
Autopilot Documentation

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Autopilot is a Python framework to perform behavioral experiments with one or many [Raspberry Pis](#).

Its distributed structure allows arbitrary numbers and combinations of hardware components to be used in an experiment, allowing users to perform complex, hardware-intensive experiments at scale.

Autopilot integrates every part of your experiment, including hardware operation, task logic, stimulus delivery, data management, and visualization of task progress – making experiments in behavioral neuroscience replicable from a single file.

Instead of rigid programming requirements, Autopilot attempts to be a flexible framework with many different modalities of use in order to adapt to the way you do and think about your science rather than the other way around. Use only the parts of the framework that are useful to you, build on top of it with its plugin system as you would normally, while also maintaining the provenance and system integration that more rigid systems offer.

For developers of other tools, Autopilot provides a skeleton with minimal assumptions to integrate their work with its broader collection of tools, for example our integration of [DeepLabCut-live](#) as the *DLC* transform ([KLS+20]).

Our long-range vision is to build a tool that lowers barriers to tool use and contribution, from code to contextual technical knowledge, so our broad and scattered work can be cumulatively combined without needing a centralized consortium or adoption of a singular standard.

For a detailed overview of Autopilot’s motivation, design, and structure, see our [whitepaper](#).

What’s New v0.4.4 - Sound and Timing (2022-02-02)

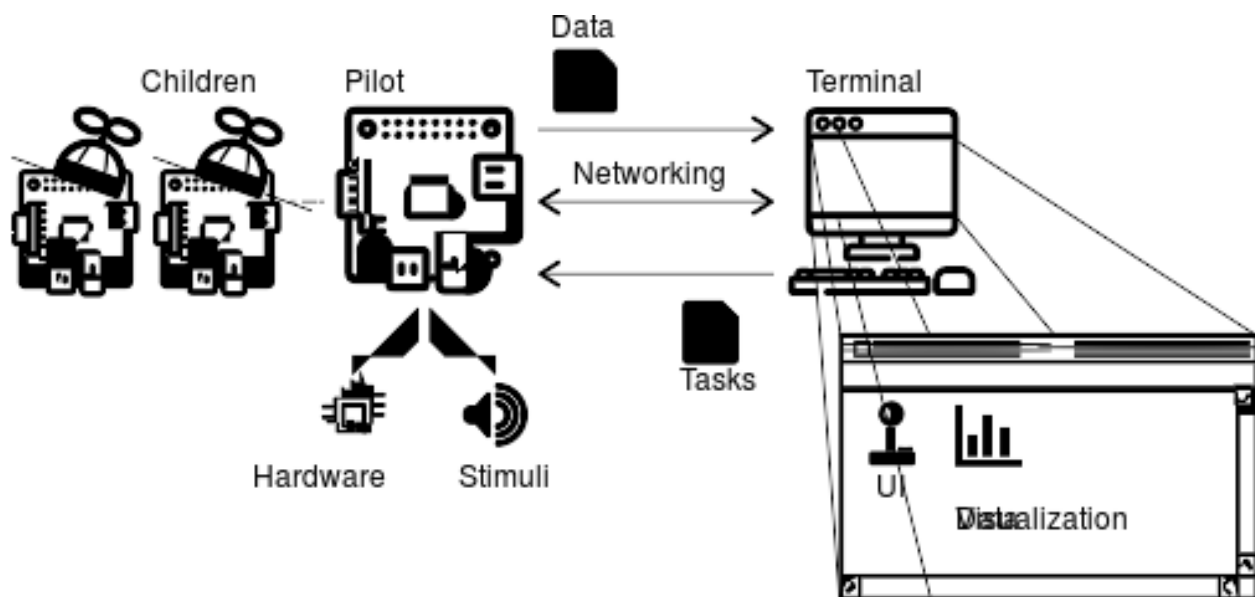
- Big improvements to the sound server! Decoupling sounds from the server, better stability, etc.
- Trigger timing jitter from `jack_client` is now much closer to microseconds than the milliseconds it was formerly!
- New *hydration* module for re-creating objects across processes and agents!
- New *decorators* and *types* and *requires* modules prefacing the architectural changes in v0.5.0
- See the *changelog* for more!

This documentation is very young and is very much a work in progress! Please [submit an issue](#) with any incomplete-nesses, confusion, or errors!

Todo: This page is still under construction! For a more detailed description, see the whitepaper, particularly “Program Structure”

<https://www.biorxiv.org/content/10.1101/807693v1>

PROGRAM STRUCTURE

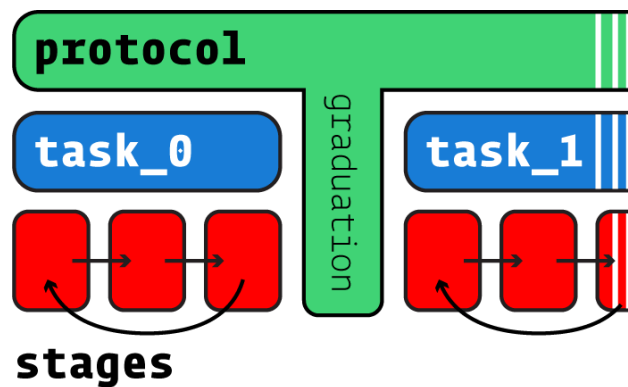


Autopilot performs experiments by distributing them over a network of desktop computers and Raspberry Pis. Each Computer or Pi runs an Autopilot **agent**, like the user-facing *Terminal* or a Raspberry Pi *Pilot*.

The *Terminal* agent provides a *gui* to operate the system, manage *Subject*s and experimental protocols, and plots for visualizing data from ongoing experiments.

Each *Terminal* manages a swarm of *Pilot*s that actually perform the experiments. Each *Pilot* coordinates *hardware* and *stimuli* in a *Task*. *Pilot*s can, in turn, coordinate their own swarm of networked *Children* that can manage additional hardware components – allowing *Task*s to use effectively arbitrary numbers and combinations of hardware.

TASKS



Behavioral experiments in Autopilot consist of [Task](#) s. Tasks define the parameters, coordinate the hardware, and perform the logic of an experiment.

Tasks may consist of one or multiple **stages**, completion of which constitutes a **trial**. Stages are analogous to states in a finite-state machine, but don't share their limitations: Tasks can use arbitrary transitions between stages and have computation or hardware operation persist between stages.

Multiple Tasks can be combined to make **protocols**, in which subjects move between different tasks according to [graduation](#) criteria like accuracy or number of trials. Protocols can thus be used to automate shaping routines that introduce a subject to the experimental apparatus and task structure.

For more details on tasks, see the guide for [writing tasks](#)

MODULE TOUR

Autopilot is intended to be used as a toolkit where you can pick and choose which parts of it you want to use for your experiments. Most of the documentation is thus contained in the API-level documentation, though we attempt to keep that as friendly and readable as we can.

- *Terminal* - user facing agent class used to control and configure program operation.
- *pilot* - Experimental agent that runs tasks on Raspberry Pis
- *data* - Data modeling, storage, and interfaces to external formats
- *gui* - GUI classes built with PySide2/Qt5 used by the terminal. Plots, menus, and widgets!
- *hardware* - Hardware objects that can be used both independently and as part of Tasks
- *networking* - Networking modules used for communication between agents, tasks, and hardware objects
- *setup* - Setting up and configuring Autopilot and the system it runs on
- *stim* - Stimulus generation & presentation, of which sound is currently the most heavily developed
- *tasks* - Tasks implement experimental logic, coordinating hardware and data to perform an experiment!
- *transform* - Composable data transformations, for analyzing or converting data on the fly for use within a task, as well as implementations of common algorithms and procedures used in experiments.
- *utils* - Utility functions, most of which are either basic functions used everywhere, or modules that are placeholders until they can split off into their own more formal organization
 - *utils.common* - Common operations used across multiple modules
 - *utils.decorators* - Decorators and mixins that augment the functionality of other Autopilot Objects
 - *utils.hydratation* - Utilities for making serializable versions of autopilot objects that can be recreated in other processes/agents
 - *utils.log_parsers* - Tools to analyze logs, load them into memory to be able to extract information for better debugging
 - *utils.loggers* - The main logging facility used by nearly all autopilot objects to coordinate stdout and logs written to disk
 - *utils.plugins* - Functions for loading plugins
 - *utils.registry* - the `autopilot.get()` functions that return autopilot objects from both the main library and plugins
 - *utils.wiki* - Tools to integrate the [Autopilot Wiki](#) with the software

QUICKSTART

Autopilot is an integrated system for coordinating all parts of an experiment, but it is also designed to be permissive about how it is used and to make transitioning from existing lab tooling gentler – so its modules can be used independently.

To get a sample of autopilot, you can check out some of its modules without doing a fully configured *Installation* . As you get more comfortable using Autopilot, adopting more of its modules and usage patterns makes integrating each of the separate modules simpler and more powerful, but we'll get there in time.

4.1 Minimal Installation

Say you have a Raspberry Pi with *Raspbian installed* . Install autopilot and its basic system dependencies & configuration like this:

```
pip3 install auto-pi-lot[pilot]
python3 -m autopilot.setup.run_script env_pilot pigpiod
```

4.2 Blink an LED

Say you connect an LED to one of the *gpio* pins - let's say (board numbered) pin 7. Love 7. Great pin.

Control the LED by using the *gpio.Digital_Out* class:

```
from autopilot.hardware.gpio import Digital_Out
led = Digital_Out(pin=7)

# turn it on!
led.set(1)

# turn it off!
led.set(0)
```

Or, blink “hello” in morse code using *series()* !

```
letters = [
    ['dot', 'dot', 'dot', 'dot'], # h
    ['dot'], # e
    ['dot', 'dash', 'dot', 'dot'], # l
    ['dot', 'dash', 'dot', 'dot'], # l
```

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```
    ['dash', 'dash', 'dash']          # o
]
# make a series of 1's and 0's, which will last for the time_unit
times = {'dot': [1, 0], 'dash': [1, 1, 1, 0], 'space': [0]*3}
binary_letters = []
for letter in letters:
    binary_letters.extend([value for char in letter for value in times[char]])
    binary_letters.extend(times['space'])

time_unit = 100 #ms
led.series(id='hello', values=binary_letters, durations=time_unit)
```

4.3 Capture Video

Say you have a [Raspberry Pi Camera Module](#) , capture some video! First make sure the camera is enabled:

```
python3 -m autopilot.setup.run_script picamera
```

and then capture a video with `cameras.PiCamera` and write it to `test_video.mp4`:

```
from autopilot.hardware.cameras import PiCamera
cam = PiCamera(name="my_picamera", fps=30)
cam.write('test_video.mp4')
cam.capture(timed=10)
```

Note: Since every hardware object in autopilot is by default nonblocking (eg. work happens in multiple threads, you can make other calls while the camera is capturing, etc.), this will work in an interactive python session but would require that you `sleep` or call `cam.stopping.join()` or some other means of keeping the process open.

While the camera is capturing, you can access its current frame in its `frame` attribute, or to make sure you get every frame, by calling `queue()` .

4.4 Communicate Between Computers

Synchronization and coordination of code across multiple computers is a very general problem, and an increasingly common one for neuroscientists as we try to combine many hardware components to do complex experiments.

Say our first raspi has an IP address `192.168.0.101` and we get another raspi whose IP is `192.168.0.102` . We can send messages between the two using two `networking.Net_Node` s. `networking.Net_Node` s send messages with a key and value , such that the key is used to determine which of its `listens` methods/functions it should call to handle value .

For this example, how about we make pilot 1 ping pilot 2 and have it respond with the current time?

On pilot 2, we make a node that listens for messages on port 5000. The `upstream` and `port` arguments here don't matter since this node doesn't initiate any connection, just received them (we'll use a global variable here and hardcode the return id since we're in scripting mode, but there are better ways to do this in autopilot proper):

```

from autopilot.networking import Net_Node
from datetime import datetime
global node_2

def thetime(value):
    global node_2
    node_2.send(
        to='pilot_1', key='THETIME',
        value=datetime.now().isoformat()
    )

node_2 = Net_Node(
    id='pilot_2', router_port=5000, upstream='', port=9999,
    listens={'WHATIS':thetime}
)

```

On pilot 1, we can then make a node that connects to pilot 2 and prints the time when it receives a response:

```

from autopilot.networking import Net_Node

node_1 = Net_Node(
    id='pilot_1', upstream='pilot_2',
    port=5000, upstream_ip = '192.168.0.102',
    listens = {'THETIME':print}
)

node_1.send(to='pilot_1', key='WHATIS')

```

4.5 Realtime DeepLabCut

Autopilot integrates [DeepLabCut-Live](#) [KLS+20] ! You can use your own pretrained models (stored in your autopilot user directory under `/dlc`) or models from the [Model Zoo](#).

Now let's say we have a desktop linux machine with DeepLabCut and dlc-live installed. DeepLabCut-Live is implemented in Autopilot with the `transform.image.DLC` object, part of the `transform` module.

First, assuming we have some image `img` (as a numpy array), we can process the image to get an array of x,y positions for each of the tracked points:

```

from autopilot import transform as t
import numpy as np

dlc = t.image.DLC(model_zoo='full_human')
points = dlc.process(img)

```

Autopilot's transform module lets us compose multiple data transformations together with `+` to make deploying chains of computation to other computers. How about we process an image and determine whether the left hand in the image is raised above the head?:

```

# select the two body parts, which will return a 2x2 array
dlc += t.selection.DLCSlice(select=('wrist1', 'forehead'))

```

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```
# slice out the 1st column (y) with a tuple of slice objects
dlc += t.selection.Slice(select=(
    slice(start=0,stop=2),
    slice(start=1,stop=2)
))

# compare the first (wrist) y position to the second (forehead)
dlc += t.logical.Compare(np.greater)

# use it!
dlc.process(img)
```

4.6 Put it Together - Close a Loop!

We’ve tried a few things, why not put them together?

