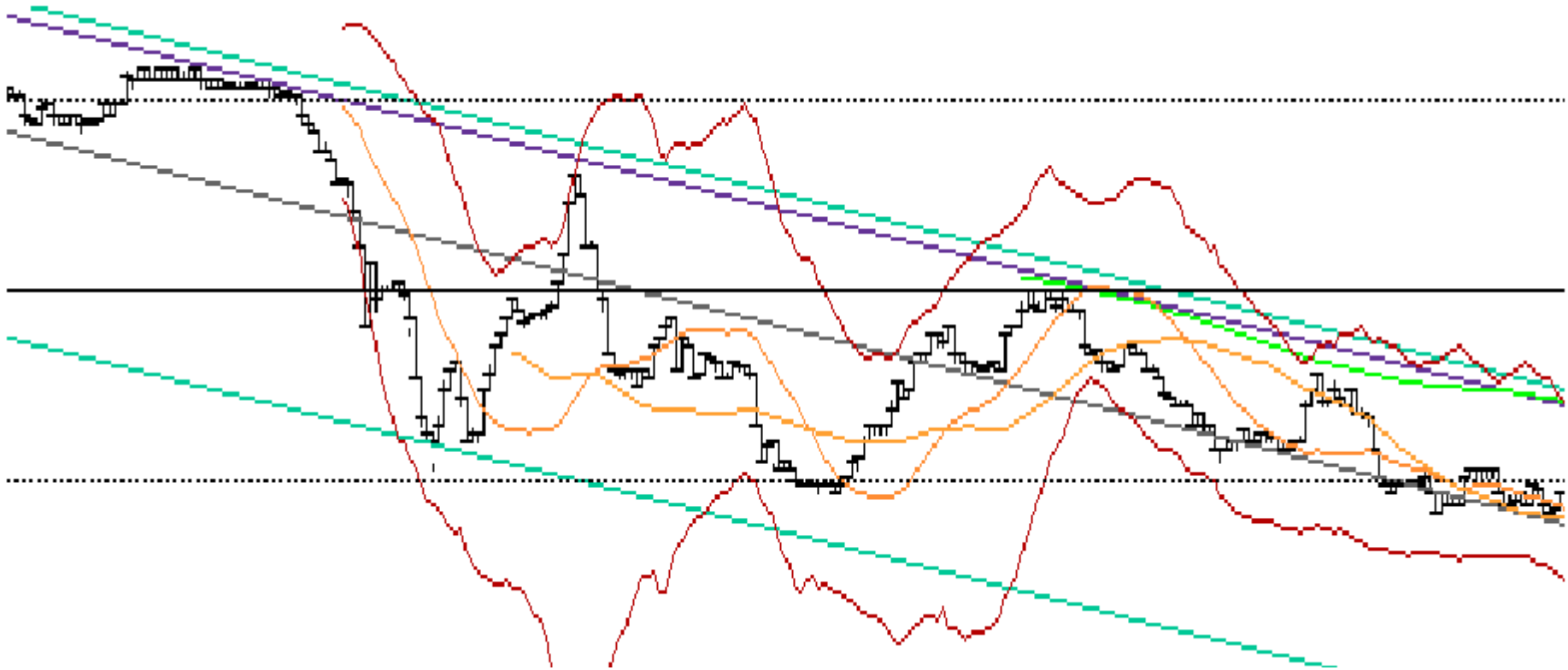# HTF
an alternative approach
by: Andrew Carpenter

