

Dante & Precision Time Protocol (PTP)

Technical Dive





We are proud to join the technology community in evolving the language we use. Rethinking the words we use is just one of the ways to reduce barriers to equity and respect.

You may notice that throughout the presentation we will attempt as much as possible to use "Leader/Follower" instead of "Master/Slave". There could be some places where we do not due to legacy content or applications that haven't changed yet, but are in progress.



01

Let's Talk about Time



Comparison of Different Timing Sources

GPS (Global Position System)

GPS with proper installation and calibration can provide 100ns accuracy

Challenging installation process (access to open air) to lock with satellites

It's costly and not straightforward to deploy in a large scale

IRIG (and other Serial Protocols)

Mostly used in environments that require millisecond accuracy

Faces the same challenges as GPS

NTP (Network Time Protocol)

Traditionally NTP is used to provide timing information on packet networks

Its accuracy is limited to millisecond level

PTP (Precision Timing Protocol)

Defined in IEEE1588, distributed time synchronization protocol for packet network.

Can provide nanosecond accuracy.

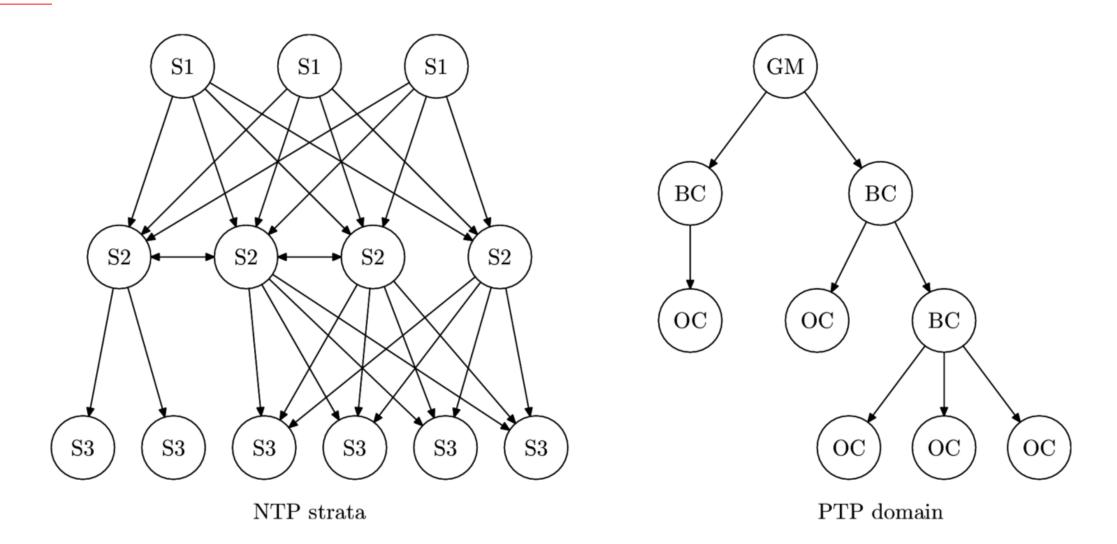




	NTP	IEEE 1588 PTP
Creation Date	1981	2002
Transport	Layer 3	Layer 2 & Layer 3
Scope	Internet	LAN
Mode of Operation	Client pulls time from Server	Leader pushes time to Follower
Frequency/Phase	Frequency & Phase	Frequency & Phase
Ассигасу	Up to 1ms	Up to 100 ns (which is 0.0001 ms)
Timestamping	Software Timestamping*	Software or Hardware Timestamping
Hardware Dependency	No	Yes (higher accuracy and special hardware)
Cost	Cheaper	Comparatively more expensive



NTP & IEEE1588 Comparison: Distribution





02

Precision Time Protocol (IEEE 1588)

Applications of Precision Time Protocol





TelecommunicationsMobile Backhaul



Financial Trading
High Frequency Trading



Audio Video Distribution Multimedia Broadcast



Industrial Automation
Industrial Robots



Military Systems
Radar systems



Airline Industry
Air Traffic Control Systems



Smart Grid Fault detection



IEEE 1588 Precision Time Protocol

The IEEE 1588 Standard, also known as Precision Time Protocol (PTP), is a **high-precision distributed time and frequency synchronization protocol** for IP networks, that is used for adjusting a devices' internal clock.

- 1. Client / Server Architecture (PTP Leader pushes time to PTP Followers)
- 2. Primarily uses Hardware Timestamping to provide better accuracy than NTP
- 3. Low administrative effort, easy to manage and maintain
- 4. Can be low cost, and has low resource use, works on high-end or low-end devices
- 5. Supports redundancy and has fault-tolerance
- 6. Message-based protocol, very limited bandwidth is required for PTP data packets

PTPv1 vs PTPv2



IEEE 1588-2002 is known as PTPv1

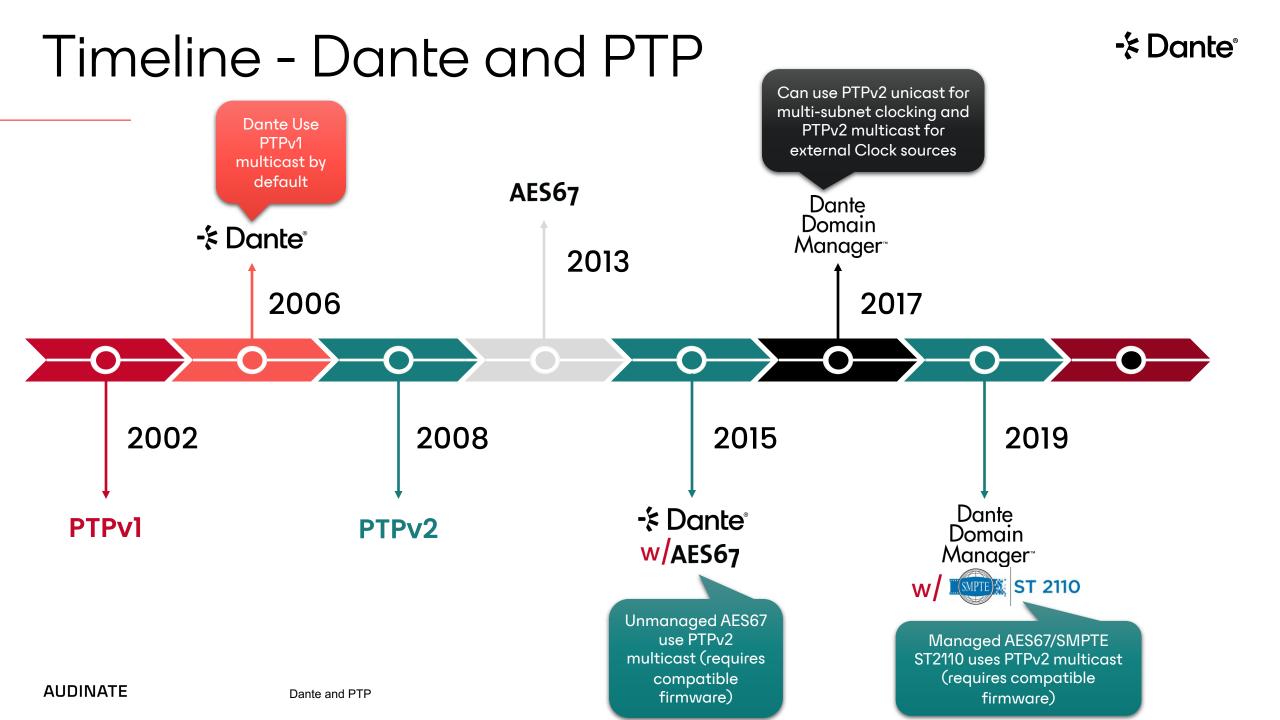
• It is a multicast only protocol

IEEE 1588-2008 is as known PTPv2

- IEEE 1588v2 is not backwards compatible with the IEEE 1588-2002 standard
- But can coexist on a network with PTPv1
- Introduces features to PTPv1 that add flexibility, accuracy, and scalability like:
- Can use unicast messaging and more flexible sync message rates.
- Scalable on PTP aware networks where switches act as clocks (boundary or transparent) to reduce PTP traffic flooding.

