## Setup finite fields

```
In[1]:= << FiniteFields`(* Load finite field package *)
    SetFieldFormat[GF[2, 2], FormatType → FunctionOfCode[F]]
    (* Set F as field with 4 elements *)
    Output[x_] := x /. {F[1] → 1, F[2] → A, F[3] → B};
    (* Function to make field elements {0,1,A,B} *)</pre>
```

## Addition and multiplication tables:

```
In[4]:= elements = {F[0], F[1], F[2], F[3]};
  fullElements = {elements, elements, elements};
  plus = fullElements + Transpose[fullElements];
  multiply = fullElements * Transpose[fullElements];
  plusTab = ArrayFlatten[{{"+", {elements}}, {Transpose[{elements}], plus}}] // Output;
  multiplyTab =
    ArrayFlatten[{{"*", {elements}}, {Transpose[{elements}], multiply}}] // Output;
  Grid[plusTab, Alignment → Left, Spacings → {2, 1}, Frame → All,
    ItemStyle → "Text", Background → {{Gray, None}, {LightGray, None}}]
  Grid[multiplyTab, Alignment → Left, Spacings → {2, 1}, Frame → All,
    ItemStyle → "Text", Background → {{Gray, None}, {LightGray, None}}]
```

Out[10]=	+	0	1	А	В
	0	0	1	Α	В
	1	1	0	В	Α
	А	Α	В	0	1
	В	В	Α	1	0

Out[11]=	*	0	1	Α	В
	0	0	0	0	0
	1	0	1	Α	В
	А	0	Α	В	1
	В	0	В	1	Α

## Multivariate constrained expression:

Constraints: u(0,y) = A, u(B,y) = 1, u(x,0) = u(x,B)

```
ln[12]:= s1[x_] := {1, x};
     Sij = {s1[0], s1[F[3]]};
     \alpha1 = Inverse[Sij];
     \phi_{1}[x] := s_{1}[x].\alpha_{1};
     u1[x_, y_, g_Symbol] := g[x, y] + \phi1[x].\rho1[x, y, g];
     \rho1[x, y, h] // Output
Out[18]= \{A - h[0, y], 1 - h[B, y]\}
ln[19]:= s2[y_] := {y};
     Sij = {s2[0] - s2[F[3]]};
     \alpha2 = Inverse[Sij];
     \phi_{2[y]} := s_{2[y]} \cdot \alpha_{2;}
     Check constraints for any g(x):
In[25]:= FullSimplify[u[0, y, g] == F[2]]
     FullSimplify[u[F[3], y, g] == 1]
     FullSimplify[u[x, 0, g] == u[x, F[3], g]]
Out[25]= True
Out[26]= True
Out[27]= True
     Check constraints for a specific g(x):
ln[28]:= (*g[x_,y_]:=x*x;*)
     g[x_{-}, y_{-}] := F[2] * x + x * y + y;
     uVals = Table[u[F[x], F[y], g], \{y, 3, 0, -1\}, \{x, 0, 3\}];
     uTab =
        ArrayFlatten[{{Transpose[{Reverse[elements]}], uVals}, {"y/x", {elements}}}] // Output;
     Grid[uTab, Alignment → Left, Spacings → {2, 1}, Frame → All, ItemStyle → "Text",
       Background → {{Gray, None}, {None, None, None, Gray}}]
       В
              Α
                   В
                             1
       Α
              Α
                   В
                        0
                             1
              Α
                   В
                        0
                             1
Out[31]=
       1
       0
              Α
                   В
                        0
                             1
       y/x
              0
                   1
                             В
```