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# **py\_trees Documentation**

*Release 1.0.5*

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### 1.1 Introduction

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**Note:** Behaviour trees are a decision making engine often used in the gaming industry.

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Others include hierarchical finite state machines, task networks, and scripting engines, all of which have various pros and cons. Behaviour trees sit somewhere in the middle of these allowing you a good blend of purposeful planning towards goals with enough reactivity to shift in the presence of important events. They are also wonderfully simple to compose.

There's much information already covering behaviour trees. Rather than regurgitating it here, dig through some of these first. A good starter is [AI GameDev - Behaviour Trees](#) (free signup and login) which puts behaviour trees in context alongside other techniques. A simpler read is Patrick Goebel's [Behaviour Trees For Robotics](#). Other readings are listed at the bottom of this page.

Some standout features of behaviour trees that makes them very attractive:

- **Tickng** - the ability to *tick* allows for work between executions without multi-threading
- **Priority Handling** - switching mechanisms that allow higher priority interruptions is very natural
- **Simplicity** - very few core components, making it easy for designers to work with it
- **Dynamic** - change the graph on the fly, between ticks or from parent behaviours themselves

### 1.2 Motivation

The driving use case for this package was to implement a higher level decision making layer in robotics, i.e. scenarios with some overlap into the control layer. Behaviour trees turned out to be a much more apt fit to handle the many concurrent processes in a robot after attempts with finite state machines became entangled in wiring complexity as the problem grew in scope.

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**Note:** There are very few open behaviour tree implementations.

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Most of these have either not progressed significantly (e.g. [Owyl](#)), or are accessible only in some niche, e.g. [Behaviour Designer](#), which is a frontend to the trees in the unity framework. Does this mean people do not use them? It is more probable that most behaviour tree implementations happen within the closed doors of gaming/robot companies.

[Youtube - Second Generation of Behaviour Trees](#) is an enlightening video about behaviour trees and the developments of the last ten years from an industry expert. It also walks you through a simple c++ implementation. His advice? If you can't find one that fits, roll your own. It is relatively simple and this way you can flexibly cater for your own needs.

### 1.3 Design

The requirements for the previously discussed robotics use case match that of the more general:

---

**Note:** Rapid development of medium scale decision engines that don't need to be real time reactive.

---

Developers should expect to be able to get up to speed and write their own trees with enough power and flexibility to adapt the library to their needs. Robotics is a good fit. The decision making layer typically does not grow too large (~hundreds of behaviours) and does not need to handle the reactive decision making that is usually directly incorporated into the controller subsystems. On the other hand, it is not scoped to enable an NPC gaming engine with hundreds of characters and thousands of behaviours for each character.

This implementation uses all the whizbang tricks (generators, decorators) that python has to offer. Some design constraints that have been assumed to enable a practical, easy to use framework:

- No interaction or sharing of data between tree instances
- No parallelisation of tree execution
- Only one behaviour initialising or executing at a time

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**Hint:** A c++ version is feasible and may come forth if there's a need..

---

### 1.4 Readings

- [AI GameDev - Behaviour Trees](#) - from a gaming expert, good big picture view
- [Youtube - Second Generation of Behaviour Trees](#) - from a gaming expert, in depth c++ walkthrough (on github).
- [Behaviour trees for robotics](#) - by pirobot, a clear intro on its usefulness for robots.
- [A Curious Course on Coroutines and Concurrency](#) - generators and coroutines in python.
- [Behaviour Trees in Robotics and AI](#) - a rather verbose, but chock full with examples and comparisons with other approaches.

A *Behaviour* is the smallest element in a behaviour tree, i.e. it is the *leaf*. Behaviours are usually representative of either a check (am I hungry?), or an action (buy some chocolate cookies).

## 2.1 Skeleton

Behaviours in `py_trees` are created by subclassing the *Behaviour* class. A skeleton example:

```
1 # doc/examples/skeleton_behaviour.py
2
3 import py_trees
4 import random
5
6
7 class Foo(py_trees.behaviour.Behaviour):
8     def __init__(self, name):
9         """
10         Minimal one-time initialisation. A good rule of thumb is
11         to only include the initialisation relevant for being able
12         to insert this behaviour in a tree for offline rendering to
13         dot graphs.
14
15         Other one-time initialisation requirements should be met via
16         the setup() method.
17         """
18         super(Foo, self).__init__(name)
19
20     def setup(self):
21         """
22         When is this called?
23         This function should be either manually called by your program
24         to setup this behaviour alone, or more commonly, via
25         :meth:`~py_trees.behaviour.Behaviour.setup_with_descendants`
```

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```
26     or :meth:`~py_trees.trees.BehaviourTree.setup`, both of which
27     will iterate over this behaviour, it's children (it's children's
28     children ...) calling :meth:`~py_trees.behaviour.Behaviour.setup`
29     on each in turn.
30
31     If you have vital initialisation necessary to the success
32     execution of your behaviour, put a guard in your
33     :meth:`~py_trees.behaviour.Behaviour.initialise` method
34     to protect against entry without having been setup.
35
36     What to do here?
37     Delayed one-time initialisation that would otherwise interfere
38     with offline rendering of this behaviour in a tree to dot graph
39     or validation of the behaviour's configuration.
40
41     Good examples include:
42
43     - Hardware or driver initialisation
44     - Middleware initialisation (e.g. ROS pubs/subs/services)
45     - A parallel checking for a valid policy configuration after
46       children have been added or removed
47     """
48     self.logger.debug(" %s [Foo::setup()]" % self.name)
49
50     def initialise(self):
51         """
52         When is this called?
53         The first time your behaviour is ticked and anytime the
54         status is not RUNNING thereafter.
55
56         What to do here?
57         Any initialisation you need before putting your behaviour
58         to work.
59         """
60         self.logger.debug(" %s [Foo::initialise()]" % self.name)
61
62     def update(self):
63         """
64         When is this called?
65         Every time your behaviour is ticked.
66
67         What to do here?
68         - Triggering, checking, monitoring. Anything...but do not block!
69         - Set a feedback message
70         - return a py_trees.common.Status. [RUNNING, SUCCESS, FAILURE]
71         """
72         self.logger.debug(" %s [Foo::update()]" % self.name)
73         ready_to_make_a_decision = random.choice([True, False])
74         decision = random.choice([True, False])
75         if not ready_to_make_a_decision:
76             return py_trees.common.Status.RUNNING
77         elif decision:
78             self.feedback_message = "We are not bar!"
79             return py_trees.common.Status.SUCCESS
80         else:
81             self.feedback_message = "Uh oh"
82             return py_trees.common.Status.FAILURE
```

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```

83
84     def terminate(self, new_status):
85         """
86         When is this called?
87             Whenever your behaviour switches to a non-running state.
88             - SUCCESS || FAILURE : your behaviour's work cycle has finished
89             - INVALID : a higher priority branch has interrupted, or shutting down
90         """
91         self.logger.debug(" %s [Foo::terminate().terminate()][%s->%s]" % (self.name, ↵
↵self.status, new_status))

```

## 2.2 Lifecycle

Getting a feel for how this works in action can be seen by running the *py-trees-demo-behaviour-lifecycle* program (click the link for more detail and access to the sources):

Important points to focus on:

- The *initialise()* method kicks in only when the behaviour is not already running
- The parent *tick()* method is responsible for determining when to call *initialise()*, *stop()* and *terminate()* methods.
- The parent *tick()* method always calls *update()*
- The *update()* method is responsible for deciding the behaviour *Status*.

## 2.3 Initialisation

With no less than three methods used for initialisation, it can be difficult to identify where your initialisation code needs to lurk.

---

**Note:** `__init__` should instantiate the behaviour sufficiently for offline dot graph generation

---

Later we'll see how we can render trees of behaviours in dot graphs. For now, it is sufficient to understand that you need to keep this minimal enough so that you can generate dot graphs for your trees from something like a CI server (e.g. Jenkins). This is a very useful thing to be able to do.

- No hardware connections that may not be there, e.g. usb lidars
- No middleware connections to other software that may not be there, e.g. ROS pubs/subs/services
- No need to fire up other needlessly heavy resources, e.g. heavy threads in the background

---

**Note:** `setup` handles all other one-time initialisations of resources that are required for execution

---

Essentially, all the things that the constructor doesn't handle - hardware connections, middleware and other heavy resources.

---

**Note:** `initialise` configures and resets the behaviour ready for (repeated) execution

---

Initialisation here is about getting things ready for immediate execution of a task. Some examples:

- Initialising/resetting/clearing variables
- Starting timers
- Just-in-time discovery and establishment of middleware connections
- Sending a goal to start a controller running elsewhere on the system
- ...

## 2.4 Status

The most important part of a behaviour is the determination of the behaviour's status in the `update()` method. The status gets used to affect which direction of travel is subsequently pursued through the remainder of a behaviour tree. We haven't gotten to trees yet, but it is this which drives the decision making in a behaviour tree.

**class** `py_trees.common.Status`

An enumerator representing the status of a behaviour

**FAILURE** = 'FAILURE'

Behaviour check has failed, or execution of its action finished with a failed result.

**INVALID** = 'INVALID'

Behaviour is uninitialised and inactive, i.e. this is the status before first entry, and after a higher priority switch has occurred.

**RUNNING** = 'RUNNING'

Behaviour is in the middle of executing some action, result still pending.

**SUCCESS** = 'SUCCESS'

Behaviour check has passed, or execution of its action has finished with a successful result.

The `update()` method must return one of `RUNNING`, `SUCCESS` or `FAILURE`. A status of `INVALID` is the initial default and ordinarily automatically set by other mechanisms (e.g. when a higher priority behaviour cancels the currently selected one).

## 2.5 Feedback Message

```
1     """
2     Reset a counter variable.
3     """
4     self.logger.debug("%s.initialise()" % (self.__class__.__name__))
```

A behaviour has a naturally built in feedback message that can be cleared in the `initialise()` or `terminate()` methods and updated in the `update()` method.

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**Tip:** Alter a feedback message when **significant events** occur.

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The feedback message is designed to assist in notifying humans when a significant event happens or for deciding when to log the state of a tree. If you notify or log every tick, then you end up with a lot of noise sorting through an

abundance of data in which nothing much is happening to find the one point where something significant occurred that led to surprising or catastrophic behaviour.

Setting the feedback message is usually important when something significant happens in the `RUNNING` state or to provide information associated with the result (e.g. failure reason).

Example - a behaviour responsible for planning motions of a character is in the `RUNNING` state for a long period of time. Avoid updating it with a feedback message at every tick with updated plan details. Instead, update the message whenever a significant change occurs - e.g. when the previous plan is re-planned or pre-empted.

## 2.6 Loggers

These are used throughout the demo programs. They are not intended to be for anything heavier than debugging simple examples. This kind of logging tends to get rather heavy and requires a lot of filtering to find the points of change that you are interested in (see comments about the feedback messages above).

## 2.7 Complex Example

The *py-trees-demo-action-behaviour* program demonstrates a more complicated behaviour that illustrates a few concepts discussed above, but not present in the very simple lifecycle *Counter* behaviour.

- Mocks an external process and connects to it in the `setup` method
- Kickstarts new goals with the external process in the `initialise` method
- Monitors the ongoing goal status in the `update` method
- Determines `RUNNING/SUCCESS` pending feedback from the external process

---

**Note:** A behaviour's `update()` method never blocks, at most it just monitors the progress and holds up any decision making required by a tree that is ticking the behaviour by setting it's status to `RUNNING`. At the risk of being confusing, this is what is generally referred to as a *blocking* behaviour.

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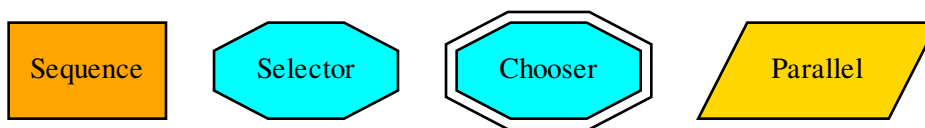


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## Composites

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Composites are the **factories** and **decision makers** of a behaviour tree. They are responsible for shaping the branches.



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**Tip:** You should never need to subclass or create new composites.

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Most patterns can be achieved with a combination of the above. Adding to this set exponentially increases the complexity and subsequently making it more difficult to design, introspect, visualise and debug the trees. Always try to find the combination you need to achieve your result before contemplating adding to this set. Actually, scratch that... just don't contemplate it!

Composite behaviours typically manage children and apply some logic to the way they execute and return a result, but generally don't do anything themselves. Perform the checks or actions you need to do in the non-composite behaviours.

- *Sequence*: execute children sequentially
- *Selector*: select a path through the tree, interruptible by higher priorities
- *Chooser*: like a selector, but commits to a path once started until it finishes
- *Parallel*: manage children concurrently

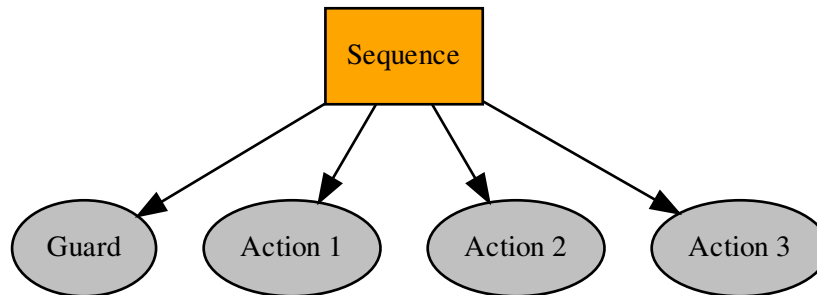
The subsections below introduce each composite briefly. For a full listing of each composite's methods, visit the [py\\_trees.composites](#) module api documentation.

**Tip:** First time through, make sure to follow the link through to relevant demo programs.

---

## 3.1 Sequence

**class** `py_trees.composites.Sequence` (*name='Sequence', children=None*)  
Sequences are the factory lines of Behaviour Trees



A sequence will progressively tick over each of its children so long as each child returns *SUCCESS*. If any child returns *FAILURE* or *RUNNING* the sequence will halt and the parent will adopt the result of this child. If it reaches the last child, it returns with that result regardless.

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**Note:** The sequence halts once it sees a child is *RUNNING* and then returns the result. *It does not get stuck in the running behaviour.*

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### See also:

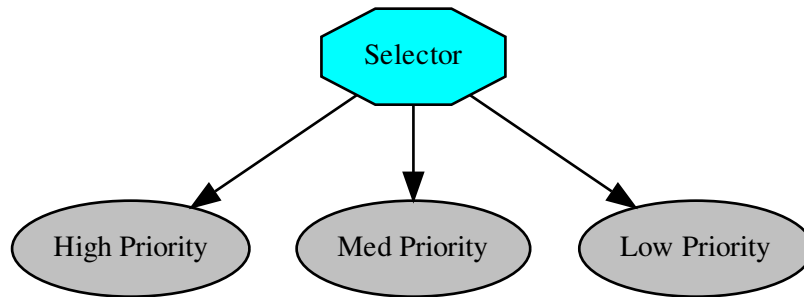
The *py-trees-demo-sequence* program demos a simple sequence in action.

### Parameters

- **name** (*str*) – the composite behaviour name
- **children** (*[Behaviour]*) – list of children to add

## 3.2 Selector

**class** `py_trees.composites.Selector` (*name='Selector', children=None*)  
Selectors are the Decision Makers



A selector executes each of its child behaviours in turn until one of them succeeds (at which point it itself returns *RUNNING* or *SUCCESS*, or it runs out of children at which point it itself returns *FAILURE*). We usually refer to selecting children as a means of *choosing between priorities*. Each child and its subtree represent a decreasingly lower priority path.

---

**Note:** Switching from a low -> high priority branch causes a *stop(INVALID)* signal to be sent to the previously executing low priority branch. This signal will percolate down that child's own subtree. Behaviours should make sure that they catch this and *destruct* appropriately.

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Make sure you do your appropriate cleanup in the `terminate()` methods! e.g. cancelling a running goal, or restoring a context.

**See also:**

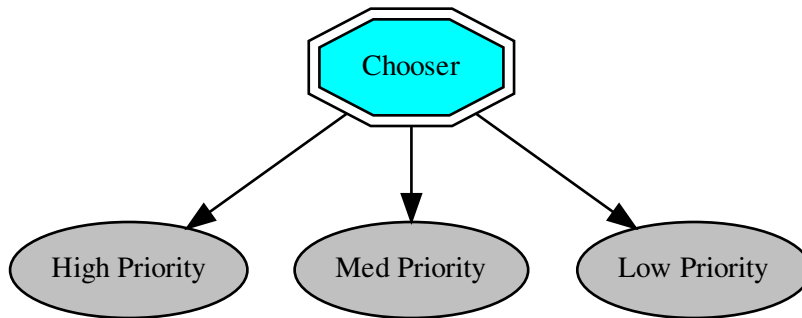
The *py-trees-demo-selector* program demos higher priority switching under a selector.

**Parameters**

- **name** (*str*) – the composite behaviour name
- **children** (*[Behaviour]*) – list of children to add

### 3.3 Chooser

`class py_trees.composites.Chooser` (*name='Chooser', children=None*)  
 Choosers are Selectors with Commitment



A variant of the selector class. Once a child is selected, it cannot be interrupted by higher priority siblings. As soon as the chosen child itself has finished it frees the chooser for an alternative selection. i.e. priorities only come into effect if the chooser wasn't running in the previous tick.

---

**Note:** This is the only composite in `py_trees` that is not a core composite in most behaviour tree implementations. Nonetheless, this is useful in fields like robotics, where you have to ensure that your manipulator doesn't drop it's payload mid-motion as soon as a higher interrupt arrives. Use this composite sparingly and only if you can't find another way to easily create an elegant tree composition for your task.

---

#### Parameters

- **name** (*str*) – the composite behaviour name
- **children** (*[Behaviour]*) – list of children to add

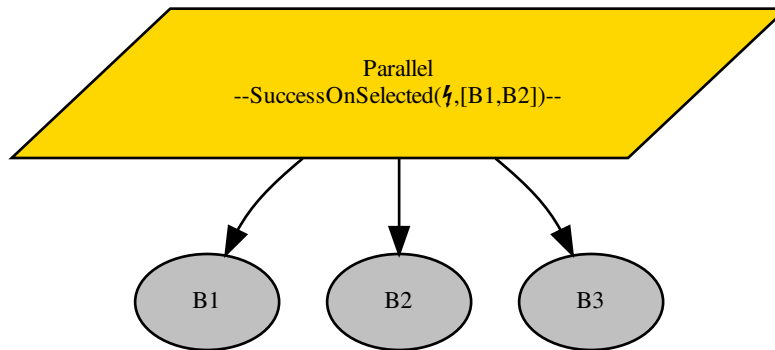
### 3.4 Parallel

```

class py_trees.composites.Parallel(name: str = <Name.AUTO_GENERATED:
    'AUTO_GENERATED'>, policy:
    py_trees.common.ParallelPolicy.Base =
    <py_trees.common.ParallelPolicy.SuccessOnAll object>, children: List[py_trees.behaviour.Behaviour] =
    None)
  
```

Parallels enable a kind of concurrency





Ticks every child every time the parallel is run (a poor man's form of parallelism).

- Parallels will return `FAILURE` if any child returns `FAILURE`
- Parallels with policy `SuccessOnAll` only returns `SUCCESS` if **all** children return `SUCCESS`
- Parallels with policy `SuccessOnOne` return `SUCCESS` if **at least one** child returns `SUCCESS` and others are `RUNNING`
- Parallels with policy `SuccessOnSelected` only returns `SUCCESS` if a **specified subset** of children return `SUCCESS`

Parallels with policy `SuccessOnSelected` will validate themselves just-in-time in the `setup()` and `tick()` methods to check if the policy's selected set of children is a subset of the children of this parallel. Doing this just-in-time is due to the fact that the parallel's children may change after construction and even dynamically between ticks.

**See also:**

- *Context Switching Demo*



## CHAPTER 4

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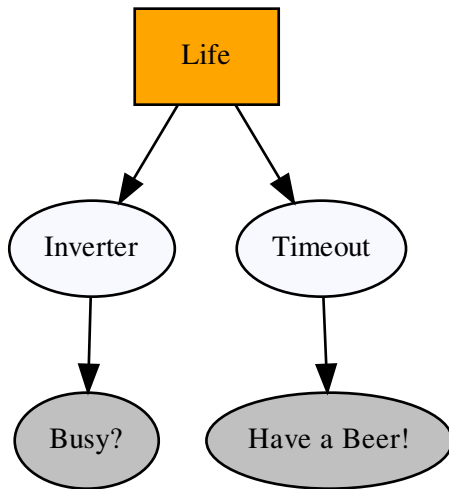
### Decorators

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Decorators are behaviours that manage a single child and provide common modifications to their underlying child behaviour (e.g. inverting the result). That is, they provide a means for behaviours to wear different ‘hats’ and this combinatorially expands the capabilities of your behaviour library.



An example:



```

1  #!/usr/bin/env python
2
3  import py_trees.decorators
4  import py_trees.display
5
6  if __name__ == '__main__':
7
8      root = py_trees.composites.Sequence(name="Life")
9      timeout = py_trees.decorators.Timeout(
10         name="Timeout",
11         child=py_trees.behaviours.Success(name="Have a Beer!")
12     )
13     failure_is_success = py_trees.decorators.Inverter(
14         name="Inverter",
15         child=py_trees.behaviours.Success(name="Busy?")
16     )
17     root.add_children([failure_is_success, timeout])
18     py_trees.display.render_dot_tree(root)
  
```

### Decorators (Hats)

Decorators with very specific functionality:

- `py_trees.decorators.Condition`
- `py_trees.decorators.Inverter`
- `py_trees.decorators.OneShot`
- `py_trees.decorators.Timeout`

And the X is Y family:

- `py_trees.decorators.FailureIsRunning`
- `py_trees.decorators.FailureIsSuccess`

- `py_trees.decorators.RunningIsFailure`
- `py_trees.decorators.RunningIsSuccess`
- `py_trees.decorators.SuccessIsFailure`
- `py_trees.decorators.SuccessIsRunning`

### Decorators for Blocking Behaviours

It is worth making a note of the effect of decorators on behaviours that return *RUNNING* for some time before finally returning *SUCCESS* or *FAILURE* (blocking behaviours) since the results are often at first, surprising.

A decorator, such as `py_trees.decorators.RunningIsSuccess()` on a blocking behaviour will immediately terminate the underlying child and re-initialise on it's next tick. This is necessary to ensure the underlying child isn't left in a dangling state (i.e. *RUNNING*), but is often not what is being sought.

The typical use case being attempted is to convert the blocking behaviour into a non-blocking behaviour. If the underlying child has no state being modified in either the `initialise()` or `terminate()` methods (e.g. machinery is entirely launched at init or setup time), then conversion to a non-blocking representative of the original succeeds. Otherwise, another approach is needed. Usually this entails writing a non-blocking counterpart, or combination of behaviours to affect the non-blocking characteristics.

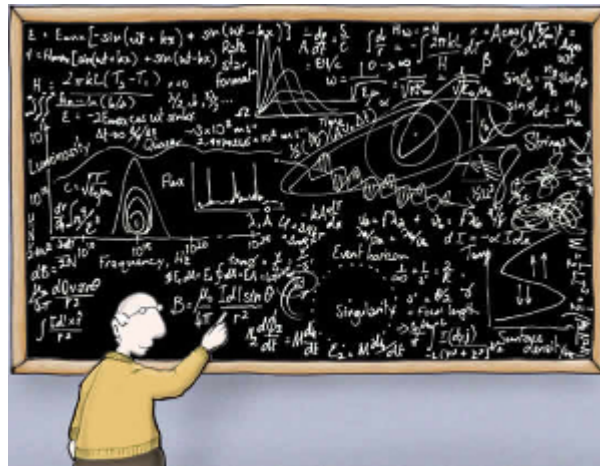


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## Blackboards

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Blackboards are not a necessary component, but are a fairly standard feature in most behaviour tree implementations. See, for example, the [design notes](#) for blackboards in Unreal Engine.



