



Clock Metrics

WSTS Tutorial Session

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Synchronization Metrics (Performance)

Mathematical Model

Fundamental Clock Concepts and Metrics

Time Error (TE) and Time Interval Error (TIE)

MTIE

TDEV

Relationship between TDEV, Spectrum, and MTIE

Use of TDEV to identify noise type

Using TDEV for guidance on loop bandwidths



Common Mathematical Models

$$clock(t) = A \cdot \cos(\Phi(t)) = A \cdot \cos(\omega \cdot t + \phi_0 + \varepsilon(t))$$

The diagram illustrates the components of the clock signal model. At the bottom, a box labeled "Mathematical time" contains a dashed line representing time. Above it, a box labeled "signal" has an arrow pointing to the term $A \cdot \cos$. To the right of the signal box is a box labeled "Phase function" with an arrow pointing to $\Phi(t)$. Above the phase function box is a box labeled "(radian) frequency" with an arrow pointing to $\omega \cdot t$. To the right of the frequency box is a box labeled "Clock Noise" with an arrow pointing to $\varepsilon(t)$.

- A : Amplitude of signal. Does not figure in timing metrics.
- ϕ_0 : Initial phase. Depends on choice of time origin. Usually assumed to be 0.
- $\varepsilon(t)$: Can be further decomposed into different categories such as frequency error, frequency drift, and random noise components
- ideal periodic signal: $\Phi(t)$ is a linear function of t ($\varepsilon(t) \equiv 0$)

Continuous time view

$$x(t) = a_0 + y \cdot t + \left(\frac{1}{2}\right) \cdot D \cdot t^2 + \phi(t)$$

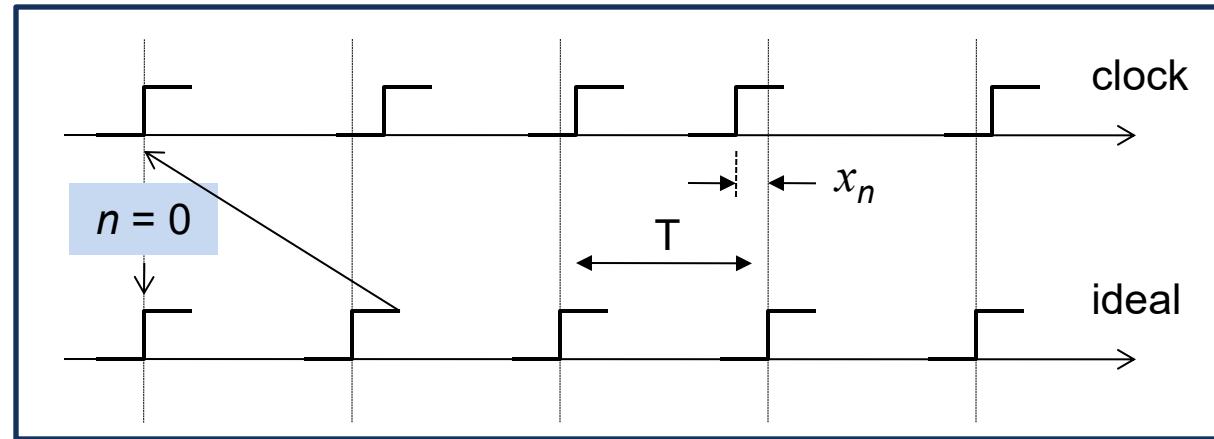
Discrete time view

$$x(nT_s) = a_0 + y \cdot nT_s + \left(\frac{1}{2}\right) \cdot D \cdot (nT_s)^2 + \phi(nT_s)$$

Time Error
Models



Clock Metrics – Basics: Time Error



Clock signals are (almost) periodic (nominal period $\sim T$)

Time Error (Phase Error):

Edges do not line up – *phase* error (expressed in time units)

