



## Open Day 2017

T7<sup>®</sup> infrastructure and latency

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5 October 2017

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# Introduction

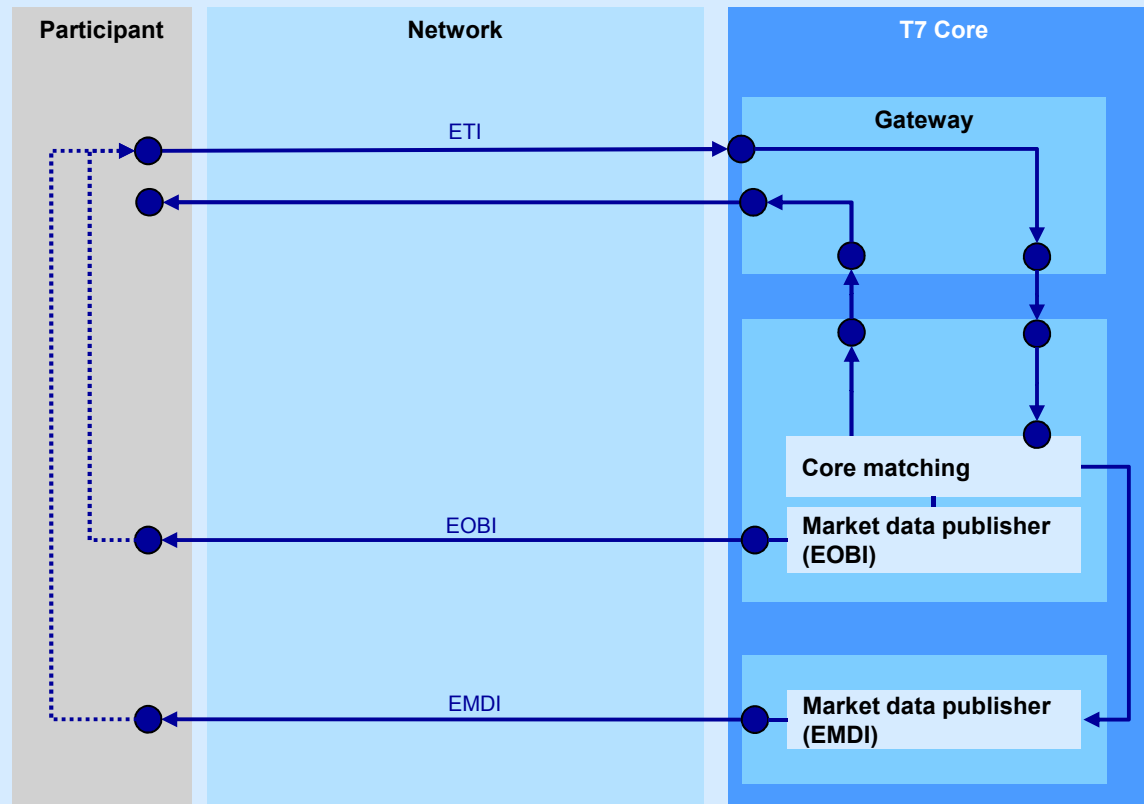
Base

Jitter

Queuing

Structure

## T7<sup>®</sup> topology and transparency



## Aspects of latency

Base

**How fast?**  
Uncertainty

Jitter

**Always the same?**  
Predictability

Queuing

**Even under load?**  
Predictability

Structure

**Latency structure matters!**  
Fairness, market structure, complexity, transparency

## Aspects of latency

Base

Jitter

Queuing

Structure

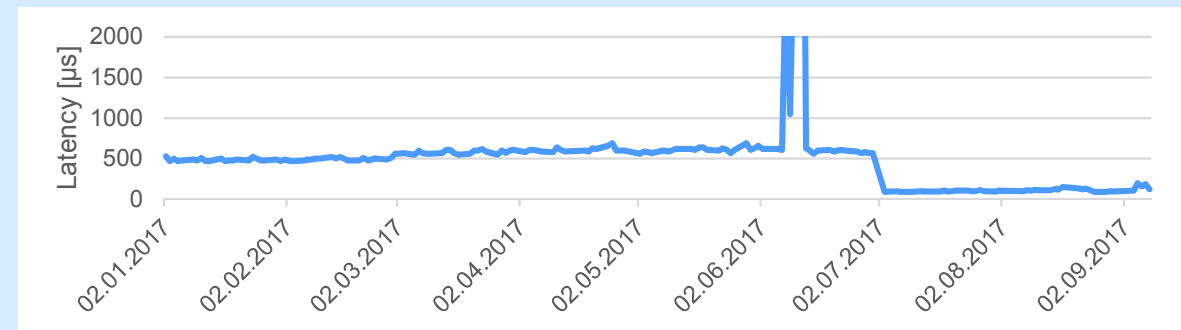
### How fast?

Measures used: median, average to describe the latency in one number

### Example

Request-response round trip:

Xetra® (average) 140  $\mu$ s [ 2016: > 400  $\mu$ s ]



Cash market migration to T7® on 26 June and 3 July 2017

## Aspects of latency

Base

Jitter

Queuing

Structure

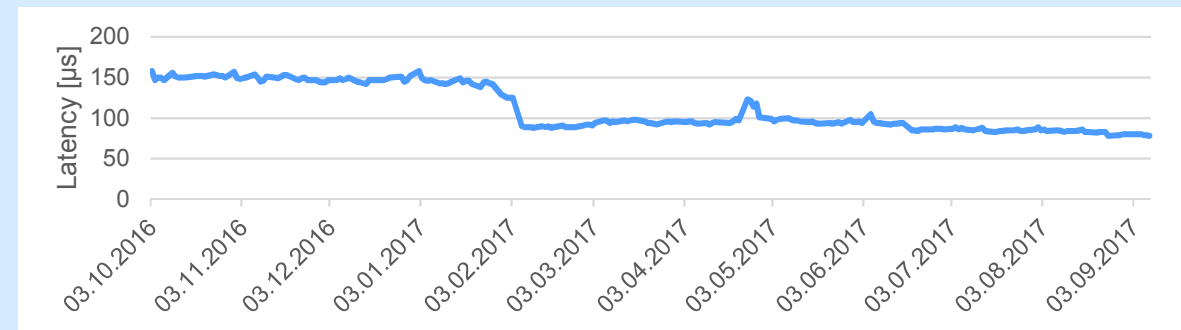
### How fast?

