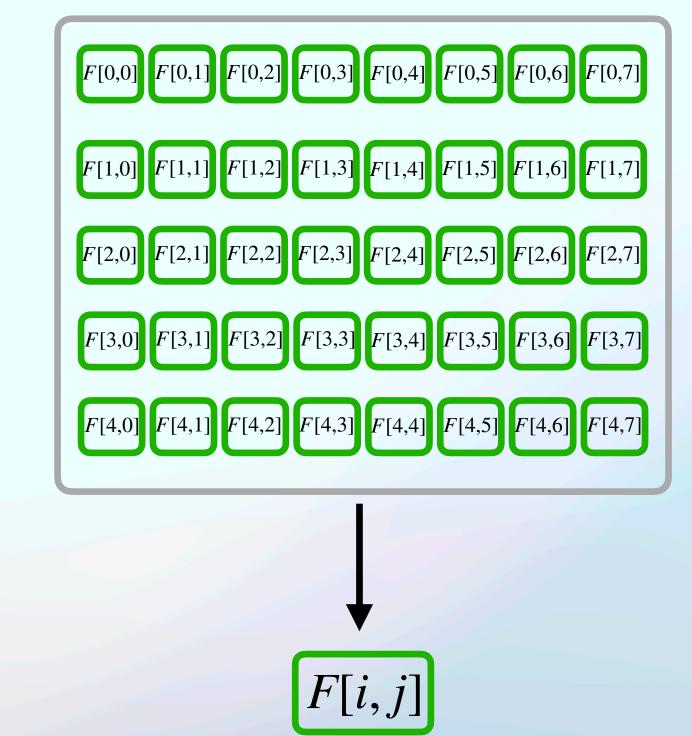
## Chiffrement homomorphe

(i,j)

Boite à outils RevolUT

**Blind Array Access** 

**Blind Matrix Access** 





## Chiffrement homomorphe

## Boite à outils RevolUT



**Blind Array Access** 

**Blind Matrix Access** 

**Blind Tensor Access** 

