CS378 Autonomous Multiagent Systems Spring 2006

Prof: Peter Stone TA: Nate Kohl

Department of Computer Sciences The University of Texas at Austin

> Final RoboCup Tournament Tuesday, May 16th, 2006

Agents

1. Sense

2. Decide ("think")

3. Act



Agents

1. Sense

2. Decide ("think")

3. Act

Situated in an Environment



Environments

$Environment \Rightarrow sensations, actions$



Environments

 $\mathsf{Environment} \Rightarrow \mathsf{sensations}, \mathsf{actions}$

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









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



- 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



- 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



- 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



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



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

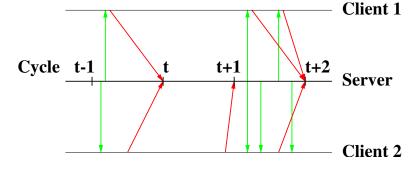




- Distributed: each player a separate client
- Server models dynamics and kinematics

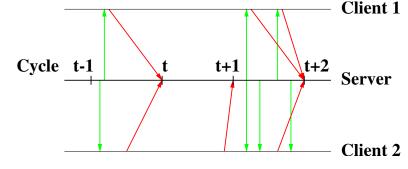


- Distributed: each player a separate client
- Server models dynamics and kinematics
- Clients receive sensations, send actions





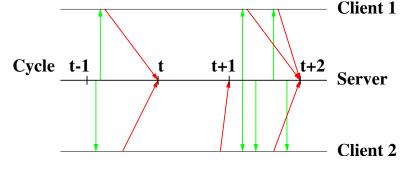
- Distributed: each player a separate client
- Server models dynamics and kinematics
- Clients receive sensations, send actions



• Parametric actions: dash, turn, kick, say



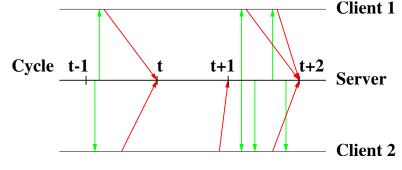
- Distributed: each player a separate client
- Server models dynamics and kinematics
- Clients receive sensations, send actions



- Parametric actions: dash, turn, kick, say
- Abstract, noisy sensors, hidden state
 - Hear sounds from limited distance
 - See relative distance, angle to objects ahead



- 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
- Another class project: coaching
- Video: real soccer robots
- Tournament part 2
- Challenge matches: winner vs.: last year's champ, UvA-trilearn 2003, Brainstormers 2005



The Teams

- Marigo
- ҮоНоНо
- Team America
- Untitled
- Goal Rushers
- Listos
- Dynamic
- HIVE
- Team Voodoo

Nimmagadda, Ristroph Bland, Gray Huie, Hasan Plaisance, Romer Kret, Massey

Huerta, Nelson Rathmann, Marocha Menzies, Ma Schneider, Guimbarda



The Teams

- Marigo
- ҮоНоНо
- Team America
- Untitled
- Goal Rushers
- Listos
- Dynamic
- HIVE
- Team Voodoo
- FOOBAR BAZ

Nimmagadda, Ristroph Bland, Gray Huie, Hasan Plaisance, Romer Kret, Massey

Huerta, Nelson Rathmann, Marocha Menzies, Ma Schneider, Guimbarda

Knox, Edwards, Doyle



• Two groups (5 and 4) with round robins (16 games)



• Two groups (5 and 4) with round robins (16 games) – Semifinals: 1 vs. 2, 2 vs. 1 \rightarrow finals, 3rd place



- Two groups (5 and 4) with round robins (16 games)
 - Semifinals: 1 vs. 2, 2 vs. 1 \longrightarrow finals, 3rd place
 - 5th place, 7th place, and 8th place games
- Run off-line, but results kept secret



	A	B	С	D	Ε	Pts
A Marigo		*				
В ҮоНоНо	*					
C Team America						
D Untitled						
E Goal Rushers						



	A	B	С	D	Ε	Pts
A Marigo		7–2				3
В ҮоНоНо	2–7					0
C Team America	*					
D Untitled						
E Goal Rushers						



	A	В	С	D	Ε	Pts
A Marigo		7–2	1–4			3
В ҮоНоНо	2–7					0
C Team America	4–1					3
D Untitled		*				
E Goal Rushers						



