



Can robots play soccer?

Ricardo Dias

ricardodias@ua.pt

DSPT#18 - “The Big Data Championship”

Altice Labs – 22/Nov/2017



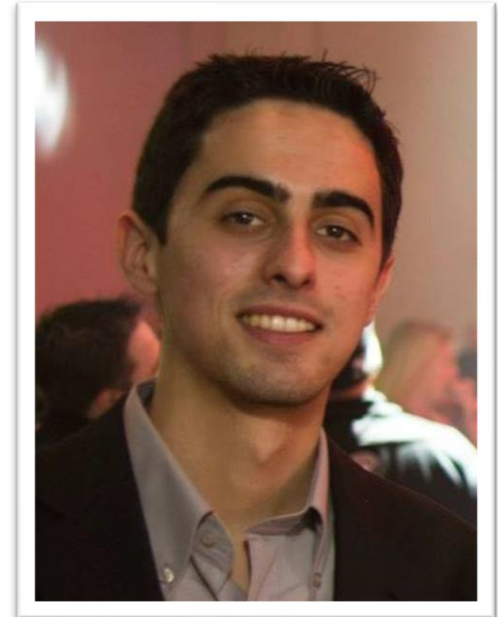
Iris-LAB / IEETA / DETI / UA
University of Aveiro, Portugal



🏠 Entroncamento

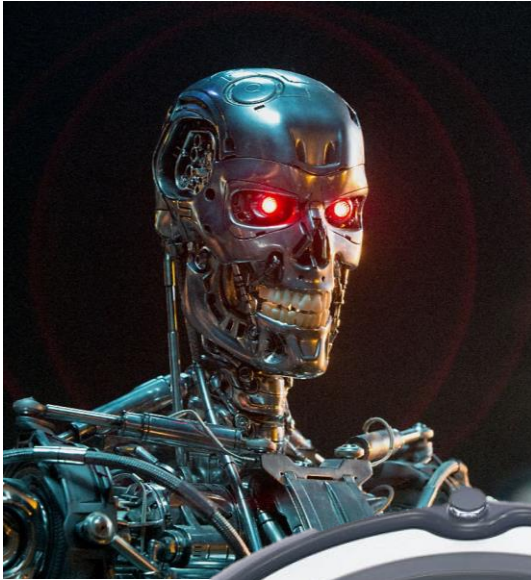
🎓 **2014** – Mestrado Integrado
Eng. Electrónica e Telecomunicações (UA)

- **2009** – CAMBADA Team Volunteer
- **2013** – Elected Team-Leader
- Worked in the industry in R&D for 1 year (vehicular networks)
- Currently taking a Robotics PhD in University of Aveiro
- Former RoboCup MSL Technical Committee Member
- Current RoboCup MSL Executive Committee Member



What is a robot?

Introduction



GOAL

GOAL

inputs

Sensors



GOAL

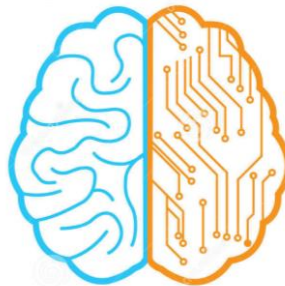
inputs

Sensors



“brain”

Artificial
Intelligence



GOAL

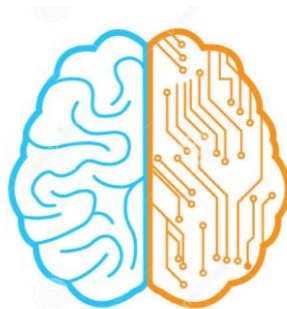
inputs

Sensors



"brain"

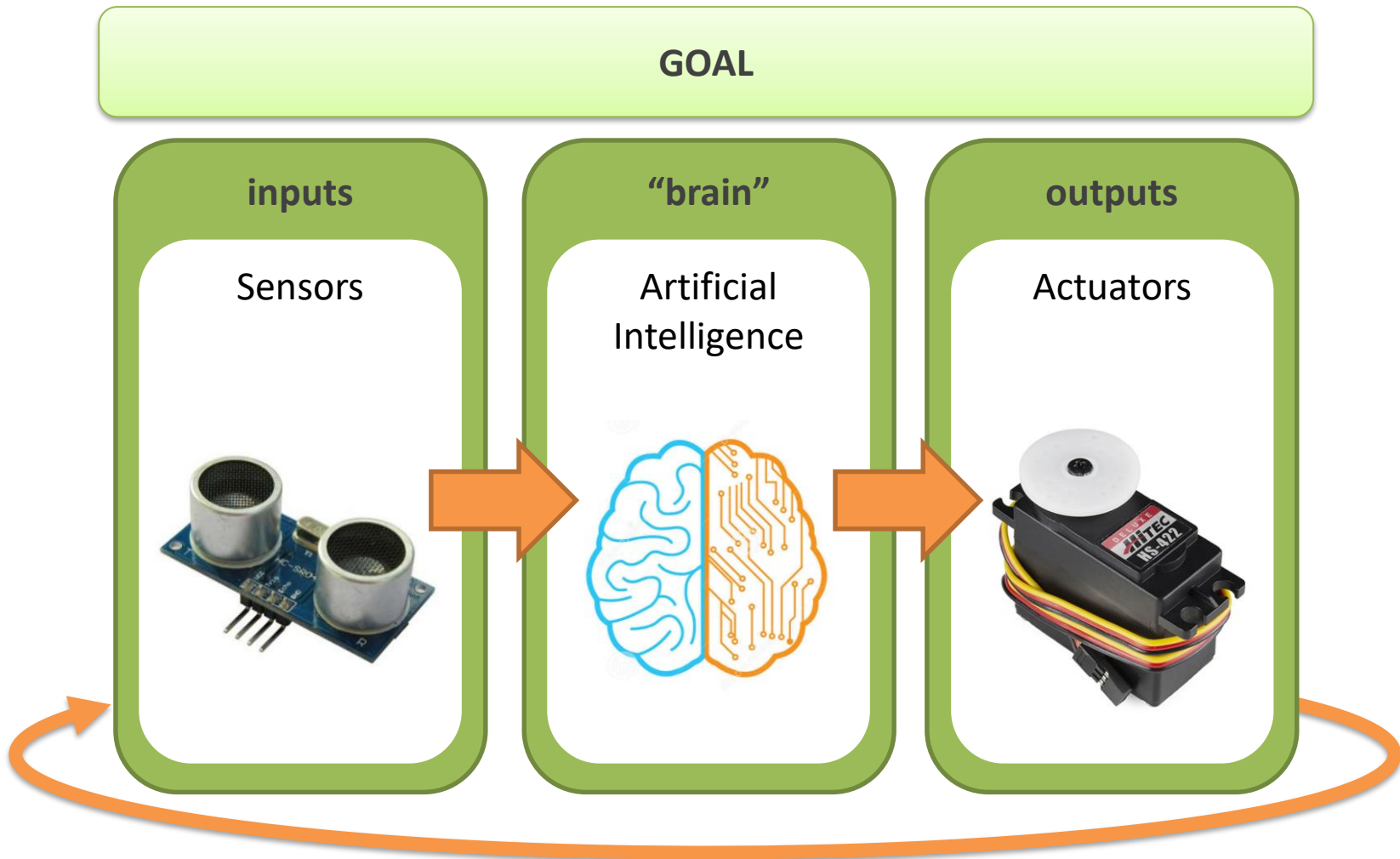
Artificial
Intelligence



outputs

Actuators





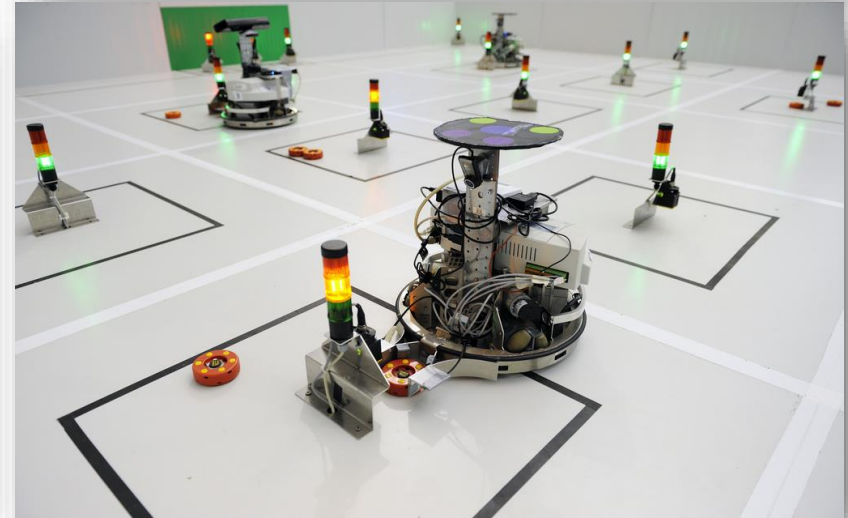
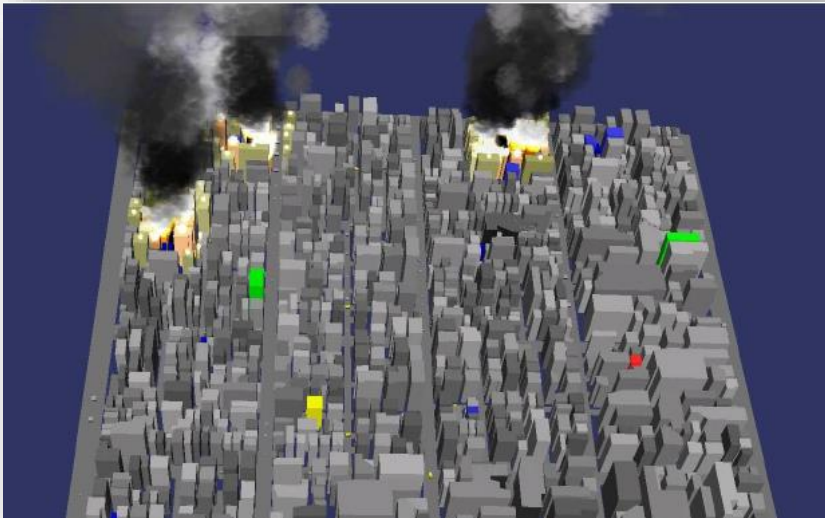
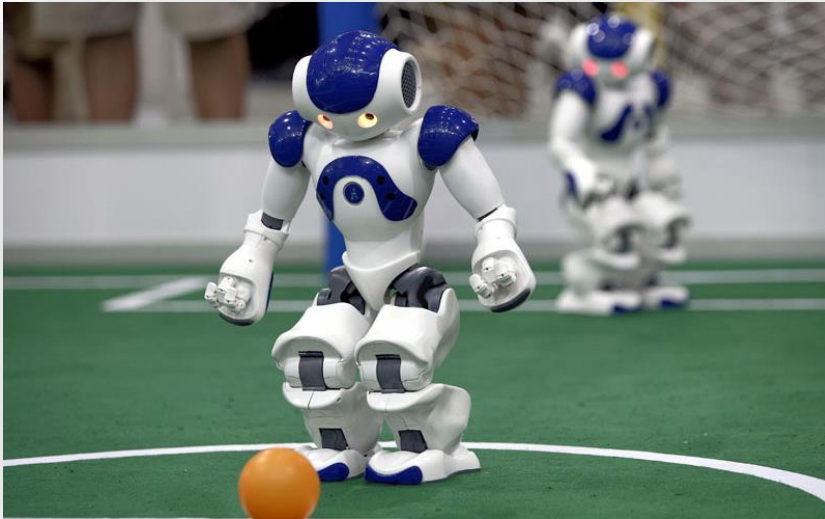




