

**5.104 cycle\_card\_on\_path**

	DESCRIPTION	LINKS	GRAPH
<b>Origin</b>	CHIP		
<b>Constraint</b>	cycle_card_on_path(NCYCLE, NODES, ATLEAST, ATMOST, PATH_LEN, VALUES)		
<b>Arguments</b>	<pre> NCYCLE   : dvar NODES    : collection(index-int, succ-dvar, colour-dvar) ATLEAST  : int ATMOST   : int PATH_LEN : int VALUES   : collection(val-int) </pre>		
<b>Restrictions</b>	<pre> NCYCLE ≥ 1 NCYCLE ≤  NODES  required(NODES, [index, succ, colour]) NODES.index ≥ 1 NODES.index ≤  NODES  distinct(NODES, index) NODES.succ ≥ 1 NODES.succ ≤  NODES  ATLEAST ≥ 0 ATLEAST ≤ PATH_LEN ATMOST ≥ ATLEAST PATH_LEN ≥ 0  VALUES  ≥ 1 required(VALUES, val) distinct(VALUES, val) </pre>		
<b>Purpose</b>	<p>Consider a digraph <math>G</math> described by the <code>NODES</code> collection. <code>NCYCLE</code> is the number of circuits for covering <math>G</math> in such a way that each vertex belongs to a single circuit. In addition the following constraint must also hold: on each set of <code>PATH_LEN</code> consecutive distinct vertices of each final circuit, the number of vertices for which the attribute <code>colour</code> takes his value in the collection of values <code>VALUES</code> should be located within the range <code>[ATLEAST, ATMOST]</code>.</p>		
<b>Example</b>	$2, \left\langle \begin{array}{l} \text{index} - 1 \quad \text{succ} - 7 \quad \text{colour} - 2, \\ \text{index} - 2 \quad \text{succ} - 4 \quad \text{colour} - 3, \\ \text{index} - 3 \quad \text{succ} - 8 \quad \text{colour} - 2, \\ \text{index} - 4 \quad \text{succ} - 9 \quad \text{colour} - 1, \\ \text{index} - 5 \quad \text{succ} - 1 \quad \text{colour} - 2, \\ \text{index} - 6 \quad \text{succ} - 2 \quad \text{colour} - 1, \\ \text{index} - 7 \quad \text{succ} - 5 \quad \text{colour} - 1, \\ \text{index} - 8 \quad \text{succ} - 6 \quad \text{colour} - 1, \\ \text{index} - 9 \quad \text{succ} - 3 \quad \text{colour} - 1 \end{array} \right\rangle, 1, 2, 3, \langle 1 \rangle$		

The constraint `cycle_card_on_path` holds since the vertices of the `NODES` collection correspond to a set of disjoint circuits and since, for each set of 3 (i.e., `PATH_LEN = 3`) consecutive vertices, colour 1 (i.e., the value provided by the `VALUES` collection) occurs at least once (i.e., `ATLEAST = 1`) and at most twice (i.e., `ATMOST = 2`).

**Typical**

```
|NODES| > 2
NCYCLE < |NODES|
ATLEAST < PATH_LEN
ATMOST > 0
PATH_LEN > 1
|NODES| > |VALUES|
ATLEAST > 0 ∨ ATMOST < PATH_LEN
```

**Symmetries**

- Items of `NODES` are [permutable](#).
- An occurrence of a value of `NODES.colour` that belongs to `VALUES.val` (resp. does not belong to `VALUES.val`) can be [replaced](#) by any other value in `VALUES.val` (resp. not in `VALUES.val`).
- `ATLEAST` can be [decreased](#) to any value  $\geq 0$ .
- `ATMOST` can be [increased](#).
- Items of `VALUES` are [permutable](#).

**Usage**

Assume that the vertices of  $G$  are partitioned into the following two categories:

- Clients to visit.
- Depots where one can reload a vehicle.

