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# Physical and Logical Clocks

5 January 2025  
Lecture 9

Some Slide Credits: Maarten van Steen

# Topics for Today

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- Physical Clocks
  - GPS
  - Synchronization
- Logical Clocks
  - Lamport

Source: TvS 6.1 - 6.2

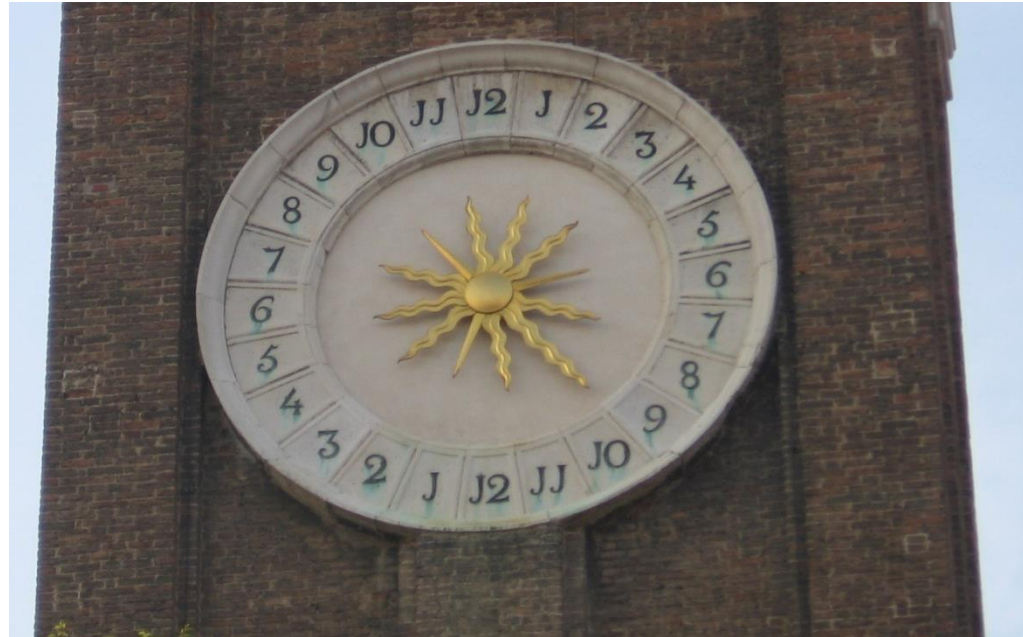
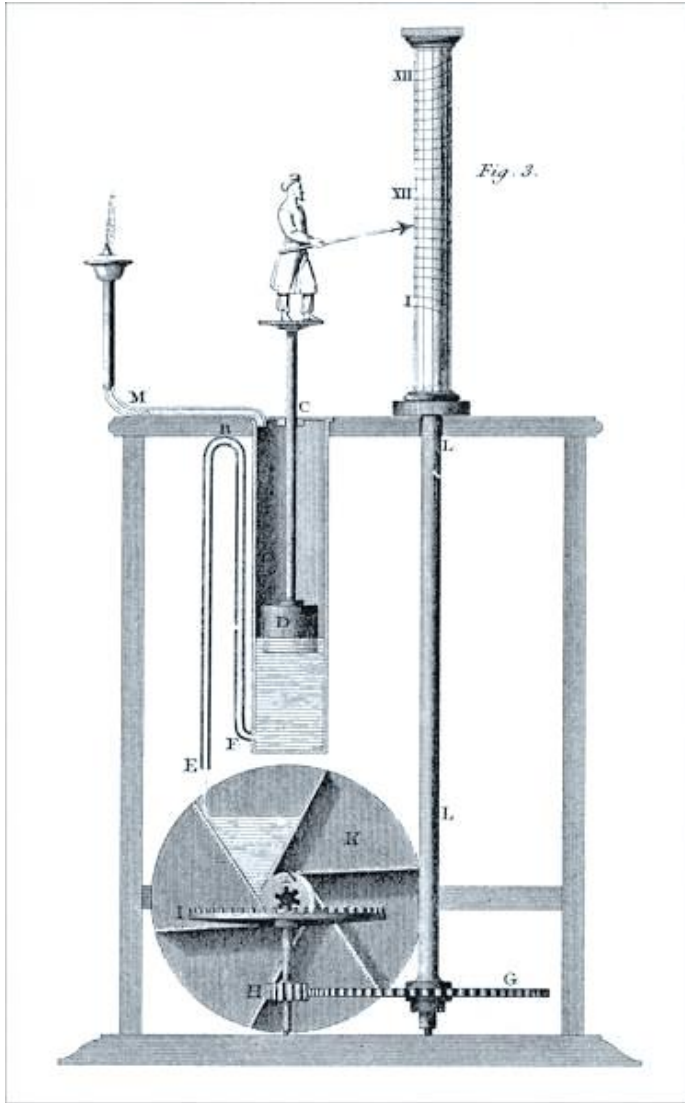
# Sundials



Source: <https://www.cornwalls.co.uk/photos/perranzabuloe-millennium-sundial-344.htm>

# Clocks

Source: By The illustrator was probably w:John Farey, Jr. (1791–1851). The principal engraver for the encyclopedia was Wilson Lowry (1762–1824). [1]  
[Public domain], via Wikimedia Commons





# Physical Clocks (1/3)

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**Problem:** Sometimes we simply need the exact time, not just an ordering.

**Solution:** Universal Coordinated Time (UTC):

- Based on the number of transitions per second of the cesium 133 atom (pretty accurate).
- At present, the real time is taken as the average of some 50 cesium-clocks around the world.
- Introduces a leap second from time to time to compensate that days are getting longer.
  - Decided in 2022 no more, decide by 2035 what to do

UTC is **broadcast** through short wave radio and satellite.  
Satellites can give an accuracy of about +/- 0.5 ms.

