

Beam Algorithm - Software Version (v0.0.3-1)

1. Initialize a groupoid G of minimum size 3×3 . Initialize a beam of width w and the set of male terms M equal the set of term variables \vec{x} . Initialize T , the target array of length g^k where g is the size of the groupoid G and k is the number of term variables in \vec{x} .
2. At beam level 0, initialize a set F containing w empty female terms $f_0(\diamond)$. Let variable H be the current level of a female term in the beam, initialized to 0.

START LOOPING STARTING AT LEVEL $H=0$ UNTIL A SOLUTION IS FOUND

3. Mate each female term $f_H(\vec{x}, \diamond)$ at some level H with each male term $m(\vec{x})$ in M and check if the resulting offspring $f_H(\vec{x}, m(\vec{x}))$ is a solution to the validity array of $f_H(\vec{x}, \diamond)$. If $f_H(\vec{x}, m(\vec{x}))$ is a solution, break from the loop and proceed to step 6.
4. Start a process p_H for each female term $f_H(\vec{x}, \diamond)$ in F for a total of w processes. Let each process p_H search for a female term at level $H+1$ called $f_{H+1}(\vec{x}, \diamond)$ that is valid with respect to the validity array of $f_H(\vec{x}, \diamond)$.

START LOOPING UNTIL LEVEL $H+1$ IS FULL

5. Let $f_{H+1}(\vec{x}, \diamond)$ be a valid female term returned by a process p_H started in step 4. Assume $f_{H+1}(\vec{x}, \diamond)$ was found using female term candidates chosen at random inside of a process p_H using the Gamblers Ruin Algorithm (GRA). Add $f_{H+1}(\vec{x}, \diamond)$ to beam level $H + 1$. If level $H + 1$ contains w valid female terms, i.e. level $H + 1$ is full, then break from the loop, set H equal to $H+1$, and return to step 4.

CONTINUE LOOPING

SET H EQUAL TO $H + 1$ AND CONTINUE LOOPING

6. Some solution term $f_H(\vec{x}, m(\vec{x}))$ was found at step 3. Recursively mate $f(\vec{x}, m(\vec{x}))$ with each of parent term at $f_{H-1}(\vec{x}, \diamond)$, until reaching the term that has no parent. The result is a term which has an array that is a solution to the target array.