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(t.n) - Threshold Elfamal Encryption
- Key Gen (1<sup>n</sup>, n, ±); choose a large prime p and g < ≠ Zp*.
                          choose a # Zp* and compute y = ga
                          set fix = a + \frac{1}{2} aix where ai \frac{1}{2} Z*.
                          distribute f(x_{\overline{x}}) to each player z. not stuan to anyone.
                           output pk = (p, g, y) and sk_{\bar{x}} = (f(x_{\bar{x}})), msk = (a).
                     choose a modom r & 76*
- Enc(ple, m);
                       output (gr, m.yr)
                                                                               e_{\bar{x}}(x) = T
                                                                                       K†z
- Dec(skin, c); , parse c as ca, a).
                    For each player \bar{z}, compute d\bar{z} = c_1^{\sin(\bar{z}(0))} where \sin(x) = c_1 = c_2
            decryption
              reconstruction c_{\bullet} \cdot (\pi d_{\bar{a}})^{-1}
                                       L) The = The grander = The grander (10)
                                                 = 9 = f(1/2) (2/(3)
                                                 = grf(0) = gra.
                           m.yr. (gm)-1 = m. (ga)r. (gm)-1 = m
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