

CoCoA-5 - Design #1018

Interpreter: limit range for ".." operator

02 Mar 2017 14:19 - Anna Maria Bigatti

Status:	Closed	Start date:	02 Mar 2017
Priority:	Normal	Due date:	
Assignee:	John Abbott	% Done:	100%
Category:	Parser/Interpreter	Estimated time:	1.44 hour
Target version:	CoCoA-5.2.0 spring 2017	Spent time:	1.40 hour
Description Currently there is no check for the arguments of .. Limit the input! for example upper-lower < ???			

History

#1 - 27 Apr 2017 17:09 - John Abbott

- Status changed from New to Feedback
- % Done changed from 10 to 90
- Estimated time set to 1.01 h

In fact this has already been implemented: there is an arbitrary upper limit of 10^8 elements in the result.
Perhaps this limit is too high?

NOTE on my machine `1..100000000` produces a result which occupies about 9Gbytes!

I am not entirely happy with imposing an arbitrary limit on .. (DOTDOT), but I suppose it is safer than not doing so.

#2 - 27 Apr 2017 17:19 - Anna Maria Bigatti

sounds good to me

#3 - 28 Apr 2017 15:10 - John Abbott

I have added a note to the man page about "range operator".

I wonder whether a limit of 10^7 would be better than 10^8 ?

Already 10^7 implies about 1Gbyte of memory, and if you are creating such a long list there might well be a better way to achieve what you want...

What do you think?

#4 - 28 Apr 2017 15:20 - Anna Maria Bigatti

John Abbott wrote:

I have added a note to the man page about "range operator".

I wonder whether a limit of 10^7 would be better than 10^8 ?

Yes. I wanted to thes the limit, but then remembered I do not have so much RAM ;-)

#5 - 28 Apr 2017 16:20 - John Abbott

- *Status changed from Feedback to Closed*
- *% Done changed from 90 to 100*
- *Estimated time changed from 1.01 h to 1.44 h*

I have changed the code (Interpreter.C:3643) so that the limit is 10^7 values; also changed the error message and the documentation. Will check in shortly.

Closing.