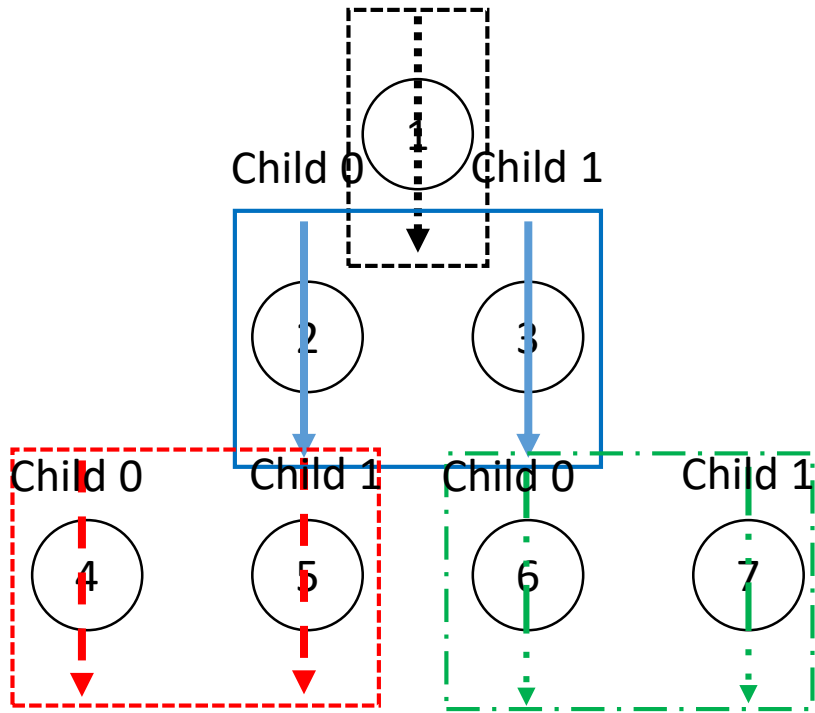


## Unbalanced implementation

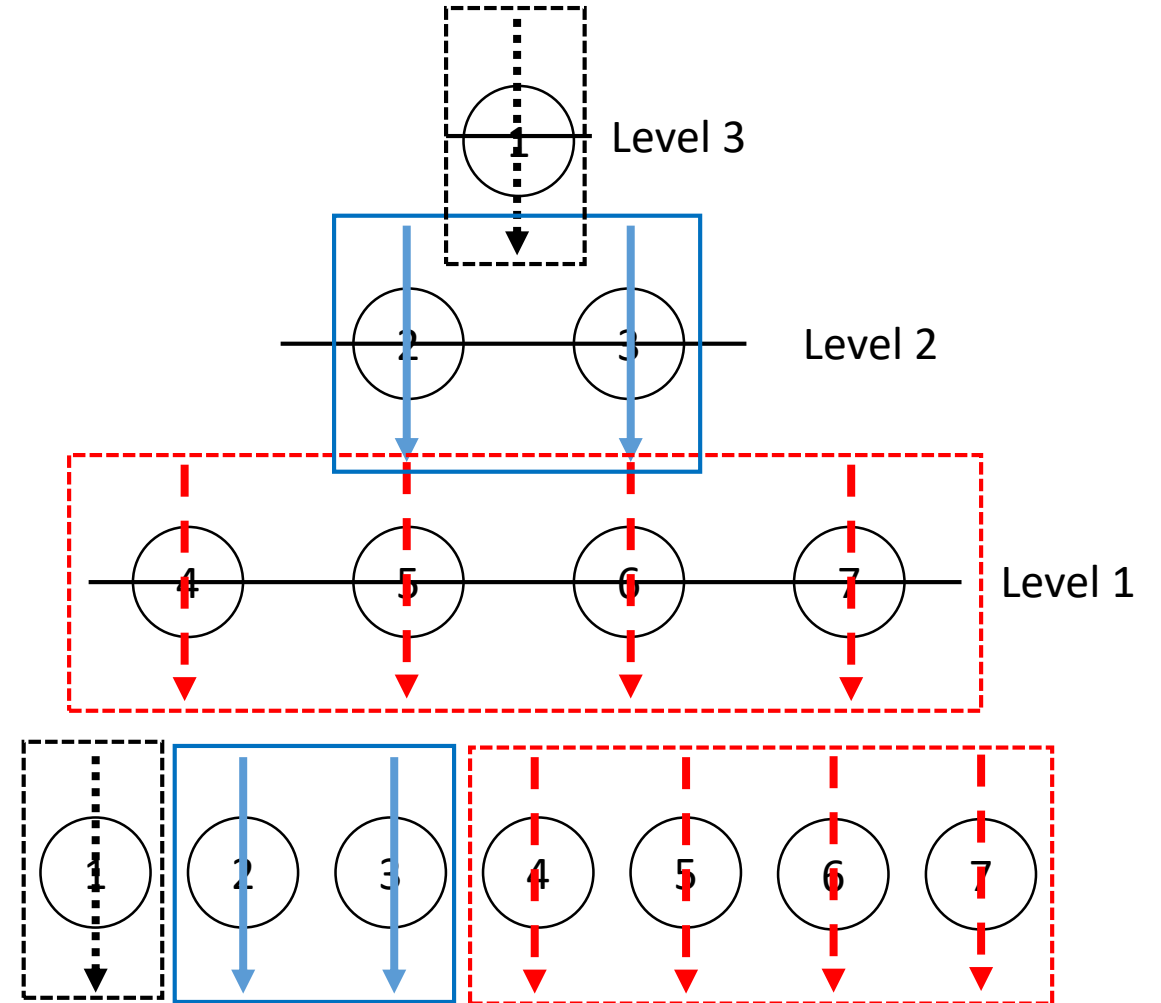
*(general case)*



Parallelize per child: node's arity == number of threads to throw at (limited by the number of cpus)

## Balanced implementation

*(optimized as an array based heap)*



Parallelize per level: number of nodes at the level == number of threads to throw at (limited by the number of cpus)