Determine if there is an ancestor − descendant relationship between two blocks.

@type : ($ block, $ block, $ commonNodeState) ⇒ Bool;

RECURSIVE $TLC\_is\_ancestor\_descendant\_relationship(\_, \_, \_)$

$TLC\_is\_ancestor\_descendant\_relationship(ancestor, descendant, node\_state) \triangleq$
    IF $ancestor = descendant$ THEN TRUE
    ELSE IF $descendant = node\_state.configuration.genesis$ THEN FALSE
    ELSE
        $\wedge\ has\_parent(descendant, node\_state)$
        $\wedge\ TLC\_is\_ancestor\_descendant\_relationship(ancestor,$
           $get\_parent(descendant, node\_state), node\_state)$