# RoboCup IranOpen2014

# Soccer Simulation 3D Competition

## *Evaluation of teams*

Pre-registration is mandatory for participating in IranOpen 2014. Due to the time limitation of the event, 24 teams will be selected to participate in IranOpen 2014 based on the evaluation of submitted materials and their evaluation by TC.

All teams have to submit the following materials:

1. Team Description Paper (TDP).

2. Working binary of their team for a 11 vs 11 match: No killing agent is allowed during a game. Your team will be judged based on the rules of RoboCup 2013. For more information check the link below
   http://homepages.herts.ac.uk/~sv08aav/RCSoccerSim3DRules2013.1.pdf

3. Start and Kill scripts to run the binary.

4. Scientific contribution and awards related to Soccer Simulation 3D.

## *Important dates*

Qualification Materials Submission          January 06, 2014

Please note that the deadline for submitting the requirements is: January 06, 2014 (EST midnight).

## *Instructions*

In submitted materials the following instructions should be considered, otherwise they will not be accepted.

- TDPs are accepted both in Persian and English but English is preferred.

- TDP should be written in LNCS style and PDF format in 3-8 pages. The name of the TDP file should be **3d_tdp_teamname.pdf**. Information and instructions about LNCS can be found from the link below:

   http://www.springer.com/computer/lncs?SGWID=0-164-7-72377-0

- The contribution list should be in PDF format with the name  **3d_list_teamname.pdf**.

- Name of the binary should be name of your team all in small letters without space in the name.

- Create a folder with the name of your team (with no capital letters and no spaces), and put your TDP, the contribution list, all required libraries, binary and the start.sh and kill.sh scripts in this

directory.

- Make sure you have all required libraries or files to run your team successfully. In addition, make sure the binary works properly by using start.sh and kill.sh.

- The binaries will be evaluated using Fedora 20 x86_64 (64bit edition). Therefore, teams can provide 64bit binaries. However, Fedora's base 32 bit libraries will be installed on the system and 32 bit binaries are still accepted. Make sure that your team runs fine in this setup.

- Please archive it with .tar.bz2 fromat and send it by email with the subject "**IR14 3D Qualification: teamname**" to soccer3d@iranopen.ir. In the case TC faces any problems in receiving or running your team, TC will contact you by email and your team will have a second chance. After that TC will not be responsible for any probable problems for the team.

- Each team should provide an script called "start.sh" which will be located in the home directory of the team during the games. It should start all three agents and it should take the hostname or ip address of the simulation server as its first argument. Agents should connect to the provided simulation server. An example is shown below.

```bash
#!/bin/bash
#
# IranOpen 2014 sample start script for 3D soccer simulation
#

AGENT_BINARY="my_agent_binary"
BINARY_DIR="./"
NUM_PLAYERS=11

killall -9 "$AGENT_BINARY" &> /dev/null

for ((i=1;i<=$NUM_PLAYERS;i++)); do
    echo "Running agent No. $i"
    "$BINARY_DIR/$AGENT_BINARY" -h $1 > log/stdout$i 2> log/stderr$i &
    sleep 1
done
```

- Also please make a "kill.sh" script which kills your agents. It could look something like below.

```bash
#!/bin/bash
#
# IranOpen 2014 sample kill script for 3D soccer simulation
#

killall -9 "my_agent_binary" &> /dev/null
```

- Make sure these scripts are in the root of your team's directory. Also make sure that they are executable by user.

## *Contact*

In the case you have any question, you can contact TC: soccer3d@iranopen.ir