



























HElib

Implementing Homomorphic Encryption

Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

 AltCRT	Alternative implementation of integer polynomials
 AltCRTHelper	A helper class to enforce consistency within an AltCRTHelper object
 BipartiteGraph	A bipartite flow graph
 Cmodulus	
 ColPerm	Permuting a single dimension (column) of a hypercube
 ConstCubeSlice	A constant lower-dimension slice of a hypercube
 Ctxt	A Ctxt object holds a single ciphertext
 CtxtPart	One entry in a ciphertext vector
 Cube	Indexing into a hypercube
 CubeSignature	Holds a vector of dimensions for a hypercube and some additional data
 CubeSlice	A lower-dimension slice of a hypercube
 deep_clone	Deep copy: initialize with clone
 DoubleCRT	Implementations polynomials (elements in the ring R_Q) in double-CRT form
 DoubleCRTHelper	A helper class to enforce consistency within an DoubleCRTHelper object
 DynamicCtxtPowers	Store powers of X, compute them dynamically as needed
 EncryptedArray	A simple wrapper for a smart pointer to an EncryptedArrayBase . This is the interface that higher-level code should use
 EncryptedArrayBase	Virtual class for data-movement operations on arrays of slots
 EncryptedArrayDerived	Derived concrete implementation of EncryptedArrayBase

 EvalMap	Class that provides the functionality for the linear transforms used in bootstrapping. The constructor is invoked with three arguments:
 FHEcontext	Maintaining the parameters
 FHEPubKey	The public key
 FHESecKey	The secret key
 FHEtimer	A simple class to accumulate time
 FlowEdge	An edge in a flow graph
 FullBinaryTree	A simple implementation of full binary trees (each non-leaf has 2 children)
 GenDescriptor	A minimal description of a generator for the purpose of building tree
 GeneralBenesNetwork	Implementation of generalized Benes Permutation Network
 GeneratorTrees	A vector of generator trees, one per generator in $\mathbb{Z}_m^*/(p)$
 HyperCube	A multi-dimensional cube
 IndexMap	<code>IndexMap<T></code> implements a generic map indexed by a dynamic index set
 IndexMapInit	Initializing elements in an IndexMap
 IndexSet	A dynamic set of non-negative integers
 KeySwitch	Key-switching matrices
 LabeledEdge	A generic directed edge in a graph with some labels
 LabeledVertex	A generic node in a graph with some labels
 MappingData	Auxilliary structure to support encoding/decoding slots
 PAlgebra	The structure of $(\mathbb{Z}/m\mathbb{Z})^*/(p)$
 PAlgebraMod	The structure of $\mathbb{Z}[X]/(\text{Phi}_m(X), p)$
 PAlgebraModBase	Virtual base class for PAlgebraMod
 PAlgebraModDerived	A concrete instantiation of the virtual class
 PermNetLayer	The information needed to apply one layer of a permutation network
 PermNetwork	A full permutation network
 PlaintextArray	A simple wrapper for a pointer to

	a PlaintextArrayBase . This is the interface that higher-level code should use
C PlaintextArrayBase	Virtual class for array of slots, not encrypted
C PlaintextArrayDerived	Derived concrete implementation of PlaintextArrayBase
C PlaintextBlockMatrixBaseInterface	An abstract interface for linear transformations
C PlaintextBlockMatrixInterface	A somewhat less abstract interface for linear transformations
C PlaintextMatrixBaseInterface	An abstract interface for linear transformations
C PlaintextMatrixInterface	A somewhat less abstract interface for linear transformations
C PowerfulConversion	Conversion between powerful representation in $R_m/(q)$ and zz_pX
C PowerfulIDCRT	Conversion between powerful representation, DoubleCRT , and ZZX
C PowerfulTranslationIndexes	Holds index tables for translation between powerful and zz_pX
C RandomState	Facility for "restoring" the NTL PRG state
C RecryptData	A structure to hold recryption-related data inside the FHEcontext
C ReplicateHandler	A virtual class to handle call-backs to get the output of replicate
C shallow_clone	Shallow copy: initialize with copy constructor
C SKHandle	A handle, describing the secret-key element that "matches" a part, of the form $s^r(X^t)$
C SubDimension	A node in a tree relative to some generator
C TreeNode	A node in a full binary tree
C zz_pXModulus1	Auxiliary classes to facilitate faster reduction mod $\Phi_m(X)$ when the input has degree less than m
C ZZ_pXModulus1	Placeholder for $pXModulus$...no optimizations
