

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

Agenda

cota de profundidad = 3

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

