Singular User Meeting

Wednesday, June 17, 3 p.m.

Singular has been proven an efficient tool for our research in algebraic geometry. And we are sure it can also be of great value for you!
The Singular team would like to open the development process of Singular to its users and encourage *you* to participate. So, if you would like to

Learn how to use Singular,
Contribute a sequence of commands as a library,
Implement new stuff in the kernel of Singular,
Get to know **new features** of Singular 3-1-0,

then, this is the opportunity to discuss how to do it:

- What's new in Singular 3-1-0? (20 min)

  - ring elements (from $Z/p^n, Z/m, Z$ as polynomial coefficients)
  - new commands, new libraries: `modstd.lib, normal.lib`
  - licences for all parts of Singular clarified
  - more build targets: `libsingular.a / libsingular.so`
  - plotting surfaces with surfer

- Future Development of Singular - Involving our Users (15 min)

  - user participation and feedback: support mailing address, forum, *new:* trac ticket system
  - more frequent releases
  - nightly builds for more immediate access to latest code versions
  - better debugging and profiling support

- On the Way to Singular 4.0 (10 min)

  - C++ wrapper classes for all major Singular types
  - developer-level source code documentation
  - Singular as a library

- **Main Part: Your Wishlist and Discussion (1 hour)**