Implementations however, tend to vary quite a bit depending on the needs of the framework using them. Some of the usual considerations include scope and sharing of blackboards across multiple tree instances.

For this package, we've decided to keep blackboards extremely simple to fit with the same 'rapid development for small scale systems' principles that this library is designed for.

- No sharing between tree instances
- No locking for reading/writing
- Global scope, i.e. any behaviour can access any variable
- No external communications (e.g. to a database)

```
class py_trees.blackboard.Blackboard
    Borg style key-value store for sharing amongst behaviours.
```

## Examples

You can instantiate the blackboard from anywhere in your program. Even disconnected calls will get access to the same data store. For example:

```
def check_foo():
    blackboard = Blackboard()
    assert(blackboard.foo, "bar")

if __name__ == '__main__':
    blackboard = Blackboard()
    blackboard.foo = "bar"
    check_foo()
```

If the key value you are interested in is only known at runtime, then you can set/get from the blackboard without the convenient variable style access:

```
blackboard = Blackboard()
result = blackboard.set("foo", "bar")
foo = blackboard.get("foo")
```

The blackboard can also be converted and printed (with highlighting) as a string. This is useful for logging and debugging.

```
print(Blackboard())
```

**Warning:** Be careful of key collisions. This implementation leaves this management up to the user.

### See also:

The *py-trees-demo-blackboard* program demos use of the blackboard along with a couple of the blackboard behaviours.



A library of subtree creators that build complex patterns of behaviours representing common behaviour tree idioms.

Common decision making patterns can often be realised using a specific combination of fundamental behaviours and the blackboard. Even if this somewhat verbosely populates the tree, this is preferable to creating new composite types or overriding existing composites since this will increase tree logic complexity and/or bury details under the hood (both of which add an exponential cost to introspection/visualisation).

In this package these patterns will be referred to as **PyTree Idioms** and in this module you will find convenience functions that assist in creating them.

The subsections below introduce each composite briefly. For a full listing of each composite's methods, visit the [py\\_trees.idioms](#) module api documentation.

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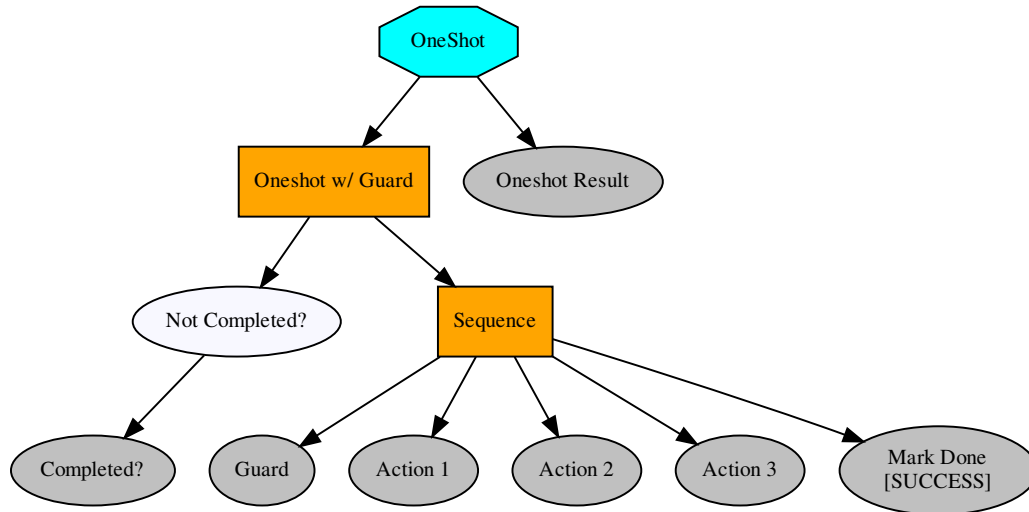
**Tip:** First time through, make sure to follow the link through to relevant demo programs.

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## 6.1 Oneshot

```
idioms.oneshot(variable_name='oneshot', behaviour=<py_trees.meta.Dummy object>, policy=<OneShotPolicy.ON_SUCCESSFUL_COMPLETION: [<Status.SUCCESS: 'SUCCESS'>]>)
```

Ensure that a particular pattern is executed through to completion just once. Thereafter it will just rebound with success.




---

**Note:** Completion on `FAILURE` or on `SUCCESS` only (permits retries if it fails) is determined by the policy.

---

#### Parameters

- **name** (*str*) – the name to use for the oneshot root (selector)
- **variable\_name** (*str*) – name for the flag used on the blackboard (ensure it is unique)
- **behaviour** (*Behaviour*) – single behaviour or composited subtree to oneshot
- **policy** (*OneShotPolicy*) – policy determining when the oneshot should activate

**Returns** the root of the oneshot subtree

**Return type** *Behaviour*

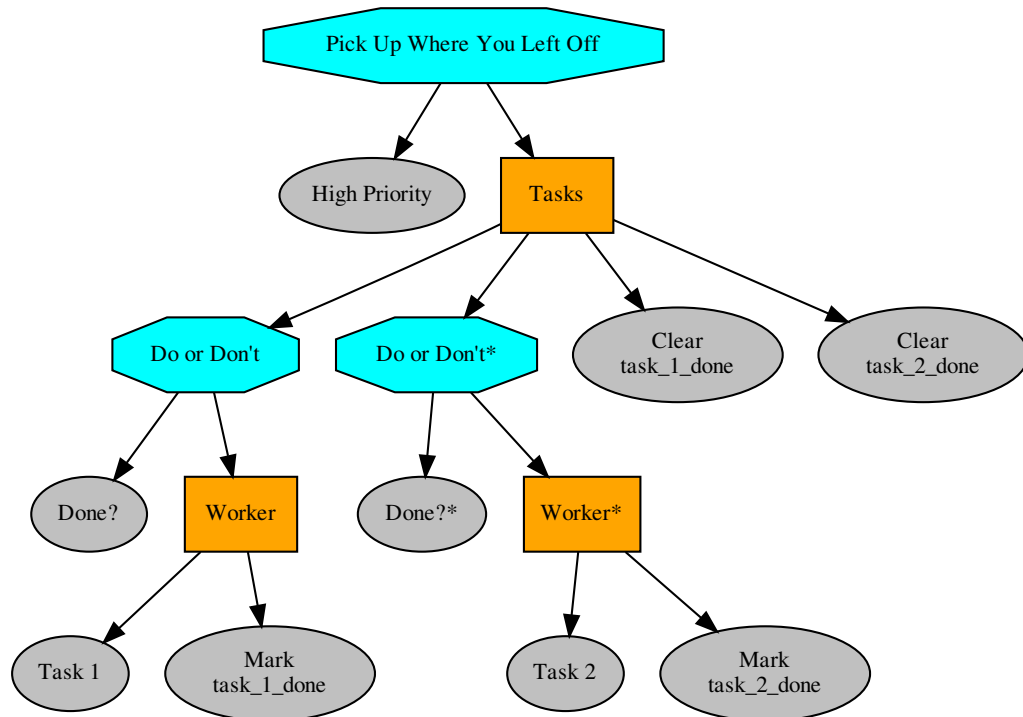
**See also:**

*py\_trees.decorators.OneShot*

## 6.2 Pickup Where You left Off

`idioms.pick_up_where_you_left_off` (*tasks*=[*<py\_trees.meta.Dummy object>*,  
*<py\_trees.meta.Dummy object>*])

Rudely interrupted while enjoying a sandwich, a caveman (just because they wore loincloths does not mean they were not civilised), picks up his club and fends off the sabre-tooth tiger invading his sanctum as if he were swatting away a gnat. Task accomplished, he returns to the joys of munching through the layers of his sandwich.




---

**Note:** There are alternative ways to accomplish this idiom with their pros and cons.

a) The tasks in the sequence could be replaced by a factory behaviour that dynamically checks the state of play and spins up the tasks required each time the task sequence is first entered and invalidates/deletes them when it is either finished or invalidated. That has the advantage of not requiring much of the blackboard machinery here, but disadvantage in not making visible the task sequence itself at all times (i.e. burying details under the hood).

b) A new composite which retains the index between initialisations can also achieve the same pattern with fewer blackboard shenanigans, but suffers from an increased logical complexity cost for your trees (each new composite increases decision making complexity ( $O(n!)$ )).

---

#### Parameters

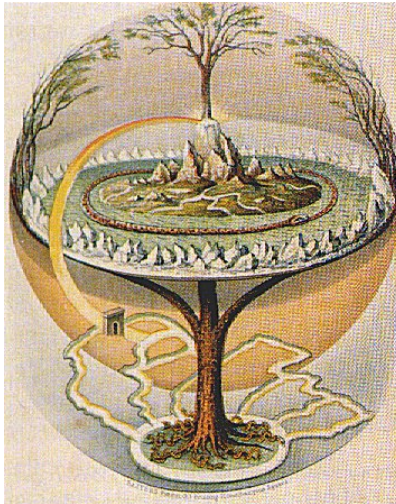
- **name** (*str*) – the name to use for the task sequence behaviour
- **tasks** (*[Behaviour]*) – lists of tasks to be sequentially performed

**Returns** root of the generated subtree

**Return type** *Behaviour*



While a graph of connected behaviours and composites form a tree in their own right (i.e. it can be initialised and ticked), it is usually convenient to wrap your tree in another class to take care of a lot of the housework and provide some extra bells and whistles that make your tree flourish.



This package provides a default reference implementation that is directly usable, but can also be easily used as inspiration for your own tree custodians.

## 7.1 The Behaviour Tree

**class** `py_trees.trees.BehaviourTree` (*root: py\_trees.behaviour.Behaviour*)

Grow, water, prune your behaviour tree with this, the default reference implementation. It features a few enhancements to provide richer logging, introspection and dynamic management of the tree itself:

- Pre and post tick handlers to execute code automatically before and after a tick

- Visitor access to the parts of the tree that were traversed in a tick
- Subtree pruning and insertion operations
- Continuous tick-tock support

**See also:**

The *py-trees-demo-tree-stewardship* program demonstrates the above features.

**Parameters** `root` (*Behaviour*) – root node of the tree

**Variables**

- `count` (`int`) – number of times the tree has been ticked.
- `root` (*Behaviour*) – root node of the tree
- `visitors` (`[visitors]`) – entities that visit traversed parts of the tree when it ticks
- `pre_tick_handlers` (`[func]`) – functions that run before the entire tree is ticked
- `post_tick_handlers` (`[func]`) – functions that run after the entire tree is ticked

**Raises** `TypeError` – if root variable is not an instance of *Behaviour*

## 7.2 Skeleton

The most basic feature of the behaviour tree is its automatic tick-tock. You can `tick_tock()` for a specific number of iterations, or indefinitely and use the `interrupt()` method to stop it.

```

1  #!/usr/bin/env python
2
3  import py_trees
4
5  if __name__ == '__main__':
6
7      root = py_trees.composites.Selector("Selector")
8      high = py_trees.behaviours.Success(name="High Priority")
9      med = py_trees.behaviours.Success(name="Med Priority")
10     low = py_trees.behaviours.Success(name="Low Priority")
11     root.add_children([high, med, low])
12
13     behaviour_tree = py_trees.trees.BehaviourTree(root)
14     behaviour_tree.setup(timeout=15)
15     try:
16         behaviour_tree.tick_tock(
17             sleep_ms=500,
18             number_of_iterations=py_trees.trees.CONTINUOUS_TICK_TOCK,
19             pre_tick_handler=None,
20             post_tick_handler=None
21         )
22     except KeyboardInterrupt:
23         behaviour_tree.interrupt()
```

or create your own loop and tick at your own leisure with the `tick()` method.

## 7.3 Pre/Post Tick Handlers

Pre and post tick handlers can be used to perform some activity on or with the tree immediately before and after ticking. This is mostly useful with the continuous `tick_tock()` mechanism.

This is useful for a variety of purposes:

- logging
- doing introspection on the tree to make reports
- extracting data from the blackboard
- triggering on external conditions to modify the tree (e.g. new plan arrived)

This can be done of course, without locking since the tree won't be ticking while these handlers run. This does however, mean that your handlers should be light. They will be consuming time outside the regular tick period.

The `py-trees-demo-tree-stewardship` program demonstrates a very simple pre-tick handler that just prints a line to stdout notifying the user of the current run. The relevant code:

Listing 1: pre-tick-handler-function

```

1
2
3 def pre_tick_handler(behaviour_tree):
4     """
5     This prints a banner and will run immediately before every tick of the tree.
6
7     Args:
8         behaviour_tree (:class:`~py_trees.trees.BehaviourTree`): the tree custodian
9
10    """
11    print("\n----- Run %s ----- \n" % behaviour_tree.count)

```

Listing 2: pre-tick-handler-adding

```

1 # Rendering
2 #####

```

## 7.4 Visitors

Visitors are entities that can be passed to a tree implementation (e.g. `BehaviourTree`) and used to either visit each and every behaviour in the tree, or visit behaviours as the tree is traversed in an executing tick. At each behaviour, the visitor runs its own method on the behaviour to do as it wishes - logging, introspecting, etc.

**Warning:** Visitors should not modify the behaviours they visit.

The `py-trees-demo-tree-stewardship` program demonstrates the two reference visitor implementations:

- `DebugVisitor` prints debug logging messages to stdout and
- `SnapshotVisitor` collects runtime data to be used by visualisations

Adding visitors to a tree:

```
behaviour_tree = py_trees.trees.BehaviourTree(root)
behaviour_tree.visitors.append(py_trees.visitors.DebugVisitor())
snapshot_visitor = py_trees.visitors.SnapshotVisitor()
behaviour_tree.visitors.append(snapshot_visitor)
```

These visitors are automatically run inside the tree's *tick* method. The former immediately logs to screen, the latter collects information which is then used to display an ascii tree:

```
behaviour_tree.tick()
ascii_tree = py_trees.display.ascii_tree(
    behaviour_tree.root,
    snapshot_information=snapshot_visitor)
)
print(ascii_tree)
```



Behaviour trees are significantly easier to design, monitor and debug with visualisations. Py Trees does provide minimal assistance to render trees to various simple output formats. Currently this includes dot graphs, strings or stdout.

## 8.1 Ascii Trees

You can get a very simple ascii representation of the tree on stdout with `print_ascii_tree()`:

```
py_trees.display.print_ascii_tree(root, indent=0, show_status=False)
```

Print the ASCII representation of an entire behaviour tree.

### Parameters

- **root** (*Behaviour*) – the root of the tree, or subtree you want to show
- **indent** (*int*) – the number of characters to indent the tree
- **show\_status** (*bool*) – additionally show feedback message and status of every element

### Examples

Render a simple tree in ascii format to stdout.

```
Sequence
--> Action 1
--> Action 2
--> Action 3
```

```
root = py_trees.composites.Sequence("Sequence")
for action in ["Action 1", "Action 2", "Action 3"]:
    b = py_trees.behaviours.Count(
        name=action,
```

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```

        fail_until=0,
        running_until=1,
        success_until=10)
    root.add_child(b)
py_trees.display.print_ascii_tree(root)

```

**Tip:** To additionally display status and feedback message from every behaviour in the tree, simply set the `show_status` flag to `True`.

## 8.2 Ascii Trees (Runtime)

When a tree is ticking, it is important to be able to catch the status and feedback message from each behaviour that has been traversed. You can do this by using the `SnapshotVisitor` in conjunction with the `ascii_tree()` function:

```
py_trees.display.ascii_tree(tree, indent=0, snapshot_information=None)
```

Build an ascii tree representation as a string for redirecting to elsewhere other than stdout. This can be the entire tree, or a recorded snapshot of the tree (i.e. just the part that was traversed).

### Parameters

- **tree** (*Behaviour*) – the root of the tree, or subtree you want to show
- **indent** (*int*) – the number of characters to indent the tree
- **snapshot\_information** (*visitors*) – a visitor that recorded information about a traversed tree (e.g. `SnapshotVisitor`)
- **snapshot\_information** – a visitor that recorded information about a traversed tree (e.g. `SnapshotVisitor`)

**Returns** an ascii tree (i.e. in string form)

**Return type** `str`

### Examples

Use the `SnapshotVisitor` and `BehaviourTree` to generate snapshot information at each tick and feed that to a post tick handler that will print the traversed ascii tree complete with status and feedback messages.

```

Sequence [*]
--> Action 1 [*] -- running
--> Action 2 [-]
--> Action 3 [-]

```

```

def post_tick_handler(snapshot_visitor, behaviour_tree):
    print(py_trees.display.ascii_tree(behaviour_tree.root,
        snapshot_information=snapshot_visitor))

root = py_trees.composites.Sequence("Sequence")
for action in ["Action 1", "Action 2", "Action 3"]:
    b = py_trees.behaviours.Count(
        name=action,

```

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```
        fail_until=0,
        running_until=1,
        success_until=10)
    root.add_child(b)
behaviour_tree = py_trees.trees.BehaviourTree(root)
snapshot_visitor = py_trees.visitors.SnapshotVisitor()
behaviour_tree.add_post_tick_handler(
    functools.partial(post_tick_handler,
                      snapshot_visitor))
behaviour_tree.visitors.append(snapshot_visitor)
```

## 8.3 Render to File (Dot/SVG/PNG)

### API

You can render trees into dot/png/svg files simply by calling the `render_dot_tree()` function.

Should you wish to capture the dot graph result directly (as a dot graph object), use the `generate_pydot_graph()` method.

### Command Line Utility

You can also render any exposed method in your python packages that creates a tree and returns the root of the tree from the command line using the `py-trees-render` program.

### Blackboxes and Visibility Levels

There is also an experimental feature that allows you to flag behaviours as blackboxes with multiple levels of granularity. This is purely for the purposes of showing different levels of detail in rendered dot graphs. A fully rendered dot graph with hundreds of behaviours is not of much use when wanting to visualise the big picture.

The `py-trees-demo-dot-graphs` program serves as a self-contained example of this feature.



---

### Surviving the Crazy Hospital

---

Your behaviour trees are misbehaving or your subtree designs seem overly obtuse? This page can help you stay focused on what is important. . . staying out of the padded room.



---

**Note:** Many of these guidelines we've evolved from trial and error and are almost entirely driven by a need to avoid a burgeoning complexity (aka *flying spaghetti monster*). Feel free to experiment and provide us with your insights here as well!

---

#### 9.1 Behaviours

- Keep the constructor minimal so you can instantiate the behaviour for offline rendering
- Put hardware or other runtime specific initialisation in `setup()`
- Update `feedback_message` for *significant events* only so you don't end up with too much noise
- The `update()` method must be light and non-blocking so a tree can keep ticking over

- Keep the scope of a single behaviour tight and focused, deploy larger concepts as subtrees

## 9.2 Composites

- Avoid creating new composites, this increases the decision complexity by an order of magnitude
- Don't subclass merely to auto-populate it, build a `create_<xyz>_subtree()` library instead

## 9.3 Trees

- Make sure your pre/post tick handlers and visitors are all very light.
- A good tick-tock rate for higher level decision making is around 500ms.

---

## Terminology

---

**blocking** A behaviour is sometimes referred to as a ‘blocking’ behaviour. Technically, the execution of a behaviour should be non-blocking (i.e. the tick part), however when it’s progress from ‘RUNNING’ to ‘FAILURE/SUCCESS’ takes more than one tick, we say that the behaviour itself is blocking. In short, *blocking* == *RUNNING*.

### fsm

**flying spaghetti monster** Whilst a serious religious entity in his own right (see [pastafarianism](#)), it’s also very easy to imagine your code become a spiritual flying spaghetti monster if left unchecked:

```

_ _ (o) _ (o) _ _
.\` : _ F S M _ : ' \ _ ,
 / ( `----' \ ` - .
 , - ` _ )      ( _ ,

```

### tick

### ticks

**ticking** A key feature of behaviours and their trees is in the way they *tick*. A tick is merely an execution slice, similar to calling a function once, or executing a loop in a control program once.

When a **behaviour** ticks, it is executing a small, non-blocking chunk of code that checks a variable or triggers/monitors/returns the result of an external action.

When a **behaviour tree** ticks, it traverses the behaviours (starting at the root of the tree), ticking each behaviour, catching its result and then using that result to make decisions on the direction the tree traversal will take. This is the decision part of the tree. Once the traversal ends back at the root, the tick is over.

Once a tick is done..you can stop for breath! In this space you can pause to avoid eating the cpu, send some statistics out to a monitoring program, manipulate the underlying blackboard (data), ... At no point does the traversal of the tree get mired in execution - it’s just in and out and then stop for a coffee. This is absolutely awesome - without this it would be a concurrent mess of locks and threads.

Always keep in mind that your behaviours’ executions must be light. There is no parallelising here and your tick time needs to remain small. The tree should be solely about decision making, not doing any actual blocking

work. Any blocking work should be happening somewhere else with a behaviour simply in charge of starting/monitoring and catching the result of that work.

Add an image of a ticking tree here.



---

**Tip:** For hints and guidelines, you might also like to browse *Surviving the Crazy Hospital*.

---

### **Will there be a c++ implementation?**

Certainly feasible and if there's a need. If such a thing should come to pass though, the c++ implementation should compliment this one. That is, it should focus on decision making for systems with low latency and reactive requirements. It would use triggers to tick the tree instead of tick-tock and a few other tricks that have evolved in the gaming industry over the last few years. Having a c++ implementation for use in the control layer of a robotics system would be a driving use case.



## 12.1 py-trees-demo-action-behaviour

Demonstrates the characteristics of a typical 'action' behaviour.

- Mocks an external process and connects to it in the `setup()` method
- Kickstarts new goals with the external process in the `initialise()` method
- Monitors the ongoing goal status in the `update()` method
- Determines RUNNING/SUCCESS pending feedback from the external process

```
usage: py-trees-demo-action-behaviour [-h]
```

**class** `py_trees.demos.action.Action` (*name='Action'*)

Bases: `py_trees.behaviour.Behaviour`

Connects to a subprocess to initiate a goal, and monitors the progress of that goal at each tick until the goal is completed, at which time the behaviour itself returns with success or failure (depending on success or failure of the goal itself).

This is typical of a behaviour that is connected to an external process responsible for driving hardware, conducting a plan, or a long running processing pipeline (e.g. planning/vision).

Key point - this behaviour itself should not be doing any work!

**\_\_init\_\_** (*name='Action'*)

Default construction.

**initialise** ()

Reset a counter variable.

**setup** ()

No delayed initialisation required for this example.

**terminate** (*new\_status*)

Nothing to clean up in this example.

**update** ()

Increment the counter and decide upon a new status result for the behaviour.

`py_trees.demos.action.main()`

Entry point for the demo script.

`py_trees.demos.action.planning(pipe_connection)`

Emulates an external process which might accept long running planning jobs.

