

5.196 `int_value_precede_chain`

	DESCRIPTION	LINKS	AUTOMATON
Origin	[258]		
Constraint	<code>int_value_precede_chain(VALUEs, VARIABLEs)</code>		
Synonyms	<code>precede</code> , <code>precedence</code> , <code>value_precede_chain</code> .		
Arguments	VALUEs : <code>collection</code> (<code>var-int</code>) VARIABLEs : <code>collection</code> (<code>var-dvar</code>)		
Restrictions	<code>required</code> (VALUEs, <code>var</code>) <code>distinct</code> (VALUEs, <code>var</code>) <code>required</code> (VARIABLEs, <code>var</code>)		
Purpose	Assuming n denotes the number of items of the VALUEs collection, the following condition holds for every $i \in [1, n - 1]$: When it is defined, the first occurrence of the $(i + 1)^{th}$ value of the VALUEs collection should be preceded by the first occurrence of the i^{th} value of the VALUEs collection.		
Example	$((\langle 4, 0, 1 \rangle, \langle 4, 0, 6, 1, 0 \rangle)$		
	The <code>int_value_precede_chain</code> constraint holds since within the sequence 4, 0, 6, 1, 0: <ul style="list-style-type: none"> • The first occurrence of value 4 occurs before the first occurrence of value 0. • The first occurrence of value 0 occurs before the first occurrence of value 1. 		
Typical	<code> VALUEs > 1</code> <code>strictly_increasing</code> (VALUEs) <code> VARIABLEs > VALUEs </code> <code>range</code> (VARIABLEs. <code>var</code>) > 1 <code>used_by</code> (VARIABLEs, VALUEs)		
Symmetry	An occurrence of a value of VARIABLEs. <code>var</code> that does not occur in VALUEs. <code>var</code> can be replaced by any other value that also does not occur in VALUEs. <code>var</code> .		
Arg. properties	<ul style="list-style-type: none"> • <code>Contractible</code> wrt. VALUEs. • <code>Suffix-contractible</code> wrt. VARIABLEs. • <code>Aggregate</code>: VALUEs(<code>id</code>), VARIABLEs(<code>union</code>). 		

Usage

The `int_value_precede_chain` constraint is useful for breaking symmetries in [graph colouring](#) problems. We set a `int_value_precede_chain` constraint on all variables V_1, V_2, \dots, V_n associated with the vertices of the graph to colour, where we state that the first occurrence of colour i should be located before the first occurrence of colour $i + 1$ within the sequence V_1, V_2, \dots, V_n .

Figure 5.454 illustrates the problem of *colouring earth and mars* from Thom Sulanke. Part (A) of Figure 5.454 provides a solution where the first occurrence of each value of i , ($i \in \{1, 2, \dots, 8\}$) is located before the first occurrence of value $i + 1$. This is obtained by using the following constraints:

$$\left\{ \begin{array}{l} A \neq B, A \neq E, A \neq F, A \neq G, A \neq H, A \neq I, A \neq J, A \neq K, \\ B \neq A, B \neq C, B \neq F, B \neq G, B \neq H, B \neq I, B \neq J, B \neq K, \\ C \neq B, C \neq D, C \neq F, C \neq G, C \neq H, C \neq I, C \neq J, C \neq K, \\ D \neq C, D \neq E, D \neq F, D \neq G, D \neq H, D \neq I, D \neq J, D \neq K, \\ E \neq A, E \neq D, E \neq F, E \neq G, E \neq H, E \neq I, E \neq J, E \neq K, \\ F \neq A, F \neq B, F \neq C, F \neq D, F \neq E, F \neq G, F \neq H, F \neq I, F \neq J, F \neq K, \\ G \neq A, G \neq B, G \neq C, G \neq D, G \neq E, G \neq F, G \neq H, G \neq I, G \neq J, G \neq K, \\ H \neq A, H \neq B, H \neq C, H \neq D, H \neq E, H \neq F, H \neq G, H \neq I, H \neq J, H \neq K, \\ I \neq A, I \neq B, I \neq C, I \neq D, I \neq E, I \neq F, I \neq G, I \neq H, I \neq J, I \neq K, \\ J \neq A, J \neq B, J \neq C, J \neq D, J \neq E, J \neq F, J \neq G, J \neq H, J \neq I, J \neq K, \\ K \neq A, K \neq B, K \neq C, K \neq D, K \neq E, K \neq F, K \neq G, K \neq H, K \neq I, K \neq J, \\ \text{int_value_precede_chain}(\langle 1, 2, 3, 4, 5, 6, 7, 8, 9 \rangle, \langle A, B, C, D, E, F, G, H, I, J, K \rangle). \end{array} \right.$$

Part (B) provides a symmetric solution where the value precedence constraints between the pairs of values (1, 2), (2, 3), (4, 5), (7, 8) and (8, 9) are all violated (each violation is depicted by a dashed arc).

