Algorithm 1 Exploration Model

```
    procedure EXPLORATION(G, D, Q)
2:      while Q is not empty do
            if D.label = queue.metadata then
4:              node ← Q.dequeue()
                G(u) ← name
6:              G(v) ← score
        while G is not empty do
8:          u = G.removeMin()
            for each vertex z adjacent to u and in G do
10:             if D(u) + w((u, z)) < D(z) then
                    D(z) ← D(u) + w((u, z))
12:                 update z in G
        return G
```