Listing 1: `py_trees/demos/action.py`

```

1  #!/usr/bin/env python
2  #
3  # License: BSD
4  #   https://raw.githubusercontent.com/stonier/py_trees/devel/LICENSE
5  #
6  #####
7  # Documentation
8  #####
9
10 """
11 .. argparse::
12     :module: py_trees.demos.action
13     :func: command_line_argument_parser
14     :prog: py-trees-demo-action-behaviour
15
16 .. image:: images/action.gif
17 """
18
19 #####
20 # Imports
21 #####
22
23 import argparse
24 import atexit
25 import multiprocessing
26 import py_trees.common
27 import time
28
29 import py_trees.console as console
30
31 #####
32 # Classes
33 #####
34
35
36 def description():
37     content = "Demonstrates the characteristics of a typical 'action' behaviour.\n"
38     content += "\n"
39     content += "* Mocks an external process and connects to it in the setup() method\n
↳"
40     content += "* Kickstarts new goals with the external process in the initialise()_
↳method\n"
41     content += "* Monitors the ongoing goal status in the update() method\n"
42     content += "* Determines RUNNING/SUCCESS pending feedback from the external_
↳process\n"

```

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```

43
44     if py_trees.console.has_colours:
45         banner_line = console.green + "*" * 79 + "\n" + console.reset
46         s = "\n"
47         s += banner_line
48         s += console.bold_white + "Action Behaviour".center(79) + "\n" + console.reset
49         s += banner_line
50         s += "\n"
51         s += content
52         s += "\n"
53         s += banner_line
54     else:
55         s = content
56     return s
57
58
59 def epilog():
60     if py_trees.console.has_colours:
61         return console.cyan + "And his noodly appendage reached forth to tickle the_
↳blessed...\n" + console.reset
62     else:
63         return None
64
65
66 def command_line_argument_parser():
67     return argparse.ArgumentParser(description=description(),
68                                   epilog=epilog(),
69                                   formatter_class=argparse.
↳RawDescriptionHelpFormatter,
70                                   )
71
72
73 def planning(pipe_connection):
74     """
75     Emulates an external process which might accept long running planning jobs.
76     """
77     idle = True
78     percentage_complete = 0
79     try:
80         while(True):
81             if pipe_connection.poll():
82                 pipe_connection.recv()
83                 percentage_complete = 0
84                 idle = False
85             if not idle:
86                 percentage_complete += 10
87                 pipe_connection.send([percentage_complete])
88                 if percentage_complete == 100:
89                     idle = True
90                 time.sleep(0.5)
91     except KeyboardInterrupt:
92         pass
93
94
95 class Action(py_trees.behaviour.Behaviour):
96     """
97     Connects to a subprocess to initiate a goal, and monitors the progress

```

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```

98     of that goal at each tick until the goal is completed, at which time
99     the behaviour itself returns with success or failure (depending on
100    success or failure of the goal itself).
101
102    This is typical of a behaviour that is connected to an external process
103    responsible for driving hardware, conducting a plan, or a long running
104    processing pipeline (e.g. planning/vision).
105
106    Key point - this behaviour itself should not be doing any work!
107    """
108    def __init__(self, name="Action"):
109        """
110        Default construction.
111        """
112        super(Action, self).__init__(name)
113        self.logger.debug("%s.__init__() " % (self.__class__.__name__))
114
115    def setup(self):
116        """
117        No delayed initialisation required for this example.
118        """
119        self.logger.debug("%s.setup()->connections to an external process" % (self.__
120    ↪class__.__name__))
121        self.parent_connection, self.child_connection = multiprocessing.Pipe()
122        self.planning = multiprocessing.Process(target=planning, args=(self.child_
123    ↪connection,))
124        atexit.register(self.planning.terminate)
125        self.planning.start()
126
127    def initialise(self):
128        """
129        Reset a counter variable.
130        """
131        self.logger.debug("%s.initialise()->sending new goal" % (self.__class__.__
132    ↪name__))
133        self.parent_connection.send(['new goal'])
134        self.percentage_completion = 0
135
136    def update(self):
137        """
138        Increment the counter and decide upon a new status result for the behaviour.
139        """
140        new_status = py_trees.common.Status.RUNNING
141        if self.parent_connection.poll():
142            self.percentage_completion = self.parent_connection.recv().pop()
143            if self.percentage_completion == 100:
144                new_status = py_trees.common.Status.SUCCESS
145            if new_status == py_trees.common.Status.SUCCESS:
146                self.feedback_message = "Processing finished"
147                self.logger.debug("%s.update() [%s->%s] [%s]" % (self.__class__.__name__,
148    ↪self.status, new_status, self.feedback_message))
149            else:
150                self.feedback_message = "{0}%".format(self.percentage_completion)
151                self.logger.debug("%s.update() [%s] [%s]" % (self.__class__.__name__, self.
152    ↪status, self.feedback_message))
153            return new_status

```

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```

150     def terminate(self, new_status):
151         """
152         Nothing to clean up in this example.
153         """
154         self.logger.debug("%s.terminate()[%s->%s]" % (self.__class__.__name__, self.
↪status, new_status))
155
156
157     #####
158     # Main
159     #####
160
161     def main():
162         """
163         Entry point for the demo script.
164         """
165         command_line_argument_parser().parse_args()
166
167         print(description())
168
169         py_trees.logging.level = py_trees.logging.Level.DEBUG
170
171         action = Action()
172         action.setup()
173         try:
174             for unused_i in range(0, 12):
175                 action.tick_once()
176                 time.sleep(0.5)
177             print("\n")
178         except KeyboardInterrupt:
179             pass

```

## 12.2 py-trees-demo-behaviour-lifecycle

Demonstrates a typical day in the life of a behaviour.

This behaviour will count from 1 to 3 and then reset and repeat. As it does so, it logs and displays the methods as they are called - construction, setup, initialisation, ticking and termination.

```
usage: py-trees-demo-behaviour-lifecycle [-h]
```

**class** `py_trees.demos.lifecycle.Counter` (*name='Counter'*)

Bases: `py_trees.behaviour.Behaviour`

Simple counting behaviour that facilitates the demonstration of a behaviour in the demo behaviours lifecycle program.

- Increments a counter from zero at each tick
- Finishes with success if the counter reaches three
- Resets the counter in the initialise() method.

`__init__` (*name='Counter'*)  
Default construction.

**initialise()**  
 Reset a counter variable.

**setup()**  
 No delayed initialisation required for this example.

**terminate(*new\_status*)**  
 Nothing to clean up in this example.

**update()**  
 Increment the counter and decide upon a new status result for the behaviour.

`py_trees.demos.lifecycle.main()`  
 Entry point for the demo script.

Listing 2: `py_trees/demos/lifecycle.py`

```

1  #!/usr/bin/env python
2  #
3  # License: BSD
4  #   https://raw.githubusercontent.com/stonier/py_trees/devel/LICENSE
5  #
6  #####
7  # Documentation
8  #####
9
10 """
11 .. argparse::
12     :module: py_trees.demos.lifecycle
13     :func: command_line_argument_parser
14     :prog: py-trees-demo-behaviour-lifecycle
15
16 .. image:: images/lifecycle.gif
17 """
18
19 #####
20 # Imports
21 #####
22
23 import argparse
24 import py_trees
25 import time
26
27 import py_trees.console as console
28
29 #####
30 # Classes
31 #####
32
33
34 def description():
35     content = "Demonstrates a typical day in the life of a behaviour.\n\n"
36     content += "This behaviour will count from 1 to 3 and then reset and repeat. As
↳it does\n"
37     content += "so, it logs and displays the methods as they are called -
↳construction, setup,\n"
38     content += "initialisation, ticking and termination.\n"
39     if py_trees.console.has_colours:
40         banner_line = console.green + "*" * 79 + "\n" + console.reset

```

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```

41     s = "\n"
42     s += banner_line
43     s += console.bold_white + "Behaviour Lifecycle".center(79) + "\n" + console.
↳reset
44     s += banner_line
45     s += "\n"
46     s += content
47     s += "\n"
48     s += banner_line
49     else:
50         s = content
51     return s
52
53
54 def epilog():
55     if py_trees.console.has_colours:
56         return console.cyan + "And his noodly appendage reached forth to tickle the_
↳blessed...\n" + console.reset
57     else:
58         return None
59
60
61 def command_line_argument_parser():
62     return argparse.ArgumentParser(description=description(),
63                                   epilog=epilog(),
64                                   formatter_class=argparse.
↳RawDescriptionHelpFormatter,
65                                   )
66
67
68 class Counter(py_trees.behaviour.Behaviour):
69     """
70     Simple counting behaviour that facilitates the demonstration of a behaviour in
71     the demo behaviours lifecycle program.
72
73     * Increments a counter from zero at each tick
74     * Finishes with success if the counter reaches three
75     * Resets the counter in the initialise() method.
76     """
77     def __init__(self, name="Counter"):
78         """
79         Default construction.
80         """
81         super(Counter, self).__init__(name)
82         self.logger.debug("%s.__init__() " % (self.__class__.__name__))
83
84     def setup(self):
85         """
86         No delayed initialisation required for this example.
87         """
88         self.logger.debug("%s.setup()" % (self.__class__.__name__))
89
90     def initialise(self):
91         """
92         Reset a counter variable.
93         """
94         self.logger.debug("%s.initialise()" % (self.__class__.__name__))

```

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```

95     self.counter = 0
96
97     def update(self):
98         """
99         Increment the counter and decide upon a new status result for the behaviour.
100        """
101        self.counter += 1
102        new_status = py_trees.common.Status.SUCCESS if self.counter == 3 else py_
↪trees.common.Status.RUNNING
103        if new_status == py_trees.common.Status.SUCCESS:
104            self.feedback_message = "counting...{0} - phew, thats enough for today".
↪format(self.counter)
105        else:
106            self.feedback_message = "still counting"
107            self.logger.debug("%s.update() [%s->%s] [%s]" % (self.__class__.__name__, self.
↪status, new_status, self.feedback_message))
108            return new_status
109
110        def terminate(self, new_status):
111            """
112            Nothing to clean up in this example.
113            """
114            self.logger.debug("%s.terminate() [%s->%s]" % (self.__class__.__name__, self.
↪status, new_status))
115
116
117 #####
118 # Main
119 #####
120
121 def main():
122     """
123     Entry point for the demo script.
124     """
125     command_line_argument_parser().parse_args()
126
127     print(description())
128
129     py_trees.logging.level = py_trees.logging.Level.DEBUG
130
131     counter = Counter()
132     counter.setup()
133     try:
134         for unused_i in range(0, 7):
135             counter.tick_once()
136             time.sleep(0.5)
137         print("\n")
138     except KeyboardInterrupt:
139         print("")
140         pass

```

## 12.3 py-trees-demo-blackboard

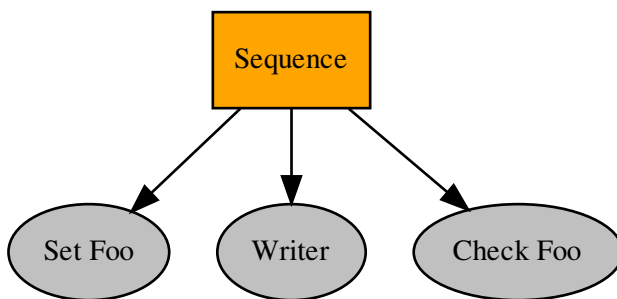
Demonstrates usage of the blackboard and related behaviours.

A sequence is populated with a default set blackboard variable behaviour, a custom write to blackboard behaviour that writes a more complicated structure, and finally a default check blackboard variable behaviour that looks for the first variable.

```
usage: py-trees-demo-blackboard [-h] [-r]
```

### 12.3.1 Named Arguments

**-r, --render**            render dot tree to file  
                           Default: False



```
class py_trees.demos.blackboard.BlackboardWriter (name='Writer')
    Bases: py_trees.behaviour.Behaviour
```

Custom writer that submits a more complicated variable to the blackboard.

```
__init__ (name='Writer')
    Initialize self. See help(type(self)) for accurate signature.
```

```
update ()
    Write a dictionary to the blackboard and return SUCCESS.
```

```
py_trees.demos.blackboard.main ()
    Entry point for the demo script.
```

Listing 3: py\_trees/demos/blackboard.py

```

1  #!/usr/bin/env python
2  #
3  # License: BSD
4  #   https://raw.githubusercontent.com/stonier/py_trees/devel/LICENSE
5  #
6  #####
7  # Documentation
8  #####
9
10 """
```

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```

11 .. argparse::
12     :module: py_trees.demos.blackboard
13     :func: command_line_argument_parser
14     :prog: py-trees-demo-blackboard
15
16 .. graphviz:: dot/demo-blackboard.dot
17
18 .. image:: images/blackboard.gif
19 """
20
21 #####
22 # Imports
23 #####
24
25 import argparse
26 import py_trees
27 import sys
28
29 import py_trees.console as console
30
31 #####
32 # Classes
33 #####
34
35
36 def description():
37     content = "Demonstrates usage of the blackboard and related behaviours.\n"
38     content += "\n"
39     content += "A sequence is populated with a default set blackboard variable\n"
40     content += "behaviour, a custom write to blackboard behaviour that writes\n"
41     content += "a more complicated structure, and finally a default check\n"
42     content += "blackboard variable behaviour that looks for the first variable.\n"
43
44     if py_trees.console.has_colours:
45         banner_line = console.green + "*" * 79 + "\n" + console.reset
46         s = "\n"
47         s += banner_line
48         s += console.bold_white + "Blackboard".center(79) + "\n" + console.reset
49         s += banner_line
50         s += "\n"
51         s += content
52         s += "\n"
53         s += banner_line
54     else:
55         s = content
56     return s
57
58
59 def epilog():
60     if py_trees.console.has_colours:
61         return console.cyan + "And his noodly appendage reached forth to tickle the_
↵blessed...\n" + console.reset
62     else:
63         return None
64
65
66 def command_line_argument_parser():

```

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```

67     parser = argparse.ArgumentParser(description=description(),
68                                     epilog=epilog(),
69                                     formatter_class=argparse.
↪RawDescriptionHelpFormatter,
70                                     )
71     parser.add_argument('-r', '--render', action='store_true', help='render dot tree_
↪to file')
72     return parser
73
74
75 class BlackboardWriter(py_trees.behaviour.Behaviour):
76     """
77     Custom writer that submits a more complicated variable to the blackboard.
78     """
79     def __init__(self, name="Writer"):
80         super(BlackboardWriter, self).__init__(name)
81         self.logger.debug("%s.__init__() " % (self.__class__.__name__))
82         self.blackboard = py_trees.blackboard.Blackboard()
83
84     def update(self):
85         """
86         Write a dictionary to the blackboard and return :data:`~py_trees.common.
↪Status.SUCCESS`.
87         """
88         self.logger.debug("%s.update()" % (self.__class__.__name__))
89         self.blackboard.spaghetti = {"type": "Gnocchi", "quantity": 2}
90         return py_trees.common.Status.SUCCESS
91
92
93 def create_root():
94     root = py_trees.composites.Sequence("Sequence")
95     set_blackboard_variable = py_trees.blackboard.SetBlackboardVariable(name="Set Foo
↪", variable_name="foo", variable_value="bar")
96     write_blackboard_variable = BlackboardWriter(name="Writer")
97     check_blackboard_variable = py_trees.blackboard.CheckBlackboardVariable(name=
↪"Check Foo", variable_name="foo", expected_value="bar")
98     root.add_children([set_blackboard_variable, write_blackboard_variable, check_
↪blackboard_variable])
99     return root
100
101
102 #####
103 # Main
104 #####
105
106 def main():
107     """
108     Entry point for the demo script.
109     """
110     args = command_line_argument_parser().parse_args()
111     print(description())
112     py_trees.logging.level = py_trees.logging.Level.DEBUG
113
114     root = create_root()
115
116     #####
117     # Rendering

```

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```
118 #####
119 if args.render:
120     py_trees.display.render_dot_tree(tree)
121     sys.exit()
122
123 #####
124 # Execute
125 #####
126 root.setup_with_descendants()
127 print("\n----- Tick 0 ----- \n")
128 root.tick_once()
129 print("\n")
130 py_trees.display.print_ascii_tree(root, show_status=True)
131 print("\n")
132 print(py_trees.blackboard.Blackboard())
```

## 12.4 py-trees-demo-context-switching

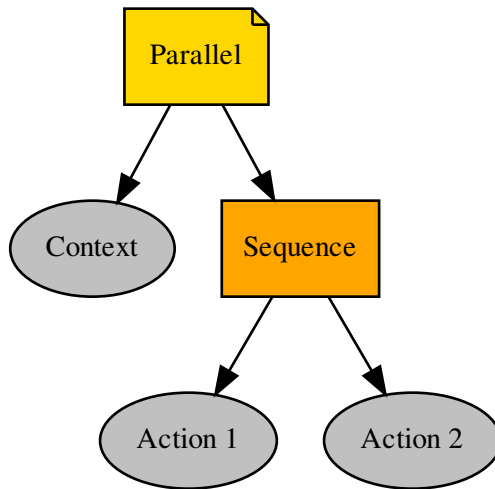
Demonstrates context switching with parallels and sequences.

A context switching behaviour is run in parallel with a work sequence. Switching the context occurs in the `initialise()` and `terminate()` methods of the context switching behaviour. Note that whether the sequence results in failure or success, the context switch behaviour will always call the `terminate()` method to restore the context. It will also call `terminate()` to restore the context in the event of a higher priority parent cancelling this parallel subtree.

```
usage: py-trees-demo-context-switching [-h] [-r]
```

### 12.4.1 Named Arguments

<b>-r, --render</b>	render dot tree to file
	Default: False



```
class py_trees.demos.context_switching.ContextSwitch (name='ContextSwitch')
  Bases: py_trees.behaviour.Behaviour
```

An example of a context switching class that sets (in `initialise()`) and restores a context (in `terminate()`). Use in parallel with a sequence/subtree that does the work while in this context.

**Attention:** Simply setting a pair of behaviours (set and reset context) on either end of a sequence will not suffice for context switching. In the case that one of the work behaviours in the sequence fails, the final reset context switch will never trigger.

```
__init__ (name='ContextSwitch')
  Initialize self. See help(type(self)) for accurate signature.

initialise ()
  Backup and set a new context.

terminate (new_status)
  Restore the context with the previously backed up context.

update ()
  Just returns RUNNING while it waits for other activities to finish.

py_trees.demos.context_switching.main ()
  Entry point for the demo script.
```

Listing 4: `py_trees/demos/context_switching.py`

```
1 #!/usr/bin/env python
2 #
3 # License: BSD
4 # https://raw.githubusercontent.com/stonier/py\_trees/devel/LICENSE
```

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```

5 #
6 #####
7 # Documentation
8 #####
9
10 """
11 .. argparse::
12     :module: py_trees.demos.context_switching
13     :func: command_line_argument_parser
14     :prog: py-trees-demo-context-switching
15
16 .. graphviz:: dot/demo-context_switching.dot
17
18 .. image:: images/context_switching.gif
19 """
20
21 #####
22 # Imports
23 #####
24
25 import argparse
26 import py_trees
27 import sys
28 import time
29
30 import py_trees.console as console
31
32 #####
33 # Classes
34 #####
35
36
37 def description():
38     content = "Demonstrates context switching with parallels and sequences.\n"
39     content += "\n"
40     content += "A context switching behaviour is run in parallel with a work sequence.
↳\n"
41     content += "Switching the context occurs in the initialise() and terminate()
↳methods\n"
42     content += "of the context switching behaviour. Note that whether the sequence
↳results\n"
43     content += "in failure or success, the context switch behaviour will always call
↳the\n"
44     content += "terminate() method to restore the context. It will also call
↳terminate()\n"
45     content += "to restore the context in the event of a higher priority parent
↳cancelling\n"
46     content += "this parallel subtree.\n"
47     if py_trees.console.has_colours:
48         banner_line = console.green + "*" * 79 + "\n" + console.reset
49         s = "\n"
50         s += banner_line
51         s += console.bold_white + "Context Switching".center(79) + "\n" + console.
↳reset
52         s += banner_line
53         s += "\n"
54         s += content

```

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```

55     s += "\n"
56     s += banner_line
57     else:
58         s = content
59     return s
60
61
62 def epilog():
63     if py_trees.console.has_colours:
64         return console.cyan + "And his noodly appendage reached forth to tickle the_
↳blessed...\n" + console.reset
65     else:
66         return None
67
68
69 def command_line_argument_parser():
70     parser = argparse.ArgumentParser(description=description(),
71                                     epilog=epilog(),
72                                     formatter_class=argparse.
↳RawDescriptionHelpFormatter,
73                                     )
74     parser.add_argument('-r', '--render', action='store_true', help='render dot tree_
↳to file')
75     return parser
76
77
78 class ContextSwitch(py_trees.behaviour.Behaviour):
79     """
80     An example of a context switching class that sets (in ``initialise()``)
81     and restores a context (in ``terminate()``). Use in parallel with a
82     sequence/subtree that does the work while in this context.
83
84     .. attention:: Simply setting a pair of behaviours (set and reset context) on
85     either end of a sequence will not suffice for context switching. In the case
86     that one of the work behaviours in the sequence fails, the final reset context
87     switch will never trigger.
88
89     """
90     def __init__(self, name="ContextSwitch"):
91         super(ContextSwitch, self).__init__(name)
92         self.feedback_message = "no context"
93
94     def initialise(self):
95         """
96         Backup and set a new context.
97         """
98         self.logger.debug("%s.initialise()[switch context]" % (self.__class__.__name__
↳))
99         # Some actions that:
100         # 1. retrieve the current context from somewhere
101         # 2. cache the context internally
102         # 3. apply a new context
103         self.feedback_message = "new context"
104
105     def update(self):
106         """
107         Just returns RUNNING while it waits for other activities to finish.

```

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```

108         """
109         self.logger.debug("%s.update() [RUNNING] [%s]" % (self.__class__.__name__, self.
↳feedback_message))
110         return py_trees.common.Status.RUNNING
111
112     def terminate(self, new_status):
113         """
114         Restore the context with the previously backed up context.
115         """
116         self.logger.debug("%s.terminate() [%s->%s][restore context]" % (self.__class__.
↳__name__, self.status, new_status))
117         # Some actions that:
118         # 1. restore the cached context
119         self.feedback_message = "restored context"
120
121
122     def create_root():
123         root = py_trees.composites.Parallel(name="Parallel", policy=py_trees.common.
↳ParallelPolicy.SuccessOnOne())
124         context_switch = ContextSwitch(name="Context")
125         sequence = py_trees.composites.Sequence(name="Sequence")
126         for job in ["Action 1", "Action 2"]:
127             success_after_two = py_trees.behaviours.Count(name=job,
128                                                         fail_until=0,
129                                                         running_until=2,
130                                                         success_until=10)
131             sequence.add_child(success_after_two)
132         root.add_child(context_switch)
133         root.add_child(sequence)
134         return root
135
136
137     #####
138     # Main
139     #####
140
141     def main():
142         """
143         Entry point for the demo script.
144         """
145         args = command_line_argument_parser().parse_args()
146         print(description())
147         py_trees.logging.level = py_trees.logging.Level.DEBUG
148
149         root = create_root()
150
151         #####
152         # Rendering
153         #####
154         if args.render:
155             py_trees.display.render_dot_tree(root)
156             sys.exit()
157
158         #####
159         # Execute
160         #####
161         root.setup_with_descendants()

```

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```

162 for i in range(1, 6):
163     try:
164         print("\n----- Tick {0} -----".format(i))
165         root.tick_once()
166         print("\n")
167         py_trees.display.print_ascii_tree(root, show_status=True)
168         time.sleep(1.0)
169     except KeyboardInterrupt:
170         break
171 print("\n")

```

## 12.5 py-trees-demo-dot-graphs

Renders a dot graph for a simple tree, with blackboxes.

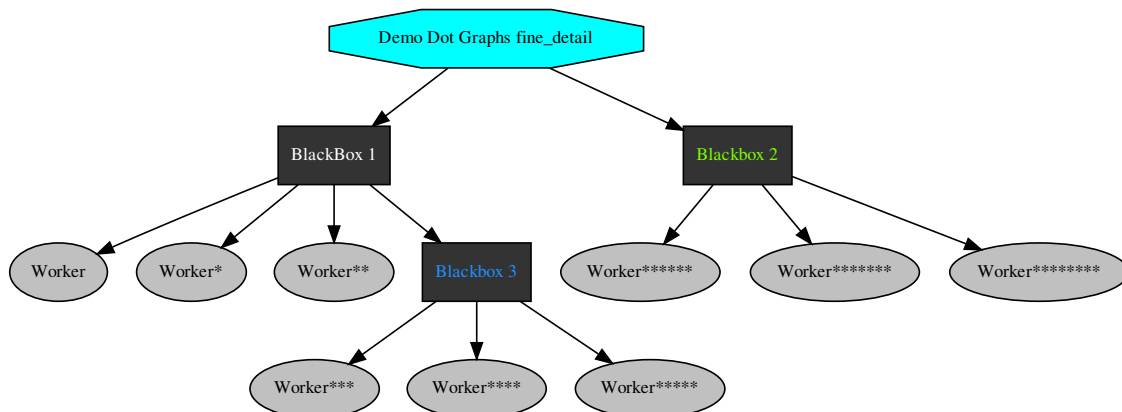
```

usage: py-trees-demo-dot-graphs [-h]
                                [-l {all,fine_detail,detail,component,big_picture}]

```

### 12.5.1 Named Arguments

**-l, --level** Possible choices: all, fine\_detail, detail, component, big\_picture  
visibility level  
Default: "fine\_detail"



`py_trees.demos.dot_graphs.main()`  
Entry point for the demo script.

