



i-time: One Internet with One Time **A New Global Time Invented by Jaffa.Net** ***“Great Minds Sync Alike”***

i-time Concept:

While working in the Silicon Valley in California, going to the steering committee to discuss a project plan and timelines, a project with certain complexity would take say 9 months to finish (9 months of 10 engineers = 90 man-months time). The steering committee used to accept this timeline in the mid nineties. Towards the second half of the nineties, especially after 1997, a project with similar or more complexity (90 man-months) will not get 9 months from the steering committee. It may get 7 months (70 man-months), or even 6 or less months (60 man-months). Why, we argued? The reply came: “We are in the Internet time, we cannot afford to be late in the market; we have to work in the speed of the Internet”. i-time, outlined in this invention (patent pending in the US and Europe), takes the Internet time phenomena, filters all the hype out and redefines the time. This new definition of time is a universal (global) definition and it aims at unifying the time globally.

There will be only one time in the globe. No more GMT time, no more Europe time, no more Pacific time, no more Eastern time etc. there is only one time, it is the Internet time (i-time).

The Internet from a global perspective has eliminated the significance of geographical location. Furthermore a new global community of technology and information has evolved, i.e. the "Internet Community" or "Internet Globe". Jaffa.Net's invention of the i-time reflects this geographical insignificance in time and provides a means to synchronize the watches, servers, network appliances, and events of the Internet Community.

i-time Example:

The @ sign is used to define any specific i-time instance (E.g. we will meet @ 00:01 on iJanuary 1st, i2002 for the first annual i-time new year's eve celebration). In i-time, days and months have the same names as conventional days and months prefixed with an i (iSunday, iMonday, iTuesday, etc. for days, and iJanuary, iFebruary, etc. for months). The same is applied to the i-time year (i2000, i2001, etc.).

i-time iminute has 60 i-pulses, where i-pulse is the i-time unit that replaces the second in the conventional time. An ihour has 60 iminutes, and an iday has 24 ihours.

i-time is Defined Using the Internet Technological Foundations (@i-pulse):

The concept of i-time is not just to synchronize the watches of the Internet users and appliances, but is also used to reflect a significant aspect of technology by the i-time unit of measurement: the @i-pulse. The "@i-pulse" is considered to be a focal point of the Internet technology since the "@i-pulse" was developed from Internet foundations such as: the Internet average bandwidth, the

average processor speed, the average Internet performance, and some other factors in relation with the speed of light. Jaffa.Net has devised the @i-pulse formula. After an elaborate research, we found that the @i-pulse duration is actually smaller than the conventional second. That is to say that i-time moves faster than conventional time.

i-time moves faster than conventional time starting at the Epoch:

For historical reasons, the actual epoch of the Internet–Time started at January 1st, 2000 @ 00:00:00 Jerusalem/Bethlehem mean time (GMT + 2 hrs). Which reflects the time of inception of this idea. Needless to say that at the epoch both times the conventional and the i-time were equal and in sync. Since the epoch, however, the i-time is moving at the speed of @i-pulse (faster than the second). For example, on Wednesday May 9, 2001 at 16:40:14 Berlin time or 17:40:14 Jerusalem time or 07:40:14 San Francisco time or any other local time, the i-time was 10:07:40 iWednesday iMay 23, i2001.

No Day and night in i-time:

In i-time there is no day and night and there is no need to differentiate between day and night. Similarly, there is no need to differentiate between A.M. and P.M. times.

E-Commerce and i-time:

The i-time will be the normalized global time reference for e-commerce applications and activities. Since the Internet deleted the geographical locations and boundaries between countries, the i-time deletes the geographical impact on time. It is a true foundation for the global village. One network (Internet) with one time (i-time) and with so many e-commerce and Internet applications.

If amazon.com for example has a promotion that starts at a certain i-time, the entire world can tune in and start buying, regardless of the Gregorian time.

i-time Applications, from watches to Internet Appliances and Mobile Devices:

The applications are actually immense: The wristwatches can have two time measures, one for local Gregorian time and one for the global Internet time. The Internet applications such as net-meeting, net2phone, chatting, net-casting and Web-casting can all use the i-time for scheduling. The scheduling and project management software can use i-time to produce and manage Internet related products in an efficient time-to-market approach. All networking and Internet related devices such as switches, routers, hubs, ATM switches, and intelligent network devices. Satellites and phone switches (mobile and land based) since they are part of a global network. The synchronization servers on the Internet (time of day servers) can use i-time for synchronization purposes. The mobile operators can push the global i-time to the GSM phones to become as the global roaming time. The airplanes time while flying across geographical borders. The time of space shuttles, calendars, and any information device such as palm pilots, pagers, and many other applications can all use the i-time. In i-time, our watches become in sync with all information and Internet appliances and networking devices.

i-time as a measure of unit of work and achievement (human throughput)

i-time can be used as a measure of unit of work and achievement (human throughput). For example, in the Internet technology, the unit of work depends on how fast data is transmitted and processed. In other words it is related to Internet Bandwidth and Processor Speed, which are the core definitions of the @i-pulse. So this new definition of time reflects more precisely the actual period needed to accomplish a number of work units or a project in the information age.

When one has a deadline to meet, the difference between day and night actually vanishes, and all what is important is to get the job done!

How we think:

To those individuals who are members of the Internet Community, the @i-pulse effects how these individuals think. That is they become more aware of the speed of information processing and throughput on the Internet and hence are able to realize events and processes at a much faster rate than individuals who are not involved in the Internet Community. Eventually the Internet individuals can perform missions at a greater rate than other individuals who are off line. The realization of this will become more effective as technology progresses, and we rarely are offline, i.e. the Internet Home, the GPRS Mobiles, the Palm, i-microwave, i-fridge, i-blow dryer, etc. are implemented. In that sense every device in our lives is hooked online and is to communicate with us and other devices through the Internet synching all processes @i-time.

Info:

For more information on i-time, please visit www.i-jaffa.net, or send an email to the i-time team: i-time@i-jaffa.net.

Jaffa.Net Computer Systems, is a one of the leading IT Companies in Palestine, and the leading Company in Software Development. Many Engineers @ Jaffa.Net hold several international patents. The i-time and @i-pulse are registered trade marks for Jaffa.Net. Since its inception, Jaffa.Net has one global vision “Software and Networks for the Information Age”.