Remark

When we have more than one class of interchangeable values (i.e., a partition of interchangeable values) we can use one `int_value_precede_chain` constraint for breaking value symmetry in each class of interchangeable values. However it was shown in [439] that enforcing [arc-consistency](#) for such a conjunction of `int_value_precede_chain` constraints is NP-hard.

Algorithm

The 2004 reformulation [28] associated with the automaton of the **Automaton** slot achieves [arc-consistency](#) since the corresponding constraint network is a [Berge-acyclic constraint network](#). Later on, another formulation into a sequence of ternary sliding constraints was proposed by [438]. It also achieves [arc-consistency](#) for the same reason.

Systems

`precede` in **Gecode**, `value_precede_chain` in **MiniZinc**.

See also

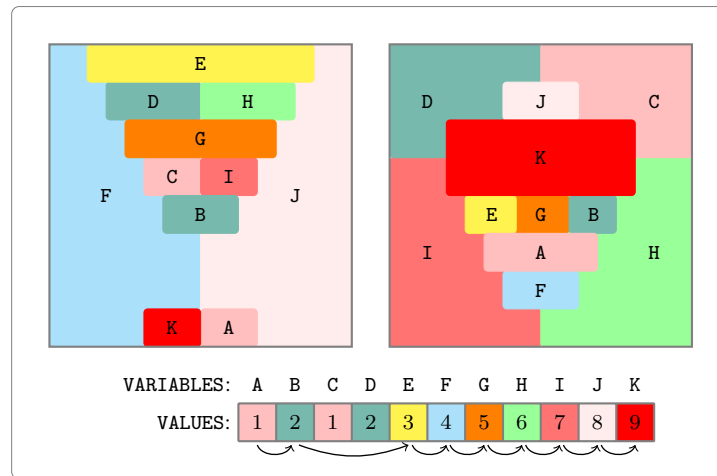
[specialisation](#): `int_value_precede` (sequence of at least 2 values replaced by sequence of 2 values).

Keywords

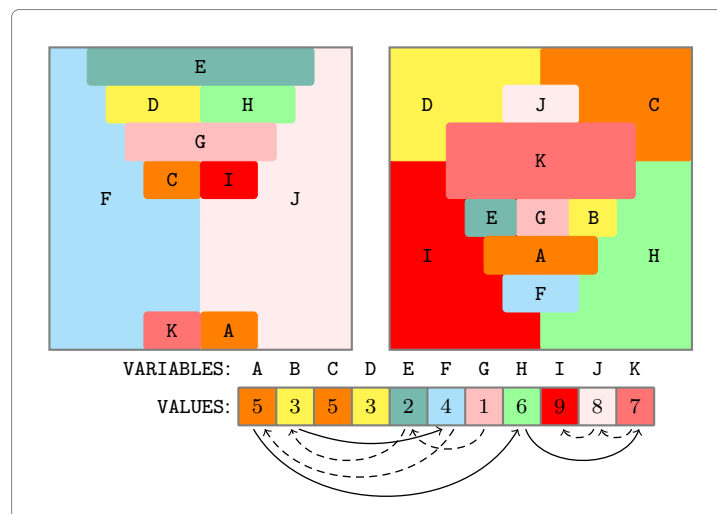
characteristic of a constraint: automaton, automaton without counters, reified automaton constraint.

constraint network structure: Berge-acyclic constraint network.

constraint type: order constraint.



(A) Chain of satisfied value precedences between first occurrence of consecutive values



(B) Broken value precedences between first occurrence of consecutive values (in dashed)

Figure 5.454: Using the `int_value_precede_chain` constraint for breaking symmetries in graph colouring problems; there is an arc between the first occurrence of value v ($1 \leq v \leq 8$) in the sequence of variables A, B, C, D, E, F, G, H, I, J, K, and the first occurrence of value $v + 1$ (a plain arc if the corresponding value precedence constraint holds, a dashed arc otherwise)

filtering: arc-consistency.

problems: graph colouring.

symmetry: symmetry, indistinguishable values, value precedence.