Listing 5: `py_trees/demos/dot_graphs.py`

```

1 #!/usr/bin/env python
2 #

```

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```

3 # License: BSD
4 #   https://raw.githubusercontent.com/stonier/py_trees/devel/LICENSE
5 #
6 #####
7 # Documentation
8 #####
9
10 """
11 .. argparse::
12     :module: py_trees.demos.dot_graphs
13     :func: command_line_argument_parser
14     :prog: py-trees-demo-dot-graphs
15
16 .. graphviz:: dot/demo-dot-graphs.dot
17
18 """
19
20 #####
21 # Imports
22 #####
23
24 import argparse
25 import subprocess
26 import py_trees
27
28 import py_trees.console as console
29
30 #####
31 # Classes
32 #####
33
34
35 def description():
36     name = "py-trees-demo-dot-graphs"
37     content = "Renders a dot graph for a simple tree, with blackboxes.\n"
38     if py_trees.console.has_colours:
39         banner_line = console.green + "*" * 79 + "\n" + console.reset
40         s = "\n"
41         s += banner_line
42         s += console.bold_white + "Dot Graphs".center(79) + "\n" + console.reset
43         s += banner_line
44         s += "\n"
45         s += content
46         s += "\n"
47         s += console.white
48         s += console.bold + "    Generate Full Dot Graph" + console.reset + "\n"
49         s += "\n"
50         s += console.cyan + "        {0}".format(name) + console.reset + "\n"
51         s += "\n"
52         s += console.bold + "    With Varying Visibility Levels" + console.reset + "\n
↪ "
53         s += "\n"
54         s += console.cyan + "        {0}".format(name) + console.yellow + " --
↪ level=all" + console.reset + "\n"
55         s += console.cyan + "        {0}".format(name) + console.yellow + " --
↪ level=detail" + console.reset + "\n"
56         s += console.cyan + "        {0}".format(name) + console.yellow + " --
↪ level=component" + console.reset + "\n"

```

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```

57     s += console.cyan + "          {0}".format(name) + console.yellow + " --
↳level=big_picture" + console.reset + "\n"
58     s += "\n"
59     s += banner_line
60     else:
61         s = content
62     return s
63
64
65 def epilog():
66     if py_trees.console.has_colours:
67         return console.cyan + "And his noodly appendage reached forth to tickle the_
↳blessed...\n" + console.reset
68     else:
69         return None
70
71
72 def command_line_argument_parser():
73     parser = argparse.ArgumentParser(description=description(),
74                                     epilog=epilog(),
75                                     formatter_class=argparse.
↳RawDescriptionHelpFormatter,
76                                     )
77     parser.add_argument('-l', '--level', action='store',
78                         default='fine_detail',
79                         choices=['all', 'fine_detail', 'detail', 'component', 'big_
↳picture'],
80                         help='visibility level')
81     return parser
82
83
84 def create_tree(level):
85     root = py_trees.composites.Selector("Demo Dot Graphs %s" % level)
86     first_blackbox = py_trees.composites.Sequence("BlackBox 1")
87     first_blackbox.add_child(py_trees.behaviours.Running("Worker"))
88     first_blackbox.add_child(py_trees.behaviours.Running("Worker"))
89     first_blackbox.add_child(py_trees.behaviours.Running("Worker"))
90     first_blackbox.blackbox_level = py_trees.common.BlackBoxLevel.BIG_PICTURE
91     second_blackbox = py_trees.composites.Sequence("Blackbox 2")
92     second_blackbox.add_child(py_trees.behaviours.Running("Worker"))
93     second_blackbox.add_child(py_trees.behaviours.Running("Worker"))
94     second_blackbox.add_child(py_trees.behaviours.Running("Worker"))
95     second_blackbox.blackbox_level = py_trees.common.BlackBoxLevel.COMPONENT
96     third_blackbox = py_trees.composites.Sequence("Blackbox 3")
97     third_blackbox.add_child(py_trees.behaviours.Running("Worker"))
98     third_blackbox.add_child(py_trees.behaviours.Running("Worker"))
99     third_blackbox.add_child(py_trees.behaviours.Running("Worker"))
100    third_blackbox.blackbox_level = py_trees.common.BlackBoxLevel.DETAIL
101    root.add_child(first_blackbox)
102    root.add_child(second_blackbox)
103    first_blackbox.add_child(third_blackbox)
104    return root
105
106
107 #####
108 # Main
109 #####

```

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```

110
111 def main():
112     """
113     Entry point for the demo script.
114     """
115     args = command_line_argument_parser().parse_args()
116     args.enum_level = py_trees.common.string_to_visibility_level(args.level)
117     print(description())
118     py_trees.logging.level = py_trees.logging.Level.DEBUG
119
120     root = create_tree(args.level)
121     py_trees.display.render_dot_tree(root, args.enum_level)
122
123     if py_trees.utilities.which("xdot"):
124         try:
125             subprocess.call(["xdot", "demo_dot_graphs_%s.dot" % args.level])
126         except KeyboardInterrupt:
127             pass
128     else:
129         print("")
130         console.logerror("No xdot viewer found, skipping display [hint: sudo apt_
→install xdot]")
131         print("")

```

## 12.6 py-trees-demo-logging

A demonstration of tree stewardship.

A slightly less trivial tree that uses a simple stdout pre-tick handler and both the debug and snapshot visitors for logging and displaying the state of the tree.

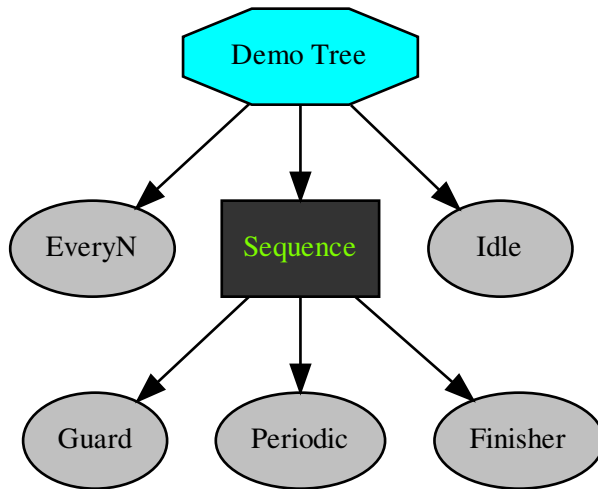
### EVENTS

- 3 : sequence switches from running to success
- 4 : selector's first child flicks to success once only
- 8 : the fallback idler kicks in as everything else fails
- 14 : the first child kicks in again, aborting a running sequence behind it

```
usage: py-trees-demo-tree-stewardship [-h] [-r | -i]
```

### 12.6.1 Named Arguments

- |                          |  |
|--------------------------|--|
| <b>-r, --render</b>      | render dot tree to file                  |
|                          | Default: False                           |
| <b>-i, --interactive</b> | pause and wait for keypress at each tick |
|                          | Default: False                           |



`py_trees.demos.logging.display_ascii_tree` (*snapshot\_visitor, behaviour\_tree*)  
 Prints an ascii tree with the current snapshot status.

`py_trees.demos.logging.logger` (*winds\_of\_change\_visitor, behaviour\_tree*)  
 A post-tick handler that logs the tree (relevant parts thereof) to a yaml file.

`py_trees.demos.logging.main` ()  
 Entry point for the demo script.

Listing 6: `py_trees/demos/logging.py`

```

1  #!/usr/bin/env python
2  #
3  # License: BSD
4  #   https://raw.githubusercontent.com/stonier/py_trees/devel/LICENSE
5  #
6  #####
7  # Documentation
8  #####
9
10 """
11 .. argparse::
12     :module: py_trees.demos.stewardship
13     :func: command_line_argument_parser
14     :prog: py-trees-demo-tree-stewardship
15
16 .. graphviz:: dot/stewardship.dot
17
18 .. image:: images/tree_stewardship.gif
19 """
20
21 #####
  
```

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```

22 # Imports
23 #####
24
25 import argparse
26 import functools
27 import json
28 import py_trees
29 import sys
30 import time
31
32 import py_trees.console as console
33
34 #####
35 # Classes
36 #####
37
38
39 def description(root):
40     content = "A demonstration of logging with trees.\n\n"
41     content += "This demo utilises a WindsOfChange visitor to trigger\n"
42     content += "a post-tick handler to dump a serialisation of the\n"
43     content += "tree to a json log file.\n"
44     content += "\n"
45     content += "This coupling of visitor and post-tick handler can be\n"
46     content += "used for any kind of event handling - the visitor is the\n"
47     content += "trigger and the post-tick handler the action. Aside from\n"
48     content += "logging, the most common use case is to serialise the tree\n"
49     content += "for messaging to a graphical, runtime monitor.\n"
50     content += "\n"
51     if py_trees.console.has_colours:
52         banner_line = console.green + "*" * 79 + "\n" + console.reset
53         s = "\n"
54         s += banner_line
55         s += console.bold_white + "Logging".center(79) + "\n" + console.reset
56         s += banner_line
57         s += "\n"
58         s += content
59         s += "\n"
60         s += banner_line
61     else:
62         s = content
63     return s
64
65
66 def epilog():
67     if py_trees.console.has_colours:
68         return console.cyan + "And his noodly appendage reached forth to tickle the_
↳blessed...\n" + console.reset
69     else:
70         return None
71
72
73 def command_line_argument_parser():
74     parser = argparse.ArgumentParser(description=description(create_tree()),
75                                     epilog=epilog(),
76                                     formatter_class=argparse.
↳RawDescriptionHelpFormatter,

```

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```

77         )
78     group = parser.add_mutually_exclusive_group()
79     group.add_argument('-r', '--render', action='store_true', help='render dot tree_
↳to file')
80     group.add_argument('-i', '--interactive', action='store_true', help='pause and_
↳wait for keypress at each tick')
81     return parser
82
83
84 def logger(winds_of_change_visitor, behaviour_tree):
85     """
86     A post-tick handler that logs the tree (relevant parts thereof) to a yaml file.
87     """
88     if winds_of_change_visitor.changed:
89         print(console.cyan + "Logging.....yes\n" + console.reset)
90         tree_serialisation = {
91             'tick': behaviour_tree.count,
92             'nodes': []
93         }
94         for node in behaviour_tree.root.iterate():
95             node_type_str = "Behaviour"
96             for behaviour_type in [py_trees.composites.Sequence,
97                                   py_trees.composites.Selector,
98                                   py_trees.composites.Parallel,
99                                   py_trees.decorators.Decorator]:
100                 if isinstance(node, behaviour_type):
101                     node_type_str = behaviour_type.__name__
102             node_snapshot = {
103                 'name': node.name,
104                 'id': str(node.id),
105                 'parent_id': str(node.parent.id) if node.parent else "none",
106                 'child_ids': [str(child.id) for child in node.children],
107                 'tip_id': str(node.tip().id) if node.tip() else 'none',
108                 'class_name': str(node.__module__) + '.' + str(type(node).__name__),
109                 'type': node_type_str,
110                 'status': node.status.value,
111                 'message': node.feedback_message,
112                 'is_active': True if node.id in winds_of_change_visitor.ticked_nodes_
↳else False
113             }
114             tree_serialisation['nodes'].append(node_snapshot)
115             if behaviour_tree.count == 0:
116                 with open('dump.json', 'w+') as outfile:
117                     json.dump(tree_serialisation, outfile, indent=4)
118             else:
119                 with open('dump.json', 'a') as outfile:
120                     json.dump(tree_serialisation, outfile, indent=4)
121             else:
122                 print(console.yellow + "Logging.....no\n" + console.reset)
123
124
125 def display_ascii_tree(snapshot_visitor, behaviour_tree):
126     """
127     Prints an ascii tree with the current snapshot status.
128     """
129     print("\n" + py_trees.display.ascii_tree(
130         behaviour_tree.root,

```

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```

131         snapshot_information=snapshot_visitor)
132     )
133
134
135 def create_tree():
136     every_n_success = py_trees.behaviours.SuccessEveryN("EveryN", 5)
137     sequence = py_trees.composites.Sequence(name="Sequence")
138     guard = py_trees.behaviours.Success("Guard")
139     periodic_success = py_trees.behaviours.Periodic("Periodic", 3)
140     finisher = py_trees.behaviours.Success("Finisher")
141     sequence.add_child(guard)
142     sequence.add_child(periodic_success)
143     sequence.add_child(finisher)
144     sequence.blackbox_level = py_trees.common.BlackBoxLevel.COMPONENT
145     idle = py_trees.behaviours.Success("Idle")
146     root = py_trees.composites.Selector(name="Logging")
147     root.add_child(every_n_success)
148     root.add_child(sequence)
149     root.add_child(idle)
150     return root
151
152
153 #####
154 # Main
155 #####
156
157 def main():
158     """
159     Entry point for the demo script.
160     """
161     args = command_line_argument_parser().parse_args()
162     py_trees.logging.level = py_trees.logging.Level.DEBUG
163     tree = create_tree()
164     print(description(tree))
165
166     #####
167     # Rendering
168     #####
169     if args.render:
170         py_trees.display.render_dot_tree(tree)
171         sys.exit()
172
173     #####
174     # Tree Stewardship
175     #####
176     behaviour_tree = py_trees.trees.BehaviourTree(tree)
177
178     debug_visitor = py_trees.visitors.DebugVisitor()
179     snapshot_visitor = py_trees.visitors.SnapshotVisitor()
180     winds_of_change_visitor = py_trees.visitors.WindsOfChangeVisitor()
181
182     behaviour_tree.visitors.append(debug_visitor)
183     behaviour_tree.visitors.append(snapshot_visitor)
184     behaviour_tree.visitors.append(winds_of_change_visitor)
185
186     behaviour_tree.add_post_tick_handler(functools.partial(display_ascii_tree,
↪ snapshot_visitor))

```

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```

187     behaviour_tree.add_post_tick_handler(functools.partial(logger, winds_of_change_
↳visitor))
188
189     behaviour_tree.setup(timeout=15)
190
191     #####
192     # Tick Tock
193     #####
194     if args.interactive:
195         py_trees.console.read_single_keypress()
196     while True:
197         try:
198             behaviour_tree.tick()
199             if args.interactive:
200                 py_trees.console.read_single_keypress()
201             else:
202                 time.sleep(0.5)
203         except KeyboardInterrupt:
204             break
205     print ("\n")

```

## 12.7 py-trees-demo-selector

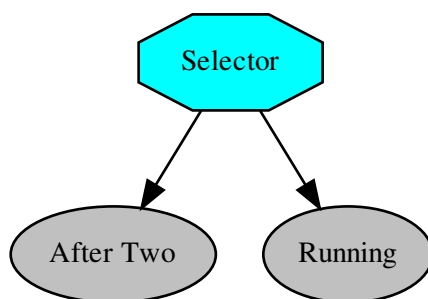
Higher priority switching and interruption in the children of a selector.

In this example the higher priority child is setup to fail initially, falling back to the continually running second child. On the third tick, the first child succeeds and cancels the hitherto running child.

```
usage: py-trees-demo-selector [-h] [-r]
```

### 12.7.1 Named Arguments

**-r, --render**            render dot tree to file  
                           Default: False



py\_trees.demos.selector.main()  
 Entry point for the demo script.

Listing 7: py\_trees/demos/selector.py

```

1  #!/usr/bin/env python
2  #
3  # License: BSD
4  #   https://raw.githubusercontent.com/stonier/py_trees/devel/LICENSE
5  #
6  #####
7  # Documentation
8  #####
9
10 """
11 .. argparse::
12     :module: py_trees.demos.selector
13     :func: command_line_argument_parser
14     :prog: py-trees-demo-selector
15
16 .. graphviz:: dot/demo-selector.dot
17
18 .. image:: images/selector.gif
19
20 """
21 #####
22 # Imports
23 #####
24
25 import argparse
26 import py_trees
27 import sys
28 import time
29
30 import py_trees.console as console
31
32 #####
33 # Classes
34 #####
35
36
37 def description():
38     content = "Higher priority switching and interruption in the children of a_
↪ selector.\n"
39     content += "\n"
40     content += "In this example the higher priority child is setup to fail initially,
↪ \n"
41     content += "falling back to the continually running second child. On the third\n"
42     content += "tick, the first child succeeds and cancels the hitherto running child.
↪ \n"
43     if py_trees.console.has_colours:
44         banner_line = console.green + "*" * 79 + "\n" + console.reset
45         s = "\n"
46         s += banner_line
47         s += console.bold_white + "Selectors".center(79) + "\n" + console.reset
48         s += banner_line

```

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```

49     s += "\n"
50     s += content
51     s += "\n"
52     s += banner_line
53     else:
54         s = content
55     return s
56
57
58 def epilog():
59     if py_trees.console.has_colours:
60         return console.cyan + "And his noodly appendage reached forth to tickle the_
↳blessed...\n" + console.reset
61     else:
62         return None
63
64
65 def command_line_argument_parser():
66     parser = argparse.ArgumentParser(description=description(),
67                                     epilog=epilog(),
68                                     formatter_class=argparse.
↳RawDescriptionHelpFormatter,
69                                     )
70     parser.add_argument('-r', '--render', action='store_true', help='render dot tree_
↳to file')
71     return parser
72
73
74 def create_root():
75     root = py_trees.composites.Selector("Selector")
76     success_after_two = py_trees.behaviours.Count(name="After Two",
77                                                    fail_until=2,
78                                                    running_until=2,
79                                                    success_until=10)
80     always_running = py_trees.behaviours.Running(name="Running")
81     root.add_children([success_after_two, always_running])
82     return root
83
84
85 #####
86 # Main
87 #####
88
89 def main():
90     """
91     Entry point for the demo script.
92     """
93     args = command_line_argument_parser().parse_args()
94     print(description())
95     py_trees.logging.level = py_trees.logging.Level.DEBUG
96
97     root = create_root()
98
99     #####
100    # Rendering
101    #####
102    if args.render:

```

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```

103     py_trees.display.render_dot_tree(root)
104     sys.exit()
105
106     #####
107     # Execute
108     #####
109     root.setup_with_descendants()
110     for i in range(1, 4):
111         try:
112             print("\n----- Tick {0} ----- \n".format(i))
113             root.tick_once()
114             print("\n")
115             py_trees.display.print_ascii_tree(root, show_status=True)
116             time.sleep(1.0)
117         except KeyboardInterrupt:
118             break
119     print("\n")

```

## 12.8 py-trees-demo-sequence

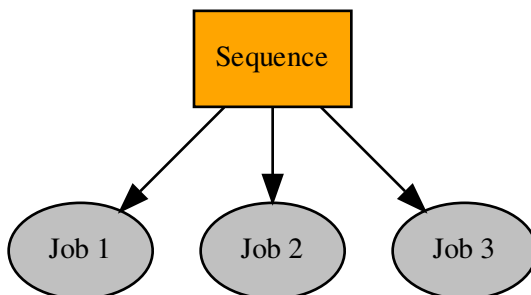
Demonstrates sequences in action.

A sequence is populated with 2-tick jobs that are allowed to run through to completion.

```
usage: py-trees-demo-sequence [-h] [-r]
```

### 12.8.1 Named Arguments

**-r, --render**          render dot tree to file  
                           Default: False



```
py_trees.demos.sequence.main()
Entry point for the demo script.
```

Listing 8: py\_trees/demos/sequence.py

```

1  #!/usr/bin/env python
2  #
3  # License: BSD
4  #   https://raw.githubusercontent.com/stonier/py_trees/devel/LICENSE
5  #
6  #####
7  # Documentation
8  #####
9
10 """
11 .. argparse::
12     :module: py_trees.demos.sequence
13     :func: command_line_argument_parser
14     :prog: py-trees-demo-sequence
15
16 .. graphviz:: dot/demo-sequence.dot
17
18 .. image:: images/sequence.gif
19 """
20
21 #####
22 # Imports
23 #####
24
25 import argparse
26 import py_trees
27 import sys
28 import time
29
30 import py_trees.console as console
31
32 #####
33 # Classes
34 #####
35
36
37 def description():
38     content = "Demonstrates sequences in action.\n\n"
39     content += "A sequence is populated with 2-tick jobs that are allowed to run_
↳through to\n"
40     content += "completion.\n"
41
42     if py_trees.console.has_colours:
43         banner_line = console.green + "*" * 79 + "\n" + console.reset
44         s = "\n"
45         s += banner_line
46         s += console.bold_white + "Sequences".center(79) + "\n" + console.reset
47         s += banner_line
48         s += "\n"
49         s += content
50         s += "\n"
51         s += banner_line
52     else:
53         s = content
54     return s

```

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```

55
56
57 def epilog():
58     if py_trees.console.has_colours:
59         return console.cyan + "And his noodly appendage reached forth to tickle the_
↳blessed...\n" + console.reset
60     else:
61         return None
62
63
64 def command_line_argument_parser():
65     parser = argparse.ArgumentParser(description=description(),
66                                     epilog=epilog(),
67                                     formatter_class=argparse.
↳RawDescriptionHelpFormatter,
68                                     )
69     parser.add_argument('-r', '--render', action='store_true', help='render dot tree_
↳to file')
70     return parser
71
72
73 def create_root():
74     root = py_trees.composites.Sequence("Sequence")
75     for action in ["Action 1", "Action 2", "Action 3"]:
76         success_after_two = py_trees.behaviours.Count(name=action,
77                                                         fail_until=0,
78                                                         running_until=1,
79                                                         success_until=10)
80         root.add_child(success_after_two)
81     return root
82
83
84 #####
85 # Main
86 #####
87
88 def main():
89     """
90     Entry point for the demo script.
91     """
92     args = command_line_argument_parser().parse_args()
93     print(description())
94     py_trees.logging.level = py_trees.logging.Level.DEBUG
95
96     root = create_root()
97
98     #####
99     # Rendering
100    #####
101    if args.render:
102        py_trees.display.render_dot_tree(root)
103        sys.exit()
104
105    #####
106    # Execute
107    #####
108    root.setup_with_descendants()

```

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```
109     for i in range(1, 6):
110         try:
111             print("\n----- Tick {0} -----".format(i))
112             root.tick_once()
113             print("\n")
114             py_trees.display.print_ascii_tree(root, show_status=True)
115             time.sleep(1.0)
116         except KeyboardInterrupt:
117             break
118     print("\n")
```

## 12.9 py-trees-demo-tree-stewardship

A demonstration of tree stewardship.

A slightly less trivial tree that uses a simple stdout pre-tick handler and both the debug and snapshot visitors for logging and displaying the state of the tree.

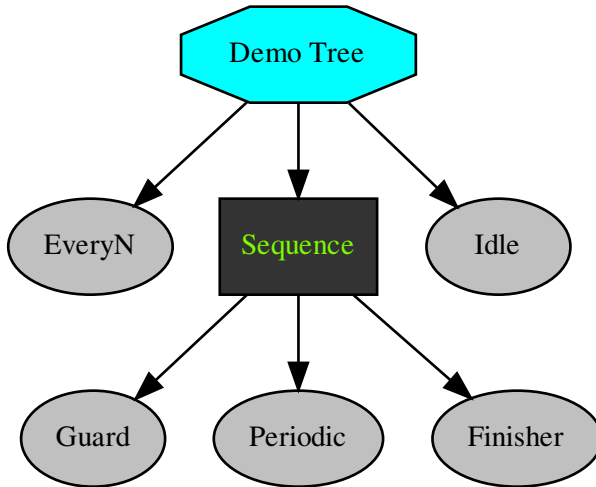
### EVENTS

- 3 : sequence switches from running to success
- 4 : selector's first child flicks to success once only
- 8 : the fallback idler kicks in as everything else fails
- 14 : the first child kicks in again, aborting a running sequence behind it