Let’s use our two raspberry pis and our desktop GPU-bearing computer to record a video of someone and turn an LED on when their hand is over their head. We could do this two (or one) computer as well, but let’s be extravagant.

Let’s say **pilot 1**, **pilot 2**, and the **gpu computer** have ip addresses of 192.168.0.101, 192.168.0.102, and 192.168.0.103, respectively.

4.6.1 Pilot 1 - Image Capture

On **pilot 1**, we configure our *PiCamera* to stream to the gpu computer. While we’re at it, we might as well also save a local copy of the video to watch later. The camera won’t stop capturing, streaming, or writing until we call *capture()*:

```
from autopilot.hardware.cameras import PiCamera
cam = PiCamera()
cam.stream(to='gpu', ip='192.168.0.103', port=5000)
cam.write('cool_video.mp4')
```

4.6.2 GPU Computer

On the **gpu computer**, we need to receive frames, process them with the above defined transformation chain, and send the results on to **pilot 2**, which will control the LED. We could do this with the objects that we’ve already seen (make the transform object, make some callback function that sends a frame through it and give it to a *Net_Node* as a *listen* method), but we’ll make use of the *Transformer* “child” object – which is a peculiar type of *Task* designed to perform some auxiliary function in an experiment.

Rather than giving it an already-instantiated transform object, we instead give it a schematic representation of the transform to be constructed – When used with the rest of autopilot, this is to both enable it to be dispatched flexibly to different computers, but also to preserve a clear chain of data provenance by keeping logs of every parameter used to perform an experiment.

The *Transformer* class uses *make_transform()* to reconstitute it, receives messages containing data to process, and then forwards them on to some other node. We use its *trigger* mode, which only sends the value on to the final recipient with the key 'TRIGGER' when it changes.:


```

from autopilot.tasks.children import Transformer
import numpy as np

transform_description = [
    {
        "transform": "DLC",
        "kwargs": {'model_zoo': 'full_human'}
    },
    {
        "transform": "DLCslice",
        "kwargs": {"select": ("wrist1", "forehead")}
    }
    {
        "transform": "Slice",
        "kwargs": {"select":(
            slice(start=0,stop=2),
            slice(start=1,stop=2)
        )}
    },
    {
        "transform": "Compare",
        "args": [np.greater],
    },
]

transformer = Transformer(
    transform = transform_description
    operation = "trigger",
    node_id = "gpu",
    return_id = 'pilot_2',
    return_ip = '192.168.0.102',
    return_port = 5001,
    return_key = 'TRIGGER',
    router_port = 5000
)

```

4.6.3 Pilot 2 - LED

And finally on **pilot 2** we just write a listen callback to handle the incoming trigger:

```

from autopilot.hardware.gpio import Digital_Out
from autopilot.networking.Net_Node

global led
led = Digital_Out(pin=7)

def led_trigger(value:bool):
    global led
    led.set(value)

node = Net_Node(

```

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```
id='pilot_2', router_port=5001, upstream='', port=9999,
listens = {'TRIGGER':led_trigger}
)
```

There you have it! Just start capturing on **pilot 1**:

```
cam.capture()
```

4.7 What Next?

The rest of Autopilot expands on this basic use by providing tools to do the rest of your experiment, and to make replicable science easy.

- write standardized experimental protocols that consist of multiple Task s linked by flexible *graduation* criteria
- extend the library to use your custom hardware, and make your work available to anyone with our *plugins* system integrated with the *autopilot wiki*
- Use our GUI that makes managing many experimental rigs simple from a single computer.

and so on...

INSTALLATION

Autopilot must be installed on the devices running the Terminal and the Pilot agents. The Pilot runs on a Raspberry Pi (remember: Pi for “Pilot”) and the Terminal runs on a regular desktop computer. So Autopilot must be installed on both. This document will show you how to do that.

5.1 Supported Systems

OS	<ul style="list-style-type: none">• Pilot: raspiOS >=Buster (lite recommended)• Terminal: Ubuntu >=16.04
Python Version	>=3.7,<3.10
Raspberry Pi	>=3b (4b recommended)

Autopilot is **linux/mac** only, and supports **Python 3.7 - 3.9** (3.10 will be supported after updating the terminal to use PySide 6). Some parts might accidentally work in Windows but we make no guarantees.

We have tried to take care to make certain platform-specific dependencies not break the entire package, so if you have some difficulty installing autopilot on a non-raspberry-pi linux machine please submit an issue!

5.2 Pre-installation

5.2.1 On the Pilot device

For Pilots, we recommend starting with a fresh [Raspbian Lite](#) image (see [the raspi installation documentation](#)). Note that the Lite image doesn’t include a desktop environment or GUI, just a command-line interface, but that’s all we need for the Pilot. It’s easiest to connect a monitor and keyboard directly to the Pi while configuring it. Once it’s configured, you won’t need to leave the monitor and keyboard attached, and/or you can choose to connect to it with ssh – see the [headless setup](#) wiki page.

After the Pi has been started up for the first time, run `sudo raspi-config` to do things like connect to a wifi network, set the time zone, and so on. It’s very important to change the password for the *pi* user account to a new one of your choice so that you don’t get hacked, especially if you’re opening up ssh access.

It’s also best to update the Pi’s operating system at this time:

```
sudo apt update
sudo apt upgrade -y
```

Now install the system packages that are required by Autopilot. You can do this by running this command, or it's also available as a setup script in the guided installation of Autopilot. (`python -m autopilot.setup.run_script env_pilot`)

```
sudo apt install -y \  
    python3-dev \  
    python3-pip \  
    git \  
    libatlas-base-dev \  
    libsamplerate0-dev \  
    libsndfile1-dev \  
    libreadline-dev \  
    libasound-dev \  
    i2c-tools \  
    libportmidi-dev \  
    liblo-dev \  
    libhdf5-dev \  
    libzmq3-dev \  
    libffi-dev
```

5.2.2 On the Terminal device

The following system packages are required by PySide2 (which no longer packages xcb):

```
sudo apt-get update && \  
sudo apt-get install -y \  
    libxcb-icccm4 \  
    libxcb-image0 \  
    libxcb-keysyms1 \  
    libxcb-randr0 \  
    libxcb-render-util0 \  
    libxcb-xinerama0 \  
    libxcb-xfixes0
```

5.3 Installing Autopilot

Now we're ready to install Autopilot on both the Pilot and Terminal devices. Follow the same instructions on both the Pi and the computer.

We recommend using autopilot within a virtual environment. Since v0.5.0 autopilot has been packaged with `poetry`, which manages its own environment, but instructions for using `virtualenv` and `conda` are in the guide page `guide_venvs`.

5.3.1 Optional dependencies

Since autopilot is intended to be deployed as differentiable agents, we have separated the requirements into different groups of optional dependencies. In each of the following commands, use the appropriate package specifier like `pip install auto-pi-lot[pilot]` or `poetry install -E pilot`

- **pilot** - includes `pigpio` to control GPIO pins and other pi-specific requirements
- **terminal** - includes `PySide2` and other terminal-specific requirements
- **docs** - includes `Sphinx` et al.
- **tests** - includes `pytest` et al.

5.3.2 Method 1: Installation from PyPI

If you're just taking a look at Autopilot, the easiest way to get started is to install it from PyPI!

```
pip3 install auto-pi-lot
```

5.3.3 Method 2: Installation from source

If you want to start writing your own experiments and tinkering with Autopilot, suggest you clone or fork [the repository](#). One of the design goals of autopilot is to minimize the distinction between “developer” and “user,” so we like to encourage people to get their hands dirty with the source so your wonderful work can be integrated later.

First clone the repository:

```
git clone https://github.com/auto-pi-lot/autopilot.git
cd autopilot
```

Install with poetry - if you have poetry installed (`pip install poetry`), it is easiest to use it to manage your autopilot environment:

```
poetry shell
poetry install
# or if installing optional dependencies
# poetry install -E <optional>
```

Install with pip - install an “editable” version with `-e`, this makes it so python uses the source code in your cloned repository, rather than from the system/venv libraries:

```
pip3 install -e .[<optional>]
```

Note: Depending on your permissions, eg. if you are not installing to a virtual environment, you may get a permissions error and need to install with the `--user` flag

Note: Development work is done on the `dev` branch, which may have additional features/bugfixes but is much less stable! To use it just `git checkout dev` from your repository directory.

CONFIGURATION

idea

Also see the [prefs](#) API documentation page!

6.1 Guided Configuration

After installation, set Autopilot up! Autopilot comes with a “guided installation” process where you can select the actions you want and they will be run for you. The setup routine will:

- install needed system packages
- prepare your operating system and environment
- set system preferences
- create a user directory (default `~/autopilot`) to store prefs, logs, data, etc.
- create a launch script

To start the guided process, run the following line.

```
python3 -m autopilot.setup
```

6.1.1 Select Agent

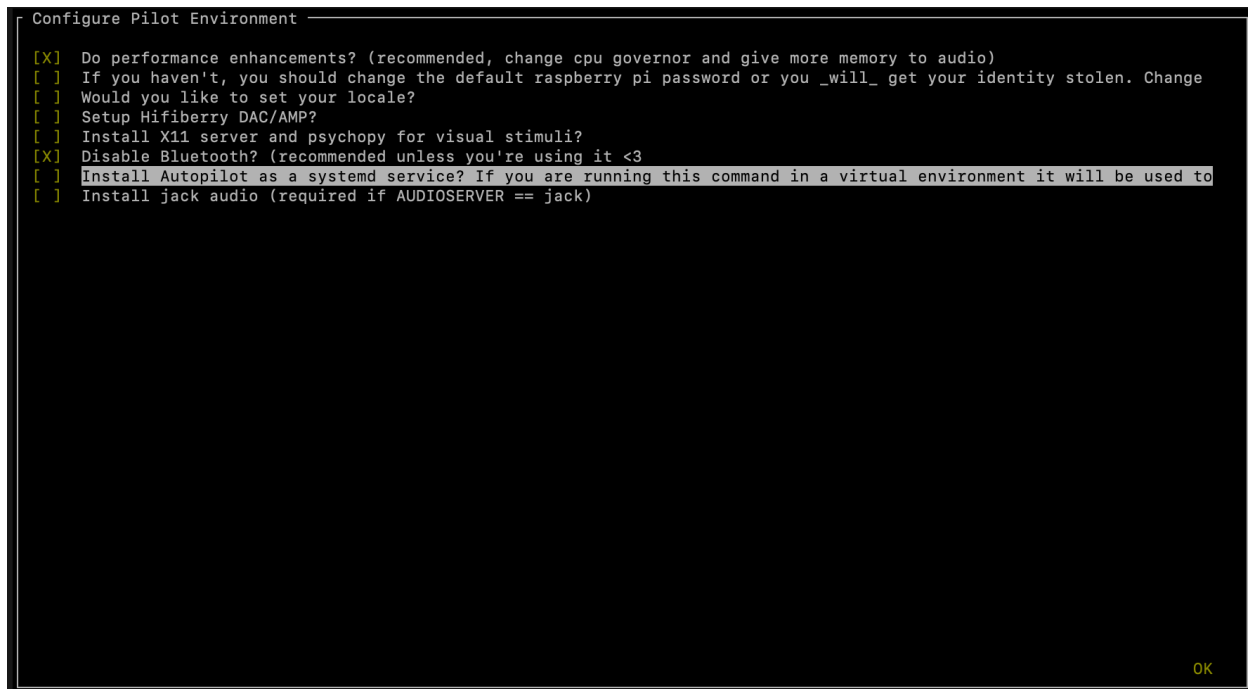
Each runtime of Autopilot is called an “Agent”, each of which performs different roles within a system, and thus have different requirements. If you’re running the setup script on the Pi, select “Pilot”. If you’re running the setup script on a desktop computer, select “Terminal”. If you’re configuring multiple Pis, then select “Child” on the child Pis. Then hit “OK”.

You can navigate this interface with the arrow keys, tab key, and enter key.



6.1.2 Select scripts

Now you will see a menu of potential scripts that can be run. Select the scripts you want to run, and then hit “OK”. Note that even the simplest task (“free water”) requires pigpio, so you may want to include that one. You can see the commands that will be run in each of these scripts with [setup.run_script](#) in the [setup.scripts.SCRIPTS](#) dictionary.



Note: Autopilot uses a slightly modified version of pigpio (<https://github.com/sneakers-the-rat/pigpio>) that allows it to get absolute timestamps (rather than system ticks) from gpio callbacks, increases the max number of scripts, etc. so if you have a different version of pigpio installed you will need to remove it and replace it with this one (you can do so with `python -m autopilot.setup.run_script pigpiod`)

6.1.3 Configure Agent

Each agent has a set of systemwide preferences stored in `<AUTOPILOT_DIR>/prefs.json` and accessible from `autopilot.prefs`.

