

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

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

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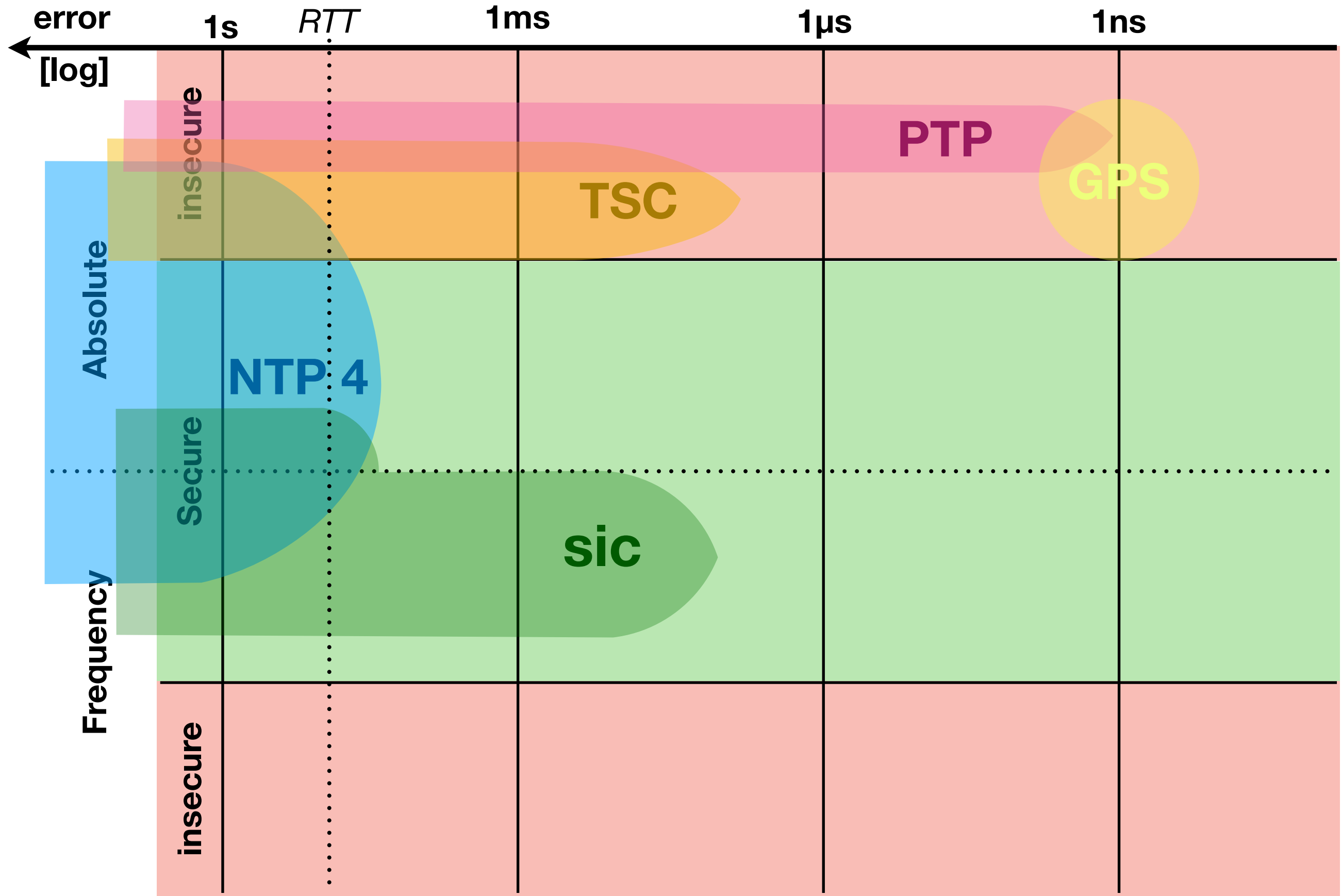
**localization**