Time Error Sequence : $\{x_n\}$ or $\{x(n)\}$

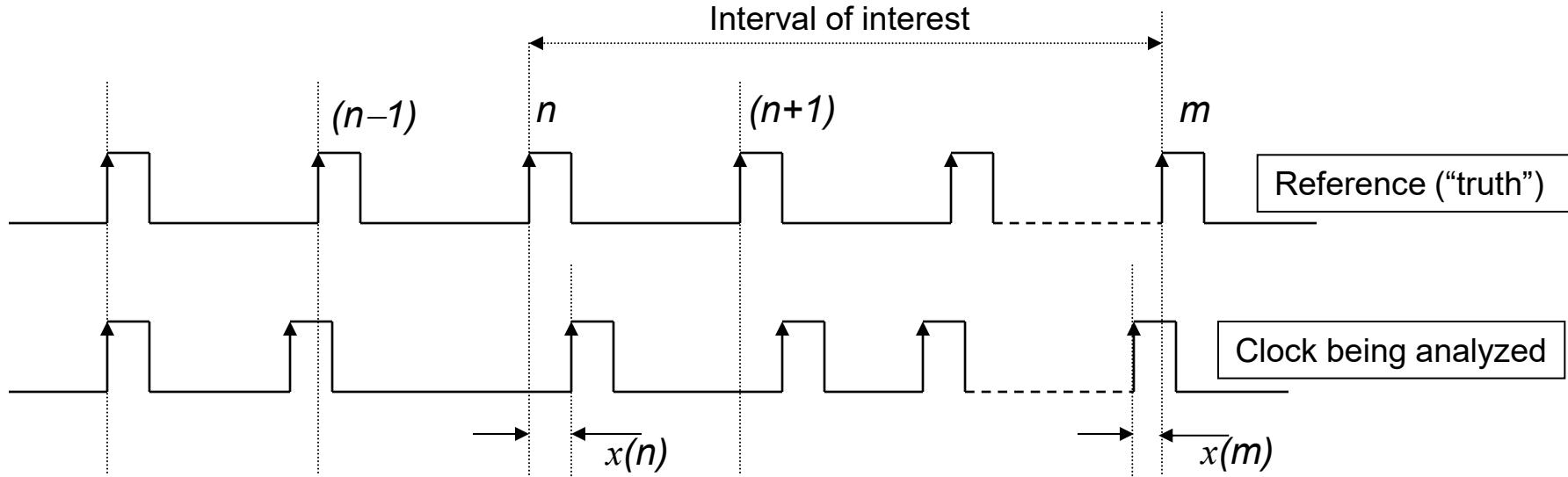
All clock metrics derived from time error sequence

Note: the time error varies “slowly” so we can divide down to a convenient rate (However: careful when dividing down – aliasing)

Common assumption: $x_0 = 0$.



Time Interval Error



- Consider an interval of interest (e.g. 100m dash)
- Duration measured by ideal clock ("truth") : $(m - n) \cdot T_s$
- *Error* in measurement of same interval by clock being analyzed:

$$TIE(m, n) = x(m) - x(n)$$



Clock Metrics – MTIE and TDEV

MTIE

A measure of peak-to-peak excursion expected within a given interval, τ (τ is a parameter). The observation interval is scanned with a moving window of duration τ and $\text{MTIE}(\tau)$ is the maximum excursion.

Given a set of N observations $\{x(k); k=0,1,2,\dots,(N-1)\}$, with underlying sampling interval τ_0 , let $\tau = n \cdot \tau_0$ (“window” = n samples; $n = 1,2,\dots,N$).

