

I changed from using a hashmap with a tree map when storing nodes and edges and I changed from an array list with a tree set when storing edge labels. These changes were able to make the graph much faster since it no longer needed bfs traversal and instead was able to make sure the children and edges were in lexicographic order. The optimizations allowed it to work better with larger data sets. I also removed checkRep() because it was way to expensive to keep for debugging.