IEEE SMC Hiroshima Chapter Invited Special Talk

Date:
9 Nov. 2019

Time:
16:00 to 17:25

Location:
Higashi-Senda Campus, Hiroshima University

1-1-89, Higashi-Senda machi, Naka-ku, Hiroshima City, Hiroshima, Japan 730-0053
https://www.hiroshima-u.ac.jp/en/access

Space is limited
Free to participate, but the registration is required. Please contact us by e-mail:

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Acquiring Multiagent Cooperative Behavior in the RoboCup Soccer Simulation

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RoboCup2010,2012,2017,2018, The Champion of the Soccer Simulation League 2D Competition

Abstract

The RoboCup Soccer Simulation is a research platform for multiagent systems and artificial intelligence. It is based on the RoboCup Soccer 2D Simulator, which enables two teams of 11 autonomous player agents and an autonomous coach agent to play a game of soccer with highly realistic rules and game play. The soccer simulation has devoted more attention to teamwork techniques than to robot control techniques. Therefore, we can avoid the burdens of developing and maintaining mechanical devices and also developing complex robot control tasks such as bipedal walking. These characteristics enable us to concentrate on research efforts related to teamwork.

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