



OCaml Trader

Patrick Flanagan
Jane Street

(HT Yaron Minsky, Marcin Sawicki)

Agenda

- ❖ Functional programming and OCaml
- ❖ Jane Street and people (including you!)
- ❖ Motivating examples

Functional Programming

Traditionally (John Hughes):

- ❖ no side effects (purity)
- ❖ higher-order functions and functors
- ❖ laziness

Classical Applications

- ❖ compilers
- ❖ AI (Lisp)
- ❖ formal validation of code
- ❖ automatic theorem proving

Syntax Tree

```
module Variable : sig type t end = struct
  type t = string
end
```

```
module Expression = struct
  type t =
    | Const   of int
    | Var     of Variable.t
    | Neg     of t
    | Sum     of t * t
    | Product of t * t
end
```

```
let five_plus_six = Sum ((Const 5), (Const 6))
```

```
(* 5 + 6 *)
```

Syntax Tree

```
module Bool_expression = struct
  type t =
    | Less_or_equal of Expression.t * Expression.t
    | Not           of t
    | And          of t * t
    | Or           of t * t
end

let between_four_and_six =
  And (Less_or_equal (Const 4, Var "foo"), Less_or_equal (Var "foo", Const 6))

(* 4 <= foo && foo <= 6 *)
```

Syntax Tree

```
module Instruction = struct
  type t =
    | Assign   of Variable.t * Expression.t
    | Print    of Expression.t
    | While   of Bool_expression.t * t
    | If_then_else of Bool_expression.t * t * t
    | Block   of t list
end
```

Syntax Tree

```
let prog =  
  Block [  
    Assign ("foo", Const 5);  
    While (Less_or_equal (Const 1, Var "foo"),  
      (Block [  
        Print (Var "foo");  
        Assign (Var "foo", (Sum (Var "foo", Neg (Const 1))));  
      ]))  
  ]]  
  
;;  
  
(* { foo = 5;  
   while (1 <= foo); {  
     print foo;  
     foo = foo + (-1);  
   }  
  }  
*)
```

Algebraic Datatypes

- ❖ available in languages like OCaml, SML, and Haskell
- ❖ products (tuples and records) are like C records
- ❖ variants are like C unions
- ❖ but they compose better

Who am I?



What does Jane Street do?

- ❖ Proprietary quantitative trading firm
- ❖ Trading (buying and selling) financial securities
- ❖ Focusing on technology, using OCaml
- ❖ Making markets (“market making”, both buying and selling)
- ❖ Engaging in arbitrage

Market Participants

- ❖ investor
- ❖ speculator
- ❖ market maker
- ❖ arbitrageur

Market Participants

- ❖ investor
- ❖ speculator
- ❖ **market maker**
- ❖ **arbitrageur**

Our Needs

- ❖ correctness
- ❖ speed (but not for speed's sake)
- ❖ correctness!!!
- ❖ agility of code writing and modification
- ❖ code must be easy to read (correctness!!!!)

Functional Programming

Traditionally (John Hughes):

- ❖ no side effects (purity)
- ❖ higher-order functions and functors
- ❖ laziness

Functional Programming

Our take (Yaron Minsky):

- ❖ **expressive static types (with inference)**
- ❖ higher-order functions and functors
- ❖ no side effects (purity)
-
-
-
- ❖ laziness

Laziness

- ❖ Peano numbers
- ❖ terminate evaluation early
- ❖ optimize compilation of programs, but...
- ❖ unpredictable (non-intuitive) evaluation

Purity

- ❖ all context / environment readily apparent (readability)
- ❖ object-oriented programming

Higher Order Functions

- ❖ compose control structures (compose *code* vs. data)
- ❖ avoid code duplication (fewer bugs)
- ❖ increase complexity without decreasing readability

fold

```
// sum the elements in a list
int sum(int array list) {
    sum = 0;
    for i in list; do
        sum = sum + i;
    done;
    return sum;
}
```

fold

```
list = [1; 2; 3; 4];  
printf "%d\n%! " (sum(list));  
  
// "10"
```

fold

```
// multiply the elements in a list
int product(int array list) {
    product = 1;
    for i in list; do
        product = product * i;
    done;
    return product;
}
```

fold

```
list = [1; 2; 3; 4];  
printf "%d\n%! " (product(list));  
  
// "24"
```

fold

```
// sum a list
```

```
int sum(int array list) {
```

```
    sum = 0;
```

```
    for i in list; do
```

```
        sum = sum + i;
```

```
    done;
```

```
    return sum;
```

```
}
```

```
// multiply a list
```

```
int product(int array list) {
```

```
    product = 1;
```

```
    for i in list; do
```

```
        product = product * i;
```

```
    done;
```

```
    return product;
```

```
}
```

fold

```
// fold over a list
int fold(int array list, int init, fun operate) {
    accumulator = init;
    for i in list; do
        accumulator = operate(accumulator, i);
    done;
    return accumulator;
}
```

fold

```
// fold over a list

list = [1;2;3;4]

sum(list) = fold(list, 0, (+)) // = 10

product(list) = fold(list, 1, (*)) // = 24

concat(list)
  = fold(list, "", (fun (s,i) ->
                    s ^ int_to_string i))

// = "1234"
```

