

# Clock Skew vs. Clock Drift

- **Each process (running at some end host) has its own clock.**
- **When comparing two clocks at two processes:**
  - Clock **Skew** = **Relative Difference in clock *values* of two processes**
    - Like distance between two vehicles on a road
  - Clock **Drift** = **Relative Difference in clock *frequencies (rates)* of two processes**
    - Like difference in speeds of two vehicles on the road
- **A non-zero clock skew implies clocks are not synchronized.**
- **A non-zero clock drift causes skew to increase (eventually).**
  - If faster vehicle is ahead, it will drift away
  - If faster vehicle is behind, it will catch up and then drift away