

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.