IEEE 1588-2019 known as PTPv2.1

• Is backwards compatible and add some extra features



Others and PTP







Livewire



AES67



RAVENNA





(simplified Layer 2 PTPv2 profile)

AVB





03

The math behind device synchronization

IEEE 1588 Message Types





Event Messages

Time Critical events used for Sync

Time stamped on egress from a node and ingress to a node

- Sync
- Delay_Request

General Messages

Not time stamped (but might contain timestamps for other messages)

- Follow-up
- Delay_Response
- · Announce (v2)

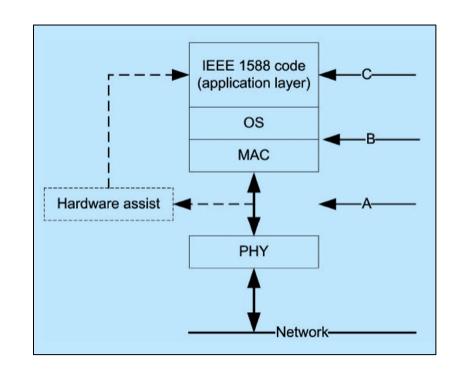




NTP or PTP calculations for clock synchronizations are based on timestamps.

Network timestamping is capturing or inserting the system time at which a packet entered (ingress) or left (egress) the network stack.

Timestamping accuracy will depend on the layer it was performed.





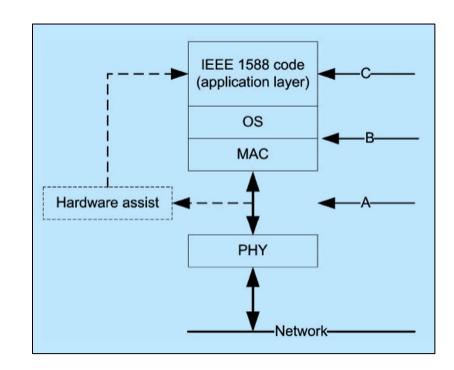
Timestamping: Software VS Hardware

Software Timestamping (NTP or PTP)

- Is done as a separate step to the packet sends/receives
- Can be affected by things like OS scheduling
- Can be performed at the
 - Application Layer (C) 100 μs to few ms
 - Operating System (B) Tens of μs

Hardware Timestamping

- Is much more precise but not all NICs support it
- Performed at the
 - Physical (MAC) layer (A) nanoseconds range
- Enables packets to be timestamped the moment they come and go
- Requires application-specific integrated circuit (ASIC) for a switch



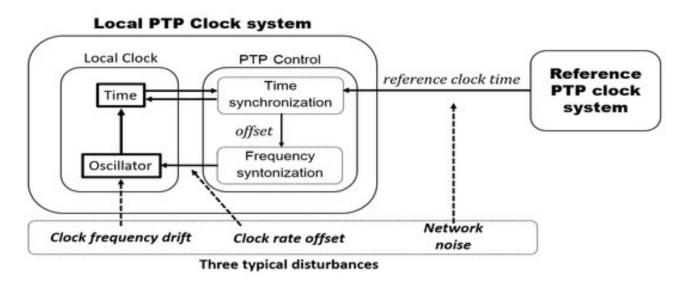


Clock Synchronization using PTP

Calculations are based on the PTP Messages Timestamps and assume that network paths are symmetrical.

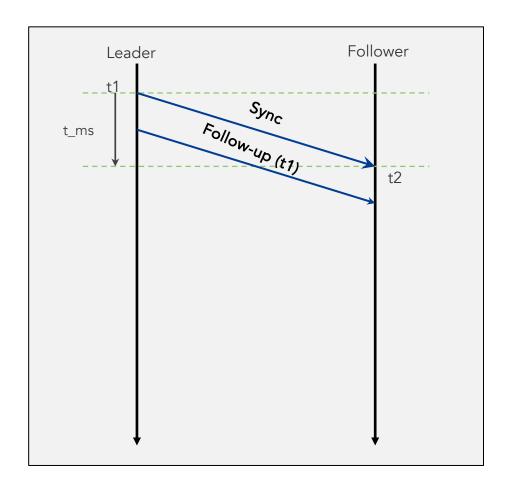
Followers will:

- Measure the delay between the leader clock and themselves (End to End E2E)
- 2 Adjust absolute time & speed using those measurements inside a PTP Control Loop





Clock Synchronization: Time & Speed Alignment



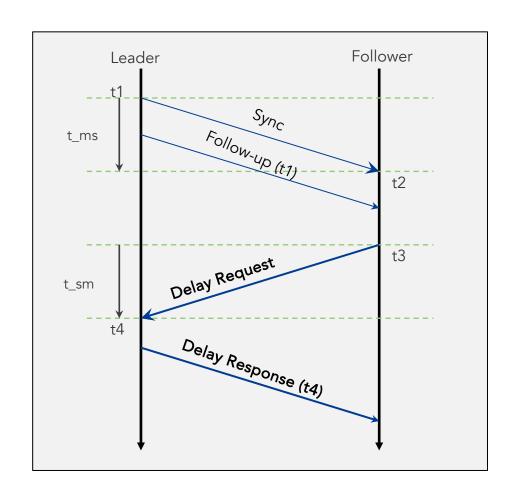
With Sync and Follow up messaged we can align clock time and speed

- Leader timestamps the egress Sync message (t1).
 Not all devices can include the actual timestamp on the being sent packet.
 - One Step: hardware assistance allows t1 to be included on the Sync packet.
 - Two Step: effective t1 is included in the Follow-up message.
 - Dante supports both One Step or Two Step in PTPv1/v2
- Follower timestamps the ingress Sync message (t2) and keeps the information.
- 3. Follower receives **t1** through the *Sync* or *Follow-up* message (One Step or Two Step)

Both Leader and Follower timestamp using their internal clocks.



Clock Synchronization: Phase Alignment



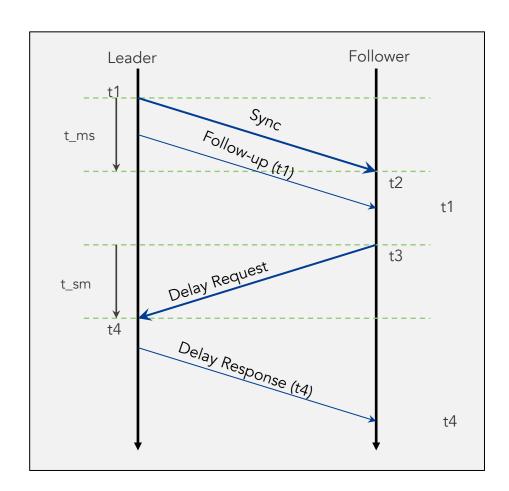
With Delay Request and Delay Response messages we can calculate the network propagation time (delay)

- 1. Follower timestamps the egress *Delay Request* message (t3) and keeps the information.
 - t3 is not send on the *Delay Request* message
- 2. Leader timestamps ingress *Delay Request* message (**t4**)
- 3. Leader provides **t4** to the Follower over the *Delay Response* message

Both Leader and Follower timestamp using their internal clocks.



