NAME

BN_add, BN_sub, BN_mul, BN_sqr, BN_div, BN_mod, BN_nnmod, BN_mod_add, BN_mod_sub, BN_mod_mul, BN_mod_sqr, BN_mod_sqrt, BN_exp, BN_mod_exp, BN_gcd - arithmetic operations on BIGNUMs

SYNOPSIS

```
#include <openssl/bn.h>

int BN_add(BIGNUM *r, const BIGNUM *a, const BIGNUM *b);

int BN_sub(BIGNUM *r, const BIGNUM *a, const BIGNUM *b);

int BN_mul(BIGNUM *r, BIGNUM *a, BIGNUM *b, BN_CTX *ctx);

int BN_sqr(BIGNUM *r, BIGNUM *a, BN_CTX *ctx);

int BN_div(BIGNUM *dv, BIGNUM *rem, const BIGNUM *a, const BIGNUM *d,
           BN_CTX *ctx);

int BN_mod(BIGNUM *rem, const BIGNUM *a, const BIGNUM *m, BN_CTX *ctx);

int BN_nnmod(BIGNUM *r, const BIGNUM *a, const BIGNUM *m, BN_CTX *ctx);

int BN_mod_add(BIGNUM *r, BIGNUM *a, BIGNUM *b, const BIGNUM *m,
               BN_CTX *ctx);

int BN_mod_sub(BIGNUM *r, BIGNUM *a, BIGNUM *b, const BIGNUM *m,
               BN_CTX *ctx);

int BN_mod_mul(BIGNUM *r, BIGNUM *a, BIGNUM *b, const BIGNUM *m,
               BN_CTX *ctx);

int BN_mod_sqr(BIGNUM *r, BIGNUM *a, const BIGNUM *m, BN_CTX *ctx);

BIGNUM *BN_mod_sqrt(BIGNUM *in, BIGNUM *a, const BIGNUM *p, BN_CTX *ctx);

int BN_exp(BIGNUM *r, BIGNUM *a, BIGNUM *p, BN_CTX *ctx);

int BN_mod_exp(BIGNUM *r, BIGNUM *a, const BIGNUM *p,
               const BIGNUM *m, BN_CTX *ctx);
```

```
int BN_gcd(BIGNUM *r, BIGNUM *a, BIGNUM *b, BN_CTX *ctx);
```

DESCRIPTION

BN_add() adds *a* and *b* and places the result in *r* ("r=a+b"). *r* may be the same **BIGNUM** as *a* or *b*.

BN_sub() subtracts *b* from *a* and places the result in *r* ("r=a-b"). *r* may be the same **BIGNUM** as *a* or *b*.

BN_mul() multiplies *a* and *b* and places the result in *r* ("r=a*b"). *r* may be the same **BIGNUM** as *a* or *b*. For multiplication by powers of 2, use **BN_lshift**(3).

BN_sqr() takes the square of *a* and places the result in *r* ("r=a^2"). *r* and *a* may be the same **BIGNUM**. This function is faster than BN_mul(r,a,a).

BN_div() divides *a* by *d* and places the result in *dv* and the remainder in *rem* ("dv=a/d, rem=a%d"). Either of *dv* and *rem* may be **NULL**, in which case the respective value is not returned. The result is rounded towards zero; thus if *a* is negative, the remainder will be zero or negative. For division by powers of 2, use **BN_rshift**(3).

BN_mod() corresponds to **BN_div()** with *dv* set to **NULL**.

BN_nnmod() reduces *a* modulo *m* and places the nonnegative remainder in *r*.

BN_mod_add() adds *a* to *b* modulo *m* and places the nonnegative result in *r*.

BN_mod_sub() subtracts *b* from *a* modulo *m* and places the nonnegative result in *r*.

BN_mod_mul() multiplies *a* by *b* and finds the nonnegative remainder respective to modulus *m* ("r=(a*b) mod m"). *r* may be the same **BIGNUM** as *a* or *b*. For more efficient algorithms for repeated computations using the same modulus, see **BN_mod_mul_montgomery**(3) and **BN_mod_mul_reciprocal**(3).

BN_mod_sqr() takes the square of *a* modulo **m** and places the result in *r*.

BN_mod_sqrt() returns the modular square root of *a* such that "in^2 = a (mod p)". The modulus *p* must be a prime, otherwise an error or an incorrect "result" will be returned. The result is stored into *in* which can be NULL. The result will be newly allocated in that case.

BN_exp() raises *a* to the *p*-th power and places the result in *r* ("r=a^p"). This function is faster than repeated applications of **BN_mul()**.

BN_mod_exp() computes *a* to the *p*-th power modulo *m* ("r=a^p % m"). This function uses less time and space than **BN_exp()**. Do not call this function when **m** is even and any of the parameters have the **BN_FLG_CONSTTIME** flag set.

BN_gcd() computes the greatest common divisor of *a* and *b* and places the result in *r*. *r* may be the same **BIGNUM** as *a* or *b*.

For all functions, *ctx* is a previously allocated **BN_CTX** used for temporary variables; see **BN_CTX_new**(3).

Unless noted otherwise, the result **BIGNUM** must be different from the arguments.

RETURN VALUES

The **BN_mod_sqrt()** returns the result (possibly incorrect if *p* is not a prime), or NULL.

For all remaining functions, 1 is returned for success, 0 on error. The return value should always be checked (e.g., "if (!BN_add(r,a,b)) goto err;"). The error codes can be obtained by **ERR_get_error**(3).

SEE ALSO

ERR_get_error(3), **BN_CTX_new**(3), **BN_add_word**(3), **BN_set_bit**(3)

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