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.
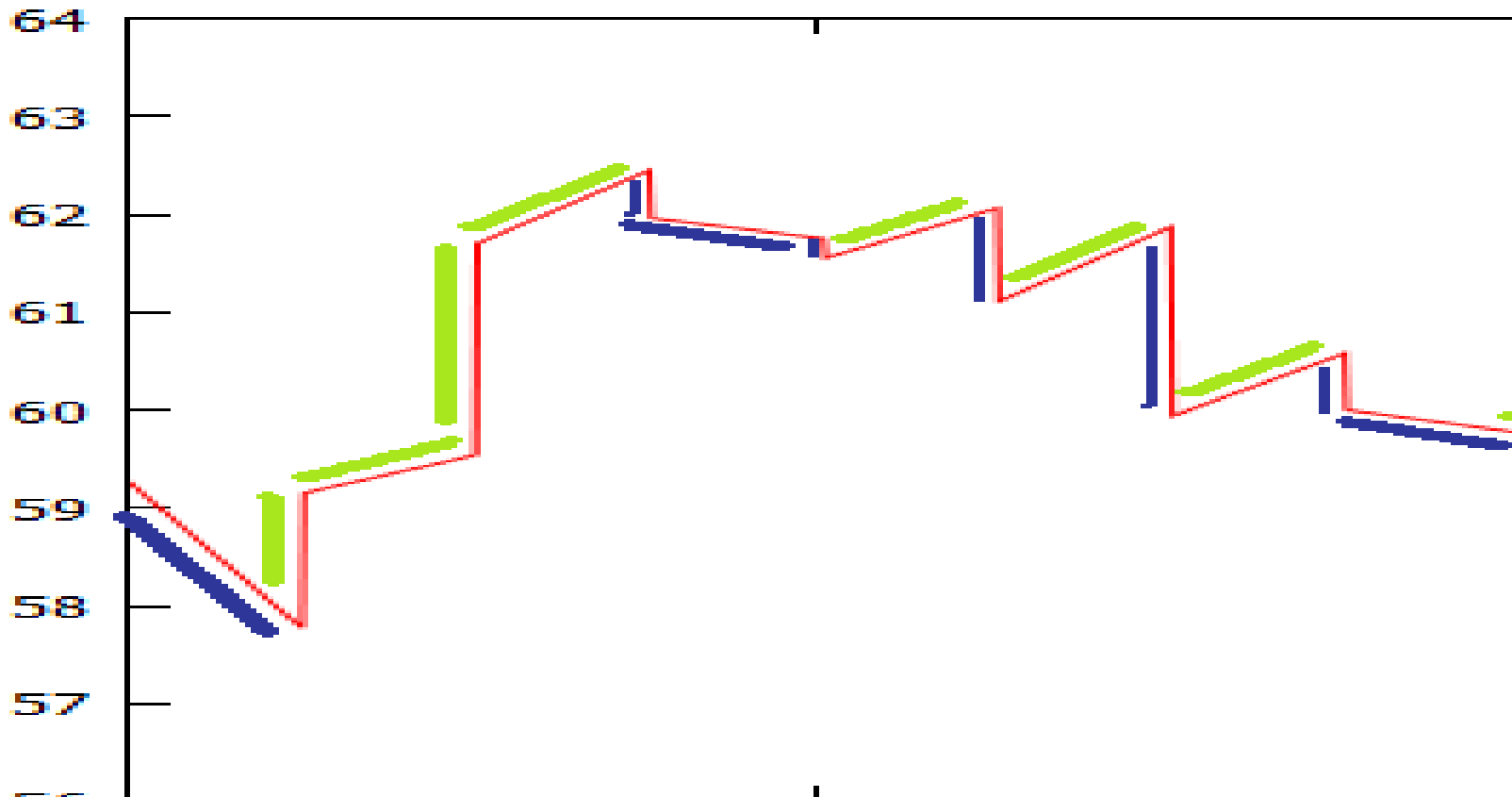
- n_1 = sum blue lines = 8

- n_2 = sum of green lines = 7

- u = sum of consecutive green lines and consecutive blue lines = 9

Test for randomness
[1]

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

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

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

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 but 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

Use of Entropy

- U = Nn + Pn ;

-                            if(U > 0){probNn = (Nn / U);}
  //avoids singularities

-                            if(U > 0){probPn = (Pn / U);} //   ^

-                            if(probNn > 0 && probPn > 0)
  {Entropy = -1.0*probNn*log10(probNn) +
  -1.0*probPn*log10(probPn);}

```
if( (1-pow( (Entropy/EnMax),2.0 ) ) ) > 0.8 && Nn > Pn && Nn > 9 && i < 362 &&
floor((netcash*0.5)/p[i]) >= 1.0 ){
                    n++;
                    nimax = n;
                    boughtstocks5[n] = floor( (netcash*0.5)/p[i] ) ;
                    netcash = (netcash - boughtstocks5[n]*p[i]) ;
                    boughtprice5[n] = p[i];
                    fout << i << "   " << boughtprice5[n] << endl;
                    cout << i << "   " << "boughtprice5["<< n << "]=" <<
boughtprice5[n] << "   " << p[i] << endl;
                    }
```