Measures used: median, average to describe the latency in one number

### Example

Request-response round trip:

Eurex<sup>®</sup> (median) 76  $\mu$ s [ 2016: 150  $\mu$ s ]



New hardware in February 2017

Co-location 2.0 in April 2017

Release 5.0 on 19 June 2017

Cash market migration to T7<sup>®</sup> in June/July 2017

## Aspects of latency

Base

Jitter

Queuing

Structure

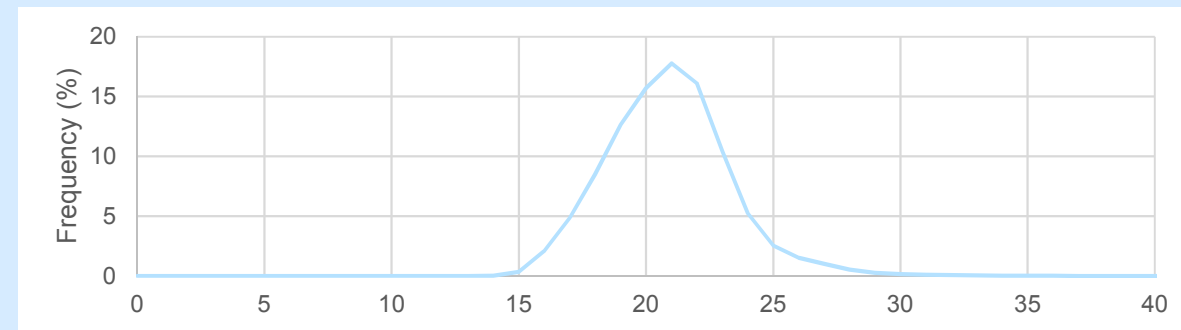
### Always fast?

“Random” influences lead to uncertain latency, e.g. cache misses in CPU-based system, “white noise” in scheduler, hardware, cables, switches etc.

Measures used: confidence intervals [e.g. 10–90th percentile]

### Example

- Gateway in to matching engine in
- Distribution for “free” order cancel requests (Eurex)



10th percentile: 18.3  $\mu$ s  
90th percentile: 24.2  $\mu$ s  
Confidence interval: 5.9  $\mu$ s

## Aspects of latency

Base

### Always fast?

- Higher input than output rate leads to higher latencies.
- Usually on small timescales (microbursts)

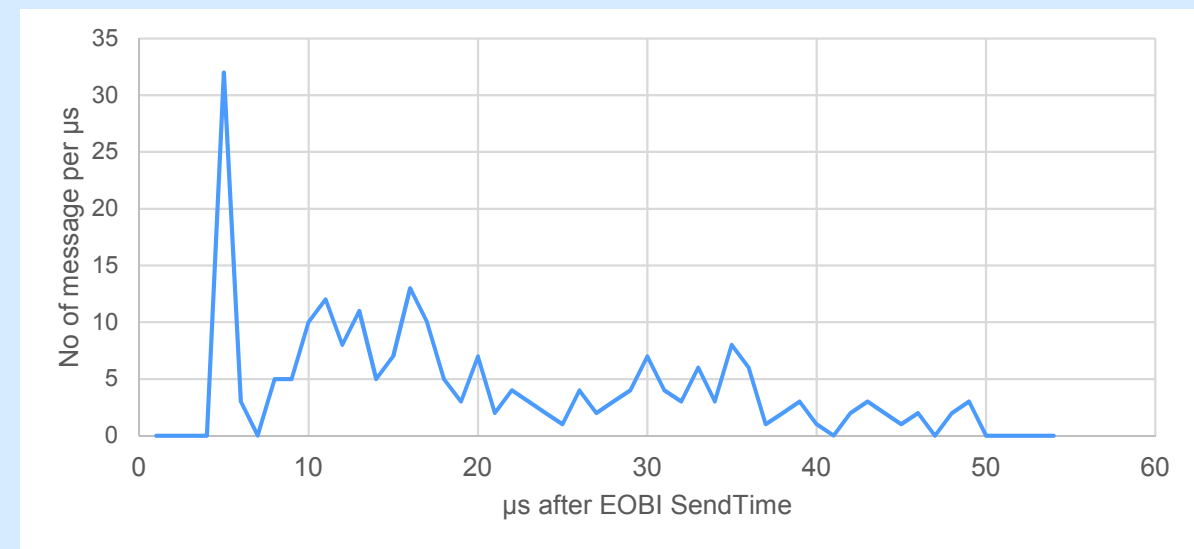
Jitter

### Example

Burst of transactions after trading signal (large trade in FGBM)

Queuing

Structure





# Aspects of latency

Base

Jitter

Queuing

Structure

## **Latency structure matters**

- Favour cancel over new?
- Publish order book changes first on public or private?
- Provide equal access to the system? How equal?
- How transparent?

## **Infrastructure and topology**

- Parallel or sequential [FIFO] set-up?

