

- The sequential version runs faster than the concurrent version when the graph is not wide (i.e. each vertex has only few neighbors), as we can see that solving a maze problem, each vertex has only up to 6 neighbors.

- The concurrent version runs faster than the sequential version when the graph is wide (i.e each vertex has many neighbors), as it is worth picking up a new thread to compute for all adjacent neighbors.
- Both concurrent versions overall have about the same performance (Based on my machine).