Corresponding Raw Content in Books: b

Chart 2.1 Characteristics of the principle of penetration

… …

B) Line of the ball and opponent's goal line.

• Reduce the distance between the player in ' 'possession of the ball and the opponent's goal or goal line;

• Unbalance opponent's defensive organization;

• Directly attack the opponent or the goal;

• Create advantageous attacking situations in numerical and spatial ' 'terms.

… …

Player in possession of the ball.

• Carrying the ball through the available space (with or without defenders ' 'ahead).

• Performing dribbles in search of numerical advantage in attacking situations or that enable the sequence ' 'of the play towards the opponent's goal line or goal.

• Carrying the ball towards the opponent's goal line or goal.

• Performing dribbles towards the opponent's goal line or goal searching for favourable conditions for a pass/assistance to a teammate to resume the play.

….

Corresponding Aggregated Knowledge: K

```
'def assess_player_actions(player_observations, match_context, ball_observations):'
'    player_actions = {}'
'    for player, observations in player_observations.items():'
"        if player.role == 'defender':"
'            player_actions[player] = assess_defender_responses(observations, match_context.get_opponent(player), ball_observations)'
"        elif player.role == 'midfielder':"
'            player_actions[player] = assess_midfielder_roles(observations, match_context)'
"        elif player.role == 'forward':"
'            player_actions[player] = assess_forward_decisions(observations, match_context, ball_observations.get_goal(), ball_observations)'
"        elif player.role == 'goalkeeper':"
                                        … …
'def assess_forward_decisions(forward_observations, match_context, goal, ball_observations):'
'    if is_in_shooting_range(goal) and (ball_observations['is_controlled_by'] == forward_observations or not 'is_closely_marked()):'
'        if has_clear_shot(goal) or opponent_actions == 'shoot':"
"            return 'take_shot'"
'        else:'
"            return 'pass_to_better_positioned_teammate' or 'dribble_to_improve_angle'"
'    else:'
"        return 'move_to_receive_pass' or 'create_space_for_teammates'"
                                        …. ….
```

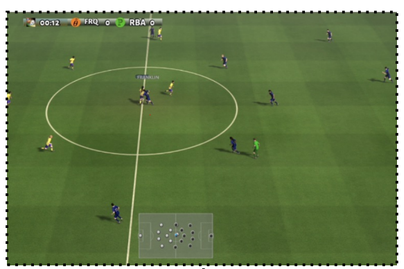
Retrieved Knowledge Scope: K^s

{ 'preferred scope description': "This policy is best suited for making tactical decisions **based on the opponent's system and style of play.**", **'game_mode': 'Normal', 'active_player_role': "['Goalkeeper', "Forward', 'Defender', 'Midfielder']"**, 'ball_ownership': "['Left', "Right']", ... }

Instantiated Knowledge: K_I

"analyze": "The current observation shows that the active player is a forward (player_1) from the Left team, who has possession of the ball in zone (11, 7). The ball is ... ... e defender (player_16) directly in front of him in zone (15, 7). **Given this setup and the provided code-based knowledge, the optimal decision for the forward would be to either dribble or pass to a teammate in a better position. Player_2 (another forward) is in zone (12, 7), which could be a good option for a short pass. Additionally, player_10 (forward) is in zone (11, 9), which might also be a viable passing option.**'],

```
'code': ['def football_manager_policy(observation):',
        '    def should_shoot(player, goal_info):',
        "        distance_to_goal = calculate_distance(player['zone'], goal_info['zone'])",
        "        if distance_to_goal < 10 and player['confidence'] > 50:",
        '            return True',
        '        return False',
        '    def has_space(player, opponents):',
        '        for opponent in opponents:',
        "            if calculate_distance(player['zone'], opponent['zone']) < 10:',
        '                return False',
        '        return True',
        '    def determine_action_for_forward(player, ball_position, teammates, opponents):',
        "        if should_shoot(player, {'zone': [20, 6]}):",
        '            return 12  # action_shot',
        '        elif has_space(player, opponents):',
        '            return 17  # action_dribble',
        '        else:',
        '            open_teammates = [teammate for teammate in teammates if calculate_distance(player['zone'], teammate['zone']) < 5]',
        '            if open_teammates:',
        '                return 11  # action_short_pass',
        '            else:',
        '                return 0  # action_idle',
                                                    … …
        "  if active_player_role == 'Forward':",
        '        return determine_action_for_forward(observation[f'player_{active_player}'], '
        'ball_position, teammates, opponents)',
        '    else:',
        '        return 0  # action_idle"',          ]
```



corresponding scenarios (rendered by simulator)

Imaginary State: $\hat{s}$

"active_player": 1, "active_player_role": "Forward", 'game_mode': 'Normal',
"ball_ownership": 1, "ball_ownership_player": 1, "ball_zone": [11, 7], "ball_direction": "east",
"player_0": {"team": "Left", "role": "Goalkeeper", "zone": [1, 7], "direction": "east"},
"player_1": {"team": "Left", "role": "Forward", "zone": [11, 7], "direction": "east"},
...
"player_21": {"team": "Right", "role": "Forward", "zone": [10, 4], "direction": "west"}}

(1) retrieved by $(\{K\}, \{K^S\}) = \mathbf{R}_{\text{scope}}(\hat{s}, \mathcal{K}^S)$

(2) instantiaed by $K_I = \mathbf{M}_{\text{inst}}(\hat{s}, |\mathcal{M}|, \{K\})$

(3) generated by $\hat{a} = \mathbf{M}_{\pi}(\hat{s}, K_I)$

Imaginary Action: $\hat{a}$

17 # action_dribble