# What's new in BPAS?

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- $\rightarrow$  Easy to use: "Dynamic" Object-Oriented interface in C++ [5]

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- Fourier-Motzkin elimination: new algorithm, complexity measures [8]

#### C++ Templates for a Dynamic, Friendly Interface [5]

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Goal: maintain strict object type safety and mathematical type safety.

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Solution: curiously recurring template pattern, template metaprogramming

- $\rightarrow\,$  Abstract class hierarchy encodes the interface of each algebraic type
- $\rightarrow\,$  Template parameter makes interface mathematically safe at compile-time
- ightarrow Polys automatically decide algebraic type (superclass) based on ground ring

```
1 template <class Derived>
2 class BPASRing { Derived add(Derived x, Derived y) };
4 template <class Derived>
5 class BPASEuclideanDomain : BPASGCDDomain<Derived>;
6
7 class Integer : BPASEuclideanDomain<Integer>;
8
9 template <class Ring, Deriverd>
10 class Polynomial : conditional< is_base_of<Ring, BPASField<Ring>,
BPASEuclideanDomain<Dervied>, BPASRing<Derived> >;
```

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- ightarrow per term data locality (cf. separate locality for coefficients and monomials)
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 $\mathbb{Z}[X_1,\ldots,X_5]$  multiplication and Euclidean division (time (s) vs number of terms; varying sparsity)



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#### References

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