# Putting it all together

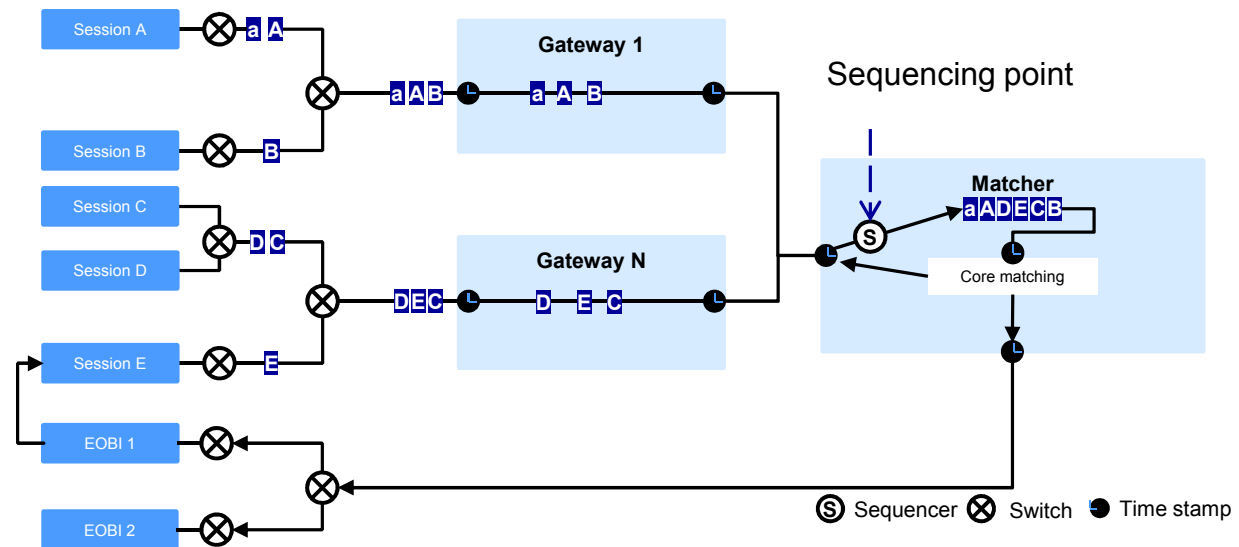
Base

Jitter

Queuing

Structure

**T7 topology**  
Current set-up



Jitter on parallel paths incentivises multiplicity to reduce latency.  
 Sharp microbursts in turn lead to queuing delay.  
 FIFO processing has significantly reduced multiplicity.

# Putting it all together

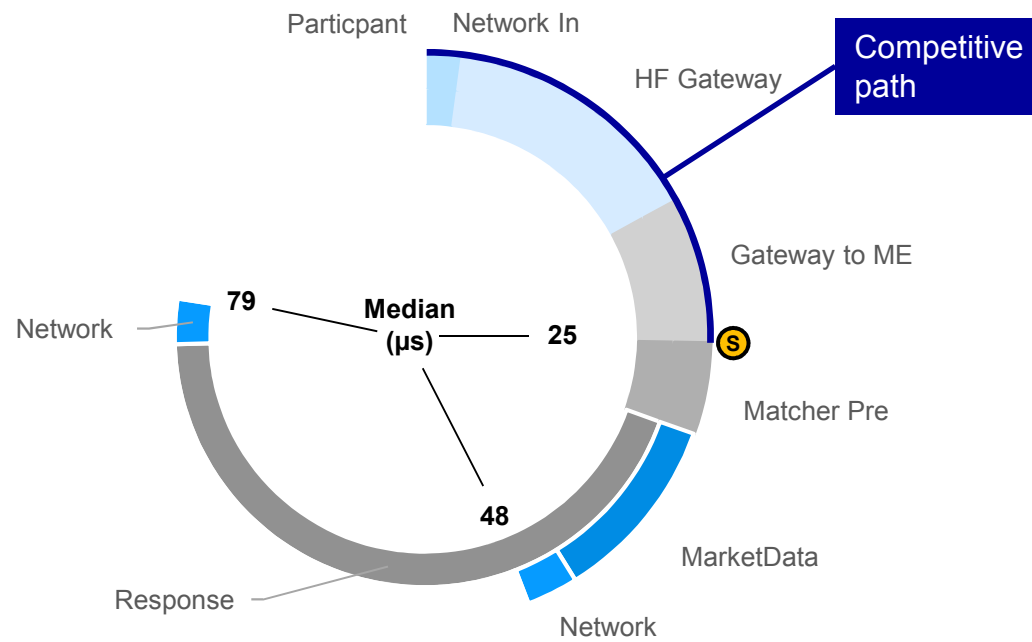
Base

Latency composition (1)

Jitter

Queuing

Structure



Inner circle:  
Outer circle:  
Full circle:

Request – response  
Request – market data (EOBI)  
100 μs

# Aspects of latency

Base

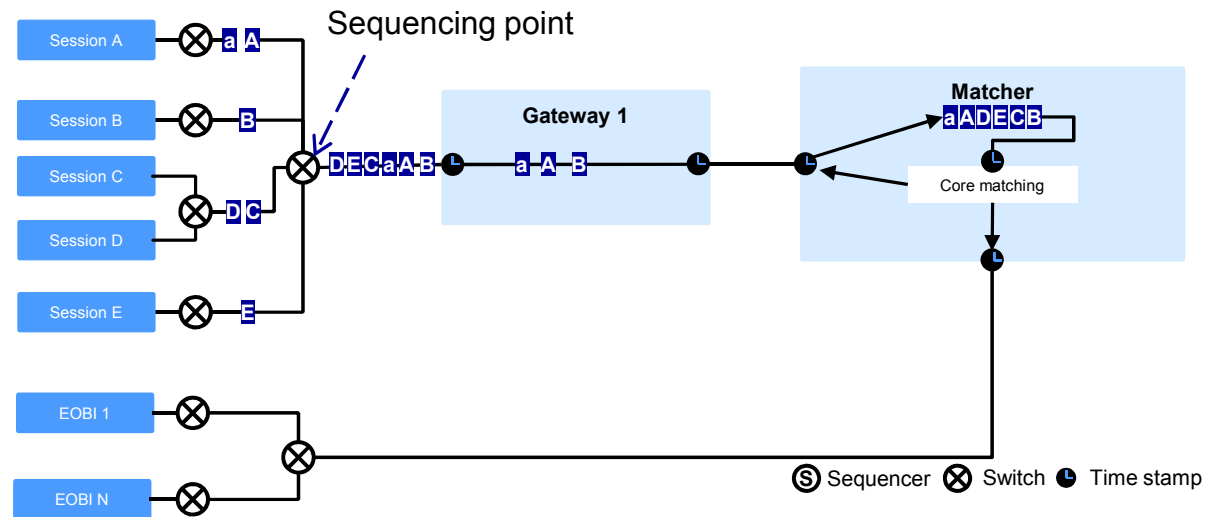
## Partition-specific gateway

Single low latency entry point means network serialisation determines matching priority.