	A	В	С	D	Ε	Pts
A Marigo	—	7–2	1–4			3
В ҮоНоНо	2–7			0–5		0
C Team America	4–1					3
D Untitled		5–0				3
E Goal Rushers				*		



	A	В	С	D	Ε	Pts
A Marigo		7–2	1–4			3
В ҮоНоНо	2–7			0–5		0
C Team America	4–1					3
D Untitled		5–0			1–2	3
E Goal Rushers				2–1		3



	A	В	С	D	E	Pts
A Marigo		7–2	1–4	1–2	0–3	3
В ҮоНоНо	2–7		0–9	0–5	0–9	0
C Team America	4–1	9–0		*		6
D Untitled	2–1	5–0			1–2	6
E Goal Rushers	3–0	9–0		2–1		9



	A	В	С	D	E	Pts
A Marigo	_	7–2	1–4	1–2	0–3	3
В ҮоНоНо	2–7		0–9	0–5	0–9	0
C Team America	4–1	9–0		0–1	*	6
D Untitled	2–1	5–0	1–0		1–2	9
E Goal Rushers	3–0	9–0		2–1		9



	A	В	С	D	Ε	Pts
A Marigo		7–2	1–4	1–2	0–3	3
В ҮоНоНо	2–7		0–9	0–5	0–9	0
C Team America	4–1	9–0		0–1	2–2	7
D Untitled	2–1	5–0	1–0		1–2	9
E Goal Rushers	3–0	9–0	2–2	2–1		10



	A	В	С	D	Ε	Rank
A Marigo		7–2	1–4	1–2	0–3	4
В ҮоНоНо	2–7		0–9	0–5	0–9	5
C Team America	4–1	9–0		0–1	2–2	3
D Untitled	2–1	5–0	1–0		1–2	2
E Goal Rushers	3–0	9–0	2–2	2–1		1



Schedule

- Overview
- Tournament part 1
- Another class project: coaching
- Video: real soccer robots
- Tournament part 2
- Challenge matches: winner vs.: last year's champ, US Open, UvA-trilearn 2003





• FOOBAR BAZ

Knox, Edwards, Doyle



Department of Computer Sciences The University of Texas at Austin

Peter Stone

Schedule

- Overview
- Tournament part 1
- Another class project: coaching
- Video: real soccer robots
- Tournament part 2
- Challenge matches: winner vs.: last year's champ, US Open, UvA-trilearn 2003



Schedule

- Overview
- Tournament part 1
- Another class project: coaching
- Video: real soccer robots
- Tournament part 2
- Challenge matches: winner vs.: last year's champ, US Open, UvA-trilearn 2003



	G	H	J	Pts
G Listos				
H Dynamic				
I HIVE			 *	
J Team Voodoo				



	G	Η		J	Pts
G Listos					
H Dynamic	*				
I HIVE				2–1	3
J Team Voodoo			1–2		0



	G	Η		J	Pts
G Listos		1–1			1
H Dynamic	1–1				1
I HIVE				2–1	3
J Team Voodoo		*	1–2		0



	G	Н		J	Pts
G Listos		1–1		*	1
H Dynamic	1–1			4–2	4
I HIVE				2–1	3
J Team Voodoo		2–4	1–2		0



	G	Н		J	Pts
G Listos		1–1		5–0	4
H Dynamic	1–1		*	4–2	4
I HIVE				2–1	3
J Team Voodoo	0–5	2–4	1–2		0



	G	Η		J	Pts
G Listos		1–1	*	5–0	4
H Dynamic	1–1		1–4	4–2	4
I HIVE		4–1		2–1	6
J Team Voodoo	0–5	2–4	1–2		0



	G	Η		J	Pts
G Listos		1–1	2–0	5–0	7
H Dynamic	1–1		1–4	4–2	4
I HIVE	0–2	4–1		2–1	6
J Team Voodoo	0–5	2–4	1–2		0



Round Robin Rankings

	A	В	C	D	Ε	Rank
A Marigo		7–2	1–4	1–2	0–3	4
В ҮоНоНо	2–7		0–9	0–5	0–9	5
C Team America	4–1	9–0		0–1	2–2	3
D Untitled	2–1	5–0	1–0		1–2	2
E Goal Rushers	3–0	9–0	2–2	2–1		1

	G	Η		J	Rank
G Listos		1–1	2–0	5–0	1
H Dynamic	1-1		1–4	4–2	3
I HIVE	0–2	4–1		2–1	2
J Team Voodoo	0–5	2–4	1–2		4



8th Place: YoHoHo vs. ?

