

~~Encoder~~

→ encoder:

① compute: $y = x + w$

→ Attacker:

① compute: $v = y + z$
↳ distortion

→ decoder

① compute: $\text{denoise}(v) = \hat{x}$

② compute: $y - \hat{x} = \hat{w}$

③ compute: ~~all~~ using k

④ compute: $p = \frac{1}{N} \sum \hat{w}[i] \cdot w[i]$