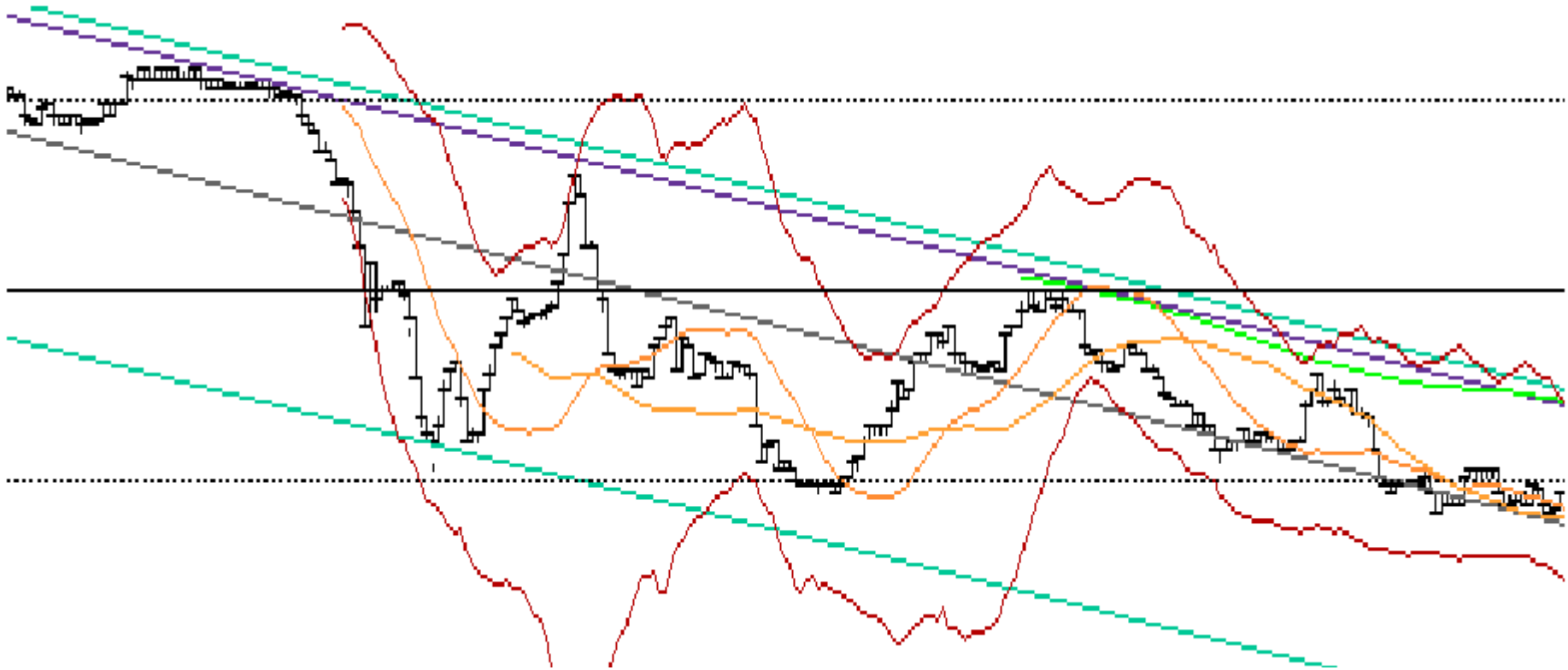


# HTF

## an alternative approach

by: Andrew Carpenter



# What is HTF?

- High Frequency Trading :

Most commonly known as trades taking place in time intervals ranging from hours to microseconds and the volumes of the stocks traded tend to be quite large ~ around 50,000 shares at a time.

- Additional HTF characteristics:

Exploiting the inefficiencies of the market to make money off of the small fluctuations in price over a short time-interval

Each individual stock sold usually only makes fractions of a dollar or even a single penny.

HTF most often involves the use of an algorithmic trading strategy executed by computer programs written in c++

# Key principles involved

- Most often the models for HTF algorithms make use of the inefficiencies of the market.
  - “ The relative availability of trading opportunities can be measured as a degree of market inefficiency. ” [1]
  - “ The more inefficient the market, the more predictable trading opportunities become available. Tests for market efficiency help discover the extent of predictable trading opportunities. ” [1]
  - For inefficient markets, price fluctuations for a short period of time are have a degree of non-randomness and can be correlated to other factors within a certain degree of accuracy

# Conclusion

- If market is *inefficient*: price fluctuations are *predictable*.
- If market is *efficient*: price fluctuations are *unpredictable* ~ random.

