



 Mutual client/server authentication Ensures each "side" is communicating with a desired party

 Authentication via zero knowledge proof Password never leaves client device

Authentication and encryption in same layer

Single entity trust mode

Security orthogonal to API

SRP & ALS

- Mutual client/server authentication
 - Ensures each "side" is communicating with a desired party
- Mutual user authentication
 - Ensures application is communicating on behalf of specific user
- Authentication via zero knowledge proof
 - Password never leaves client device
- Authentication and encryption in same layer
- Single entity trust mode
- Security orthogonal to API

SRPC