PLUG AND SYNC a self-discovering and self-configuring PTP timing network

Wojciech Owczarek

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Background: the need for easier time sync

Here be dragons:

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- Many engineers still lack basic understanding
 - Why? Most successfully run NTP
- Most common transport: simple UDP
 - Still many engineers treat it as magic
- Should running PTP require time & frequency knowledge?

Background: the need for easier time sync

Common error conditions not easily identified:

- Default behaviour: sync with whatever we're getting
 - masks issues

- Domain mismatch: only packet trace or error counters (if implemented)
- One-way sync (no delay_resp): both state machine and user oblivious
- Receiving Announce but no Sync: still in SLAVE state
- Interop challenges reach further than IEEE 1588 compliance
 Things can get messy when each port can be master or slave

PTP everywhere: enterprise and more

Use cases for easier sync:

- Initial use case: electronic trading
- Entertainment systems, wireless audio
- Time as a service
- IoT, sensor networks

some of those use UDP/IPv4/multicast, some do not

Configuring PTP

- Domain number
- One-step / two-step
- Host nodes: slave only?
- Profile selection or capability selection?
 - Multicast / unicast / mixed
 - Signalling / no signalling
 - Two implementations of the same profile may not interoperate
- P2P/E2E

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• Message rates



AutoPTP: goals

- Sync across whole network
 - hardware permitting out of scope
- Deterministic (or fixed) topology
 - Sync from North, provide sync to South
 - Sync East-West only when North fails
- Inherent security

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- Eliminate the need for ACLs when facing customers
- Prevent rogue masters from taking over
- Minimal configuration effort
- Full interoperability with non-AutoPTP devices
- More than what BMCA itself can provide



Deterministic PTP time domain topology

- Avoiding surprises
 - Rogue masters, topology flip, cold start
- GMs only have "downlink" ports
- Hosts only have "uplink" ports
- BCs and TCs have both
- When no GM, BCs can syntonise
- Do we expect GMs on host ports?
 - No. MasterOnly / NotSlave
- Do we expect slaves on uplink ports?
 - No. SlaveOnly / NotMaster



AutoPTP: Configuration steps – 1 2 3

- 1. GMs:
- Domain number, priorities
- One-step / two-step, message rates
- 2. TCs and BCs:
- Select which are TCs and which BCs if possible (Default to BC?)
- Enable PTP on selected links, configure link types (optional – otherwise autoconfigure)
- 3. Slaves:

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Nothing: just enable AutoPTP



AutoPTP: link types

Similar to DHCP snooping and PVLANs

- 1. Trusted (uplink):
 - Accept announce and configuration from
 - Never send or forward announce to
 - 2. [Optional] Promiscuous
 - BC and GM send announce to
 - BC accepts announce from
 - TC forwards announce between
 - Help syntonise when top GMs fail
 - 3. Untrusted (downlink):
 - Always ignore announce from
 - Send announce to



Slave-only clocks: all links trusted unless disabled
GMs ant TCs: choice of promisc or untrusted downlinks
BCs: Choice of promisc or trusted on uplinks
Topology loops out of scope

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AutoPTP: discovery mechanism

Advertise to adjacent port:

- Clock type (GM, BC, Slave), topology info: has-slaves, has-masters
- Capabilities (Profile, One-step / Two-step, more?)
 - GMs and BCs advertise:
 - Domain number, min and max message rates, unicast IPs
 - Required capabilities: one-step/two-step, E2E/P2P
 - Topology summary: has-slaves, has-GMs, is-slave-only, is-GM
 - TC:
 - forwards advertisement from trusted links
 - and/or generates advertisements (because they can have unique capabilities)

Choice of protocol:

• LLDP

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- + Not forwarded
- + Could be used for discovery only
- Different protocol
- PTP management messages with new TLVs (new TLV type: INFO)
 - + Native PTP mechanism
 - Should not leave the point to point links (use layer 2? Use link-local multicast MAC?)

AutoPTP: autoconfiguration

- Starts with GMs on trusted ports, cascades down
- BC or slave accepts from trusted port:
 - Domain number, delay mechanism, message rates
 - Other? Unicast IPs? Profile?
- Dynamic BC priorities on uplinks:
 - Priority1_{BC} = Priority1_{parent} + 1 + stepsRemoved
 - Priority2_{bc} = Priority2_{parent} + 1 + has-slaves has-direct-masters
- Link types could also be autoconfigured:
 - Add authentication to discovery or use one outside PTP (different credentials = different topologies)
 - Link to is-slave or has-slaves = untrusted
 - Link to is-master or has-direct-masters = trusted

Evaluation algorithm – example only!

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Example only!

AutoPTP: Example interaction... discovery



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AutoPTP: Example interaction... link setup



Automatic setup

AutoPTP: Example interaction... autoconfiguration



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AutoPTP: Example interaction... promisc – GMs fail



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AutoPTP: Implementation options

- Modify the FSM and / or BMCA?
- Discovery during INITIALIZING or LISTENING?
- What to do if we cannot support offered capabilities:
 - Go into FAULTY to flag this preferred: instant fault-finder
 - Ignore advertisements?
- Discovery protocol?

- Promiscuous links or maybe community links?
- Alternative 1: No link types: discovery only LLDP?
 - Self-configuration optional: would still make deploying PTP easier
- Alternative 2: No link type discovery fixed link types only
 - Would still make deploying PTP easier and more secure

AutoPTP: Potential issues

- Which domain to accept when different ones seen? Lower?
- Add domain number to BMCA evaluation?
- Become domain-agnostic?
- Fallback mechanism when discovery fails?

Interoperability:

- What to do with PTP traffic from "foreign" domains?
- Integrating unaware implementations
- What to do before discovery?

AutoPTP: future work and open questions

- Is it worth it? Re-inventing BMCA?
- RFC material? Maybe too broad for IEEE 1588
- Extend beyond PTP? NTP, SyncE?
- Do some vendors already do this or something similar?

Open to PoC work and standardisation

Questions? Suggestions?



wojciech@owczarek.co.uk

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