RoboCup – The Big Goal



RoboCup - Leagues



Middle-Size League



Middle-Size League



Cooperative Autonomous Mobile roBots with Advanced Distributed Architecture



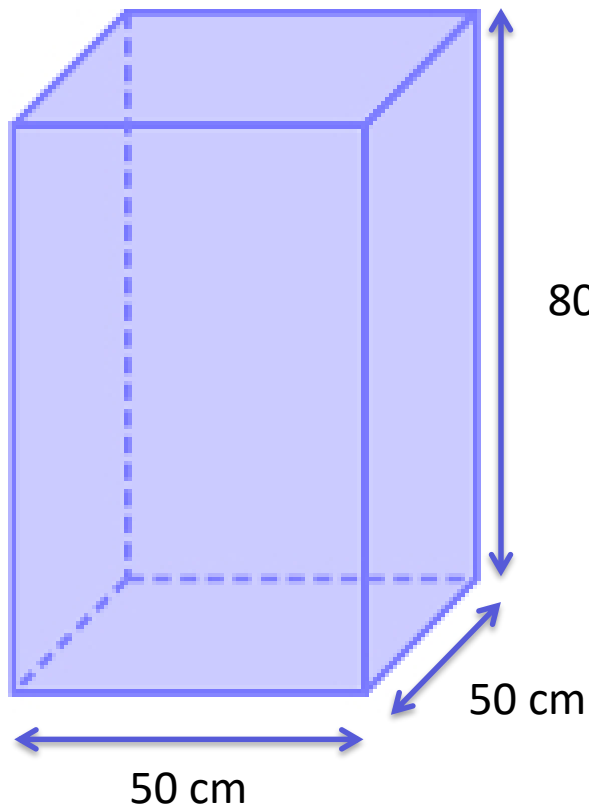
- Project kick-off: 2003
- > 60 total people involved
- Participations
 - **12x** RoboCup
 - **14x** Portuguese Robotics Open
 - **Other 5** local RoboCup events
 - Iran, Germany, Netherlands

- **Achievements**

- National champion since 2007
- World Champion in 2008 (podium since then)



