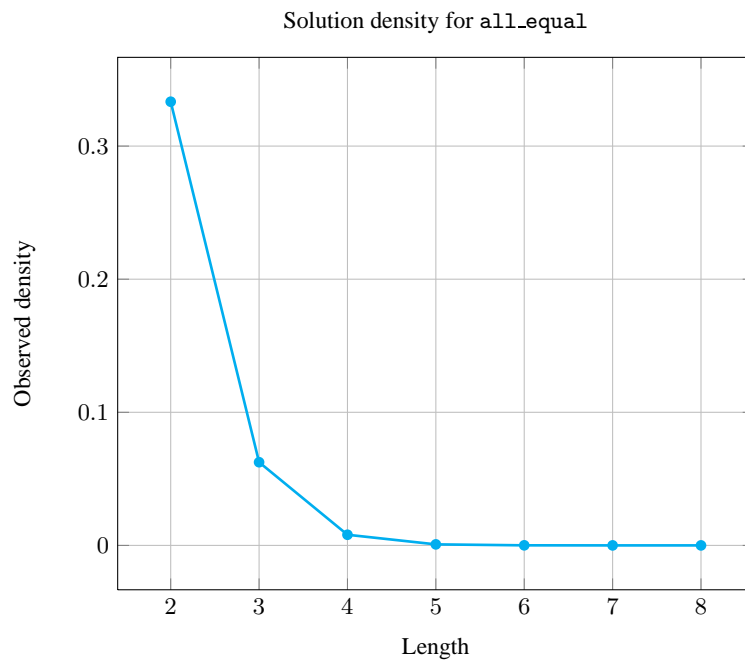
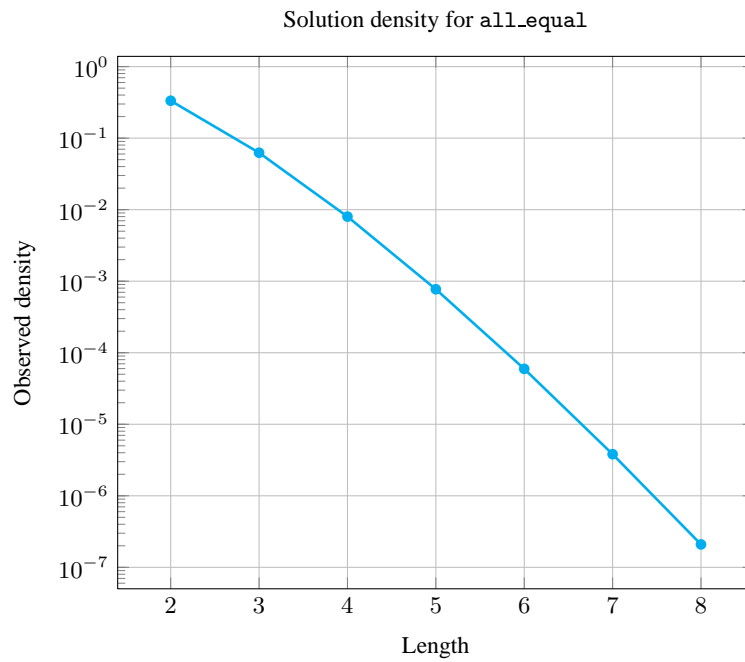