Peak-to-peak excursion over n samples starting with sample index i is the worst-case TIE in this interval of n samples:

$$\text{peak-to-peak}(i) = \left\{ \max_{k=i}^{k=i+n-1} x(k) - \min_{k=i}^{k=i+n-1} x(k) \right\}$$

$\text{MTIE}(n)$, or $\text{MTIE}(\tau)$, is the largest value of this peak-to-peak excursion:

$$\text{MTIE}(n) = \max_{i=0}^{N-n} \left\{ \max_{k=i}^{k=i+n-1} x(k) - \min_{k=i}^{k=i+n-1} x(k) \right\}$$



Clock Metrics – MTIE and TDEV

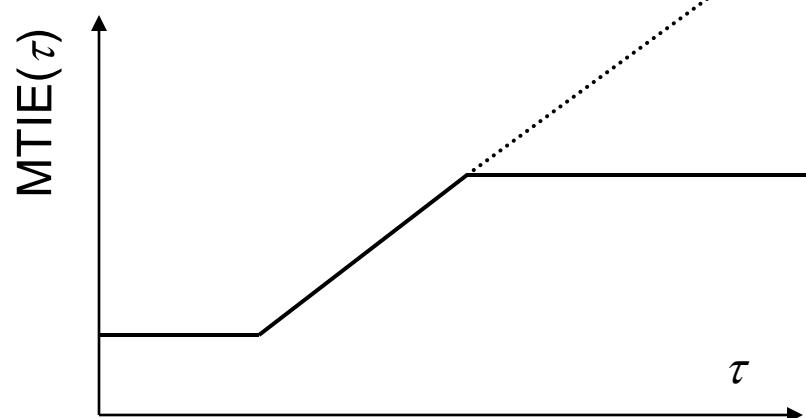
MTIE

MTIE is a useful indicator of the size of buffers and for predicting buffer overflows and underflows.



Buffer size > MTIE(τ) implies that overflow/underflow unlikely in any interval $< \tau$

Buffer size = MTIE(τ) implies that overflow/underflow occurs approx. every τ seconds



Observations regarding MTIE:

- monotonically increasing with τ
- linear increase indicates freq. offset
- for small τ , MTIE(τ) \leftrightarrow jitter
- for medium τ , MTIE(τ) \leftrightarrow wander
- for large τ , indicates whether “locked” (zero-slope)



Clock Metrics – MTIE and TDEV

TDEV

A measure of stability expected over a given observation interval, τ (τ is a parameter).

Given a set of N observations $\{x(k); k=0,1,2,\dots,(N-1)\}$ with underlying sampling interval τ_0 , let $\tau = n \cdot \tau_0$ (“window” = n samples; $n = 1,2,\dots,N$).

Note: $x(k) \Leftrightarrow x_k$

$$\sigma_x(\tau) = TDEV(\tau) = \sqrt{\frac{1}{6n^2(N-3n+1)} \sum_{j=0}^{N-3n} \left[\sum_{i=j}^{n+j-1} (x_{i+2n} - 2x_{i+n} + x_i) \right]^2}$$

for $n=1,2,\dots,\left\lfloor \frac{N}{3} \right\rfloor$

Conventional Definition

Second-order difference

N-point averaging

Sum of squares

- TVAR = square of TDEV
- Modified Allan Deviation (MDEV)

