Bảng Phân Công Công Việc TTNT(NC)

**- Thông tin thành viên nhóm.**

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| **STT** | **Họ Tên** | **MSSV** | **Link GitHub** |
| 1 | Nguyễn Hồng Thiên Bảo(\*) | 3122410020 |  |
| 2 | Quách Huỳnh Gia Bảo | 3122410025 |  |
| 3 | Trần Lê Công Danh | 3122410048 |  |
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**(\*) Ex1: Tìm hiểu và trả lời câu hỏi trong phần 1 + 2 + 3 (nhóm).**

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| **STT** | **Họ Tên** | **Tasks** |
| 1 | Văn Cẩm Hào | C1: Turing Test: Large Language Models (LLMs). |
| C1: The AI Effect: AI gets no respect? |
| 2 | Nguyễn Hồng Thiên Bảo | C1: AI Safety. |
| C2: A Self-Driving Car as a Rational Agents. |
| 3 | Quách Huỳnh Gia Bảo | C2: State Representation: Self-Driving Car |
| C2: What Type of Intelligent Agent is a Self-Driving Car? |
| 4 | Trần Lê Công Danh | C3: State Space. |
| C3: Heuristics from Relaxed Problems. |
| C3: Case Study: Heuristic for Tic-Tac-Toe. |

**(\*) lab02 - search (tt)**

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| **STT** | **Họ Tên** | **Tasks** | |
| 1 | Quách Huỳnh Gia Bảo | **Robot\_Vacuum** | Task 1: Implement a simulation environment |
| **Maze** | Task1: Defining the search problem and determining the problem size |
| Weighted A\* search |
| Unknown Maze |
| 2 | Văn Cẩm Hào | **Robot\_Vacuum** | Task 2: Implement a simple reflex agent |
| Task 3: Implement a model-based reflex agent |
| **Maze** | Task 2: Uninformed search: Breadth-first and depth-first |
| Multiple Goals |
| 3 | Nguyễn Hồng Thiên Bảo | **Robot\_Vacuum** | Task 4: Simulation study |
| **Maze** | Task 3: Informed search: Implement greedy best-first search and A\* search |
| IDS |
| 4 | Trần Lê Công Danh | **Robot\_Vacuum** | Task 5: Robustness of the agent implementations |
| **Maze** | Task 4: Comparison and discussion |
| Intersection as States |