

CoCoA-5 - Bug #1095

TimeOut not working as hoped/expected

29 Aug 2017 16:29 - John Abbott

Status:	Closed	Start date:	29 Aug 2017
Priority:	Normal	Due date:	
Assignee:	John Abbott	% Done:	100%
Category:	enhancing/improving	Estimated time:	1.11 hour
Target version:	CoCoA-5.2.2	Spent time:	1.10 hour
Description I had hoped to use the "time out" feature in a loop similar to this: <pre>for i := 1 to 1000 do I := RandomIdeal(...); try GB := GBasisTimeout(I, 5.0); UponError E do /*nothing*/ EndTry; ... endfor;</pre> Unfortunately as currently implemented the "time out" causes an interrupt (like Ctrl-C) rather than a normal error; so control leaves the try block whenever a time out occurs... Discuss; fix.			
Related issues: Related to CoCoALib - Feature #385: Design new errors using inheritance			
		In Progress	08 Jul 2013

History

#1 - 30 Aug 2017 17:11 - John Abbott

- Description updated

Is a "timeout" more like an interrupt (which cannot be caught by a **try** block)?
Or is it more like an error (which can be caught by a **try** block)?

In my example I wanted it to behave like an error.
Was my desire correct?

#2 - 30 Aug 2017 17:32 - Anna Maria Bigatti

- % Done changed from 0 to 10

John Abbott wrote:

Is a "timeout" more like an interrupt (which cannot be caught by a **try** block)?
Or is it more like an error (which can be caught by a **try** block)?

My first thought was it should be like an interrupt ("interrupt after ..seconds"),
but I see it could be viewed similarly to the "insufficient precision" error.

The question is: how can we detect the computation finished?

One easy way is this (probably easier than try/catch for the common user):

```
UnsetValue := 145692761358726487564386; -- whatever object
GB := UnsetValue;
GB := GBasisTimeout(I, 10);
if GB <> UnsetValue then ...
```

#3 - 01 Sep 2017 11:28 - John Abbott

- *Related to Feature #385: Design new errors using inheritance added*

#4 - 06 Sep 2017 15:17 - John Abbott

- *Status changed from New to Resolved*

- *Assignee set to John Abbott*

- *% Done changed from 10 to 80*

I have modified the code so that **TimeoutException** is now derived from **ErrorInfo** (rather than **InterruptedException**). This seems to make everything work as expected (based on just 1 test).

I'll check in shortly.

#5 - 13 Nov 2017 15:04 - John Abbott

- *Status changed from Resolved to Closed*

- *% Done changed from 80 to 100*

- *Estimated time set to 1.11 h*

I have not really tested this, but think that the current impl is OK anyway ==> closing.