```
long target_fn(BIGNUM *,h)
                        direction of
                                                    16
                        adaptation
                  long inner fn(mbedtls mpi *h, int radix)
typedef struct {
                                                 typedef struct {
                                                    /* integer sign */
   /* Pointer to an array of bit chunks */
   BN ULONG *d; <u>1*d + 0</u>
                                                    int s:
   /* Index of last used d+1
                                                    /* total # of limbs */
                    _{1*top} + 0
   int top:
                                                  → size tn;
                                                    /* pointer to limbs */
   /* Size of the d array. */
                                                  mbedtls_mpi_uint *p;
   int dmax:
                                                 } mbedtls mpi;
   /* 1 = negative */
   int neg;
                     -2*neg + 1
   int flags;
} BIGNUM:
```