

**5.316 path\_from\_to**

	DESCRIPTION	LINKS	GRAPH
<b>Origin</b>	[5]		
<b>Constraint</b>	path_from_to(FROM, TO, NODES)		
<b>Usual name</b>	path		
<b>Arguments</b>	FROM : <code>int</code> TO : <code>int</code> NODES : <code>collection(index-int, succ-svar)</code>		
<b>Restrictions</b>	FROM $\geq 1$ FROM $\leq  \text{NODES} $ TO $\geq 1$ TO $\leq  \text{NODES} $ <code>required</code> (NODES, [index, succ]) NODES.index $\geq 1$ NODES.index $\leq  \text{NODES} $ <code>distinct</code> (NODES, index) NODES.succ $\geq 1$ NODES.succ $\leq  \text{NODES} $		
<b>Purpose</b>	Select some arcs of a digraph $G$ so that there is still a path between two given vertices of $G$ .		
<b>Example</b>	$\left( 4, 3, \left\langle \begin{array}{ll} \text{index} - 1 & \text{succ} - \emptyset, \\ \text{index} - 2 & \text{succ} - \emptyset, \\ \text{index} - 3 & \text{succ} - \{5\}, \\ \text{index} - 4 & \text{succ} - \{5\}, \\ \text{index} - 5 & \text{succ} - \{2, 3\} \end{array} \right\rangle \right)$		
	The <code>path_from_to</code> constraint holds since within the digraph $G$ corresponding to the item of the NODES collection there is a path from vertex FROM = 4 to vertex TO = 3: this path starts from vertex 4, enters vertex 5, and ends up in vertex 3.		
<b>Typical</b>	FROM $\neq$ TO  NODES  $> 2$		
<b>Symmetry</b>	Items of NODES are <a href="#">permutable</a> .		
<b>See also</b>	<b>common keyword:</b> <a href="#">dom_reachability</a> ( <i>path</i> ), <a href="#">link_set_to_booleans</a> ( <i>constraint involving set variables</i> ), <a href="#">path</a> , <a href="#">temporal_path</a> ( <i>path</i> ). <b>used in graph description:</b> <a href="#">in_set</a> .		

**Keywords**

**combinatorial object:** path.

**constraint arguments:** constraint involving set variables.

**constraint type:** graph constraint.

**filtering:** linear programming.

<b>Arc input(s)</b>	NODES
<b>Arc generator</b>	<code>CLIQUE</code> $\mapsto$ <code>collection(nodes1, nodes2)</code>
<b>Arc arity</b>	2
<b>Arc constraint(s)</b>	<code>in_set(nodes2.index, nodes1.succ)</code>
<b>Graph property(ies)</b>	<u><code>PATH_FROM_TO(index, FROM, TO) = 1</code></u>

**Graph model**

Within the context of the **Example** slot, part (A) of Figure 5.640 shows the initial graph from which we choose to start. It is derived from the set associated with each vertex. Each set describes the potential values of the `succ` attribute of a given vertex. Part (B) of Figure 5.640 gives the final graph associated with the **Example** slot. Since we use the `PATH_FROM_TO` graph property we show on the final graph the following information:

- The vertices that respectively correspond to the start and the end of the required path are stressed in bold.
- The arcs on the required path are also stressed in bold.

The `path_from_to` constraint holds since there is a path from vertex 4 to vertex 3 (4 and 3 refer to the `index` attribute of a vertex).

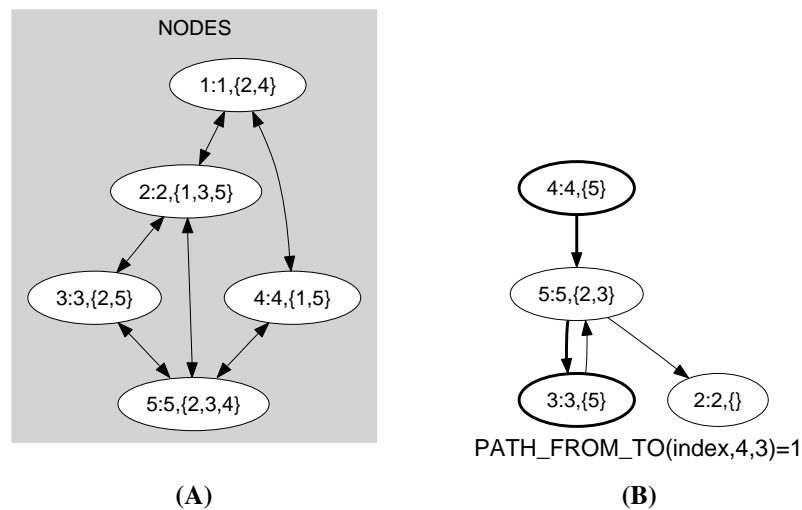


Figure 5.640: Initial and final graph of the `path_from_to` set constraint

**Signature**

Since the maximum value returned by the graph property `PATH_FROM_TO` is equal to 1 we can rewrite `PATH_FROM_TO(index, FROM, TO) = 1` to `PATH_FROM_TO(index, FROM, TO) ≥ 1`. Therefore we simplify `PATH_FROM_TO` to `PATH_FROM_TO`.

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