Jitter

Queuing

Structure



# Putting it all together

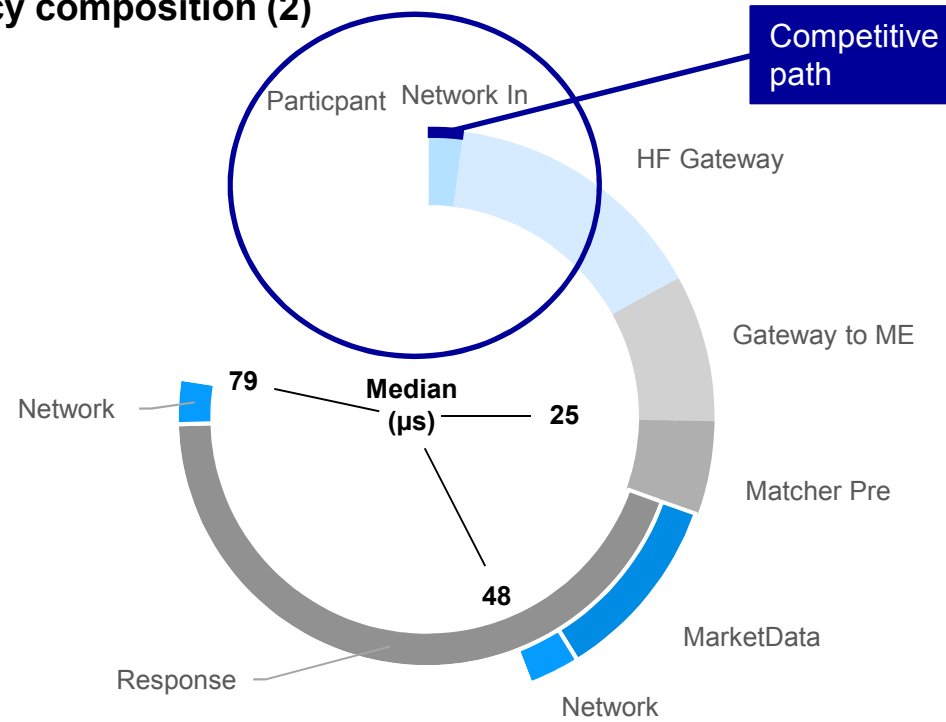
Base

Jitter

Queuing

Structure

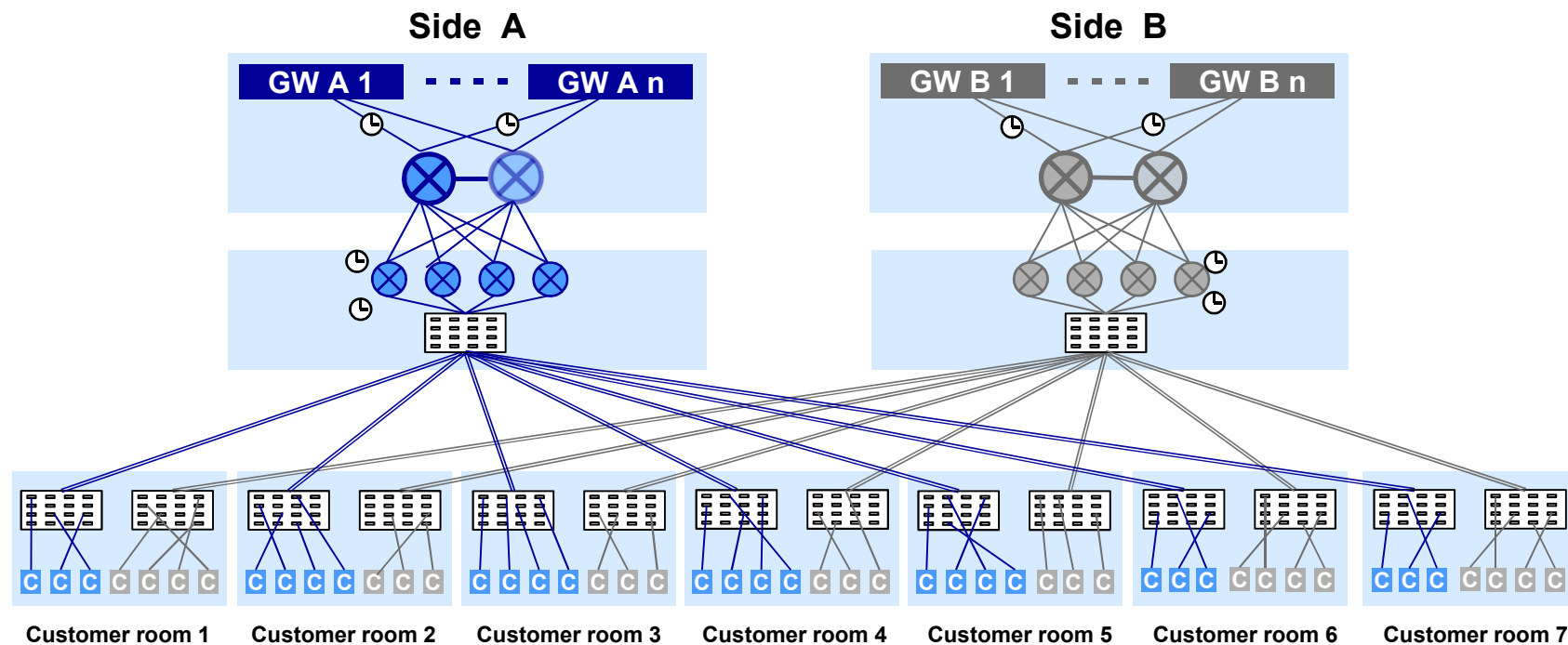
Latency composition (2)



Introduction of PS gateways will shorten the competitive path. High focus placed on participant to network.

## Network topology in 10 Gbit co-location (v2.0)

- 2 switches per gateway room per market ('distribution layer', only one market shown)
- Eurex®: 8 centrally located switches ('access layer', 4 per side, A and B)
- Xetra®: 4 centrally located switches (2 per side, A and B, not shown below)
- Customers can connect to any access layer switch from any of the 7 co-located rooms
- There is a separate Market Data network with same layout



## Co-location 2.0 (1/4)

### Equidistant cabling

#### Tolerances

Co-location 1.0 = +/- 4m

Co-location 2.0 = +/- 1m

#### Why 1m? Why not 4cm?

- Overview on previous slide is a gross simplification.
- Actual floor layout in Equinix FR2 looks very different.
- There are seven co-location modules of different sizes across two floors.
- Cables have “additional margin” on top of what you order.
- What about all the patch panels, patch cables, SFPs?