```

Setup Pilot Agent - 1/2
Base Prefs
Agent Name:      what_kind_of_agent-oh_yeah_a_secret_agent
Base Directory:  /home/you/autopilot
Push Port - Router port used by the Terminal or upstream agent:
5565
Message Port - Router port used by this agent to receive messages:
5560
Terminal IP:     192.168.1.129
Log Level:       (X)  DEBUG
                 ( )  INFO
                 ( )  WARNING
                 ( )  ERROR

System Configuration

Pilot Prefs
Binary mask controlling which pins pigpio controls according to their BCM numbering, see the -x parameter of pigpiod
11111100001111111111111111110000
Arguments to pass to pigpiod on startup
-t 0 -1
Pins to pull up on system startup? (list of form [1, 2]
Pins to pull down on system startup? (list of form [1, 2]
█

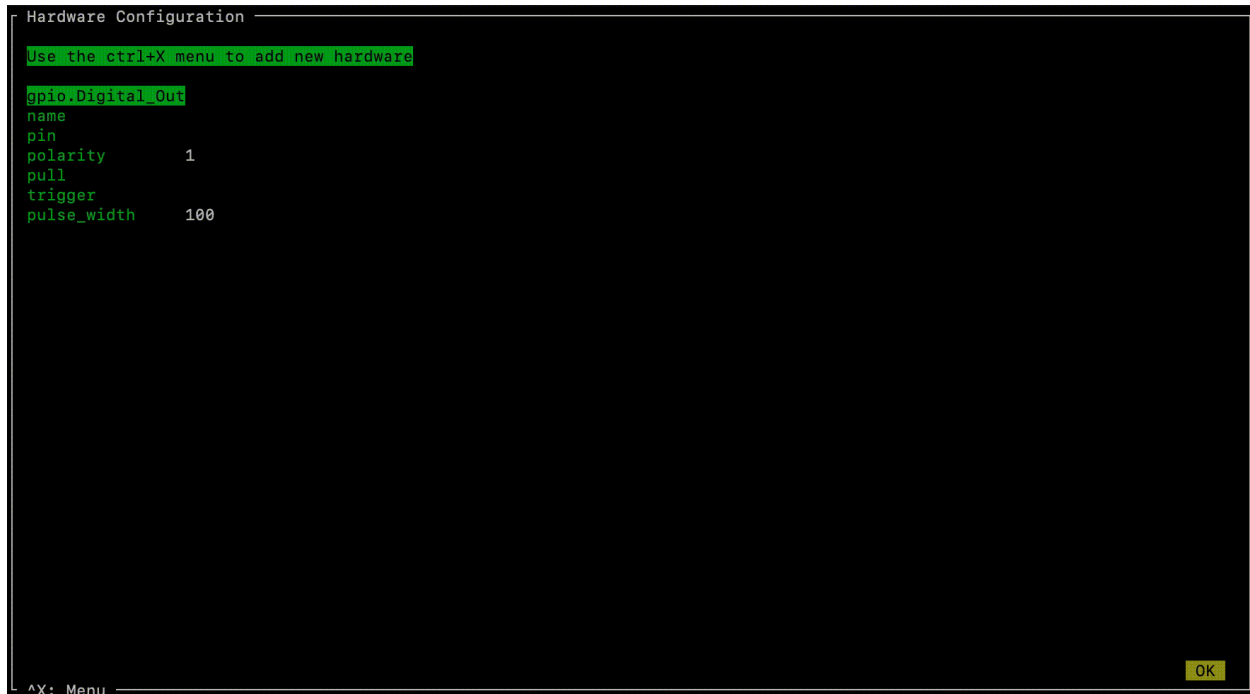
OK

```

6.1.4 Configure Hardware

If configuring a Pilot, you'll be asked to configure your hardware.

Press `ctrl+x` to add Hardware, and fill in the relevant parameters (most are optional and can be left blank). Consult the relevant page on the docs to see which arguments are relevant and how to use them.



After completing this step, the file `prefs.json` will be created if necessary and populated with the information you just provided. If it already exists, it will be modified with the new information while preserving the previous preferences.

You can also manually edit the `prefs.json` file if you prefer. an [example prefs file](#) for the Pilot is available that defines the ports, LEDs, and solenoids that are necessary for the “free water” task, which may be a useful way to get started.

6.1.5 Testing the Installation

A launch script should have been created by `setup_autopilot` at `<AUTOPILOT_DIR>/launch_autopilot.sh` – this is the primary entrypoint to autopilot, as it allows certain system-level commands to precede launch (eg. activating virtual environments, enlarging shared memory, killing conflicting processes, launching an x server, etc.).

To launch autopilot::

```
~/autopilot/launch_autopilot.sh
```

Note: Selecting the script alias in `setup_autopilot` allows you to call the launch script by just typing `autopilot`

The actual launch call to autopilot resembles:

```
python3 -m autopilot.agents.<AGENT_NAME> -f ~/autopilot/prefs.json
```

6.2 The User Directory

After configuration, all the files you'll interact with will be in the user directory - `~/autopilot` by default.

An example user directory might look like this:

```
./autopilot
├── calibration
├── data
│   ├── subject_1.h5
│   └── subject_2.h5
├── launch_autopilot.sh
├── logs
│   ├── agents_terminal.log
│   └── plugins_my_plugin.log
├── pilot_db.json
├── plugins
│   └── my_plugin
│       └── my_task.py
├── prefs.json
├── protocols
│   ├── 2afc_easy.json
│   └── 2afc_hard.json
└── sounds
```

6.2.1 prefs.json

See the [prefs](#) module documentation for documentation of specific preferences

The `prefs.json` file stores all the configuration options for this particular Autopilot instance, including configurations of local hardware objects, audio output, etc. Each agent will have its own combination of prefs determined by `:class: .prefs.SCOPE`.

6.2.2 pilot_db.json

The `pilot_db.json` file is used by the [Terminal](#) to keep track of which pilots have been configured to connect to it. For each pilot the Terminal will create a set of widgets (see [gui.widgets.terminal](#)) to control it as well as [plots](#) to display data from running tasks.

For each pilot, the db file will contain

- `subjects` - a list of [Subjects](#) that run on that pilot. The Subject class keeps track of which pilot it was assigned to, but at the moment the pilot db file will be used to actually dispatch the task to that pilot
- `ip` - the last known IP address the pilot has connected from
- `prefs` - the prefs for that pilot

In the future the `pilot_db` will also track the versions and hashes for autopilot and any plugins running on other pilots

6.2.3 launch_autopilot.sh

A launch script created by `setup` to launch the configured autopilot agent. Will enable any virtual environment that is detected when configuring, start and external daemons that need to be started, and explicitly pass the location of the `prefs.json` file that determine its operation.

6.2.4 calibration

Calibration files for individual hardware objects identified by group and ID (see configuring hardware and `calibration()`).

When the calibration property of any hardware object is set, the dictionary passed is then stored as a .json file.

For example, the `Solenoid` class stores a calibration generated by `menus.tools.Calibrate_Water` that converts an open duration to a volume of fluid dispensed. If a given solenoid's group and id are PORTS and L, we'd get a file `PORTS_L.json` that looks like:

```
{
  "intercept": 2.667731629392975,
  "slope": 5.591054313099041
}
```

6.2.5 data

Each Subject has a corresponding .h5 file that stores its history, biographical information, and data collected during tasks. The data directory is searched in by default for a subject's .h5 file, so it is possible to access a subject's data by just instantiating the subject object with its ID (ie. `Subject(subject_id)`) rather than passing its full location. To use the subject class with data outside the data directory pass the containing directory as the `dir` argument.

6.2.6 logs

Many (and eventually all) autopilot objects have a `logger` attribute created with `init_logger()` like `self.logger = init_logger(self)` that inspects the object to create a logger based on its module and id.

Logfiles are created for each module, and then if an object has a `name` or `id` attribute it will be used in each log message to identify the source. Logfiles are also created for any classes run as separate processes (like `JackClient`) because separate processes can't write to the same file without overwriting each other. Logfiles are also rotated using suffixes like .1, .2 to keep individual log files manageable and browsable by typical text editors while maintaining as much history as is desired.

Logs are written to `stdout` using the `rich.logging.RichHandler` for greater interpretability:

```
[22-03-17T20:10:39] INFO    [core.terminal] parent, module-level logger created: core.terminal    loggers.py:159
INFO    [core.terminal.Terminal] Logger created: core.terminal.Terminal    loggers.py:163
INFO    [core.terminal.Terminal] successfully loaded pilot_db.json file from    terminal.py:437
/Users/jonny/autopilot/pilot_db.json
DEBUG   [core.terminal.Terminal] OrderedDict([('added_pilot',    terminal.py:438
                                OrderedDict([('subjects', ['myid']),
                                ('ip', ' '),
                                ('prefs', OrderedDict()))]),
                                ('platform',
                                OrderedDict([('subjects', ['test_nafc']),
                                ('ip', '192.168.0.101'),
                                ('prefs', OrderedDict()))]))
[22-03-17T20:10:39] INFO    [core.gui] parent, module-level logger created: core.gui    loggers.py:159
INFO    [core.gui.Control_Panel] Logger created: core.gui.Control_Panel    loggers.py:163
[22-03-17T20:10:39] INFO    [core.plots] parent, module-level logger created: core.plots    loggers.py:159
INFO    [core.plots.Plot_Widget] Logger created: core.plots.Plot_Widget    loggers.py:163
INFO    [core.plots.Plot] Logger created: core.plots.Plot    loggers.py:163
```

Since logs take time to write to both stdout and to files, we recommend keeping your log level to INFO or WARNING during normal operation — where we assume performance is usually a priority. the DEBUG mode will print a huge number of messages, including every network transaction, etc.

Logging is configured using a few prefs:

- LOGLEVEL - All messages above this loglevel will be written to file and stdout, possible options are:
 - DEBUG - Detailed information about system operation to fix problems
 - INFO - Information about major operations that don't require any special attention but are good to know when they happen
 - WARNING - Warnings that don't break system operation but might make recommendations, alert the user about implicit or automatic activity that might not be desirable, etc.
 - ERROR - Errors that prevent normal system operation, but have been handled in such a way that the whole process hasn't crashed.
- LOGSIZE - The maximum size of an individual logfile (in bytes), the default being 5MB
- LOGNUM - The number of rotating logfiles of size LOGSIZE to keep

When running autopilot as a systemd daemon, you can access stderr logs that are not caught by the logger because they are unexpected or otherwise outside normal system operation by using `journalctl -u autopilot`, or to just see the end use the `-e` flag.

6.2.7 plugins

See the *Using Plugins* documentation, as well as the *plugins* and *registry* modules.

Plugins are where you do your work!

Plugins contain additional *Task*, *Hardware*, or other autopilot types (see *REGISTRIES*) that can be accessed by the `registry.get()` function to extend the basic functionality of autopilot. We recommend making plugins as versioned subfolders within the plugin directory to keep track of changes and make the easier to share, but at the moment there is no restriction on their structure.

Plugins will be automatically imported if the AUTOPLUGIN pref is set to True. Autopilot will attempt to import each file within the plugin directory, but since plugins can contain scripts or other files not intended to extend autopilot, may log a number of exceptions which can be ignored, but provide details about where each plugin is failing to import.

6.2.8 protocols

See the `models.protocol.Step_Data` and `models.protocol.Protocol_Data` classes, as well as the `:class: .Protocol_Wizard` which creates them.

Each Protocol consists of a list of parameter dictionaries for a number of individual tasks with graduation criteria for moving between them. Protocols within the protocol directory can be assigned (`:meth: .Subject.assign_protocol`) by name (filename excluding `.json`), and the representation of the protocol stored within the Subject file is updated when it detects that the protocol file has changed.

6.2.9 sounds

Sound files used by the `:class:sounds.File` class, transferred to pilots when used in a task.

6.3 Networking

Note: Networking is a point of major future development, particularly how agents discover one another and how ports are assigned. Getting networking to work is still a bit cumbersome, but you can track progress or contribute to improving networking at [issue #48](#)

6.3.1 IP Addresses

Pilots connect to a terminal whose IP address is specified as `TERMINALIP` in `prefs.json`

The Pilot and Terminal devices must be on the same network and capable of reaching one another. You can get your local IP with `ifconfig -a` or `ip addr`

Let's say your Terminal is at 192.168.1.42 and your Pilot is at 192.168.1.200. Replace these values with whatever you actually found before.

Then, you can test that each device can see the other with ping. On the Terminal, run::

```
ping 192.168.1.200
```

And on the Pilot, run::