```
usage: py-trees-demo-tree-stewardship [-h] [-r | -i]
```

### 12.9.1 Named Arguments

- |                          |  |
|--------------------------|--|
| <b>-r, --render</b>      | render dot tree to file                  |
|                          | Default: False                           |
| <b>-i, --interactive</b> | pause and wait for keypress at each tick |
|                          | Default: False                           |



`py_trees.demos.stewardship.main()`  
 Entry point for the demo script.

`py_trees.demos.stewardship.post_tick_handler(snapshot_visitor, behaviour_tree)`  
 Prints an ascii tree with the current snapshot status.

`py_trees.demos.stewardship.pre_tick_handler(behaviour_tree)`  
 This prints a banner and will run immediately before every tick of the tree.

**Parameters** `behaviour_tree` (*BehaviourTree*) – the tree custodian

Listing 9: `py_trees/demos/stewardship.py`

```

1  #!/usr/bin/env python
2  #
3  # License: BSD
4  #   https://raw.githubusercontent.com/stonier/py_trees/devel/LICENSE
5  #
6  #####
7  # Documentation
8  #####
9
10 """
11 .. argparse::
12     :module: py_trees.demos.stewardship
13     :func: command_line_argument_parser
14     :prog: py-trees-demo-tree-stewardship
15
16 .. graphviz:: dot/stewardship.dot
17
18 .. image:: images/tree_stewardship.gif
19 """
20

```

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```

21 #####
22 # Imports
23 #####
24
25 import argparse
26 import functools
27 import py_trees
28 import sys
29 import time
30
31 import py_trees.console as console
32
33 #####
34 # Classes
35 #####
36
37
38 def description(root):
39     content = "A demonstration of tree stewardship.\n\n"
40     content += "A slightly less trivial tree that uses a simple stdout pre-tick_
↳handler\n"
41     content += "and both the debug and snapshot visitors for logging and displaying\n"
42     content += "the state of the tree.\n"
43     content += "\n"
44     content += "EVENTS\n"
45     content += "\n"
46     content += " - 3 : sequence switches from running to success\n"
47     content += " - 4 : selector's first child flicks to success once only\n"
48     content += " - 8 : the fallback idler kicks in as everything else fails\n"
49     content += " - 14 : the first child kicks in again, aborting a running sequence_
↳behind it\n"
50     content += "\n"
51     if py_trees.console.has_colours:
52         banner_line = console.green + "*" * 79 + "\n" + console.reset
53         s = "\n"
54         s += banner_line
55         s += console.bold_white + "Trees".center(79) + "\n" + console.reset
56         s += banner_line
57         s += "\n"
58         s += content
59         s += "\n"
60         s += banner_line
61     else:
62         s = content
63     return s
64
65
66 def epilog():
67     if py_trees.console.has_colours:
68         return console.cyan + "And his noodly appendage reached forth to tickle the_
↳blessed...\n" + console.reset
69     else:
70         return None
71
72
73 def command_line_argument_parser():
74     parser = argparse.ArgumentParser(description=description(create_tree()),

```

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```

75         epilog=epilog(),
76         formatter_class=argparse.
↳RawDescriptionHelpFormatter,
77     )
78     group = parser.add_mutually_exclusive_group()
79     group.add_argument('-r', '--render', action='store_true', help='render dot tree_
↳to file')
80     group.add_argument('-i', '--interactive', action='store_true', help='pause and_
↳wait for keypress at each tick')
81     return parser
82
83
84 def pre_tick_handler(behaviour_tree):
85     """
86     This prints a banner and will run immediately before every tick of the tree.
87
88     Args:
89         behaviour_tree (:class:`~py_trees.trees.BehaviourTree`): the tree custodian
90
91     """
92     print("\n----- Run %s ----- \n" % behaviour_tree.count)
93
94
95 def post_tick_handler(snapshot_visitor, behaviour_tree):
96     """
97     Prints an ascii tree with the current snapshot status.
98     """
99     print("\n" + py_trees.display.ascii_tree(behaviour_tree.root,
100         snapshot_information=snapshot_visitor))
101
102
103 def create_tree():
104     every_n_success = py_trees.behaviours.SuccessEveryN("EveryN", 5)
105     sequence = py_trees.composites.Sequence(name="Sequence")
106     guard = py_trees.behaviours.Success("Guard")
107     periodic_success = py_trees.behaviours.Periodic("Periodic", 3)
108     finisher = py_trees.behaviours.Success("Finisher")
109     sequence.add_child(guard)
110     sequence.add_child(periodic_success)
111     sequence.add_child(finisher)
112     sequence.blackbox_level = py_trees.common.BlackBoxLevel.COMPONENT
113     idle = py_trees.behaviours.Success("Idle")
114     root = py_trees.composites.Selector(name="Demo Tree")
115     root.add_child(every_n_success)
116     root.add_child(sequence)
117     root.add_child(idle)
118     return root
119
120
121 #####
122 # Main
123 #####
124
125 def main():
126     """
127     Entry point for the demo script.
128     """

```

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```

129     args = command_line_argument_parser().parse_args()
130     py_trees.logging.level = py_trees.logging.Level.DEBUG
131     tree = create_tree()
132     print(description(tree))
133
134     #####
135     # Rendering
136     #####
137     if args.render:
138         py_trees.display.render_dot_tree(tree)
139         sys.exit()
140
141     #####
142     # Tree Stewardship
143     #####
144     behaviour_tree = py_trees.trees.BehaviourTree(tree)
145     behaviour_tree.add_pre_tick_handler(pre_tick_handler)
146     behaviour_tree.visitors.append(py_trees.visitors.DebugVisitor())
147     snapshot_visitor = py_trees.visitors.SnapshotVisitor()
148     behaviour_tree.add_post_tick_handler(functools.partial(post_tick_handler, ↵
↵snapshot_visitor))
149     behaviour_tree.visitors.append(snapshot_visitor)
150     behaviour_tree.setup(timeout=15)
151
152     #####
153     # Tick Tock
154     #####
155     if args.interactive:
156         py_trees.console.read_single_keypress()
157     while True:
158         try:
159             behaviour_tree.tick()
160             if args.interactive:
161                 py_trees.console.read_single_keypress()
162             else:
163                 time.sleep(0.5)
164         except KeyboardInterrupt:
165             break
166     print("\n")

```

## 12.10 py-trees-demo-pick-up-where-you-left-off

A demonstration of the ‘pick up where you left off’ idiom.

A common behaviour tree pattern that allows you to resume work after being interrupted by a high priority interrupt.

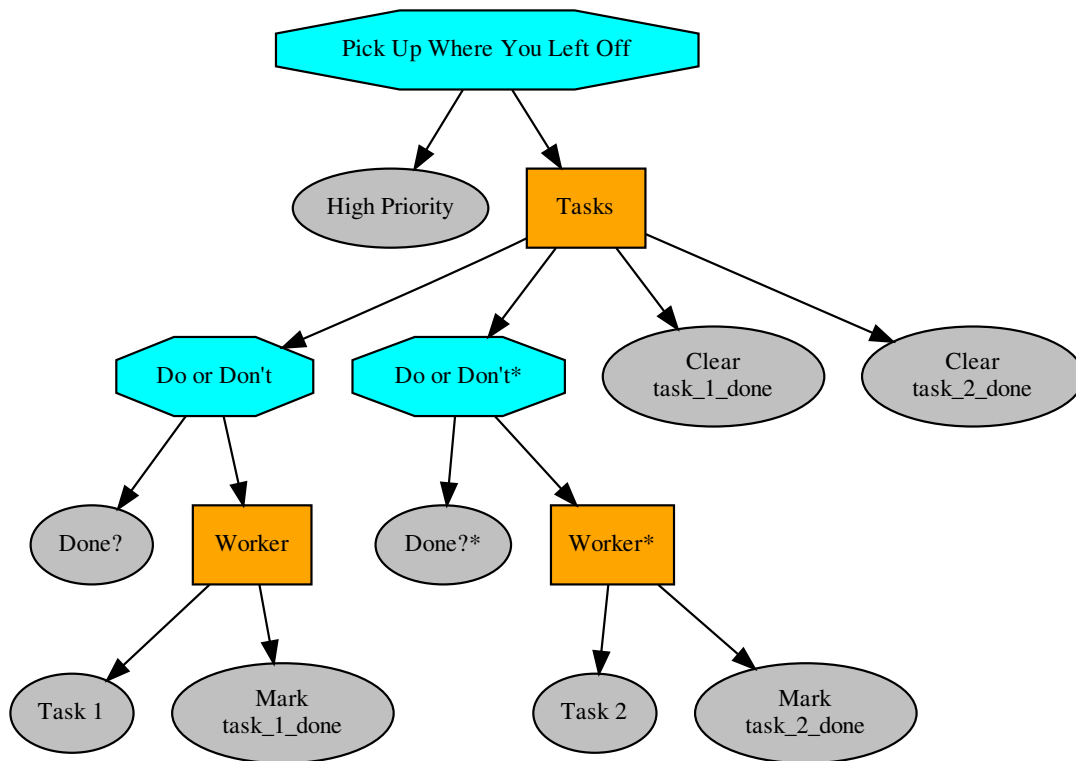
### EVENTS

- 2 : task one done, task two running
- 3 : high priority interrupt
- 7 : task two restarts
- 9 : task two done

```
usage: py-trees-demo-pick-up-where-you-left-off [-h] [-r | -i]
```

### 12.10.1 Named Arguments

- r, --render**           render dot tree to file  
Default: False
- i, --interactive**    pause and wait for keypress at each tick  
Default: False



`py_trees.demos.pick_up_where_you_left_off.main()`  
Entry point for the demo script.

`py_trees.demos.pick_up_where_you_left_off.post_tick_handler(snapshot_visitor, behaviour_tree)`  
Prints an ascii tree with the current snapshot status.

`py_trees.demos.pick_up_where_you_left_off.pre_tick_handler(behaviour_tree)`  
This prints a banner and will run immediately before every tick of the tree.

**Parameters** `behaviour_tree` (*BehaviourTree*) – the tree custodian

Listing 10: py\_trees/demos/pick\_up\_where\_you\_left\_off.py

```

1  #!/usr/bin/env python
2  #
3  # License: BSD
4  #   https://raw.githubusercontent.com/stonier/py_trees/devel/LICENSE
5  #
6  #####
7  # Documentation
8  #####
9
10 """
11 .. argparse::
12     :module: py_trees.demos.pick_up_where_you_left_off
13     :func: command_line_argument_parser
14     :prog: py-trees-demo-pick-up-where-you-left-off
15
16 .. graphviz:: dot/pick_up_where_you_left_off.dot
17
18 .. image:: images/pick_up_where_you_left_off.gif
19 """
20
21 #####
22 # Imports
23 #####
24
25 import argparse
26 import functools
27 import py_trees
28 import sys
29 import time
30
31 import py_trees.console as console
32
33 #####
34 # Classes
35 #####
36
37
38 def description(root):
39     content = "A demonstration of the 'pick up where you left off' idiom.\n\n"
40     content += "A common behaviour tree pattern that allows you to resume\n"
41     content += "work after being interrupted by a high priority interrupt.\n"
42     content += "\n"
43     content += "EVENTS\n"
44     content += "\n"
45     content += " - 2 : task one done, task two running\n"
46     content += " - 3 : high priority interrupt\n"
47     content += " - 7 : task two restarts\n"
48     content += " - 9 : task two done\n"
49     content += "\n"
50     if py_trees.console.has_colours:
51         banner_line = console.green + "*" * 79 + "\n" + console.reset
52         s = "\n"
53         s += banner_line
54         s += console.bold_white + "Trees".center(79) + "\n" + console.reset
55         s += banner_line

```

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```

56     s += "\n"
57     s += content
58     s += "\n"
59     s += banner_line
60     else:
61         s = content
62     return s
63
64
65 def epilog():
66     if py_trees.console.has_colours:
67         return console.cyan + "And his noodly appendage reached forth to tickle the_
↳blessed...\n" + console.reset
68     else:
69         return None
70
71
72 def command_line_argument_parser():
73     parser = argparse.ArgumentParser(description=description(create_root()),
74                                     epilog=epilog(),
75                                     formatter_class=argparse.
↳RawDescriptionHelpFormatter,
76                                     )
77     group = parser.add_mutually_exclusive_group()
78     group.add_argument('-r', '--render', action='store_true', help='render dot tree_
↳to file')
79     group.add_argument('-i', '--interactive', action='store_true', help='pause and_
↳wait for keypress at each tick')
80     return parser
81
82
83 def pre_tick_handler(behaviour_tree):
84     """
85     This prints a banner and will run immediately before every tick of the tree.
86
87     Args:
88         behaviour_tree (:class:`~py_trees.trees.BehaviourTree`): the tree custodian
89
90     """
91     print("\n----- Run %s ----- \n" % behaviour_tree.count)
92
93
94 def post_tick_handler(snapshot_visitor, behaviour_tree):
95     """
96     Prints an ascii tree with the current snapshot status.
97     """
98     print("\n" + py_trees.display.ascii_tree(behaviour_tree.root,
99                                             snapshot_information=snapshot_visitor))
100
101
102 def create_root():
103     task_one = py_trees.behaviours.Count(
104         name="Task 1",
105         fail_until=0,
106         running_until=2,
107         success_until=10
108     )

```

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```

109     task_two = py_trees.behaviours.Count(
110         name="Task 2",
111         fail_until=0,
112         running_until=2,
113         success_until=10
114     )
115     high_priority_interrupt = py_trees.decorators.RunningIsFailure(
116         child=py_trees.behaviours.Periodic(
117             name="High Priority",
118             n=3
119         )
120     )
121     piwylo = py_trees.idioms.pick_up_where_you_left_off(
122         name="Pick Up\nWhere You\nLeft Off",
123         tasks=[task_one, task_two]
124     )
125     root = py_trees.composites.Selector(name="Root")
126     root.add_children([high_priority_interrupt, piwylo])
127
128     return root
129
130     #####
131     # Main
132     #####
133
134
135     def main():
136         """
137         Entry point for the demo script.
138         """
139         args = command_line_argument_parser().parse_args()
140         py_trees.logging.level = py_trees.logging.Level.DEBUG
141         root = create_root()
142         print(description(root))
143
144         #####
145         # Rendering
146         #####
147         if args.render:
148             py_trees.display.render_dot_tree(root)
149             sys.exit()
150
151         #####
152         # Tree Stewardship
153         #####
154         behaviour_tree = py_trees.trees.BehaviourTree(root)
155         behaviour_tree.add_pre_tick_handler(pre_tick_handler)
156         behaviour_tree.visitors.append(py_trees.visitors.DebugVisitor())
157         snapshot_visitor = py_trees.visitors.SnapshotVisitor()
158         behaviour_tree.add_post_tick_handler(functools.partial(post_tick_handler, ↵
↵snapshot_visitor))
159         behaviour_tree.visitors.append(snapshot_visitor)
160         behaviour_tree.setup(timeout=15)
161
162         #####
163         # Tick Tock
164         #####

```

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```
165     if args.interactive:
166         py_trees.console.read_single_keypress()
167     for unused_i in range(1, 11):
168         try:
169             behaviour_tree.tick()
170             if args.interactive:
171                 py_trees.console.read_single_keypress()
172             else:
173                 time.sleep(0.5)
174         except KeyboardInterrupt:
175             break
176     print("\n")
```

## 13.1 py-trees-render

Point this program at a method which creates a root to render to dot/svg/png.

### Examples

```
$ py-trees-render py_trees.demos.stewardship.create_tree
$ py-trees-render --name=foo py_trees.demos.stewardship.create_tree
$ py-trees-render --kwargs='{"level":"all"}' py_trees.demos.dot_graphs.create_tree
```

```
usage: py-trees-render [-h]
                       [-l {all,fine_detail,detail,component,big_picture}]
                       [-n NAME] [-k KWARGS] [-v]
                       method
```

### 13.1.1 Positional Arguments

**method**                   space separated list of blackboard variables to watch

### 13.1.2 Named Arguments

**-l, --level**               Possible choices: all, fine\_detail, detail, component, big\_picture  
visibility level  
Default: “fine\_detail”

**-n, --name**               name to use for the created files (defaults to the root behaviour name)

**-k, --kwargs**             dictionary of keyword arguments to the method  
Default: {}

**-v, --verbose**      embellish each node in the dot graph with extra information  
Default: False

## 14.1 py\_trees

This is the top-level namespace of the py\_trees package.

## 14.2 py\_trees.behaviour

The core behaviour template. All behaviours, standalone and composite, inherit from this class.

```
class py_trees.behaviour.Behaviour (name=<Name.AUTO_GENERATED:  
                                     'AUTO_GENERATED'>)
```

Bases: `object`

Defines the basic properties and methods required of a node in a behaviour tree. When implementing your own behaviour, subclass this class.

**Parameters** `name` (`str`) – the behaviour name

**Raises** `TypeError` – if the provided name is not a string

### Variables

- **id** (`uuid.UUID`) – automatically generated unique identifier for the behaviour
- **name** (`str`) – the behaviour name
- **status** (`Status`) – the behaviour status (`INVALID`, `RUNNING`, `FAILURE`, `SUCCESS`)
- **parent** (`Behaviour`) – a `Composite` instance if nested in a tree, otherwise `None`
- **children** (`[Behaviour]`) – empty for regular behaviours, populated for composites
- **logger** (`logging.Logger`) – a simple logging mechanism
- **feedback\_message** (`str`) – a simple message used to notify of significant happenings

- **blackbox\_level** (*BlackBoxLevel*) – a helper variable for dot graphs and runtime gui’s to collapse/explode entire subtrees dependent upon the blackbox level.

See also:

- *Skeleton Behaviour Template*
- *The Lifecycle Demo*
- *The Action Behaviour Demo*

**has\_parent\_with\_instance\_type** (*instance\_type*)

Moves up through this behaviour’s parents looking for a behaviour with the same instance type as that specified.

**Parameters** *instance\_type* (*str*) – instance type of the parent to match

**Returns** whether a parent was found or not

**Return type** *bool*

**has\_parent\_with\_name** (*name*)

Searches through this behaviour’s parents, and their parents, looking for a behaviour with the same name as that specified.

**Parameters** *name* (*str*) – name of the parent to match, can be a regular expression

**Returns** whether a parent was found or not

**Return type** *bool*

**initialise** ()

---

**Note:** User Customisable Callback

---

Subclasses may override this method to perform any necessary initialising/clearing/resetting of variables when when preparing to enter this behaviour if it was not previously *RUNNING*. i.e. Expect this to trigger more than once!

**iterate** (*direct\_descendants=False*)

Generator that provides iteration over this behaviour and all its children. To traverse the entire tree:

```
for node in my_behaviour.iterate():
    print("Name: {}".format(node.name))
```

**Parameters** *direct\_descendants* (*bool*) – only yield children one step away from this behaviour.

**Yields** *Behaviour* – one of it’s children

**setup** ()

---

**Note:** User Customisable Callback

---

Subclasses may override this method to do any one-off delayed construction & validation that is necessary prior to ticking the tree. Such construction is best done here rather than in `__init__` so that trees can

be instantiated on the fly for easy rendering to dot graphs without imposing runtime requirements (e.g. establishing a middleware connection to a sensor).

Equally as important, executing methods which validate the configuration of behaviours will help increase confidence that your tree will successfully tick without logical software errors before actually ticking. This is useful both before a tree's first tick and immediately after any modifications to a tree has been made between ticks.

---

**Tip:** Faults are notified to the user of the behaviour via exceptions. Choice of exception to use is left to the user.

---

**Raises** `Exception` – if this behaviour has a fault in construction or configuration

**setup\_with\_descendants** ()

Iterates over this child, it's children (it's children's children, ...) calling the user defined `setup()` on each in turn.

**stop** (*new\_status*=<`Status.INVALID`: 'INVALID'>)

**Parameters** *new\_status* (`Status`) – the behaviour is transitioning to this new status

This calls the user defined `terminate()` method and also resets the generator. It will finally set the new status once the user's `terminate()` function has been called.

**Warning:** Override this method only in exceptional circumstances, prefer overriding `terminate()` instead.

**terminate** (*new\_status*)

---

**Note:** User Customisable Callback

---

Subclasses may override this method to clean up. It will be triggered when a behaviour either finishes execution (switching from `RUNNING` to `FAILURE` || `SUCCESS`) or it got interrupted by a higher priority branch (switching to `INVALID`). Remember that the `initialise()` method will handle resetting of variables before re-entry, so this method is about disabling resources until this behaviour's next tick. This could be an indeterminably long time. e.g.

- cancel an external action that got started
- shut down any temporary communication handles

**Parameters** *new\_status* (`Status`) – the behaviour is transitioning to this new status

**Warning:** Do not set `self.status = new_status` here, that is automatically handled by the `stop()` method. Use the argument purely for introspection purposes (e.g. comparing the current state in `self.status` with the state it will transition to in `new_status`).

**tick** ()

This function is a generator that can be used by an iterator on an entire behaviour tree. It handles the logic for deciding when to call the user's `initialise()` and `terminate()` methods as well as making the

actual call to the user's `update()` method that determines the behaviour's new status once the tick has finished. Once done, it will then yield itself (generator mechanism) so that it can be used as part of an iterator for the entire tree.

```
for node in my_behaviour.tick():
    print("Do something")
```

---

**Note:** This is a generator function, you must use this with `yield`. If you need a direct call, prefer `tick_once()` instead.

---

**Yields** `Behaviour` – a reference to itself

**Warning:** Override this method only in exceptional circumstances, prefer overriding `update()` instead.

**tick\_once()**

A direct means of calling tick on this object without using the generator mechanism.

**tip()**

Get the *tip* of this behaviour's subtree (if it has one) after it's last tick. This corresponds to the the deepest node that was running before the subtree traversal reversed direction and headed back to this node.

**Returns** child behaviour, itself or `None` if its status is `INVALID`

**Return type** `Behaviour` or `None`

**update()**

---

**Note:** User Customisable Callback

---

**Returns** the behaviour's new status `Status`

**Return type** `Status`

Subclasses may override this method to perform any logic required to arrive at a decision on the behaviour's new status. It is the primary worker function called on by the `tick()` mechanism.

---

**Tip:** This method should be almost instantaneous and non-blocking

---

**verbose\_info\_string()**

Override to provide a one line informative string about the behaviour. This gets used in, e.g. dot graph rendering of the tree.

---

**Tip:** Use this sparingly. A good use case is for when the behaviour type and class name isn't sufficient to inform the user about it's mechanisms for controlling the flow of a tree tick (e.g. parallels with policies).

---

**visit** (*visitor*)

This is functionality that enables external introspection into the behaviour. It gets used by the tree manager classes to collect information as ticking traverses a tree.



Parameters **visitor** (*object*) – the visiting class, must have a `run(Behaviour)` method.

## 14.3 py\_trees.behaviours

A library of fundamental behaviours for use.