#### Customers care about cable lengths?

- Some trading participants have **sub 200ns** response times.<sup>1)</sup>
- Solarflare and LDA Technologies claim **120ns** tick-to-trade.<sup>2)</sup>
- 1m fibre optical cable  $\approx$  5ns

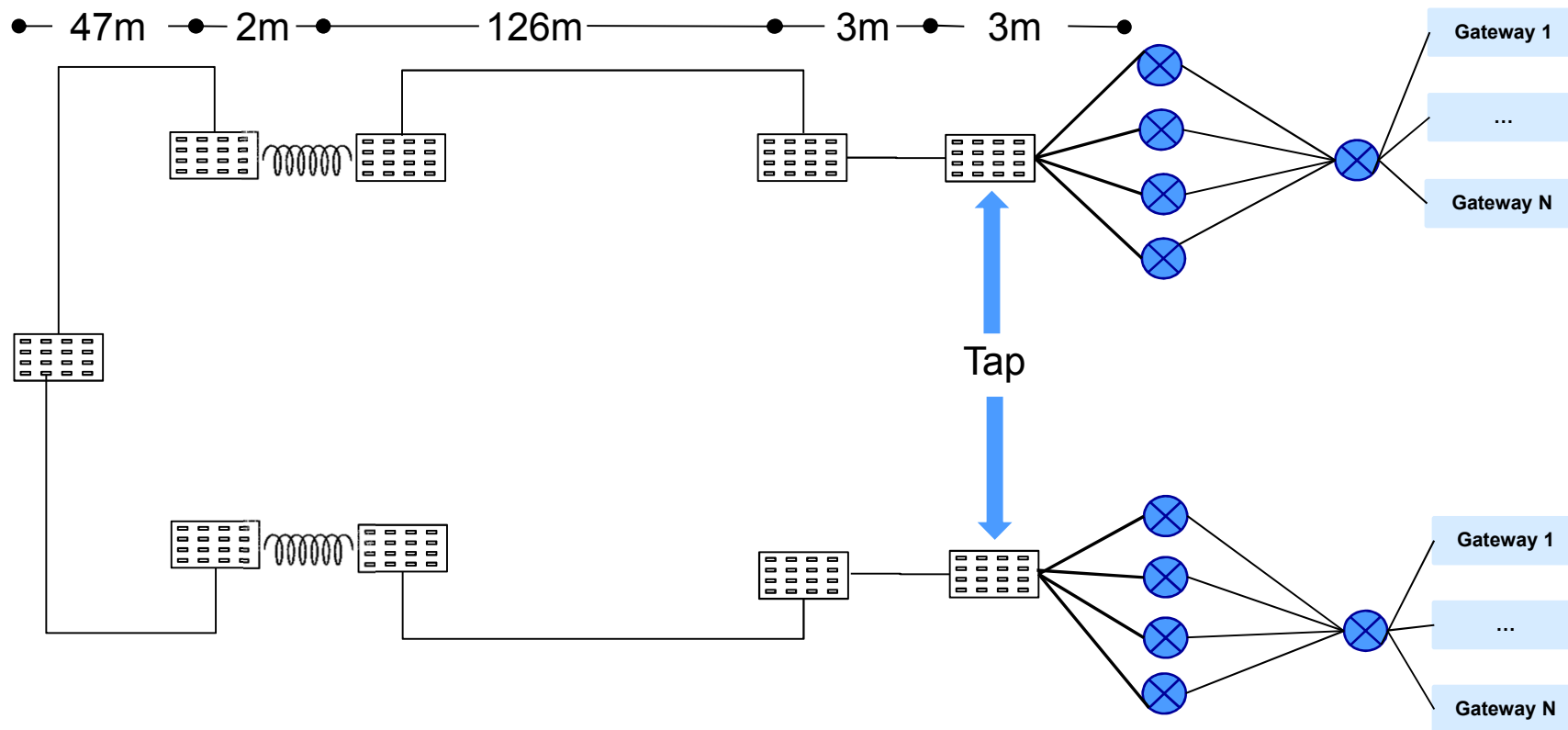
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1) <http://tabbforum.com/videos/high-performance-timestamping-for-the-enterprise>

2) <http://www.solarflare.com/solarflare-and-lda-harness-the-power-of-xilinx-fpgas>

# Co-location 2.0 (2/4)

## Equidistant cabling





## Co-location 2.0 (3/4)

### Equidistant cabling

#### How did we actually measure?

##### OTDR (optical time-domain reflectometer)

- Standard practice after physical installation before handing over
- Injects light pulse into cable and uses reflections to characterise cable
- Measures the quality (e.g. attenuation of the signal) and length of cable

##### Challenges

- Contracted out to a service company → How do we verify their work?
- Accuracy of length measurements unclear
- Found bugs in OTDR analysis software
- Reproducibility issues

