

5.281 non_overlap_sboxes

	DESCRIPTION	LINKS	LOGIC
Origin	Geometry, derived from [38]		
Constraint	non_overlap_sboxes(K, DIMS, OBJECTS, SBOXES)		
Synonyms	non_overlap, non_overlapping.		
Types	VARIABLES : collection(v-dvar) INTEGERS : collection(v-int) POSITIVES : collection(v-int)		
Arguments	K : int DIMS : sint OBJECTS : collection(oid-int, sid-dvar, x - VARIABLES) SBOXES : collection(sid-int, t - INTEGERS, l - POSITIVES)		
Restrictions	VARIABLES ≥ 1 INTEGERS ≥ 1 POSITIVES ≥ 1 required(VARIABLES, v) VARIABLES = K required(INTEGERS, v) INTEGERS = K required(POSITIVES, v) POSITIVES = K POSITIVES.v > 0 K > 0 DIMS ≥ 0 DIMS < K increasing_seq(OBJECTS, [oid]) required(OBJECTS, [oid, sid, x]) OBJECTS.oid ≥ 1 OBJECTS.oid ≤ OBJECTS OBJECTS.sid ≥ 1 OBJECTS.sid ≤ SBOXES required(SBOXES, [sid, t, l]) SBOXES.sid ≥ 1 SBOXES.sid ≤ SBOXES		

Purpose

Holds if, for each pair of objects (O_i, O_j) , $i < j$, O_i and O_j do not overlap with respect to a set of dimensions depicted by DIMS. O_i and O_j are objects that take a shape among a set of shapes. Each *shape* is defined as a finite set of shifted boxes, where each shifted box is described by a box in a K-dimensional space at a given offset (from the origin of the shape) with given sizes. More precisely, a *shifted box* is an entity defined by its shape id *sid*, shift offset *t*, and sizes *l*. Then, a shape is defined as the union of shifted boxes sharing the same shape id. An *object* is an entity defined by its unique object identifier *oid*, shape id *sid* and origin *x*.

An object O_i *does not overlap* an object O_j with respect to a set of dimensions depicted by DIMS if and only if, for all shifted box s_i associated with O_i and for all shifted box s_j associated with O_j , there exists a dimension $d \in \text{DIMS}$ such that the start of s_i in dimension d is greater than or equal to the end of s_j in dimension d , or the start of s_j in dimension d is greater than or equal to the end of s_i in dimension d .

Example

$$\left(\begin{array}{l} 2, \{0, 1\}, \\ \left\langle \begin{array}{lll} \text{oid} - 1 & \text{sid} - 1 & \mathbf{x} - \langle 4, 1 \rangle, \\ \text{oid} - 2 & \text{sid} - 3 & \mathbf{x} - \langle 2, 2 \rangle, \\ \text{oid} - 3 & \text{sid} - 4 & \mathbf{x} - \langle 5, 4 \rangle \end{array} \right\rangle, \\ \begin{array}{lll} \text{sid} - 1 & \mathbf{t} - \langle 0, 0 \rangle & \mathbf{l} - \langle 1, 1 \rangle, \\ \text{sid} - 1 & \mathbf{t} - \langle 1, 0 \rangle & \mathbf{l} - \langle 1, 3 \rangle, \\ \text{sid} - 1 & \mathbf{t} - \langle 0, 2 \rangle & \mathbf{l} - \langle 1, 1 \rangle, \end{array} \\ \left\langle \begin{array}{lll} \text{sid} - 2 & \mathbf{t} - \langle 0, 0 \rangle & \mathbf{l} - \langle 3, 1 \rangle, \\ \text{sid} - 2 & \mathbf{t} - \langle 0, 1 \rangle & \mathbf{l} - \langle 1, 1 \rangle, \\ \text{sid} - 2 & \mathbf{t} - \langle 2, 1 \rangle & \mathbf{l} - \langle 1, 1 \rangle, \\ \text{sid} - 3 & \mathbf{t} - \langle 0, 0 \rangle & \mathbf{l} - \langle 1, 2 \rangle, \\ \text{sid} - 4 & \mathbf{t} - \langle 0, 0 \rangle & \mathbf{l} - \langle 1, 1 \rangle \end{array} \right\rangle \end{array} \right)$$

Figure 5.605 shows the objects of the example. Since O_1 and O_2 do not overlap, since O_1 and O_3 do not overlap, and since O_2 and O_3 also do not overlap, the `non_overlap_sboxes` constraint holds.

Typical

$|\text{OBJECTS}| > 1$

Symmetries

- Items of OBJECTS are [permutable](#).
- Items of SBOXES are [permutable](#).
- Items of OBJECTS.x, SBOXES.t and SBOXES.l are [permutable](#) (*same permutation used*).
- SBOXES.l.v can be [decreased](#) to any value ≥ 1 .

