# NetXPTO - NetPlanner

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# Conteúdo

1	Introduction	2
2	Simulator Structure	3
	2.1 System	3
	2.2 Blocks	3
	2.3 Signals	3
3	Development Cycle	4
4	Case Studies	5
	4.1 Translucent transport mode	6

# Introduction

LinkPlanner is devoted to the simulation of point-to-point links.

### **Simulator Structure**

LinkPlanner is a signals open-source simulator.

The major entity is the system.

A system comprises a set of blocks.

The blocks interact with each other through signals.

- 2.1 System
- 2.2 Blocks
- 2.3 Signals

List of available signals:

• Signal

### **Development Cycle**

The NetXPTO-LinkPlanner has been developed by several people using git as a version control system. The NetXPTO-LinkPlanner repository is located in the GitHub site http://github.com/netxpto/linkplanner. The more updated functional version of the software is in the branch master. Master should be considered a functional beta version of the software. Periodically new releases are delivered from the master branch under the branch name Release<a href="Year">Year</a><a href="Year">

**Case Studies** 

#### 4.1 Translucent transport mode

**Student Name** : Tiago Esteves **Starting Date** : October 3, 2017

Goal : Oblivious transfer implementation with discrete variables.

Oblivious Transfer (OT) is a fundamental primitive in multi-party computation. The one-out-of-two OT consists in a communication protocol between Alice and Bob. At the beginning of the protocol Alice has two messages  $m_1$  and  $m_2$  and Bob wants to know one of them,  $m_b$ , without Alice knowing which one, i.e. without Alice knowing b, and Alice wants to keep the other message private, i.e. without Bob knowing  $m_{\bar{b}}$ . therefore two conditions must be fulfilled:

- 1. The protocol must be concealing, i.e at the beginning of the protocol Bob does not know nothing about Alice's messages, while at the end of the protocol Bob will learn the message  $m_b$  chosen by him.
- 2. The protocol is oblivious, i.e Alice cannot learn anything about Bob's choice, bit b, and Bob cannot learning nothing about the other message  $m_{\bar{b}}$ .