```
ping 192.168.1.42
```

If that doesn't work, there is something preventing the computers from communicating from one another, typically this is the case if the computers are on university/etc. internet that makes it difficult for devices to connect to one another. We recommend networking agents together using a local router or switch (though some have reported being able to [use their smartphone's hotspot in a pinch](#)).

6.3.2 Ports

Agents use two prefs to configure their ports

- `MSGPORT` is the port that the agent receives messages on
- `PUSHPORT` is the port of the 'upstream' agent that it connects to.

So, if connecting a Pilot to a Terminal, the `PUSHPORT` of the Pilot should match the `MSGPORT` of the Terminal.

Ports need to be "open," but the central operation of a firewall is to "close" them. To open a port if, for example, you are using `ufw` on ubuntu (replacing with whatever port you're trying to open to whatever ip address)::

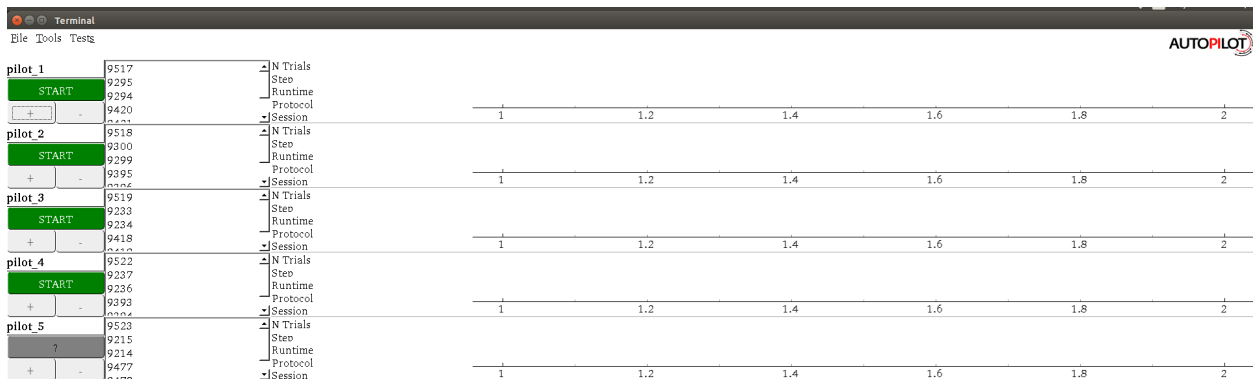
```
sudo ufw allow from 192.168.1.200 to any port 5560
```

TRAINING A SUBJECT

After you have set up a Terminal and a Pilot, launch the Terminal.

7.1 Connecting the Pilot

If the `TERMINAL_IP` and port information is correctly set in the `prefs.json` file of the Pilot, it should automatically attempt to connect to the Terminal when it starts. It will send a **handshake** message that lets the Terminal know of its existence, its IP address, and its state. Once the Terminal receives its initial message, it will refresh, adding an entry to its `pilot_db.json` file and displaying a control panel for the pilot.



If the Pilot is not automatically detected, a pilot can be manually added with its name and IP using the “New Pilot” command in the file menu.

7.2 Creating a Protocol

A Protocol is one or a collection of tasks which the subject can ‘graduate’ through based on configurable graduation criteria. Protocols are stored as `.json` files in the `protocols` directory within `prefs.BASEDIR`.

7.2.1 Using the Protocol Wizard

Warning: The Protocol Wizard does not currently support any Reward type except `time`, and the stimulus specification widget is limited to specifying ‘L’(left) and ‘R’(ight) sounds. This is related to the unification of the parameter structure in Autopilot 0.3 (see [To-Do](#)). Protocols can be edited after creation in the Protocol Wizard using the format examples in the manual protocol creation section below.

The Protocol Wizard allows you to build protocols using all the classes that inherit from `Task` in the Autopilot main repository as well as any within your plugins directory. It extracts the `PARAMS` dictionary from each task class, adds a few general parameters, and allows the user to fill them.

For this example, we will create a protocol for a freely-moving two-alternative forced choice task¹. This task has three ‘nosepokes,’ which consist of an IR break beam sensor, a solenoid, and an LED. The subject is supposed to poke in the center port to present a stimulus and begin a trial, and then report the identity of that stimulus category by poking in the nosepokes on either side. If the subject is correct, they are rewarded with water.

It is relatively challenging for an animal subject to learn this task without having a few beginning shaping steps that introduce it to the nature of the arena and the structure of the task. In this example we will program a three-step shaping regimen:

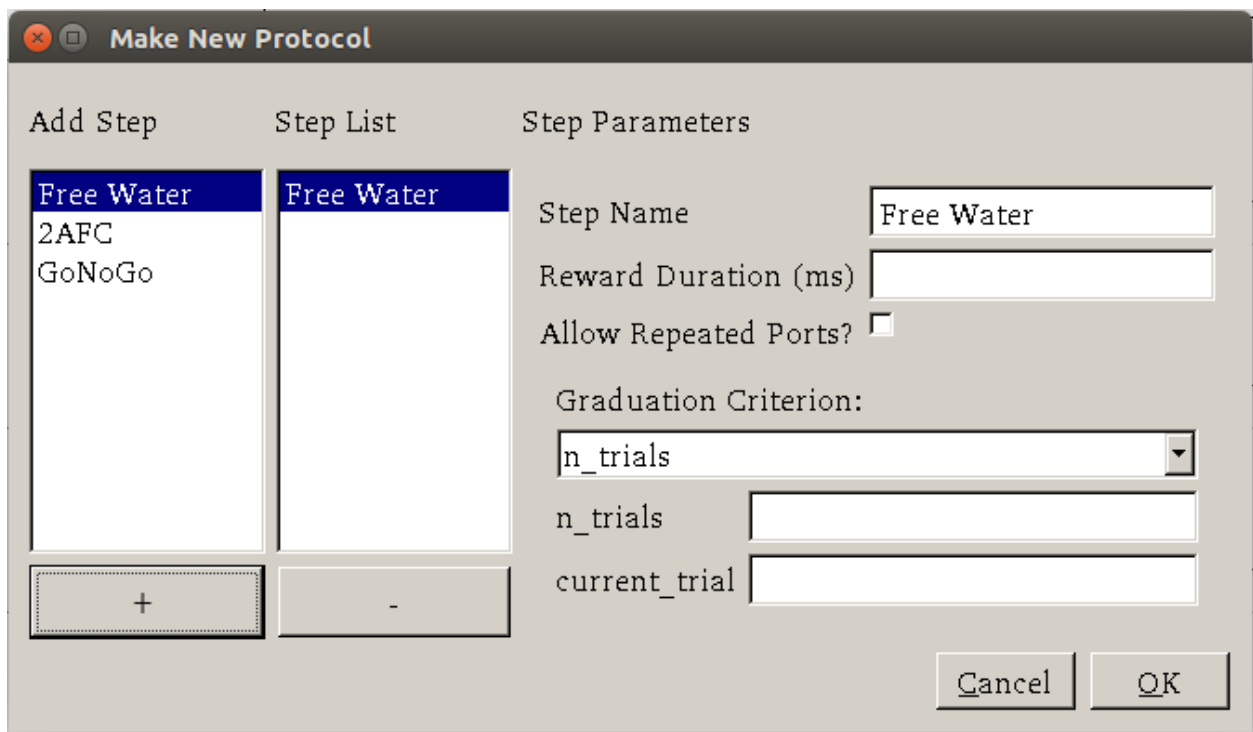
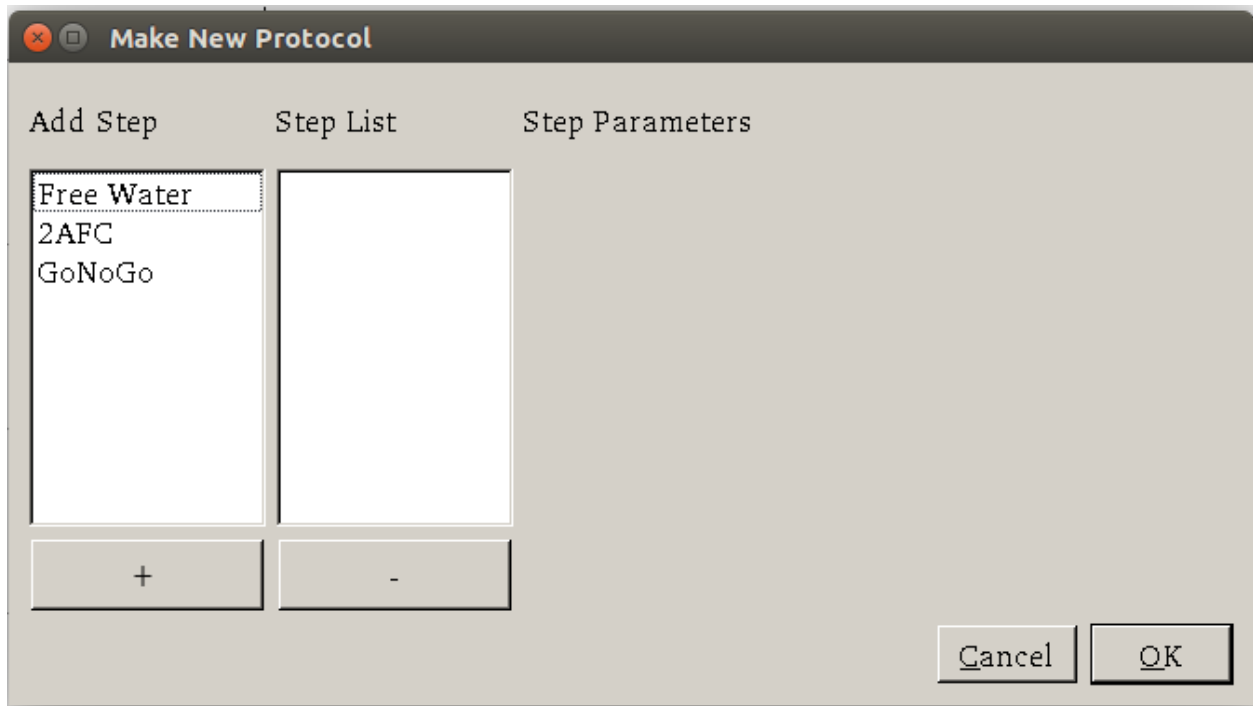
- **Step 1 - Free Water:** The subject will be rewarded for merely poking the IR sensor in order to let them know that in this universe water comes out of these particular holes in the wall
- **Step 2 - Request Rewards:** The task will operate as normal (stimuli are presented, etc.), but the subject will be rewarded for the initial center-poke as well as for a correct answer. This teaches them the temporal structure of the task – center first, then side ports.
- **Step 3 - Frequency Discrimination:** The final step of the protocol, the mouse is taught to respond left to a low-frequency tone and right to a high-frequency tone.

1. To start, select `New Protocol` from the ‘file’ menu.
2. Add a step from the list of tasks in the leftmost column by selecting it and pressing the ‘+’ button. Here we are adding the `Free Water` step.
3. Specify the parameters for the task in the rightmost window – we give 20ms of water every time the subject poke, etc.
4. Add the second “Request Rewards” step, the remaining options that are configured are: * list * of * options
5. Press ok, save and name the protocol file.
6. That leaves us with a protocol file:

```
[
  {
    "allow_repeat": false,
    "graduation": {
      "type": "n_trials",
      "value": {
        "current_trial": "0",
        "n_trials": "100",
        "type": "n_trials"
      }
    }
  },
]
```

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¹ Yes we are aware that the “two-alternative forced choice” task described here is actually maybe called a “yes-no task” because there is only one stimulus presented at a time. The literature appears stuck with this term, however.



Make New Protocol

Add Step **Step List** **Step Parameters**

Free Water
2AFC
GoNoGo

Free Water

Step Name: Free Water

Reward Duration (ms): 20

Allow Repeated Ports? ☐

Graduation Criterion:
n_trials

n_trials: 100

current_trial: 0

+ -

Cancel OK

(continued from previous page)

```

    "reward": "20",
    "step_name": "Free Water",
    "task_type": "Free Water"
  },
  {
    "bias_mode": 0,
    "correction": true,
    "correction_pct": "10",
    "graduation": {
      "type": "n_trials",
      "value": {
        "current_trial": "0",
        "n_trials": "200",
        "type": "n_trials"
      }
    },
    "punish_stim": false,
    "req_reward": true,
    "reward": "20",
    "step_name": "request_rewards",
    "stim": {
      "sounds": {
        "L": [
          {
            "amplitude": "0.01",
            "duration": "100",
            "frequency": "4000",

```

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Make New Protocol

Add Step	Step List	Step Parameters
Free Water	Free Water	Step Name: request_rewards
2AFC	request rewards	Reward Duration (ms): 20
GoNoGo		Request Rewards: <input checked="" type="checkbox"/>
		White Noise Punishment: <input type="checkbox"/>
		Punishment Duration (ms):
		Correction Trials: <input checked="" type="checkbox"/>
		% Correction Trials: 10
		Bias Correction Mode: None
		Bias Correction Threshold (%):
		Left Sounds: Tone
		Right Sounds: Tone
		Graduation Criterion: n_trials
		n_trials: 200
		current_trial: 0

Buttons: +, -, Cancel, OK

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```

        "type": "Tone"
    }
    ],
    "R": [
        {
            "amplitude": "0.01",
            "duration": "100",
            "frequency": "10000",
            "type": "Tone"
        }
    ]
},
"tag": "Sounds",
"type": "sounds"
},
"task_type": "2AFC"
},
{
    "bias_mode": 0,
    "correction": true,
    "correction_pct": "10",
    "graduation": {
        "type": "accuracy",
        "value": {
            "threshold": "80",
            "type": "accuracy",
            "window": "1000"
        }
    },
    "punish_stim": false,
    "req_reward": false,
    "reward": "20",
    "step_name": "2AFC",
    "stim": {
        "sounds": {
            "L": [
                {
                    "amplitude": "0.01",
                    "duration": "25",
                    "frequency": "100",
                    "type": "Tone"
                }
            ],
            "R": [
                {
                    "amplitude": "0.01",
                    "duration": "100",
                    "frequency": "100",
                    "type": "Tone"
                }
            ]
        }
    },
    },

```

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```

        "tag": "Sounds",
        "type": "sounds"
    },
    "task_type": "2AFC"
}
]

```

7.2.2 Manual Protocol Creation

Protocols can be created manually by...

1. Extracting the task specific parameters, eg:

```

params = autopilot.tasks.Nafc.PARAMS
# for example...
params['param_1'] = value_1

```

2. Adding general task parameters `stim`, `reward`, `graduation`, `step_name`, and `task_type`. These are just examples, the `stim` and `reward` fields can be any parameters consumed by a `Reward_Manager` or `Stimulus_Manager`. The `graduation` field can be any parameters consumed by a [Graduation](#) object. The `step_name` and `task_type` need to be strings, the `task_type` corresponding to a key in the `TASK_LIST`.

