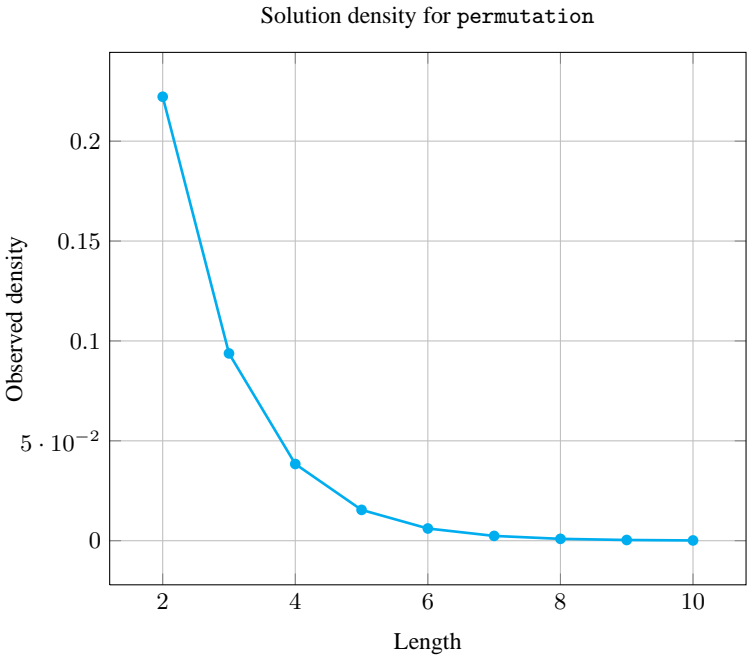
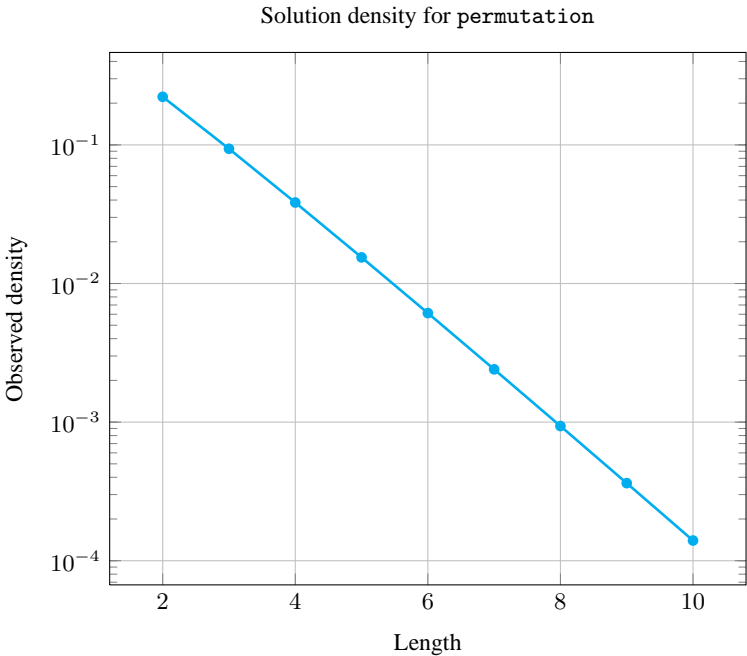


5.323 permutation

	DESCRIPTION	LINKS	GRAPH
Origin	Derived from <code>alldifferent_consecutive_values</code> .		
Constraint	<code>permutation(VARIABLES)</code>		
Argument	VARIABLES : <code>collection(var-dvar)</code>		
Restrictions	<code>required(VARIABLES, var)</code> <code>minval(VARIABLES.var) = 1</code> <code>maxval(VARIABLES.var) = VARIABLES </code>		
Purpose	Enforce all variables of the collection VARIABLES to take distinct values between 1 and the total number of variables.		
Example	<div><code>((3, 2, 1, 4))</code></div> <p>The <code>permutation</code> constraint holds since all the values 3, 2, 1 and 4 are distinct, and since they all belong to interval $[1, 4]$ where 4 is the total number of variables.</p>		
Typical	<code> VARIABLES > 2</code>		
Symmetries	<ul style="list-style-type: none">Items of VARIABLES are <code>permutable</code>.Two distinct values of VARIABLES.var can be <code>swapped</code>.		
Usage	See Usage slot of <code>alldifferent</code> .		
Algorithm	See Algorithm slot of <code>alldifferent</code> .		
Counting			

Length (<i>n</i>)	2	3	4	5	6	7	8	9	10
Solutions	2	6	24	120	720	5040	40320	362880	3628800

Number of solutions for `permutation`: domains $0..n$



See also

[implied by: proper_circuit.](#)
[implies: alldifferent_consecutive_values.](#)

Keywords

characteristic of a constraint: all different, disequality, sort based reformulation.

combinatorial object: permutation.

constraint type: value constraint.

final graph structure: one_succ.