##### Packet capture to the rescue

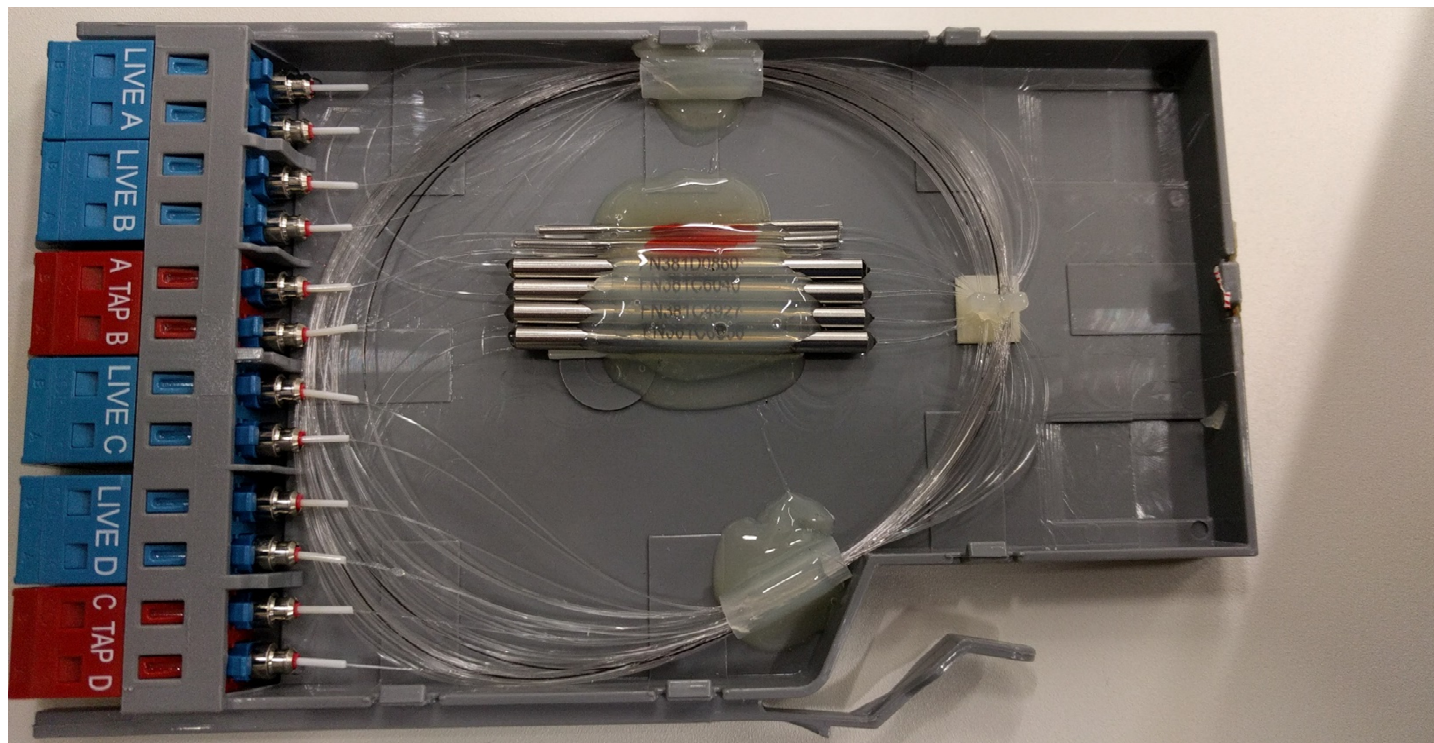
- Re-tested using a layer-1 switch with precise timestamping
- Reproducible results
- Solution that worked best for us

## Co-location 2.0 (4/4)

### Equidistant cabling

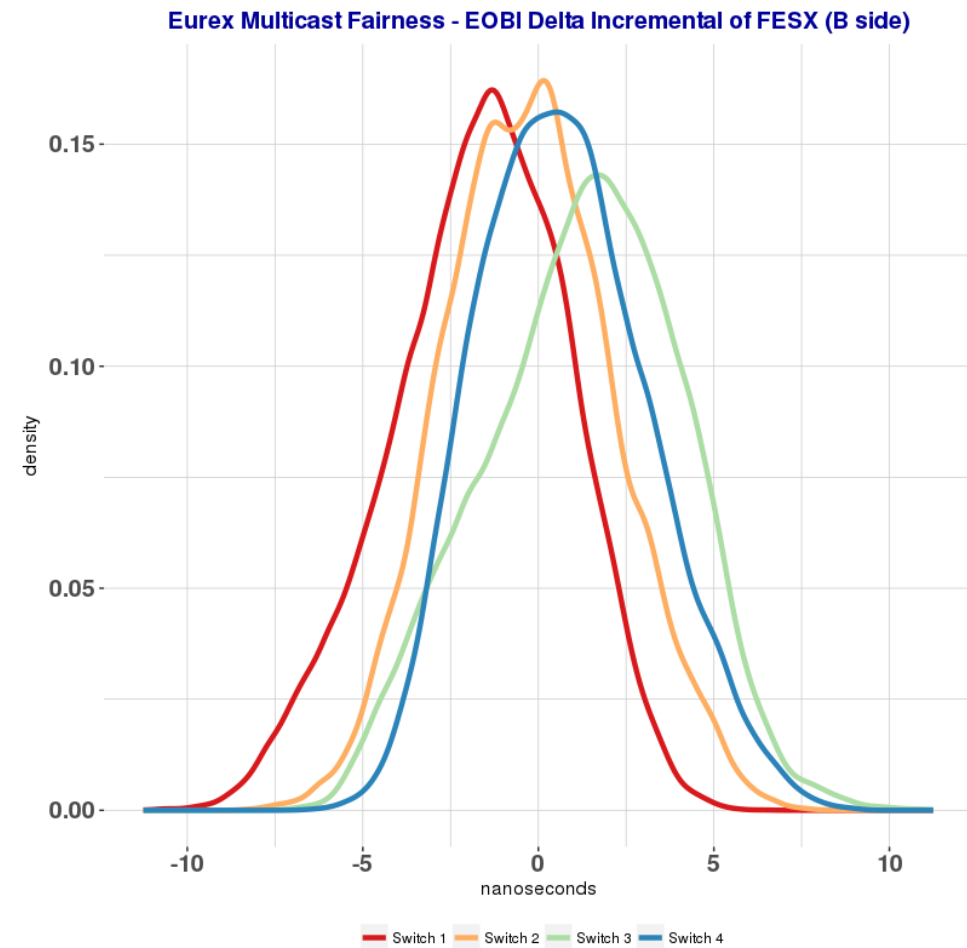
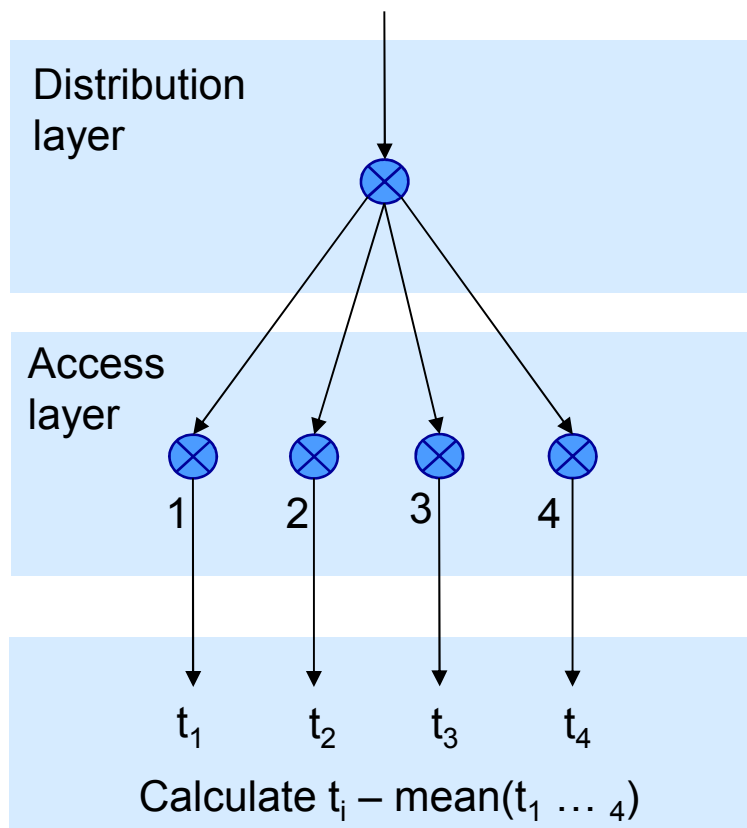
#### Optical taps

