CoCoALib - Slug #1796

myFinalizeGBasis ("Final clean up") should be more flexible

18 Mar 2024 13:54 - Anna Maria Bigatti

Status:	New		**Start date:**	18 Mar 2024
Priority:	Normal		**Due date:**	
Assignee:	Anna Maria Bigatti		**% Done:**	30%
Category:	Improving		**Estimated time:**	0.00 hour
Target version:	CoCoALib-0.99880		**Spent time:**	0.00 hour

Description

We have noticed that sometimes (with SetVerbosityLevel(100)) the time spent in "Final clean up" is quite long.
The current implementation just performs the final interreduction for non-homogeneous input (because doing it after the output is converted in a normal vector<RingElem> would be slower)
It should be more flexible: sometimes we do not need the full final interreduction.

Related issues:

Related to CoCoALib - Slug #777: SLUG: elimination	**In Progress**	**15 Sep 2015**
Related to CoCoALib - Slug #1394: Oddly slow GBasis computation (slow final c...	**Resolved**	**15 Jan 2020**

History

#1 - 18 Mar 2024 14:16 - Anna Maria Bigatti

- Related to Slug #777: SLUG: elimination added

#2 - 18 Mar 2024 18:37 - John Abbott

- Related to Slug #1394: Oddly slow GBasis computation (slow final cleanup) added

#3 - 22 Mar 2024 16:19 - Anna Maria Bigatti

- Assignee set to Anna Maria Bigatti

- % Done changed from 0 to 30

Improved (see #777-12).
Still, could be more clever when computing elimination and some reductions are completely useless.