



## PRESS RELEASE

10<sup>th</sup> July 2003

### Champions under Scrutiny

The winners of RoboCup2003, the 7<sup>th</sup> Global Soccer Championships for Robots concluded yesterday night are being examined at the International Scientific Symposium beginning today at Padua, Italy

A total of 224 teams from 34 countries competed in the soccer, rescue and junior competitions. The autonomous robots played the finals yesterday until the evening hours in matches offering the audience suspense and excitement. With the opening of the RoboCup2003 International Symposium in the impressive historical Aula Magna of Padua's University the next stage is initiated. Where Galileo Galilei lectured about 800 robotics scientists from the world's leading universities and research institutions will discuss their most recent findings and exchange concepts conclusions to be drawn from the Soccer Championships held over the last five days.

### RoboCup2003 Champions

#### Award Winners

##### *Papers*

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- **Scientific Challenge Award**
- **Engineering Challenge Award**  
**"MPADES: Middleware for Parallel Agent Discrete Event Simulation"**  
Patrick Riley  
Carnegie Mellon University, Computer Science Department

##### *RoboCupSoccer*

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- **Simulation League**  
**Soccer Competition**  
1: UvA Trilearn                      University of Amsterdam, The Netherland  
2: Tsinghuaelous                    Tsinghua University, P.R. China  
3: Brainstormers                    University of Dortmund, Germany

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### Online Coach Competition

1: UT Austin Villa	The University of Texas at Austin, U.S.A
2: FC Portugal 2003	Universidade de Aveiro/Universidade Portugal
3: Iraninas	Iran University of Science and Technologie, Iran

### Game Presentation and Analysis

1: Caspian	IUST Computer Engineering, Iran
2: Iranias	Iran University of Science and Technologie, Iran
3: Avan	Qazvin Islamic Azad University

- **Four Legged Robot League**

1: rUNSWift	University of New South Wales, Australia
2: UPENNALIZERS	University of Pennsylvania, U.S.A.
3: NUbots	The University of Newcastle, Australia

- **f-180 Small Size League**

1: Cornell Big Red	Cornell University, U.S.A.
2: RoboRoos	The University of Queensland, Australia
3: FU Fighters	Free University of Berlin, Germany

- **f-2000 Middle Size Robot League**

1: Fusion	Kyushu University and Fukuoka University, Japan
2: WinKIT	Kanazawa Institute of Technology, Japan
3: Persia	Isfahan University of Technology, Iran

- **Humanoid League**

#### Humanoid Walk

1: HITS DREAM	Honda International Technical School, Japan
2: Senchans	Osaka University, Japan
3: Foot-Prints	privat Japan

#### H-40 Class Penalty shoot

1: Foot Prints	privat Japan
2: TAO-PIE-PIE	University of Manitoba, Canada
3: Robo-Erectus	Singapore Polytechnic, Singapore

#### H-80 Class Penalty shoot

1: Senchans	Osaka University, Japan
2: Robo-Erectus	Singapore Polytechnic, Singapore
3: Isaac	Politecnico di Torino, Italy

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### Free Style

1: Robo-Erectus	Singapore Polytechnic, Singapore
2: Isaac	Politecnico di Torino, Italy
3: TAO-PIE-PIE	University of Manitoba, Canada

### Best Humanoid Award

HITS Dream	Honda International Technical School, Japan
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## RoboCupRescue

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- **Rescue Simulation League**

1: ARIAN	Sharif University of Technology, Iran
2: YowAI2003	The University of Electro-Communications, Japan
3: S.O.S.	Amir Kabir University of Technologie, Iran

- **Rescue Robot League**

1: ROBRNO	Brno University of Technology, Czech Republic
2: CEDRA	Sharif University of Technology, Iran
3: Iutmicrobot	Isfahan University of Technology, Iran

## RoboCupJunior

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- **Soccer Challenge**

### 1 on 1 Soccer Challenge (Primary age students)

1: Spy Botic Masters	Germany
2: Open Juniors	UK
3: Illerzeller Football Boys	Germany

