

Connected Component (CC)

```
0.     __host__ __device__
1.     static int gatherReduce(const int& left, const int& right)
2.     {
3.         return min(left, right);
4.     }
5.     __host__ __device__
6.     static int gatherMap(const VertexData* dstLabel, const VertexData
7.                          *srcLabel, const EdgeData* edge)
8.     {
9.         return *srcLabel;
10.    }
11.    __host__ __device__
12.    static bool apply(VertexData* curLabel, GatherResult label)
13.    {
14.        bool changed = label < *curLabel;
15.        *curLabel = min(*curLabel, label);
16.        return changed;
17.    }
18.    __host__ __device__ static void scatter(const VertexData* src, const
19.                                             VertexData *dst, EdgeData* edge)
20.    {
21.        //no scatter operations for CC algorithm
22.    }
```