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Humanoid Motion Generation Joining User-Defined Key-Frames and Automatic Learning -- Landmark-Based Representations for Navigating Holonomic Soccer Robots -- Mutual Localization in a Team of Autonomous Robots Using Acoustic Robot Detection -- Tracking of Ball Trajectories with a Free Moving Camera-Inertial Sensor -- A Case Study on Improving Defense Behavior in Soccer Simulation 2D: The NeuroHassle Approach -- Constraint Based Belief Modeling -- Explicitly Task Oriented Probabilistic Active Vision for a Mobile Robot -- An Incremental SLAM Algorithm with Inter-calibration between State Estimation and Data Association -- Development of an Augmented Environment and Autonomous Learning for Quadruped Robots -- Automatic Parameter Optimization for a Dynamic Robot Simulation -- Arbitrary Ball Recognition Based on Omni-Directional Vision for Soccer Robots -- A Robust Statistical Collision Detection Framework for Quadruped Robots -- Increasing Foot Clearance in Biped Walking: Independence of Body Vibration Amplitude from Foot Clearance -- Adapting ADDIE Model for Human Robot Interaction in Soccer Robotics Domain -- A Proposal of Bridging Activities between RoboCupJunior and Senior Leagues -- A Collaborative Multi-robot Localization Method without Robot Identification -- Teamwork Design Based on Petri Net Plans -- Bayesian Spatiotemporal Context Integration Sources in Robot Vision Systems -- Towards Cooperative and Decentralized Mapping in the Jacobs Virtual Rescue Team -- Robust Supporting Role in Coordinated Two-Robot Soccer Attack -- A Novel Approach to Efficient Error Correction for the SwissRanger Time-of-Flight 3D Camera -- Autonomous Evolution of High-Speed Quadruped Gaits Using Particle Swarm Optimization -- Designing Fall Sequences That Minimize Robot Damage in Robot Soccer -- The Use of Scripts Based on Conceptual Dependency Primitives for the Operation of Service Mobile Robots -- An Omnidirectional Camera Simulation for the USARSim World -- Introducing Image Processing to RoboCupJunior -- Multi-robot Range-Only SLAM by Active Sensor Nodes for Urban Search and Rescue -- Analysis Methods of Agent Behavior and Its Interpretation in a Case of Rescue Simulations -- Spiral Development of Behavior Acquisition and Recognition Based on State Value -- Determining Map Quality through an Image Similarity Metric -- Real-Time Spatio-Temporal Analysis of Dynamic Scenes in 3D Soccer Simulation -- Coaching Robots to Play Soccer via Spoken-Language -- Player Positioning in the Four-Legged League -- Humanoid Robot Gait Generation Based on Limit Cycle Stability -- Playing Creative Soccer: Randomized Behavioral Kinodynamic Planning of Robot Tactics -- Papers with Poster Presentation -- A Robot Referee for Robot Soccer -- Detection of Basic Behaviors in Logged Data in RoboCup Small Size League -- Using Different Humanoid Robots for Science Edutainment of Secondary School Pupils -- Planetary Exploration in USARsim: A Case Study Including Real World Data from Mars -- Face Recognition for Human-Robot Interaction Applications: A Comparative Study -- xROB-S and iCon-X: Flexible Hardware, Visual Programming and Software Component Reuse -- Multi-level Network Analysis of Multi-agent Systems -- A Decision-Theoretic Active Loop Closing Approach to Autonomous Robot Exploration and Mapping -- Domestic Interaction on a Segway Base -- Combining Policy Search with Planning in Multi-agent Cooperation -- Model-Free Active Balancing for Humanoid Robots -- Stereo-Vision Based Control of a Car Using Fast Line-Segment Extraction -- A Layered Metric Definition and Evaluation Framework for Multirobot Systems -- RobotStadium: Online Humanoid Robot Soccer Simulation Competition -- Real-Time Simulation of Motion-Based Camera Disturbances -- Database Driven RoboCup

Rescue Server -- What Motion Patterns Tell Us about Soccer Teams --
Designing Grounded Agents: From RoboCup to the Real-World --
Robust Moving Object Detection from a Moving Video Camera Using
Neural Network and Kalman Filter -- Collaborative Localization Based
Formation Control of Multiple Quadruped Robots.

Sommario/riassunto

This book includes the proceedings of the 12th RoboCup International Symposium, held in Suzhou, China, on July 15-18, 2008 in conjunction with Soccer, Rescue, @Home and Junior competitions and demonstrations. Papers presented at the symposium focussed on diverse areas related to the main RoboCup threads and to Artificial Intelligence and Robotics in general. The 36 revised full papers and 20 revised poster papers presented were carefully reviewed and selected from 91 submissions. The contributions provide a valuable source of references and inspiration for R&D professionals interested in robotics and artificial intelligence.
