```
function GEOMETRIC(number of nodes n, number of edges e,
                           number of operations o, number of dimensions d=3)
    P \leftarrow \text{Sample } n \text{ points from a multivariate continuous uniform distribution } U_d((0,1)^d)
    D \leftarrow \textbf{Calculate distance matrix from } P
    N_0 \leftarrow \mathsf{HEAD}(\mathsf{ARgSort}(\mathsf{LowerTriangle}(D)), e)
                                                                                                                   ▷ Initial network
    N_p \leftarrow N_0
    \overrightarrow{O} \leftarrow ()
                                                                             > Variable to store the generated operations in
    while |O| < o do
                                                                                 ▶ Modify network until O is sufficiently large
        i \leftarrow \text{Sample 1 index from } \{0 ... n - 1\}
        P[i] \leftarrow \text{Sample 1 point from a } U_d((0,1)^d)
                                                                                                   \triangleright Give node i a new location
        D[i, ] \leftarrow D[, i] \leftarrow Calculate new distances between node i and all other nodes
        N_c \leftarrow \mathsf{HEAD}(\mathsf{ARgSort}(\mathsf{LowerTriangle}(D)), e)
                                                                                                                    ▶ New network
        O_a \leftarrow \{(ADD, e) \mid e \notin E(N_p) \land e \in E(N_c)\}
                                                                                                           O_r \leftarrow \{(\text{REM}, e) \mid e \in E(N_p) \land e \notin E(N_c)\}
                                                                                                        O \leftarrow O + \mathsf{SHUFFLE}(O_a + O_r)
                                                                                                 \triangleright Append new operations to O
        N_p \leftarrow N_c
    end while
    O \leftarrow \mathsf{HEAD}(O, o)
    return (N_0, O)
                                                                   ▶ Return the initial geometric network and o operations
end function
```