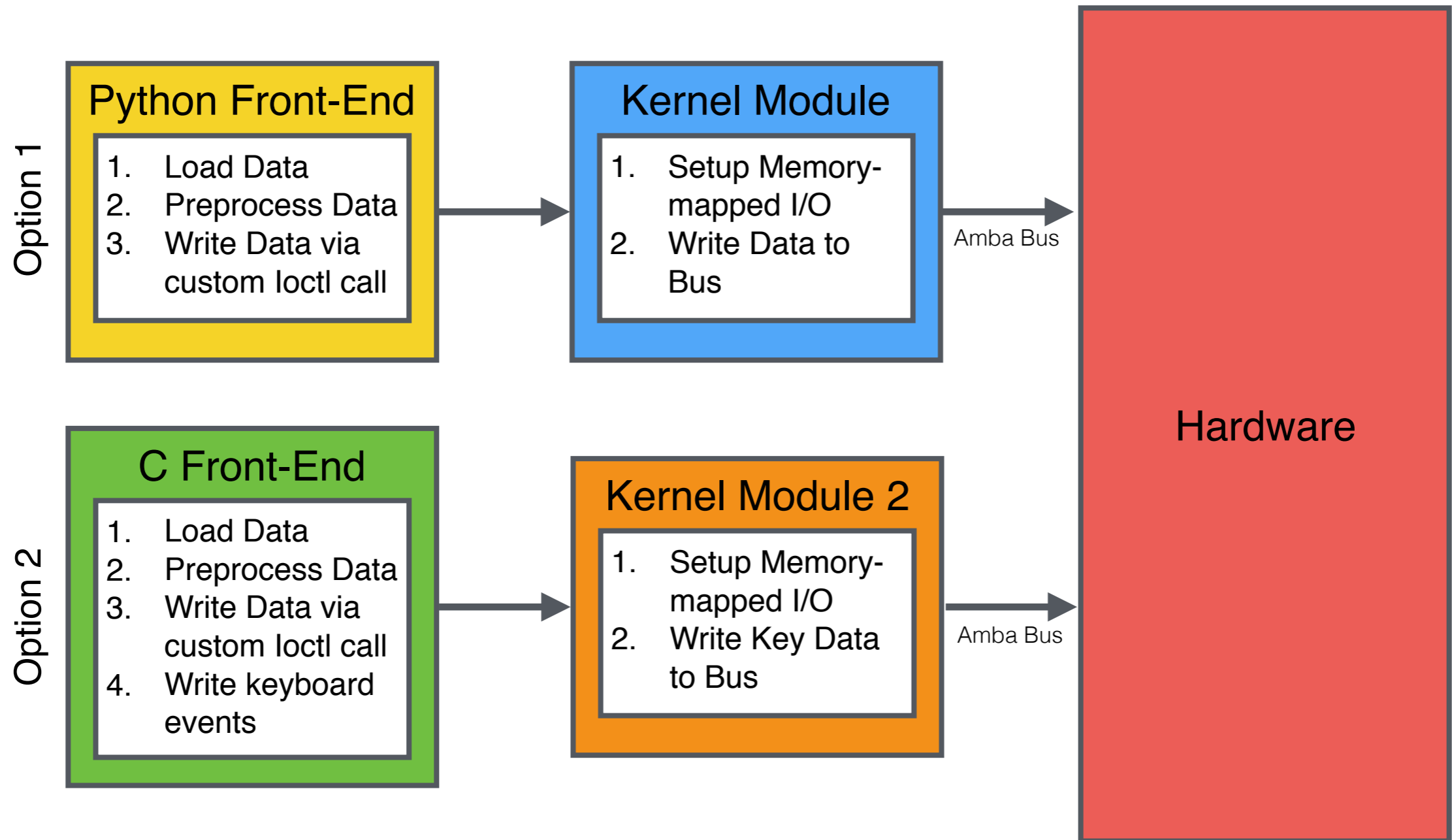
# Bellman



# Print Cycle

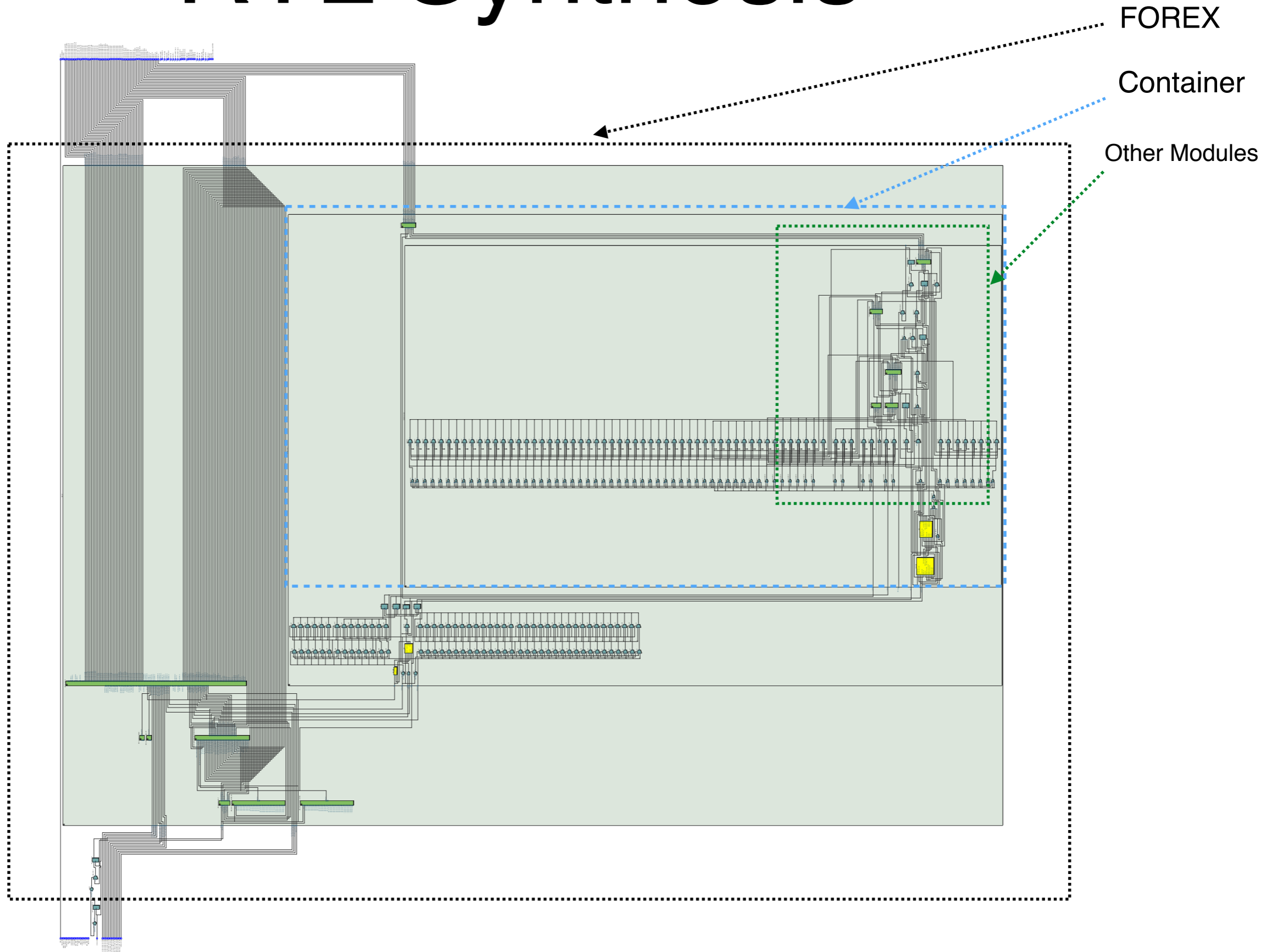


# Software Design, VGA





# RTL Synthesis



# Challenges

- Obviously Timing...
- Memory Accesses
- Nested Non-blocking Assignments
- Combinational Logic and Sequential Logic Working Together
- Compile Time