Clock Synchronization: Offset Alignment



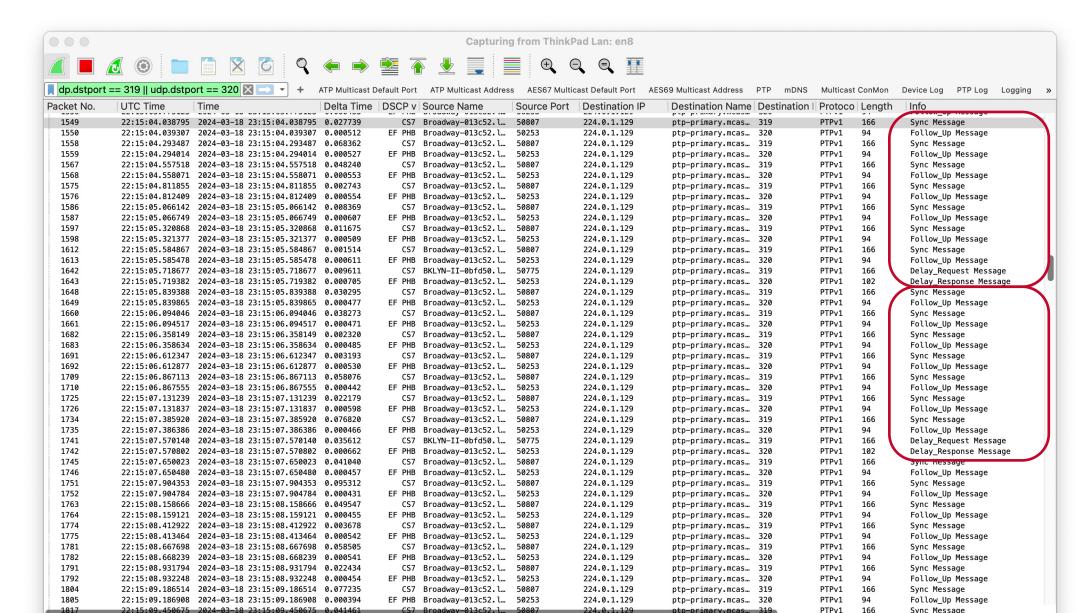
The math behind it

- The Follower now has all the timestamps (t₁ t₂ t₃ t₄) needed to calculate its offset with the Leader:
 - Delay = $[(t_2 t_1) + (t_4 t_3)]/2$
 - Offset = $t_2 t_1 Delay$
 - Offset = $[(t_2 t_1) (t_4 t_3)]/2$
- Follower feed its PTP Control Loop with the offset to adjust its internal Clock

Both Leader and Follower timestamp using their internal clocks.

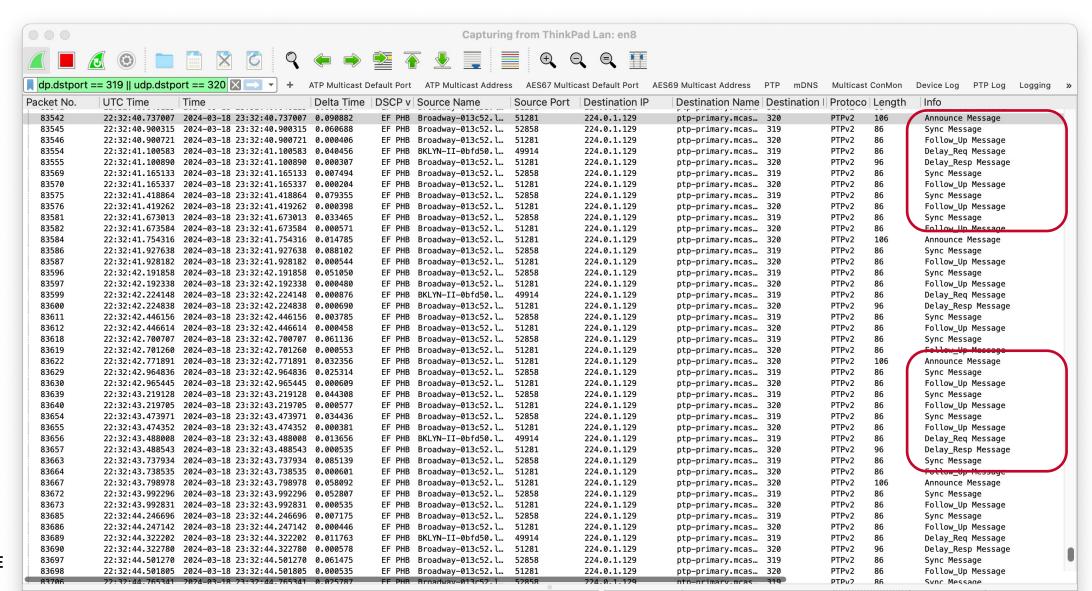


Clock Sync in real life: PTPv1 sequence





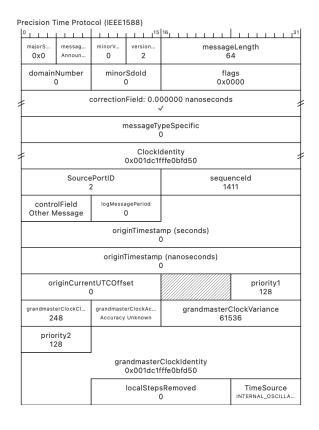
Clock Sync in real life: PTPv2 sequence

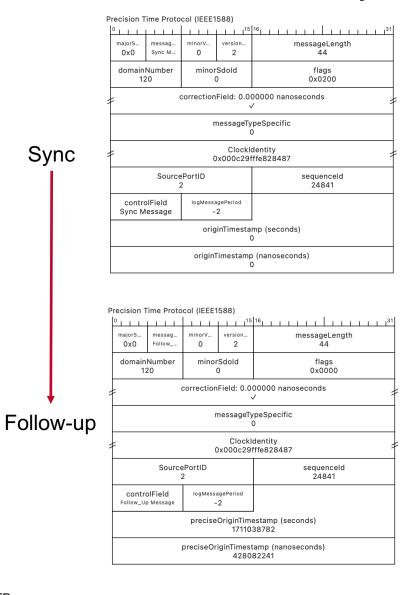


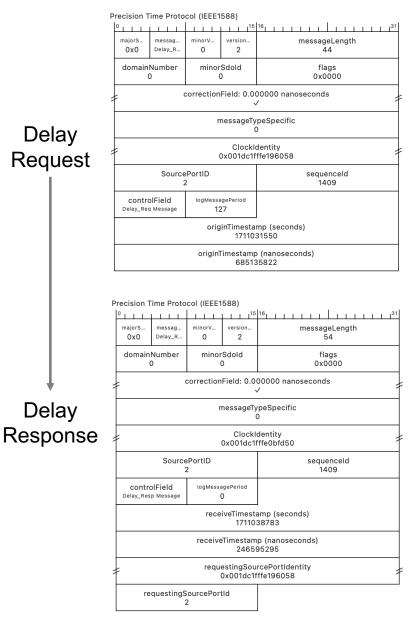


Clock Sync in real life: PTPv2 packets detail

Announce



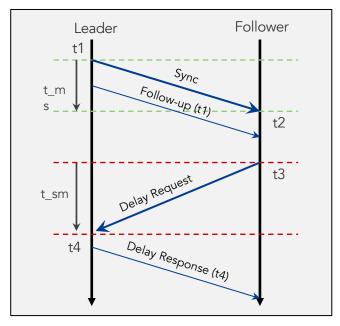




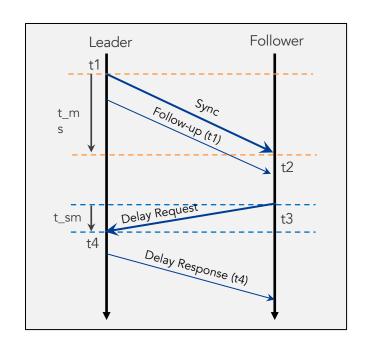




 If there's too much jitter, calculated times (t_ms and t_sm) will vary too much resulting in irregular clock offset adjustments.







Sequence 2

PTP Offset =
$$[(t_2 - t_1) - (t_4 - t_3)]/2$$

IEEE 1588 (PTP) Clock Synchronization Mechanism

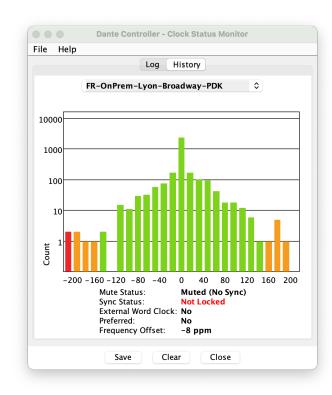
PPM (Parts Per Million)



The frequency offset in DC is not the PTP offset/drift

The offset value in DC is calculated based on frequency difference and the correction applied to the follower internal control loop.

This value is presented in DC in PPM (parts per million); i.e. 1 part per million (worst case 1 sec gain/loss every 11.5 days).





Jitter and Clocking

When PTP fails to achieve synchronization, Dante devices will mute.

This can be the case:

- over encrypted VPN links or locations connected with intermediate firewalls.
- on Energy Efficient Ethernet (EEE) switches.

