Documentation

search

Search

• rocket launch

Get started

- <u>Installation</u> add
- Fundamentals add
- First steps add
- code

<u>Develop</u>

- Concepts add
- API reference

remove

- PAGE ELEMENTS
- Write and magic

add

■ <u>Text elements</u> add

Data elements

add

• Chart elements

add

■ <u>Input widgets</u>

add

Media elements

add

Layouts and containers

add

Chat elements

add

Status elements

add

- <u>Third-party componentsopen in new</u>
- APPLICATION LOGIC
- Navigation and pages

add

Execution flow

remove

- st.dialog
- st.form
- st.form submit button
- st.fragment
- st.rerun

Custom components add <u>Utilities</u> add Configuration add TOOLS App testing add Command line add • <u>Tutorials</u> add • Quick reference add • web asset <u>Deploy</u> • Concepts add • Streamlit Community Cloud add • Snowflake • Other platforms add school Knowledge base • FAQ • <u>Installing dependencies</u> • <u>Deployment issues</u>

st.stopCaching and state

Connections and secrets

st.rerun

<u>Home/</u><u>Develop/</u><u>API reference/</u><u>Execution flow/</u>

st.rerun



Streamlit Version Version 1.41.0

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Rerun the script immediately.

When st.rerun() is called, Streamlit halts the current script run and executes no further statements. Streamlit immediately queues the script to rerun.

When using st.rerun in a fragment, you can scope the rerun to the fragment. However, if a fragment is running as part of a full-app rerun, a fragment-scoped rerun is not allowed.

Function signature[source]

st.rerun(*, scope="app")

Parameters

Specifies what part of the app should rerun. If scope is "app" (default), the full app reruns. If scope is "fragment", Streamlit only reruns the fragment from which this command is called.

scope ("app" or
"fragment")

Setting scope="fragment" is only valid inside a fragment during a fragment rerun. If st.rerun(scope="fragment") is called during a full-app rerun or outside of a fragment, Streamlit will raise a StreamlitAPIException.

Caveats for st.rerun



st.rerun is one of the tools to control the logic of your app. While it is great for prototyping, there can be adverse side effects:

- Additional script runs may be inefficient and slower.
- Excessive reruns may complicate your app's logic and be harder to follow.
- If misused, infinite looping may crash your app.

In many cases where st.rerun works, <u>callbacks</u> may be a cleaner alternative. <u>Containers</u> may also be helpful.

A simple example in three variations



Using st.rerun to update an earlier header

```
import streamlit as st if "value" not in st.session_state: st.session_state.value = "Title" ####
Option using st.rerun ##### st.header(st.session_state.value) if st.button("Foo"):
st.session_state.value = "Foo" st.rerun()
```

Using a callback to update an earlier header

```
##### Option using a callback ##### st.header(st.session_state.value) def update_value():
st.session_state.value = "Bar" st.button("Bar", on_click=update_value)
```

Using containers to update an earlier header

Still have questions?

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