

Qualification in 2D RoboCup Simulation League for RoboCup 2010

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Abstract. This document describes the process for teams to qualify in
2D Simulation League competitions of RoboCup 2010.

1 Qualification Process

Qualification in 2D RoboCup Simulation League is based on the placings of an online tournament as well as the quality of scientific work expressed by a submitted Team Description Paper and contributions to previous RoboCup symposiums. In RoboCup 2010 24 teams will be allowed to participate in RoboCup competitions. To register all teams have thus to provide a working team binary, a Team Description Paper and a list of contributions by the dates given below. In the following the general rules of qualification, the qualification tournament and qualification by Team Description Paper will be discussed in detail.

2 General Rules of Qualification

There are several general rules on which the qualification process is based.

1. One-Fourth-Rule:
Only one fourth of the participating teams may be from the same country. With 24 places in RoboCup 2010 only 6 teams per country may participate. If a team is situated in more than one country, the bound location counts. Teams infringing this rule will be ignored in the ordered list of qualified teams. False statement results in penalty.
2. One-Team-Per-Research-Institution:
Each university or research institute may only qualify one team. If a team is affiliated with more than one institution, the unbound affiliation counts. Teams infringing this rule will be ignored in the ordered list of qualified teams. False statement results in penalty.

3. Plagiarism-Penalty:

If a team commits plagiarism, its members will be banned from participation for this and next year's RoboCup. The term plagiarism comprises any use of external knowledge without proper referencing, i.e. copying or using the thoughts, ideas, texts or language in general and presenting them as the own. This applies for Team Description Papers as well as team code and binaries. All kinds of licenses and copyright have to be respected.

4. No-Show-Penalty:

If a team qualifies for RoboCup 2010, but is not able to participate, it has to cancel its participation by May 1st 2010 (midnight UTC) latest in order to give next-ranked teams the chance to take its place. If there are reasons for delays in registration the team has to let OC know so that a reaction in time is possible. If a team fails to observe this rule ('no-show'), its members will be banned for next RoboCup competitions.

5. Academic-Fairness-Rule:

If any team breaches general academic fairness in any other way, it has to face penalties as well.

6. Local-Organizers-Automatic-Qualification-Rule:

The local organizing team (if any) is automatically qualified.

3 Teams

In RoboCup 2010 competition 24 teams will be allowed to participate in 2D Simulation League. These teams are composed of

- top 3 teams of RoboCup 2009
- a maximum of 9 teams with best Team Description Papers depending on the quality of submitted TDPs
- one local organizing team (if any)
- remaining places will be determined in qualification tournament

As the quality and scientific standard of Team Description Papers varies from year to year, there is not a certain number of paper-qualified teams. The upper limit is 9 teams which may qualify this way provided at least that many papers living up to reviewers' expectations.

4 Pre-Registration

All teams which wish to participate in RoboCup 2009 Simulation League 2d competitions have to pre-register. In order to do so, please fill out the following form and send it with subject 'Pre-Registration TEAM-NAME' (without the apostrophes, replace TEAM-NAME with your team name) to shike15@mail.ustc.edu.cn:

Team-Name:

Team-Leader:

Team-Members:
Number of team members:
E-Mail:
Country:
Affiliation:
Dependencies:

In this form Affiliation is the organisation, institute or university where you are situated, whereas Dependencies should include all dependencies with version of your team binaries from the standard repositories (we will set these up beforehand, so every team binary should be executable). Please note that you have to provide correct and full information and giving false statement will be penalised with banning of the team. Please be also aware that you will be provided with an account name and a temporary password with which to login on the team machines.

Please be aware that with respect to gentlemanly play, we will NOT allow any team name changes from the pre-registration to the competition in RoboCup 2010.

5 Qualification Tournament

In order to participate in RoboCup qualification tournament a team has to pre-register and submit and setup a working team binary on the tournament servers until February 15th 2010 (midnight UTC). Before tournament starts there will be a range of test games to ensure each team is working properly.

5.1 Tournament Environment

The tournament environment will consist of the following server infrastructure:

Machines:

- 1 File Server
- 1 Soccer Server
- 4 Agent hosts (2 per team)

Configuration:

- Intel Core2Quad Q6600 (4x 2.4 GHz)
- G35 Chipset
- 4 GB DDR2 RAM
- 500 GB SATA HDD
- 1 Gbit Network
- Operating system: Ubuntu Linux 8.04.2 LTS Server AMD64
- Kernel: 2.6.24-19-server
- Simulation server: rcssserver-14.0.2

If any team has discovered any issues why the latest version of rcssserver should not be used in qualification (i.e. unknown bugs or exploitable flaws), please report them to OC (ssil@robocup.tugraz.at|shike15@mail.ustc.edu.cn) as well as to Akiyamasan (hidehisa.akiyama@ais.go.jp) and the mailing list.

