Multi-Path Time Synchronization

draft-shpiner-multi-path-synchronization-01

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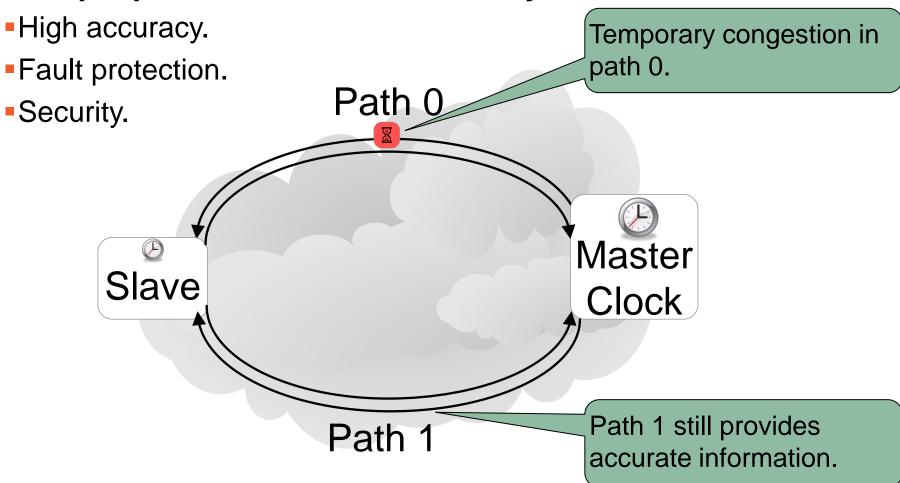
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Background: Using Multiple Paths

Multiple paths allow Slave Diversity¹:



1 T. Mizrahi "Slave Diversity: Using Multiple Paths to Improve the Accuracy of Clock Synchronization Protocols", ISPCS 2012. 2

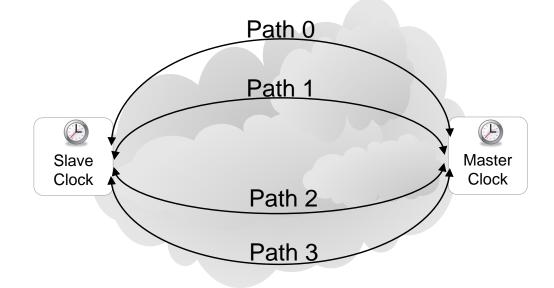
Multi-Path Time Synchronization in IP Networks

This draft defines two protocols:

- Multi-Path PTP (MPPTP).
- Multi-Path NTP (MPNTP).

Define an additional layer without modifying PTP or NTP.

Interoperability with conventional PTP / NTP.



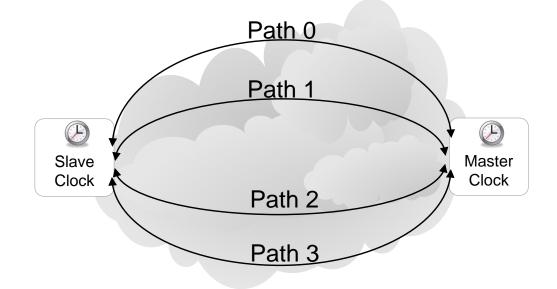
Multi-Path Time Synchronization

Dual-ended multi-path synchronization:

Both master and slave support multiple paths.

Single-ended multi-path synchronization:

- Only slave supports multiple paths.
- Interoperable with conventional existing nodes.



Changed the terms one-way / two-way time synchronization to single-ended / dual-ended time synchronization.

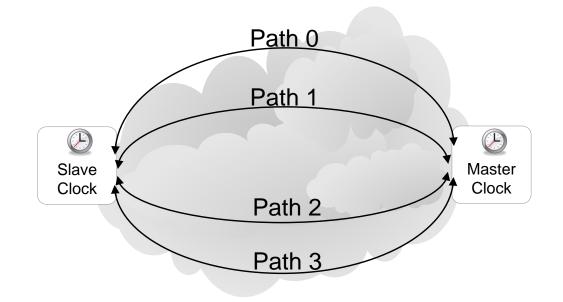
Added description about how unicast negotiation is used.

Event messages must be unicast to allow transmission over multiple paths.

Added flexibility WRT the slave's choice of the number of paths to be used.



- Feedback from the WG.
- Request WG adoption.

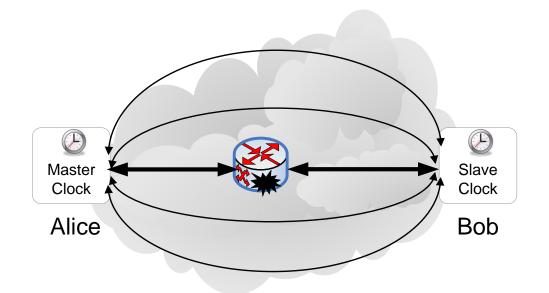


Thanks

Mitigating MITM Attacks using Multiple Paths¹

Slave algorithm:

- Bob computes TOD₀, TOD₁, ... TOD_{N-1} (TOD = Time Of Day) Corresponding to path 0, 1, ..., N-1
- If TOD_j is significantly different than Average_{i≠j}(TOD_i), then assume TOD_j is based on false information, and ignore path j.
- Bob's TOD is Average(TOD_i) of the TOD values from the paths that have not shown faulty behavior.
- A similar algorithm can detect m>1 attacked paths.



1 T. Mizrahi, "A Game Theoretic Analysis of Delay Attacks against Time Synchronization Protocols", ISPCS, 2012.