
Fwd: ISMCR 2020 notification for paper 5

2 üzenet

Márton Szemenyei <szemenyei@iit.bme.hu>
Címzett: Patrik Reizinger <rpatrik1996@gmail.com>

2020. szeptember 11. 18:50

Asszem rosszul adtam meg anno a címedet, szal ezt valszeg nem kaptad meg :)

----- Forwarded message -----

From: **ISMCR 2020** <ismcr2020@easychair.org>

Date: Fri, Sep 11, 2020 at 6:39 PM

Subject: ISMCR 2020 notification for paper 5

To: Márton Szemenyei <szemenyei@iit.bme.hu>

Dear Márton Szemenyei,

We have reached a decision regarding your submission to the 23rd International Symposium on Measurement and Control in Robotics (ISMCR 2020).

Our decision is: ACCEPT submission

The reviews of your paper are attached below.

Please carefully consider all remarks of the reviewers and upload the final, camera-ready version of your paper to the conference page (<https://easychair.org/conferences/?conf=ismcr2020>). The final version is due by 21 September 2020.

Please strictly follow the template provided on the conference web-page: <https://ismcr2020.org/paper-submissions/>. The length of all papers is limited to six pages.

Further conditions to publish your paper in the conference proceedings and in IEEE Xplore include a plagiarism test and the submission of a duly signed IEEE copyright transfer form.

Let us also inform you that the registration to the conference is now open (<https://ismcr2020.org/registration/>). The COVID'19 information page of the symposium has also been updated: <https://ismcr2020.org/covid-19/>.

Thank you for considering ISMCR 2020 for publication.

Best regards,
ISMCR 2020 organizing team

SUBMISSION: 5
TITLE: Learning to Play Robot Soccer from Partial Observations

----- REVIEW 1 -----

SUBMISSION: 5
TITLE: Learning to Play Robot Soccer from Partial Observations
AUTHORS: Márton Szemenyei and Patrik Reizinger

----- Overall evaluation -----

SCORE: 1 (weak accept)

----- TEXT:

The paper addresses a simulated reinforcement learning environment for RoboCup soccer. This environment can be used then for training multiple cooperating and competing neural agents. A neural network architecture to facilitate learning in the simulator is also presented.

In general, the paper deals with an interesting problem where the reasearch is intensively growing. The proposed concept is valuable.

There are some points, however, which should be clarified:

- In Section II.B: What is the role of the Attention block in Fig. 1. Authours should provide more explanation.
- How are the primary, rule-based and auxiliary rewards are computed?
- What does self-attantion layer do? How does it do that?

- How is the Advantage function is defined?

In general, many technical details are missing. It was useful to summarize the steps in algorithm environment. The architecture and the role of encoder and the network should be explained in more detail. It was also useful to provide simulation results.

----- REVIEW 2 -----

SUBMISSION: 5

TITLE: Learning to Play Robot Soccer from Partial Observations

AUTHORS: Márton Szemenyei and Patrik Reizinger

----- Overall evaluation -----

SCORE: 2 (accept)

----- TEXT:

The paper addresses how deep reinforcement learning methods can be used in robot soccer. The authors developed an environment where the observations of the agents are imperfect and incomplete. A novel architecture and a self-supervised learning solution are also presented. The simulation results are good.

The structure of the paper is good; however some more details could be provided.

-How do the agents look like, where are the cameras? Is there any restriction on the movement of agents (e.g. limited velocity)? What are the dimensions of the agents and the ball?

-Equations could be given to present how rewards are determined.

-A detailed description of Fig. 5 is missing.

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Virus-free. www.avast.com

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2020. szeptember 11. 19:02

Szia!

Kösz! Így van, nem kaptam meg :). Majd igyekszem javítani a dolgokat.

Üdv,
Patrik

[Az idézett szöveg el van rejtve]