

CS344M

Autonomous Multiagent Systems

Spring 2008

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Final RoboCup Tournament

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Agents

1. Sense
2. Decide (“think”)
3. Act

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2. Decide (“think”)
3. Act

Situated in an Environment

Environments

Environment $\Rightarrow$ sensations, actions

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Environment $\Rightarrow$ sensations, actions

- fully observable vs. partially observable
- deterministic vs. non-deterministic
- episodic vs. non-episodic
- static vs. dynamic
- discrete vs. continuous
- single-agent vs. multiagent

An international AI and Robotics research initiative

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- Use **soccer** as a rich and realistic test-bed

RoboCup

An international AI and Robotics research initiative

- Use **soccer** as a rich and realistic test-bed
 - 2 teams of agents on a field with 2 goals
 - **Purpose:** direct ball into opponent's goal

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 - 2 teams of agents on a field with 2 goals
 - **Purpose:** direct ball into opponent's goal
- Robot and simulation **competitions**

RoboCup

An international AI and Robotics research initiative

- Use **soccer** as a rich and realistic test-bed
 - 2 teams of agents on a field with 2 goals
 - **Purpose:** direct ball into opponent's goal
- Robot and simulation **competitions**
- Workshops; RoboCup-Jr; RoboCup-Rescue

Research Challenges

- Multiple **teammates** with a common goal
- Multiple **adversaries** — not known in advance

Research Challenges

- Multiple **teammates** with a common goal
- Multiple **adversaries** — not known in advance
- **Real-time** decision making necessary
- **Noisy** sensors and actuators
- Enormous state-space

RoboCup Simulator

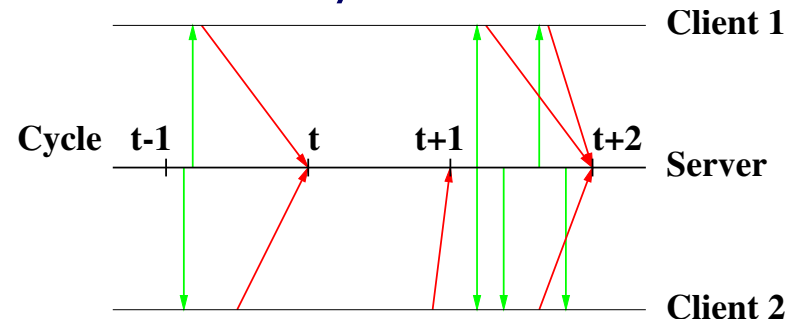


RoboCup Simulator

- Distributed: each player a separate client
- Server models dynamics and kinematics

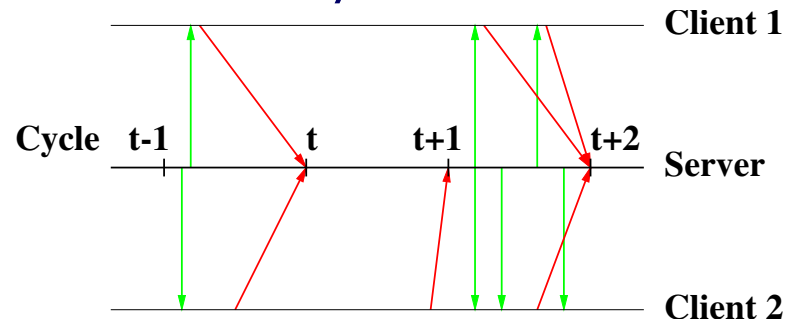
RoboCup Simulator

- Distributed: each player a separate client
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- Clients receive **sensations**, send **actions**



RoboCup Simulator

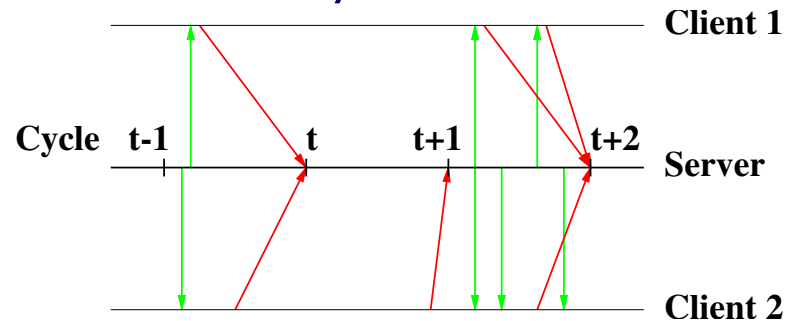
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- Parametric actions: **dash, turn, kick, say**

