Why o = (tr1 - tr2 + ts2 - ts1)/2? (2)

- **Then**

    $tr1 = ts1 + L1 + oreal$

    $tr2 = ts2 + L2 - oreal$

- **Subtracting second equation from the first**

    $oreal = (tr1 - tr2 + ts2 - ts1)/2 + (L2 - L1)/2 =>$
    $oreal = o + (L2 - L1)/2$

    $=> |oreal - o| < |(L2 - L1)/2| < |(L2 + L1)/2|$

    − Thus, the error is bounded by the round-trip-time