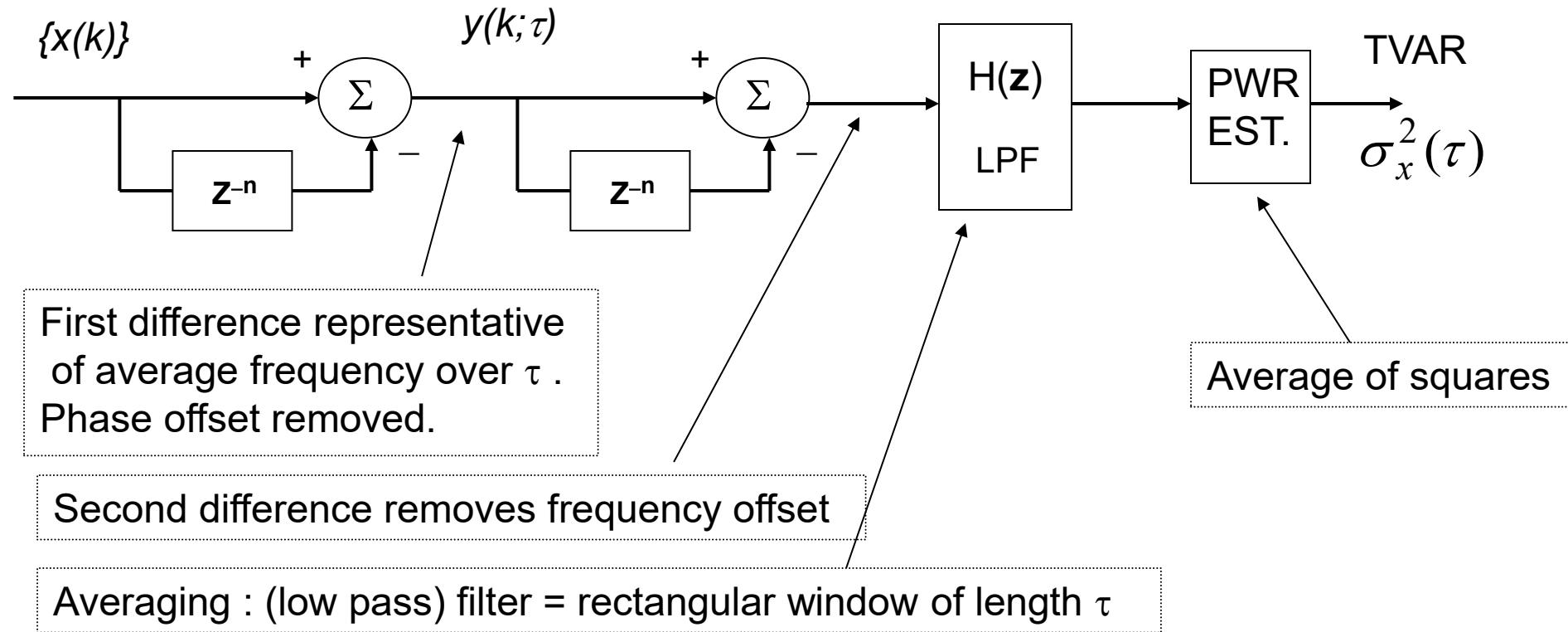
$$\sigma_y(\tau) = \frac{\sqrt{3}}{\tau} \sigma_x(\tau)$$

- TDEV suppresses initial phase and frequency offset and quantifies the strength of the frequency drift and noise components {i.e. $\varepsilon(t)$ }
- TDEV provides guidance on the noise process type



Clock Metrics – MTIE and TDEV

Signal Processing Interpretation of TDEV and TVAR



Noise Types, TDEV, Spectrum, & MTIE

TDEV (and MDEV) for different noise types

Noise Process	Dependence of TDEV(τ) on τ	Dependence of MDEV(τ) on τ
White PM	$\tau^{-(1/2)}$	$\tau^{-(3/2)}$
Flicker PM	τ^0	τ^{-1}
Random Walk PM = White FM	$\tau^{+(1/2)}$	$\tau^{-(1/2)}$
Flicker FM	τ^{+1}	τ^0
Random Walk FM	$\tau^{+(3/2)}$	$\tau^{+(1/2)}$

Spectrum ($S(f)$) for different noise types

Noise Process	Spectrum Type (power)
White PM	f^0
Flicker PM	f^{-1}
Random Walk PM = White FM	f^{-2}
Flicker FM	f^{-3}
Random Walk FM	f^{-4}

When linear frequency drift dominates, TDEV(τ) behaves as τ^2

Approximate relationship between TDEV and power spectrum:
(For guidance purposes only)

$$S_x(f) \approx \left(\frac{0.75}{f} \right) \cdot \left(\sigma_x \left(\frac{0.3}{f} \right) \right)^2$$

$$\sigma_x(\tau) \approx \sqrt{\left(\frac{1}{2.5 \cdot \tau} \right) \cdot S_x \left(\frac{0.3}{\tau} \right)}$$

