Publications Related to the RoboCup Soccer Simulation League

Compiled by Peter Stone, based on a list started by Gal Kaminka

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Abstract

This is a partial list of publications that have resulted, directly or indirectly, from the RoboCup Simulation leagues. It was compiled by requesting contributions from subscribers to the simulation league mailing lists, last in July 2013. There are certainly many other publications that have not been included in this list. If you know of any, please send them to Professor Peter Stone at pstone@cs.utexas.edu.

Books


Journal Articles

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**Book Chapters**

2013


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2008


86. L. Mota and L.P. Reis. A common framework for co-operative robotics: An open, fault tolerant architecture for multi-league robocup teams. In Stefano Carpin, Itsuki Noda, Enrico
Page 10


2007


2006


2005

113. Vadym Kyrylov, David Brokenshire, and Eddie Hou. Optimizing precision of self-localization in the simulated robotics soccer. In Daniele Nardi, Martin Riedmiller, Claude Sammut, and


2004


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Conferences

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2007

189. Amin Milani Fard, Vahid Salmani, Mahmoud Naghibzadeh, Sedigheh Khajouie Nejad, and Hamed Ahmadi. Game theory-based data mining technique for strategy making of a soccer


2006

200. Serguei Razykov and Vadym Kyrylov. While the ball in the digital soccer is rolling, where the non-player characters should go if the team is attacking? In *Proceedings of the Future Play*, 2006.


205


2004


2003

221. Frieder Stolzenburg and Toshiaki Arai. From the specification of multiagent systems by statecharts to their formal analysis by model checking: Towards safety-critical applications. In


2002


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Dissertations


Masters Theses


276. Pooyan Fazli. Design and implementing a coach agent in robotics soccer simulation testbed for teamwork improving. Master’s thesis in artificial intelligence, Department of Computer Science, Amirkabir University of Technology (Tehran Polytechnic), Tehran, Iran, August 2006.


Magazine Articles

2011


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Workshops

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