- 3 Technical Challenges and 3 Scientific Challenges



x5+1

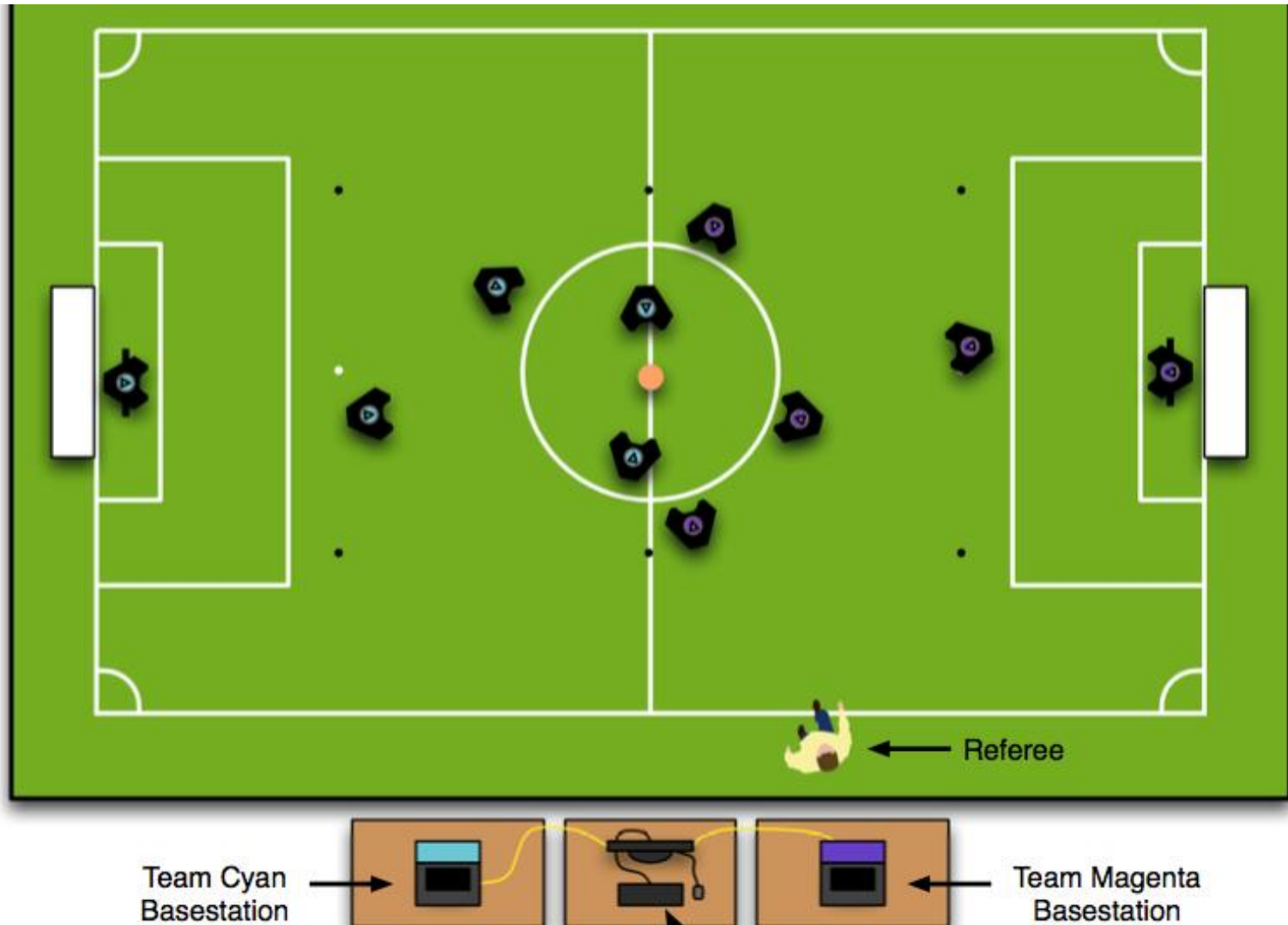




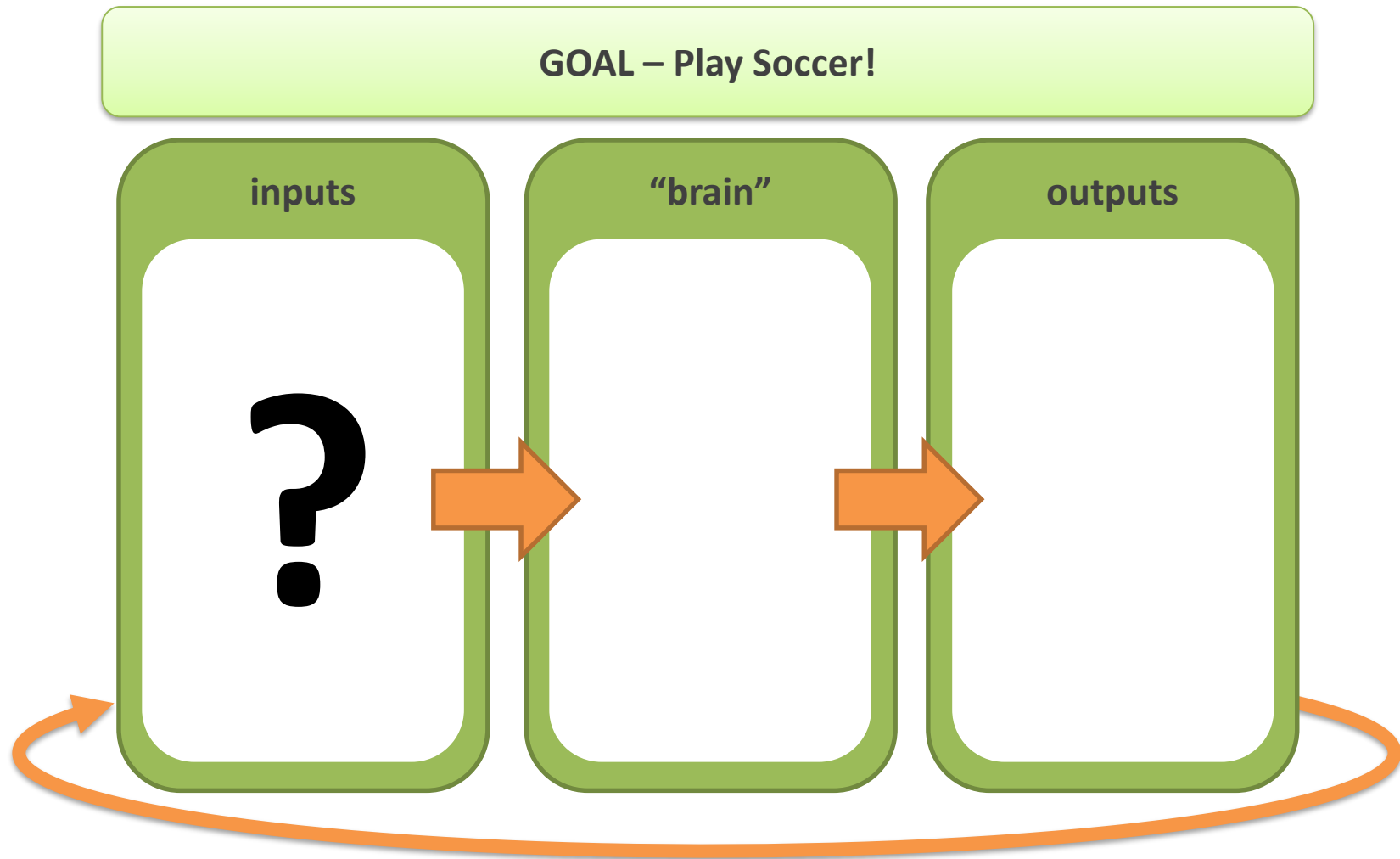




MSL – The Rules



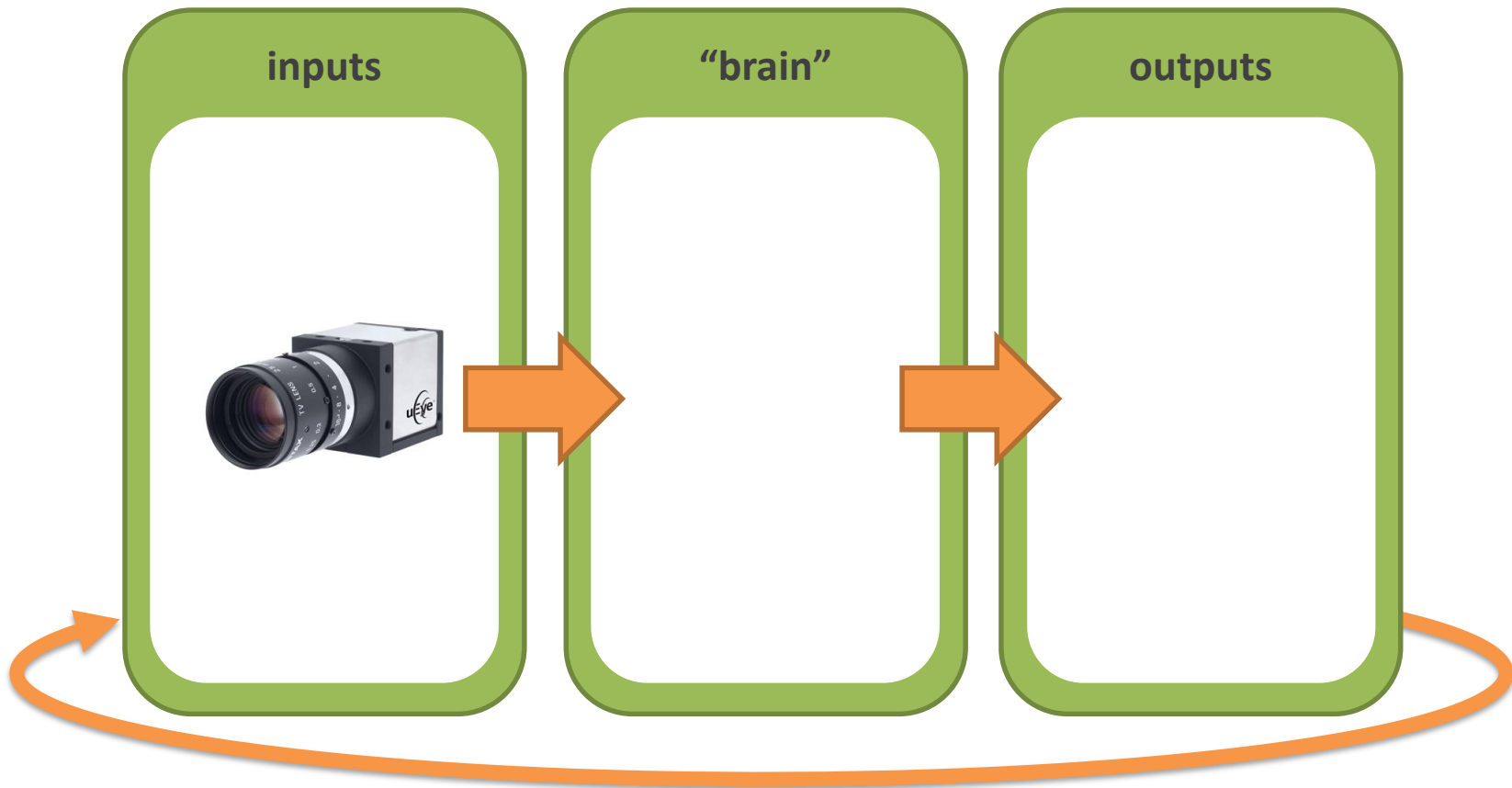
Building a robot to play soccer



Building a robot to play soccer



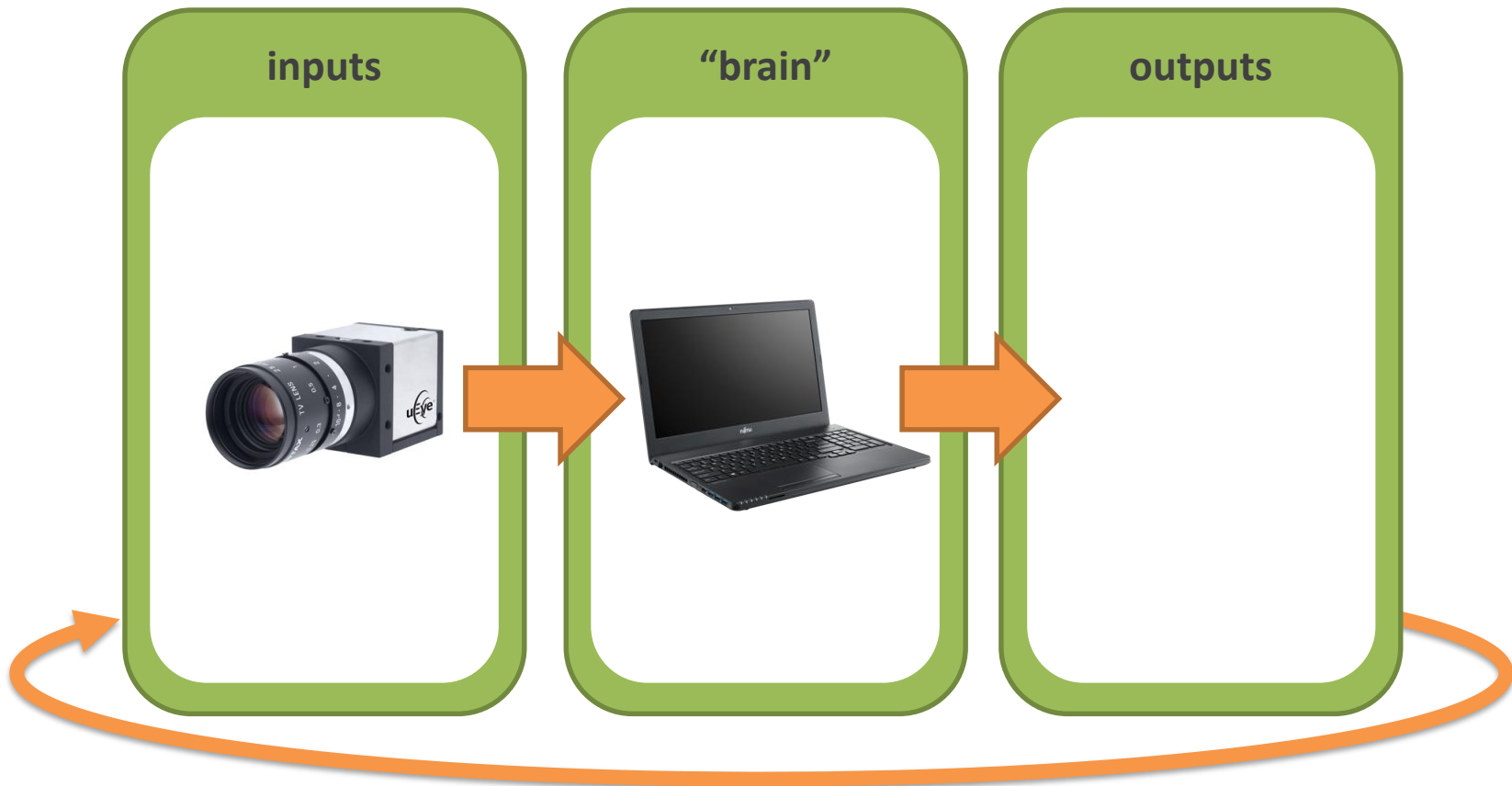
GOAL – Play Soccer!



Building a robot to play soccer



GOAL – Play Soccer!



Building a robot to play soccer



GOAL – Play Soccer!

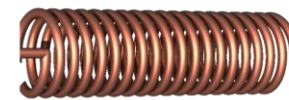
inputs



“brain”



