



$$G = \{V, E\}$$

↑ ↑ ↑
Graph vertices edges

Graph is set of vertices + edges.

$$|V| = 5 \quad (\text{number of nodes})$$

$$|E| = 7 \quad (\text{number of edges})$$

$$V = \{v_1, \dots, v_5\}$$

$$E = \{(1,3), (3,2), (2,1), \dots\}$$

What eqns can represent this graph? (assume no accumulation)

$$c = a + d \quad (\text{node 1})$$

$$d = e \quad (\text{node 4})$$

$$b + e = c + f \quad (\text{node 2})$$

$$a + g = b \quad (\text{node 3})$$

$$f = g \quad (\text{node 5})$$

state has to satisfy these constraints.

Node-Edge Incidence Matrix

$$\begin{array}{c}
 \uparrow 1 \\
 \uparrow 2 \\
 \text{Nodes} 3 \\
 \downarrow 4 \\
 \downarrow 5 \\
 \left[\begin{array}{ccccccc}
 -1 & 0 & +1 & -1 & 0 & 0 & 0 \\
 0 & +1 & -1 & 0 & +1 & -1 & 0 \\
 +1 & -1 & 0 & 0 & 0 & 0 & 1 \\
 0 & 0 & 0 & +1 & -1 & 0 & 0 \\
 0 & 0 & 0 & 0 & 0 & +1 & -1
 \end{array} \right]_{5 \times 7}
 \end{array}$$

← edges →

node edge is going into +1
out of -1

$$\mathbb{1} = \begin{bmatrix} 1 \\ \vdots \\ 1 \end{bmatrix}$$

$$\begin{array}{c}
 \uparrow \\
 \text{sanity check yay} \\
 \mathbb{1}^T G = \begin{bmatrix} 1 & 1 & 1 & 1 & 1 \end{bmatrix} \begin{bmatrix} -1 & 0 & 1 & -1 & 0 & 0 & 0 \\ 0 & 1 & -1 & 0 & -1 & 0 & 0 \\ 1 & -1 & 0 & 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 1 & -1 & 1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{bmatrix}
 \end{array}$$

What you can tell w/ the M-EI Matrix:

- nodes of graph
- vertices of graph

• CAN'T TELL: weights.

If we multiplied G by $\begin{bmatrix} a \\ b \\ c \\ d \\ e \\ f \\ g \end{bmatrix}$, what would we get?

$$\begin{bmatrix} -1 & 0 & 1 & -1 & 0 & 0 & 0 \\ 0 & 1 & -1 & 0 & 1 & -1 & 0 \\ 1 & -1 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 & -1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & -1 \end{bmatrix} \begin{bmatrix} a \\ b \\ c \\ d \\ e \\ f \\ g \end{bmatrix} \leftarrow \text{in nullspace of } B!$$

$$\begin{bmatrix} -a + c - d \\ b - c + e - f \\ a - b + g \\ d - e \\ f - g \end{bmatrix}_{5 \times 1} = \begin{bmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 0 \end{bmatrix} \quad \begin{array}{l} \text{Being in nullspace} \\ \hookrightarrow \text{conservation of packets} \end{array}$$

!!

$$G\vec{x} = \vec{0} \Rightarrow \vec{x} \in \mathcal{N}(G)$$

You can solve for nullspace by row reducing smartly.

$$\begin{bmatrix} -1 & 0 & 1 & -1 & 0 & 0 & 0 \\ 0 & 1 & -1 & 0 & 1 & -1 & 0 \\ 1 & -1 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 & -1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & -1 \end{bmatrix} \sim \begin{bmatrix} -1 & 0 & 1 & -1 & 0 & 0 & 0 \\ 0 & 1 & -1 & 0 & 1 & -1 & 0 \\ 0 & 0 & 0 & -1 & 1 & -1 & 1 \\ 0 & 0 & 0 & 1 & -1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & -1 \end{bmatrix} \sim \begin{bmatrix} -1 & 0 & 1 & -1 & 0 & 0 & 0 \\ 0 & 1 & -1 & 0 & 1 & -1 & 0 \\ 0 & 0 & 0 & -1 & 1 & -1 & 1 \\ 0 & 0 & 0 & 1 & -1 & 1 \\ 0 & 0 & 0 & 0 & 0 & -1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

$$\sim \begin{bmatrix} -1 & 0 & 1 & -1 & 0 & 0 & 0 \\ 0 & 1 & -1 & 0 & 1 & -1 & 0 \\ 0 & 0 & 0 & 1 & -1 & 0 & 0 \\ 0 & 0 & 0 & 1 & -1 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & -1 \end{bmatrix} \sim \begin{bmatrix} -1 & 0 & 1 & -1 & 0 & 0 & 0 \\ 0 & 1 & -1 & 0 & 1 & -1 & 0 \\ 0 & 0 & 0 & -1 & 1 & -1 & 1 \\ 0 & 0 & 0 & 0 & 0 & -1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 1 & -1 \end{bmatrix}$$

recover the system

$$\begin{bmatrix} -1 & 0 & 1 & -1 & 0 & 0 & 0 \\ 0 & 1 & -1 & 0 & 1 & -1 & 0 \\ 0 & 0 & 0 & -1 & 1 & -1 & 1 \\ 0 & 0 & 0 & 0 & 0 & -1 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} a \\ b \\ c \\ d \\ e \\ f \\ g \end{bmatrix} = \begin{bmatrix} 0 \\ \cdot \\ \cdot \\ \cdot \\ \cdot \\ \cdot \\ 0 \end{bmatrix}$$

$\Rightarrow 0g = 0 \Rightarrow g$ is free.

$-f + g = 0 \Rightarrow f = g.$

$-d + e - f + g = 0 \Rightarrow d = e; e$ is free.

$b - c + d - e = 0 \Rightarrow b = c; c$ is free.

$-a + c - d = 0 \Rightarrow a = -d + c$

$\dim(N(G)) = 3.$

$$\begin{bmatrix} a \\ b \\ c \\ d \\ e \\ f \\ g \end{bmatrix} = \begin{bmatrix} 1 & -1 & 0 \\ 1 & -1 & 0 \\ 0 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \\ 0 & 0 & 1 \end{bmatrix} \begin{bmatrix} c \\ e \\ g \end{bmatrix}$$

\uparrow
 \vec{w}_1 \uparrow
 \vec{w}_2 \uparrow
 \vec{w}_3

← forms basis for $N(G)$