### 1 on 1 Soccer Challenge (Secondary age students)

1: Taipei 1 (Power)	Taiwan
2: Team CanadA.I.	Canada
3: Taipei 2 (Energy)	Taiwan

### 2 on 2 Soccer Challenge (Primary age students)

1: Walzenpower	Germany
2: ImperialX	Singapore
3: Rise-Forza-A	Japan

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### **2 on 2 Soccer Challenge (Secondary age students)**

1: Macau United Team A	Macau
2: Macau United Team B	Macau
3: Snipers	Japan

- **Rescue Challenge (Primary)**

1: Team FBI	Germany
2: Open Junior	UK

- **Rescue Challenge (Secondary)**

1: Danville Ironbots	USA
2: Sweet 16	Germany
3: Lawrenceville	USA

- **Dance Challenge (Primary)**

1: Team Hori-Hori	Japan
2: Rocci Girls	Germany
3: Open Juniors	UK

- **Dance Challenge (Secondary)**

1: Antique	Japan
2: Tango Dancers	Portugal
3: Iculanibokola	USA
4: Danville Ironbots	USA

### **Common Goals**

The academics are all united by their quest to enhance the performance and capabilities of autonomous robots and therefore share and discuss their knowledge in the framework of the RoboCup initiative. Improvement of the robots' abilities to detect, process and anticipate the movements of the soccer ball on the pitch, just to mention one area of research is in the interest of all teams, therefore secrecy, as known in the Formula 1 for example, is unknown among RoboCuppers, as they all have a common goal.

### **RoboCup2004**

In one year from now, the autonomous robots and their parents researchers will meet again and display their new achievements and abilities in Lisbon, Portugal where preparations for RoboCup2004 are already under way.

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## What is RoboCup?

RoboCup is an international research and education initiative. Its goal is to foster artificial intelligence and robotics research by providing a standard problem where a wide range of technologies can be examined and integrated. The concept of soccer-playing robots was first introduced in 1993. Following a two-year feasibility study, in August 1995, an announcement was made on the introduction of the first international conferences and soccer games. In July 1997, the first official conference and games were held in Nagoya, Japan. Followed by Paris, Stockholm, Melbourne and Seattle, the annual events attracted many participants and spectators. The 6<sup>th</sup> RoboCup was held in Fukuoka, Japan in cooperation with Busan, Korea in June 2002. While RoboCup now holds more than 3,000 researchers across 35 countries, in Fukuoka, about 1000 participants across 29 countries took part in the event. Nearly 120.000 spectators visited the event, which was broadcasted by national and international media all over the world.

For additional information please visit [www.robocup2003.org](http://www.robocup2003.org) and [www.robocup.org](http://www.robocup.org).

Images can be downloaded from

<http://www.robocup.org/games/03Padova/images/PDF/thumbnails.html> and  
<http://www.robocup.org/games/03Padova/images/PDF/highlights.htm>

## Contacts:

Ms Yukiko Matsuoka  
The RoboCup Federation  
Phone +81 3 5468 1661  
[myukiko@symbio.jst.go.jp](mailto:myukiko@symbio.jst.go.jp)  
or [office@robocup.org](mailto:office@robocup.org)

Mr Volker Schlichting  
Adjouri & Stastny  
Communication Management GmbH  
Phone +49 30 28 39 88 58  
[schlichting@adjouri-stastny.com](mailto:schlichting@adjouri-stastny.com)

## Notes to the editor

### General Information about the RoboCup

#### 1 RoboCupSoccer

The main focus of the RoboCup activities is competitive soccer. The games are important opportunities for researchers to exchange technical information. They also serve as a great opportunity to educate and entertain the public. RoboCup Soccer is divided into the following leagues:

- **Simulation league**

Independently moving software players (agents) play soccer on a virtual field inside a computer. Matches have 5-minute halves. This is the oldest fleet in RoboCup Soccer.

