Documentation for Key Dissemination and Secret Sharing

Table of Contents

[Introduction 3](#_Toc189830095)

[General Functions 3](#_Toc189830096)

[del\_cut\_edges() 3](#_Toc189830097)

[is\_cut\_vertex() 3](#_Toc189830098)

[get\_connect\_sets() 3](#_Toc189830099)

[get\_intersection\_set\_H\_edges() 3](#_Toc189830100)

[alt\_path\_exists() 3](#_Toc189830101)

[intersection() 3](#_Toc189830102)

[class ShareSecret 4](#_Toc189830103)

[\_\_init\_\_() 4](#_Toc189830104)

[get\_cut\_vertices() 4](#_Toc189830105)

[get\_alternating\_path() 4](#_Toc189830106)

[get\_source\_to\_target\_path() 4](#_Toc189830107)

[class ShareKey 5](#_Toc189830108)

[\_\_init\_\_() 5](#_Toc189830109)

[\_u\_does\_not\_learn() 5](#_Toc189830110)

[does\_scheme\_exists() 5](#_Toc189830111)

# Introduction

# General Functions

## del\_cut\_edges()

## is\_cut\_vertex()

## get\_connect\_sets()

## get\_intersection\_set\_H\_edges()

## alt\_path\_exists()

## intersection()

# class ShareSecret

## \_\_init\_\_()

## get\_cut\_vertices()

## get\_alternating\_path()

## get\_source\_to\_target\_path()

A screen shot of a computer game

AI-generated content may be incorrect.

# class ShareKey

## \_\_init\_\_()

## \_u\_does\_not\_learn()

## does\_scheme\_exists()