

5.64 change_partition

	DESCRIPTION	LINKS	GRAPH
Origin	Derived from <code>change</code> .		
Constraint	<code>change_partition(NCHANGE, VARIABLES, PARTITIONS)</code>		
Type	VALUES : <code>collection(val-int)</code>		
Arguments	NCHANGE : <code>dvar</code> VARIABLES : <code>collection(var-dvar)</code> PARTITIONS : <code>collection(p-VALUES)</code>		
Restrictions	$ VALUES \geq 1$ <code>required(VALUES, val)</code> <code>distinct(VALUES, val)</code> $NCHANGE \geq 0$ $NCHANGE < VARIABLES $ <code>required(VARIABLES, var)</code> <code>required(PARTITIONS, p)</code> $ PARTITIONS \geq 2$		
Purpose	<div style="border: 1px solid pink; padding: 5px;"> NCHANGE is the number of times that the following constraint holds: X and Y do not belong to the same partition of the collection PARTITIONS, where X and Y correspond to consecutive variables of the collection VARIABLES. </div>		
Example	<div style="border: 1px solid blue; padding: 5px; display: inline-block;"> $\left(\begin{array}{l} 2, \langle 6, 6, 2, 1, 3, 3, 1, 6, 2, 2, 2 \rangle, \\ \langle p - \langle 1, 3 \rangle, p - \langle 4 \rangle, p - \langle 2, 6 \rangle \end{array} \right)$ </div> <p>In the example we have the following two changes:</p> <ul style="list-style-type: none"> • One change between values 2 and 1 (since 2 and 1 respectively belong to the third and the first partition), • One change between values 1 and 6 (since 1 and 6 respectively belong to the first and the third partition). <p>Consequently the <code>change_partition</code> constraint holds since its first argument NCHANGE is assigned to 2.</p>		
Typical	$NCHANGE > 0$ $ VARIABLES > 1$ <code>range(VARIABLES.var) > 1</code> $ VARIABLES > PARTITIONS $		

Symmetries

- Items of VARIABLES can be [reversed](#).
- Items of PARTITIONS are [permutable](#).
- Items of PARTITIONS.p are [permutable](#).
- An occurrence of a value of VARIABLES.var can be replaced by any other value that also belongs to the same partition of PARTITIONS.

Arg. properties

Functional dependency: NCHANGE determined by VARIABLES and PARTITIONS.

Usage

This constraint is useful for the following problem: Assume you have to produce a set of orders, each order belonging to a given family. In the context of the **Example** slot we have three families that respectively correspond to values 1, 3, to value 4 and to values 2, 6. We would like to sequence the orders in such a way that we minimise the number of times two consecutive orders do not belong to the same family.

Algorithm

[30].

See also

common keyword: [change](#) (*number of changes in a sequence of variables with respect to a binary constraint*).

used in graph description: [in_same_partition](#).

Keywords

characteristic of a constraint: [partition](#).

constraint arguments: [pure functional dependency](#).

constraint type: [timetabling constraint](#).

final graph structure: [acyclic](#), [bipartite](#), [no loop](#).

modelling: [number of changes](#), [functional dependency](#).

Arc input(s)	VARIABLES
Arc generator	<i>PATH</i> \mapsto collection(variables1, variables2)
Arc arity	2
Arc constraint(s)	in_same_partition(variables1.var, variables2.var, PARTITIONS)
Graph property(ies)	NARC = NCHANGE
Graph class	<ul style="list-style-type: none"> • ACYCLIC • BIPARTITE • NO_LOOP

Graph model

Parts (A) and (B) of Figure 5.161 respectively show the initial and final graph associated with the **Example** slot. Since we use the **NARC** graph property, the arcs of the final graph are stressed in bold.

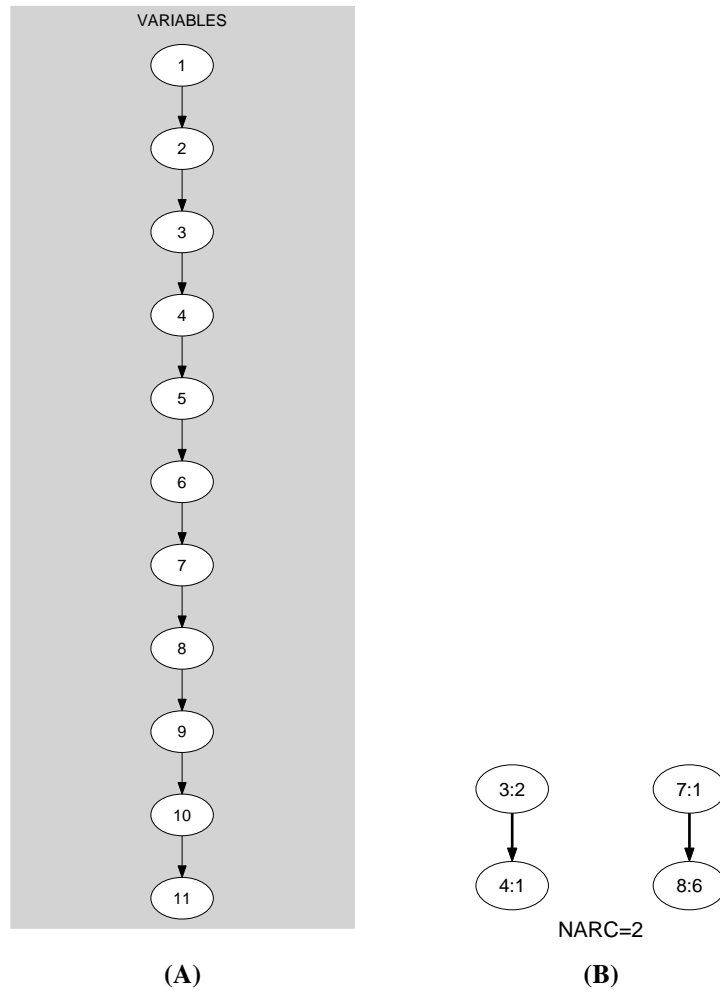


Figure 5.161: Initial and final graph of the change_partition constraint