

I see the noir docs recommend

[github.com](https://github.com)

### **GitHub - eryxcoop/acvm-backend-plonky2: This is an open source backend for the ACIR...**

This is an open source backend for the ACIR standard as implemented in the Noir programming language, written in Rust which pulls in

[github.com](https://github.com)

### **GitHub - brweisz/plonky2**

Contribute to brweisz/plonky2 development by creating an account on GitHub.

which is a fork (1 commit ahead, 31 commits behind) of

[github.com](https://github.com)

### **GitHub - 0xPolygonZero/plonky2**

Contribute to 0xPolygonZero/plonky2 development by creating an account on GitHub.

which has since released it's version 1.0.0...

and all of these say they are unaudited and should not be used in production.

I'm going to push ahead with 0xPolygonZero, since it seems Plonky3 is too new. Any suggestions on better backends for noir?

We need to skip anything with elliptic curves.