RoboCup Simulator

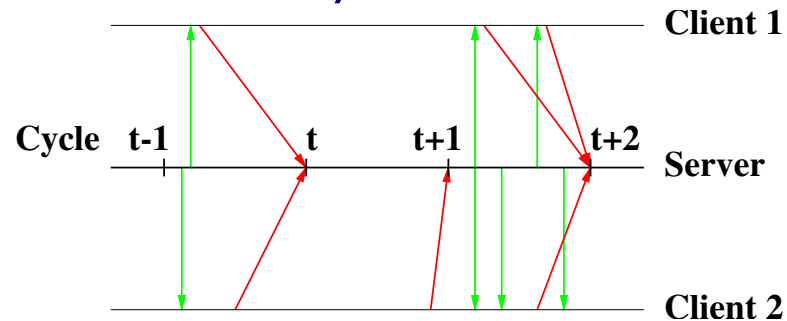
- Distributed: each player a separate client
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- Parametric actions: **dash, turn, kick, say**
- Abstract, noisy sensors, hidden state
 - **Hear** sounds from limited distance
 - **See** relative distance, angle to objects ahead

RoboCup Simulator

- Distributed: each player a separate client
- Server models dynamics and kinematics
- Clients receive **sensations**, send **actions**



- Parametric actions: **dash, turn, kick, say**
- Abstract, noisy sensors, hidden state
 - **Hear** sounds from limited distance
 - **See** relative distance, angle to objects ahead
- $> 10^{9^{23}}$ states
- Limited resources : stamina
- Play occurs in **real time** ($\approx$ human parameters)

Schedule

- Overview
- **Tournament part 1**
- Video: real soccer robots
- Tournament part 2
- Challenge matches: winner vs.:
Base code, UvA-trilearn 2005 team

The Teams

- Agent Kings Gillan
 - Mighty Griffins Alton
 - Mapfields Ashok/Li
 - ML4Defense Gowrisankar
 - Team Ballhogs Setapen
 - Warpigs Copple/Falcon
-
- Directoids Jordan
 - Lazy Eye Kou
 - PASsifists Stout
 - Shane-anigans Hogan
 - T. H. Huxley's Herd Blakeley
 - Walli Lai

The Tournament

- Two groups of 6 with round robins (30 games)

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 - Semifinals: 1 vs. 2, 2 vs. 1 → finals, 3rd place
 - 5th, 7th, 9th, 11th place games

The Tournament

- Two groups of 6 with round robins (30 games)
 - Semifinals: 1 vs. 2, 2 vs. 1 $\longrightarrow$ finals, 3rd place
 - 5th, 7th, 9th, 11th place games
- Run **off-line**, but results kept secret

Group 1 Round Robin

	A	B	C	D	E	F	Pts
A Kings	—						
B Griffins		—					
C Mapfields			—				
D ML4Defense				—		*	
E Ballhogs					—		
F Warpigs				*		—	

Group 1 Round Robin

	A	B	C	D	E	F	Pts
A Kings	—						
B Griffins		—			*		
C Mapfields			—				
D ML4Defense				—		0–5	0
E Ballhogs		*			—		
F Warpigs				5–0		—	3

Group 1 Round Robin

	A	B	C	D	E	F	Pts
A Kings	—				*		
B Griffins		—			0–0		1
C Mapfields			—				
D ML4Defense				—		0–5	0
E Ballhogs	*	0–0			—		1
F Warpigs				5–0		—	3

Group 1 Round Robin

	A	B	C	D	E	F	Pts
A Kings	—				5–0		3
B Griffins		—			0–0		1
C Mapfields			—	*			
D ML4Defense			*	—		0–5	0
E Ballhogs	0–5	0–0			—		1
F Warpigs				5–0		—	3

Group 1 Round Robin

	A	B	C	D	E	F	Pts
A Kings	—				5–0		3
B Griffins		—			0–0	*	1
C Mapfields			—	0–0			1
D ML4Defense			0–0	—		0–5	1
E Ballhogs	0–5	0–0			—		1
F Warpigs		*		5–0		—	3

Group 1 Round Robin

	A	B	C	D	E	F	Pts
A Kings	—				5–0		3
B Griffins		—			0–0	0–12	1
C Mapfields			—	0–0	*		1
D ML4Defense			0–0	—		0–5	1
E Ballhogs	0–5	0–0	*		—		1
F Warpigs		12–0		5–0		—	6

