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()              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
13:
       return G
14:
```