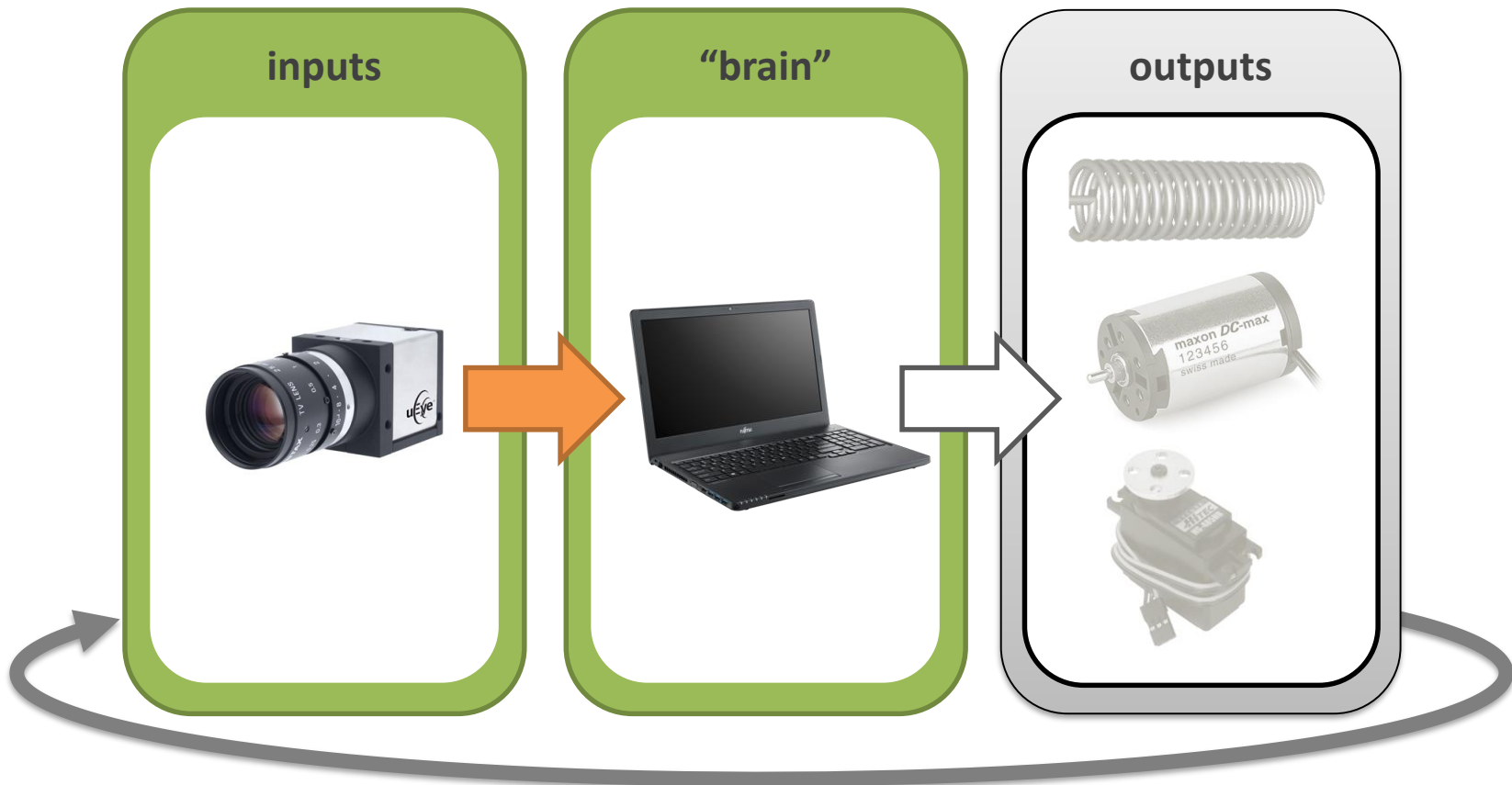
outputs



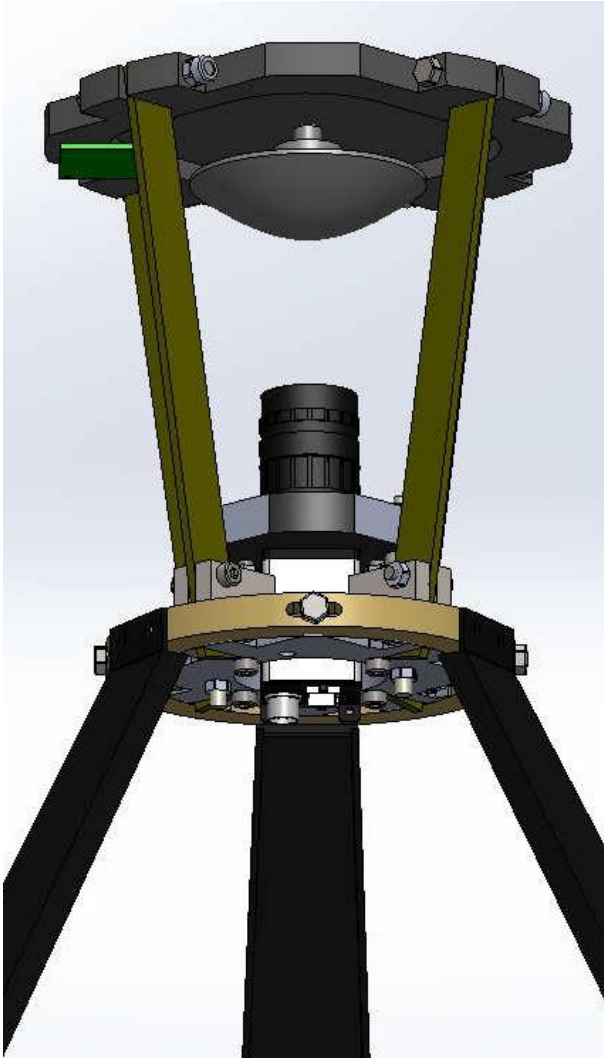
Building a robot to play soccer



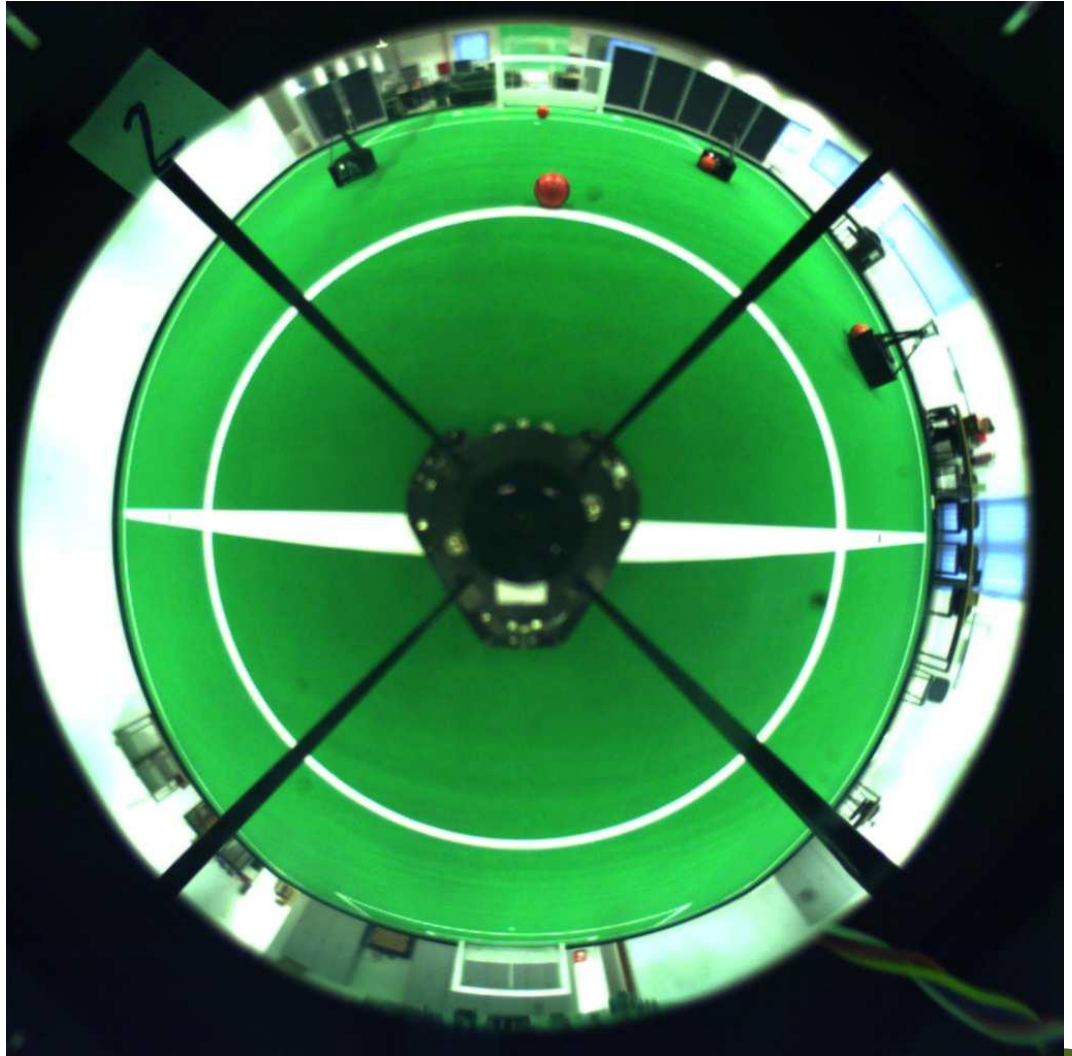
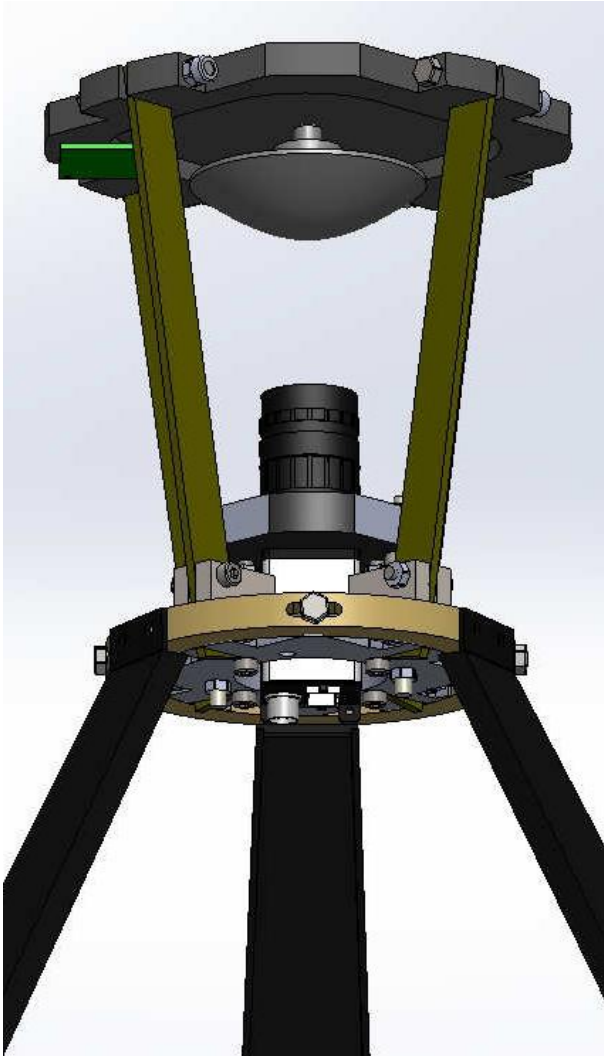
GOAL – Play Soccer!

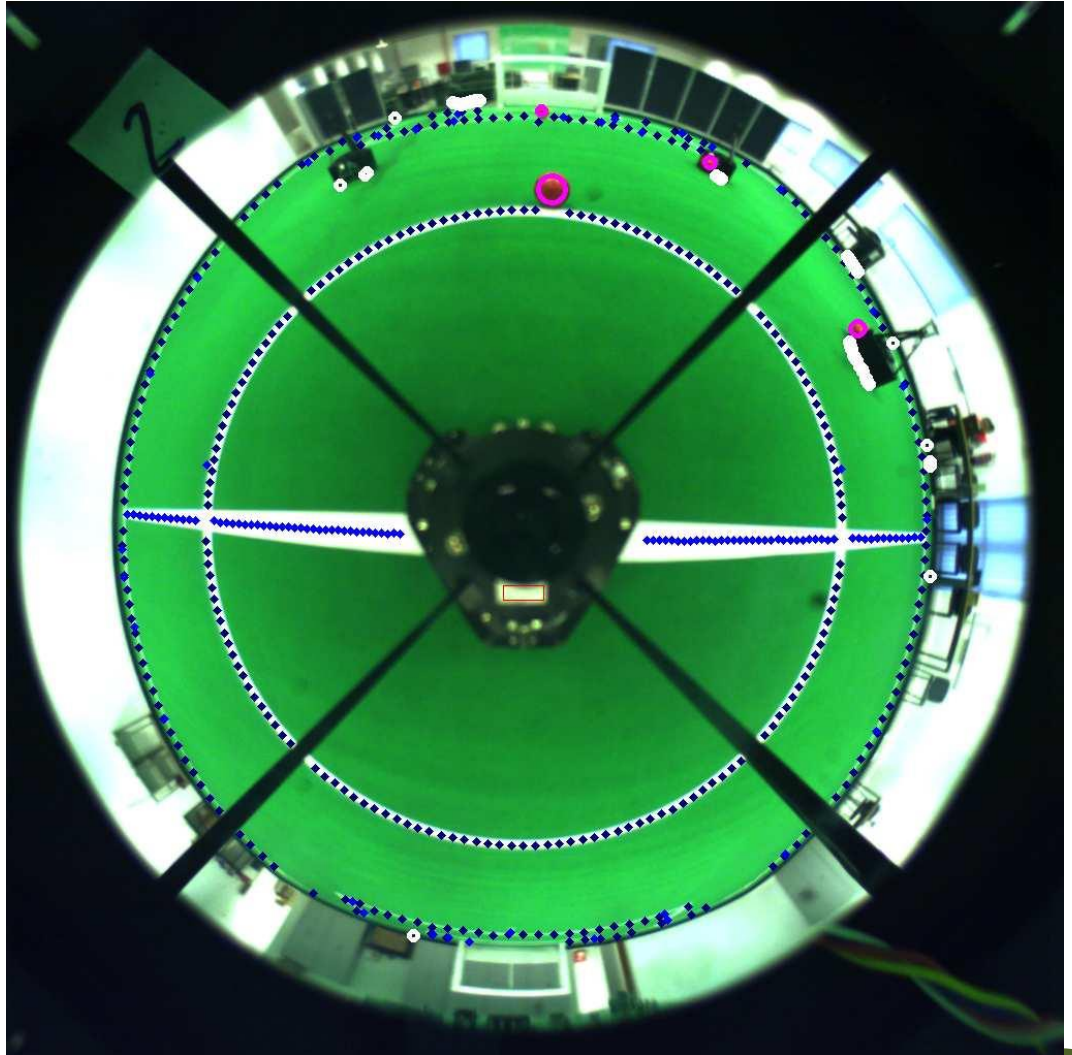
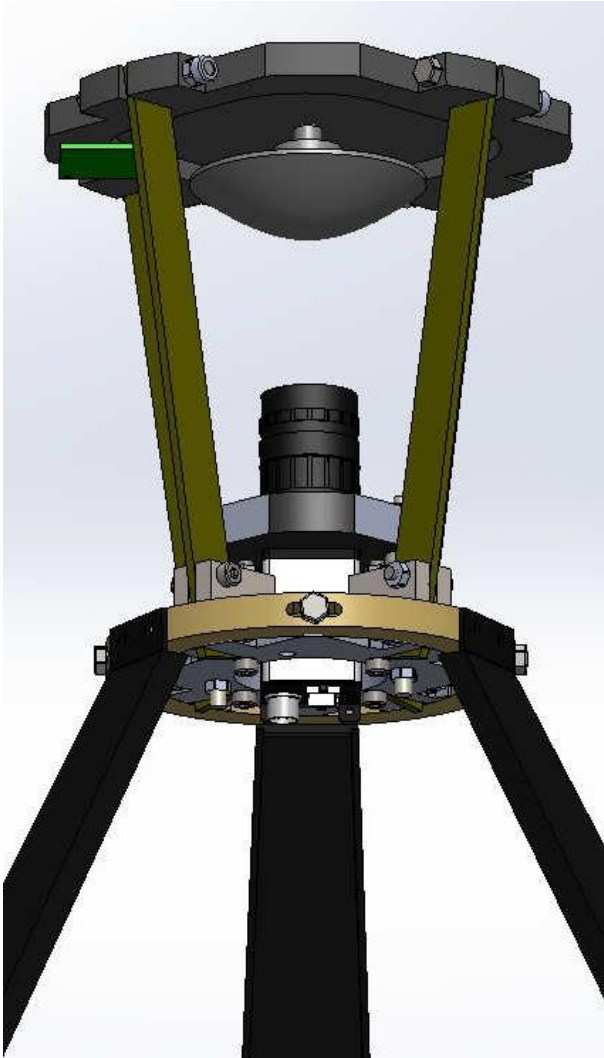