Cond. implications

- permutation(VARIABLES)
implies balance(BALANCE, VARIABLES)
when BALANCE = 0.
- permutation(VARIABLES)
implies change(NCHANGE, VARIABLES, CTR)
when NCHANGE = |VARIABLES| - 1
and CTR ∈ [≠].
- permutation(VARIABLES)
implies circular_change(NCHANGE, VARIABLES, CTR)
when NCHANGE = |VARIABLES|
and CTR ∈ [≠].
- permutation(VARIABLES)
implies length_last_sequence(LEN, VARIABLES)
when LEN = 1.
- permutation(VARIABLES)
implies length_first_sequence(LEN, VARIABLES)
when LEN = 1.
- permutation(VARIABLES)
implies longest_change(SIZE, VARIABLES, CTR)
when SIZE = |VARIABLES|
and CTR ∈ [≠].
- permutation(VARIABLES)
implies max_n(MAX, RANK, VARIABLES)
when MAX = |VARIABLES| - RANK.
- permutation(VARIABLES)
implies min_n(MIN, RANK, VARIABLES)
when MIN = RANK + 1.
- permutation(VARIABLES)
implies min_nvalue(MIN, VARIABLES)
when MIN = 1.
- permutation(VARIABLES)
implies min_size_full_zero_stretch(MINSIZE, VARIABLES)
when MINSIZE = |VARIABLES|.
- permutation(VARIABLES)
implies ninterval(NVAL, VARIABLES, SIZE_INTERVAL)
when NVAL = (|VARIABLES| + SIZE_INTERVAL)/SIZE_INTERVAL.

- permutation(VARIABLES)
implies `range_ctr`(VARIABLES, CTR, R)
when CTR $\in [\leq]$
and R = |VARIABLES|.
- permutation(VARIABLES)
implies `soft_alldifferent_ctr`(C, VARIABLES).
- permutation(VARIABLES)
implies `soft_all_equal_max_var`(N, VARIABLES)
when N \leq |VARIABLES| - 1.
- permutation(VARIABLES)
implies `soft_all_equal_min_var`(N, VARIABLES)
when N \geq |VARIABLES| - 1.
- permutation(VARIABLES)
implies `sum_ctr`(VARIABLES, CTR, VAR)
when CTR $\in [=]$
and VAR = |VARIABLES| * (|VARIABLES| + 1)/2.
- permutation(VARIABLES)
with |VARIABLES| > 2
and first(VARIABLES.var) > `minval`(VARIABLES.var)
and last(VARIABLES.var) > `minval`(VARIABLES.var)
implies `deepest_valley`(DEPTH, VARIABLES)
when DEPTH = `minval`(VARIABLES.var).
- permutation(VARIABLES)
with |VARIABLES| > 2
and first(VARIABLES.var) = 1
implies `deepest_valley`(DEPTH, VARIABLES)
when DEPTH = 2.
- permutation(VARIABLES)
with |VARIABLES| > 2
and last(VARIABLES.var) = 1
implies `deepest_valley`(DEPTH, VARIABLES)
when DEPTH = 2.
- permutation(VARIABLES)
with |VARIABLES| > 2
and first(VARIABLES.var) < `maxval`(VARIABLES.var)
and last(VARIABLES.var) < `maxval`(VARIABLES.var)
implies `highest_peak`(HEIGHT, VARIABLES)
when HEIGHT = `maxval`(VARIABLES.var).
- permutation(VARIABLES)
with |VARIABLES| > 2
and first(VARIABLES.var) = |VARIABLES|
implies `highest_peak`(HEIGHT, VARIABLES)
when HEIGHT = |VARIABLES| - 1.

- `permutation(VARIABLES)`
 - with $|VARIABLES| > 2$
 - and `last(VARIABLES.var) = |VARIABLES|`
 - implies** `highest_peak(HEIGHT, VARIABLE)`
 - when $HEIGHT = |VARIABLES| - 1$.

Arc input(s)	VARIABLES
Arc generator	<code>CLIQUE</code> \mapsto <code>collection</code> (variables1, variables2)
Arc arity	2
Arc constraint(s)	variables1.var = variables2.var
Graph property(ies)	<code>MAX_NSCC</code> \leq 1
Graph class	<code>ONE_SUCC</code>

Graph model

We generate a *clique* with an *equality* constraint between each pair of vertices (including a vertex and itself) and state that the size of the largest strongly connected component should not exceed one. Finally the restrictions express the fact that all values are between 1 and the total number of variables.

Parts (A) and (B) of Figure 5.670 respectively show the initial and final graph associated with the **Example** slot. Since we use the `MAX_NSCC` graph property we show one of the largest strongly connected component of the final graph. The permutation holds since all the strongly connected components have at most one vertex: a value is used at most once.

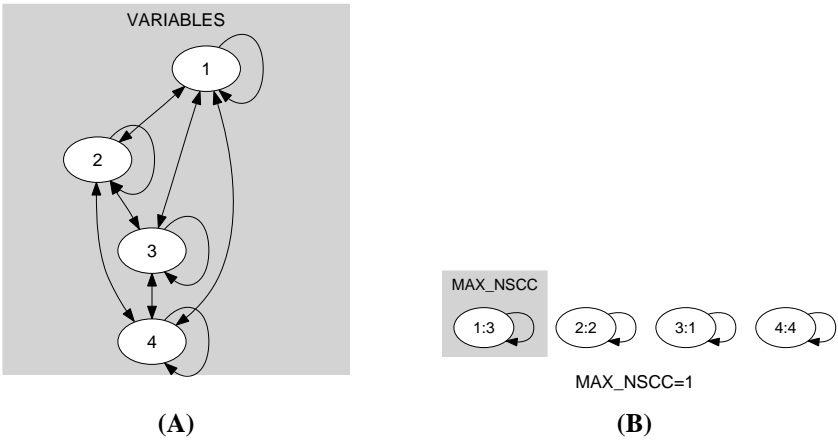


Figure 5.670: Initial and final graph of the permutation constraint