```
class py_trees.behaviours.Count (name='Count', fail_until=3, running_until=5, suc-  
cess_until=6, reset=True)
```

Bases: `py_trees.behaviour.Behaviour`

A counting behaviour that updates its status at each tick depending on the value of the counter. The status will move through the states in order - `FAILURE`, `RUNNING`, `SUCCESS`.

This behaviour is useful for simple testing and demo scenarios.

### Parameters

- **name** (*str*) – name of the behaviour
- **fail\_until** (*int*) – set status to `FAILURE` until the counter reaches this value
- **running\_until** (*int*) – set status to `RUNNING` until the counter reaches this value
- **success\_until** (*int*) – set status to `SUCCESS` until the counter reaches this value
- **reset** (*bool*) – whenever invalidated (usually by a sequence reinitialising, or higher priority interrupting)

**Variables** **count** (*int*) – a simple counter which increments every tick

**terminate** (*new\_status*)

---

**Note:** User Customisable Callback

---

Subclasses may override this method to clean up. It will be triggered when a behaviour either finishes execution (switching from `RUNNING` to `FAILURE` || `SUCCESS`) or it got interrupted by a higher priority branch (switching to `INVALID`). Remember that the `initialise()` method will handle resetting of variables before re-entry, so this method is about disabling resources until this behaviour's next tick. This could be an indeterminably long time. e.g.

- cancel an external action that got started
- shut down any temporary communication handles

**Parameters** **new\_status** (*Status*) – the behaviour is transitioning to this new status

**Warning:** Do not set `self.status = new_status` here, that is automatically handled by the `stop()` method. Use the argument purely for introspection purposes (e.g. comparing the current state in `self.status` with the state it will transition to in `new_status`).

**update** ()

---

**Note:** User Customisable Callback

---

**Returns** the behaviour's new status *Status*

**Return type** *Status*

Subclasses may override this method to perform any logic required to arrive at a decision on the behaviour's new status. It is the primary worker function called on by the *tick()* mechanism.

---

**Tip:** This method should be almost instantaneous and non-blocking

---

**class** `py_trees.behaviours.Dummy` (*name='Dummy'*)

Bases: `py_trees.behaviour.Behaviour`

**class** `py_trees.behaviours.Failure` (*name='Failure'*)

Bases: `py_trees.behaviour.Behaviour`

**class** `py_trees.behaviours.Periodic` (*name, n*)

Bases: `py_trees.behaviour.Behaviour`

Simply periodically rotates it's status over the *RUNNING*, *SUCCESS*, *FAILURE* states. That is, *RUNNING* for N ticks, *SUCCESS* for N ticks, *FAILURE* for N ticks...

**Parameters**

- **name** (*str*) – name of the behaviour
- **n** (*int*) – period value (in ticks)

---

**Note:** It does not reset the count when initialising.

---

**update** ()

---

**Note:** User Customisable Callback

---

**Returns** the behaviour's new status *Status*

**Return type** *Status*

Subclasses may override this method to perform any logic required to arrive at a decision on the behaviour's new status. It is the primary worker function called on by the *tick()* mechanism.

---

**Tip:** This method should be almost instantaneous and non-blocking

---

**class** `py_trees.behaviours.Running` (*name='Running'*)

Bases: `py_trees.behaviour.Behaviour`

**class** `py_trees.behaviours.Success` (*name='Success'*)

Bases: `py_trees.behaviour.Behaviour`

**class** `py_trees.behaviours.SuccessEveryN` (*name, n*)

Bases: `py_trees.behaviour.Behaviour`

This behaviour updates it's status with *SUCCESS* once every N ticks, *FAILURE* otherwise.

**Parameters**

- **name** (*str*) – name of the behaviour
- **n** (*int*) – trigger success on every n'th tick

---

**Tip:** Use with decorators to change the status value as desired, e.g. `py_trees.decorators.FailureIsRunning()`

---

**update** ()

---

**Note:** User Customisable Callback

---

**Returns** the behaviour's new status *Status*

**Return type** *Status*

Subclasses may override this method to perform any logic required to arrive at a decision on the behaviour's new status. It is the primary worker function called on by the `tick()` mechanism.

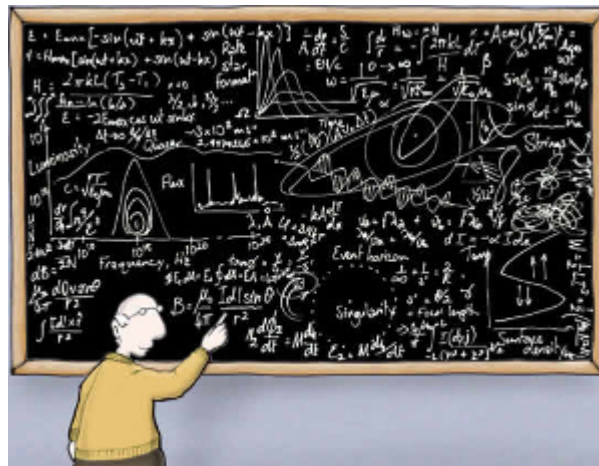
---

**Tip:** This method should be almost instantaneous and non-blocking

---

## 14.4 py\_trees.blackboard

Blackboards are not a necessary component, but are a fairly standard feature in most behaviour tree implementations. See, for example, the [design notes](#) for blackboards in Unreal Engine.



Implementations however, tend to vary quite a bit depending on the needs of the framework using them. Some of the usual considerations include scope and sharing of blackboards across multiple tree instances.

For this package, we've decided to keep blackboards extremely simple to fit with the same 'rapid development for small scale systems' principles that this library is designed for.

- No sharing between tree instances
- No locking for reading/writing

- Global scope, i.e. any behaviour can access any variable
- No external communications (e.g. to a database)

**class** `py_trees.blackboard.Blackboard`

Bases: `object`

Borg style key-value store for sharing amongst behaviours.

## Examples

You can instantiate the blackboard from anywhere in your program. Even disconnected calls will get access to the same data store. For example:

```
def check_foo():
    blackboard = Blackboard()
    assert(blackboard.foo, "bar")

if __name__ == '__main__':
    blackboard = Blackboard()
    blackboard.foo = "bar"
    check_foo()
```

If the key value you are interested in is only known at runtime, then you can set/get from the blackboard without the convenient variable style access:

```
blackboard = Blackboard()
result = blackboard.set("foo", "bar")
foo = blackboard.get("foo")
```

The blackboard can also be converted and printed (with highlighting) as a string. This is useful for logging and debugging.

```
print(Blackboard())
```

**Warning:** Be careful of key collisions. This implementation leaves this management up to the user.

### See also:

The *py-trees-demo-blackboard* program demos use of the blackboard along with a couple of the blackboard behaviours.

#### **static** `clear()`

Erase the blackboard contents. Typically this is used only when you have repeated runs of different tree instances, as often happens in testing.

#### **get** (*name*)

For when you only have strings to identify and access the blackboard variables, this provides a convenient accessor.

**Parameters** *name* (`str`) – name of the variable to set

#### **set** (*name, value, overwrite=True*)

For when you only have strings to identify and access the blackboard variables, this provides a convenient setter.

**Parameters**

- **name** (*str*) – name of the variable to set
- **value** (*any*) – any variable type
- **overwrite** (*bool*) – whether to abort if the value is already present

**Returns** always True unless overwrite was set to False and a variable already exists

**Return type** *bool*

**unset** (*name*)

For when you need to unset a blackboard variable, this provides a convenient helper method. This is particularly useful for unit testing behaviours.

**Parameters** **name** (*str*) – name of the variable to unset

```
class py_trees.blackboard.CheckBlackboardVariable (name, variable_name='dummy',
                                                expected_value=None,
                                                comparison_operator=<built-
in function eq>, clearing_policy=<ClearingPolicy.ON_INITIALISE:
1>, debug_feedback_message=False)
```

Bases: *py\_trees.behaviour.Behaviour*

Check the blackboard to see if it has a specific variable and optionally whether that variable has an expected value. It is a binary behaviour, always updating its status with either *SUCCESS* or *FAILURE* at each tick.

**initialise** ()

Clears the internally stored message ready for a new run if *old\_data\_is\_valid* wasn't set.

**terminate** (*new\_status*)

Always discard the matching result if it was invalidated by a parent or higher priority interrupt.

**update** ()

Check for existence, or the appropriate match on the expected value.

**Returns** *FAILURE* if not matched, *SUCCESS* otherwise.

**Return type** *Status*

```
class py_trees.blackboard.ClearBlackboardVariable (name='Clear Blackboard Variable',
                                                variable_name='dummy')
```

Bases: *py\_trees.meta.Success*

Clear the specified value from the blackboard.

**Parameters**

- **name** (*str*) – name of the behaviour
- **variable\_name** (*str*) – name of the variable to clear

**initialise** ()

Delete the variable from the blackboard.

```
class py_trees.blackboard.SetBlackboardVariable (name='Set Blackboard Variable',
                                                variable_name='dummy', variable_value=None)
```

Bases: *py\_trees.meta.Success*

Set the specified variable on the blackboard. Usually we set variables from inside other behaviours, but can be convenient to set them from a behaviour of their own sometimes so you don't get blackboard logic mixed up with more atomic behaviours.

**Parameters**

- **name** (*str*) – name of the behaviour
- **variable\_name** (*str*) – name of the variable to set
- **variable\_value** (*any*) – value of the variable to set

---

**Todo:** overwrite option, leading to possible failure/success logic.

---

**initialise** ()

---

**Note:** User Customisable Callback

---

Subclasses may override this method to perform any necessary initialising/clearing/resetting of variables when when preparing to enter this behaviour if it was not previously *RUNNING*. i.e. Expect this to trigger more than once!

```
class py_trees.blackboard.WaitForBlackboardVariable (name, variable_name='dummy',
                                                    expected_value=None,
                                                    comparison_operator=<built-
in function eq>, clearing_policy=<ClearingPolicy.ON_INITIALISE:
I>)
```

Bases: *py\_trees.behaviour.Behaviour*

Check the blackboard to see if it has a specific variable and optionally whether that variable has a specific value. Unlike *CheckBlackboardVariable* this class will be in a *RUNNING* state until the variable appears and (optionally) is matched.

**Parameters**

- **name** (*str*) – name of the behaviour
- **variable\_name** (*str*) – name of the variable to check
- **expected\_value** (*any*) – expected value to find (if *None*, check for existence only)
- **comparison\_operator** (*func*) – one from the python operator module
- **clearing\_policy** (*any*) – when to clear the match result, see *ClearingPolicy*

---

**Tip:** There are times when you want to get the expected match once and then save that result thereafter. For example, to flag once a system has reached a subgoal. Use the *NEVER* flag to do this.

---

**See also:**

*CheckBlackboardVariable*

**initialise** ()

Clears the internally stored message ready for a new run if *old\_data\_is\_valid* wasn't set.

**terminate** (*new\_status*)

Always discard the matching result if it was invalidated by a parent or higher priority interrupt.

**update** ()

Check for existence, or the appropriate match on the expected value.

**Returns** *FAILURE* if not matched, *SUCCESS* otherwise.

Return type *Status*

## 14.5 py\_trees.common

Common definitions, methods and variables used by the py\_trees library.

**class** py\_trees.common.BlackBoxLevel

Bases: `enum.IntEnum`

Whether a behaviour is a blackbox entity that may be considered collapsible (i.e. everything in its subtree will not be visualised) by visualisation tools.

Blackbox levels are increasingly persistent in visualisations.

Visualisations by default, should always collapse blackboxes that represent *DETAIL*.

**BIG\_PICTURE = 3**

A blackbox that represents a big picture part of the entire tree view.

**COMPONENT = 2**

A blackbox that encapsulates a subgroup of functionalities as a single group.

**DETAIL = 1**

A blackbox that encapsulates detailed activity.

**NOT\_A\_BLACKBOX = 4**

Not a blackbox, do not ever collapse.

**class** py\_trees.common.ClearingPolicy

Bases: `enum.IntEnum`

Policy rules for behaviours to dictate when data should be cleared/reset.

**NEVER = 3**

Never clear the data

**ON\_INITIALISE = 1**

Clear when entering the *initialise()* method.

**ON\_SUCCESS = 2**

Clear when returning *SUCCESS*.

**class** py\_trees.common.Duration

Bases: `enum.Enum`

Naming conventions.

**INFINITE = inf**

*INFINITE* oft used for perpetually blocking operations.

**UNTIL\_THE\_BATTLE\_OF\_ALFREDO = inf**

*UNTIL\_THE\_BATTLE\_OF\_ALFREDO* is an alias for *INFINITE*.

**class** py\_trees.common.Name

Bases: `enum.Enum`

Naming conventions.

**AUTO\_GENERATED = 'AUTO\_GENERATED'**

*AUTO\_GENERATED* leaves it to the behaviour to generate a useful, informative name.

**class** py\_trees.common.ParallelPolicy

Configurable policies for *Parallel* behaviours.

**class SuccessOnAll** (*synchronise=True*)  
Return *SUCCESS* only when each and every child returns *SUCCESS*.

**class SuccessOnOne**  
Return *SUCCESS* so long as at least one child has *SUCCESS* and the remainder are *RUNNING*

**class SuccessOnSelected** (*children, synchronise=True*)  
Return *SUCCESS* so long as each child in a specified list returns *SUCCESS*.

**class** py\_trees.common.**Status**

Bases: `enum.Enum`

An enumerator representing the status of a behaviour

**FAILURE** = 'FAILURE'  
Behaviour check has failed, or execution of its action finished with a failed result.

**INVALID** = 'INVALID'  
Behaviour is uninitialised and inactive, i.e. this is the status before first entry, and after a higher priority switch has occurred.

**RUNNING** = 'RUNNING'  
Behaviour is in the middle of executing some action, result still pending.

**SUCCESS** = 'SUCCESS'  
Behaviour check has passed, or execution of its action has finished with a successful result.

**class** py\_trees.common.**VisibilityLevel**

Bases: `enum.IntEnum`

Closely associated with the *BlackBoxLevel* for a behaviour. This sets the visibility level to be used for visualisations.

Visibility levels correspond to reducing levels of visibility in a visualisation.

**ALL** = 0  
Do not collapse any behaviour.

**BIG\_PICTURE** = 3  
Collapse any blackbox that isn't marked with *BIG\_PICTURE*.

**COMPONENT** = 2  
Collapse blackboxes marked with *COMPONENT* or lower.

**DETAIL** = 1  
Collapse blackboxes marked with *DETAIL* or lower.

`common.string_to_visibility_level()`

Will convert a string to a visibility level. Note that it will quietly return *ALL* if the string is not matched to any visibility level string identifier.

**Parameters** *level* (*str*) – visibility level as a string

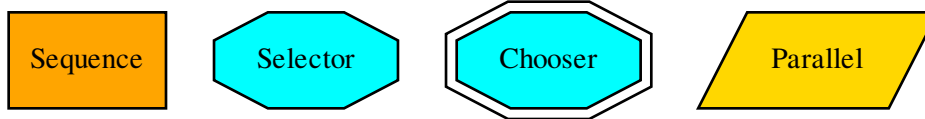
**Returns** visibility level enum

**Return type** *VisibilityLevel*

## 14.6 py\_trees.composites

Composites are the **factories** and **decision makers** of a behaviour tree. They are responsible for shaping the branches.






---

**Tip:** You should never need to subclass or create new composites.

---

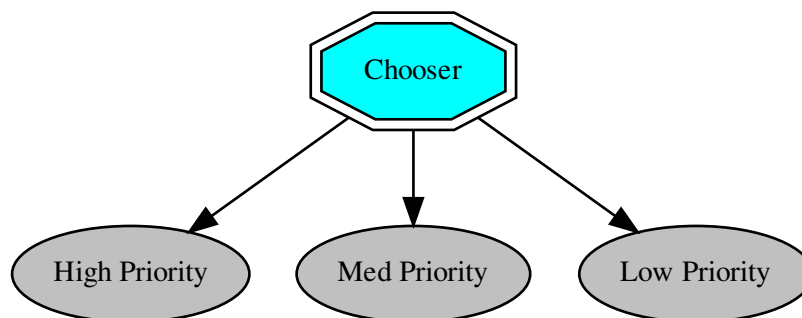
Most patterns can be achieved with a combination of the above. Adding to this set exponentially increases the complexity and subsequently making it more difficult to design, introspect, visualise and debug the trees. Always try to find the combination you need to achieve your result before contemplating adding to this set. Actually, scratch that...just don't contemplate it!

Composite behaviours typically manage children and apply some logic to the way they execute and return a result, but generally don't do anything themselves. Perform the checks or actions you need to do in the non-composite behaviours.

- *Sequence*: execute children sequentially
- *Selector*: select a path through the tree, interruptible by higher priorities
- *Chooser*: like a selector, but commits to a path once started until it finishes
- *Parallel*: manage children concurrently

**class** `py_trees.composites.Chooser` (*name='Chooser', children=None*)  
 Bases: `py_trees.composites.Selector`

Choosers are Selectors with Commitment



A variant of the selector class. Once a child is selected, it cannot be interrupted by higher priority siblings. As soon as the chosen child itself has finished it frees the chooser for an alternative selection. i.e. priorities only come into effect if the chooser wasn't running in the previous tick.

**Note:** This is the only composite in `py_trees` that is not a core composite in most behaviour tree implementations. Nonetheless, this is useful in fields like robotics, where you have to ensure that your manipulator doesn't drop its payload mid-motion as soon as a higher interrupt arrives. Use this composite sparingly and only if you can't find another way to easily create an elegant tree composition for your task.

---

### Parameters

- **name** (*str*) – the composite behaviour name
- **children** (*[Behaviour]*) – list of children to add

`__init__` (*name='Chooser', children=None*)

Initialize self. See `help(type(self))` for accurate signature.

`tick` ()

Run the tick behaviour for this chooser. Note that the status of the tick is (for now) always determined by its children, not by the user customised update function.

**Yields** *Behaviour* – a reference to itself or one of its children

```
class py_trees.composites.Composite (name: str = <Name.AUTO_GENERATED:
                                     'AUTO_GENERATED'>, children:
                                     List[py_trees.behaviour.Behaviour] = None)
```

Bases: *py\_trees.behaviour.Behaviour*

The parent class to all composite behaviours, i.e. those that have children.

### Parameters

- **name** (*str*) – the composite behaviour name
- **children** (*[Behaviour]*) – list of children to add

`__init__` (*name: str = <Name.AUTO\_GENERATED: 'AUTO\_GENERATED'>, children:*  
*List[py\_trees.behaviour.Behaviour] = None*)

Initialize self. See `help(type(self))` for accurate signature.

`add_child` (*child*)

Adds a child.

**Parameters** *child* (*Behaviour*) – child to add

**Raises** *TypeError* – if the provided child is not an instance of *Behaviour*

**Returns** unique id of the child

**Return type** *uuid.UUID*

`add_children` (*children*)

Append a list of children to the current list.

**Parameters** *children* (*[Behaviour]*) – list of children to add

`insert_child` (*child, index*)

Insert child at the specified index. This simply directly calls the python list's `insert` method using the child and index arguments.

### Parameters

- **child** (*Behaviour*) – child to insert
- **index** (*int*) – index to insert it at

**Returns** unique id of the child

**Return type** `uuid.UUID`

**prepend\_child** (*child*)

Prepend the child before all other children.

**Parameters** **child** (*Behaviour*) – child to insert

**Returns** unique id of the child

**Return type** `uuid.UUID`

**remove\_all\_children** ()

Remove all children. Makes sure to stop each child if necessary.

**remove\_child** (*child*)

Remove the child behaviour from this composite.

**Parameters** **child** (*Behaviour*) – child to delete

**Returns** index of the child that was removed

**Return type** `int`

---

**Todo:** Error handling for when child is not in this list

---

**remove\_child\_by\_id** (*child\_id*)

Remove the child with the specified id.

**Parameters** **child\_id** (*uuid.UUID*) – unique id of the child

**Raises** `IndexError` – if the child was not found

**replace\_child** (*child, replacement*)

Replace the child behaviour with another.

**Parameters**

- **child** (*Behaviour*) – child to delete
- **replacement** (*Behaviour*) – child to insert

**stop** (*new\_status=<Status.INVALID: 'INVALID'>*)

There is generally two use cases that must be supported here.

1) Whenever the composite has gone to a recognised state (i.e. `FAILURE` or `SUCCESS`), or 2) when a higher level parent calls on it to truly stop (`INVALID`).

In only the latter case will children need to be forcibly stopped as well. In the first case, they will have stopped themselves appropriately already.

**Parameters** **new\_status** (*Status*) – behaviour will transition to this new status

**tip** ()

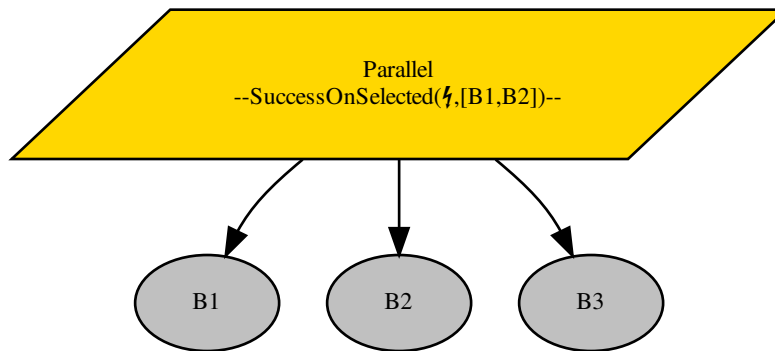
Recursive function to extract the last running node of the tree.

**Returns** `class::~py_trees.behaviour.Behaviour`: the tip function of the current child of this composite or `None`

```
class py_trees.composites.Parallel (name: str = <Name.AUTO_GENERATED:
    'AUTO_GENERATED'>, policy:
    py_trees.common.ParallelPolicy.Base =
    <py_trees.common.ParallelPolicy.SuccessOnAll object>, children: List[py_trees.behaviour.Behaviour] =
    None)
```

Bases: `py_trees.composites.Composite`

Parallels enable a kind of concurrency



Ticks every child every time the parallel is run (a poor man’s form of parallelism).

- Parallels will return *FAILURE* if any child returns *FAILURE*
- Parallels with policy *SuccessOnAll* only returns *SUCCESS* if **all** children return *SUCCESS*
- Parallels with policy *SuccessOnOne* return *SUCCESS* if **at least one** child returns *SUCCESS* and others are *RUNNING*
- Parallels with policy *SuccessOnSelected* only returns *SUCCESS* if a **specified subset** of children return *SUCCESS*

Parallels with policy *SuccessOnSelected* will validate themselves just-in-time in the `setup()` and `tick()` methods to check if the policy’s selected set of children is a subset of the children of this parallel. Doing this just-in-time is due to the fact that the parallel’s children may change after construction and even dynamically between ticks.

See also:

- [Context Switching Demo](#)