*Green points: Price bought at
*Blue points: Price sold at
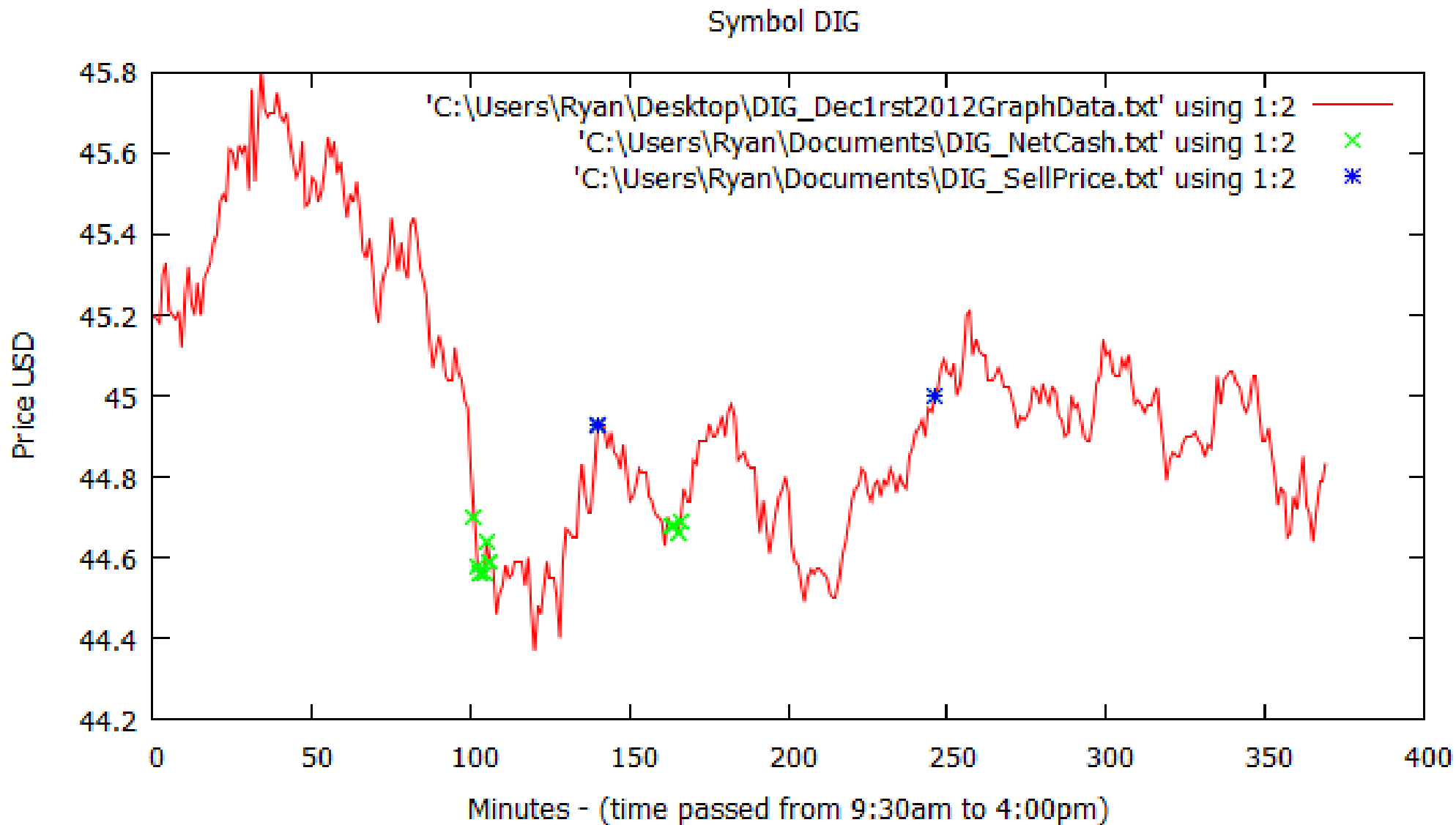