## Chiffrement homomorphe

## Boite à outils RevolUT

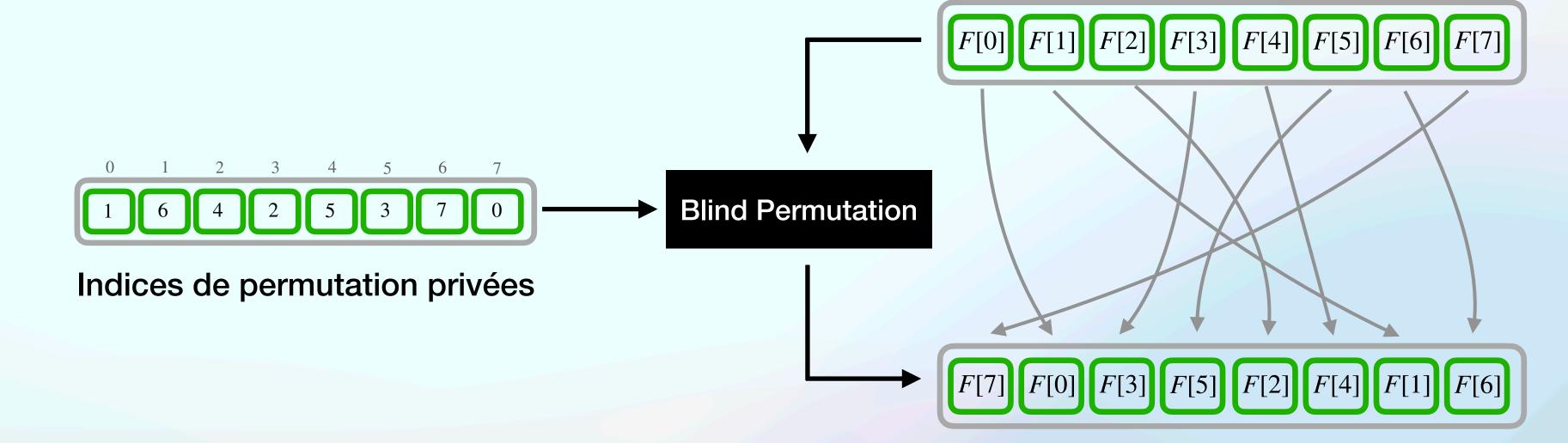


**Blind Array Access** 

**Blind Matrix Access** 

**Blind Tensor Access** 

**Blind Permutation** 



## Chiffrement homomorphe

## Boite à outils RevolUT



**Blind Array Access** 

**Blind Matrix Access** 

**Blind Tensor Access** 

**Blind Permutation** 

**Blind Insertion** 