Expressive Static Types

- ❖ real life (not just in finance) is complex and full of special cases
- ❖ useful code models the real world well
- ❖ variant types are a helpful tool to achieve this

'a option

```
let div ~numerator ~denominator =  
  (* throws DivisionByZeroExn *)  
  numerator / denominator
```

'a option

```
type 'a option =  
  | Some of 'a  
  | None
```

'a option

```
let safe_div ~numerator ~denominator =  
  if denominator <> 0 then  
    Some (numerator / denominator)  
  else  
    None
```

'a option

```
val safe_div
  : numerator:int
  -> denominator:int
  -> int option
```

'a option

```
let print_div ~numerator ~denominator =  
  match safe_div ~numerator ~denominator with  
  | Some x -> Printf.printf "result = %d\n" x  
  | None   -> Printf.printf "error: division by 0\n"
```

trading

```
type dir = Buy | Sell
```

```
let sign = function
```

```
  | Buy -> 1
```

```
  | Sell -> -1
```

```
type t =
```

```
  | Ack
```

```
  | Out
```

```
  | Fill of int * dir
```

trading

```
let update_position t position =  
  let delta =  
    match t with  
    | Ack  
    | Out -> 0  
    | Fill (size, dir) -> sign dir * size  
  in  
  position + delta
```

trading

```
type dir = Buy | Sell
```

```
let sign = function
```

```
  | Buy -> 1
```

```
  | Sell -> -1
```

```
type t =
```

```
  | Ack
```

```
  | Out
```

```
  | Fill of int * dir
```

trading

```
type dir = Buy | Sell
```

```
let sign = function
```

```
  | Buy -> 1
```

```
  | Sell -> -1
```

```
type t =
```

```
  | Ack
```

```
  | Out
```

```
  | Fill of int * dir
```

```
  | Bust of int * dir
```

trading

```
let update_position t position =  
  let delta =  
    match t with  
    | Ack  
    | Out -> 0  
    | Fill (size, dir) -> sign dir * size  
  in  
  position + delta
```

trading

```
let update_position t position =
  let delta =
    match t with
    | Ack
    | Out -> 0
    | Fill (size, dir) -> sign dir * size
    (* compile error--a missing case:

    Warning 8: this pattern-matching is not exhaustive.
    Here is an example of a value that is not matched:
    Bust (_, _)
    File "kod.ml", line 148, characters 6-21:

    *)
  in
  position + delta
```

trading

```
let update_position t position =  
  let delta =  
    match t with  
    | Ack  
    | Out -> 0  
    | Fill (size, dir) -> sign dir * size  
  in  
  position + delta
```

trading

```
let update_position t position =  
  let delta =  
    match t with  
    | Ack  
    | Out -> 0  
    | Fill (size, dir) -> sign dir * size  
    | Bust (size, dir) -> sign dir * -size  
  in  
  position + delta
```

network connection status (bad)

```
type state =  
  | Connecting  
  | Connected  
  | Disconnected  
  
type t = {  
  state:          state;  
  server:         Inet_addr.t;  
  last_ping_time: Time.t option;  
  last_ping_id:  int option;  
  session_id:    string option;  
  when_initiated: Time.t option;  
  when_disconnected: Time.t option;  
}
```

network connection status (good)

```
type connecting = {
```

```
  when_initiated: Time.t;
```

```
}
```

```
type disconnected = {
```

```
  when_disconnected: Time.t;
```

```
}
```

```
type connected = {
```

```
  last_ping: (Time.t * int) option;
```

```
  session_id: string;
```

```
}
```

```
type state =
```

```
| Connecting      of connecting
```

```
| Connected       of connected
```

```
| Disconnected    of disconnected
```

```
type t = {
```

```
  state: state;
```

```
  server: Inet_addr.t;
```

```
}
```

return value (C)

```
public static int binarySearch(int[] a, int term)
```

Returns:

index of the search term, if it is contained in the array; otherwise, $-(\text{insertion point}) - 1$. The insertion point is defined as the point at which the term would be inserted into the array: the index of the first element greater than the term, or $a.length$ if all elements in the array are less than the specified term. Note that this guarantees that the return value will be ≥ 0 if and only if the term is found.

return value (OCaml)

```
val binary_search:
```

```
  'a array
```

```
-> term: 'a
```

```
-> [ `Found_at of int
```

```
    | `Not_found__insertion_point_at of int ]
```

return value (OCaml)

```
assert (  
  match binary_search a ~term with  
  | `Found_at idx -> a.(idx) = term  
  | `Not_found__insertion_point_at idx ->  
      (idx = 0 || a.(idx - 1) < term)  
      && (idx = Array.length a || a.(idx) > term))
```

other interesting topics

- ❖ Async
- ❖ Incremental / Paralink
- ❖ Zero
- ❖ Iron

Further Reading

- ❖ **much code**

- ❖ <https://janestreet.github.io/>

- ❖ **“core” library**

- ❖ <https://github.com/janestreet/core>

- ❖ **async**

- ❖ <https://realworldocaml.org/v1/en/html/concurrent-programming-with-async.html>

- ❖ **incremental**

- ❖ <https://blogs.janestreet.com/introducing-incremental/>

We're hiring!

janestreet.com/apply