Our Vision System

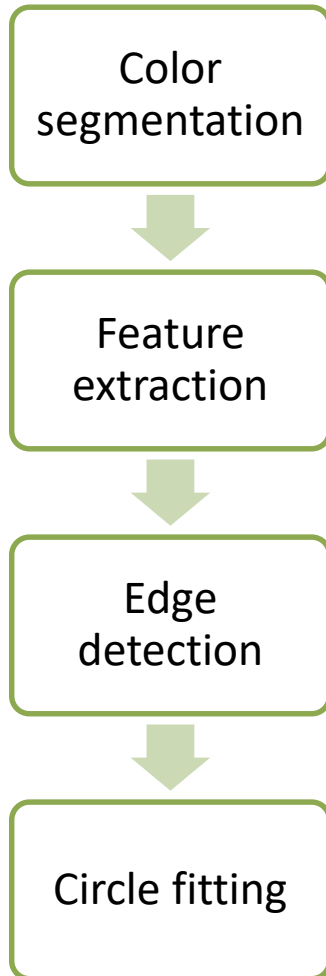


CAMBADA Vision System

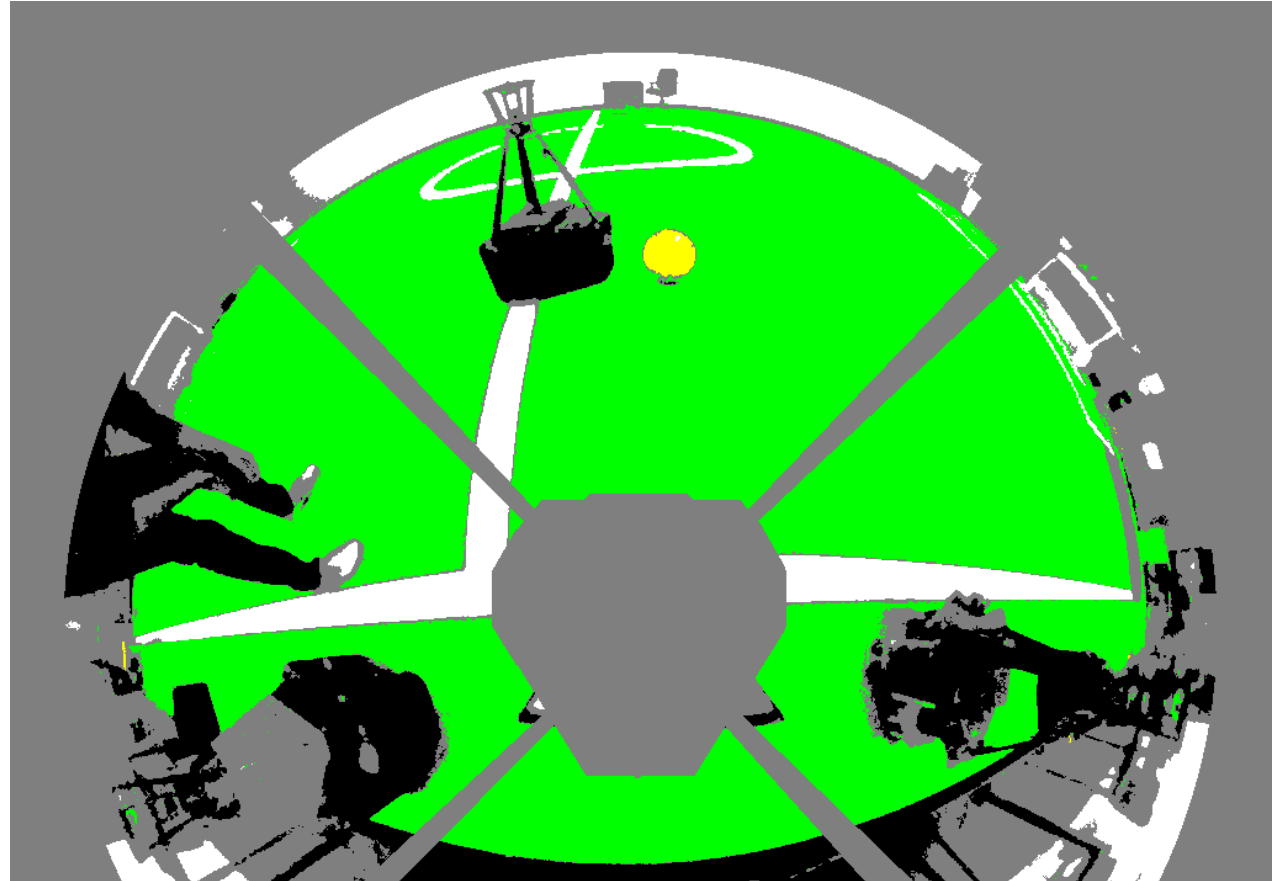
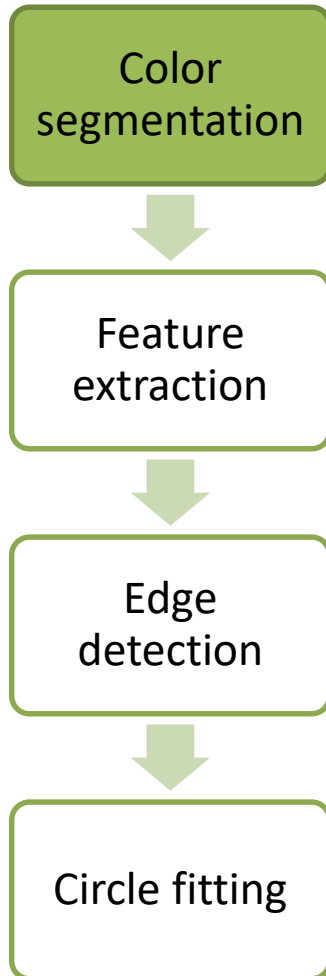




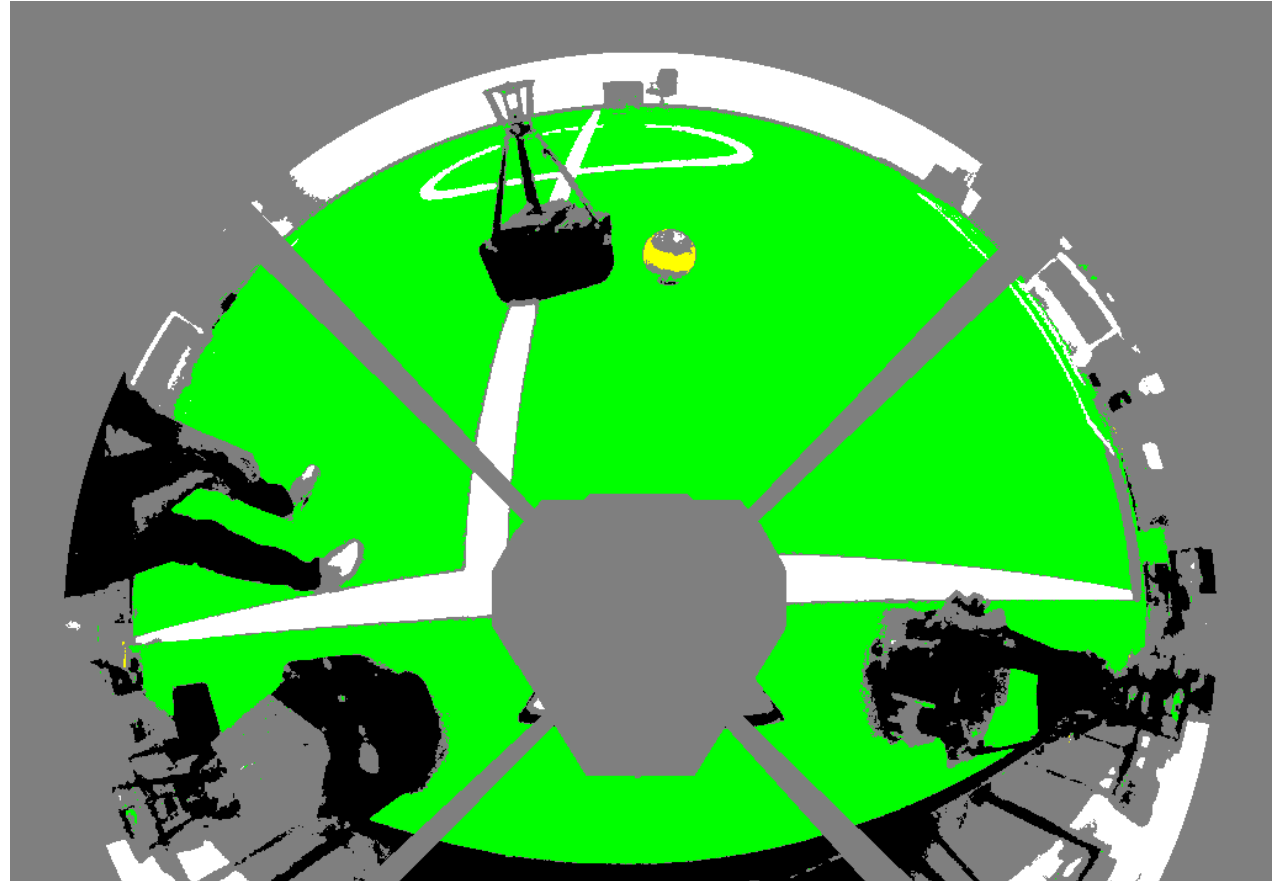
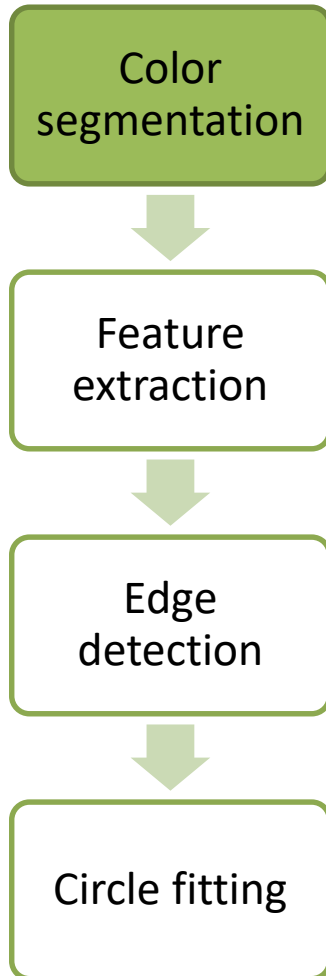
Ball Detection



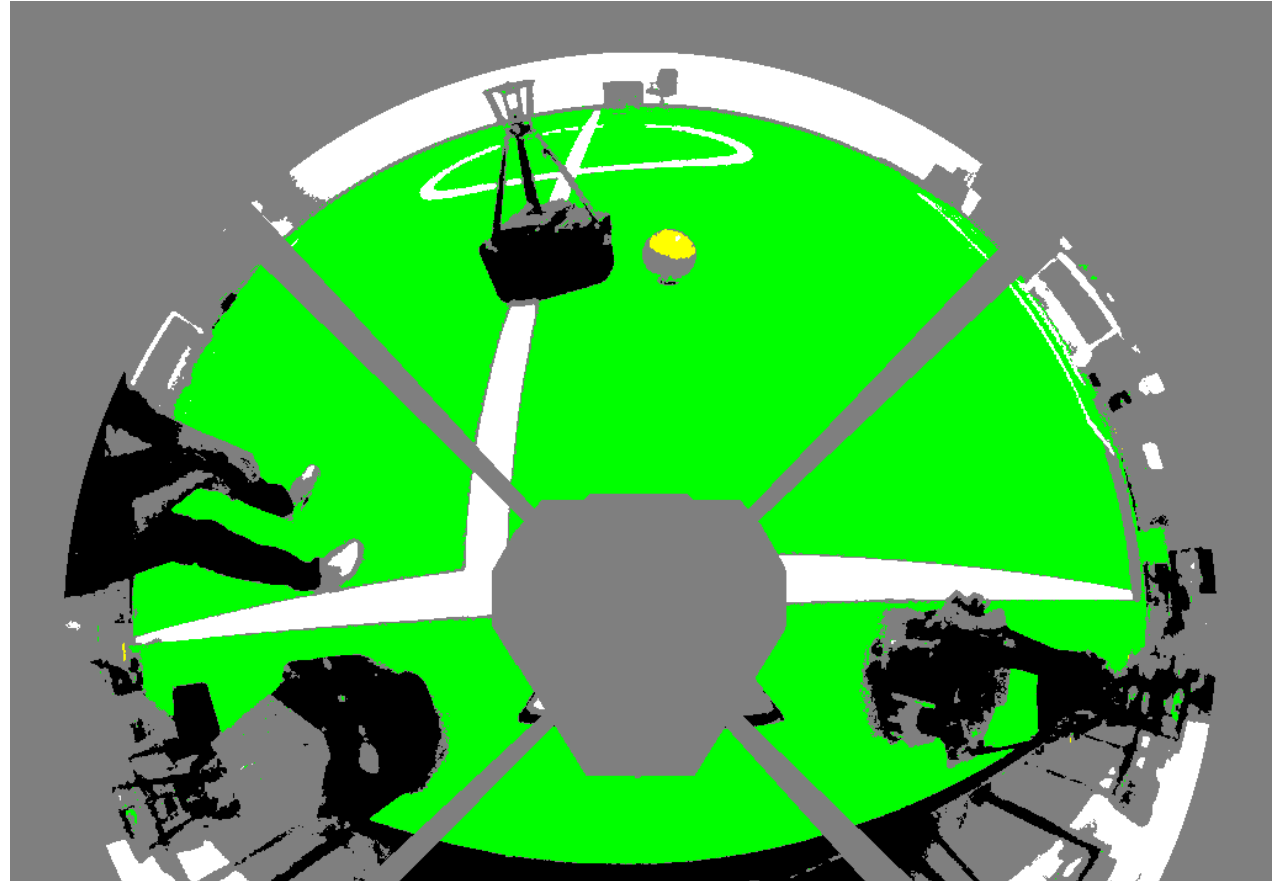
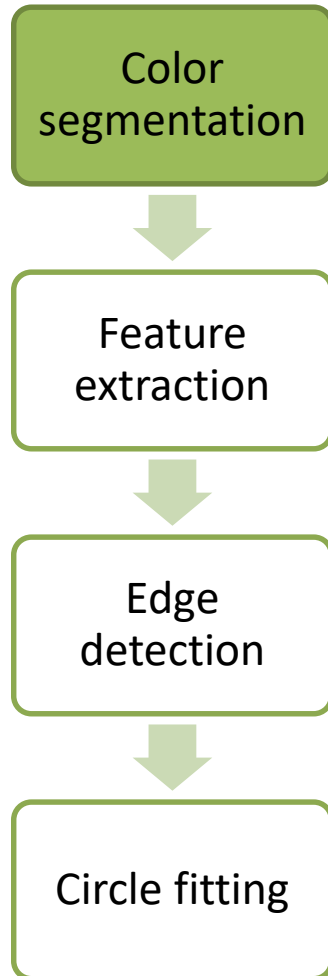
- Hue/Saturation/Value ranges



