

Algoritmo con profundidad limitada
(Depth-limited search - DLS)

Agenda cota de profundidad = 3

\mathcal{B} ← Estado inicial

$[G_B^1$	A_B^1	S_B^1	H_B^1		
$[G_B^1$	A_B^1	S_B^1	R_H^2	J_H^2	V_H^2
$[G_B^1$	A_B^1	S_B^1	R_H^2	J_H^2	
$[G_B^1$	A_B^1	S_B^1	R_H^2	D_J^3	
$[G_B^1$	A_B^1	S_B^1	R_H^2		
$[G_B^1$	A_B^1	S_B^1	G_R^3	U_R^3	
$[G_B^1$	A_B^1	S_B^1	G_R^3		
$[G_B^1$	A_B^1	S_B^1			