Group 1 Round Robin

	A	B	C	D	E	F	Pts
A Kings	—				5–0		3
B Griffins		—			0–0	0–12	1
C Mapfields			—	0–0	2–0		1
D ML4Defense			0–0	—		0–5	1
E Ballhogs	0–5	0–0	0–2		—		1
F Warpigs		12–0		5–0		—	6

Group 1 Round Robin

	A	B	C	D	E	F	Pts
A Kings	—	5–0	4–0	2–0	5–0	*	12
B Griffins	0–5	—	1–0	0–2	0–0	0–12	4
C Mapfields	0–4	0–1	—	0–0	5–0	0–1	4
D ML4Defense	0–2	2–0	0–0	—	5–0	0–5	7
E Ballhogs	0–5	0–0	0–5	0–5	—	0–6	1
F Warpigs	*	12–0	1–0	5–0	6–0	—	12

Group 1 Round Robin

	A	B	C	D	E	F	Pts
A Kings	—	5–0	4–0	2–0	5–0	4–0	15
B Griffins	0–5	—	1–0	0–2	0–0	0–12	4
C Mapfields	0–4	0–1	—	0–0	5–0	0–1	4
D ML4Defense	0–2	2–0	0–0	—	5–0	0–5	7
E Ballhogs	0–5	0–0	0–5	0–5	—	0–6	1
F Warpigs	0–4	12–0	1–0	5–0	6–0	—	12

Group 1 Rankings

	A	B	C	D	E	F	Rank
A Kings	—	5–0	4–0	2–0	5–0	4–0	1
B Griffins	0–5	—	1–0	0–2	0–0	0–12	4
C Mapfields	0–4	0–1	—	0–0	5–0	0–1	5
D ML4Defense	0–2	2–0	0–0	—	5–0	0–5	3
E Ballhogs	0–5	0–0	0–5	0–5	—	0–6	6
F Warpigs	0–4	12–0	1–0	5–0	6–0	—	2

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Schedule

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- Tournament part 1
- Video: real soccer robots
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- Challenge matches: winner vs.:
Base code, UvA-trilearn 2005 team

Group 2 Round Robin

	A	B	C	D	E	F	Pts
A Directoids	—						
B Lazy Eye		—					
C PASsifists			—				
D Shane-anigans				—		*	
E Huxley's Herd					—		
F Walli				*		—	

Group 2 Round Robin

	A	B	C	D	E	F	Pts
A Directoids	—					*	
B Lazy Eye		—					
C PASsifists			—				
D Shane-anigans				—		4-0	3
E Huxley's Herd					—		
F Walli	*			0-4		—	0

Group 2 Round Robin

	A	B	C	D	E	F	Pts
A Directoids	—		*			3–0	3
B Lazy Eye		—					
C PASsifists	*		—				
D Shane-anigans				—		4–0	3
E Huxley's Herd					—		
F Walli	0–3			0–4		—	0

Group 2 Round Robin

	A	B	C	D	E	F	Pts
A Directoids	—		1–2		*	3–0	3
B Lazy Eye		—					
C PASsifists	2–1		—			16–0	6
D Shane-anigans				—		4–0	3
E Huxley's Herd	*				—		
F Walli	0–3		0–16	0–4		—	0

Group 2 Round Robin

	A	B	C	D	E	F	Pts
A Directoids	—		1–2		0–2	3–0	3
B Lazy Eye		—			*		
C PASsifists	2–1		—			16–0	6
D Shane-anigans				—		4–0	3
E Huxley's Herd	2–0	*			—		3
F Walli	0–3		0–16	0–4		—	0

Group 2 Round Robin

	A	B	C	D	E	F	Pts
A Directoids	—	*	1–2		0–2	3–0	3
B Lazy Eye	*	—			5–0		3
C PASsifists	2–1		—			16–0	6
D Shane-anigans				—		4–0	3
E Huxley's Herd	2–0	0–5			—		3
F Walli	0–3		0–16	0–4		—	0

Group 2 Round Robin

	A	B	C	D	E	F	Pts
A Directoids	—	0–4	1–2		0–2	3–0	3
B Lazy Eye	4–0	—			5–0		6
C PASsifists	2–1		—			16–0	6
D Shane-anigans				—	*	4–0	3
E Huxley's Herd	2–0	0–5		*	—		3
F Walli	0–3		0–16	0–4		—	0

