

# Synchronizing Internet Clock frequency protocol (sic)

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

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

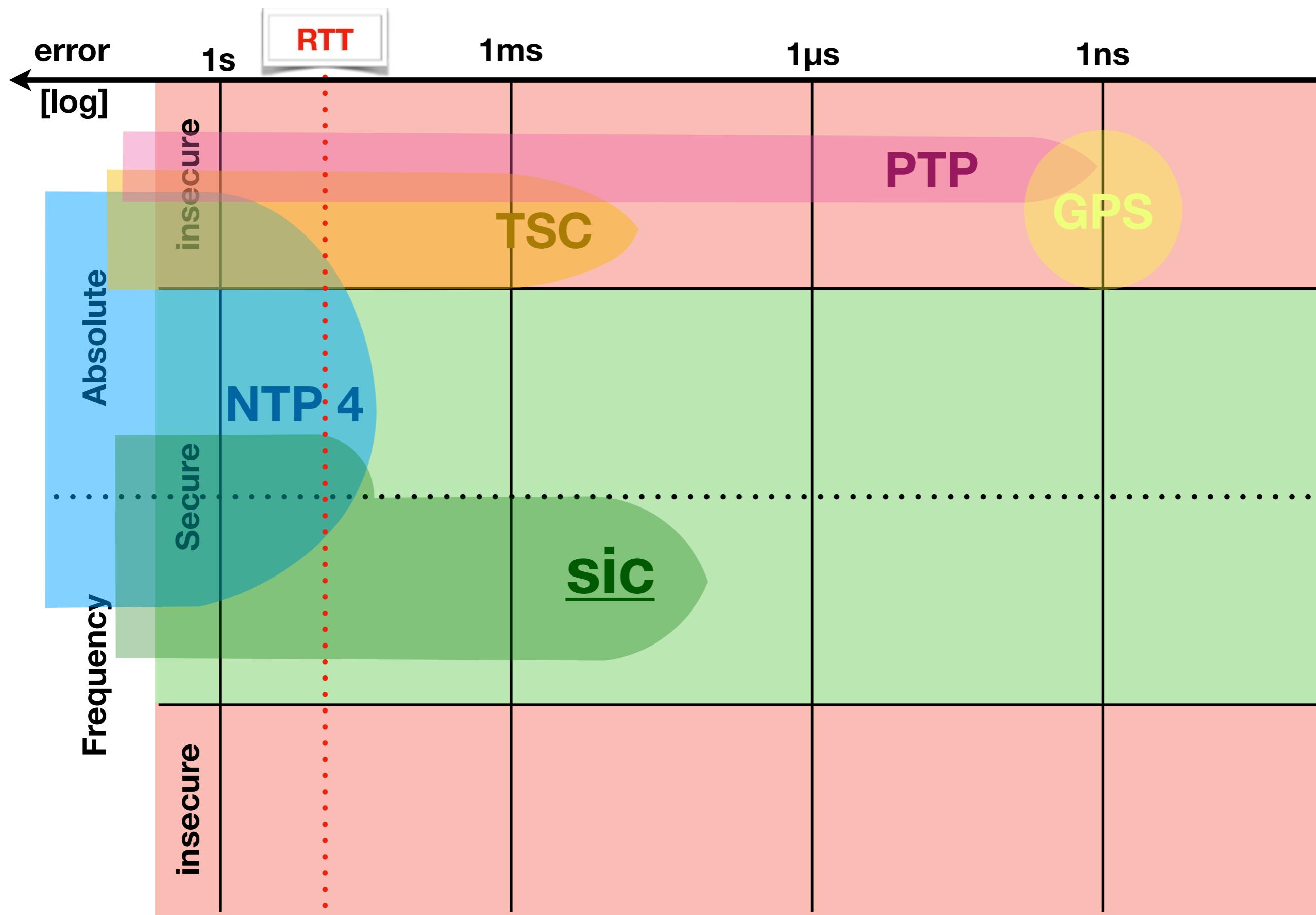
measurements

localization

cripto-coins

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>

# **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