

BornAgain - Refactoring #1541

review areAlmostEqual and get_relative_difference

28 Jul 2016 10:18 - wuttke

Status:	Rejected	Start date:	28 Jul 2016
Priority:	Low	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
Is there need for a tolerance_factor? Probably not.			
Are small numbers meant on a linear or a logarithmic scale? Is $1e-100 - 0$ a small relative difference?			
Why isn't get_relative_difference(a,b) symmetric in $a \leftrightarrow b$?			
What are the consequences for simulations and fits?			
By the way: areAlmostEqual is used only once in the new Fit/ directory, and should therefore be replaced by a local routine, so that Numeric.h can be moved to Core/.			

History

#1 - 28 Jul 2016 10:25 - wuttke

With 7c816ab there comes a rudimentary unit test TestRelDiff, to be expanded while this issue is being solved.

#2 - 31 Aug 2016 23:11 - wuttke

- Status changed from Sprint to Backlog

- Priority changed from High to Normal

With ba2dff7f2, the non-monotonicity in $|b|$ is cured.

The remaining questions are less urgent.

#3 - 02 Sep 2016 10:11 - wuttke

- Target version deleted (Sprint32)

#4 - 16 Nov 2016 18:53 - wuttke

- Priority changed from Normal to Low

#5 - 01 Dec 2016 14:27 - wuttke

- Description updated

#6 - 02 Dec 2016 13:46 - wuttke

- Parent task changed from #1290 to #1712

#7 - 18 Sep 2020 20:21 - wuttke

- Status changed from Backlog to Rejected

- Parent task deleted (#1712)

Both are gone.