**Abstract**: The goal of secure multiparty computation is to allow several entities to compute a given function over private inputs that they each hold. Those entities wish to compute the function in such a manner that their private inputs are not shared either among themselves or with any third party, however, they each learn the output of the function. In this talk we will discuss some practical applications of secure multiparty computation which include privacy preserving reputation systems and privacy preserving prediction based routing in mobile delay tolerant networks.

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