# Atomic Clocks (USNO)



Image: By US Naval Observatory (<http://tycho.usno.navy.mil/gif/clockvaults.jpg>) [Public domain], via Wikimedia Commons

# Israel Atomic Clock (HUJI)



Image source: <http://www.davar1.co.il/15800/>

# Physical Clocks (2/3)

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**Problem:** Suppose we have a distributed system with a UTC-receiver somewhere in it → we still have to distribute its time to each machine.

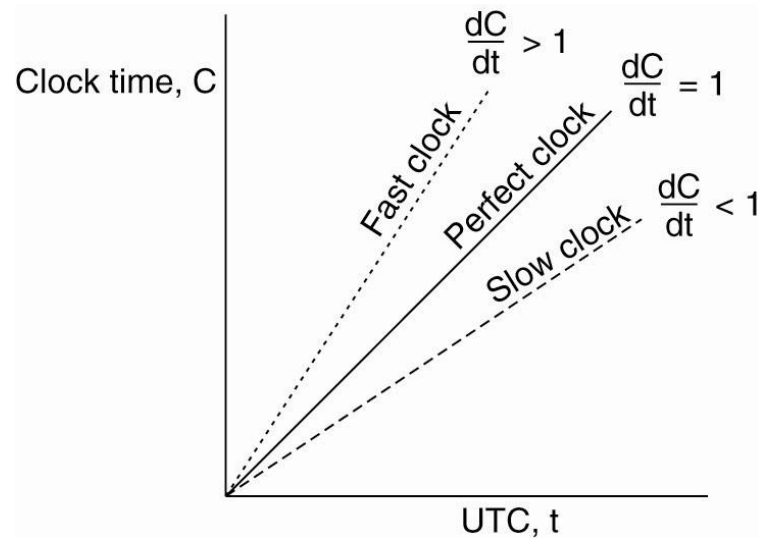
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## Basic principle:

- Every machine has a timer that generates an interrupt  $H$  times per second.
- There is a clock in machine  $p$  that **ticks** on each timer interrupt. Denote the value of that clock by  $C_p(t)$ , where  $t$  is UTC time.
- Ideally, we have that for each machine  $p$ ,  $C_p(t) = t$ , or, in other words,  $\frac{dC}{dt} = 1$ .



# Physical Clocks (3/3)



**In practice:**  $1 - \rho \leq \frac{dC}{dt} \leq 1 + \rho$

**Goal:** Never let two clocks in any system differ by more than  $\delta$  time units  $\rightarrow$  synchronize at least every  $\frac{\delta}{2\rho}$  seconds.

# So Far

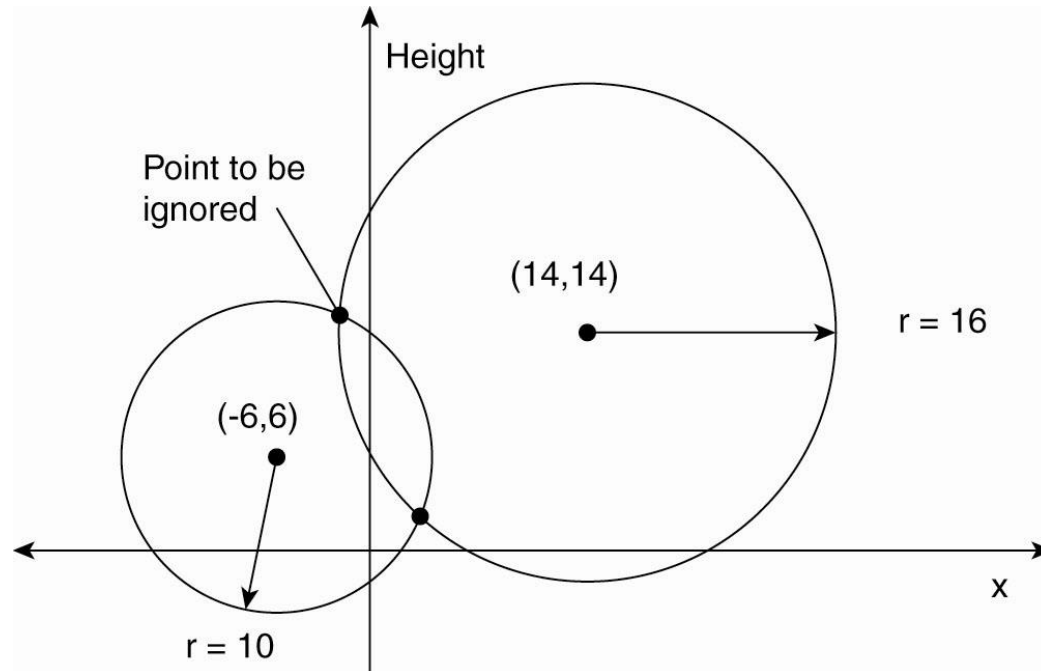
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# Triangulating location

