#### WSTS-2016

Fault-tolerant time sync in enterprise: 5 years practical experience.



#### Fault and compromise detection and recovery in enterprise networks. June 2016

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# INTRODUCED FAULT-TOLERANCE INTO FULL PRODUCTION IN 2011

Key technologies were:

- Ability to monitor multiple time sources in both server (GM/stratum server) and client (slave)
- Protocol agnostic operation
- Tests for "compromise" of primary source and automated failover to next source.

a client may monitor two different Precision Time Protocol (PTP) "master clocks" and three different Network Time Protocol (NTP) servers.

In addition, if the time quality of [the] primary sources becomes questionable, [the client] can now switch from tracking one time source to another, according to a fail-over list provided at configuration time.

- Sept 19, 2011, press release.



#### FOCUS OF OUR WORK IS IN ENTERPRISE COMPUTING NETWORKS: PARTICULARLY FINANCIAL SERVICES

- Commercial networks with
  - Enormous variation in network equipment
  - Standard computer servers at point of use
  - Required accuracy between hundreds of microseconds and sub-microsecond.
- Most often have shared network connections for timing and general data
- Cloud, Big data, Industrial automation, First Responder, Broadcast – have similar requirements



# BASIC APPROACH DISCUSSED IN 2011 WSTS TALK



Slide from talk WSTS 2011

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# MULTIPLE SOURCES – CROSS CORRELATED TO PRIMARY

One secondary permits minimal integrity check fail-over Multiple high quality secondary sources permits "source check" to outvote primary



No attempt to aggregate sources to synthesize time.



### 5 YEARS: OUR BASIC APPROACH HAS WORKED WELL

- Protocol agnostic multi-source is a big win (NTP can produce sub-microsecond sync despite what everyone knows).
- Failover triggered by client analytics (where the information is) is powerful.
- Single primary at any one time.
- Use protocols for interoperability, not algorithm design.



# WORKS FOR GPS CLOCK FAILOVER AS WELL AS CLIENT FAILOVER

This clock has 2 PTP sources and GPS(green) all within 200ns (40 Gbps network )



# SYSTEMS WITH SOURCE CHECK SURVIVED MANY FAILURES

- GPS Clock that silently lost GPS and switched to NTP backup, repeatedly.
- Overeager Network Security that cut off part of PTP protocol.
- Month premature Leap Second jumps
- Terrible Switch Boundary clocks that never worked.
- High speed WAN connect with 12 microseconds asymmetry not detected by network admins.



# **OTHER SURVIVED FAILURES**

- Lightning strikes on GPS antennas
- NTPd servers changing their own sources
- Broken or malfunctioning GPS clocks
- Bad oscillators (or overheated ones) on boundary clocks
- GPS spoofing and jamming
- Misconfigured routers/switches
- Failed terrestrial PTP sources
- Lost PTP multicasts on switch restarts



# SURPRISES

- Failures are more common than expected
  - Especially jamming and GPS reception
- Many systems had no reliable sources at all so failover was not an issue.
- How quickly customers got used to it working and ignored failure signals since the system just recovered.



# ADAPTIONS

- Due to prevalence of systems with only one or zero reliable time sources, original failover could oscillate between weak sources.
  Fixed.
- Needed to radically improve diagnostics to help solve problems, find configurations (customers wanted fault tolerance and then repair)
  - Map of network time distribution
  - Deep diagnostic of GPS signal



### TIME MAP – SHOWING ALL SOURCES AND CLIENTS





Green is PTP, red is NTP, blue is source

# TIME MAP – OFTEN SHOWED "INDEPENDENT" SOURCES WERE NOT.



Several "independent" sources taking data from same "ACTS" modem – bad sign.



# SECOND KEY DIAGNOSTIC NEEDED TO HELP WITH GPS INTERFERENCE OR JAMMING ISSUES.

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Build specialized heat map from GPS signal data so show composite picture of signal strength. Purple areas show blocked reception.

# NEW MEXICO DURING A JAMMING TEST AT WHITE SANDS.





JAMMING AT LD4





# SUMMARY OF THE APPROACH

- Time protocol agnostic PTP, PTP-Telecom, NTP, PPS, Bus Card, ... all are sources
- Multiple sources are essential for
  - Fault-tolerance
  - Security
  - Documentation (e.g. for regulators)
- Intelligence in client/slave: time consumer has information and analytics not available to time sources.



# 5 YEARS EXPERIENCE – SOME WITH GIANT NETWORKS

- Time distribution is really fragile with many points of failure.
- Existing systems are often terrible.
- Security and fault-tolerance are often indistinguishable
- Diagnostics is often as important as resilience.
- People are highly inventive about finding ways to break systems.



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# BONUS SLIDE

# Multiple Internet NTP sources pre-Leap Second 2015 as Google time servers "slew" off correct time



Enterprise Real-Time