```
__init__(name: str = <Name.AUTO_GENERATED: 'AUTO_GENERATED'>, policy:
    py_trees.common.ParallelPolicy.Base = <py_trees.common.ParallelPolicy.SuccessOnAll
    object>, children: List[py_trees.behaviour.Behaviour] = None)
```

**Parameters**

- **name** (`str`) – the composite behaviour name
- **policy** (`ParallelPolicy`) – policy to use for deciding success or otherwise
- **children** (`[Behaviour]`) – list of children to add

**current\_child**

In some cases it's clear what the current child is, in others, there is an ambiguity as multiple could exist. If the latter is true, it will return the child relevant farthest down the list.

**Returns** the child that is currently running, or None

**Return type** *Behaviour*

**setup()**

Detect before ticking whether the policy configuration is invalid.

**Raises**

- `RuntimeError` – if the parallel's policy configuration is invalid
- `Exception` – be ready to catch if any of the children raise an exception

**tick()**

Tick over the children.

**Yields** *Behaviour* – a reference to itself or one of its children

**Raises** `RuntimeError` – if the policy configuration was invalid

**validate\_policy\_configuration()**

Policy configuration can be invalid if:

- Policy is `SuccessOnSelected` and no behaviours have been specified
- Policy is `SuccessOnSelected` and behaviours that are not children exist

**Raises** `RuntimeError` – if policy configuration was invalid

**verbose\_info\_string()** → str

Provide additional information about the underlying policy.

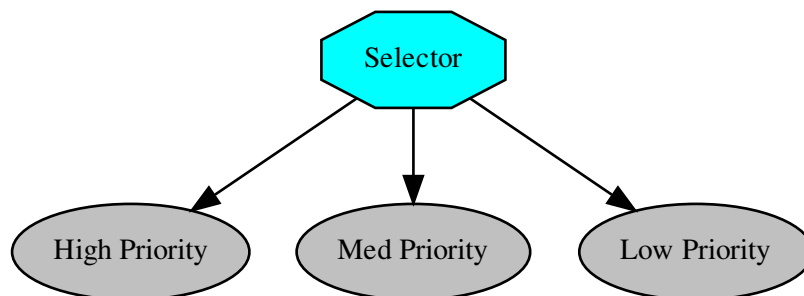
**Returns** name of the policy along with it's configuration

**Return type** str

**class** `py_trees.composites.Selector` (*name='Selector', children=None*)

Bases: `py_trees.composites.Composite`

Selectors are the Decision Makers



A selector executes each of its child behaviours in turn until one of them succeeds (at which point it itself returns *RUNNING* or *SUCCESS*, or it runs out of children at which point it itself returns *FAILURE*. We usually refer to selecting children as a means of *choosing between priorities*. Each child and its subtree represent a decreasingly lower priority path.

---

**Note:** Switching from a low -> high priority branch causes a *stop(INVALID)* signal to be sent to the previously executing low priority branch. This signal will percolate down that child's own subtree. Behaviours should make sure that they catch this and *destruct* appropriately.

---

Make sure you do your appropriate cleanup in the `terminate()` methods! e.g. cancelling a running goal, or restoring a context.

**See also:**

The *py-trees-demo-selector* program demos higher priority switching under a selector.

**Parameters**

- **name** (*str*) – the composite behaviour name
- **children** (*[Behaviour]*) – list of children to add

`__init__` (*name='Selector', children=None*)  
 Initialize self. See `help(type(self))` for accurate signature.

`__repr__` ()  
 Simple string representation of the object.

**Returns** string representation

**Return type** *str*

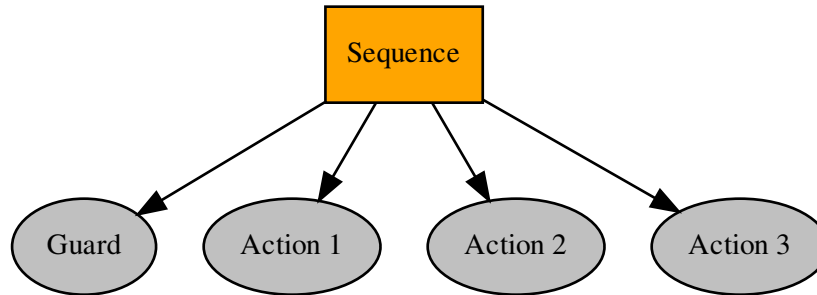
`stop` (*new\_status=<Status.INVALID: 'INVALID'>*)  
 Stopping a selector requires setting the current child to none. Note that it is important to implement this here instead of `terminate`, so users are free to subclass this easily with their own `terminate` and not have to remember that they need to call this function manually.

**Parameters** *new\_status* (*Status*) – the composite is transitioning to this new status

`tick` ()  
 Run the tick behaviour for this selector. Note that the status of the tick is always determined by its children, not by the user customised update function.

**Yields** *Behaviour* – a reference to itself or one of its children

`class` `py_trees.composites.Sequence` (*name='Sequence', children=None*)  
 Bases: `py_trees.composites.Composite`  
 Sequences are the factory lines of Behaviour Trees



A sequence will progressively tick over each of its children so long as each child returns *SUCCESS*. If any child returns *FAILURE* or *RUNNING* the sequence will halt and the parent will adopt the result of this child. If it reaches the last child, it returns with that result regardless.

---

**Note:** The sequence halts once it sees a child is *RUNNING* and then returns the result. *It does not get stuck in the running behaviour.*

---

**See also:**

The *py-trees-demo-sequence* program demos a simple sequence in action.

**Parameters**

- **name** (*str*) – the composite behaviour name
- **children** (*[Behaviour]*) – list of children to add

**\_\_init\_\_** (*name='Sequence', children=None*)

Initialize self. See `help(type(self))` for accurate signature.

**current\_child**

Have to check if there's anything actually running first.

**Returns** the child that is currently running, or None

**Return type** *Behaviour*

**stop** (*new\_status=<Status.INVALID: 'INVALID'>*)

Stopping a sequence requires taking care of the current index. Note that is important to implement this here instead of terminate, so users are free to subclass this easily with their own terminate and not have to remember that they need to call this function manually.

**Parameters** **new\_status** (*Status*) – the composite is transitioning to this new status

**tick** ()

Tick over the children.

**Yields** *Behaviour* – a reference to itself or one of its children



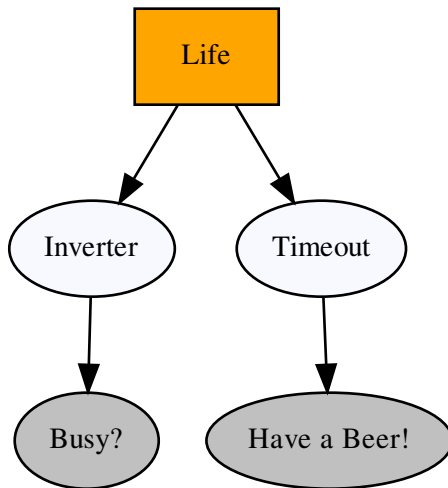


## 14.8 py\_trees.decorators

Decorators are behaviours that manage a single child and provide common modifications to their underlying child behaviour (e.g. inverting the result). That is, they provide a means for behaviours to wear different ‘hats’ and this combinatorially expands the capabilities of your behaviour library.



An example:



```

1  #!/usr/bin/env python
2
3  import py_trees.decorators
4  import py_trees.display
5
6  if __name__ == '__main__':
7
8      root = py_trees.composites.Sequence(name="Life")
9      timeout = py_trees.decorators.Timeout(
10         name="Timeout",
11         child=py_trees.behaviours.Success(name="Have a Beer!")
12     )
13     failure_is_success = py_trees.decorators.Inverter(
14         name="Inverter",
15         child=py_trees.behaviours.Success(name="Busy?")
16     )
17     root.add_children([failure_is_success, timeout])
18     py_trees.display.render_dot_tree(root)

```

## Decorators (Hats)

Decorators with very specific functionality:

- `py_trees.decorators.Condition`
- `py_trees.decorators.Inverter`
- `py_trees.decorators.OneShot`
- `py_trees.decorators.Timeout`

And the X is Y family:

- `py_trees.decorators.FailureIsRunning`
- `py_trees.decorators.FailureIsSuccess`
- `py_trees.decorators.RunningIsFailure`
- `py_trees.decorators.RunningIsSuccess`
- `py_trees.decorators.SuccessIsFailure`
- `py_trees.decorators.SuccessIsRunning`

## Decorators for Blocking Behaviours

It is worth making a note of the effect of decorators on behaviours that return *RUNNING* for some time before finally returning *SUCCESS* or *FAILURE* (blocking behaviours) since the results are often at first, surprising.

A decorator, such as `py_trees.decorators.RunningIsSuccess()` on a blocking behaviour will immediately terminate the underlying child and re-initialise on it's next tick. This is necessary to ensure the underlying child isn't left in a dangling state (i.e. *RUNNING*), but is often not what is being sought.

The typical use case being attempted is to convert the blocking behaviour into a non-blocking behaviour. If the underlying child has no state being modified in either the `initialise()` or `terminate()` methods (e.g. machinery is entirely launched at init or setup time), then conversion to a non-blocking representative of the original succeeds. Otherwise, another approach is needed. Usually this entails writing a non-blocking counterpart, or combination of behaviours to affect the non-blocking characteristics.

```
class py_trees.decorators.Condition (child, name=<Name.AUTO_GENERATED:
                                     'AUTO_GENERATED'>, status=<Status.SUCCESS:
                                     'SUCCESS'>)
```

Bases: `py_trees.decorators.Decorator`

Encapsulates a behaviour and wait for it's status to flip to the desired state. This behaviour will tick with *RUNNING* while waiting and *SUCCESS* when the flip occurs.

```
__init__ (child, name=<Name.AUTO_GENERATED: 'AUTO_GENERATED'>, sta-
          tus=<Status.SUCCESS: 'SUCCESS'>)
```

Initialise with child and optional name, status variables.

### Parameters

- **child** (*Behaviour*) – the child to be decorated
- **name** (*str*) – the decorator name (can be None)
- **status** (*Status*) – the desired status to watch for

**update** ()

*SUCCESS* if the decorated child has returned the specified status, otherwise *RUNNING*. This decorator will never return *FAILURE*

**Returns** the behaviour's new status *Status*

**Return type** *Status*

```
class py_trees.decorators.Decorator (child, name=<Name.AUTO_GENERATED:
                                     'AUTO_GENERATED'>)
```

Bases: *py\_trees.behaviour.Behaviour*

A decorator is responsible for handling the lifecycle of a single child beneath

```
__init__ (child, name=<Name.AUTO_GENERATED: 'AUTO_GENERATED'>)
```

Common initialisation steps for a decorator - type checks and name construction (if None is given).

**Parameters**

- **name** (*str*) – the decorator name
- **child** (*Behaviour*) – the child to be decorated

**Raises** *TypeError* – if the child is not an instance of *Behaviour*

```
stop (new_status)
```

As with other composites, it checks if the child is running and stops it if that is the case.

**Parameters** **new\_status** (*Status*) – the behaviour is transitioning to this new status

```
tick ()
```

A decorator's tick is exactly the same as a normal proceedings for a Behaviour's tick except that it also ticks the decorated child node.

**Yields** *Behaviour* – a reference to itself or one of its children

```
class py_trees.decorators.FailureIsRunning (child, name=<Name.AUTO_GENERATED:
                                               'AUTO_GENERATED'>)
```

Bases: *py\_trees.decorators.Decorator*

Dont stop running.

```
update ()
```

Return the decorated child's status unless it is *FAILURE* in which case, return *RUNNING*.

**Returns** the behaviour's new status *Status*

**Return type** *Status*

```
class py_trees.decorators.FailureIsSuccess (child, name=<Name.AUTO_GENERATED:
                                                  'AUTO_GENERATED'>)
```

Bases: *py\_trees.decorators.Decorator*

Be positive, always succeed.

```
update ()
```

Return the decorated child's status unless it is *FAILURE* in which case, return *SUCCESS*.

**Returns** the behaviour's new status *Status*

**Return type** *Status*

```
class py_trees.decorators.Inverter (child, name=<Name.AUTO_GENERATED:
                                           'AUTO_GENERATED'>)
```

Bases: *py\_trees.decorators.Decorator*

A decorator that inverts the result of a class's update function.

```
__init__ (child, name=<Name.AUTO_GENERATED: 'AUTO_GENERATED'>)
```

Init with the decorated child.

**Parameters**

- **child** (*Behaviour*) – behaviour to time

- **name** (*str*) – the decorator name

**update** ()

Flip *FAILURE* and *SUCCESS*

**Returns** the behaviour’s new status *Status*

**Return type** *Status*

```
class py_trees.decorators.OneShot (child, name=<Name.AUTO_GENERATED:
                                     'AUTO_GENERATED'>, policy=
                                     <OneShotPolicy.ON_SUCCESSFUL_COMPLETION:
                                     [<Status.SUCCESS: 'SUCCESS'>]>)
```

Bases: *py\_trees.decorators.Decorator*

A decorator that implements the oneshot pattern.

This decorator ensures that the underlying child is ticked through to completion just once and while doing so, will return with the same status as it’s child. Thereafter it will return with the final status of the underlying child.

Completion status is determined by the policy given on construction.

- With policy *ON\_SUCCESSFUL\_COMPLETION*, the oneshot will activate only when the underlying child returns *SUCCESS* (i.e. it permits retries).
- With policy *ON\_COMPLETION*, the oneshot will activate when the child returns *SUCCESS* || *FAILURE*.

**See also:**

*py\_trees.idioms.oneshot* ()

```
__init__ (child, name=<Name.AUTO_GENERATED: 'AUTO_GENERATED'>, policy=
           <OneShotPolicy.ON_SUCCESSFUL_COMPLETION: [<Status.SUCCESS: 'SUCCESS'>]>)
```

Init with the decorated child.

**Parameters**

- **name** (*str*) – the decorator name
- **child** (*Behaviour*) – behaviour to time
- **policy** (*OneShotPolicy*) – policy determining when the oneshot should activate

**terminate** (*new\_status*)

If returning *SUCCESS* for the first time, flag it so future ticks will block entry to the child.

**tick** ()

Select between decorator (single child) and behaviour (no children) style ticks depending on whether or not the underlying child has been ticked successfully to completion previously.

**update** ()

Bounce if the child has already successfully completed.

```
class py_trees.decorators.RunningIsFailure (child, name=<Name.AUTO_GENERATED:
                                             'AUTO_GENERATED'>)
```

Bases: *py\_trees.decorators.Decorator*

Got to be snappy! We want results... yesterday!

**update** ()

Return the decorated child’s status unless it is *RUNNING* in which case, return *FAILURE*.

**Returns** the behaviour’s new status *Status*

**Return type** *Status*

**class** `py_trees.decorators.RunningIsSuccess` (*child*, *name*=<Name.AUTO\_GENERATED: 'AUTO\_GENERATED'>)

Bases: `py_trees.decorators.Decorator`

Don't hang around...

**update** ()

Return the decorated child's status unless it is `RUNNING` in which case, return `SUCCESS`.

**Returns** the behaviour's new status `Status`

**Return type** `Status`

**class** `py_trees.decorators.SuccessIsFailure` (*child*, *name*=<Name.AUTO\_GENERATED: 'AUTO\_GENERATED'>)

Bases: `py_trees.decorators.Decorator`

Be depressed, always fail.

**update** ()

Return the decorated child's status unless it is `SUCCESS` in which case, return `FAILURE`.

**Returns** the behaviour's new status `Status`

**Return type** `Status`

**class** `py_trees.decorators.SuccessIsRunning` (*child*, *name*=<Name.AUTO\_GENERATED: 'AUTO\_GENERATED'>)

Bases: `py_trees.decorators.Decorator`

It never ends...

**update** ()

Return the decorated child's status unless it is `SUCCESS` in which case, return `RUNNING`.

**Returns** the behaviour's new status `Status`

**Return type** `Status`

**class** `py_trees.decorators.Timeout` (*child*, *name*=<Name.AUTO\_GENERATED: 'AUTO\_GENERATED'>, *duration*=5.0)

Bases: `py_trees.decorators.Decorator`

A decorator that applies a timeout pattern to an existing behaviour. If the timeout is reached, the encapsulated behaviour's `stop()` method is called with status `FAILURE` otherwise it will simply directly tick and return with the same status as that of it's encapsulated behaviour.

**\_\_init\_\_** (*child*, *name*=<Name.AUTO\_GENERATED: 'AUTO\_GENERATED'>, *duration*=5.0)

Init with the decorated child and a timeout duration.

**Parameters**

- **child** (`Behaviour`) – behaviour to time
- **name** (`str`) – the decorator name
- **duration** (`float`) – timeout length in seconds

**initialise** ()

Reset the feedback message and finish time on behaviour entry.

**update** ()

Terminate the child and return `FAILURE` if the timeout is exceeded.

## 14.9 py\_trees.display

Behaviour trees are significantly easier to design, monitor and debug with visualisations. Py Trees does provide minimal assistance to render trees to various simple output formats. Currently this includes dot graphs, strings or stdout.

`py_trees.display.ascii_bullet` (*node*)

Generate a text bullet for the specified behaviour's type.

**Parameters** `node` (*Behaviour*) – convert this behaviour's type to text

**Returns** the text bullet

**Return type** `str`)

`py_trees.display.ascii_check_mark` (*status*)

Generate a text check mark for the specified status.

**Parameters** `status` (*Status*) – convert this status to text

**Returns** the text check mark

**Return type** `str`)

`py_trees.display.ascii_tree` (*tree*, *indent=0*, *snapshot\_information=None*)

Build an ascii tree representation as a string for redirecting to elsewhere other than stdout. This can be the entire tree, or a recorded snapshot of the tree (i.e. just the part that was traversed).

**Parameters**

- **tree** (*Behaviour*) – the root of the tree, or subtree you want to show
- **indent** (*int*) – the number of characters to indent the tree
- **snapshot\_information** (*visitors*) – a visitor that recorded information about a traversed tree (e.g. *SnapshotVisitor*)
- **snapshot\_information** – a visitor that recorded information about a traversed tree (e.g. *SnapshotVisitor*)

**Returns** an ascii tree (i.e. in string form)

**Return type** `str`

### Examples

Use the *SnapshotVisitor* and *BehaviourTree* to generate snapshot information at each tick and feed that to a post tick handler that will print the traversed ascii tree complete with status and feedback messages.

```
Sequence [*]
--> Action 1 [*] -- running
--> Action 2 [-]
--> Action 3 [-]
```

```
def post_tick_handler(snapshot_visitor, behaviour_tree):
    print(py_trees.display.ascii_tree(behaviour_tree.root,
                                      snapshot_information=snapshot_visitor))

root = py_trees.composites.Sequence("Sequence")
for action in ["Action 1", "Action 2", "Action 3"]:
    b = py_trees.behaviours.Count(
```

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```

        name=action,
        fail_until=0,
        running_until=1,
        success_until=10)
    root.add_child(b)
behaviour_tree = py_trees.trees.BehaviourTree(root)
snapshot_visitor = py_trees.visitors.SnapshotVisitor()
behaviour_tree.add_post_tick_handler(
    functools.partial(post_tick_handler,
                      snapshot_visitor))
behaviour_tree.visitors.append(snapshot_visitor)

```

`py_trees.display.generate_pydot_graph`(*root*, *visibility\_level*, *collapse\_decorators*, *with\_qualified\_names*)

Generate the pydot graph - this is usually the first step in rendering the tree to file. See also `render_dot_tree()`.

#### Parameters

- **root** (*Behaviour*) – the root of a tree, or subtree
- (*visibility\_level*) – class‘~py\_trees.common.VisibilityLevel‘): collapse subtrees at or under this level
- **collapse\_decorators** (*bool*) – only show the decorator (not the child)
- **with\_qualified\_names** – (*bool*): print the class information for each behaviour in each node

**Returns** graph

**Return type** pydot.Dot

`py_trees.display.print_ascii_tree`(*root*, *indent=0*, *show\_status=False*)

Print the ASCII representation of an entire behaviour tree.

#### Parameters

- **root** (*Behaviour*) – the root of the tree, or subtree you want to show
- **indent** (*int*) – the number of characters to indent the tree
- **show\_status** (*bool*) – additionally show feedback message and status of every element

### Examples

Render a simple tree in ascii format to stdout.

```

Sequence
--> Action 1
--> Action 2
--> Action 3

```

```

root = py_trees.composites.Sequence("Sequence")
for action in ["Action 1", "Action 2", "Action 3"]:
    b = py_trees.behaviours.Count(
        name=action,
        fail_until=0,
        running_until=1,

```

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```

        success_until=10)
    root.add_child(b)
py_trees.display.print_ascii_tree(root)

```

**Tip:** To additionally display status and feedback message from every behaviour in the tree, simply set the `show_status` flag to `True`.

```

py_trees.display.render_dot_tree (root:          py_trees.behaviour.Behaviour,      visibil-
                                ility_level:    py_trees.common.VisibilityLevel = <Visi-
                                bilityLevel.DETAIL: 1>, collapse_decorators:  bool
                                = False, name:    str = None, target_directory: str =
                                '/home/docs/checkouts/readthedocs.org/user_builds/py-
                                trees/checkouts/release-1.0.x/doc', with_qualified_names:
                                bool = False)

```

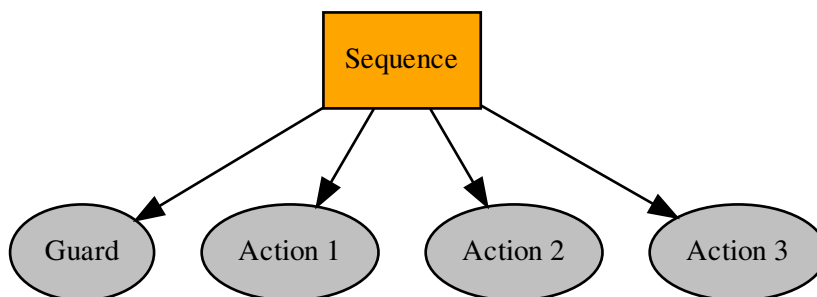
Render the dot tree to `.dot`, `.svg`, `.png` files in the current working directory. These will be named with the root behaviour name.

### Parameters

- **root** (*Behaviour*) – the root of a tree, or subtree
- (*visibility\_level*) – class‘~py\_trees.common.VisibilityLevel‘): collapse subtrees at or under this level
- **collapse\_decorators** (*bool*) – only show the decorator (not the child)
- **name** (*str*) – name to use for the created files (defaults to the root behaviour name)
- **target\_directory** (*str*) – default is to use the current working directory, set this to redirect elsewhere
- **with\_qualified\_names** (*bool*) – print the class names of each behaviour in the dot node

### Example

Render a simple tree to dot/svg/png file:





