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Vanilla Beam Decoding
          k: beam size, M: maximum length,
          \mathcal{V}: Vocabulary, score(·): scoring function.
 1: B_0 \leftarrow \{\langle 0, \text{Bos} \rangle\}
 2: for t \in \{1, \dots, M-1\} :
          for \langle s, \mathbf{y} \rangle \in B_{t-1}:
 3:
 4:
              if \mathbf{y}.\text{last}() = \text{Eos}:
                    H.add(\langle s, \mathbf{y} \rangle)
 5:
 6.
                  continue
 7:
              for u \in \mathcal{V}:
 8:
                  s \leftarrow \operatorname{score}(\mathbf{y} \circ y), \ H.\operatorname{add}(\langle s, \mathbf{y} \circ y \rangle)
 9:
      B_t \leftarrow \varnothing
10:
          while |B_t| < k: # Find top k from H.
               \langle s, \mathbf{y} \rangle \leftarrow H.\max(), B_t.add(\langle s, \mathbf{y} \rangle)
11:
              H.\text{remove}(\langle s, \mathbf{y} \rangle)
12:
13:
          if \mathbf{v}.last() = Eos, \forall \mathbf{v} \in B_t: \# All finished.
14:
               return B_t.max()
15: return B_t.max()
```