```
SMPyBandits.complete tree exploration for MP bandits.State
K
M
N
Ntilde
S
Stilde
children: list
depth: int
mus
players
probas: list
t: ndarray
  hash (full)
init (S, Stilde, N, Ntilde, mus, players, depth)
 str (concise)
absorbing_states_one_depth()
all_absorbing_states(depth)
all deltas()
compute_one_depth()
copy()
explore from node to depth(depth)
find_N_absorbing_states(N, maxdepth)
get all leafs()
get unique leafs()
has_absorbing_child_whole_subtree()
is absorbing()
pretty_print_result_recursively()
proba_reaching_absorbing_state()
saveto(filename, view, title, name, comment, latex, html in var names, ext, onlyleafs, onlyabsorbing, concise)
to_dot(title, name, comment, latex, html_in_var_names, ext, onlyleafs, onlyabsorbing, concise)
to node(concise)
```