**Basic idea:** You can get an accurate account of the time as a side-effect of GPS.

**Principle:**

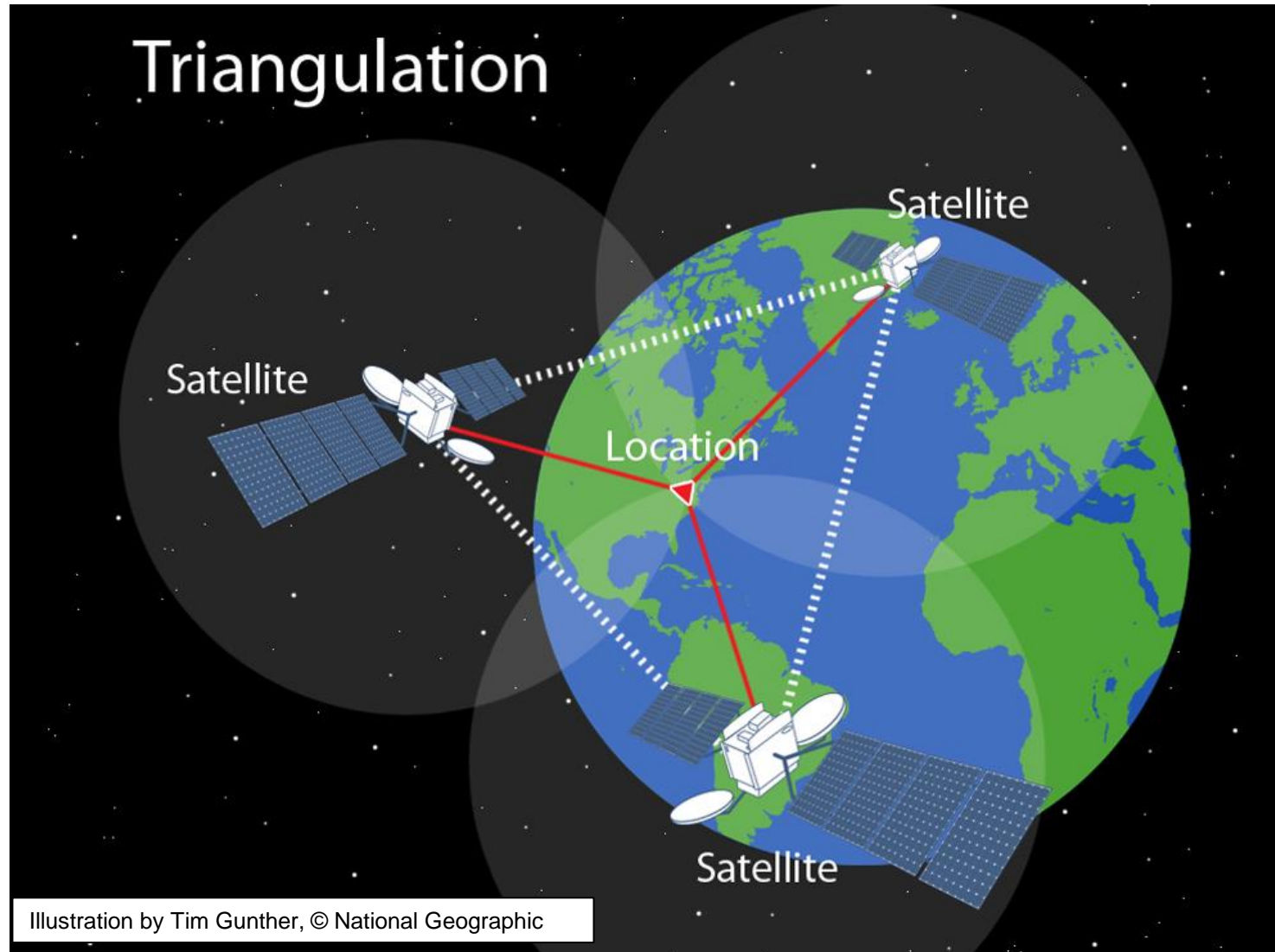


**Problem:**

Assuming that the clocks of the satellites are accurate and synchronized:

- It takes a while before a signal reaches the receiver
- The receiver's clock is definitely out of synch with the satellite

# Can do it in space too





# Getting time from location

- $\Delta_r$  : unknown deviation of the receiver's clock.
- $x_r, y_r, z_r$  : unknown coordinates of the receiver.
- $T_i$  is timestamp on a message from satellite  $i$
- $\Delta_i = (T_{now} - T_i) + \Delta_r$  : measured delay of the message sent by satellite  $i$ .
- Measured distance to satellite  $i$ :  $c \times \Delta_i$  ( $c$  is speed of light)
- Real distance is

$$d_i = c\Delta_i - c\Delta_r = \sqrt{(x_i - x_r)^2 + (y_i - y_r)^2 + (z_i - z_r)^2}$$

4 satellites  $\rightarrow$  4 equations in 4 unknowns (with  $\Delta_r$  as one of them)

# Positioning, Navigation and Timing (PNT)

Basis for  
global  
systems

Put satellites  
in space

Put clocks  
on the  
satellites

Satellites  
broadcast  
their time  
and location  
to users

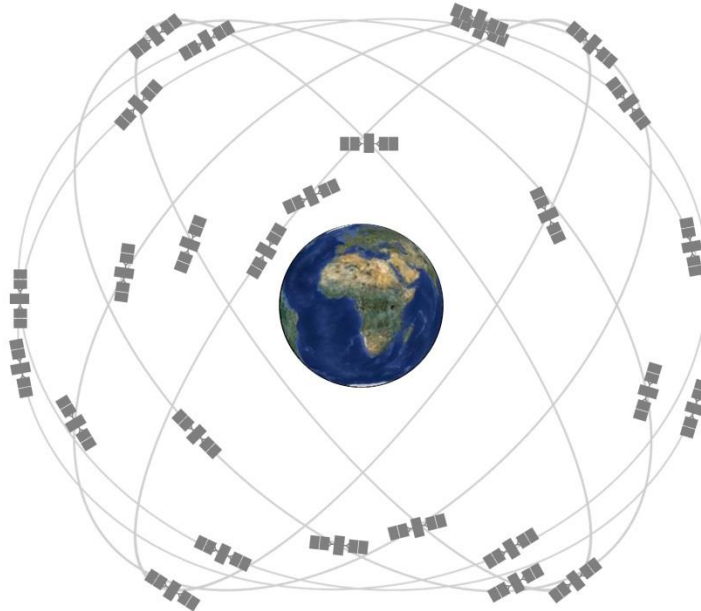


Photo by [Fallon Michael](#) on [Unsplash](#)