- Introduce negligible latency (?)
- Tap outputs have same latency (?)



## Multicast fairness

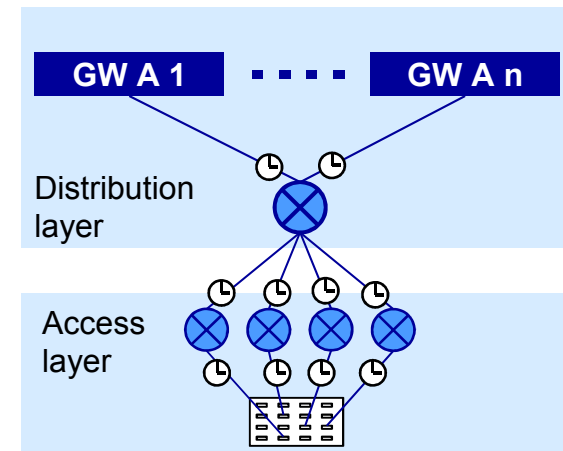
- By how much do the multicast access layer switches differ?
- Time stamp precision is  $\pm 4\text{ns}$



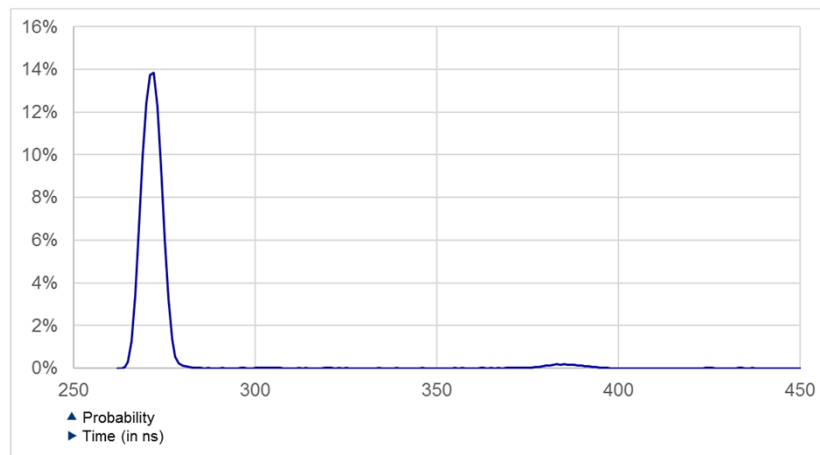
## Co-location 2.0

### Order Entry latency profile

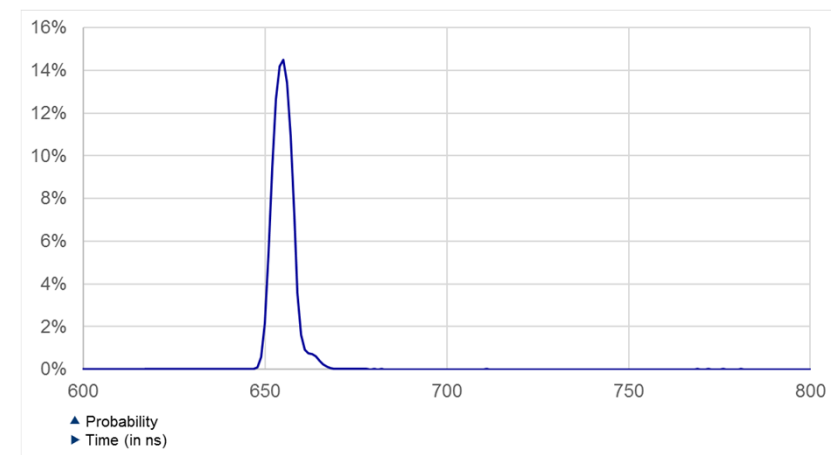
- Highly deterministic access network
- Very tight latency profiles
- Constantly monitored
- Monitoring devices time synched to within single digit nanoseconds