# An alternative approach

- If instead we look for efficient markets (markets for certain stocks) then we know that their prices should fluctuate randomly.
- These markets can be found by using certain *test* that check for randomness.
- The *opportunities* that exist in a randomly fluctuating market can be found by:
  - Identifying the momentary local minimums in the price.
  - Identifying the momentary local maximums in the price.

# Test for randomness

$$Z = \frac{|u - \bar{x}| - 0.5}{s}, \quad Z < 1.645$$

$$s = \sqrt{\frac{2n_1n_2(2n_1n_2 - n_1 - n_2)}{(n_1 + n_2)^2(n_1 + n_2 - 1)}} \quad \bar{x} = \frac{2n_1n_2}{n_1 + n_2} + 1$$

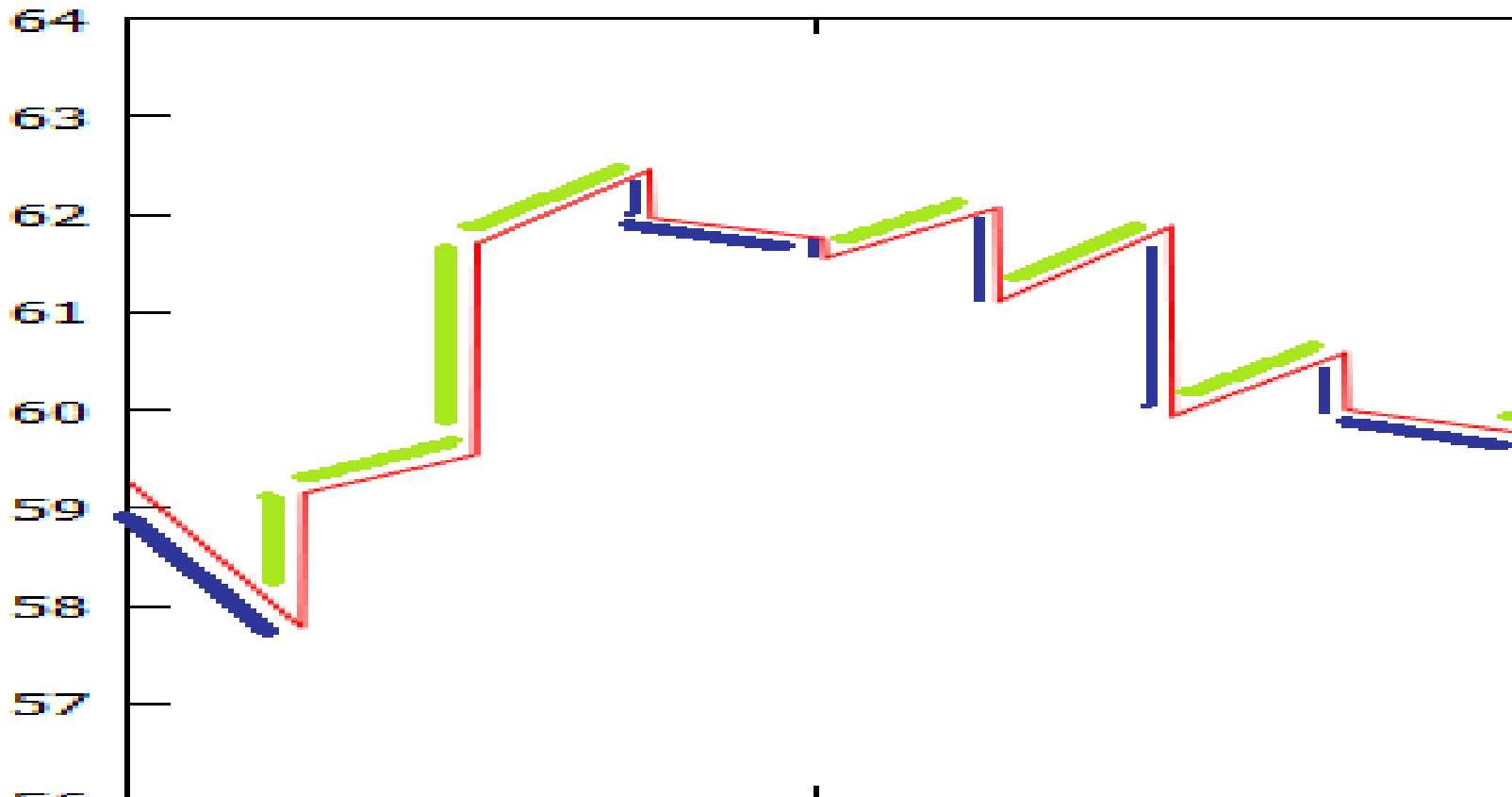
Denote the total number of runs, both positive and negative, observed in the sample as  $u$

.