# US Global Positioning System



US Space Force  
Mission Delta 31  
manages



Source: gps.gov

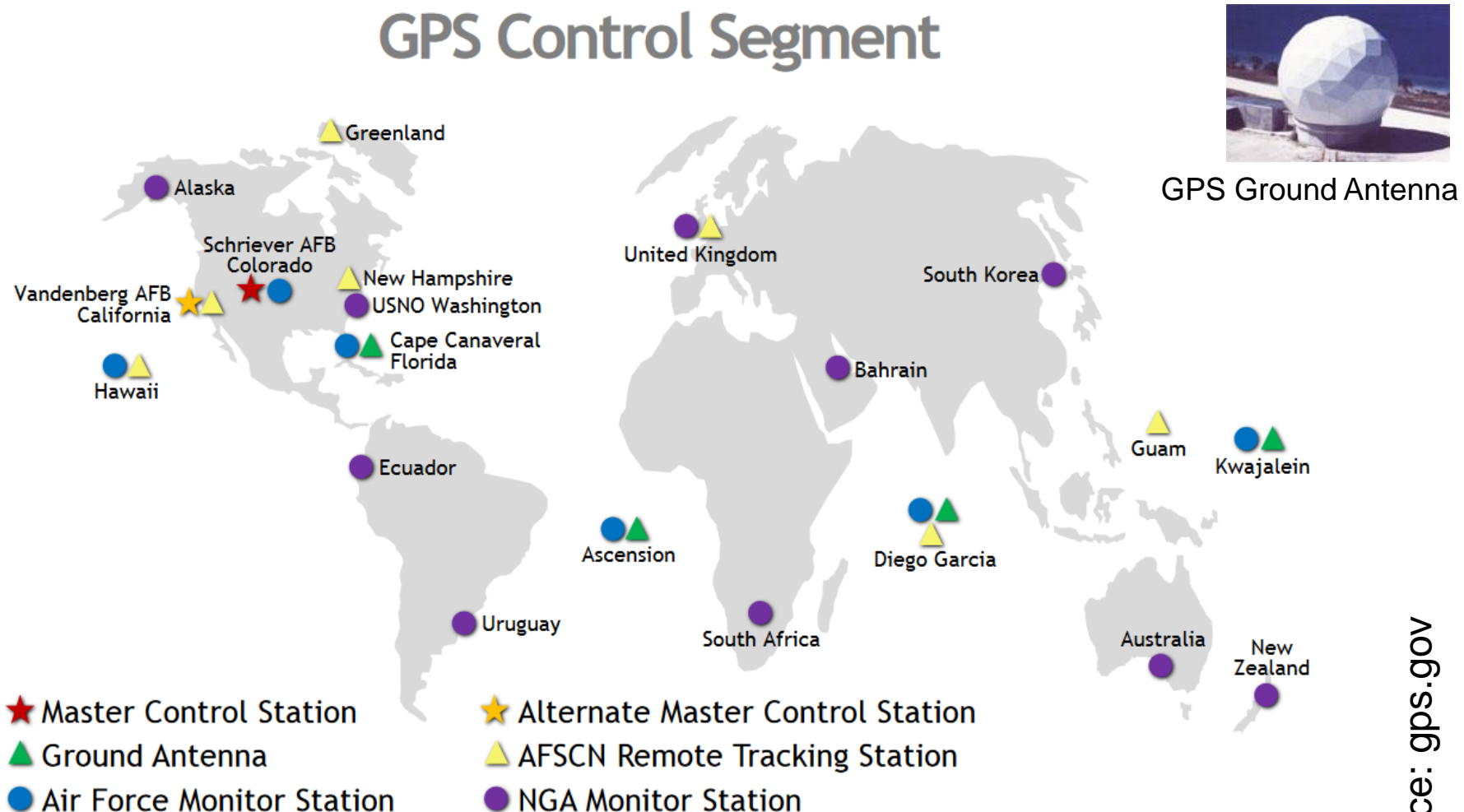


Boeing GPS-12  
Satellite (thermal test)  
San Diego Air and Space Museum

- Satellites orbit at about 20,200 km (12,550 miles).
- Each satellite circles the Earth twice a day.
- Satellites kept in a 27-slot “expandable constellation”.
  - Until 2011, was 24 slots
- To ensure 95% uptime, there are 31 actual satellites
  - <https://www.navcen.uscg.gov/gps-constellation>

# GPS Management?

Poster: <https://www.gps.gov/multimedia/poster/poster-web.pdf>



Source: [gps.gov](https://www.gps.gov)



# GPS' Competitors: GLONASS

- Russian System
- Global coverage
- 26 Satellites
  - 24 operational
- Status
  - <https://glonass-iac.ru/en/sostavOG/>

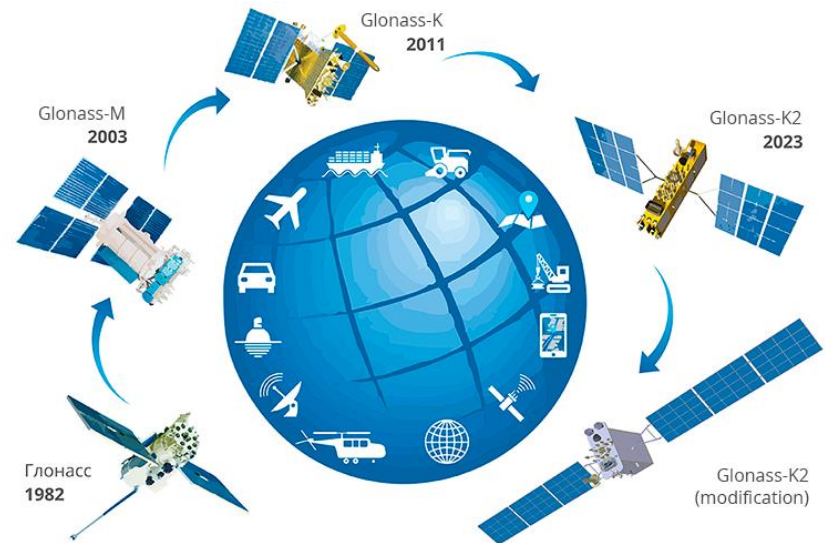


Image © Roscosmos

# GPS' Competitors: BeiDou

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- Chinese System
- Global coverage as of 2020
- May 2015: Joint agreement with Russia to enable GLONASS use too
- 35 satellites
  - 3 Generations
  - 59 total launches
- More accurate than GPS over China
  - Military accuracy vs. civilian