```

params.update({
    'stim': {
        'type': 'sounds',
        'sounds': {
            'L': [...],
            'R': [...],
        }
    },
    'reward': {
        'type': 'volume',
        'value': 2.5
    },
    'graduation': {
        'type': 'accuracy',
        'value': {
            'threshold': 0.8,
            'window': 1000
        }
    },
    'step_name': 'cool_new_step',
    'task_type': 'NAFC'
})

```

An example for our speech task can be found in `autopilot.tasks.protocol_scripts`.

7.3 Creating a Subject

A *Subject* stores the data, protocol, and history of a subject. Each subject is implicitly assigned to a Pilot by virtue of the structure of the `pilot_db.json` file, but they can be switched by editing that file.

1. Create a subject by clicking the + button in the control panel of a particular Pilot
2. Fill out the basic biographical information
3. Assign the subject to a protocol and step. Notice how the task we created earlier is here!

By creating one, we create an HDF5 file that stores a serialized version of the `.json` protocol file that was generated above, as well as the basic directory and table structure to enable the subject to store data from running the task.

7.4 Running the Task

1. Select the subject's name and press the start button! The Terminal will send a `START` message to the Pilot that includes the parameter dictionary for the current step, and if the Pilot is configured with the hardware required in the `HARDWARE` dictionary of the task, it should run.
2. The Terminal will initialize the Pilot's plot using the parameters in the task's `PLOT` dictionary and display data as it is received.

7.5 Debugging a Task

If a Pilot doesn't start the task appropriately, if you have installed the Pilot as a system daemon you can retrieve the logs and see the stack trace by accessing the pilot via SSH:

```
ssh pi@your.pi.ip.address
```

Note: Because Raspberry Pis are common prey on the internet, we strongly advise changing the default password, installing RSA keys to access the pi, and disabling password access via SSH.

and then printing the end of the logs with `journalctl`:

```
# print the -end of the logs for system -unit autopilot
journalctl -u autopilot -e
```

Setup New Subject

Biography Protocol

Biography

Id (Optional) My Cool Mouse

Start Date (Optional) 1/1/00 12:00 AM

Dob (Optional) 1/1/00 12:00 AM

Sex (Optional) U

Description (Optional) They are very cool

Tags (Optional) {'speed': 'fast'}

Species (Optional) Mouse

☒ Breeding

Parents ['Mr.Mouse', 'Mrs.Mouse']

Litter 156

☒ Enclosure

Box (Optional)

Building (Optional)

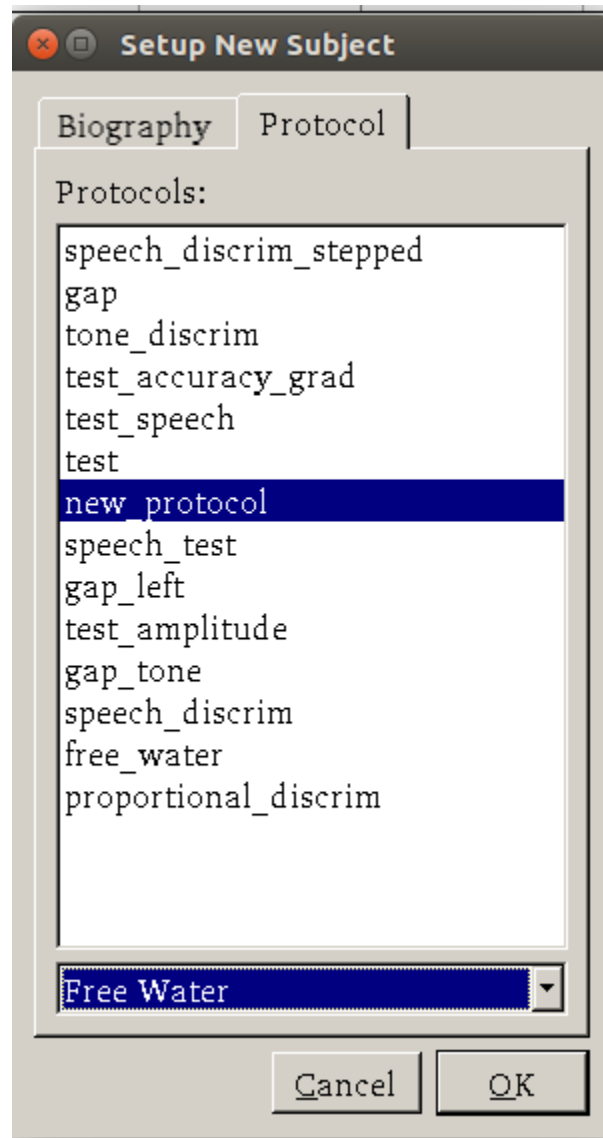
Room (Optional)

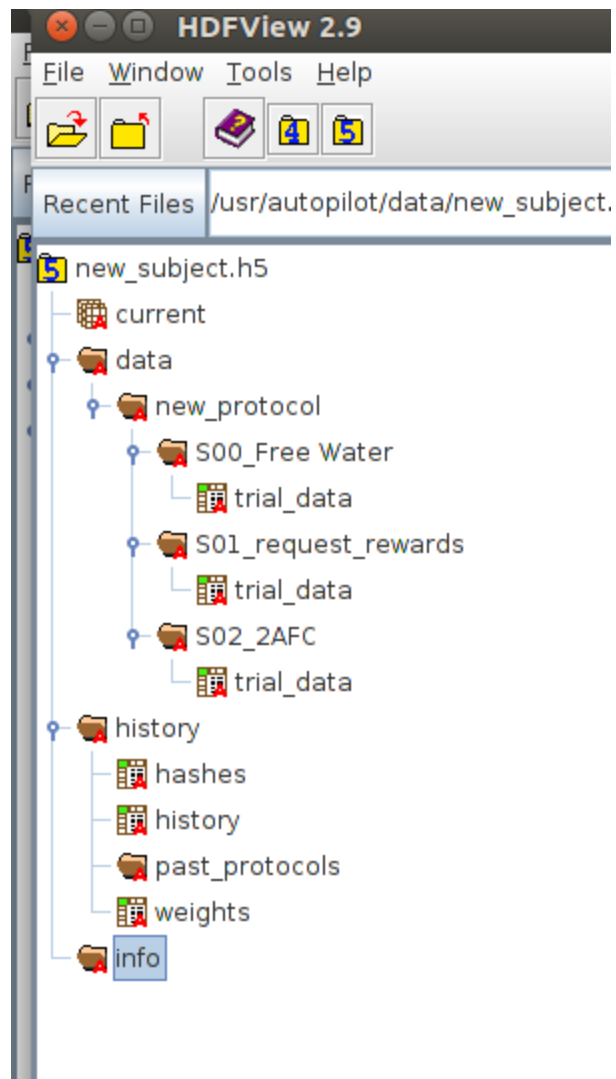
☒ Baselines

Mass (Optional) 19

Minimum Pct (Optional) 80

Cancel OK





WRITING A TASK

Some concepts of task design are also discussed in section 3.1 of the [whitepaper](#).

When you write your own task, you'll want to do it within your own plugin (see [Using Plugins](#)), but until then we'll take a look at a task written within the main Autopilot Repository. This example is relatively advanced as it is intended to show the full structure of a task. For a more basic example that shows just how to blink a light on and off within a task context, see [Blink](#)

Note: For more examples, see the [plugins on the wiki](#), two to get you started:

- [Autopilot Paper Plugin - Network_Latency](#): for testing network latency between two pilots, demonstrates:
 - using a single task for two pilots with different roles,
 - Point-to-point networking with [Net_Node](#)s
 - Using the [Terminal_Station](#) to connect pilots without knowing their IP/Port
 - [Wehrlab Plugin - Nafc_Gap , Nafc_Gap_Laser](#): Extensions of the Nafc class to do experiments with gaps in continuous background noise, which demonstrate:
 - Extending the `__init__` and `end` methods of a task class to do additional things on initialization and teardown – specifically starting and stopping background noise
 - Adding additional `PARAMS`, `HARDWARE` objects, and `TrialData` fields
 - Extending task methods without rewriting them – specifically adding optogenetic stimulation to an existing task!
-

The Nafc class serves as an example for new task designs.

To demonstrate the general structure of Autopilot tasks, let's build it from scratch.

8.1 The Task class

We start by subclassing the [Task](#) class and initializing it.

```
from autopilot.tasks import Task

class Nafc(Task):

    def __init__(self):
        super(Nafc, self).__init__()
```

This gives our new task some basic attributes and methods, including the `init_hardware()` method for initializing the `HARDWARE` dictionary and the `handle_trigger()` method for handling GPIO triggers.

8.2 Four Task Attributes

We then add the four elements of a task description:

1. A **PARAMS** dictionary defines what parameters are needed to define the task
2. A **Data** (*Table*) descriptor describes what data will be returned from the task
3. A **PLOT** dictionary that maps the data output to graphical elements in the GUI.
4. A **HARDWARE** dictionary that describes what hardware will be needed to run the task.

8.2.1 PARAMS

Note: This will be made simpler in the full release of v0.5.0 by using the same data modeling tools as the rest of the library!

Each parameter needs a human readable `tag` that will be used for GUI elements, and a `type`, currently one of:

- `int`: integers
- `bool`: boolean (checkboxes in GUI)
- `list`: list of possible values in {'Name':int} pairs
- `sounds`: a `autopilot.core.gui.Sound_Widget` to define sounds.

To maintain order when opened by the GUI we use a `odict` rather than a normal dictionary.

```
from collections import OrderedDict

PARAMS = OrderedDict()
PARAMS['reward'] = {'tag': 'Reward Duration (ms)',
                    'type': 'int'}
PARAMS['req_reward'] = {'tag': 'Request Rewards',
                        'type': 'bool'}
PARAMS['punish_stim'] = {'tag': 'White Noise Punishment',
                        'type': 'bool'}
PARAMS['punish_dur'] = {'tag': 'Punishment Duration (ms)',
                        'type': 'int'}
PARAMS['correction'] = {'tag': 'Correction Trials',
                        'type': 'bool'}
PARAMS['correction_pct'] = {'tag': '% Correction Trials',
                            'type': 'int',
                            'depends': {'correction': True}}
PARAMS['bias_mode'] = {'tag': 'Bias Correction Mode',
                       'type': 'list',
                       'values': {'None': 0,
                                  'Proportional': 1,
                                  'Thresholded Proportional': 2}}
PARAMS['bias_threshold'] = {'tag': 'Bias Correction Threshold (%)',
```

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```

                'type': 'int',
                'depends': {'bias_mode': 2}}
PARAMS['stim'] = {'tag': 'Sounds',
                  'type': 'sounds'}

```

These will be taken as key-value pairs when the task is initialized. ie.:

```

PARAMS['correction'] = {'tag': 'Correction Trials',
                       'type': 'bool'}

```

will be used to initialize the task like:

```

Nafc(correction=True) # or False

```

8.2.2 Data

Note: Also see the [autopilot.data](#) module documentation

There are two types of data,

- TrialData - where a single value for several variables is returned per ‘trial’, and
- ContinuousData - where values and timestamps are taken continuously, with either a fixed or variable interval

TrialData is defined by subtypes of the [models.protocol.Trial_Data](#) class. Specify each variable that will be returned and its type using python type hints and pydantic Field description!!:

```

from typing import Literal
from autopilot.data.models.protocol import Trial_Data
from pydantic import Field

class TrialData(Trial_Data):
    """
    Trialwise Data for a Two-Alternative Forced Choice Task
    """
    # This class allows the Subject object to make a data table with the correct data_
    ↪types. You must update it for any new data you'd like to store
    target: Literal['L', 'R'] = Field(...,
        description="Which side is the correct side this trial")
    response: Literal['L', 'R'] = Field(...,
        description="The side that was poked")
    correct: bool = Field(...,
        description="Whether the subject's response matched the target")
    correction: bool = Field(...,
        description="Whether this trial was a correction trial or not")
    RQ_timestamp: datetime.datetime = Field(...,
        description="The time where the stimulus was presented and the trial was_
    ↪requested")
    DC_timestamp: datetime.datetime = Field(...,
        description="The time when the subject responded")