Arg. properties

[Suffix-contractible](#) wrt. OBJECTS.

Remark

In addition from preventing objects to overlap, the [disjoint_sboxes](#) constraint also enforces that borders and corners of objects are not directly in contact.

See also

common keyword: [contains_sboxes](#), [coveredby_sboxes](#),
[covers_sboxes](#) (*geometrical constraint* *between* *shifted* *boxes*),
[diffn](#) (*geometrical constraint, non-overlapping*), [disjoint_sboxes](#),

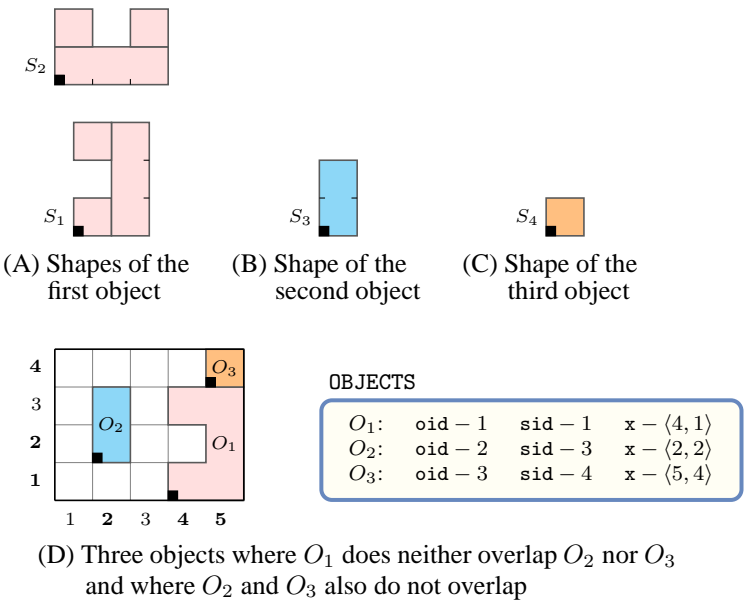


Figure 5.605: (D) the three pairwise non-overlapping objects O_1, O_2, O_3 of the **Example** slot respectively assigned shapes S_1, S_3, S_4 ; (A), (B), (C) shapes S_1, S_2, S_3 and S_4 are respectively made up from 3, 3, 1 and 1 disjoint shifted box.

`equal_sboxes` (geometrical constraint between shifted boxes), `geost`,
`geost_time` (geometrical constraint, non-overlapping), `inside_sboxes`,
`meet_sboxes`, `overlap_sboxes` (geometrical constraint between shifted boxes),
`visible` (geometrical constraint).
implied by: `disjoint_sboxes`.

Keywords

constraint type: logic.
geometry: geometrical constraint, non-overlapping.

Logic

- $\text{origin}(O1, S1, D) \stackrel{\text{def}}{=} O1.x(D) + S1.t(D)$
- $\text{end}(O1, S1, D) \stackrel{\text{def}}{=} O1.x(D) + S1.t(D) + S1.l(D)$
- $\text{non_overlap_sboxes}(\text{Dims}, O1, S1, O2, S2) \stackrel{\text{def}}{=} \begin{aligned} &\exists D \in \text{Dims} \\ &\bigvee \left(\begin{array}{l} \text{end}(O1, S1, D) \leq \\ \text{origin} \left(\begin{array}{l} O2, \\ S2, \\ D \end{array} \right), \\ \text{end}(O2, S2, D) \leq \\ \text{origin} \left(\begin{array}{l} O1, \\ S1, \\ D \end{array} \right) \end{array} \right) \end{aligned}$
- $\text{non_overlap_objects}(\text{Dims}, O1, O2) \stackrel{\text{def}}{=} \begin{aligned} &\forall S1 \in \text{sboxes}([O1.\text{sid}]) \\ &\forall S2 \in \text{sboxes}([O2.\text{sid}]) \\ &\text{non_overlap_sboxes} \left(\begin{array}{l} \text{Dims}, \\ O1, \\ S1, \\ O2, \\ S2 \end{array} \right) \end{aligned}$
- $\text{all_non_overlap}(\text{Dims}, \text{OIDS}) \stackrel{\text{def}}{=} \begin{aligned} &\forall O1 \in \text{objects}(\text{OIDS}) \\ &\forall O2 \in \text{objects}(\text{OIDS}) \\ &O1.\text{oid} < \Rightarrow \\ &O2.\text{oid} \\ &\text{non_overlap_objects} \left(\begin{array}{l} \text{Dims}, \\ O1, \\ O2 \end{array} \right) \end{aligned}$
- $\text{all_non_overlap}(\text{DIMENSIONS}, \text{OIDS})$