# GPS' Competitors: Galileo

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- EU System
- 32 Satellites total
  - 25 in use
  - 7 not usable
- Global coverage
- More accurate than GPS
- No encryption for military

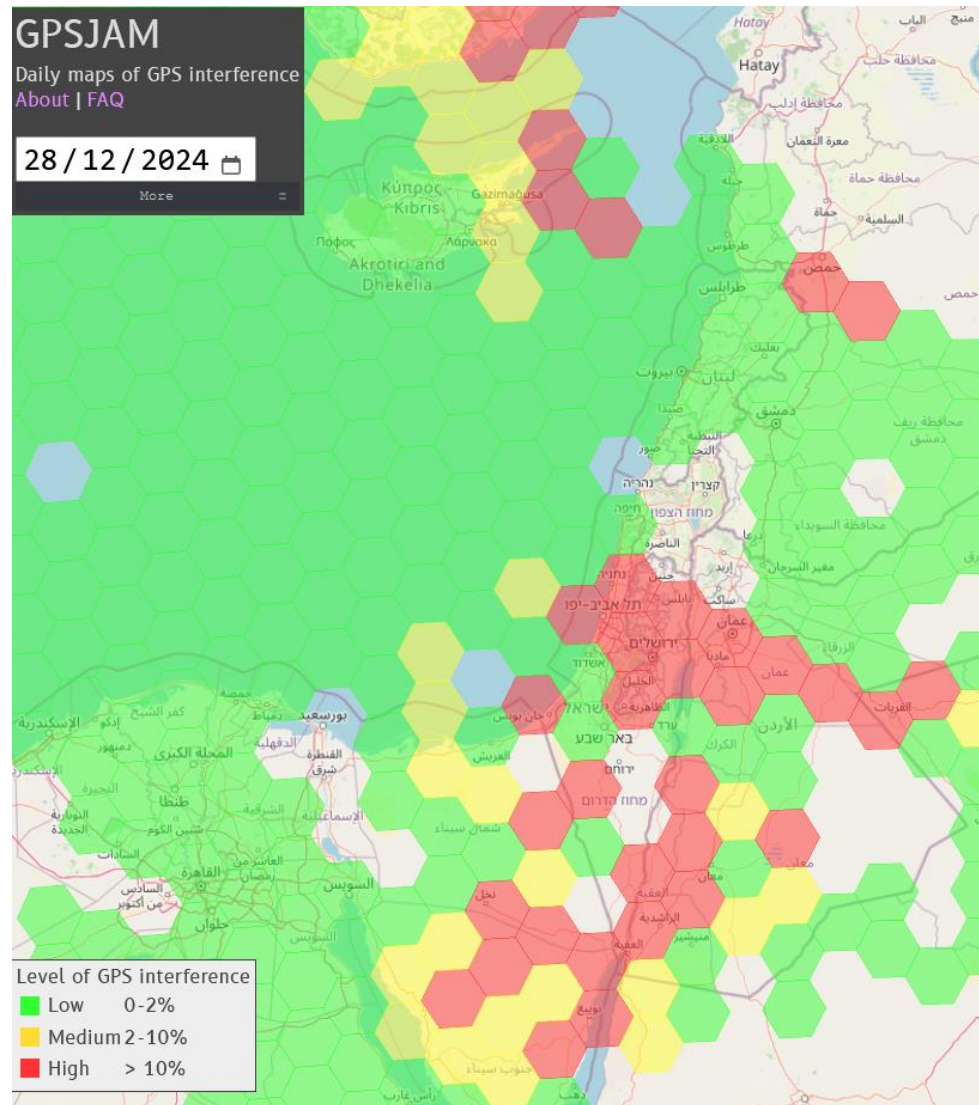


[https://in-the-sky.org/satmap\\_worldmap.php](https://in-the-sky.org/satmap_worldmap.php)





# GPS Jamming / Spoofing



# So Far

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# Clock Synchronization Methods

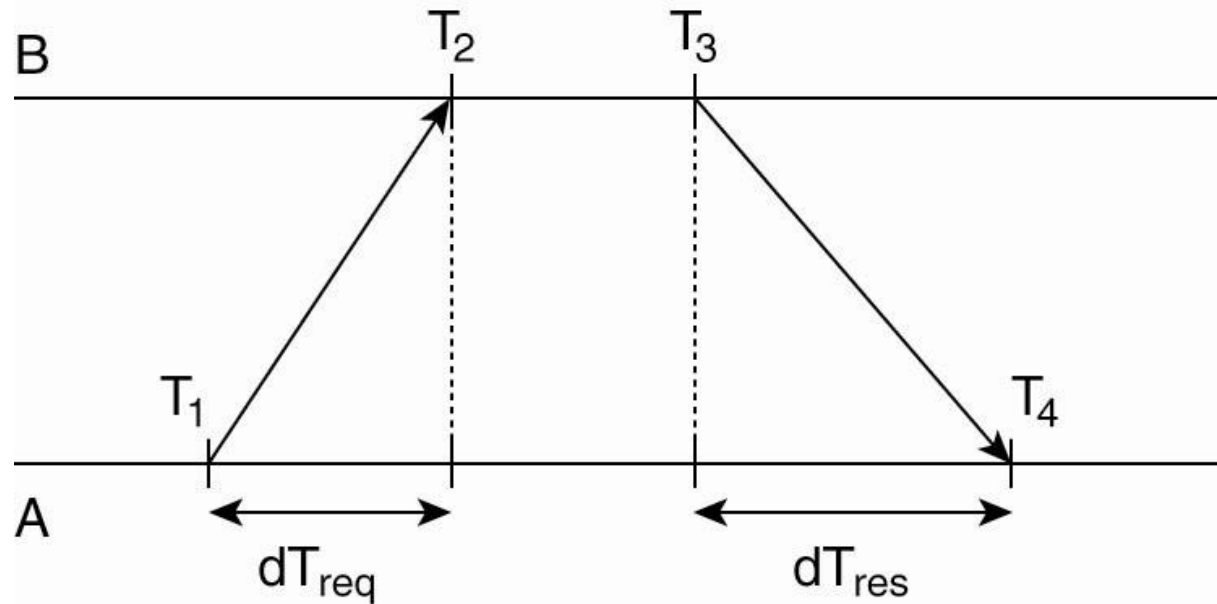
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**Method I:** Every machine asks a **time server** for the accurate time at least once every  $\frac{\delta}{2\rho}$  seconds (**Network Time Protocol**).