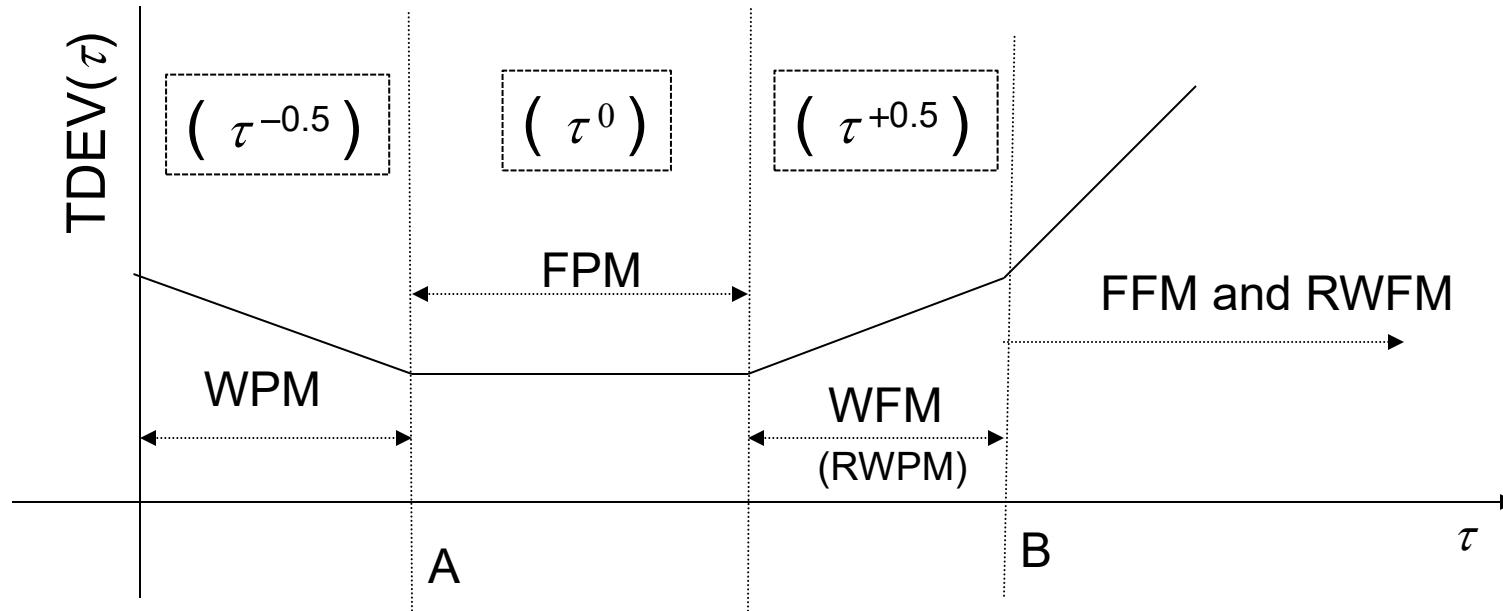
Approximate relationship between TDEV and MTIE:

$K_1 \sim 0.75$; $K_2 \sim 0.3$ (excludes effect of transients)

$$M_x(\tau) \leq 7 \cdot \sqrt{4 \cdot K_1 \cdot \int_0^{f_0} \frac{1}{f} \cdot TVAR \left(\frac{K_2 \cdot f_0}{f} \right) \cdot \sin^2(n\pi f \tau_0) \cdot df}$$



Implication of TDEV(τ) versus τ



“Phase coherence” for up to A sec.
⇒ Keep PLL time constants less than A sec.

Phase Flicker Floor

“Frequency coherence” for up to B sec.
⇒ Keep FLL time constants less than B sec.

Frequency Flicker Floor

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Topics Covered

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Thank You
Questions, comments, suggestions?
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