

RoboCup: A Challenge Problem for AI and Robotics	p. 1
Overview of RoboCup-97	p. 20
The RoboCup Physical Agent Challenge: Goals and Protocols for Phase I	p. 42
The RoboCup Synthetic Agent Challenge 97	p. 62
Playing Soccer by Modifying and Combining Primitive Reactions	p. 74
Learning, Deciding, Predicting: The Soccer Playing Mind	p. 88
Using Decision Tree Confidence Factors for Multiagent Control	p. 99
A Role-Based Decision-Mechanism for Teams of Reactive and Coordinating Agents	p. 112
Using an Explicit Model of Teamwork in RoboCup-97	p. 123
Decision Making by the Characteristics and the Interaction in Multi-agent Robotics Soccer	p. 132
Real-Time Vision Processing for a Soccer Playing Mobile Robot	p. 144
A Method Applied for Soccer's Behaviors Using Proper Feedback and Feedforward Control	p. 156
A Legged Robot for RoboCup Based on "OPENR"	p. 168
JavaSoccer	p. 181
RoboCup-3D : The Construction of Intelligent Navigation System	p. 188
Generating Multimedia Presentations for RoboCup Soccer Games	p. 200
Football in Recent Times: What We Can Learn from the Newspapers	p. 216
The Value of Project-Based Education in Robotics	p. 231
The CMUnited-97 Small Robot Team	p. 242
Development of Self-Learning Vision-Based Mobile Robots for Acquiring Soccer Robots Behaviors	p. 257
MICROB: The French Experiment in RoboCup	p. 277
Description of Rogi-Team	p. 286
Autonomous Soccer Robots	p. 295
Vision-Based Robot Learning Towards RoboCup: Osaka University "Trackies"	p. 305
RoboCup97: An Omnidirectional Perspective	p. 320
Omni-directional Autonomous Robots Cooperating for Team Play	p. 333
The Spirit of Bolivia: Complex Behavior Through Minimal Control	p. 348
AT Humboldt - Development, Practice and Theory	p. 357
Refinement of Soccer Agents' Positions Using Reinforcement Learning	p. 373
The CMUnited-97 Simulator Team	p. 389
Co-evolving Soccer Softbot Team Coordination with Genetic Programming	p. 398
Learning Cooperative Behaviors in RoboCup Agents	p. 412
Individual Tactical Play and Action Decision Based on a Short-Term Goal - Team Descriptions of Team Miya and Team Niken	p. 420
The Reactive Motion Planning in the Passive Situation	p. 428
A Reactive Architecture for RoboCup Competition	p. 434
Team: Kasuga-bitos with Modulation of Playing	p. 443
Team Sicily	p. 450
Team Description: Building Teams Using Roles, Responsibilities, and Strategies	p. 458
A Multi-Layered Behavior Based System for Controlling RoboCup Agents	p. 467

Using ABC ² in the RoboCup Domain	p. 475
Intergrating Learning with Motor Schema-Based Control for a Robot Soccer Team	p. 483
Describing Soccer Game in EAMMO	p. 492
Team GAMMA: Agent Programming on Gaea	p. 500
Using Reactive Deliberation for Real-Time Control of Soccer-Playing Robots	p. 508
A Multi-layered Planning Architecture for Soccer Agent	p. 513
Author Index	p. 519
Table of Contents provided by Blackwell's Book Services and R.R. Bowker. Used with permission.	