Okay, but you need an accurate measure of round trip delay, including interrupt handling and processing incoming messages.

**Fundamental:** You'll have to take into account that setting the time back is **never** allowed → smooth adjustments.

# NTP Illustrated



$$\Theta = T_3 + \frac{(T_2 - T_1) + (T_4 - T_3)}{2} - T_4$$
$$= \frac{(T_2 - T_1) + (T_3 - T_4)}{2}$$



# NTP: Ask up, not down

- NTP Stratum - how far away are you from the time source

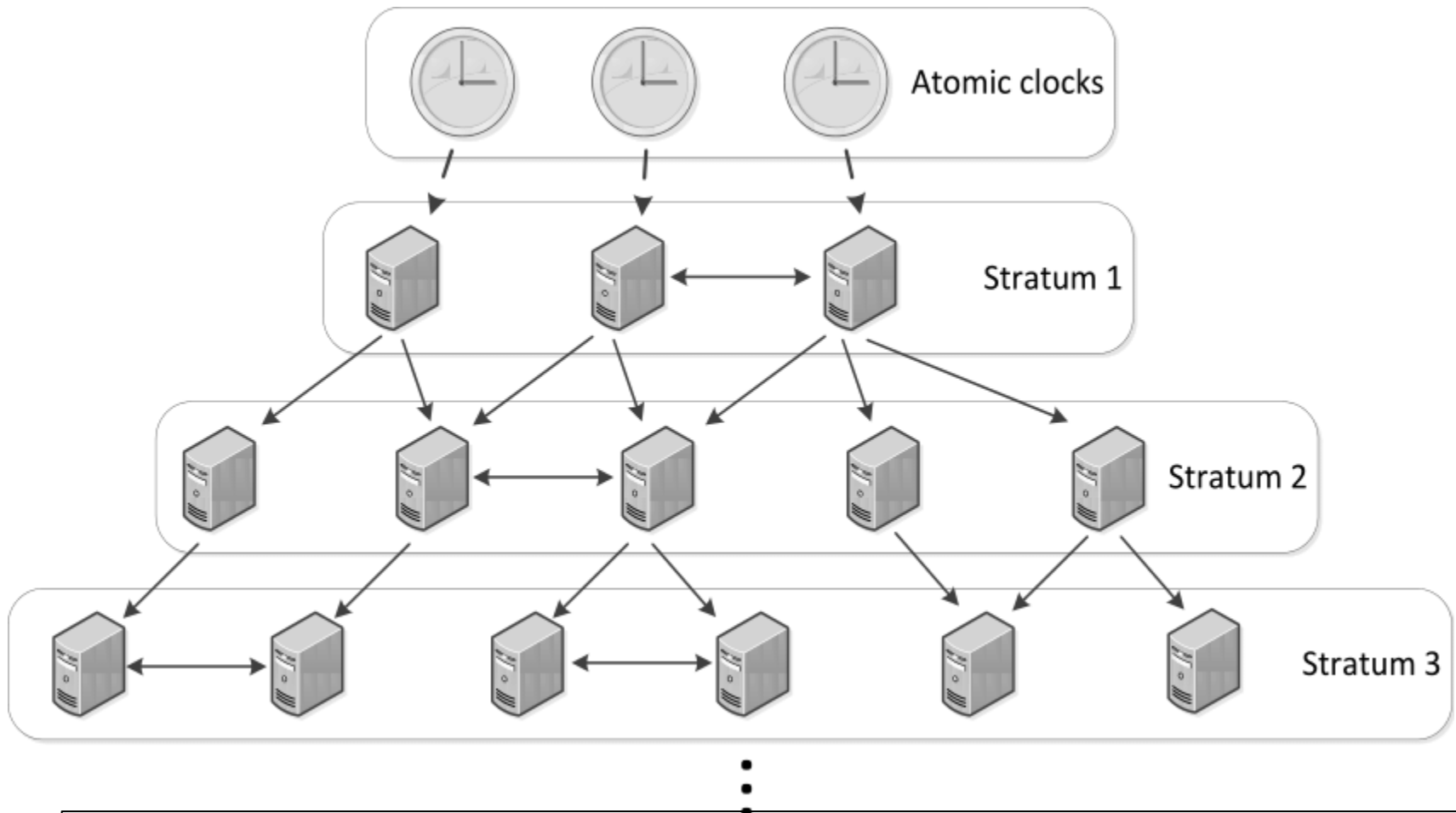


Image source: Bajer, Marcin. (2013). Synchronization of current and voltage measurements in a modular motor diagnostic system. *Pomiary Automatyka Kontrola*. 1080. [https://www.researchgate.net/publication/259267101\\_Synchronization\\_of\\_current\\_and\\_voltage\\_measurements\\_in\\_a\\_modular\\_motor\\_diagnostic\\_system](https://www.researchgate.net/publication/259267101_Synchronization_of_current_and_voltage_measurements_in_a_modular_motor_diagnostic_system)



# שעון ייחוס מדוייק- NTP

איגוד האינטרנט מעמיד לרשות החברות המחוברות למחלף האינטרנט הישראלי (IIX – Israeli Internet eXchange), שעון ייחוס מדוייק בפרוטוקול NTP, ומטרתו לאפשר סנכרון של הנתבים ושעוני המערכת השונים (Network Time Protocol).