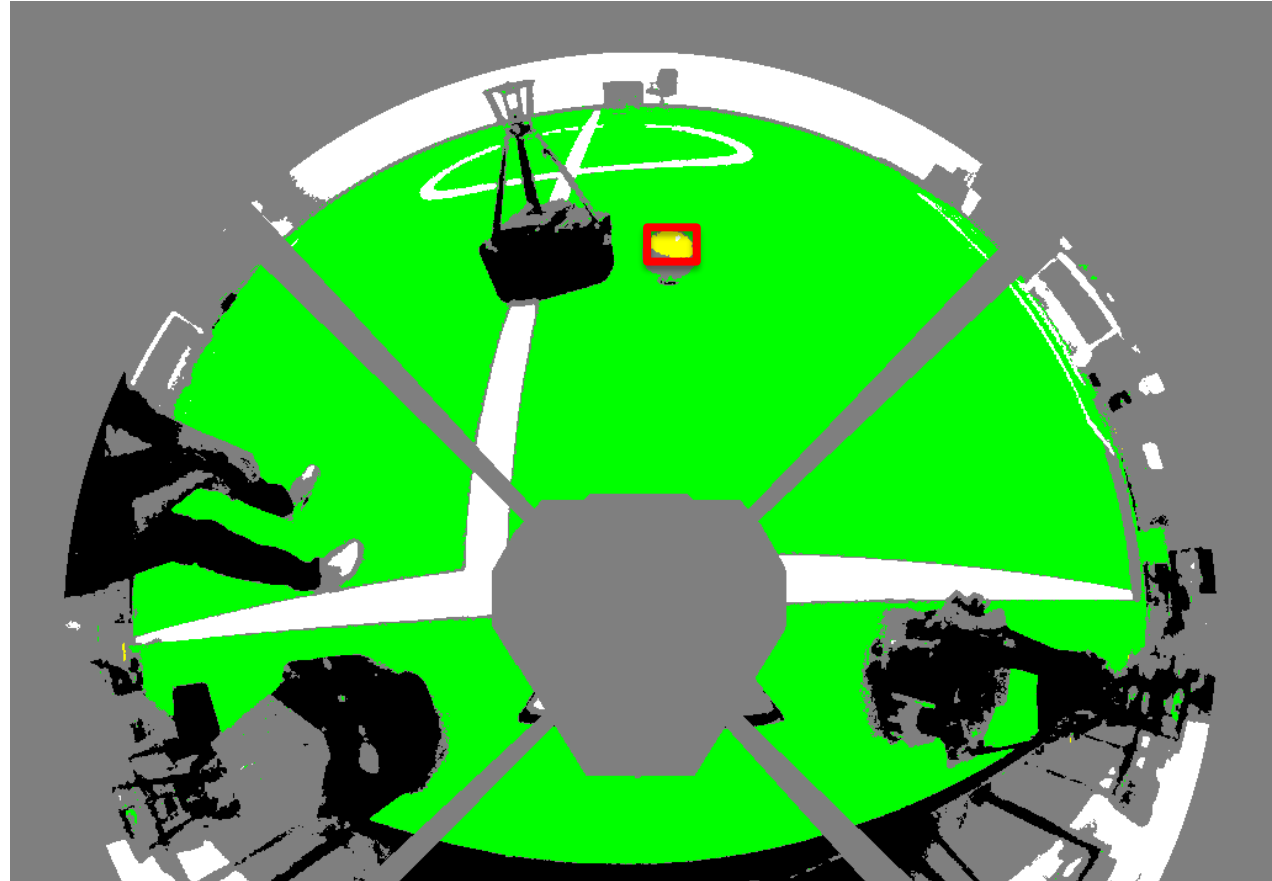
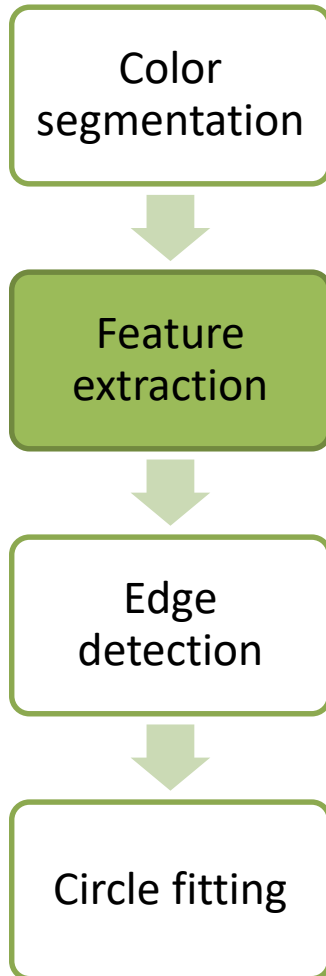
- Hue/Saturation/Value ranges



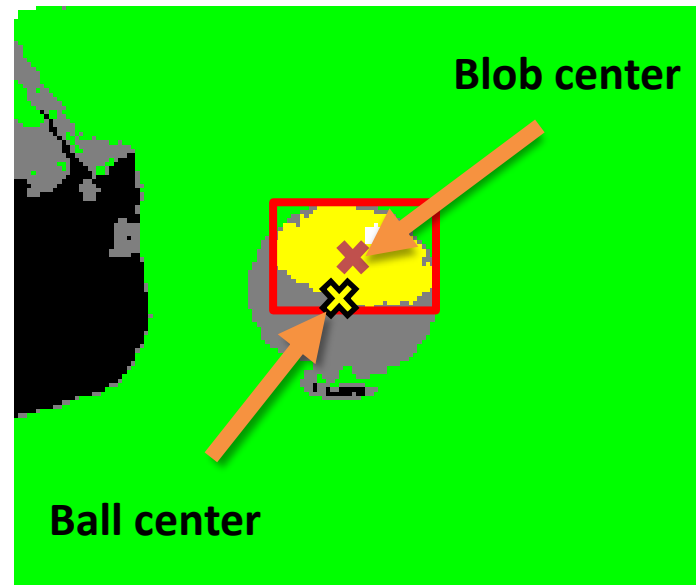
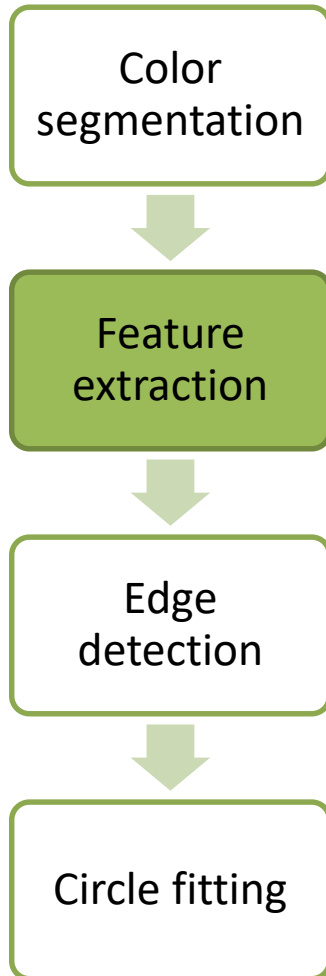
- Hue/Saturation/Value ranges

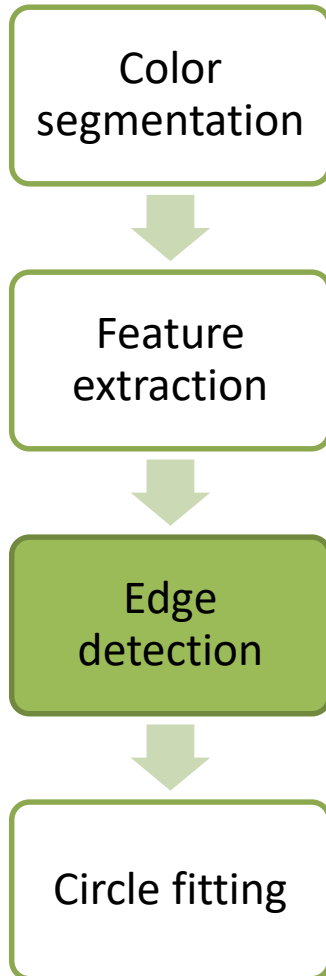


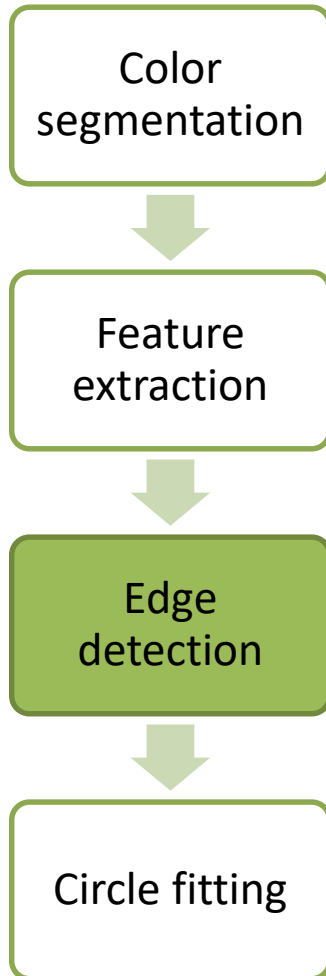
- Blobs of “ball color” (e.g. yellow)

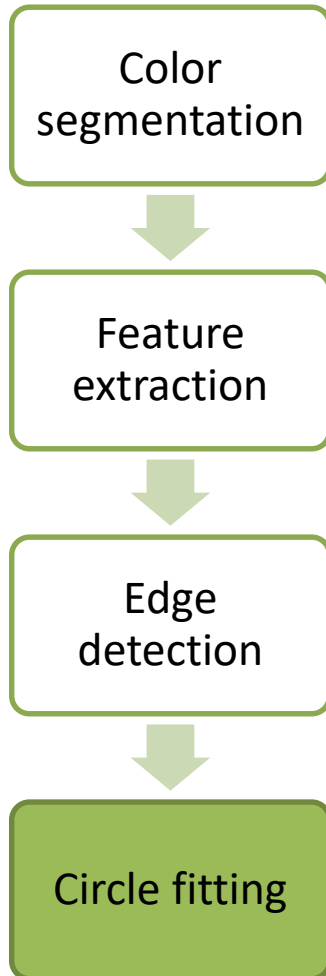


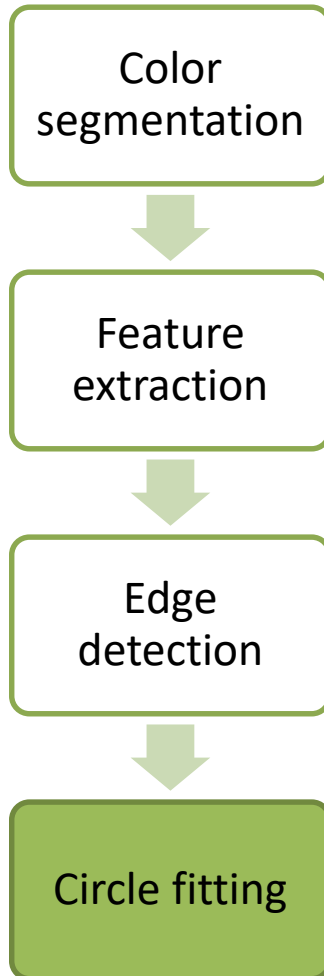
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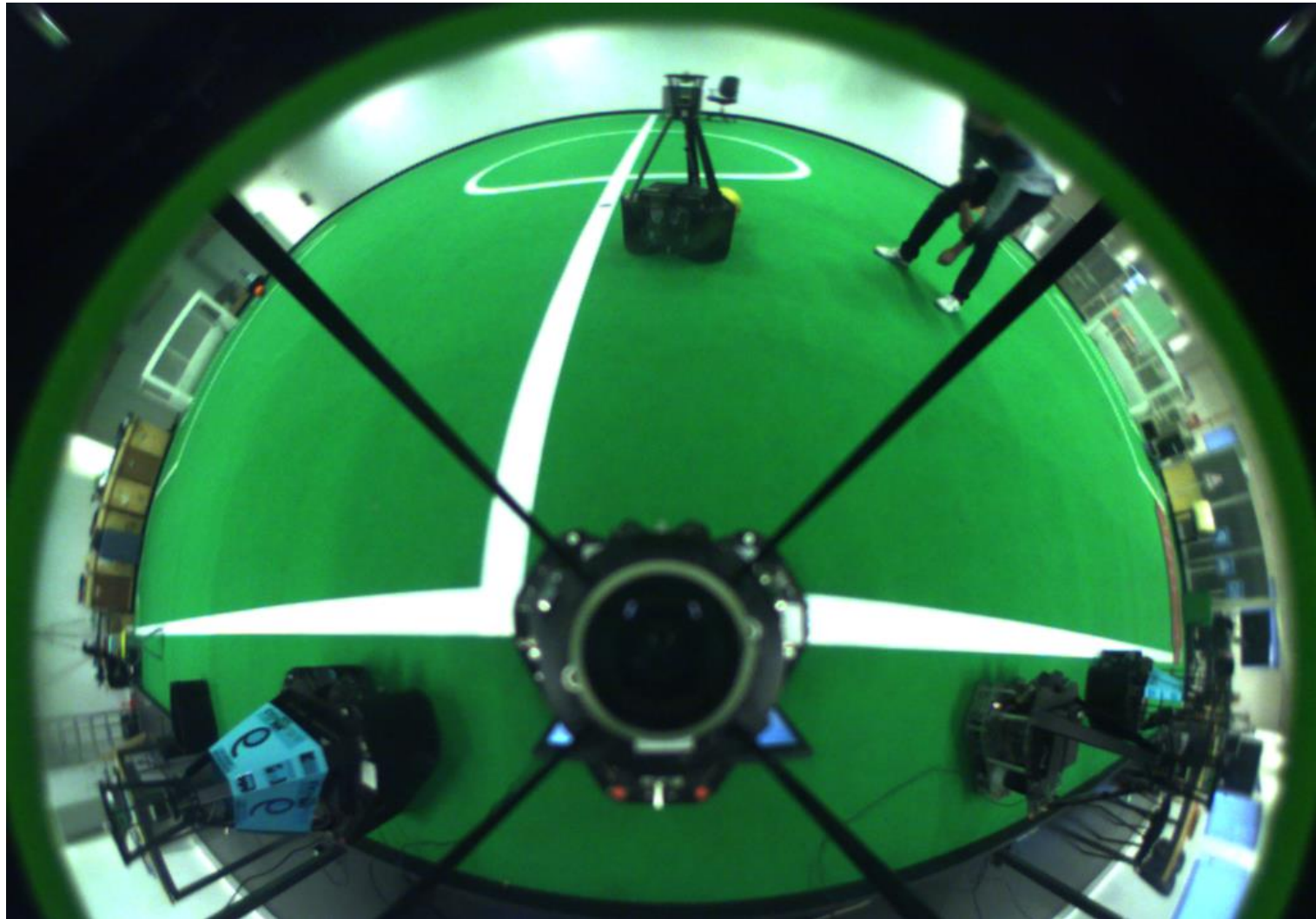






