

# Publications Related to the RoboCup Soccer Simulation League

Compiled by Peter Stone, based on a list started by Gal Kaminka

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## Books

1. Oliver Obst. *Controlling Physical Multiagent Teams: Getting League- Independent Results from RoboCup Soccer*. Number 304 in DISKI – Dissertations in Artificial Intelligence. Aka / IOS Press, 2007. ISBN 978-1-58603-705-5.
2. Hans-Dieter Burkhard and Hans-Arthur Marsiske. *Endspiel 2050 - Wie Roboter Fußball spielen lernen*. Heise, 2003.
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4. Peter Stone. *Layered Learning in Multiagent Systems: A Winning Approach to Robotic Soccer*. MIT Press, 2000.

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5. Shimon Whiteson, Matthew E. Taylor, and Peter Stone. Empirical studies in action selection for reinforcement learning. *Adaptive Behavior*, 15(1), 2007. To appear.
6. Reza Zafarani and Mohammad Reza Yazdchi. A novel action selection architecture in soccer simulation environment using neuro-fuzzy and bidirectional neural networks. *International Journal of Advanced Robotic Systems*, 4(1):93–101, March 2007.
7. Frieder Stolzenburg, Jan Murray, and Karsten Sturm. Multiagent matching algorithms with and without coach. *Journal of Decision Systems*, 15(2-3):215–240, 2006. Special issue on *Decision Support Systems*. Guest editors: Fatima C. C. Dargam and Pascale Zarate.
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9. M. Riedmiller, T. Gabel, R. Hafner, S. Lange, and M. Lauer. Die Brainstormers: Entwurf-sprinzipien lernfähiger autonomer Roboter. *Informatik-Spektrum*, 29(3):175–190, 2006.

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## Book Chapters

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