השירות מבוסס על ארבעה שעוני GPS, מתוכם שניים הממוקמים באיגוד האינטרנט, ושני שעונים נוספים הממוקמים באוניברסיטה העברית בירושלים.

## מידע טכני לצורך התחברות לשעון הייחוס

התחברות לשירות השעון נגישה דרך `timeserver.iix.net.il` באמצעות NTP, והינה stratum-2.

לרוב מערכות ההפעלה המודרניות יש תמיכה מובנית בסנכרון מול שעון ייחוס מדוייק באמצעות פרוטוקול NTP, וברוב ציודי התקשורת, נתבים, מתגים וכדומה יש תמיכה מובנית בפרוטוקול זה לצורך סנכרון השעון.

בנוסף, ניתן להגדיר נתבי Cisco (וציוד אחר) לסנכרון את השעון שלהם באמצעות שירות ה-NTP ללא צורך בתוכנה נוספת. קיימים כלי NTP גם למערכות הפעלה אחרות.

**לתשומת לב:** מכיוון שהשירות מבוסס על מקורות זמן GPS, אין באפשרותנו להתחייב לפעולה תקינה של השעונים או לזמינותם. יחד עם זאת, ניתן לומר על סמך ניסיון השנים האחרונות שלא התרחשו תקלות משמעותיות במערכות stratum-1 עליה מבוססת המערכת, ועד כה השירות היה אמין ואיכותי.

תודה: למעבדה הלאומית לפיזיקה באוניברסיטה העברית בירושלים על ארוח השירות בתחילת דרכו, באמצעות השעון האטומי במעבדה.

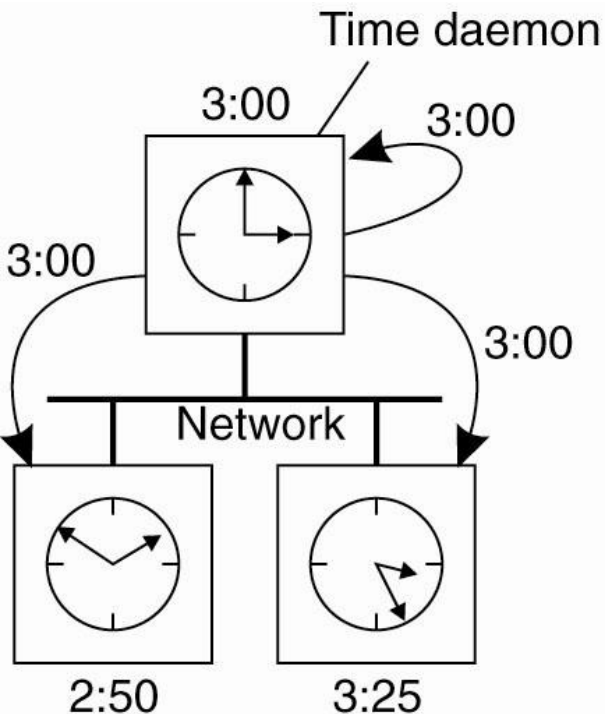
# Clock Synchronization Methods

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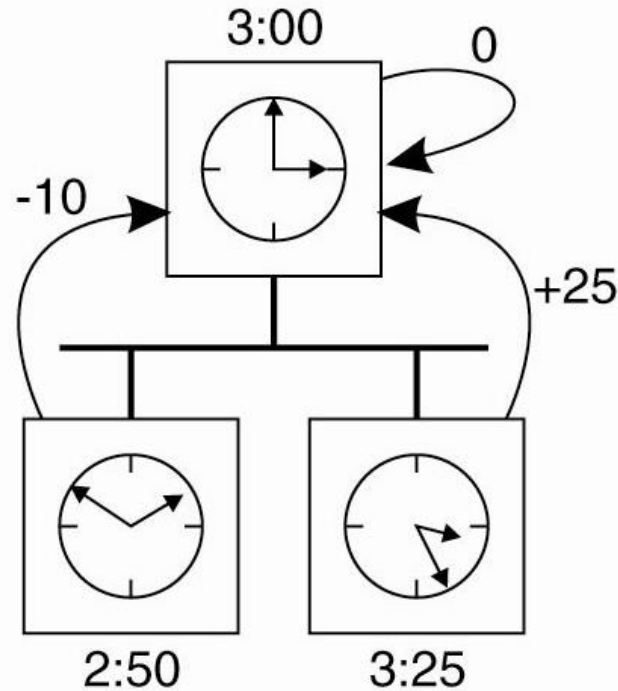
**Method II:** Let the time server scan all machines periodically, calculate an average, and inform each machine how it should adjust its time **relative to its present time.** (**Berkeley algorithm**)

Okay, you'll probably get every machine in sync. **Note:** you don't even need to propagate UTC time.

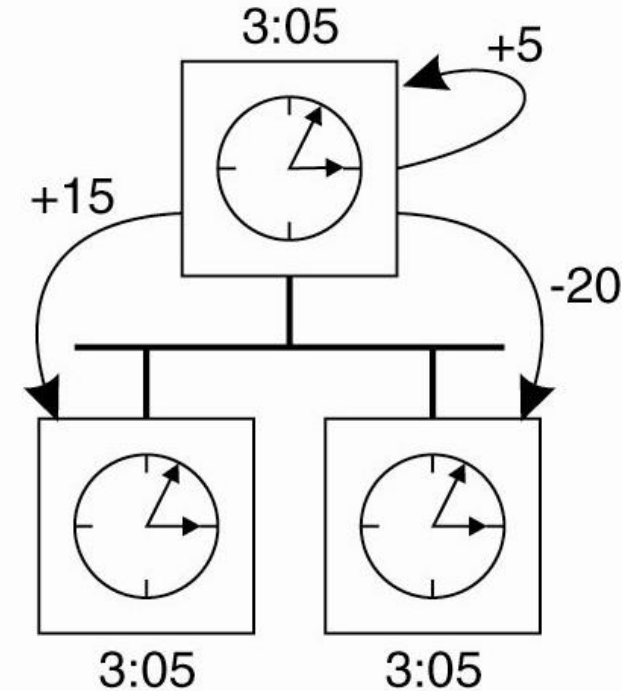
# Berkeley Algorithm Illustrated



(a)



(b)



(c)

# So Far

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# The Happened-Before Relationship

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**Problem:** We first need to introduce a notion of order in before we can order anything.

