Algorithm 1 Exploration Model

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