

IEEE-1588 Standard for a Precision Clock Synchronization Protocol for Networked Measurement and Control Systems

-Test and Measurement Applications-

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Test and Measurement

1. Moving from bus (IEEE-488 aka. GPIB) connected instrument systems to network connected modular systems.
2. Synchronization needs vary widely with application
 - a. Low to sub-nanosecond for most demanding
 - b. Microseconds to milliseconds for less demanding



Military Systems

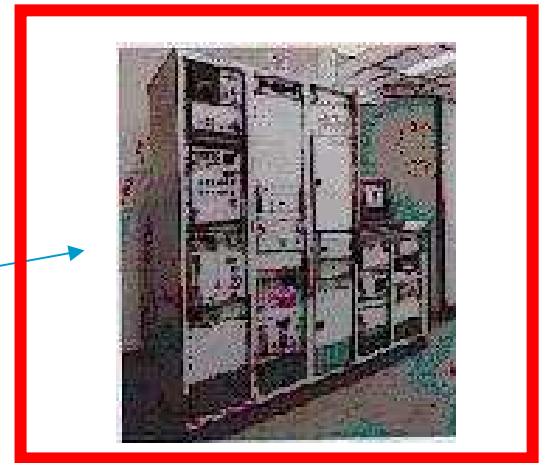
1. Variety of potential applications

a. Depot and test ranges

b. Flight test & qualification

c. Operational systems

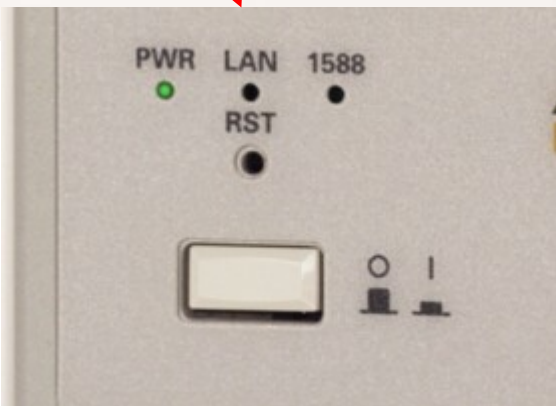
2. Requirements very similar to test and measurement



LXI Consortium

- **Consortium of test and measurement equipment vendors and users**
- **LXI Specification:**
 - **Mandates the use of IEEE 1588 for LXI Class B instrumentation**
 - **Specifications on how to use IEEE 1588 in instruments**
 - **Timestamp data and events**
 - **Time-triggers**
 - **Peer-peer LAN messages containing event timestamps**
- **LXI paper during this conference.**





Styles of Measurement and Control

- a. Message based**
- b. Periodic**
- c. Time-based**



Styles of Control

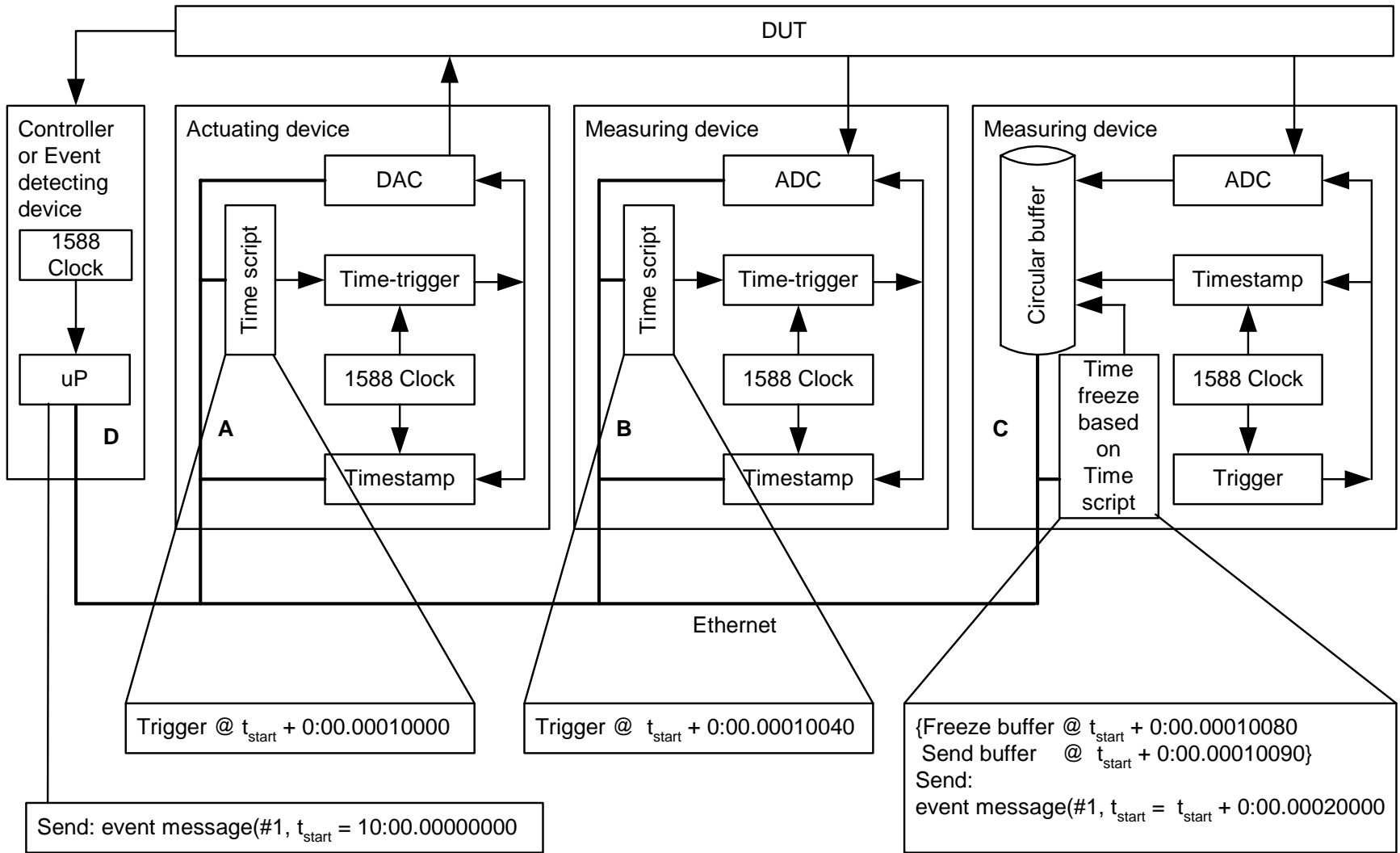
	Message-based	Cyclic	Time-based
Information dependent on message	Value and timing	Value and timing	Value and time specification
Timing accuracy limited by:	Fluctuations in message generation timing and delivery latency	Fluctuations in cycle periodicity	Accuracy of clock synchronization
Update timing resolution limited by	Latency and minimum inter-message interval	Cycle period	Resolution of the clock
Ordering of data to/from multiple sources	Dependent on messaging protocol	Tied to cycle	Limited by synchronization accuracy and clock resolution

Test and Measurement Application Space

Time-stamped Measurements (when and where they occur irrespective of trigger mechanism)	Asynchronous Measurements (always measuring and storing in a circular buffer for later retrieval)
Time-scheduled Measurements	Asynchronous Control (Stimulus-response)

Reaction time < LAN Latency

Not Feasible Using Time-based Triggers



Questions?