	Jitter Tolerances
Dante Hardware	Up to 250us
Dante Software	Up to 1ms

5.46	_		
g (Dante	Disabled	Follower
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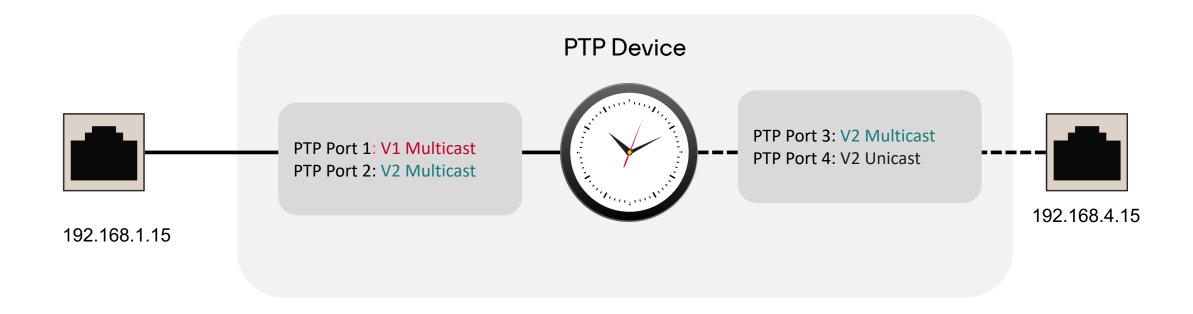
04

PTP Organizational Principles

PTP Ports



- A PTP Port refers to an entity within a device that participates in PTP communication
- Multiple PTP ports can co-exist on a single NIC
- PTP Ports can have multiple states





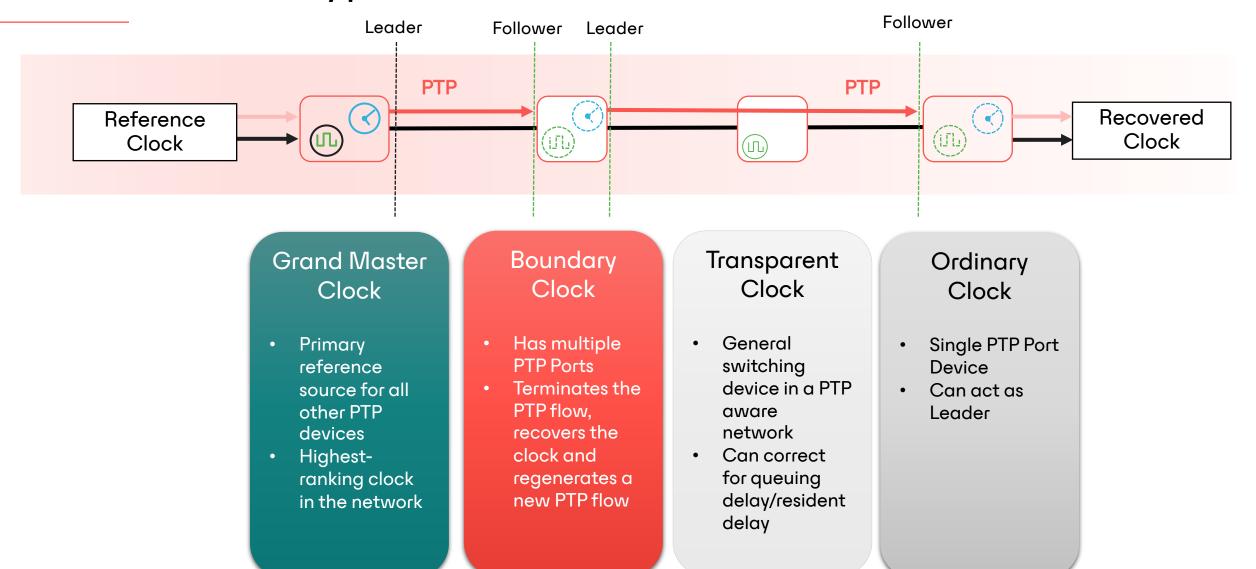


Multicast	Unicast	State	Description
< <	<	Leader	The port is the source of time on the path served by the port
		PreLeader	Transit state before becoming Leader
< ③	→ ③	Follower	The port synchronizes with the device on the path on the port that is in the Leader state
		Listening*	Transit state before assuming a role
(L)	(L)	Passive/Standby	This state prevents timing loops at the PTP level

- 1. You can **NOT** be Follower on multiple ports
 - 2. You CAN be Leader on multiple ports

PTP Clock types



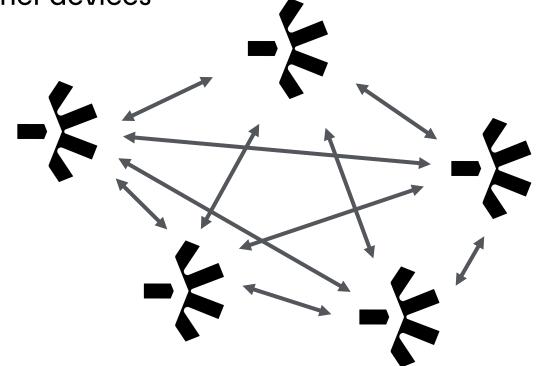




Grand Master Clock Election: BMCA

The Best Master Clock Algorithm (BMCA) is a self configuring mechanism that will automatically pick the best Clock on a network segment to which other devices will be synchronized.



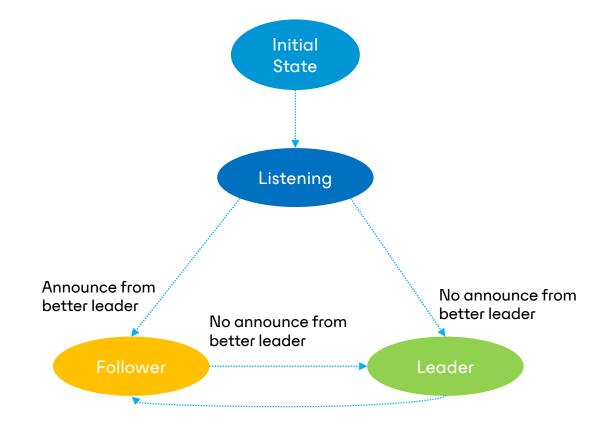






BMCA runs continuously on each device and determines the status of each PTP port (Listening, Leader, Follower, etc.)

- PTPv1: is based on the content of the Sync message
- PTPv2: is based on the content of the Announce message

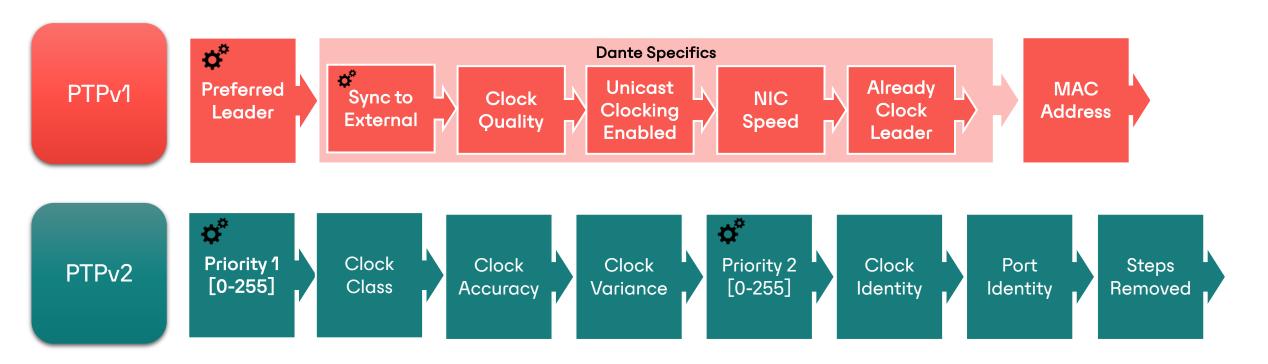


Announce from better leader

Grand Master Clock Election: BMCA



BMCA compares its own data set with the received data sets on different attributes for PTPv1 or PTPv2