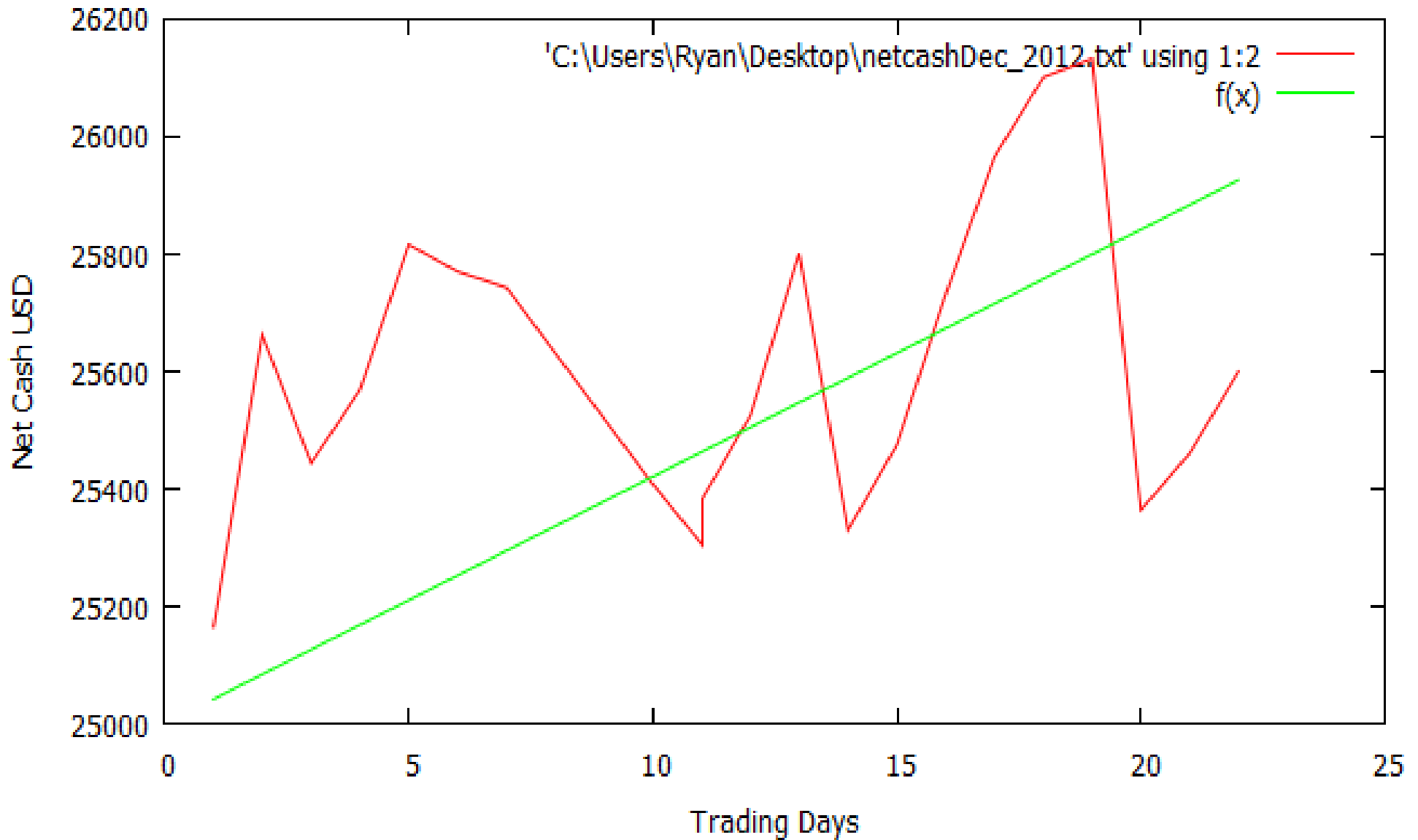
References

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