

# (Secure) Clock synchronization on the Internet (SIC)

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<http://cnet.fi.uba.ar/en/>

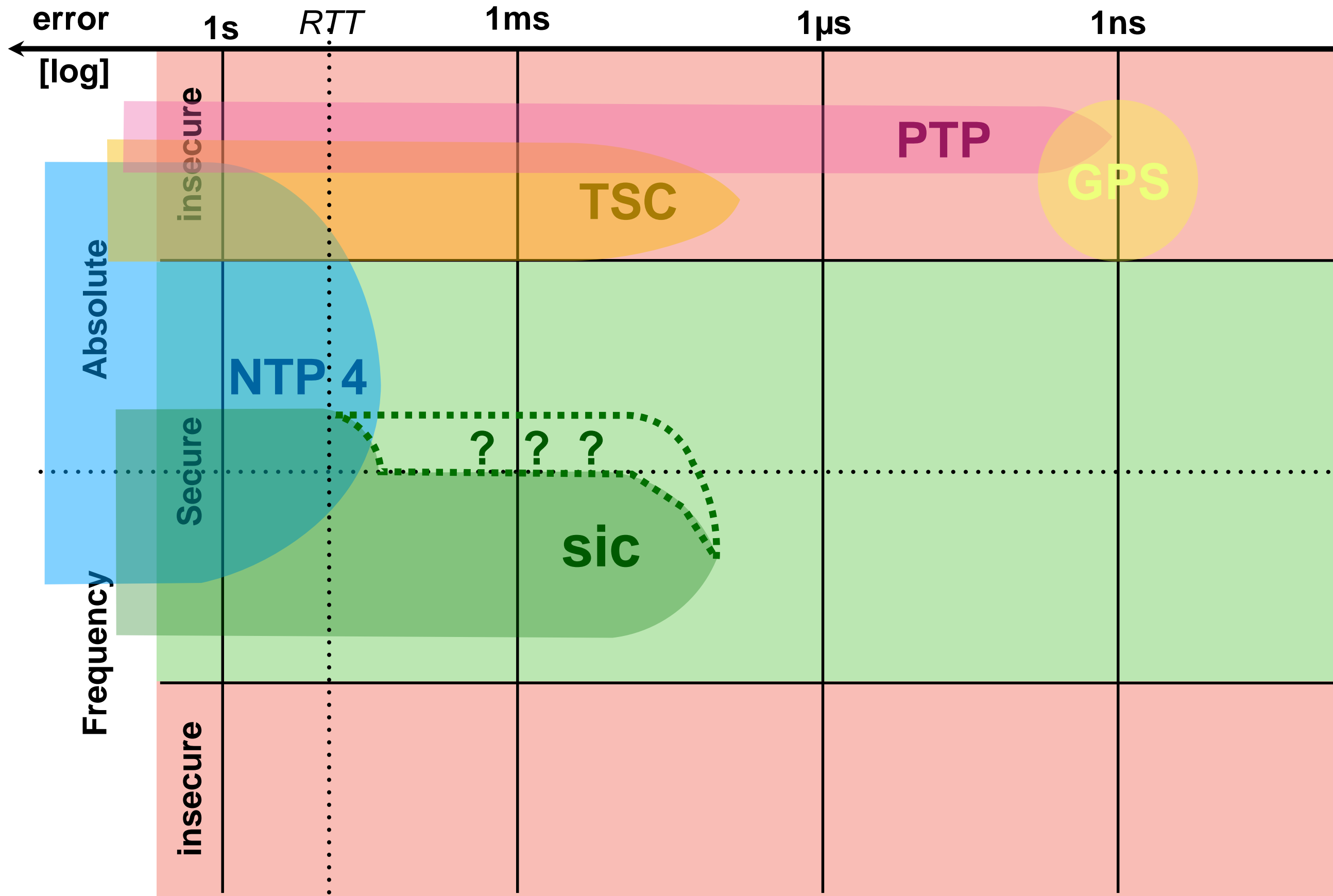
**localization**

**games**

**cripto-coins**

**measurements**

# Where protocols land?



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

- \* **RTT based clock:** accurate bitrate and delay change determination
- \* **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>

[\*draft-alvarez-hamelin-tictoc-sic\*](#)