

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

Agenda

cota de profundidad = 3

- $[\emptyset]$
- $[G_B^1 \ A_B^1 \ S_B^1 \ \mathcal{H}_B^1]$
- $[G_B^1 \ A_B^1 \ S_B^1 \ R_H^2 \ J_H^2 \ \mathcal{V}_H^2]$
- $[G_B^1 \ A_B^1 \ S_B^1 \ R_H^2 \ \mathcal{X}_H^2]$
- $[G_B^1 \ A_B^1 \ S_B^1 \ R_H^2 \ \mathcal{D}_J^3]$
- $[G_B^1 \ A_B^1 \ S_B^1 \ \mathcal{R}_H^2]$
- $[G_B^1 \ A_B^1 \ S_B^1 \ G_R^3 \ \mathcal{V}_R^3]$
- $[G_B^1 \ A_B^1 \ S_B^1 \ \mathcal{G}_R^3]$
- $[G_B^1 \ A_B^1 \ \mathcal{S}_B^1]$
- $[G_B^1 \ A_B^1 \ \mathcal{O}_S^2]$
- $[G_B^1 \ A_B^1 \ I_O^3 \ \mathcal{D}_O^3]$

