Line 7: Node struct – contains relevant information about tree nodes (node id, ancestor id, node label)

Line 13: setNode function – translates R tree nodes to node structs

Line 22: kernel function – GPU function that computes ancestors of all nodes in the tree

Line 67: shortestPath function – takes an array of nodes, number of nodes given, and two character array labels and finds the shortest path between the given nodes. An error message is printed if the given nodes are invalid input (ex: they are a parent-child)

Line 196: main function – driver function, reads in input and calls the shortestPath function