The **happened-before** relation on the set of events in a distributed system:

- If  $a$  and  $b$  are two events in the same process, and  $a$  comes before  $b$ , then  $a \rightarrow b$ .
- If  $a$  is the sending of a message, and  $b$  is the receipt of that message, then  $a \rightarrow b$
- If  $a \rightarrow b$  and  $b \rightarrow c$ , then  $a \rightarrow c$

---

**Note:** this introduces a **partial ordering of events** in a system with concurrently operating processes.

A



Output



AM1
AM2
AM3
AM4

B



Output



BM1
BM2
BM3
BM4

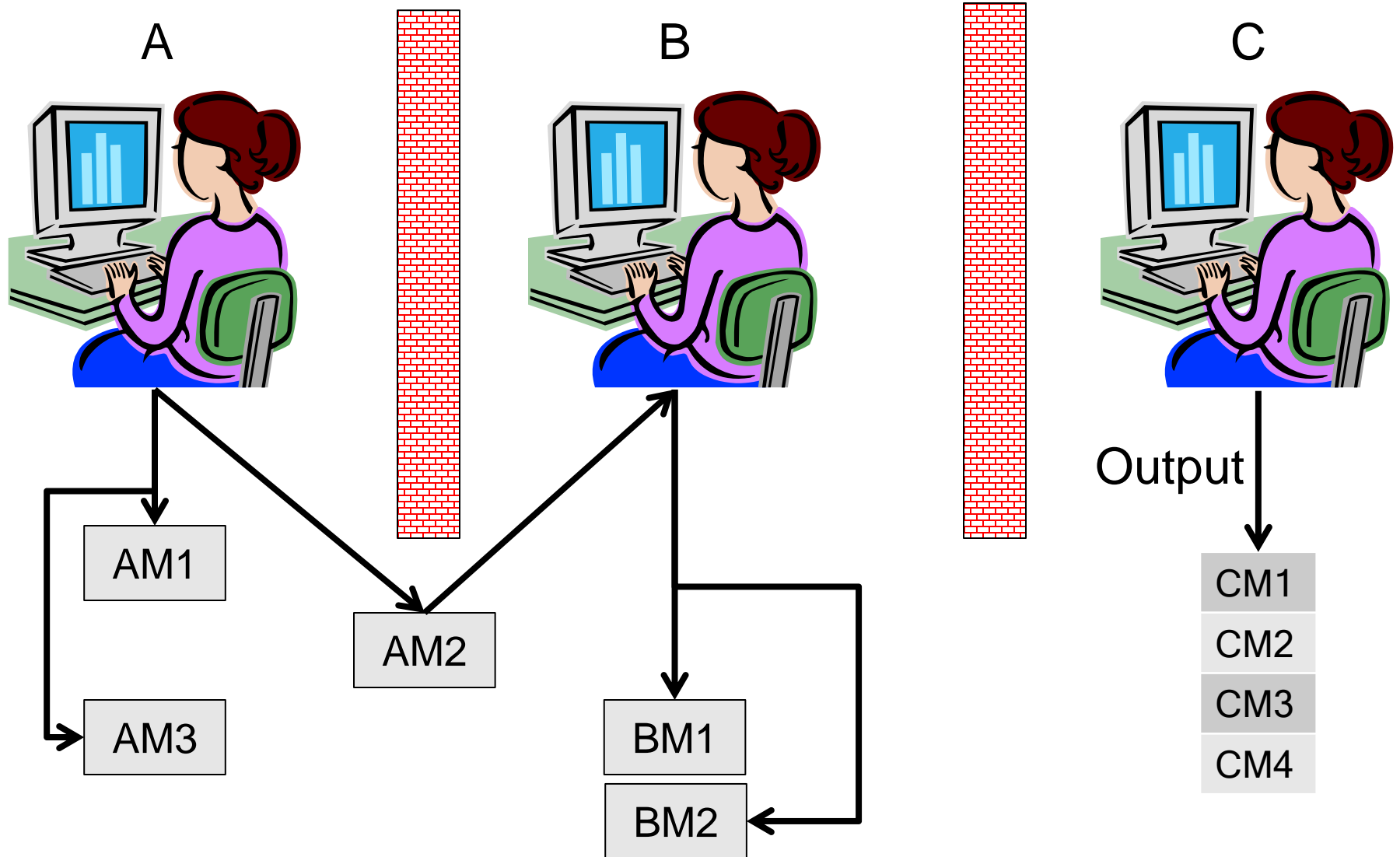
C



Output



CM1
CM2
CM3
CM4



# Logical Clocks (1/2)

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**Problem:** How do we maintain a global view on the system's behavior that is consistent with the happened-before relation?

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**Solution:** attach a timestamp  $C(e)$  to each event  $e$ , satisfying the following properties:

**P1:** If  $a$  and  $b$  are two events in the same process, and  $a \rightarrow b$ , then we demand that  $C(a) < C(b)$ .

**P2:** If  $a$  corresponds to sending a message  $m$ , and  $b$  to the receipt of that message, then also  $C(a) < C(b)$ .

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**Problem:** How to attach a timestamp to an event when there's no global clock → maintain a **consistent** set of logical clocks, one per process

# Conclusion

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- Physical Clocks
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