```

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```
bailed: bool = Field(...,
    description="Whether the subject bailed the trial from a timeout or any other_
↳reason they did not finish")
```

Each field has some type (eg `correct: bool`) as well as an (optional) description inside the `pydantic.Field()` descriptor. We use `typing.Literal` objects to describe when only a certain set of options are allowed (eg. the target can only be `"L"` or `"R"`).

Autopilot's data modeling tools then use an interface to pytables (`data.interfaces.tables`) to create a hdf5 table description from the high-level description of `Trial_Data`.

8.2.3 PLOT

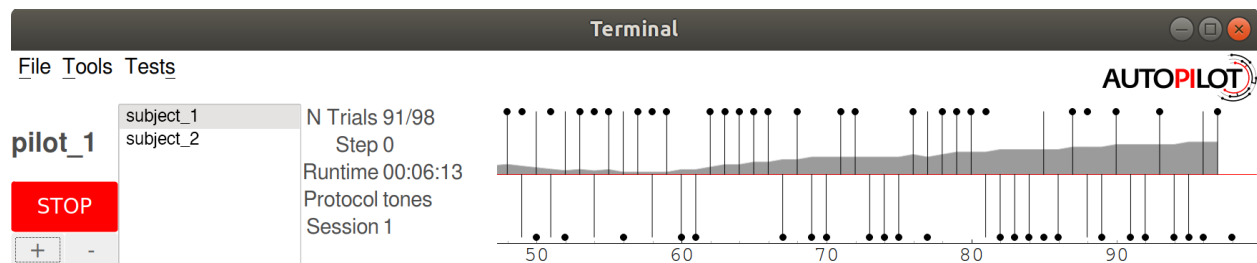
The PLOT dictionary maps the data returned from the task to graphical elements in the `Terminal`'s `Plot`. Specifically, when the task is started, the `Plot` object creates the graphical element (eg. a `Point`) and then calls its update method with any data that is received through its `Net_Node`.

Data-to-graphical mappings are defined in a data subdictionary, and additional parameters can be passed to the plot – in the below example, for example, a `chance_bar` is drawn as a horizontal line across the plot. By default it is drawn at 0.5, but its height can be set with an additional parameter `chance_level`. Available graphical primitives are registered in the `PLOT_LIST`, and additional parameters are documented in the `Plot` class.

Data is plotted either by trial (default) or by timestamp (if `PLOT['continuous'] != True`). Numerical data is plotted (on the y-axis) as expected, but further mappings can be defined by extending the graphical element's update method – eg. `'L'` (left) maps to 0 and `'R'` (right) maps to 1 by default.

```
PLOT = {
    'data': {
        'target' : 'point',
        'response' : 'segment',
        'correct' : 'rollmean'
    },
    'chance_bar' : True, # Draw a red bar at 50%
    'roll_window' : 50 # n trials to take rolling mean over
}
```

The above PLOT dictionary produces this pretty little plot:



8.2.4 HARDWARE

The `HARDWARE` dictionary maps a hardware type (eg. `POKES`) and identifier (eg. `'L'`) to a *Hardware* object. The task uses the hardware parameterization in the `prefs` file (also see `setup_pilot`) to instantiate each of the hardware objects, so their naming system must match (ie. there must be a `prefs.PINS['POKES']['L']` entry in `prefs` for a task that has a `task.HARDWARE['POKES']['L']` object) – see the *Configuration* docs for more detail!

```
from autopilot.hardware import gpio

HARDWARE = {
    'POKES':{
        'L': gpio.Digital_In,
        'C': gpio.Digital_In,
        'R': gpio.Digital_In
    },
    'LEDS':{
        'L': gpio.LED_RGB,
        'C': gpio.LED_RGB,
        'R': gpio.LED_RGB
    },
    'PORTS':{
        'L': gpio.Solenoid,
        'C': gpio.Solenoid,
        'R': gpio.Solenoid
    }
}
```

8.3 Initialization

First, the parameters that are given to the task when it is initialized are stored as attributes, either by unpacking `**kwargs...`

```
class Nafc(Task):

    def __init__(**kwargs):
        for key, value in kwargs.items():
            setattr(self, key, value)
```

Or explicitly, which is recommended as it is more transparent:

```
class Nafc(Task):

    def __init__(self, stage_block=None, stim=None, reward=50, req_reward=False,
                 punish_stim=False, punish_dur=100, correction=False, correction_pct=50.,
                 bias_mode=False, bias_threshold=20, current_trial=0, **kwargs):

        self.req_reward      = bool(req_reward)
        self.punish_stim     = bool(punish_stim)
        self.punish_dur      = float(punish_dur)
        self.correction       = bool(correction)
        self.correction_pct  = float(correction_pct)/100
        self.bias_mode       = bias_mode
```

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```
self.bias_threshold = float(bias_threshold)/100

# etc...
```

Then the hardware is instantiated using a method inherited from the *Task* class:

```
self.init_hardware()
```

Stimulus managers need to be instantiated separately. Currently, stimulus management details like correction trial percentage or bias correction are given as separate parameters, but will be included in the `stim` parameter in the future:

```
# use the init_manager wrapper to choose the correct stimulus manager
self.stim_manager = init_manager(stim)

# give the sounds a function to call when they end
self.stim_manager.set_triggers(self.stim_end)

if self.correction:
    self.stim_manager.do_correction(self.correction_pct)

if self.bias_mode:
    self.stim_manager.do_bias(mode=self.bias_mode,
                              thresh=self.bias_threshold)
```

There are a few attributes that can be set at initialization that are unique:

- **stage_block** - if the task is structured such that the *Pilot* calls each stage method and returns the resulting data, this `threading.Event` is used to wait between stages – an example will be shown below.
- **stages** - an iterator or generator that yields stage methods.

In this example we have structured the task such that its stages (described below) are called in an endless cycle:

```
# This allows us to cycle through the task by just repeatedly calling self.stages.next()
stage_list = [self.request, self.discrim, self.reinforcement]
self.stages = itertools.cycle(stage_list)
```

8.4 Stage Methods

The logic of a task is implemented in one or several **stages**. This example *Nafc* class uses three:

1. **request** - precomputes the target and distractor ports, caches the stimulus, and sets the stimulus to play when the center port is entered
2. **discrim** - sets the reward and punishment triggers for the target and distractor ports
3. **reinforcement** - computes the trial result and readies the task for the next trial.

This task does not call its own stage methods, as we will see in the *Wheel* task example, but allows the *Pilot* to control them, and advances through stages using a `stage_block` that allows passage whenever a GPIO trigger is activated. Data is returned from each of the stage methods and is then returned to the *Terminal* by the *Pilot*.

8.4.1 Request

First, the `stage_block` is cleared so that the task will not advance until one of the triggers is called. The target and distractor ports are yielded by the `stim_manager` along with the stimulus object.

```
def request(self, *args, **kwargs):
    # Set the event block
    self.stage_block.clear()

    # get next stim
    self.target, self.distractor, self.stim = self.stim_manager.next_stim()
    # buffer it
    self.stim.buffer()
```

Then triggers are stored under the name of the trigger (eg. 'C' for a trigger that comes from the center poke). All triggers need to be callable, and can be set either individually or as a series, as in this example. A `lambda` function is used to set a trigger with arguments – the center LED is set from green to blue when the stimulus starts playing.

A single task class can support multiple operating modes depending on its parameters. If the task has been asked to give request rewards (see *Training a Subject*), it adds an additional trigger to open the center solenoid.

```
# set the center light to green before the stimulus is played.
self.set_leds({'C': [0, 255, 0]})

# Set sound trigger and LEDs
# We make two triggers to play the sound and change the light color
change_to_blue = lambda: self.pins['LEDS']['C'].set_color([0,0,255])

# set triggers
if self.req_reward is True:
    self.triggers['C'] = [self.stim.play,
                          self.stim_start,
                          change_to_blue,
                          self.pins['PORTS']['C'].open]
else:
    self.triggers['C'] = [self.stim.play,
                          self.stim_start,
                          change_to_blue]
```

Finally, the data for this stage of the trial is gathered and returned to the Pilot. Since stimuli have variable numbers and names of parameters, both the table set up by the *Subject* and the data returning routine here extract stimulus parameters programmatically.

```
self.current_trial = self.trial_counter.next()
data = {
    'target'      : self.target,
    'trial_num'   : self.current_trial,
    'correction'  : self.correction_trial
}
# get stim info and add to data dict
sound_info = {k:getattr(self.stim, k) for k in self.stim.PARAMS}
data.update(sound_info)
data.update({'type':self.stim.type})

return data
```

At the end of this function, the center LED is green, and if the subject pokes the center port the stimulus will play and then the next stage method will be called.

The center LED also turns from green to blue when the stimulus begins to play and then turns off when it is finished. This relies on additional methods that will be explained below.

8.4.2 Discrim

The `discrim` method simply sets the next round of triggers and returns the request timestamp from the current trial. If either the target or distractor ports are triggered, the appropriate solenoid is opened or the `punish` method is called.

The `trial_num` is returned each stage for an additional layer of redundancy in data alignment.

```
def discrim(self,*args,**kwargs):
    # clear stage block to wait for triggers
    self.stage_block.clear()

    # set triggers
    self.triggers[self.target] = [lambda: self.respond(self.target),
                                  self.pins['PORTS'][self.target].open]
    self.triggers[self.distractor] = [lambda: self.respond(self.distractor),
                                       self.punish]

    # Only data is the timestamp
    data = {'RQ_timestamp' : datetime.datetime.now().isoformat(),
           'trial_num'    : self.current_trial}
    return data
```

Todo: pigpio can give us 5 microsecond measurement precision for triggers, currently we just use `datetime.datetime.now()` for timestamps, but highly accurate timestamps can be had by stashing the `ticks` argument given by pigpio to the `handle_trigger()` method. We will implement this if you don't first :)

8.4.3 Reinforcement

This method computes the results of the tasks and returns them with another timestamp. This stage doesn't clear the `stage_block` because we want the next trial to be started immediately after this stage completes.

The results of the current trial are given to the stimulus manager's `update()` method so that it can keep track of trial history and do things like bias correction, etc.

The `TRIAL_END` flag in the data signals to the `Subject` class that the trial is finished and its row of data should be written to disk. This, along with providing the `trial_num` on each stage, ensure that data is not misaligned between trials.

```
def reinforcement(self,*args,**kwargs):

    if self.response == self.target:
        self.correct = 1
    else:
        self.correct = 0
```

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```

# update stim manager
self.stim_manager.update(self.response, self.correct)

data = {
    'DC_timestamp' : datetime.datetime.now().isoformat(),
    'response'      : self.response,
    'correct'       : self.correct,
    'trial_num'     : self.current_trial,
    'TRIAL_END'     : True
}
return data

```

8.5 Additional Methods

Autopilot doesn't confine the logic of a task to its stage methods, instead users can use additional methods to give their task additional functionality.

These can range from trivial methods that just store values, such as the `respond` and `stim_start` methods:

```

def respond(self, pin):
    self.response = pin

def stim_start(self):
    self.discrim_playing = True

```

To more complex methods that operate effectively like stages, like the `punish` method, which flashes the LEDs and plays a punishment stimulus like white noise if it has been configured to do so:

```

def punish(self):
    # clear the punish block to the task doesn't advance while
    # punishment is delivered
    self.punish_block.clear()

    # if there is some punishment stimulus, play it
    if self.punish_stim:
        self.stim_manager.play_punishment()

    # flash LEDs and then clear the block once they are finished.
    self.flash_leds()
    threading.Timer(self.punish_dur / 1000.,
                    self.punish_block.set).start()

```

Additionally, since we gave the stimulus manager a trigger method that is called when the stimulus ends, we can turn the light blue when a stimulus is playing, and turn it off when it finishes

```

def stim_end(self):
    """
    called by stimulus callback

    set outside lights blue
    """

```

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```
# Called by the discrim sound's table trigger when playback is finished
# Used in punishing leaving early
self.discrim_playing = False
#if not self.bailed and self.current_stage == 1:
self.set_leds({'L':[0,255,0], 'R':[0,255,0]})
```

PLUGINS & THE WIKI

Autopilot is integrated with a [semantic wiki](https://wiki.auto-pi-lot.com), a powerful tool that merges human-readable text with computer-readable structured information, and blurs the lines between the two in the empowering interface of a wiki that allows anyone to edit it. The autopilot wiki is available at:

<https://wiki.auto-pi-lot.com>

In addition to a system for storing, discussing, and knitting together a library of technical knowledge, the wiki is used to manage Autopilot's plugin system. The integrated plugin/wiki system is designed to

- make it easier to **extend** and hack existing autopilot classes, particularly Hardware and Task classes, without needing to modify any of the core library code
- make it easier to **share code** across multiple rigs-in-use by allowing you to specify the name of the plugin on the autopilot wiki so you don't need to manually keep the code updated on all computers it's used on
- make a gentler **scaffold between using and contributing to the library** – by developing in a plugin folder, your code is likely very close, if it isn't already, ready to integrate back into the main autopilot library. In the meantime, anyone that is curious
- make it possible to **encode semantic metadata about the plugin** so that others can **discover, modify, and improve** on it. eg. your plugin might control an array of stepper motors, and from that someone can cherry-pick code to run a single one, even if it wasn't designed to do that.
- **decentralize the development of autopilot**, allowing anyone to extend it in arbitrary ways without needing to go through a fork/merge process that is ultimately subject to the whims of the maintainer(s) (me), or even an approval process to submit or categorize plugins. Autopilot seeks to be as noncoercive as possible while embracing and giving tools to support the heterogeneity of its use.
- make it trivial for users to not only contribute *plugins* but design new *types of plugin-like public interfaces*. For example, if you wanted to design an interface where users can submit the parameters they use for different tasks, one would only need to build the relevant semantic mediawiki template and form, and then program the API calls to the wiki to index them.
- **todo** — fully realize the vision of decentralized development by allowing plugins to replace existing core autopilot modules...

