

# Abilene Network Backbone

## Original Incidence Matrix

The elements in this incidence matrix represent the number of ways a packet can travel from the row city to the column city in exactly one hop.

	Atl	Chi	Den	Hou	Ind	KC	LA	NY	Sea	Sun	DC
Atl											
Chi											
Den											
Hou											
Ind											
KC											
LA											
NY											
Sea											
Sun											
DC											

**Key City**  
Atl Atlanta  
Chi Chicago  
Den Denver  
Hou Houston

**Key City**  
Ind Indianapolis  
KC Kansas City  
LA Los Angeles  
NY New York

**Key City**  
Sea Seattle  
Sun Sunnyvale  
DC Washington DC

# Abilene Network Backbone

## Incidence Matrix

The elements in this incidence matrix represent the number of ways a packet can travel from the row city to the column city in no more than \_\_\_\_\_ hops.

	Atl	Chi	Den	Hou	Ind	KC	LA	NY	Sea	Sun	DC
Atl											
Chi											
Den											
Hou											
Ind											
KC											
LA											
NY											
Sea											
Sun											
DC											

**Key City**  
Atl Atlanta  
Chi Chicago  
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Hou Houston

**Key City**  
Ind Indianapolis  
KC Kansas City  
LA Los Angeles  
NY New York

**Key City**  
Sea Seattle  
Sun Sunnyvale  
DC Washington DC

# Abilene Network Backbone

## Incidence Matrix w/o Kansas City

The elements in this incidence matrix represent the number of ways a packet can travel from the row city to the column city in no more than \_\_\_\_\_ hops.

	Atl	Chi	Den	Hou	Ind	KC	LA	NY	Sea	Sun	DC
Atl						0					
Chi						0					
Den						0					
Hou						0					
Ind						0					
KC	0	0	0	0	0	0	0	0	0	0	0
LA						0					
NY						0					
Sea						0					
Sun						0					
DC						0					

**Key City**  
Atl Atlanta  
Chi Chicago  
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Hou Houston

**Key City**  
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