# CoCoALib - Bug #736

# QuotientRing: is it correct to prohibit quotient by ideal(1)?

21 Jun 2015 21:06 - John Abbott

Status:	Closed	Start date:	21 Jun 2015
Priority:	Normal	Due date:	
Assignee:	Anna Maria Bigatti	% Done:	100%
Category:	Improving	Estimated time:	1.11 hour
Target version:	CoCoALib-0.99700	Spent time:	1.05 hour

## Description

The quotient ring R/I where I=ideal(1) gives the trivial ring.

Currently the quotienting operation gives a specific error because we do not want users trying to compute in the trivial ring. However this also blocks reasonable operations such as  $\dim(R/I)$  and  $\operatorname{multiplicity}(R/I)$ .

Should we really forbid the creation of the trivial ring?

### History

#### #1 - 21 Jun 2015 21:09 - John Abbott

The problem arose while doing some computations for Ulrich where it was known/expected that some ideals would be ideal(1).

Is there an easy way to test whether an ideal is ideal(1)? We have IsZero, but not IsOne.

## #2 - 25 Jun 2015 12:52 - John Abbott

Robbiano confirms that it is best to avoid the null ring (which has surprising properties such as 1 = 0).

In this case we should offer an easy/natural way of testing whether an ideal is ideal(1). What do you think about the readability of the following:

- if 1 isin I then ....
- if IsOne(I) then ....

Given that IsZero already exists, it seems coherent to offer IsOne too (for which types of arg?)

#### #3 - 25 Jun 2015 14:30 - Anna Maria Bigatti

- Status changed from New to In Progress
- Assignee set to Anna Maria Bigatti
- % Done changed from 0 to 10

John Abbott wrote:

- if 1 isin I then ....
- if IsOne(I) then ....

the first already works. The second should be easy to add (I can do it).

## #4 - 25 Jun 2015 15:34 - Anna Maria Bigatti

- Status changed from In Progress to Resolved
- % Done changed from 10 to 30

done: added IsOne(IDEAL)

### #5 - 27 Jan 2020 17:43 - John Abbott

- Status changed from Resolved to Closed
- Target version changed from CoCoALib-1.0 to CoCoALib-0.99700
- % Done changed from 30 to 100
- Estimated time set to 1.11 h

This was presumably done about 4 years ago, but we forgot to close the issue... Closing now.