- RANSAC Circle Fit
 - 80 iterations
 - Sample 3 points
 - Fit a circle
 - Measure the “error”/score
 - Weighted average

Ball Detection



Ball Detection



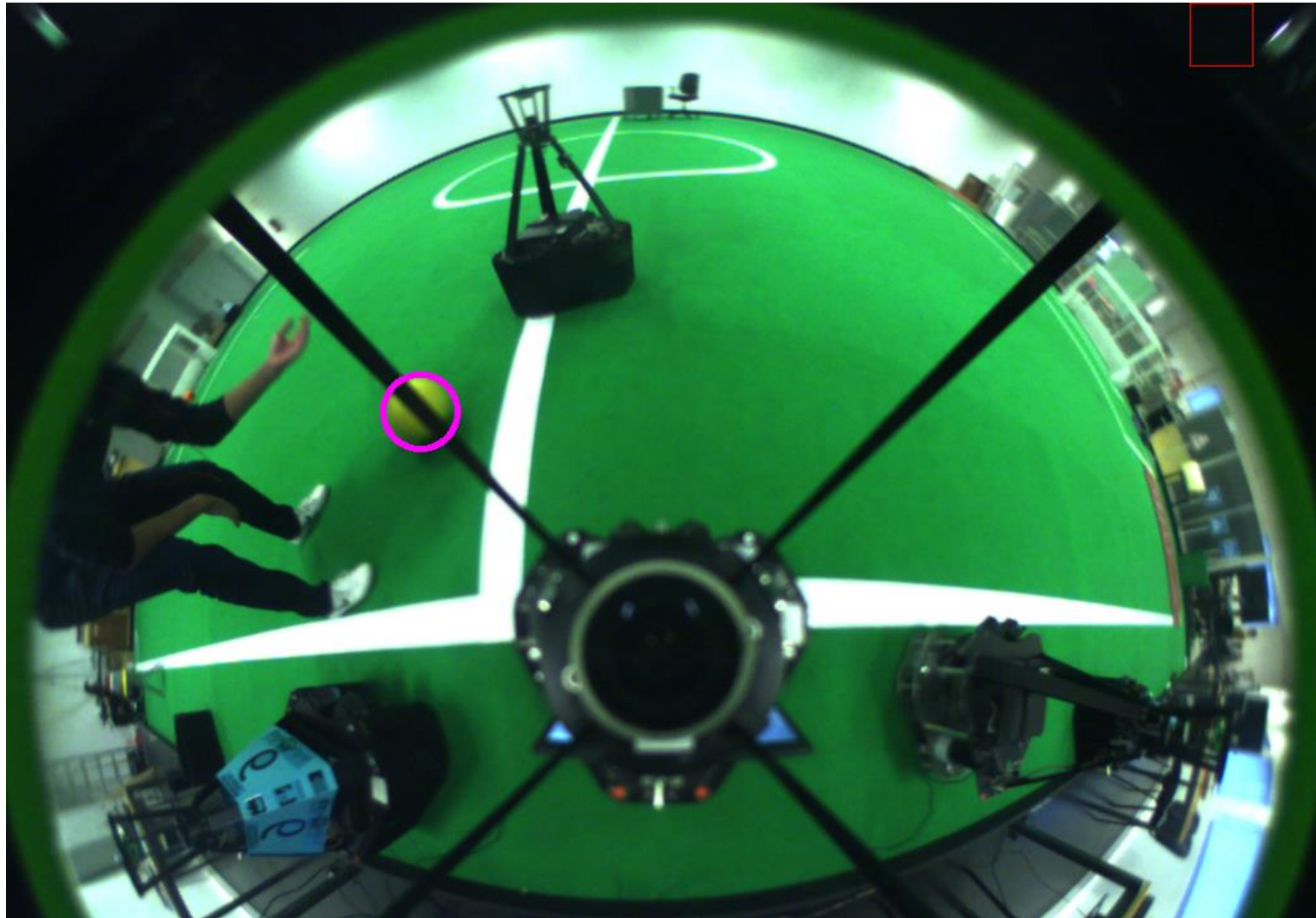
Ball Detection



Ball Detection

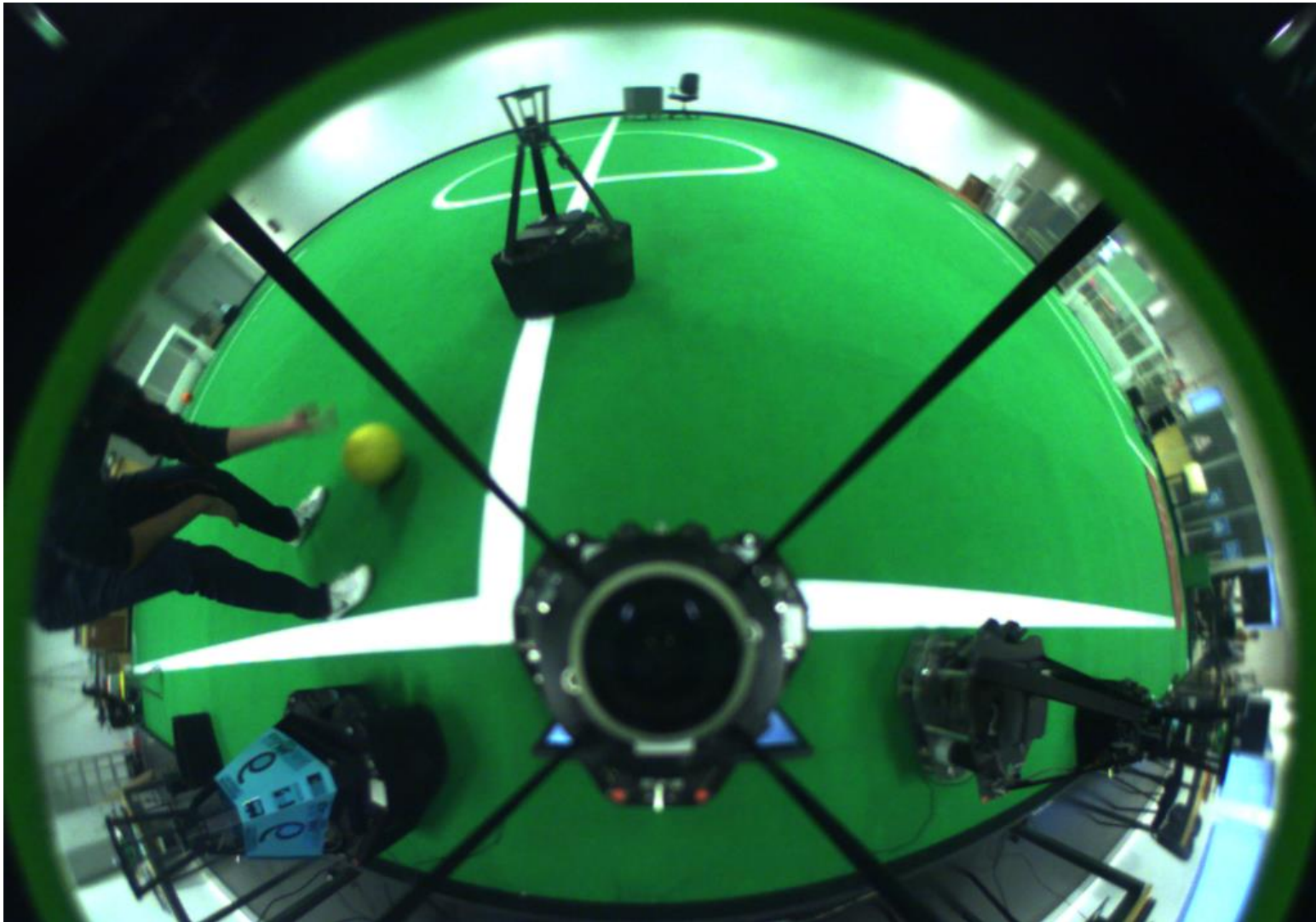


Ball Detection

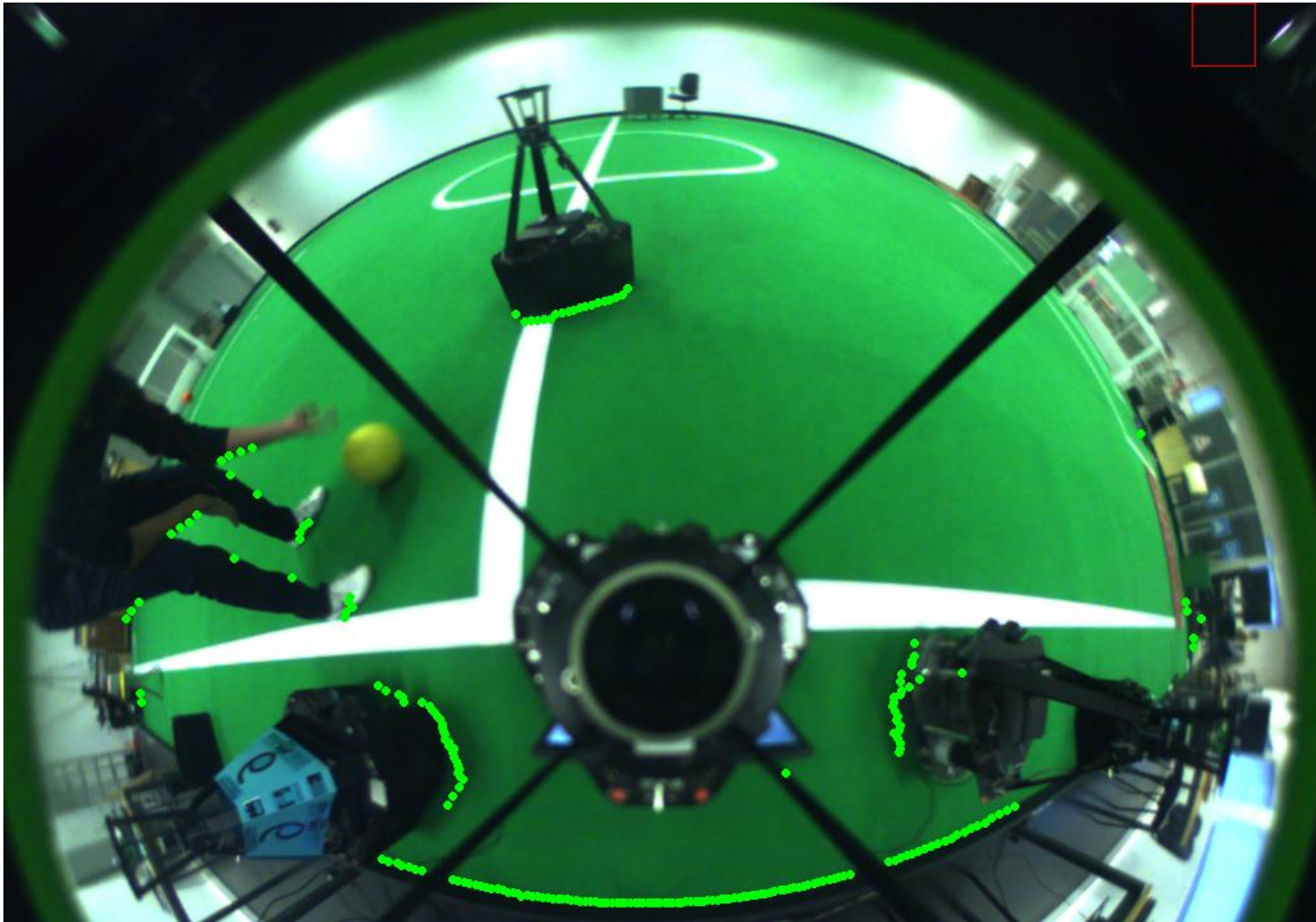


Obstacle Detection

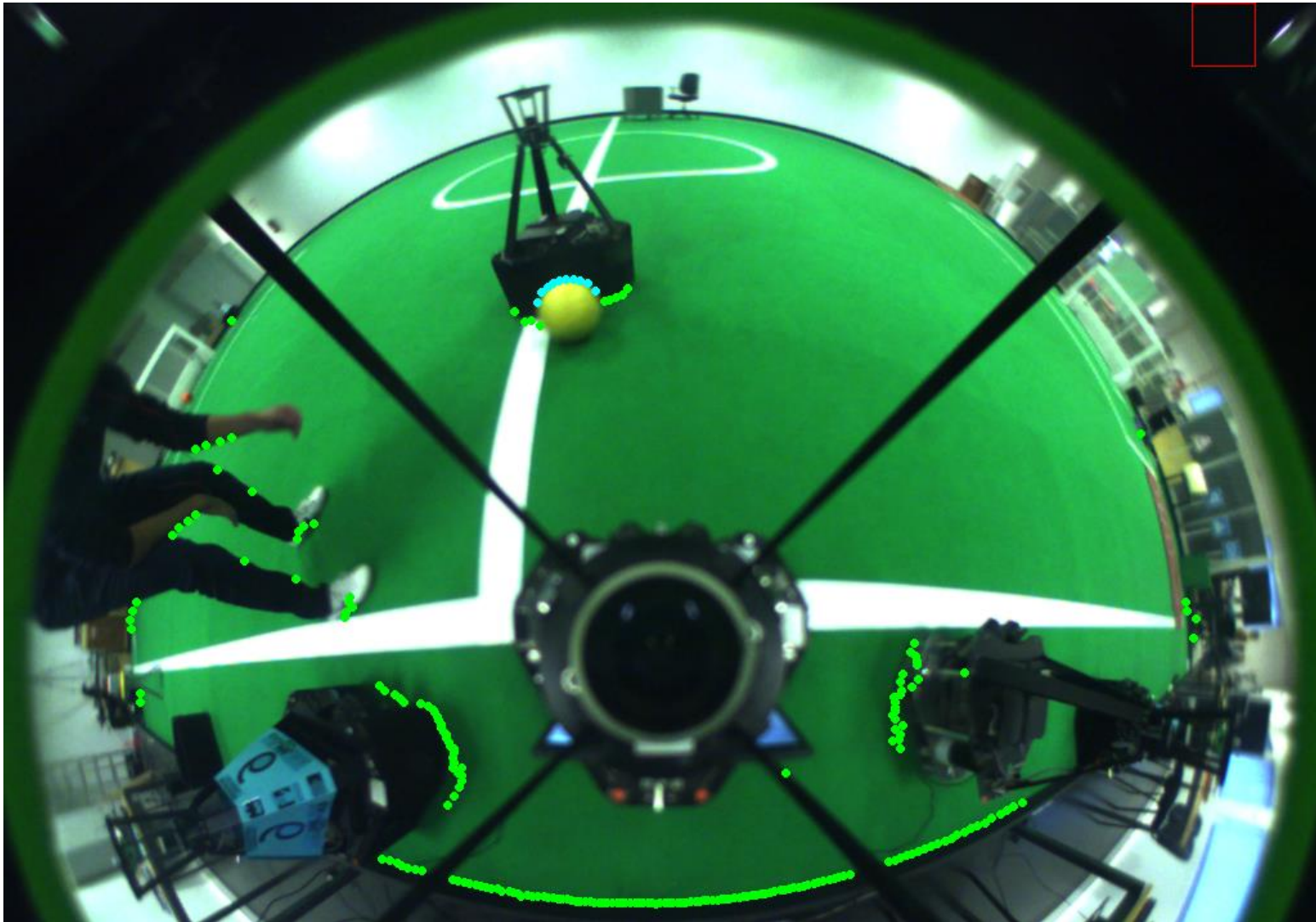
Obstacle Detection



Obstacle Detection



Obstacle Detection



Obstacle Detection



File Field Debug Points Obstacles Info RefereeBox Video Player

CAMBADA 0 : 0 OTHER

11:40

Coach Comm Logger

CAMBADA

Ref. Box

Cmd	Ref Cmd	Log	Maps
Kick Off	Play On	Kick Off	
Free Kick	Stop	Free Kick	
Goal Kick	Halt	Goal Kick	
Throwin	Dropped Ball	Throwin	
Corner	Parking	Corner	
Penalty		Penalty	

State: **SKstop**

Team

All Run All Stop

Blue Magenta

Auto

Manual Formation

Attack

Robot 1

KO	Run	M
Blue	Magenta	F
No Role	bNoBehaviour	C
0.0	0	-1
None	None	A
Auto	Reloc	

Robot 2

KO	Run	M
Blue	Magenta	F
No Role	bNoBehaviour	C
0.0	0	-1
None	None	A
Auto	Reloc	

Robot 3

KO	Run	M
Blue	Magenta	F
No Role	bNoBehaviour	C
0.0	0	-1
None	None	A
Auto	Reloc	

Robot 4

KO	Run	M
Blue	Magenta	F
No Role	bNoBehaviour	C
0.0	0	-1
None	None	A
Auto	Reloc	

Robot 5

SB	Run	M
Stop	bStopRobot	C
0.0	21	82
None	None	A
3 secs		
Auto	Reloc	

Robot 6

KO	Run	M
Blue	Magenta	F
No Role	bNoBehaviour	C
0.0	0	-1
None	None	A
Auto	Reloc	

Obstacle Detection



File Field Debug Points Obstacles Info RefereeBox Video Player

CAMBADA 0 : 0 OTHER

12:44

Coach Comm Logger

CAMBADA

Ref. Box

Cmd	Ref Cmd	Log	Maps
Kick Off	Play On	Kick Off	
Free Kick	Stop	Free Kick	
Goal Kick	Halt	Goal Kick	
Throwin	Dropped Ball	Throwin	
Corner	Parking	Corner	
Penalty		Penalty	

State: **SKstop**

Team

All Run All Stop

Blue Magenta

Auto

Manual Formation

Attack

Robot 1

KO	Run	M
Blue	Magenta	F
No Role	bNoBehaviour	C