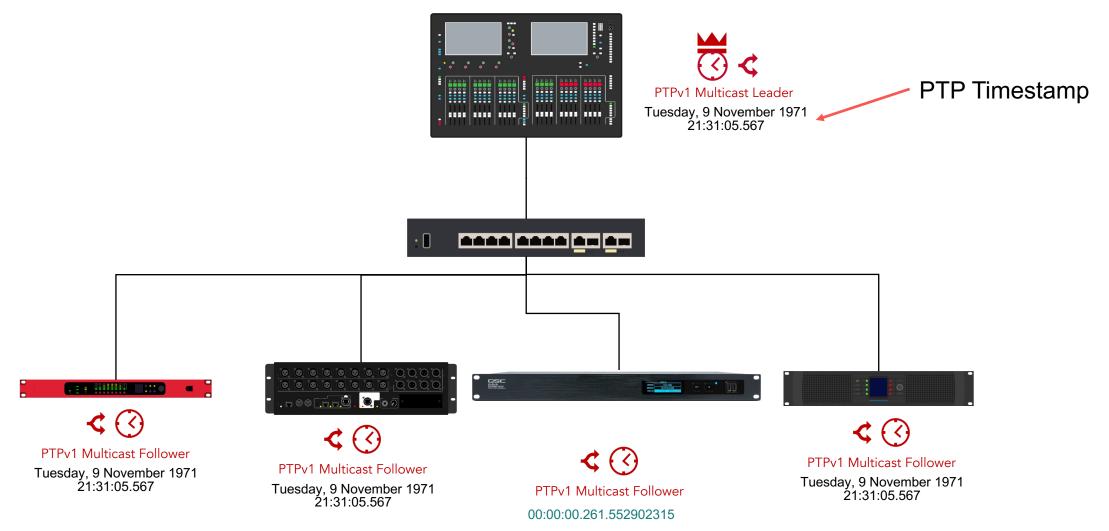


Grand Master Support in Dante Devices

Dante Product	PTP v1	PTP v2	
UltimoX AVIO Dante Pro S1	Up to 40 Followers	Unmanaged AES67 DDM (from fw 4.2)	
Brooklyn II / III Broadway HC PCle IP Core	Up to 250 Followers	Unmanaged AES67 DDM	
Dante AV Ultra		Unmanaged AES67 (mk2 devices) DDM	
DEP Dante AV-H Dante AV-A	Leader if no	Unmanaged AES67	
Dante VIA Dante Studio Dante Virtual Soundcard Pro	Dante Hardware	Unsupported	
Dante Virtual Soundcard DAL	S Follower only		

Ordinary Clocks



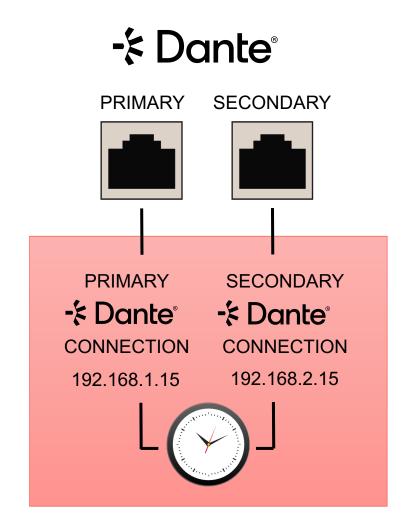


On hardware devices, it is the time since the Unix Epoch (January 1, 1970)
On software devices, it is simply the value of the monotonic counter

Boundary Clocks: Redundant Dante Devices

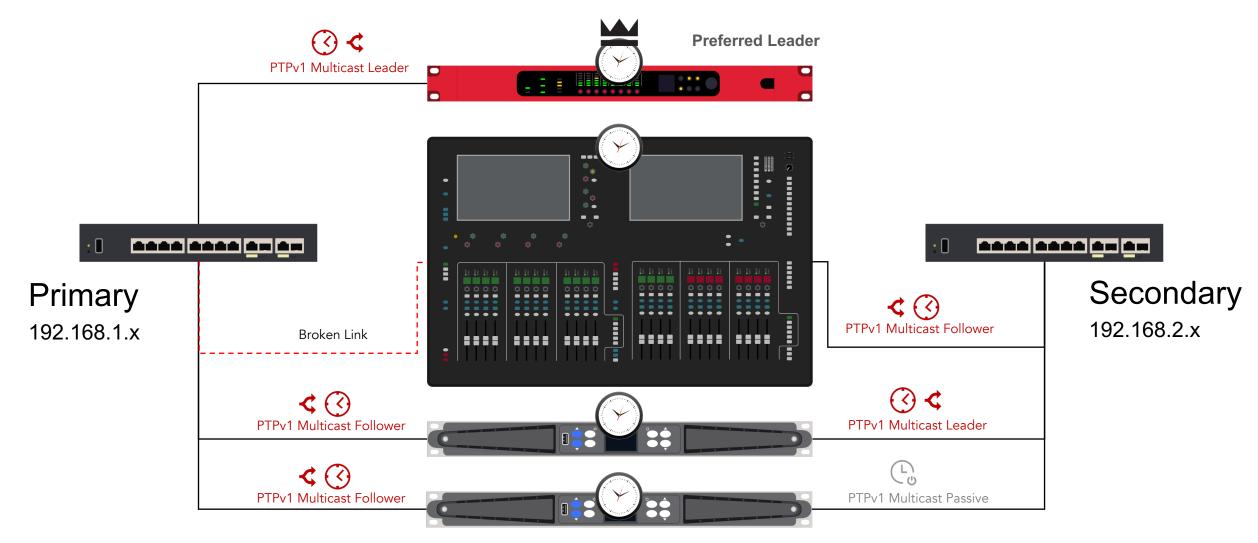


- Redundant Dante Devices have multiple PTP Ports
- The device internal clock can be potentially driven from both PTP Ports
- 3. PTP Ports on the Primary Network have higher priority than those on the Secondary Network



Boundary Clocks: Redundant Dante Devices





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Dante and PTP

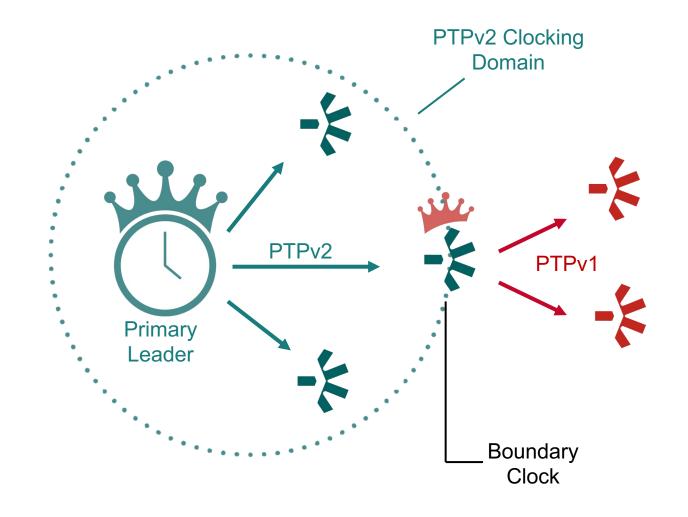


- Dante

Boundary Clocks: Multicast PTPv1 & PTPv2

Dante devices with supported firmware can act as Boundary Clocks between PTPv1 and PTPv2 in multiple situations:

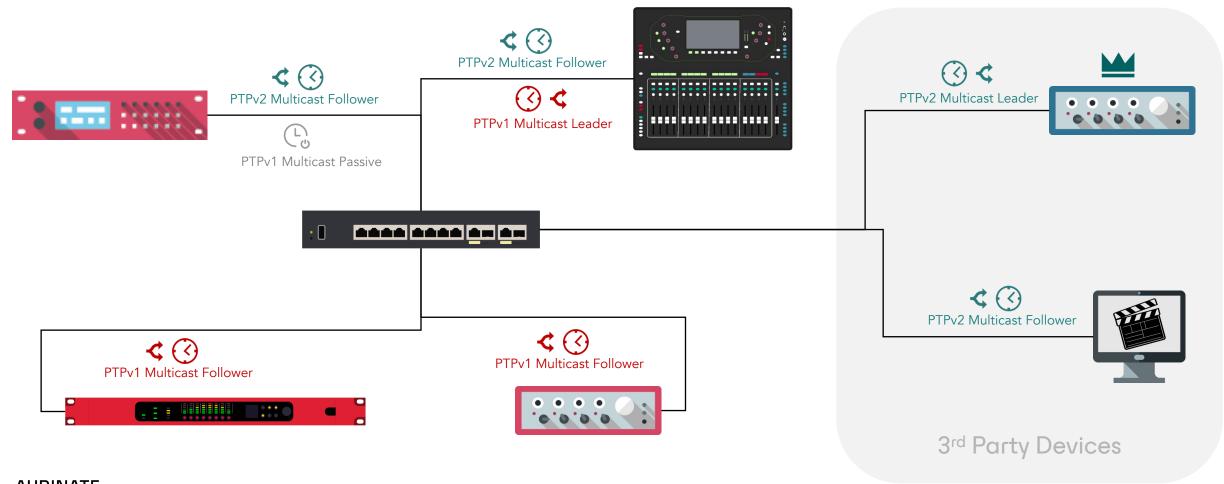
- 1. Unmanaged AES67 networks
- Managed Networks with Dante Domain Manager
 - 1. Native Dante v1 + v2
 - 2. AES67
 - 3. SMPTE 2110





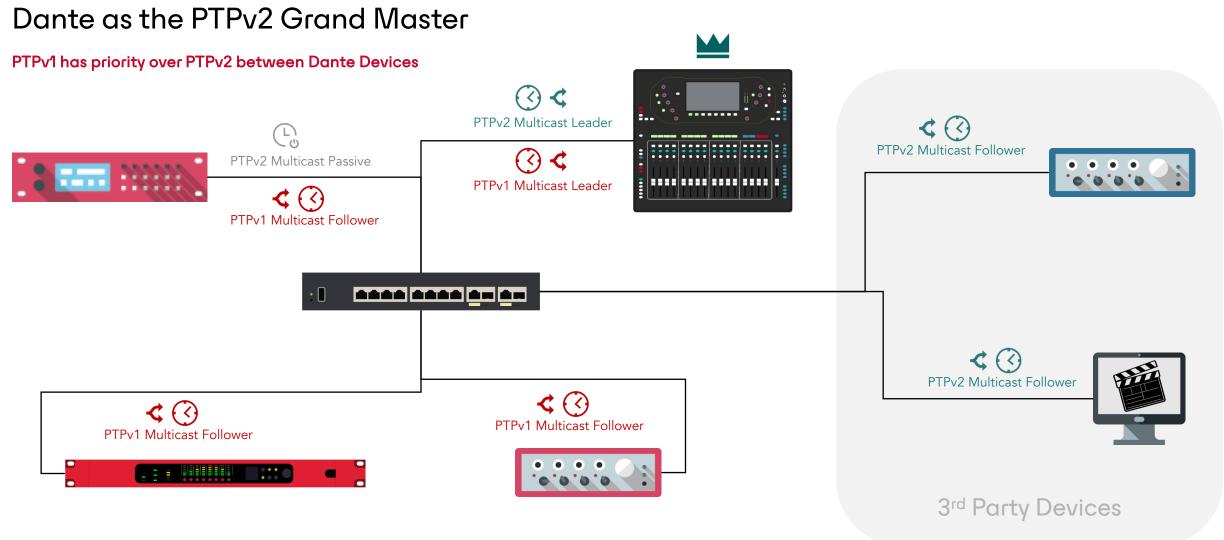
Boundary Clocks: Multicast PTPv1 & PTPv2

Using an external PTPv2 Grand Master



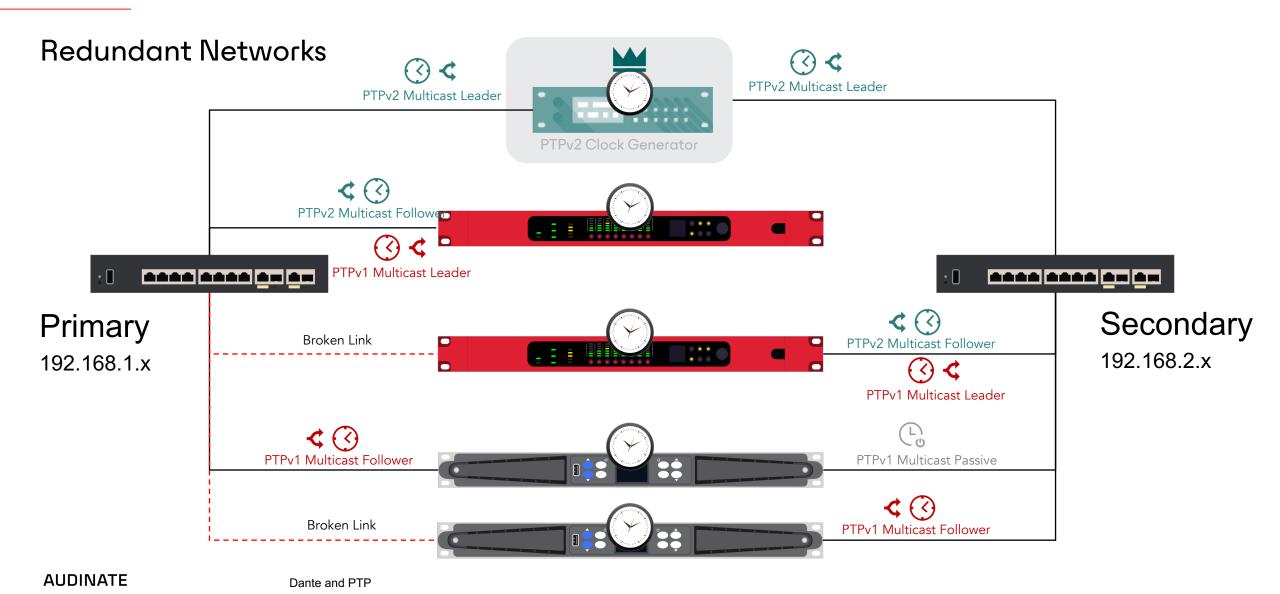


Boundary Clocks: Multicast PTPv1 & PTPv2



Boundary Clocks: Multicast PTPv1 & PTPv2



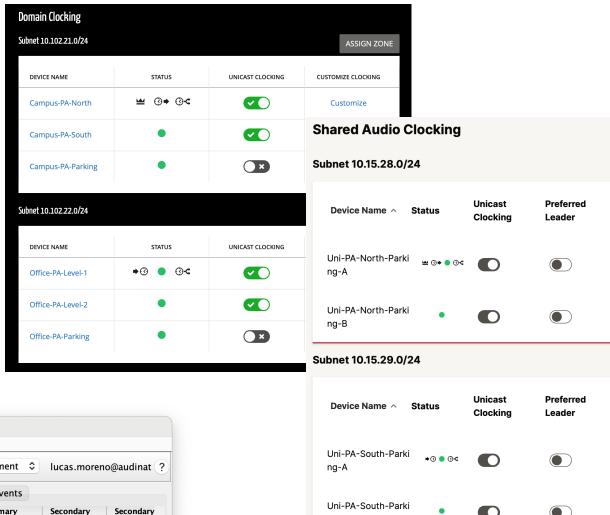


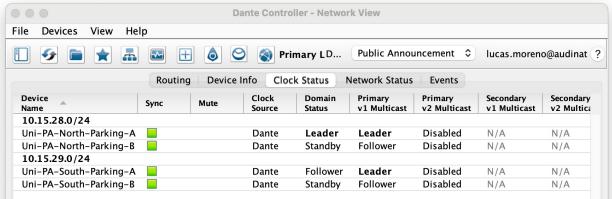
Boundary Clocks: Unicast PTPv2



Supported by all Hardware Dante* devices on Managed Networks (Dante Domain Manager or Dante Director)

- Unicast Clocking is only available on the Primary Port
- Unicast Clocking is reflected under the Domain Status column on the Dante Controller Clock tab.

