Aibo project

- **Design and develop the algorithms to cope with a field without boundaries**
- **Evaluate your design in a remote game against an Italian or German team**

ERL
European Robocup League

Assignment 2004

- Goals
  - Evaluate Aibo software architectures of two teams
  - Port software to Aibo ERS-7

- Advise German architecture for the Dutch Team.

- Interesting CMU modules for future research:
  - Vision
  - Localization

Conclusion

German team software package better!

Strengths:

- Clean modular code
- Documentation
- Tool support
- XABSL for behaviors
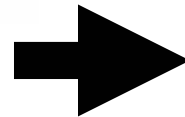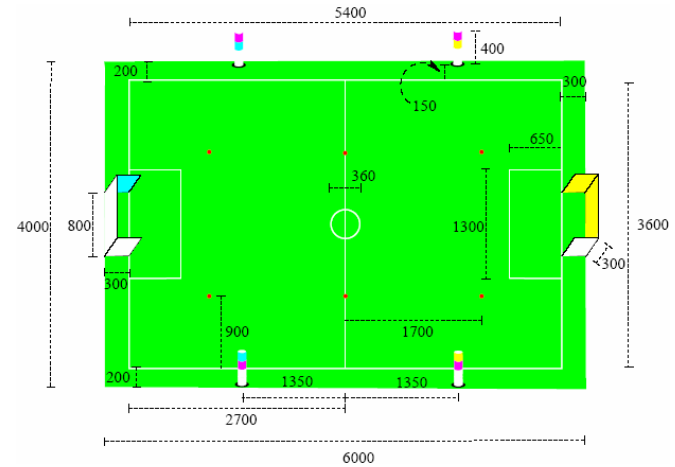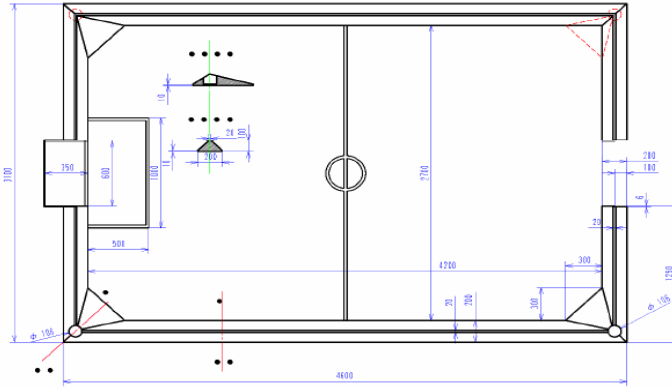
Dutch Aibo Team 2004

- ## German Open 2004 (Paderborn)
  - 6 goals scored; 11 goals received
  - Games: 1 win, 3 losses

- ## Lissabon 2004
  - 16 goals scored; 11 goals received
  - Games: 2 wins, 3 losses
  - Technical challenge: 7th position
    - Open challenge: most points
    - Variable lighting challenge: zero points
    - SLAM challenge: 5th rank
  - Qualified for Osaka 2005!

Assignment 2005

Improved field localization

Evaluation

SPQR Legged (Italy)

Harzer Roller (Germany)

Darmstadt Dribbling Dackels (Germany)

European Robocup League