```

root = py_trees.composites.Sequence("Sequence")
for job in ["Action 1", "Action 2", "Action 3"]:
    success_after_two = py_trees.behaviours.Count(name=job,
                                                    fail_until=0,
                                                    running_until=1,
                                                    success_until=10)

    root.add_child(success_after_two)
py_trees.display.render_dot_tree(root)

```

**Tip:** A good practice is to provide a command line argument for optional rendering of a program so users can quickly visualise what tree the program will execute.

`py_trees.display.stringify_dot_tree(root)`  
 Generate dot tree graphs and return a string representation of the dot graph.

**Parameters** `root` (*Behaviour*) – the root of a tree, or subtree

**Returns** dot graph as a string

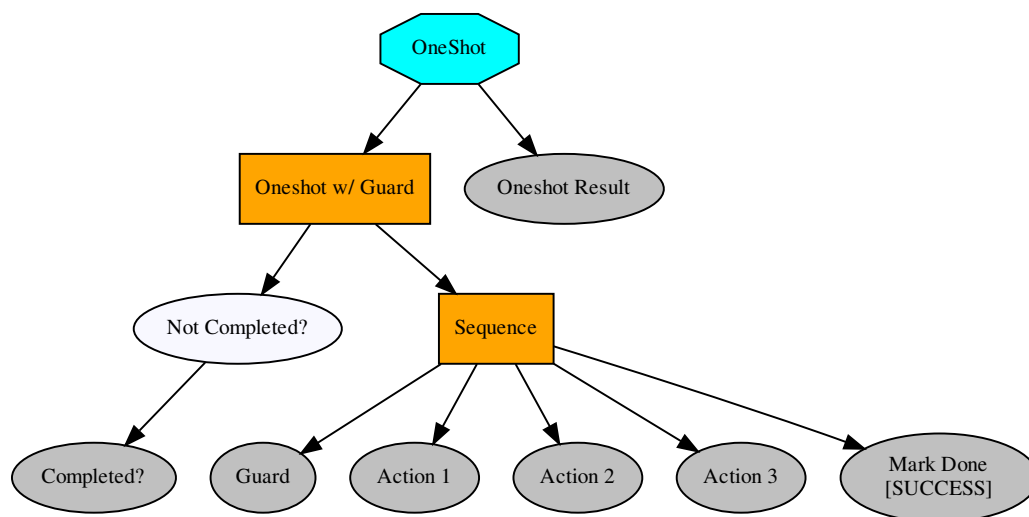
**Return type** `str`

## 14.10 py\_trees.idioms

A library of subtree creators that build complex patterns of behaviours representing common behaviour tree idioms.

`py_trees.idioms.oneshot` (*name='OneShot Idiom', variable\_name='oneshot',*  
*behaviour=<py\_trees.meta.Dummy object>, policy=<OneShotPolicy.ON\_SUCCESSFUL\_COMPLETION: [Status.SUCCESS: 'SUCCESS']>*)

Ensure that a particular pattern is executed through to completion just once. Thereafter it will just rebound with success.



**Note:** Completion on `FAILURE` or on `SUCCESS` only (permits retries if it fails) is determined by the policy.

**Parameters**

- **name** (*str*) – the name to use for the oneshot root (selector)
- **variable\_name** (*str*) – name for the flag used on the blackboard (ensure it is unique)
- **behaviour** (*Behaviour*) – single behaviour or composited subtree to oneshot
- **policy** (*OneShotPolicy*) – policy determining when the oneshot should activate

**Returns** the root of the oneshot subtree

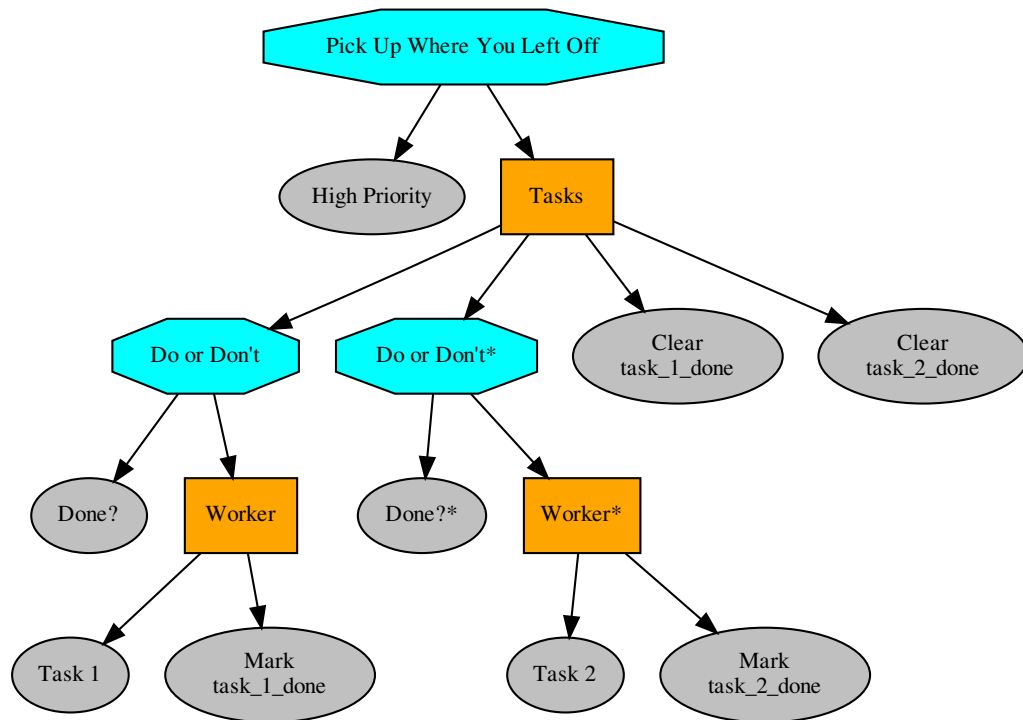
**Return type** *Behaviour*

**See also:**

*py\_trees.decorators.OneShot*

`py_trees.idioms.pick_up_where_you_left_off` (*name='Pickup Where You Left Off Idiom', tasks=[<py\_trees.meta.Dummy object>, <py\_trees.meta.Dummy object>]*)

Rudely interrupted while enjoying a sandwich, a caveman (just because they wore loincloths does not mean they were not civilised), picks up his club and fends off the sabre-tooth tiger invading his sanctum as if he were swatting away a gnat. Task accomplished, he returns to the joys of munching through the layers of his sandwich.



---

**Note:** There are alternative ways to accomplish this idiom with their pros and cons.

a) The tasks in the sequence could be replaced by a factory behaviour that dynamically checks the state of play and spins up the tasks required each time the task sequence is first entered and invalidates/deletes them when it is either finished or invalidated. That has the advantage of not requiring much of the blackboard machinery here, but disadvantage in not making visible the task sequence itself at all times (i.e. burying details under the hood).

b) A new composite which retains the index between initialisations can also achieve the same pattern with fewer blackboard shenanigans, but suffers from an increased logical complexity cost for your trees (each new composite increases decision making complexity ( $O(n!)$ )).

---

#### Parameters

- **name** (*str*) – the name to use for the task sequence behaviour
- **tasks** (*[Behaviour]*) – lists of tasks to be sequentially performed

**Returns** root of the generated subtree

**Return type** *Behaviour*

## 14.11 py\_trees.meta

Meta methods to create behaviours without needing to create the behaviours themselves.

`py_trees.meta.create_behaviour_from_function` (*func*)

Create a behaviour from the specified function, dropping it in for the Behaviour `update()` method. This function must include the *self* argument and return a `Status` value. It also automatically provides a drop-in for the `terminate()` method that clears the feedback message. Other methods are left untouched.

**Parameters** `func` (*function*) – a drop-in for the `update()` method

## 14.12 py\_trees.timers

Time related behaviours.

**class** `py_trees.timers.Timer` (*name='Timer', duration=5.0*)

Bases: `py_trees.behaviour.Behaviour`

Simple timer class that is *RUNNING* until the timer runs out, at which point it is *SUCCESS*. This can be used in a wide variety of situations - pause, duration, timeout depending on how it is wired into the tree (e.g. pause in a sequence, duration/timeout in a parallel).

The timer gets reset either upon entry (`initialise()`) if it hasn't already been set and gets cleared when it either runs out, or the behaviour is interrupted by a higher priority or parent cancelling it.

#### Parameters

- **name** (*str*) – name of the behaviour
- **duration** (*int*) – length of time to run (in seconds)

**Raises** `TypeError` – if the provided duration is not a real number

---

**Note:** This succeeds the first time the behaviour is ticked **after** the expected finishing time.

---

---

**Tip:** Use the `RunningIsFailure()` decorator if you need `FAILURE` until the timer finishes.

---

`__init__` (*name='Timer', duration=5.0*)

Initialize self. See `help(type(self))` for accurate signature.

`initialise` ()

Store the expected finishing time.

`terminate` (*new\_status*)

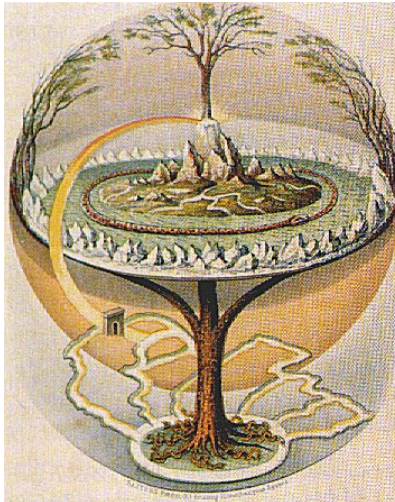
Clear the expected finishing time.

`update` ()

Check current time against the expected finishing time. If it is in excess, flip to `SUCCESS`.

## 14.13 py\_trees.trees

While a graph of connected behaviours and composites form a tree in their own right (i.e. it can be initialised and ticked), it is usually convenient to wrap your tree in another class to take care of a lot of the housework and provide some extra bells and whistles that make your tree flourish.



This package provides a default reference implementation that is directly usable, but can also be easily used as inspiration for your own tree custodians.

**class** `py_trees.trees.BehaviourTree` (*root: py\_trees.behaviour.Behaviour*)

Bases: `object`

Grow, water, prune your behaviour tree with this, the default reference implementation. It features a few enhancements to provide richer logging, introspection and dynamic management of the tree itself:

- Pre and post tick handlers to execute code automatically before and after a tick
- Visitor access to the parts of the tree that were traversed in a tick
- Subtree pruning and insertion operations
- Continuous tick-tock support

**See also:**

The *py-trees-demo-tree-stewardship* program demonstrates the above features.

**Parameters** `root` (*Behaviour*) – root node of the tree

**Variables**

- `count` (`int`) – number of times the tree has been ticked.
- `root` (*Behaviour*) – root node of the tree
- `visitors` (`[visitors]`) – entities that visit traversed parts of the tree when it ticks
- `pre_tick_handlers` (`[func]`) – functions that run before the entire tree is ticked
- `post_tick_handlers` (`[func]`) – functions that run after the entire tree is ticked

**Raises** `TypeError` – if root variable is not an instance of *Behaviour*

**add\_post\_tick\_handler** (*handler*)

Add a function to execute after the tree has ticked. The function must have a single argument of type *BehaviourTree*.

Some ideas that are often used:

- logging
- modifications on the tree itself (e.g. closing down a plan)
- sending data to visualisation tools
- introspect the state of the tree to make and send reports

**Parameters** `handler` (`func`) – function

**add\_pre\_tick\_handler** (*handler*)

Add a function to execute before the tree is ticked. The function must have a single argument of type *BehaviourTree*.

Some ideas that are often used:

- logging (to file or stdout)
- modifications on the tree itself (e.g. starting a new plan)

**Parameters** `handler` (`func`) – function

**destroy** ()

Destroy the tree by stopping the root node.

**insert\_subtree** (*child*, *unique\_id*, *index*)

Insert a subtree as a child of the specified parent. If the parent is found, this directly calls the parent's *insert\_child()* method using the child and index arguments.

**Parameters**

- `child` (*Behaviour*) – subtree to insert
- `unique_id` (`uuid.UUID`) – unique id of the parent
- `index` (`int`) – insert the child at this index, pushing all children after it back one.

**Returns** success or failure (parent not found) of the operation

**Return type** `bool`

**Raises** `TypeError` – if the parent is not a `Composite`

---

**Todo:** Could use better, more informative error handling here. Especially if the insertion has its own error handling (e.g. index out of range). Could also use a different api that relies on the id of the sibling node it should be inserted before/after.

---

**interrupt** ()

Interrupt tick-tock if it is tick-tocking. Note that this will permit a currently executing tick to finish before interrupting the tick-tock.

**prune\_subtree** (*unique\_id*)

Prune a subtree given the unique id of the root of the subtree.

**Parameters** `unique_id` (*uuid.UUID*) – unique id of the subtree root

**Returns** success or failure of the operation

**Return type** `bool`

**Raises** `RuntimeError` – if unique id is the behaviour tree's root node id

**replace\_subtree** (*unique\_id*, *subtree*)

Replace the subtree with the specified id for the new subtree. This is a common pattern where we'd like to swap out a whole sub-behaviour for another one.

**Parameters**

- `unique_id` (*uuid.UUID*) – unique id of the parent
- `subtree` (*Behaviour*) – root behaviour of the subtree

**Raises** `AssertionError`: if unique id is the behaviour tree's root node id

**Returns** success or failure of the operation

**Return type** `bool`

**setup** (*timeout*: *float* = `<Duration.INFINITE: inf>`, *visitor*: *py\_trees.visitors.VisitorBase* = `None`)

Crawls across the tree calling `setup()` on each behaviour.

Visitors can optionally be provided to provide a node-by-node analysis on the result of each node's `setup()` before the next node's `setup()` is called. This is useful on trees with relatively long setup times to progressively report out on the current status of the operation.

**Parameters**

- `timeout` (*float*) – time (s) to wait (use `common.Duration.INFINITE` to block indefinitely)
- `visitor` (*VisitorBase*) – runnable entities on each node after it's setup

**Raises** `Exception` – be ready to catch if any of the behaviours raise an exception

**tick** (*pre\_tick\_handler*=`None`, *post\_tick\_handler*=`None`)

Tick the tree just once and run any handlers before and after the tick. This optionally accepts some one-shot handlers (c.f. those added by `add_pre_tick_handler()` and `add_post_tick_handler()` which will be automatically run every time).

The handler functions must have a single argument of type `BehaviourTree`.

**Parameters**

- **pre\_tick\_handler** (*func*) – function to execute before ticking
- **post\_tick\_handler** (*func*) – function to execute after ticking

**tick\_tock** (*sleep\_ms*, *number\_of\_iterations=-1*, *pre\_tick\_handler=None*, *post\_tick\_handler=None*)

Tick continuously with a sleep interval as specified. This optionally accepts some handlers that will be used for the duration of this tick tock (c.f. those added by `add_pre_tick_handler()` and `add_post_tick_handler()` which will be automatically run every time).

The handler functions must have a single argument of type `BehaviourTree`.

**Parameters**

- **sleep\_ms** (*float*) – sleep this much between ticks (milliseconds)
- **number\_of\_iterations** (*int*) – number of iterations to tick-tock
- **pre\_tick\_handler** (*func*) – function to execute before ticking
- **post\_tick\_handler** (*func*) – function to execute after ticking

**tip()**

Get the *tip* of the tree. This corresponds to the the deepest node that was running before the subtree traversal reversed direction and headed back to this node.

**Returns** child behaviour, itself or `None` if its status is `INVALID`

**Return type** `Behaviour` or `None`

**See also:**

`tip()`

## 14.14 py\_trees.utilities

Assorted utility functions.

`py_trees.utilities.get_fully_qualified_name` (*instance: object*) → `str`

Get at the fully qualified name of an object, e.g. an instance of a `Sequence` becomes `'py_trees.composites.Sequence'`.

**Parameters** **instance** (*object*) – an instance of any class

**Returns** the fully qualified name

**Return type** `str`

`py_trees.utilities.get_valid_filename` (*s: str*) → `str`

Return the given string converted to a string that can be used for a clean filename (without extension). Remove leading and trailing spaces; convert other spaces and newlines to underscores; and remove anything that is not an alphanumeric, dash, underscore, or dot.

```
>>> utilities.get_valid_filename("john's portrait in 2004.jpg")
'johns_portrait_in_2004.jpg'
```

**Parameters** **program** (*str*) – string to convert to a valid filename

**Returns** a representation of the specified string as a valid filename

**Return type** `str`

`py_trees.utilities.static_variables(**kwargs)`

This is a decorator that can be used with python methods to attach initialised static variables to the method.

```
@static_variables(counter=0)
def foo():
    foo.counter += 1
    print("Counter: {}".format(foo.counter))
```

`py_trees.utilities.which(program)`

Wrapper around the command line 'which' program.

**Parameters** `program` (*str*) – name of the program to find.

**Returns** path to the program or None if it doesn't exist.

**Return type** *str*

## 14.15 py\_trees.visitors

Visitors are entities that can be passed to a tree implementation (e.g. *BehaviourTree*) and used to either visit each and every behaviour in the tree, or visit behaviours as the tree is traversed in an executing tick. At each behaviour, the visitor runs its own method on the behaviour to do as it wishes - logging, introspecting, etc.

**Warning:** Visitors should not modify the behaviours they visit.

**class** `py_trees.visitors.DebugVisitor`

Bases: `py_trees.visitors.VisitorBase`

Picks up and logs feedback messages and the behaviour's status. Logging is done with the behaviour's logger.

**run** (*behaviour*)

This method gets run as each behaviour is ticked. Override it to perform some activity - e.g. introspect the behaviour to store/process logging data for visualisations.

**Parameters** `behaviour` (*Behaviour*) – behaviour that is ticking

**class** `py_trees.visitors.SnapshotVisitor` (*full=False*)

Bases: `py_trees.visitors.VisitorBase`

Visits the tree in tick-tock, recording runtime information for publishing the information as a snapshot view of the tree after the iteration has finished.

**Parameters** `full` (*bool*) – flag to indicate whether it should be used to visit only traversed nodes or the entire tree

**Variables**

- **nodes** (*dict*) – dictionary of behaviour id (*uuid.UUID*) and status (*Status*) pairs
- **running\_nodes** (*[uuid.UUID]*) – list of id's for behaviours which were traversed in the current tick
- **previously\_running\_nodes** (*[uuid.UUID]*) – list of id's for behaviours which were traversed in the last tick

**See also:**

This visitor is used with the *BehaviourTree* class to collect information and *ascii\_tree()* to display information.



**initialise** ()

Switch running to previously running and then reset all other variables. This should get called before a tree ticks.

**run** (*behaviour*)

This method gets run as each behaviour is ticked. Catch the id and status and store it. Additionally add it to the running list if it is *RUNNING*.

**Parameters** *behaviour* (*Behaviour*) – behaviour that is ticking

**class** `py_trees.visitors.VisitorBase` (*full=False*)

Bases: `object`

Parent template for visitor types.

Visitors are primarily designed to work with *BehaviourTree* but they can be used in the same way for other tree custodian implementations.

**Parameters** *full* (*bool*) – flag to indicate whether it should be used to visit only traversed nodes or the entire tree

**Variables** *full* (*bool*) – flag to indicate whether it should be used to visit only traversed nodes or the entire tree

**initialise** ()

Override this method if any resetting of variables needs to be performed between ticks (i.e. visitations).

**run** (*behaviour*)

This method gets run as each behaviour is ticked. Override it to perform some activity - e.g. introspect the behaviour to store/process logging data for visualisations.

**Parameters** *behaviour* (*Behaviour*) – behaviour that is ticking

**class** `py_trees.visitors.WindsOfChangeVisitor`

Bases: `py_trees.visitors.VisitorBase`

Visits the ticked part of a tree, checking off the status against the set of status results recorded in the previous tick. If there has been a change, it flags it. This is useful for determining when to trigger, e.g. logging.

**Variables**

- **changed** (*Bool*) – flagged if there is a difference in the visited path or *Status* of any behaviour on the path
- **ticked\_nodes** (*dict*) – dictionary of behaviour id (*uuid.UUID*) and status (*Status*) pairs from the current tick
- **previously\_ticked+nodes** (*dict*) – dictionary of behaviour id (*uuid.UUID*) and status (*Status*) pairs from the previous tick
- **running\_nodes** (*[uuid.UUID]*) – list of id's for behaviours which were traversed in the current tick
- **previously\_running\_nodes** (*[uuid.UUID]*) – list of id's for behaviours which were traversed in the last tick

**See also:**

The *py-trees-demo-logging* program demonstrates use of this visitor to trigger logging of a tree serialisation.

**initialise** ()

Switch running to previously running and then reset all other variables. This should get called before a tree ticks.

**run** (*behaviour*)

This method gets run as each behaviour is ticked. Catch the id and status and store it. Additionally add it to the running list if it is *RUNNING*.

**Parameters** **behaviour** (*Behaviour*) – behaviour that is ticking

### 15.1 1.0.5 (2019-02-28)

- [decorators] fix timeout bug that doesn't respect a child's last tick

### 15.2 1.0.4 (2019-02-26)

- [display] drop spline curves, it's buggy with graphviz 2.38

### 15.3 1.0.3 (2019-02-13)

- [visitors] winds of change visitor and logging demo

### 15.4 1.0.2 (2019-02-13)

- [console] fallbacks for unicode chars when (UTF-8) encoding cannot support them

### 15.5 1.0.1 (2018-02-12)

- [trees] don't use multiprocessing on setup if not using timeouts

### 15.6 1.0.x (2019-01-18)

#### Breaking API

- [behaviour] setup() no longer returns a boolean, catch exceptions instead, #143.
- [behaviour] setup() no longer takes timeouts, responsibility moved to BehaviourTree, #148.
- [decorators] new-style decorators found in py\_trees.decorators
- [decorators] new-style decorators stop their running child on completion (SUCCESS||FAILURE)
- [decorators] old-style decorators in py\_trees.meta deprecated

#### New Features

- [blackboard] added a method for clearing the entire blackboard (useful for tests)
- [composites] raise TypeError when children's setup methods don't return a bool (common mistake)
- [composites] new parallel policies, SuccessOnAll, SuccessOnSelected
- [decorators] oneshot policies for activating on completion or *successful* completion only
- [meta] behaviours from functions can now automagically generate names

## 15.7 0.8.x (2018-10-18)

#### Breaking API

- Lower level namespace types no longer exist (PR117), e.g. `py_trees.Status` -> `py_trees.common.Status`
- Python2 support dropped

#### New Features

- [idioms] 'Pick Up Where You Left Off'
- [idioms] 'OneShot'

## 15.8 0.8.0 (2018-10-18)

- [infra] shortcuts to types in `__init__.py` removed (PR117)
- [bugfix] python3 rosdeps
- [idioms] `pick_up_where_you_left_off` added

## 15.9 0.7.5 (2018-10-10)

- [idioms] oneshot added
- [bugfix] properly set/reset parents when replacing/removing children in composites

## 15.10 0.7.0 (2018-09-27)

- [announce] python3 only support from this point forward
- [announce] now compatible for ros2 projects

## 15.11 0.6.5 (2018-09-19)

- [bugfix] pick up missing feedback messages in inverters
- [bugfix] eliminate costly/spammy blackboard variable check feedback message

## 15.12 0.6.4 (2018-09-19)

- [bugfix] replace awkward newlines with spaces in ascii trees

## 15.13 0.6.3 (2018-09-04)

- [bugfix] don't send the parallel's status to running children, invalidate them instead

## 15.14 0.6.2 (2018-08-31)

- [bugfix] oneshot now reacts to priority interrupts correctly

## 15.15 0.6.1 (2018-08-20)

- [bugfix] oneshot no longer permanently modifies the original class

## 15.16 0.6.0 (2018-05-15)

- [infra] python 2/3 compatibility

## 15.17 0.5.10 (2017-06-17)

- [meta] add children monkeypatching for composite imposters
- [blackboard] check for nested variables in WaitForBlackboard

## 15.18 0.5.9 (2017-03-25)

- [docs] bugfix image links and rewrite the motivation

## 15.19 0.5.8 (2017-03-19)

- [infra] setup.py tests\_require, not test\_require

## 15.20 0.5.7 (2017-03-01)

- [infra] update maintainer email

## 15.21 0.5.5 (2017-03-01)

- [docs] many minor doc updates
- [meta] bugfix so that imposter now ticks over composite children
- [trees] method for getting the tip of the tree
- [programs] py-trees-render program added

## 15.22 0.5.4 (2017-02-22)

- [infra] handle pypi/catkin conflicts with install\_requires

## 15.23 0.5.2 (2017-02-22)

- [docs] disable colour when building
- [docs] sidebar headings
- [docs] dont require project installation

## 15.24 0.5.1 (2017-02-21)

- [infra] pypi package enabled

## 15.25 0.5.0 (2017-02-21)

- [ros] components moved to py\_trees\_ros
- [timeout] bugfix to ensure timeout decorator initialises properly
- [docs] rolled over with napolean style
- [docs] sphinx documentation updated
- [imposter] make sure tip() drills down into composites
- [demos] re-organised into modules

## 15.26 0.4.0 (2017-01-13)

- [trees] add pre/post handlers after setup, just in case setup fails
- [introspection] do parent lookups so you can crawl back up a tree
- [blackboard] permit init of subscriber2blackboard behaviours
- [blackboard] watchers
- [timers] better feedback messages
- [imposter] ensure stop() directly calls the composited behaviour

## 15.27 0.3.0 (2016-08-25)

- `failure_is_running` decorator (meta).

## 15.28 0.2.0 (2016-06-01)

- do terminate properly amongst relevant classes
- blackboxes
- chooser variant of selectors
- bugfix the decorators
- blackboard updates on change only
- improved dot graph creation
- many bugfixes to composites
- subscriber behaviours
- timer behaviours

## 15.29 0.1.2 (2015-11-16)

- one shot sequences
- abort() renamed more appropriately to stop()

## 15.30 0.1.1 (2015-10-10)

- lots of bugfixing stabilising py\_trees for the spain field test
- complement decorator for behaviours
- dot tree views
- ascii tree and tick views
- use generators and visitors to more efficiently walk/introspect trees

- a first implementation of behaviour trees in python



# CHAPTER 16

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