- **Small-size robot league (f-180)**

Small robots of no more than 18 cm in diameter play soccer with an orange golf ball in teams of up to 5 robots on a field with the size of two ping-pong tables. Matches have 10-minute halves.

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- **Middle-size robot league (f-2000)**

Middle-sized robots of no more than 50 cm diameter play soccer in teams of up to 4 robots with an orange soccer ball on a field the size of about 9 ping-pong tables. Matches are divided in 10-minute halves.

- **Four-legged robot league**

Teams of 4 four-legged entertainment robots (SONY's AIBO) play soccer on a 3 x 5 metre field. Matches have 10-minute halves.

- **Humanoid league**

This league was introduced in 2002 and the robots will have their second appearance ever in this year's RoboCup. Biped autonomous humanoid robots compete in "walking" and "shooting". The robots play also in "penalty kick", and "1 vs. 1" matches. "Free style" competitions are to be expected as well.

## **2 RoboCupRescue**

Disaster rescue is one of the most serious issues involving very large numbers of heterogeneous agents in a hostile environment. The intention of the RoboCupRescue project is to promote research and development in this significant domain by involving multi-agent team work coordination, physical robotic agents for search and rescue, information infrastructures, personal digital assistants, standard simulator and decision support systems, evaluation benchmarks for rescue strategies and robotic systems that are all integrated into a comprehensive system in future. RoboCupRescue is divided into the following leagues:

- **RoboCupRescue simulation league**
- **RoboCupRescue robot league**

## **3 RoboCupJunior**

RoboCupJunior is a project-oriented educational initiative that sponsors local, regional and international robotic events for young students. It is designed to introduce RoboCup to primary and secondary school children, as well as undergraduates who do not have the resources to get involved in the senior leagues yet. The focus of the Junior league lies on education. The tournament offers to the participants the chance to take part in international exchange programmes and to share the experience of meeting peers from abroad.

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### Sponsors of RoboCup2003

A group of commercial Partners, many of them market leaders, has joined the initiative and support the RoboCup Federation in their effort to innovate.

**Zenrin**, the largest mapmaker in Japan, is expanding business by using original computerized mapping technology and know-how in Japan and overseas. The company's map database for car navigation system is widely in use not only in Japan, but in Europe, the US, China and Taiwan. Zenrin has been provided 3-dimensional digital map database for RoboCupRescue simulation project as a material for the research since 2002.

**SONY**, the world market leader in innovative consumer electronics and the creator of the smart robot dog, AIBO, are strong supporters of RoboCup as they also have a strong vision for the future of robotic companions. With the **AIBO** entertainment robots, Sony provides a stable and powerful platform for the development of software and talented robot football players. Thanks to its skill and fun personality, **AIBO** is the star of the show at RoboCup in the dedicated Four-legged robot league, Visit [www.eu.aibo.com](http://www.eu.aibo.com) for more information.

**SGI Japan**, an integrator of advanced IT solutions, is a subsidiary of Silicon Graphics Inc. who have been supporting the RoboCup since 2000. From this year, SGI Japan Ltd. has dedicated itself especially to RoboCup Rescue as a sponsor as well as a Rescue league participant jointly with University of Electro-Communications team. Concurrently, SGI Japan's flower girl humanoid robot Posy will attend the RoboCup 2003 press conference to add an extra touch of beauty to it.

**EK JAPAN**, with their corporate vision "Foster the children's sciencing mind", is a pioneer and a market leader in the electronic assembly kits business in Japan. EK JAPAN's autonomous soccer robot kits are believed to be one of new educational program solutions to help enhance the children's fundamental engineering and computer programming abilities at the same time.

**Alitalia**, Italy's world airline, will contribute to the RoboCup 2003 that will take place in Padova by transporting the participating robots including large-scaled humanoids under special terms & conditions and providing special discount tickets for the parties concerned.