Automaton

Figure 5.455 depicts the automaton associated with the `int_value_precede_chain` constraint. Let n and m respectively denote the number of variables of the `VARIABLES` collection and the number of values of the `VALUES` collection. Let VAR_i be the i^{th} variable of the `VARIABLES` collection. Let val_v ($1 \leq v \leq m$) denote the v^{th} value of the `VALUES` collection.

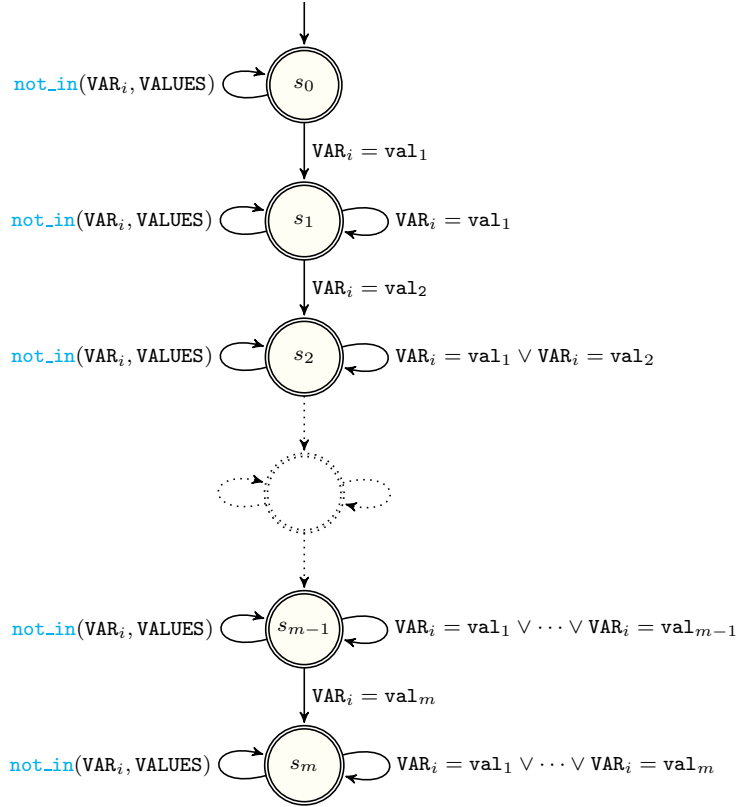


Figure 5.455: Automaton of the `int_value_precede_chain` constraint (state s_i means that (1) each value $\text{val}_1, \text{val}_2, \dots, \text{val}_i$ was already encountered at least once, and that (2) value val_{i+1} was not yet found)

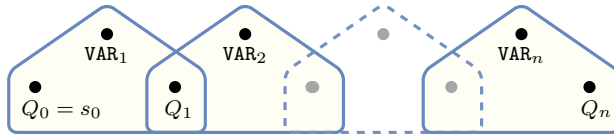


Figure 5.456: Hypergraph of the reformulation corresponding to the automaton of the `int_value_precede_chain` constraint (since all states of the automaton are accepting there is no restriction on the last variable Q_n)

We now show how to construct such an automaton systematically. For this purpose let us first introduce some notations:

- Without loss of generality we assume that we have at least two values (i.e., $m \geq 2$).
- Let \mathcal{C} be the set of values that can be potentially assigned to a variable of the VARIABLES collection, but which do not belong to the values of the VALUES collection (i.e., $\mathcal{C} = (dom(\text{VAR}_1) \cup dom(\text{VAR}_2) \cup \dots \cup dom(\text{VAR}_n) - \{\text{val}_1, \text{val}_2, \dots, \text{val}_m\}) = \{w_1, w_2, \dots, w_{|\mathcal{C}|}\}$).

The states and transitions of the automaton are respectively defined in the following way:

- We have $m + 1$ states labelled s_0, s_1, \dots, s_m from which s_0 is the initial state. All states are accepting states.
- We have the following three sets of transitions:
 1. For all $v \in [0, m - 1]$, a transition from s_v to s_{v+1} labelled by value val_{v+1} . Each transition of this type will be triggered on the first occurrence of value val_{v+1} within the variables of the VARIABLES collection.
 2. For all $v \in [1, m]$ and for all $w \in [1, v]$, a self loop on s_v labelled by value val_w . Such transitions encode the fact that we stay in the same state as long as we have a value that was already encountered.
 3. If the set \mathcal{C} is not empty, then for all $v \in [0, m]$ a self loop on s_v labelled by the fact that we take a value not in VALUES (i.e., a value in \mathcal{C}). This models the fact that, encountering a value that does not belong to the set of values of the VALUES collection, leaves us in the same state.

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