0.0	0	-1
None	None	V
Auto	Reloc	A

Robot 2

KO	Run	M
Blue	Magenta	F
No Role	bNoBehaviour	C
0.0	0	-1
None	None	V
Auto	Reloc	A

Robot 3

KO	Run	M
Blue	Magenta	F
No Role	bNoBehaviour	C
0.0	0	-1
None	None	V
Auto	Reloc	A

Robot 4

KO	Run	M
Blue	Magenta	F
No Role	bNoBehaviour	C
0.0	0	-1
None	None	V
Auto	Reloc	A

Robot 5

SB	Run	M
Stop	bStopRobot	C
0.0	21	82
None	None	V
Auto	Reloc	A

Robot 6

KO	Run	M
Blue	Magenta	F
No Role	bNoBehaviour	C
0.0	0	-1
None	None	V
Auto	Reloc	A

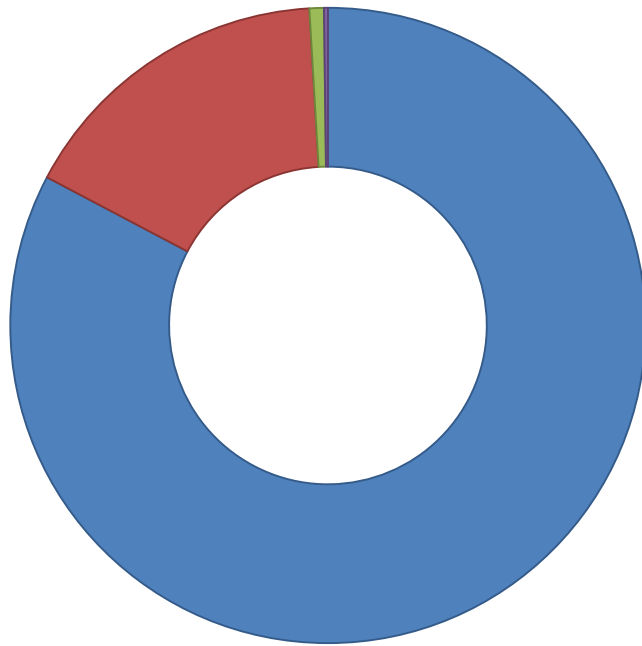
More Data!

Data Mining and Machine Learning Opportunities

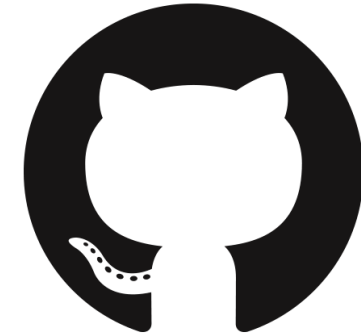
- Vision
 - Manual to Autonomous Calibration of HSV ranges
- Robots communicate through WiFi
 - Merge shared information to get a global understanding of the environment

- Behaviours
 - Using RL, train the robot to efficiently dribble the ball without colliding with other robots
 - Train the robot to kick efficiently
- We log our data during matches
 - Lots of data that we can use to train offline all sorts of classifiers that we can use online (ball possession, opponent aggressiveness, ...)

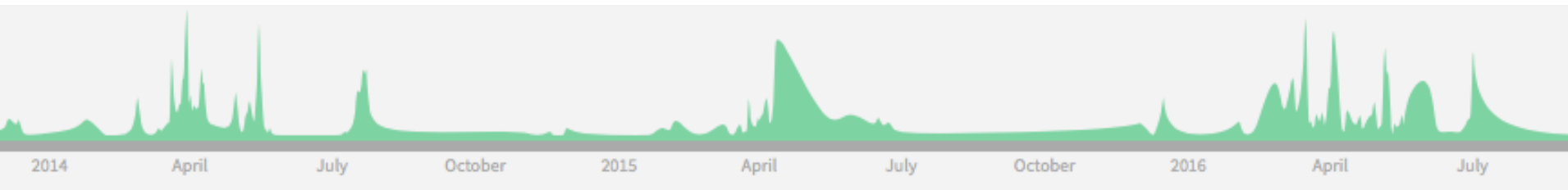
- We have access to opponent world state data after the match
 - This includes their robots position and velocity, their perceived ball position and velocity
 - We can use (offline) machine learning techniques to train a model of the behavior of each opponent
 - Use this model in realtime to
 - Predict opponent behavior
 - Perform a coercive attack



■ C++ ■ C ■ CMake ■ MATLAB



github.com/cambada



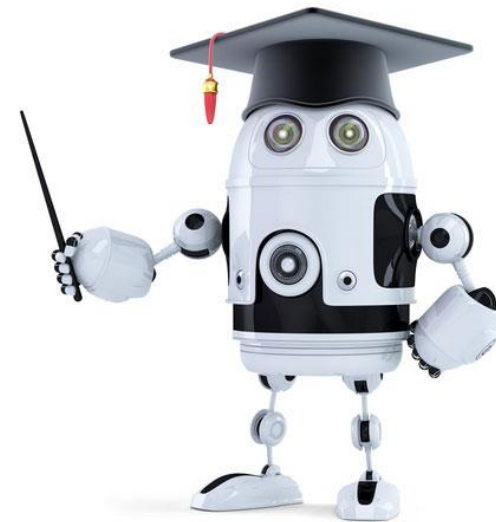


CAMBADA RoboCup 2017 Qualification Video

<https://youtu.be/qt1qZp1EmVM>

Conclusion

in 5-10 years



...

Conclusion





Thanks for your attention!

 /cambadamsl  /cambadamsl robotica.ua.pt



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University of Aveiro, Portugal