9.1 Plugins

Plugins are now the recommended way to use Autopilot! They make very few assumptions about the structure of your code, so they can be used like familiar script-based experimental tools, but they also encourage the development of modular code that can easily be used by others and cumulatively contribute to a shared body of tools.

Using plugins is simple! Anything inside of the directory indicated by `prefs.get('PLUGINDIR')` is a plugin! Plugins provide objects that inherit from Autopilot classes supported by an entry in `registry.REGISTRIES`.

For example, we want to write a task that uses some special hardware that we need. We could start by making a directory within 'PLUGINDIR' like this:

```
plugins
├── my-autopilot-plugin
│   ├── README.md
│   ├── test_hardware.py
│   └── test_task.py
```

Where within `test_hardware.py` you define some custom hardware class that inherits from `gpio.Digital_Out`

```
from autopilot.hardware.gpio import Digital_Out

class Only_On_Pin(Digital_Out):
    """
    you can only turn this GPIO pin on
    """
    def __init__(self, pin, *args, **kwargs):
        super(Only_On_Pin, self).__init__(pin=pin, *args, **kwargs)
        self.set(1)

    def set(self, val):
        """override base class"""
        if val not in (1, True, 'on'):
            raise ValueError('This pin only turns on')
        else:
            super(Only_On_Pin, self).set(val)

    def release(self):
        print('I release nothing. the pin stays on.')
```

You can then use it in some task! Autopilot will use its registry `autopilot.get()` methods to find it after importing all your plugins. For example, we can refer to it as a string in our `HARDWARE` dictionary in our special task:

```
from datetime import datetime
import threading
import numpy as np
from autopilot.tasks import Task
from tables import IsDescription, StringCol

class My_Task(Task):
    """
    I will personally subject myself to the labor of science and through careful hours,
    ↪ spent meditating on an LED powered by an unsecured Raspberry Pi with the default,
    ↪ password i will become attuned to the dance of static pixels fluctuating on the,
    ↪ fundamental frequencies of ransomware and ssh bombardment to harness the power of both,
    ↪ god and anime
    """
```

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```

"""

PARAMS = {'infinite_light': {
    'tag': 'leave the light on indefinitely? are you sure you want to leave_
↳the rest of the world behind and never cease your pursuit of this angelic orb?',
    'type': 'bool'}}

HARDWARE = {'esoterica': {'the_light': 'Only_On_Pin'}}

class TrialData(IsDescription):
    ontime = StringCol(26)

    def __init__(self, infinite_light:bool=True, *args, **kwargs):
        super(My_Task, self).__init__(*args, **kwargs)
        self.init_hardware()
        self.hardware['esoterica']['the_light'].set(True)

        if not infinite_light:
            infinite_light = True
        self.infinite_light = infinite_light

        self.stages = [self.only_on]

    def only_on(self):
        self.stage_block.clear()

        if not self.infinite_light:
            threading.Timer(np.random.rand()*10e100, self.cease_your_quest).start()

        return {'ontime': datetime.now().isoformat()}

    def cease_your_quest(self):
        self.stage_block.set()
        self.hardware['esoterica']['the_light'].release()

```

Both your hardware object and task will be available to the rest of Autopilot, including in the GUI elements that let you easily parameterize and assign it to your experimental subjects.

Todo: We are still working on formalizing the rest of a plugin architecture, specifically dependency resolution among python packages, autopilot scripts, and dependencies on other plugins. All this in time! For now the wiki asks for a specific autopilot version that a plugin supports when they are submitted, so we will be able to track plugins that need to be updated for changes in the plugin API as it is developed.

9.2 Registries

Plugins are supported by the functions in the `utils.registry` module. Registries allow us to make definite but abstract references to classes of objects that can therefore be extended with plugins.

Since for now Autopilot objects are not guaranteed to have a well-defined inheritance structure, registries are available to the classes of objects listed in the `registry.REGISTRIES` enum. Currently they are:

```
class REGISTRIES(str, Enum):
    """
    Types of registries that are currently supported,
    ie. the possible values of the first argument of :func:`.registry.get`

    Values are the names of the autopilot classes that are searched for
    inheriting classes, eg. ``HARDWARE == "autopilot.hardware.Hardware"`` for
    ↪:class:`autopilot.Hardware`
    """
    HARDWARE = "autopilot.hardware.Hardware"
    TASK = "autopilot.tasks.Task"
    GRADUATION = "autopilot.tasks.graduation.Graduation"
    TRANSFORM = "autopilot.transform.transforms.Transform"
    CHILDREN = "autopilot.tasks.children.Child"
    SOUND = "autopilot.stim.sound.sounds.BASE_CLASS"
```

Each entry in the enum refers to the absolute package.module.class name of the topmost metaclass that is to be searched.

The `autopilot.get()` method first gets the base class with `find_class()`, ensures that plugins have been imported with `import_plugins()`, and searches for a subclass with a matching name with `recurse_subclasses()`. If none is found in the currently imported files, it parses the `ast` of any files below the base class in the path hierarchy. The distinction is because while we *do* assume that we can import anything we have made/put in our plugins directory, we currently *don't* make that assumption of the core library of autopilot – we want to be able to offer the code for tasks and hardware that have diverse dependencies while giving ourselves some protection against writing squirrely edge cases everywhere.

In practice, anywhere you go to make an explicit import of an autopilot class that is supported by a registry, it is good practice to use `autopilot.get` instead. It is called like:

```
# autopilot.get('registry_name', 'object_name')
# eg.
autopilot.get('hardware', 'Digital_Out')
```

Note how the registry name is not case sensitive but the object name is. There are a few convenience methods/calling patterns here too. Eg. to list all available objects in a registry:

```
autopilot.get('hardware')
```

or to list just a list of strings instead of the objects themselves:

```
autopilot.get_names('hardware')
```

or you can pass an object itself as the registry type in order to only find subclasses of that class:

```
GPIO = autopilot.get('hardware', 'GPIO')
autopilot.get(GPIO)
```


Todo: In the future, we will extend registries to all autopilot objects by implementing a unitary inheritance structure. This will also clean up a lot of the awkward parts of the library and pave the way to rebuilding eg. the networking modules to be much simpler to use.

That work will be the defining feature of v0.6.0, you can track progress and contribute by seeing the relevant issue: <https://github.com/auto-pi-lot/autopilot/issues/31>

as well as the issues in the v0.6.0 milestone: <https://github.com/auto-pi-lot/autopilot/milestone/2>

9.3 The Wiki API

The wiki's semantic information can be accessed with the functions in the `utils.wiki` module.

Specifically, we make a function that wraps the [Semantic Mediawiki Ask API](#) that consists of a

- **query** or a set of **filters** that select relevant pages using their **categories** and **properties**, and then
- the **properties** to retrieve from those pages.

You can see a list of the [categories](#) and [properties](#) that can be used on the wiki.

For **Filters**:

- **Both** types of filters are specified with the `[[Double Brackets]]` of mediawiki
- **Categories** are specified with a single colon¹ like `[[Category:Hardware]]`
- **Properties** are specified with double colons, and take a property and a value like `[[Created By::Jonny Saunders]]`

The **queried properties** are specified with a list of strings like `['Has Datasheet', 'Has STL']`

So, for example, one could query the manufacturer, price, and url of the audio hardware documented in the wiki like:

```
from autopilot.utils import wiki

wiki.ask(
    filters=[
        "[[Category:Hardware]]",
        "[[Modality::Audio]]"
    ],
    properties=[
        "Manufactured By",
        "Has Product Page",
        "Has USD Price"
    ]
)
```

which would return a list of dictionaries like:

```
[{
    'Has Product Page': 'https://www.hifiberry.com/shop/boards/hifiberry-amp2/',
    'Has USD Price': 49.9,
    'Manufactured By': 'HiFiBerry',
```

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¹ This is because categories are a part of mediawiki itself, but properties are implemented by semantic mediawiki. The two have slightly different meanings – categories denote the “type of something that a page is” and properties denote “the attributes that a page has”

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```

    'name': 'HiFiBerry Amp2',
    'url': 'https://wiki.auto-pi-lot.com/index.php/HiFiBerry_Amp2'
  },
  {
    'Has Datasheet': 'https://wiki.auto-pi-lot.com/index.php/File:HiVi-RT13WE-spec-sheet.
    ↪pdf',
    'Has Product Page': 'https://www.parts-express.com/HiVi-RT1.3WE-Isodynamic-Tweeter-
    ↪297-421',
    'Has USD Price': 37.98,
    'Is Part Type': 'Speakers',
    'Manufactured By': 'HiVi',
    'name': 'HiVi RT1.3WE',
    'url': 'https://wiki.auto-pi-lot.com/index.php/HiVi_RT1.3WE'
  }
]

```

These functions can be used on their own to provide interactive, programmatic access to the wiki, but maybe more importantly it serves as a bridge between the wiki and Autopilot’s software. By building API calls into the various modules of autopilot that can query structured information from the wiki, the software can be made to take advantage of communally curated experimental and technical knowledge.

Additionally, since it is relatively simple to create new templates and forms (see the [Page Forms](#) and [Page Schemas](#) extensions that are used to create and manage them) to accept different kinds of submissions and link them to the rest of the wiki, and the plugin and registry system allow anyone to build the classes needed to take advantage of them, it becomes possible for anyone to create **new kinds of public knowledge interfaces to autopilot**. For example, if there was desire to share and describe parameterizations of a particular Task along with summaries of the data, then it would be possible to make a form and template on the wiki to accept them, and provide a GUI plugin to select *empirically optimal parameters for a given outcome measurement*, which would make all the *hard-won rules of thumb and superstition that guides a lot of the fine decisions in behavioral research obsolete in an afternoon*.

The use of the wiki to have communal control over plugins and interfaces makes it possible for us to move autopilot to a model of **decentralized governance** where the “official” repository becomes one version among many, but the plugins remain integrated with the system rather than live on as unrelated forks.

9.4 Plugins on the Wiki

Autopilot plugins can be found on the wiki here: https://wiki.auto-pi-lot.com/index.php/Autopilot_Plugins

(at the moment the cupboard is relatively bare, but it always starts that way.)

