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

- measurements
- cripto-coins
- localization
- games
Where protocols land?
sic: synchronizing Internet clocks
frequency protocol

- **secure**: each packet is signed
- **20µs of error**: based on traffic behavior
- **frequency**: clock stability
- **client-server**: simple software distribution
- **if symmetric paths**: absolute clock synchronization
  (https://tools.ietf.org/html/draft-amf-ippm-route-01 could be used to detect them)

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

draft-alavarez-hamelin-tictoc-sic-01.txt
sic: synchronizing Internet clocks
frequency protocol
updates from 00 to 01 version

- **new author:** Ruediger Geib joint us.
- **stressed the "frequency" objective:** included in the title
- **ITU related standards:** discussion included with ITU-G.8260
- **detailed information on the security issues:** RFC7384
- **NTP development limitation:** example included in appendix

draft-alavarez-hamelin-tictoc-sic-01.txt