Denote  $n_1$  as the number of positive 1-minute changes

Denote  $n_2$  as the number of negative 1-minute changes

If  $Z < 1.645$ , then the 1-minute changes are random



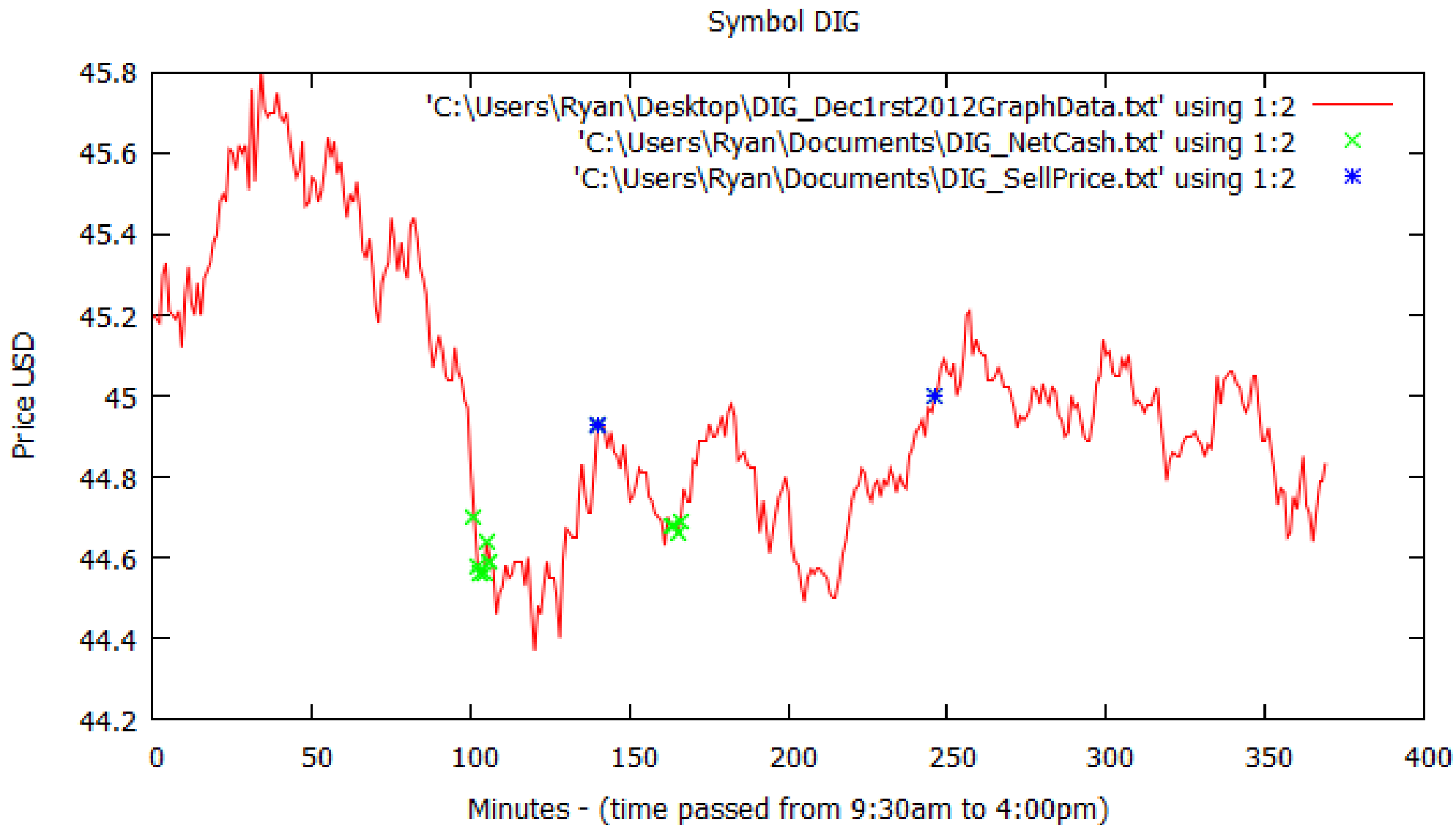
- $n_1$  = sum blue lines = 8
- $n_2$  = sum of green lines = 7
- $U$  = sum of consecutive green lines and consecutive blue lines = 9