7th Place: Team Voodoo vs. Marigo *

5th Place: Dynamic vs. Team America

Semifinal: Listos vs. Untitled

Semifinal: Goal Rushers vs. HIVE

3rd Place: ? vs. ?

1st Place: ? vs. ?



8th Place: YoHoHo vs. Marigo *

7th Place: Team Voodoo vs. Marigo

5th Place: Dynamic vs. Team America

Semifinal: Listos vs. Untitled

Semifinal: Goal Rushers vs. HIVE

3rd Place: ? vs. ?

1st Place: ? vs. ?



6-2

8th Place: YoHoHo vs. Marigo **7th Place:** Team Voodoo vs. Marigo 5th Place: Dynamic vs. Team America * **Semifinal:** Listos vs. Untitled **Semifinal:** Goal Rushers vs. HIVE 3rd Place: ? vs. ?

1st Place: ? vs. ?



0-5

6-2

Department of Computer Sciences The University of Texas at Austin	Datar Stapa
1st Place: ? vs. ?	
3rd Place: ? vs. ?	
Semifinal: Goal Rushers vs. HIVE	
Semifinal: Listos vs. Untitled *	
5th Place: Dynamic vs. Team America	3–0
7th Place: Team Voodoo vs. Marigo	6–2
8th Place: YoHoHo vs. Marigo	0–5

8th Place: YoHoHo vs. Marigo	0–5
7th Place: Team Voodoo vs. Marigo	6–2
5th Place: Dynamic vs. Team America	3–0
Semifinal: Listos vs. Untitled	3–0
Semifinal: Goal Rushers vs. HIVE *	
3rd Place: Untitled vs. ?	
1st Place: Listos vs. ?	



8th Place: YoHoHo vs. Marigo	0–5
7th Place: Team Voodoo vs. Marigo	6–2
5th Place: Dynamic vs. Team America	3–0
Semifinal: Listos vs. Untitled	3–0
Semifinal: Goal Rushers vs. HIVE	0–5
3rd Place: Untitled vs. Goal Rushers *	
1st Place: Listos vs. HIVE	



8th Place: YoHoHo vs. Marigo	0–5
7th Place: Team Voodoo vs. Marigo	6–2
5th Place: Dynamic vs. Team America	3–0
Semifinal: Listos vs. Untitled	3–0
Semifinal: Goal Rushers vs. HIVE	0–5
3rd Place: Untitled vs. Goal Rushers	0–1
1st Place: Listos vs. HIVE *	



8th Place: YoHoHo vs. Marigo	0–5
7th Place: Team Voodoo vs. Marigo	6–2
5th Place: Dynamic vs. Team America	2–0
Semifinal: Listos vs. Untitled	3–0
Semifinal: Goal Rushers vs. HIVE	0–5
3rd Place: Untitled vs. Goal Rushers	0–1
1st Place: Listos vs. HIVE	2–0



- 1. Listos
- 2. **HIVE**
- 3. Goal Rushers
- 4. Untitled
- 5. Dynamic
- 6. Team America
- 7. Team Voodoo
- 8. Marigo
- 9. **YoHoHo**

Huerta, Nelson Menzies, Ma Kret, Massey Plaisance, Romer Rathmann, Marocha Huie, Hasan Schneider, Guimbarda Nimmagadda, Ristroph Bland, Gray



- Listos vs. RoboTrapper *
- Listos vs. UVA Trilearn 2003
- Listos vs. Brainstormers 2005



- Listos vs. RoboTrapper
- Listos vs. UVA Trilearn 2003 *
- Listos vs. Brainstormers 2005





- Listos vs. RoboTrapper
- Listos vs. UVA Trilearn 2003
- Listos vs. Brainstormers 2005

2–0 0–18 0–11



For More Information

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



For More Information

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

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