5.5 all_equal

	DESCRIPTION	LINKS	GRAPH																
Origin	Derived from <code>soft_all_equal_min_ctr</code>																		
Constraint	<code>all_equal(VARIABLES)</code>																		
Synonym	<code>rel.</code>																		
Argument	VARIABLES : <code>collection</code> (var—dvar)																		
Restrictions	<code>required</code> (VARIABLES, var) $ VARIABLES > 0$																		
Purpose	Enforce all variables of the collection VARIABLES to take the same value.																		
Example	<div><code>(⟨5, 5, 5, 5⟩)</code></div> <p>The <code>all_equal</code> constraint holds since all its variables are fixed to value 5.</p>																		
All solutions	<p>Figure 5.5 gives all solutions to the following non ground instance of the <code>all_equal</code> constraint: $V_1 \in [0, 6]$, $V_2 \in [0, 2]$, $V_3 \in [0, 2]$, $V_4 \in [1, 4]$, <code>all_equal</code>($\langle V_1, V_2, V_3, V_4 \rangle$).</p> <div><div><div>① <code>(⟨1, 1, 1, 1⟩)</code></div><div>② <code>(⟨2, 2, 2, 2⟩)</code></div></div></div> <p>Figure 5.5: All solutions corresponding to the non ground example of the <code>all_equal</code> constraint of the All solutions slot</p>																		
Typical	$ VARIABLES > 2$ <code>minval</code> (VARIABLES.var) $\neq 0$																		
Symmetries	<ul style="list-style-type: none">Items of VARIABLES are <code>permutable</code>.All occurrences of a value of VARIABLES.var can be <code>renamed</code> to any unused value.																		
Arg. properties	<code>Contractible</code> wrt. VARIABLES.																		
Counting	<table><tr><td>Length (n)</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td></tr><tr><td>Solutions</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td></tr></table> <p>Number of solutions for <code>all_equal</code>: domains $0..n$</p>			Length (n)	2	3	4	5	6	7	8	Solutions	3	4	5	6	7	8	9
Length (n)	2	3	4	5	6	7	8												
Solutions	3	4	5	6	7	8	9												

Figure 5.5: All solutions corresponding to the non ground example of the `all_equal` constraint of the **All solutions** slot



Systems [atMostNValue](#) in [Choco](#), [rel](#) in [Gecode](#), [all_equal](#) in [MiniZinc](#).

See also [generalisation: nvalue](#) (a variable counting the number of distinct values is introduced).

implies: `consecutive_values`, `decreasing`, `increasing`,
`multi_global_contiguity`.

negation: `not_all_equal`.

soft variant: `soft_all_equal_max_var`,
`soft_all_equal_min_ctr` (*decomposition-based violation measure*),
`soft_all_equal_min_var` (*variable-based violation measure*).

specialisation: `eq` (*equality between just two variables*).

Keywords

constraint type: value constraint.

Cond. implications

`all_equal(VARIABLES)`
 with `|VARIABLES| > 1`
implies `some_equal(VARIABLES)`.

Arc input(s)	VARIABLES
Arc generator	$PATH \mapsto \text{collection}(\text{variables1}, \text{variables2})$
Arc arity	2
Arc constraint(s)	$\text{variables1.var} = \text{variables2.var}$
Graph property(ies)	$NARC = VARIABLES - 1$

Graph model

We use the arc generator *PATH* in order to link consecutive variables of the collection *VARIABLES* by a binary equality constraint.

Parts (A) and (B) of Figure 5.6 respectively show the initial and final graph of the **Example** slot. Since we use the *NARC* graph property, the arcs of the final graph are stressed in bold.

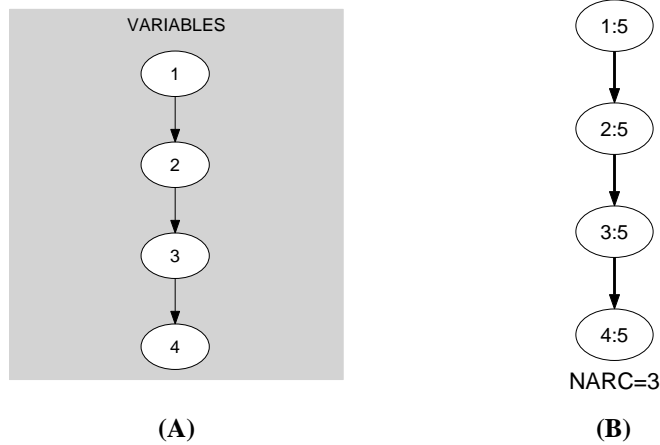


Figure 5.6: Initial and final graph of the *all_equal* constraint