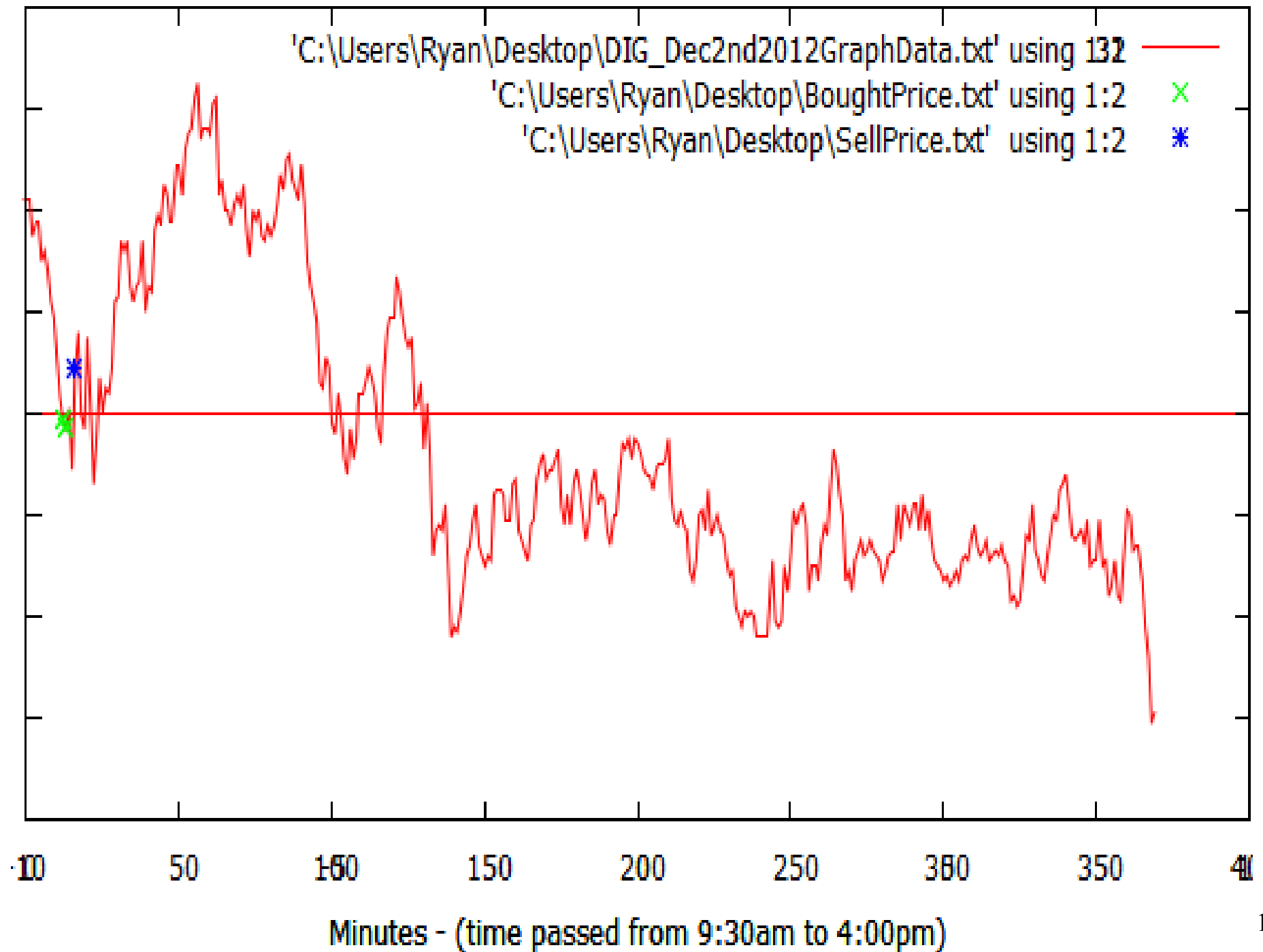
# Define local minimums:

- The condition that there is a *strong statistical chance* that the next *change* will be *positive*
  - The chance that you flip a coin to get 10 heads in a row is a bit small, therefore I'd be more willing to bet my stakes on 7 heads and 3 tails.
- Determine a rule set in algorithm to define these favorable conditions to buy stocks
  - For example: Rule 1 – If  $n_2$  increases 7 times consecutively, buy stocks at current price



- \* Green points: Price bought at
- \* Blue points: Price sold at





# References

1. Aldridge, Irene. *High-frequency Trading: A Practical Guide to Algorithmic Strategies and Trading Systems*. Hoboken, NJ: Wiley, 2010. Print.