```
SMPyBandits.complete tree exploration for MP bandits.State
      K
      M
      N
      Ntilde
      S
      Stilde
      children: list
      depth: int
      mus
      players
      probas : list
      t: NoneType
      __hash__()
      __init_ ()
       str ()
      absorbing_states_one_depth()
      all_absorbing_states()
      all deltas()
      compute_one_depth()
      copy()
      explore_from_node_to_depth()
      find_N_absorbing_states()
      get all leafs()
      get unique leafs()
      has_absorbing_child_whole_subtree()
      is absorbing()
      pretty_print_result_recursively()
      proba_reaching_absorbing_state()
      saveto()
      to_dot()
      to_node()
SMPy Bandits. complete\_tree\_exploration\_for\_MP\_bandits. StateWith Memory
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SMPyBandits.complete_tree_exploration_for_MP_bandits.StateWithMemory

memories : tuple, NoneType
update_memories

__hash__()
__init__()
__str__()
all_deltas()
copy()
is_absorbing()
to_node()