BIBLIOGRAPHY

- C.A.C. Parker, and H. Zhang, Collective unary decision-making by decentralized multiple-robot systems applied to the task-sequencing problem, *Swarm Intelligent* 4: 199–220, 2010.
- Criminisi, A., & Reid, I. (1998). Pseudo Inverse and Perspective transform. In *Duality, rigidity and planar parallax*. S.l.: [s.n.].
- F. James Kurose and W.R. Keith, *Computer Networking: A Top-Down Approach*: International Version, 6/E: 544-545, Pearson, 2013.
- Wolberg, G. (1994). Perspective transformation. In *Digital image warping*. Los Alamitos, Calif.: IEEE Computer Society Press.
- Gilat, A., & Subramaniam, V. (2008). Two Dimentional Matrix. In *Numerical methods for engineers and scientists: An introduction with applications using MATLAB*. Hoboken, N.J.: Wiley.
- Gool, L., Proesmans, M., & Zisserman, A. (1998). Planar homologies as a basis for grouping and recognition. *Image and Vision Computing*, 21-26.
- Gonzalez, R., & Woods, R. (1992). Morphological processing, Image segmentation, Representation & Description. In *Digital image processing*. Reading, Mass.: Addison-Wesley.
- Gonzalez, R., & Woods, R. (2007). Image acquisition, Image enchancement, Color image processing, morphological processing, Image segmentation, Image representation & description. In *Digital image processing* (3rd ed.). Harlow: Prentice Hall.
- Huang, L., Song, Q., & Kasabov, N. (2010). Evolving Connectionist System Based Role Allocation for Robotic Soccer, 1-1. Retrieved from intehweb.com
- Hawkins, M. (2014, November 12). Angle of view: How to choose the right focal length to frame your image | Digital Camera World. Retrieved January 6, 2015, from http://www.digitalcameraworld.com/2014/11/13/angle-of-view-how-to-choose-the-right-focal-length-to-frame-your-image/
- Iowa University. (2003, October 27). 55:148 Digital Image Processing. Retrieved February 8, 2015, from http://user.engineering.uiowa.edu/~dip/LECTURE/Segmentation2.html #tracing
- Itseez. "About". OpenCV, 2013. http://opencv.org/about.html (accessed December 16, 2013).
- Jiantao, Pan. Software Testing. Carnegie Mellon University

- Koiij, N. (2003). The Development of a Vision System of Robot Soccer, 28-28.
- Li, C., Watanabe, T., & Wu, Z. (2004). The Real-time and Embedded Soccer Robot Control System, 1-5.
- Li, Y., & Lei, W. (2004). A Hybrid Control Approach to Robot Soccer Competition, 1-3.
- M.A. Demetriou, Centralized and decentralized policies for the containment of moving source in 2D diffusion processes using sensor/actuator network, in *Proceeding of 2009 American Control Conference*, June 10-12, 2009.
- Melin, P., & Castillo, O. (2007). Adaptive intelligent control of aircraft systems with a hybrid approach combining neural networks, fuzzy logic and fractal theory. *Applied Soft Computing*, 353-362.
- OpenCV Dev Team. (n.d.). Warp Perspective. Retrieved August 18, 2014, from http://docs.opencv.org/
- Paglieroni, D., & Jain, A. (n.d.). Control point transforms for shape representation and measurement. *Computer Vision, Graphics, and Image Processing*, 87-111.
- P. Dutkiewicz and M. Kielczewski, Vision Feedback in Control of a Group of Mobile Robots, in *7th International Conference Clawar*, 2005.
- RoboCup official rules 2007. (n.d.). Retrieved September 6, 2013, from http://www.robocup.org/
- Ramer, U. (1972). An iterative procedure for the polygonal approximation of plane curves. *Computer Graphics and Image Processing*, 244-256.
- Schierwagen, A., & Leipzig. (2001). Introduction & historical outline of computer vision. In *Vision as computation; or does a computer vision system really assign meaning to images*. Springer.
- Weisstein, Eric W. "Line-Line Intersection." From MathWorld. *A Wolfram Web Resource*. Retrieved 2008-01-10.
- Yoshikawa, T. (1990). Foundations of robotics analysis and control. Cambridge, Mass.: MIT Press.