

# Who is needing a (sec) Clock synchronization on the Internet?

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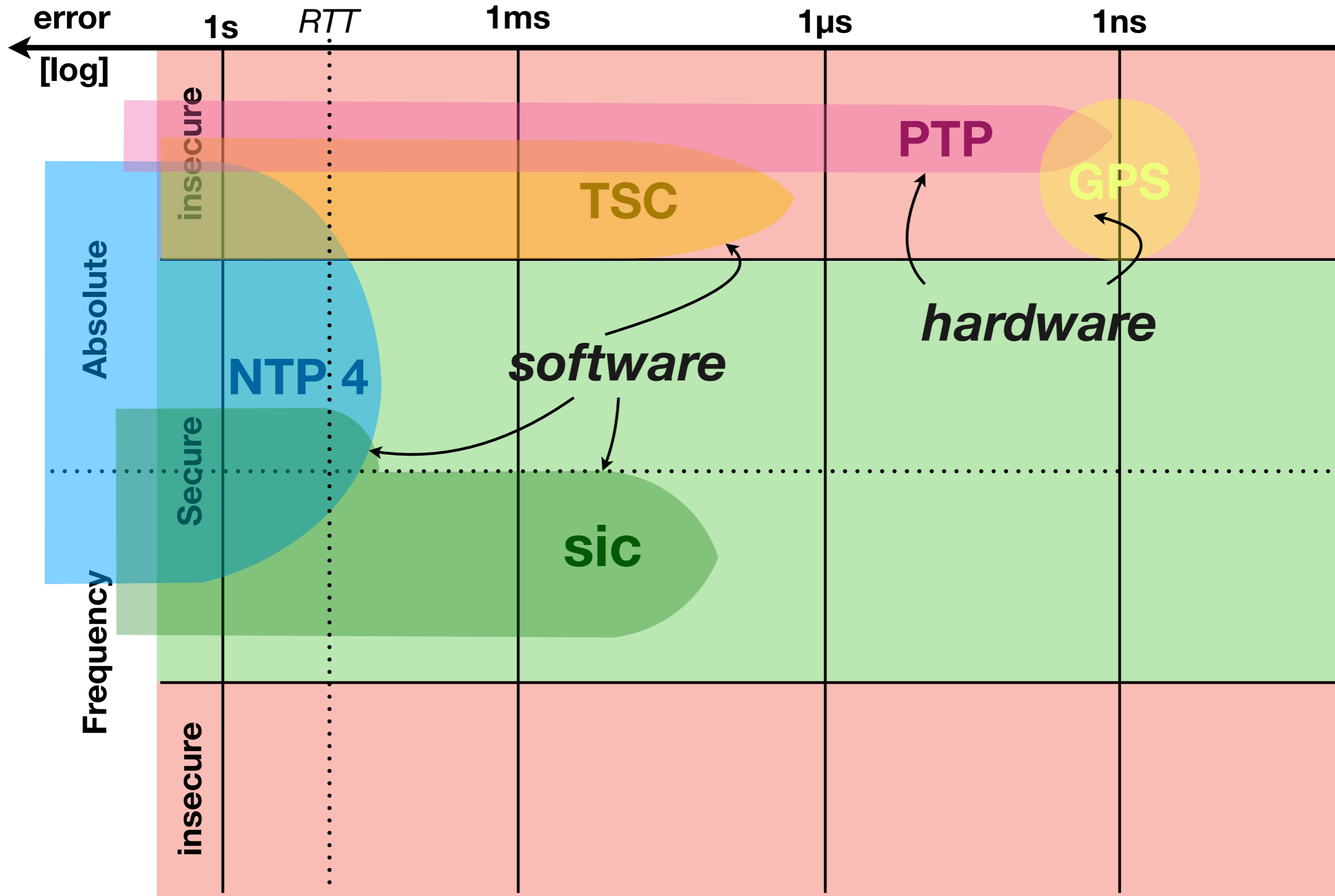
**localization**

**games**

**cripto-coins**

**measurements**

# Where protocols land?



# sic: working principle



- 1 packet by second
- statistical analysis
- each packet is deferred signed
- frequency (paths asymmetry)