**games**

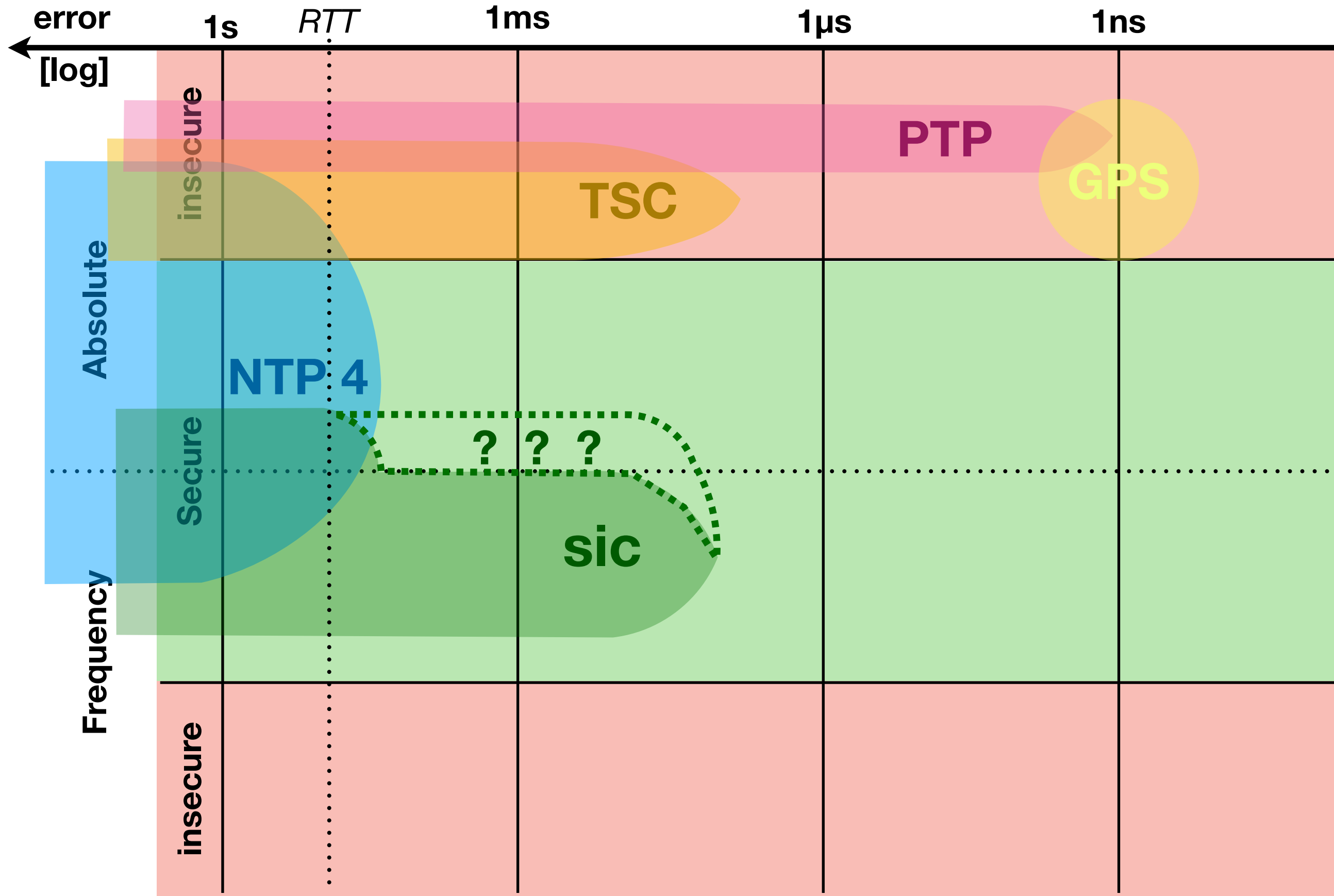
**cripto-coins**

**measurements**

# Where protocols land?



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# **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>

*draft-alvarez-hamelin-tictoc-sic-00.txt*