Group 2 Round Robin

	A	B	C	D	E	F	Pts
A Directoids	—	0–4	1–2		0–2	3–0	3
B Lazy Eye	4–0	—			5–0		6
C PASsifists	2–1		—			16–0	6
D Shane-anigans				—	3–0	4–0	6
E Huxley's Herd	2–0	0–5		0–3	—		3
F Walli	0–3		0–16	0–4		—	0

Group 2 Round Robin

	A	B	C	D	E	F	Pts
A Directoids	—	0–4	1–2	1–3	0–2	3–0	3
B Lazy Eye	4–0	—		*	5–0	13–0	9
C PASsifists	2–1		—		5–0	16–0	9
D Shane-anigans	3–1	*		—	3–0	4–0	9
E Huxley's Herd	2–0	0–5	0–5	0–3	—	0–0	4
F Walli	0–3	0–13	0–16	0–4	0–0	—	1

Group 2 Round Robin

	A	B	C	D	E	F	Pts
A Directoids	—	0–4	1–2	1–3	0–2	3–0	3
B Lazy Eye	4–0	—		1–0	5–0	13–0	12
C PASsifists	2–1		—	*	5–0	16–0	9
D Shane-anigans	3–1	0–1	*	—	3–0	4–0	9
E Huxley's Herd	2–0	0–5	0–5	0–3	—	0–0	4
F Walli	0–3	0–13	0–16	0–4	0–0	—	1

Group 2 Round Robin

	A	B	C	D	E	F	Pts
A Directoids	—	0–4	1–2	1–3	0–2	3–0	3
B Lazy Eye	4–0	—	*	1–0	5–0	13–0	12
C PASsifists	2–1	*	—	5–1	5–0	16–0	12
D Shane-anigans	3–1	0–1	1–5	—	3–0	4–0	9
E Huxley's Herd	2–0	0–5	0–5	0–3	—	0–0	4
F Walli	0–3	0–13	0–16	0–4	0–0	—	1

Group 2 Round Robin

	A	B	C	D	E	F	Pts
A Directoids	—	0–4	1–2	1–3	0–2	3–0	3
B Lazy Eye	4–0	—	2–5	1–0	5–0	13–0	12
C PASsifists	2–1	5–2	—	5–1	5–0	16–0	15
D Shane-anigans	3–1	0–1	1–5	—	3–0	4–0	9
E Huxley's Herd	2–0	0–5	0–5	0–3	—	0–0	4
F Walli	0–3	0–13	0–16	0–4	0–0	—	1

Round Robin Rankings

	A	B	C	D	E	F	Rank
A Kings	—	5–0	4–0	2–0	5–0	4–0	1
B Griffins	0–5	—	1–0	0–2	0–0	0–12	4
C Mapfields	0–4	0–1	—	0–0	5–0	0–1	5
D ML4Defense	0–2	2–0	0–0	—	5–0	0–5	3
E Ballhogs	0–5	0–0	0–5	0–5	—	0–6	6
F Warpigs	0–4	12–0	1–0	5–0	6–0	—	2

	A	B	C	D	E	F	Rank
A Directoids	—	0–4	1–2	1–3	0–2	3–0	5
B Lazy Eye	4–0	—	2–5	1–0	5–0	13–0	2
C PASsifists	2–1	5–2	—	5–1	5–0	16–0	1
D Shane-anigans	3–1	0–1	1–5	—	3–0	4–0	3
E Huxley's Herd	2–0	0–5	0–5	0–3	—	0–0	4
F Walli	0–3	0–13	0–16	0–4	0–0	—	6

Playoffs

11th Place: Ballhogs vs. Walli *

9th Place: Mapfields vs. Directoids

7th Place: Griffins vs. Huxley's Herd

5th Place: ML4Defense vs. Shane-anigans

Semifinal: AgentKings vs. Lazy Eye

Semifinal: Warpigs vs. PASSifists

3rd Place: ? vs. ?

1st Place: ? vs. ?

Playoffs

11th Place: Ballhogs vs. Walli

1–0

9th Place: Mapfields vs. Directoids *

7th Place: Griffins vs. Huxley's Herd

5th Place: ML4Defense vs. Shane-anigans

Semifinal: AgentKings vs. Lazy Eye

Semifinal: Warpigs vs. PASSifists

3rd Place: ? vs. ?