#### Access layer switch latency



#### Access to distribution layer latency



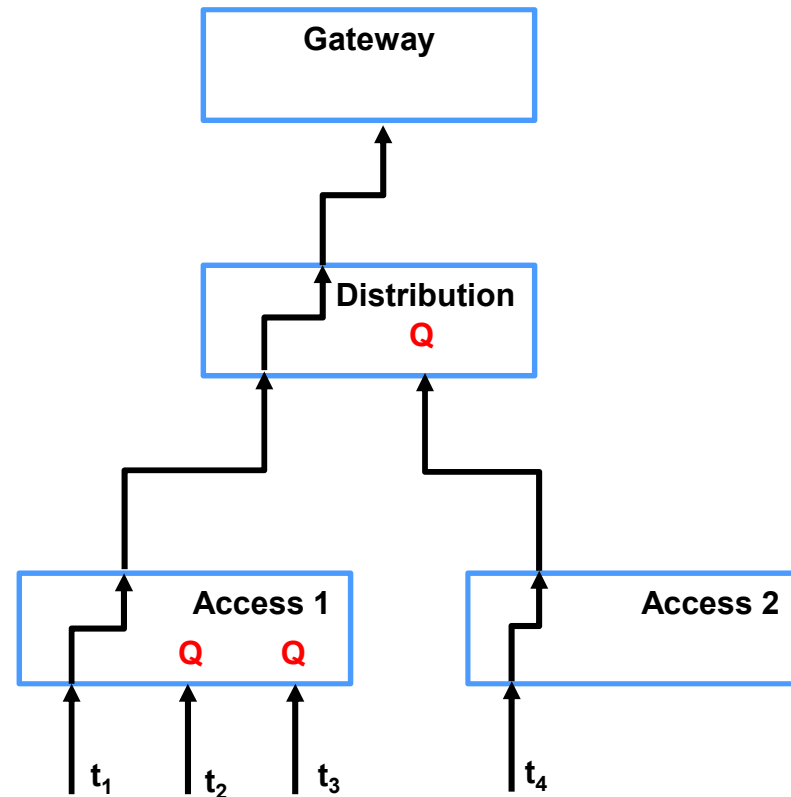
## Co-location 2.0

### Order Entry

- Cisco 3548X in warp-mode
- Cut-through
- Latency  $\approx 200\text{ns}$
  
- Message at  $t_1$  will be first in gateway.
- Messages at  $t_2, t_3$  will be queued in Access 1.
- Message at  $t_4$  will be queued in distribution layer.

We observed no overtaking of immediately forwarded frames and less than 1% of queued frames were re-ordered.

The arrival time lag of overtaking frames was almost always within our timestamping precision.



## Further information

- More details and regular updates are available in the “Insights into Trading System Dynamics” presentation at [eurexchange.com > Technology > HFT](https://www.eurexchange.com/Technology/HFT)
- For further questions contact us via [monitoring@deutsche-boerse.com](mailto:monitoring@deutsche-boerse.com).



Thank you for your attention.

Contact

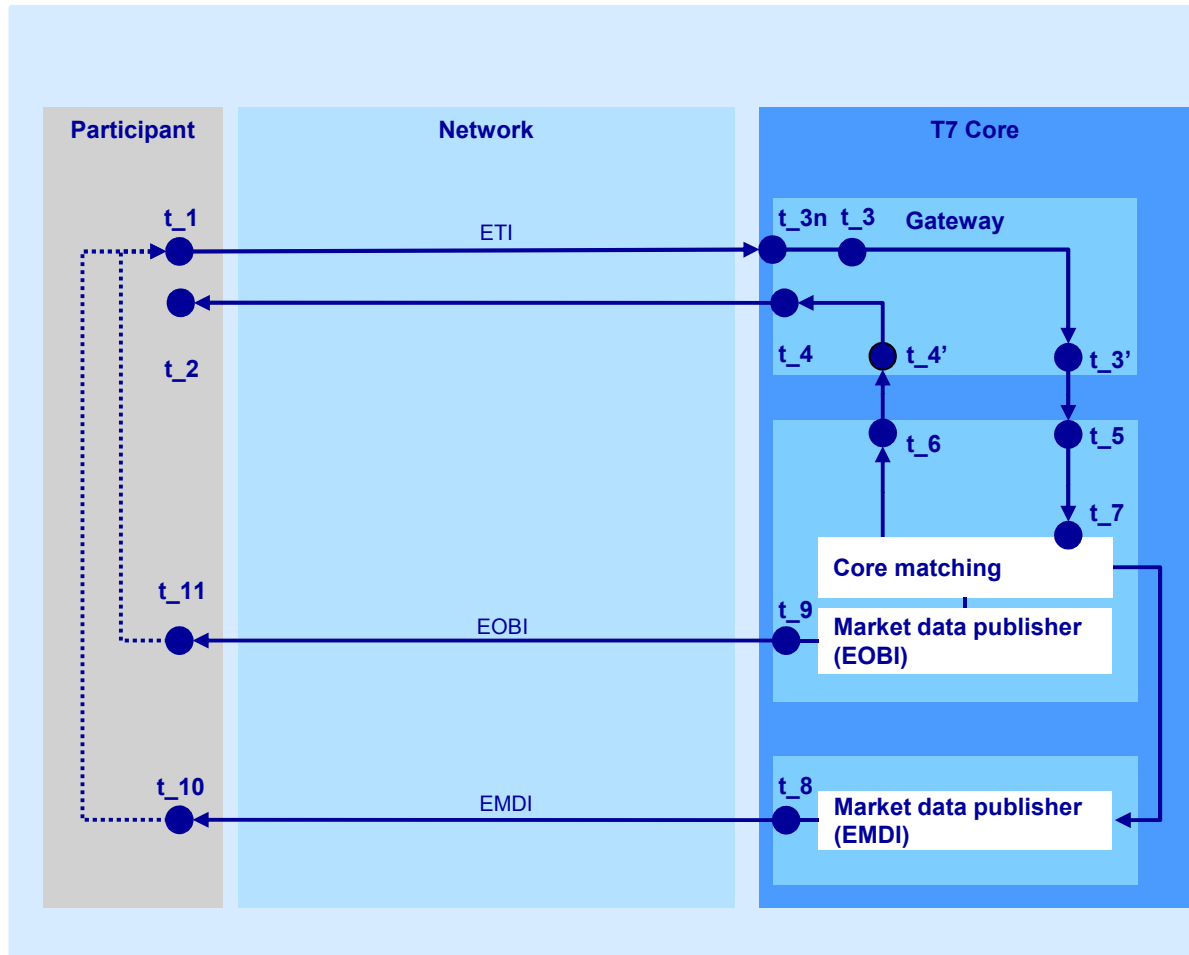
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## T7<sup>®</sup> system overview – our transparency



### Request / inbound

- $t_{3n}$ : GW in (RequestTime, for HF gateways only)
- $t_3$ : GW application in (RequestTime, for LF gateways only)
- $t_3'$ : GW out (RequestOut)
- $t_5$ : Matcher in (TrdRegTSTimeIn)
- $t_7$ : Core matching in (ExecID, MDEntryTime, TransactTime, TrdRegTSTimePriority)

### Response / outbound

- $t_6$ : Matcher out (TrdRegTSTimeOut)
- $t_4'$ : GW in (ResponseIn)
- $t_4$ : GW out (SendingTime)
- $t_8$ : EMDI out (header SendingTime)
- $t_9$ : EOBI out (header TransactTime)

Further information and regular updates are available in the “Insights into Trading System Dynamics” presentation at [www.eurexchange.com/exchange-en/technology/high-frequency\\_trading](http://www.eurexchange.com/exchange-en/technology/high-frequency_trading).



# T7<sup>®</sup> topology partition-specific gateway and co-location 2.0

