- A. For my design I included a reentrant lock field for each component. In ParBoruvka, I added nthreads as an argument to computeBoruvka and created a loop to start a loop for each thread. Each thread basically does the sequential code on a component, checking with trylock so each component only has one thread operating on it. Then at the end all threads are joined back together.
- B. I believe that my implementation is correct because the locks prevent any component from being accessed by two threads at the same time. This prevents a data race and each connected component is able to grow currently until the mst has been found.
- C. When !tryLock() evaluates to true that iteration of the while loop is skipped so tryLock will be called again and each thread will either be working on a component or making calls to tryLock until it can access the right component. This process ends when there are no more nodes in nodesLoaded.
- D. There is no livelock because once each thread is able to access a component it will be added to nodesLoaded and progress will be made. There is no situation where a thread does not call loopNode.merge after getting past tryLock.