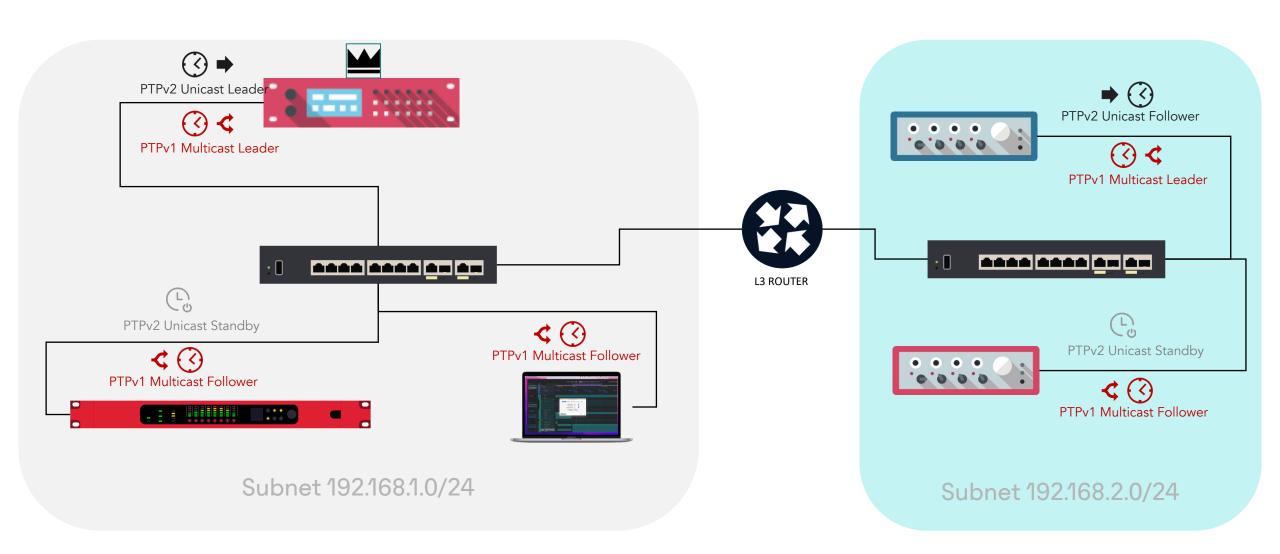




*Max 40 devices per clocking Domain

Boundary Clocks: Unicast PTPv2



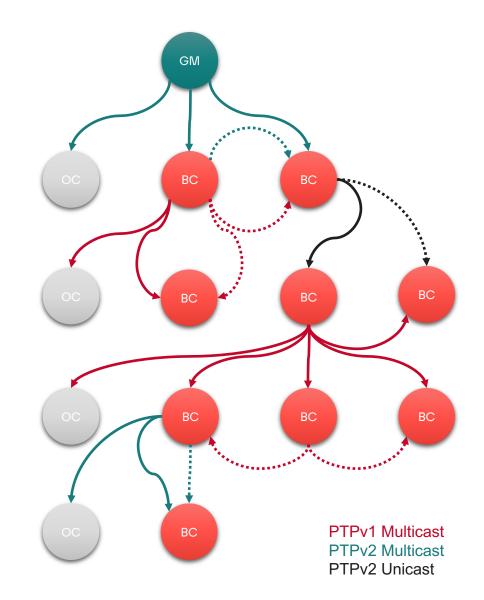






Hybrid clocking configurations can be achieved under Dante Domain Manager for PTPv2 or AES67 or SMPTE Domains

- Overall Clocking structure needs to expand like a tree from the Grandmaster
- 2. It's OK to have dormant clocks or redundant links



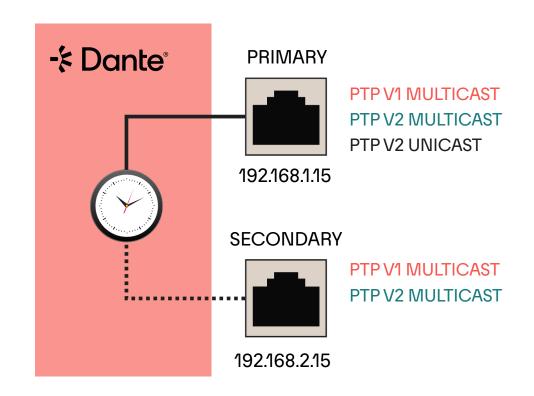
Boundary Clocks: Dante Devices as 5 Port PTP Devices



Compatible Dante Devices can run up to 5 PTP Ports over the Primary and Secondary NICs

Depending on the Network / PTP Topology:

- 1. Multiple Ports can be Leader / Passive
- A single Port can be Follower



- 1. You can **NOT** be Follower on multiple ports
 - 2. You **CAN** be Leader on multiple ports



05

Additional PTP Information



PTP Domains/Subdomains

PTP Domains/Subdomains are logical groups of PTP devices that synchronize to each other using the PTP protocol

	PTPv1 Subdomain (automatic)	PTPv2 Domain (can be user settable)
Default Dante AES67 Mode	_DFLT	0
Pull-up/down	_ALT1	1
DDM	_ALT2	2
	_ALT3	3
DDM	Custom value Ex: "H~OSL"	4 ~ 255



PTP Transport & Packet Details

		PTPv1	PTPv2
Layer 4	UDP	Port 319 (Event Messages) Port 320 (General Messages)	
Layer 3	DiffServ	CS7 #56 (Event Messages) EF #46 (General Messages)	EF #46 (All messages)
	IPv4 Multicast	224.0.1.129 (default subdomain) 224.0.1.130-132 (pull-up/down or DDM subdomains)	224.0.1.129
		TTL=1	TTL=16 (configurable)
	IPv4 Unicast	Unicast Delay Request/Response	All messages (Unicast clocking)
Layer 2	Ethernet	0x88F7 (Ethertype field) 01:1B:19:00:00:00/01:80:C2:00:00:0E (Ethernet multicast address)	





"The purpose of a PTP profile is to allow organizations to specify a specific selection of PTP parameter values and optional features that work together..."

Among the other PTP profiles for Telecom, Power, gPTP (802.1AS)... we can mention*:

Profile	AES67 profile	SMPTE 2059-2 profile
Defined by	AES67-2018 Annex A, the Media profile for AES67	ST 2059-2, the Media profile for ST 2110
Priority 1 & 2	Device specific (configurable in DDM)	0 ~ 128 ~ 255
Domain	0	0 ~ 127
Transport	Multicast	Multicast
Announce Interval	0	-3 ~ -2 ~ +1
Sync Interval	-2	-7 ~ -3 ~ -1



06

Scaling PTP:

Large/Distant Networks



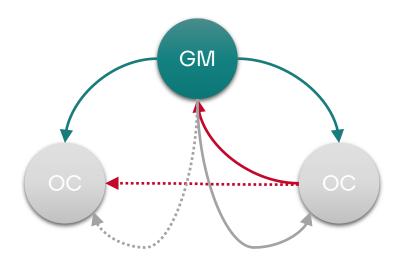
PTP is usually Multicast

Multicast can be a 1:N or N:N relationship.

On large networks, PTP can become very chatty:

- 1. The Sync and Follow-up messages from the Leader are sent to everyone (1:N) but this is **OK**
- 2. However, all the Delay Request and Delay responses between each of the Followers and the Leader are also seen by everyone else (N:N)

This is due to all PTP messaged being sent to the same PTP Multicast addresses.