# how is sic performing?

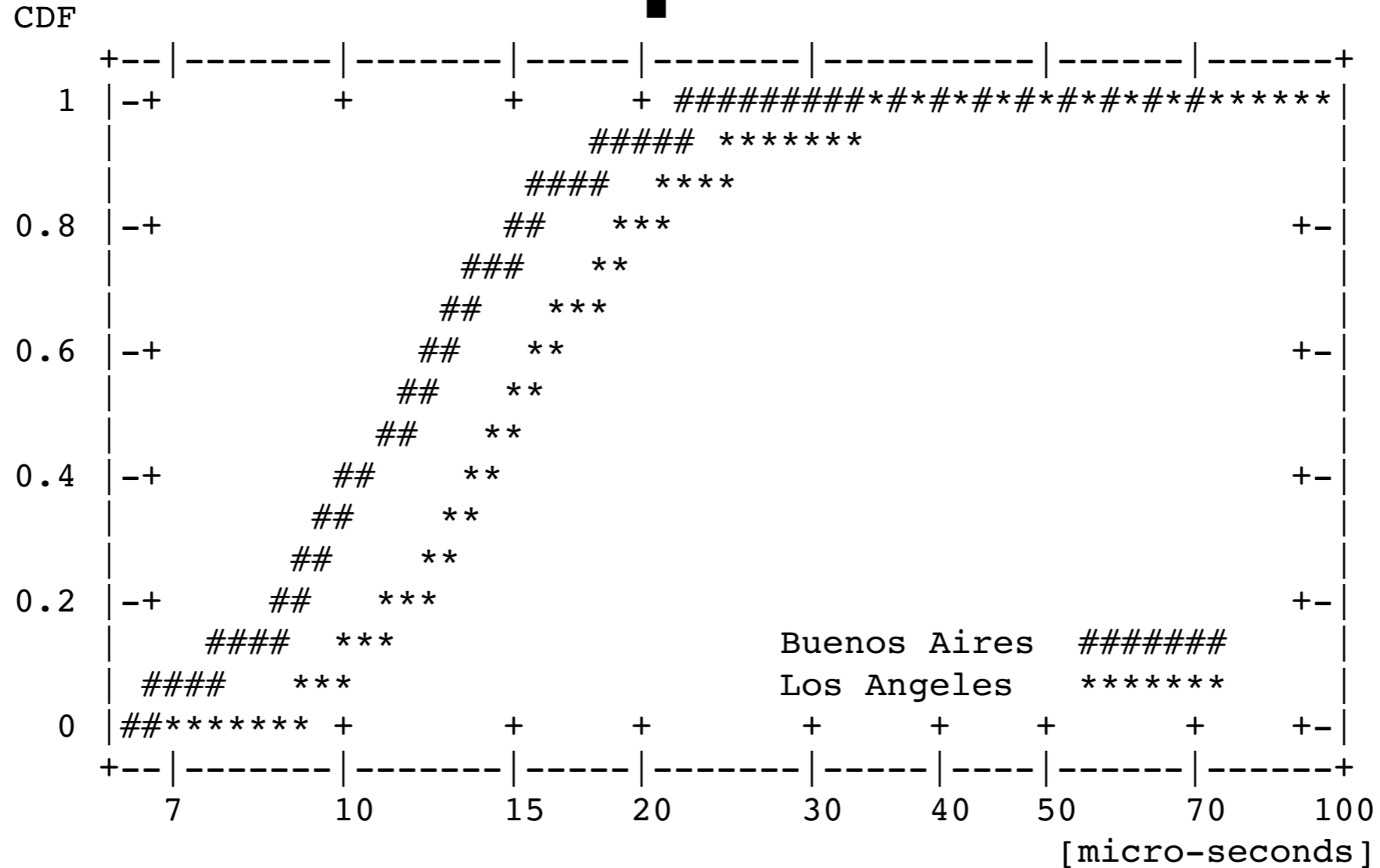


Figure 9: Cumulative distribution function of the MTIE (60s).--

	Buenos Aires (40ms)	Los Angeles (273ms)
Q3	14.69	19.29
Q2	11.60	14.93
Q1	9.41	12.26

# **sic: *synchronizing Internet clocks***

✳️**secure:** each packet is signed

✳️**20 $\mu$ s of error:** based on traffic behavior

✳️**frequency:** clock stability

✳️**client-server:** simple software distribution

**clone it!** <https://github.com/CoNexDat/SIC>