5.2 Licensed Code

If a team has based its agent on external code or libraries published under certain licenses or copyright, it has to observe the according rules. In most cases this will be the GNU General Public License, i.e. a proper disclaimer has to be included in Team Description Paper as well source code and the source code has to be submitted as well.

After official RoboCup competitions the binaries will be published, i.e. the rules for publishment of the corresponding license have to be respected as well. For GPL this also implies general publishment of the code.

5.3 Submission of Binary

To submit your binary (deadline is February 15th 2010 midnight UTC), log in with SSH (please refer to http://en.wikipedia.org/wiki/Secure_Shell) to julia.ist.tugraz.at using your account name. Default password for all teams will be provided by e-mail and should be changed immediately (using the command 'passwd'). You have to modify the scripts start1, start2 and kill in your home directory to your requirements. The start scripts will be called with two parameters, your home directory and the server host. Please pay attention that all your scripts, binaries and config-files are group readable and group executable. In case you write any logfiles, the log-directory should also be group-writable.

5.4 Test Games

All teams are automatically tested every three hours against HELIOS base team. Results and console output are available on <http://julia.ist.tugraz.at/>. You may request help at ssil@robocup.tugraz.at, if you have problems getting your team to work. Please note that solely each team and not OC is responsible for compiling, setting up or configuring a team binary and adapting the scripts.

5.5 Tournament

The tournament will be simulated at the end of February. Results will be available on <http://julia.ist.tugraz.at/> as well. You will receive a qualification notification by March 1st 2010 (midnight UTC) if your team managed to qualify.

6 Team Description Paper

Each team has to submit a team description paper describing the focus and ideas implemented in the team in ENGLISH. This paper must have a length of 4 to 6 pages in Springer LNCS style and has to be submitted as PDF. Furthermore a list of contributions to previous RoboCup Symposiums has to be provided. This does not include TDPs of past years.

Please note: A team will only be qualified if the quality of its TDP is appropriate!

6.1 Content of the Team Description Paper

The Team Description Paper (TDP) has to comprise the following:

1. What is the scientific focus of your team?
2. On what scientific work is your team founded?
3. What are your team's current efforts?
4. What progress have you made since your last TDP?
5. Have you built your code upon any knowledge not initially created by this team?
6. Are you using any published team base and if yes which?
7. How can your own scientific effort be distinguished from external sources?

Please be aware that the TDP has to describe the team's very own scientific efforts and explicitly illustrate whether a team has used external knowledge (ideas, code, agent base or the like) to build upon. If a team did use knowledge not evolved by this team, the own achievements have to be outlined in contrast to this. This also applies if one or more team members have switched from another team or a new team is created on the base of another even though the involved persons have not changed.

If external knowledge is used but not referenced, explained and differentiated from in the TDP, the team will be penalised with banning.

6.2 Submission of Team Description Paper

Please send your TDP and list of contributions to shike15@mail.ustc.edu.cn till February 15th, 2010 (midnight UTC) with the subject 'TDP TEAM-NAME' (without the apostrophes, replace TEAM-NAME with your team name). The files attached may together not be larger than 5 MB and has to conform the the rules given above.

6.3 Review of Team Description Papers

The TDPs of all teams will be peer reviewed by experts in 2D RoboCup Simulation League nominated by OC. All reviewers will evaluate the papers and scores are averaged. The maximum of 9 teams will be qualified if at least that number of TDPs is adequate in quality.

7 Checklist and Important Dates

Please be sure to take the following actions:

1. Pre-Register your team by February 1st 2010 (midnight UTC).
2. Receive your notification of pre-registration containing username and password.
3. Submit the qualification material until February 15th (midnight UTC):
 - Submit your TDP and list of contributions to shike15@mail.ustc.edu.cn with subject 'TDP TEAM-NAME'.
 - Upload your team binary to <http://julia.ist.tugraz.at/>.
 - Prepare your team for tournament and adapt scripts.
4. Wait for qualification notification.
5. Register or cancel your team until May 1st 2010 (midnight UTC) if qualified.