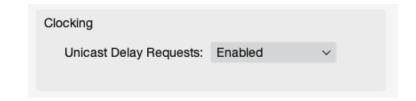
Sync / Follow Up
Delay Request
Delay Response

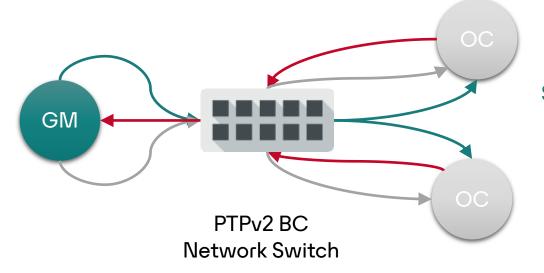


Better PTP Multicast Management

PTP Multicast N:N traffic can be reduced by:

- Using the Unicast Delay request in Dante Devices (PTPv1 only)
- Deploying PTPv2 aware networks with Switches acting as Boundary Clocks





Sync / Follow Up
Delay Request
Delay Response

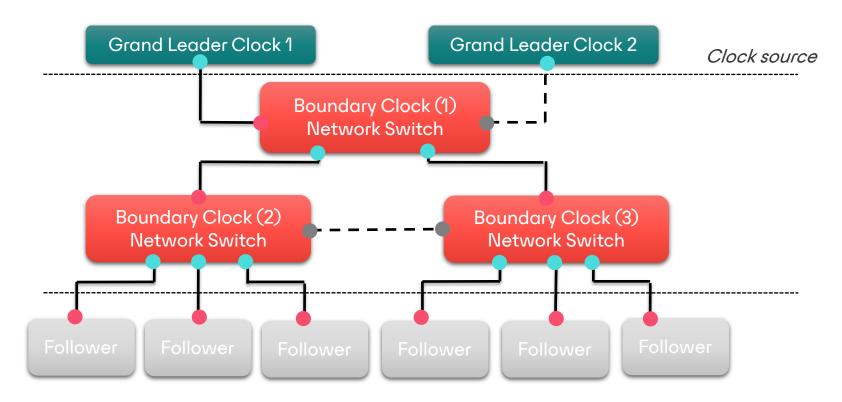




All the network switches are Boundary Clocks that participate on the PTP distribution

Port states:

- Leader
- Follower
- Passive



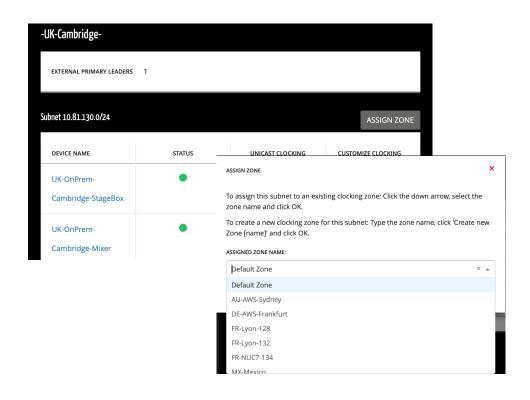
DDM Clock Zoning

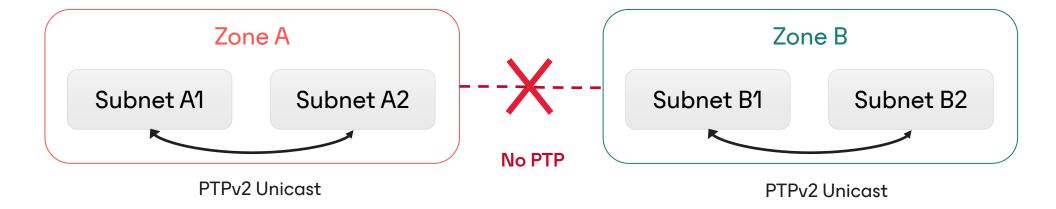


Clock zoning is a feature available on Dante Domain Manager managed networks.

- Subnets can be assigned into different Clocking Zones.
- 2. PTPv2 Unicast clocking will be disabled between Zones.
- Clocking distribution between zones is to be managed externally

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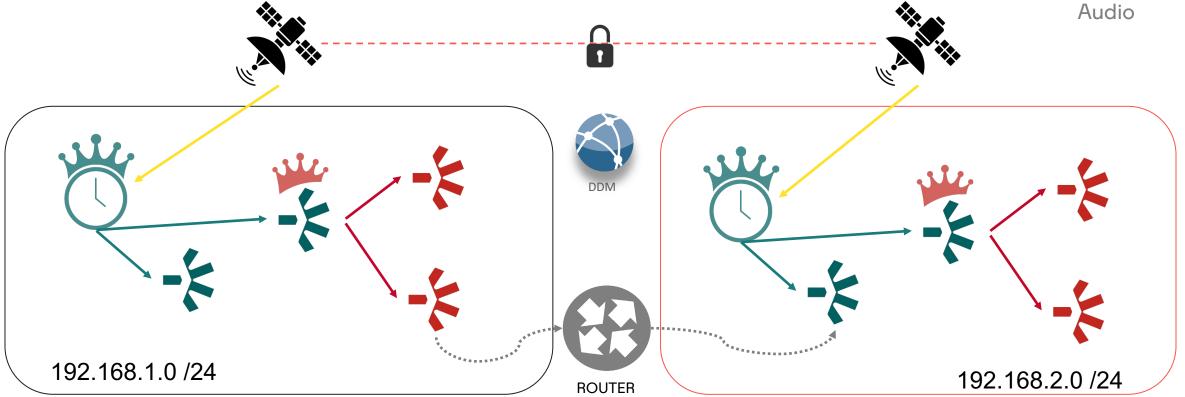




DDM Clock Zoning: GPS distribution

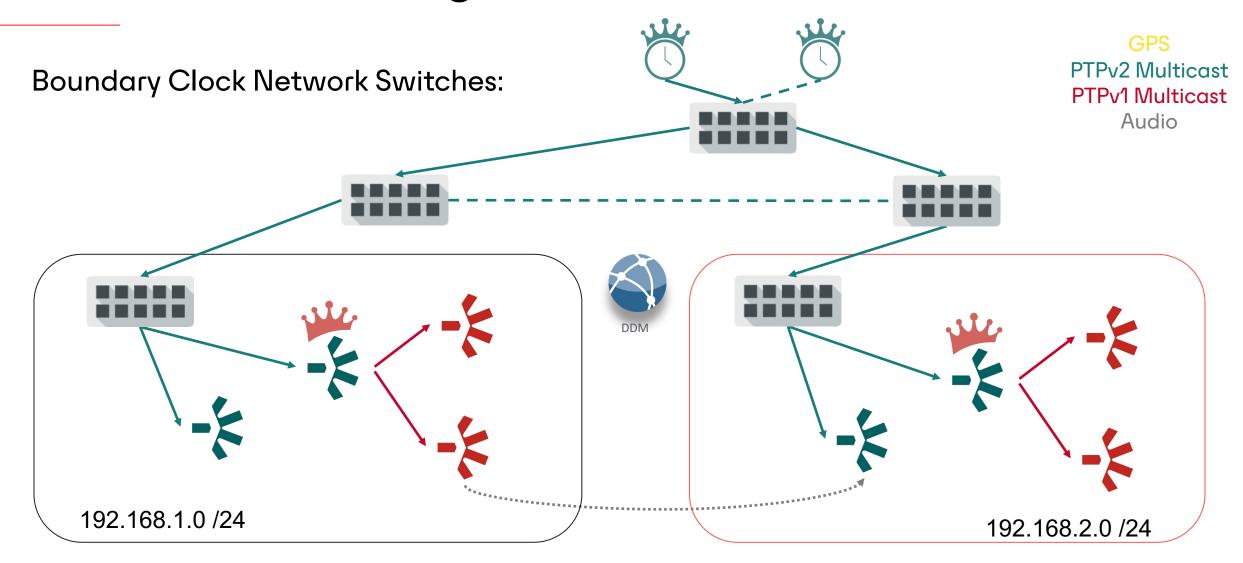
GPS enabled Grand Master devices on each Zone:

GPS
PTPv2 Multicast
PTPv1 Multicast
Audio





DDM Clock Zoning: PTPv2 aware network





07

Troubleshooting PTP

Clocking not Working?



- | IGMP Snooping misconfiguration
- Energy Efficient Ethernet (EEE) network switches
- Network Jitter
- Clock Hierarchy inconsistency
- PTPv2 Network misconfiguration

Useful links



https://www.getdante.com/support/faq/dante-devices-ptp-clocking-support/

https://www.getdante.com/support/faq/ptp-ip-addresses-used-by-dante/

https://www.getdante.com/support/faq/ptpv2-clocking-options-for-aes67-smpte-interoperability-with-dante/

https://www.getdante.com/support/faq/dante-over-distance-considerations/

https://www.getdante.com/support/faq/dante-clocking-on-a-cisco-sda-network/



Special Thanks

Work on this file is a spin off the "PTP Networking Shots" webinar created by Audinate and Cisco (Chris Lapp)



Webinar: Audinate and Cisco Networking Shorts: PTP - It's About Time