1st Place: ? vs. ?

Playoffs

11th Place: Ballhogs vs. Walli 1–0

9th Place: Mapfields vs. Directoids 0–0

7th Place: Griffins vs. Huxley's Herd *

5th Place: ML4Defense vs. Shane-anigans

Semifinal: AgentKings vs. Lazy Eye

Semifinal: Warpigs vs. PASSifists

3rd Place: ? vs. ?

1st Place: ? vs. ?

Playoffs

11th Place: Ballhogs vs. Walli 1–0

9th Place: Mapfields vs. Directoids 0–0

7th Place: Griffins vs. Huxley's Herd 0–0

5th Place: ML4Defense vs. Shane-anigans *

Semifinal: AgentKings vs. Lazy Eye

Semifinal: Warpigs vs. PASSifists

3rd Place: ? vs. ?

1st Place: ? vs. ?

Playoffs

11th Place: Ballhogs vs. Walli 1–0

9th Place: Mapfields vs. Directoids 0–0

7th Place: Griffins vs. Huxley's Herd 0–0

5th Place: ML4Defense vs. Shane-anigans 0–2

Semifinal: AgentKings vs. Lazy Eye *

Semifinal: Warpigs vs. PASSifists

3rd Place: ? vs. ?

1st Place: ? vs. ?

Playoffs

11th Place: Ballhogs vs. Walli	1–0
9th Place: Mapfields vs. Directoids	0–0
7th Place: Griffins vs. Huxley's Herd	0–0
5th Place: ML4Defense vs. Shane-anigans	0–2
Semifinal: AgentKings vs. Lazy Eye	3–2
Semifinal: Warpigs vs. PASSifists *	
3rd Place: Lazy Eye vs. ?	
1st Place: AgentKings vs. ?	

Playoffs

11th Place: Ballhogs vs. Walli	1–0
9th Place: Mapfields vs. Directoids	0–0
7th Place: Griffins vs. Huxley's Herd	0–0
5th Place: ML4Defense vs. Shane-anigans	0–2
Semifinal: AgentKings vs. Lazy Eye	3–2
Semifinal: Warpigs vs. PASSifists	0–3
3rd Place: Lazy Eye vs. Warpigs *	
1st Place: AgentKings vs. PASSifists	

Playoffs

11th Place: Ballhogs vs. Walli	1–0
9th Place: Mapfields vs. Directoids	0–0
7th Place: Griffins vs. Huxley's Herd	0–0
5th Place: ML4Defense vs. Shane-anigans	0–2
Semifinal: AgentKings vs. Lazy Eye	3–2
Semifinal: Warpigs vs. PASSifists	0–3
3rd Place: Lazy Eye vs. Warpigs	3–0
1st Place: AgentKings vs. PASSifists *	

Playoffs

11th Place: Ballhogs vs. Walli	1–0
9th Place: Mapfields vs. Directoids	0–0
7th Place: Griffins vs. Huxley's Herd	0–0
5th Place: ML4Defense vs. Shane-anigans	0–2
Semifinal: AgentKings vs. Lazy Eye	3–2
Semifinal: Warpigs vs. PASSifists	0–3
3rd Place: Lazy Eye vs. Warpigs	3–0
1st Place: AgentKings vs. PASSifists	2–4

Final Standings

1. PASsifists	Stout
2. Agent Kings	Gillan
3. Lazy Eye	Kou
4. Warpigs	Copple/Falcon
5. Shane-anigans	Hogan
6. ML4Defense	Gowrisankar
7. Mighty Griffins	Alton
7. T. H. Huxley's Herd	Blakeley
9. Mapfields	Ashok/Li
9. Directoids	Jordan
11. Team Ballhogs	Setapen
12. Walli	Lai

Challenge Matches

- PASSifists vs. UVA base code *
- PASSifists vs. UVA Trilearn 2005

Challenge Matches

- PASsifists vs. UVA base code 3–2
- PASsifists vs. UVA Trilearn 2005 * (10th place)

Challenge Matches

- PASSifists vs. UVA base code 3–2
- PASSifists vs. UVA Trilearn 2005 0–28

For More Information

- www.robocup.org
- www.cs.utexas.edu/~AustinVilla
- www.cs.utexas.edu/~pstone

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**Layered Learning in Multiagent Systems:
A Winning Approach to Robotic Soccer**
Peter Stone. MIT Press, 2000.