

5.201 inverse_set

	DESCRIPTION	LINKS	GRAPH
Origin	Derived from <code>inverse</code> .		
Constraint	<code>inverse_set(X, Y)</code>		
Arguments	<code>X : collection(index-int, set-svar)</code> <code>Y : collection(index-int, set-svar)</code>		
Restrictions	<code>required(X, [index, set])</code> <code>required(Y, [index, set])</code> <code>increasing_seq(X, index)</code> <code>increasing_seq(Y, index)</code> $X.index \geq 1$ $X.index \leq X $ $Y.index \geq 1$ $Y.index \leq Y $ $X.set \geq 1$ $X.set \leq Y $ $Y.set \geq 1$ $Y.set \leq X $		
Purpose	<p>The following two statements are equivalent:</p> <ol style="list-style-type: none"> Value j belongs to the set variable of the i^{th} item of the X collection. Value i belongs to the set variable of the j^{th} item of the Y collection. <p>I.e., $j \in X[i] \Leftrightarrow i \in Y[j]$.</p>		
Example	$\left(\begin{array}{l} \langle \text{index} - 1 \quad \text{set} - \{2, 4\}, \\ \text{index} - 2 \quad \text{set} - \{4\}, \\ \text{index} - 3 \quad \text{set} - \{1\}, \rangle, \\ \text{index} - 4 \quad \text{set} - \{4\} \\ \text{index} - 1 \quad \text{set} - \{3\}, \\ \langle \text{index} - 2 \quad \text{set} - \{1\}, \\ \text{index} - 3 \quad \text{set} - \emptyset, \\ \text{index} - 4 \quad \text{set} - \{1, 2, 4\}, \rangle \\ \text{index} - 5 \quad \text{set} - \emptyset \end{array} \right)$		
	<p>The <code>inverse_set</code> constraint holds since:</p> $\left\{ \begin{array}{l} 2 \in X[1].set \Leftrightarrow 1 \in Y[2].set, \quad 4 \in X[1].set \Leftrightarrow 1 \in Y[4].set, \\ 4 \in X[2].set \Leftrightarrow 2 \in Y[4].set, \\ 1 \in X[3].set \Leftrightarrow 3 \in Y[1].set, \\ 4 \in X[4].set \Leftrightarrow 4 \in Y[4].set. \end{array} \right.$		
Typical	$ X > 1$ $ Y > 1$		

Symmetries

- Arguments are [permutable](#) w.r.t. permutation (X, Y).
- Items of X are [permutable](#).
- Items of Y are [permutable](#).

Usage

The `inverse_set` constraint can for instance be used in order to model problems where one has to place items on a rectangular board in such a way that a column or a row can have more than one item. We have one set variable for each row of the board; Its values are the column indexes corresponding to the positions where an item is placed. Similarly we have also one set variable for each column of the board; Its values are the row indexes corresponding to the positions where an item is placed. The `inverse_set` constraint maintains the link between the rows and the columns variables. Figure 5.450 shows the board that can be associated with the example of the **Example** slot.

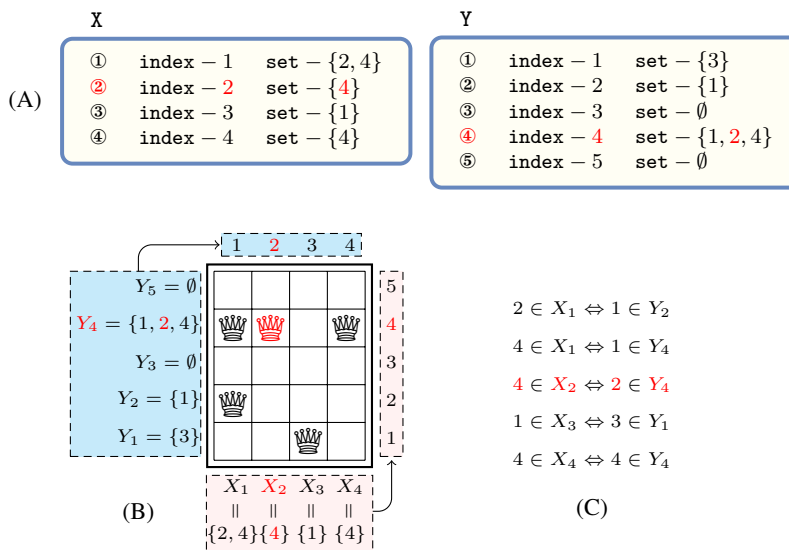


Figure 5.450: Illustration of the **Example** slot where we highlight in red the second item of the X collection and the fourth item of the Y collection showing the relation between X_2 and Y_4 , where X_i (with $1 \leq i \leq 4$) and Y_j (with $1 \leq j \leq 5$) respectively stands for the set attribute of the i^{th} item of the X collection and of the j^{th} item of the Y collection (A) Collections X and Y passed to the `inverse_set` constraint, (B) Corresponding board, (C) Conditions linking the items of X and the items of Y.

Systems

`inverseSet` in [Choco](#), `inverse_set` in [MiniZinc](#).

See also

common keyword: `inverse_within_range` (*channelling constraint*).
specialisation: `inverse` (set variable replaced by domain variable).
used in graph description: `in_set`.

Keywords

constraint arguments: constraint involving set variables.
modelling: channelling constraint, set channel, dual model.

Arc input(s)	X Y
Arc generator	<i>PRODUCT</i> \mapsto <i>collection</i> (x, y)
Arc arity	2
Arc constraint(s)	<i>in_set</i> (y.index, x.set) \Leftrightarrow <i>in_set</i> (x.index, y.set)
Graph property(ies)	NARC = $ X * Y $

Graph model

Parts (A) and (B) of Figure 5.451 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.

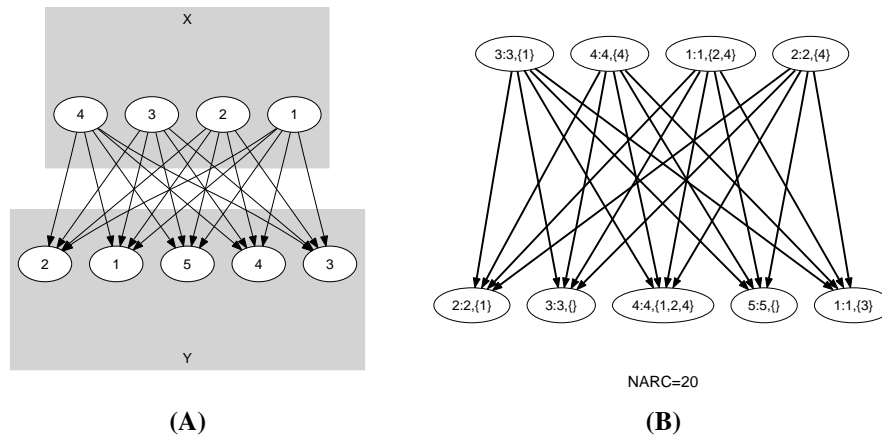


Figure 5.451: Initial and final graph of the *inverse_set* constraint

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