Using the `cycle_card_on_path` constraint we can express a constraint like: after visiting three consecutive clients we should visit a depot. This is typically not possible with the `atmost` constraint since we do not know in advance the set of variables involved in the `atmost` constraint.

**Remark**

This constraint is a special case of the `sequence` parameter of the `cycle` constraint of [CHIP](#) [84, pages 121–128].

**See also**

**common keyword:** `cycle` (*graph partitioning constraint*).

**used in graph description:** `among_low_up`.

**Keywords**

**characteristic of a constraint:** `coloured`.

**combinatorial object:** `sequence`.

**constraint type:** `graph constraint`, `graph partitioning constraint`, `sliding sequence constraint`.

**final graph structure:** `connected component`, `one_succ`.

<b>Arc input(s)</b>	NODES
<b>Arc generator</b>	<i>CLIQUE</i> $\mapsto$ <code>collection(nodes1, nodes2)</code>
<b>Arc arity</b>	2
<b>Arc constraint(s)</b>	<code>nodes1.succ = nodes2.index</code>
<b>Graph property(ies)</b>	<ul style="list-style-type: none"> <li>• <b>NTREE</b> = 0</li> <li>• <b>NCC</b> = NCYCLE</li> </ul>
<b>Graph class</b>	<i>ONE_SUCC</i>
<b>Sets</b>	$\text{PATH\_LENGTH}(\text{PATH\_LEN}) \mapsto$ $\left[ \text{variables} - \text{col} \left( \begin{array}{c} \text{VARIABLES} - \text{collection}(\text{var} - \text{dvar}), \\ \text{[item}(\text{var} - \text{NODES.colour})] \end{array} \right) \right]$
<b>Constraint(s) on sets</b>	<i>among_low_up</i> (ATLEAST, ATMOST, variables, VALUES)

**Graph model**

Parts (A) and (B) of Figure 5.231 respectively show the initial and final graph associated with the **Example** slot. Since we use the **NCC** graph property, we show the two **connected components** of the final graph. The constraint `cycle_card_on_path` holds since all the vertices belong to a circuit (i.e., **NTREE** = 0) and since for each set of three consecutive vertices, colour 1 occurs at least once and at most twice (i.e., the *among\_low\_up* constraint holds).

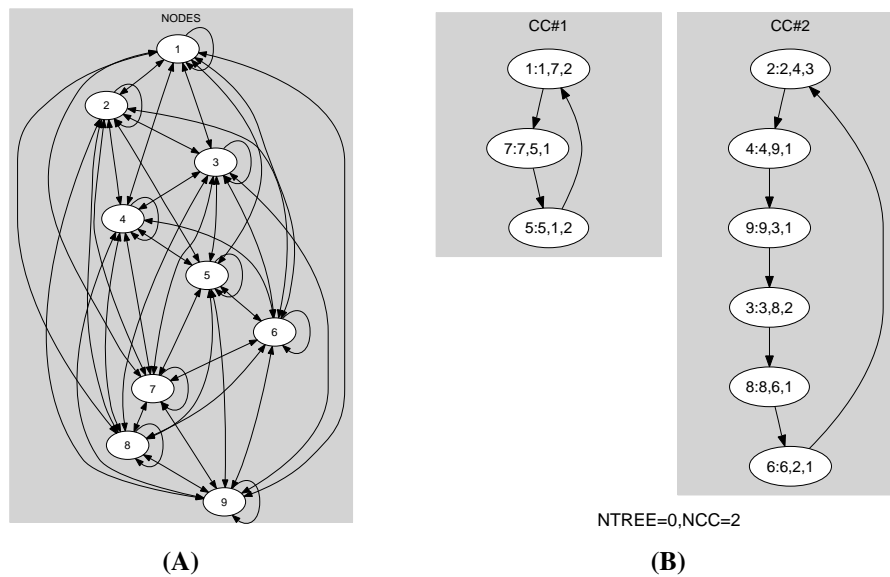


Figure 5.231: Initial and final graph of the `cycle_card_on_path` constraint