Within Autopilot, you can use the `utils.plugins.list_wiki_plugins()` function to list the available functions and return their basic metadata, which is a *very thin* wrapper around `utils.wiki.ask()`

To submit new plugin, one would use the relevant form: https://wiki.auto-pi-lot.com/index.php/Form:Autopilot_Plugin

So we might submit our plugin “Fancy New Plugin” (by entering that on the form entry page), and filling in the fields in the form as requested:

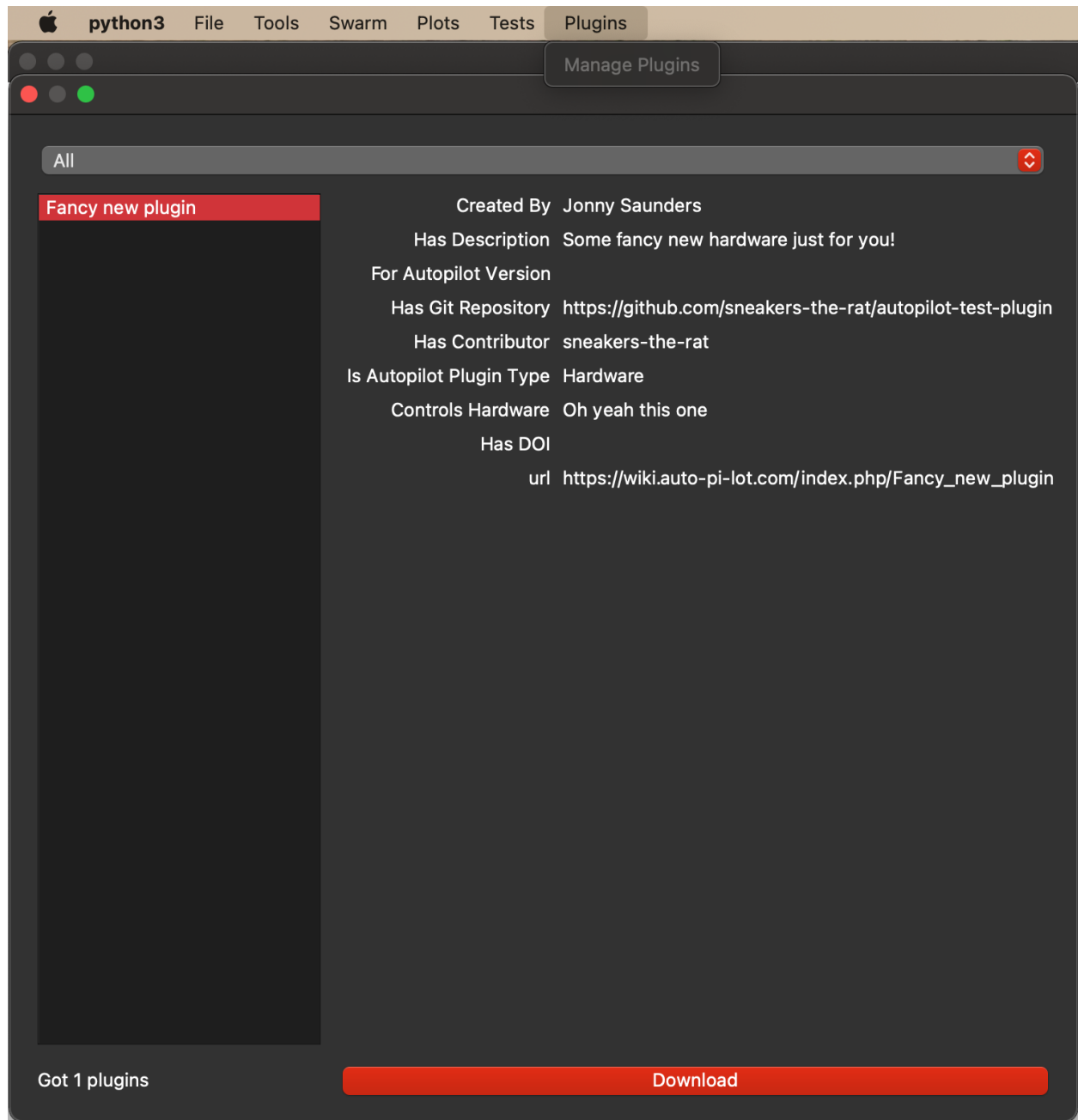
Where we provide a description and other metadata – most important some git repository url – that describes the plugin. There are free text fields where appropriate, but also autocompleting token fields that let us keep some semblance of consistency in the semantic links we create. At the end you are then given a free-text field that accepts all common [wiki markup](#) as well as free declaration of any semantic links that aren’t asked for in the form.

After you submit, it’s immediately available in the `gui.Plugins` manager!

Each plugin has one or multiple `Plugin Type(s)` that corresponds to a particular entry in [REGISTRIES](#) for filtering plugins that provide different types of objects.

Edit Autopilot Plugin: Fancy new plugin

Short Description:	<input type="text" value="Some fancy new hardware just for you!"/>
Plugin Type:	<input type="text" value="✕ Hardware"/>
Compatible With Autopilot Version: <small>Expressed as a Python semantic version specifier like >=0.3.0</small>	<input type="text" value=""/>
Git Repository URL:	<input type="text" value="https://github.com/sneakers-the-rat/au"/>
Contributors: <small>Github usernames (preferably), names, email addresses, etc.</small>	<input type="text" value="✕ sneakers-the-rat"/>
Created By:	<input type="text" value="✕ Jonny Saunders"/>
Version:	<input type="text" value="1"/>
DOI (URL) of Related Paper:	<input type="text" value=""/>
Used With Hardware: <small>Hardware that this plugin is used with, but doesn't provide classes to control</small>	<input type="text" value="✕ some new hardware i'll document later"/>
Controls Hardware: <small>Hardware that this plugin provides classes to control</small>	<input type="text" value="✕ oh yeah this one"/>



Todo: Currently the plugin manager is just a proof of concept, though it would require relatively little to add a routine to clone the git repo into the plugins directory, as mentioned above, we are working on integrating dependency management in a way that's unified throughout the package (instead of, say, needing to manually run `python -m autopilot.setup.run_script picamera` to enable the camera, objects are able to specify and request that their dependencies be met automatically).

For now just `git clone <plugin_url> ~/autopilot/plugins` or wherever your PLUGINDIR is!

EXAMPLES

We're working on writing more examples! Please let us know in the discussion board what you'd like to see :)
Also see the `examples` folder in the repository for jupyter notebooks we haven't set up Sphinx rendering for yet ;)

10.1 Blink

A very simple task: Blink an LED

Written by @mikewehr in the `mike` branch: <https://github.com/auto-pi-lot/autopilot/blob/mike/autopilot/tasks/blink.py>

Demonstrates the basic structure of a task with one stage, described in the comments throughout the task.

This page is rendered in the docs here in order to provide links to the mentioned objects/classes/etc., but it was written as source code initially and translated to `.rst`, so the narrative flow is often inverted: text follows code as comments, rather than text introducing and narrating code.

Note: This example was written for versions of autopilot <0.5.0

10.1.1 Preamble

```
import itertools
import tables
import time
from datetime import datetime

from autopilot.hardware import gpio
from autopilot.tasks import Task
from collections import OrderedDict as odict

class Blink(Task):
    """
    Blink an LED.

    Args:
        pulse_duration (int, float): Duration the LED should be on, in ms
        pulse_interval (int, float): Duration the LED should be off, in ms
```

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```
"""
```

Note that we subclass the Task class (`Blink(Task)`) to provide us with some methods useful for all Tasks, and to make it available to the task registry (see *Plugins & The Wiki*).

Tasks need to have a few class attributes defined to be integrated into the rest of the system See here for more about class vs. instance attributes <https://www.toptal.com/python/python-class-attributes-an-overly-thorough-guide>

Params

```
STAGE_NAMES = ["pulse"] # type: list
"""
An (optional) list or tuple of names of methods that will be used as stages for the task.

See ``stages`` for more information
"""

PARAMS = odict()
PARAMS['pulse_duration'] = {'tag': 'LED Pulse Duration (ms)', 'type': 'int'}
PARAMS['pulse_interval'] = {'tag': 'LED Pulse Interval (ms)', 'type': 'int'}
```

PARAMS - A dictionary that specifies the parameters that control the operation of the task – each task presumably has some range of options that allow slight variations (eg. different stimuli, etc.) on a shared task structure. This dictionary specifies each PARAM as a human-readable tag and a type that is used by the gui to create an appropriate input object. For example:

```
PARAMS['pulse_duration'] = {'tag': 'LED Pulse Duration (ms)', 'type': 'int'}
```

When instantiated, these params are passed to the `__init__` method.

A `collections.OrderedDict` is used so that parameters can be presented in a predictable way to users.

TrialData

```
class TrialData(tables.IsDescription):
    trial_num = tables.Int32Col()
    timestamp_on = tables.StringCol(26)
    timestamp_off = tables.StringCol(26)
```

TrialData declares the data that will be returned for each “trial” – or complete set of executed task stages. It is used by the *Subject* object to make a data table with the correct data types. Declare each piece of data using a pytables Column descriptor (see https://www.pytables.org/usersguide/libref/declarative_classes.html#col-sub-classes for available data types, and the pytables guide: <https://www.pytables.org/usersguide/tutorials.html> for more information)

For each trial, we’ll return two timestamps, the time we turned the LED on, the time we turned it off, and the trial number. Note that we use a 26-character `tables.StringCol` for the timestamps,

Hardware

```
HARDWARE = {
    'LEDS': {
        'dLED': gpio.Digital_Out
    }
}
```

Declare the hardware that will be used in the task. Each hardware object is specified with a `group` and an `id` as nested dictionaries. These descriptions require a set of hardware parameters in the `autopilot prefs.json` (typically generated by `autopilot.setup.setup_autopilot()`) with a matching `group` and `id` structure. For example, an LED declared like this in the `HARDWARE` attribute:

```
HARDWARE = {'LEDS': {'dLED': gpio.Digital_Out}}
```

requires an entry in `prefs.json` like this:

```
"HARDWARE": {"LEDS": {"dLED": {
    "pin": 1,
    "polarity": 1
}}}}
```

that will be used to instantiate the `hardware.gpio.Digital_Out` object, which is then available for use in the task like:

```
self.hardware['LEDS']['dLED'].set(1)
```

10.1.2 Initialization

first we call the superclass ('Task')'s initialization method. All tasks should accept `*args` and `**kwargs` to pass parameters not explicitly specified by subclass up to the superclass.:

```
def __init__(self, stage_block=None, pulse_duration=100, pulse_interval=500, *args,
    ↪ **kwargs):
    super(Blink, self).__init__(*args, **kwargs)

    # store parameters given on instantiation as instance attributes
    self.pulse_duration = int(pulse_duration)
    self.pulse_interval = int(pulse_interval)
    self.stage_block = stage_block # type: "threading.Event"

    # This allows us to cycle through the task by just repeatedly calling self.stages.
    ↪next()
    self.stages = itertools.cycle([self.pulse])
```

Some generator that returns the stage methods that define the operation of the task.

To run a task, the `pilot.Pilot` object will call each stage function, which can return some dictionary of data (see `pulse()`) and wait until some flag (`stage_block`) is set to compute the next stage. Since in this case we want to call the same method (`pulse()`) over and over again, we use an `itertools.cycle` object (if we have more than one stage to call in a cycle, we could provide them like `itertools.cycle([self.stage_method_1, self.stage_method_2])`). More complex tasks can define a custom generator for finer control over stage progression.:

```
self.trial_counter = itertools.count()
"""
Some counter to keep track of the trial number
"""
```

Hardware is initialized by the superclass's `Task.init_hardware()` method, which creates all the hardware objects defined in `HARDWARE` according to their parameterization in `prefs.json`, and makes them available in the `hardware` dictionary.:

```
self.init_hardware()
self.logger.debug('Hardware initialized')
```

All task subclass objects have an `logger` – a `logging.Logger` that allows users to easily debug their tasks and see feedback about their operation. To prevent stdout from getting clogged, logging messages are printed and stored according to the `LOGLEVEL` pref – so this message would only appear if `LOGLEVEL == "DEBUG"`:

```
self.stage_block.set()
```

We set the stage block and never clear it so that the *Pilot* doesn't wait for a trigger to call the next stage – it just does it as soon as the previous one completes.

See `run_task()` for more detail on this loop.

10.1.3 Stage Methods

```
def pulse(self, *args, **kwargs):
    """
    Turn an LED on and off according to :attr:`~examples.tasks.Blink.pulse_duration` and
    ↪:attr:`~examples.tasks.Blink.pulse_interval`

    Returns:
        dict: A dictionary containing the trial number and two timestamps.
    """
    # -----
    # turn light on

    # use :meth:`~hardware.gpio.Digital_Out.set` method to turn the LED on
    self.hardware['LEDS']['dLED'].set(1)
    # store the timestamp
    timestamp_on = datetime.now().isoformat()
    # log status as a debug message
    self.logger.debug('light on')
    # sleep for the pulse_duration
    time.sleep(self.pulse_duration / 1000)

    # -----
    # turn light off, same as turning it on.

    self.hardware['LEDS']['dLED'].set(0)
    timestamp_off = datetime.now().isoformat()
    self.logger.debug('light off')
    time.sleep(self.pulse_interval / 1000)
```

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```

# count and store the number of the current trial
self.current_trial = next(self.trial_counter)

data = {
    'trial_num': self.current_trial,
    'timestamp_on': timestamp_on,
    'timestamp_off': timestamp_off
}
return data

```

Create the data dictionary to be returned from the stage. Note that each of the keys in the dictionary must correspond to the names of the columns declared in the `TrialData` descriptor.

At the conclusion of running the task, we will be able to access the data from the run with `Subject.get_trial_data()`, which will be a `pandas.DataFrame` with a row for each trial, and a column for each of the fields here.

10.1.4 Full Source

```

1  """
2  A very simple task: Blink an LED
3
4  Written by @mikewehr in the `mike` branch: https://github.com/auto-pi-lot/autopilot/
   ↪ blob/mike/autopilot/tasks/blink.py
5
6  Demonstrates the basic structure of a task with one stage,
7  described in the comments throughout the task.
8
9  See the main tutorial for more detail: https://docs.auto-pi-lot.com/en/latest/guide.task.
   ↪ html#
10
11 This page is rendered in the docs here in order to provide links to the mentioned_
   ↪ objects/classes/etc., but
12 this example was intended to be read as source code, as some comments will only be_
   ↪ visible there.
13 """
14 import itertools
15 import tables
16 import time
17 from datetime import datetime
18
19 from autopilot.hardware import gpio
20 from autopilot.tasks import Task
21 from collections import OrderedDict as odict
22
23 class Blink(Task):
24     """
25     Blink an LED.
26

```

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```

27     Note that we subclass the :class:`~autopilot.tasks.Task` class (`Blink(Task)`) to
↳ provide us with some methods
28     useful for all Tasks.
29
30     Args:
31         pulse_duration (int, float): Duration the LED should be on, in ms
32         pulse_interval (int, float): Duration the LED should be off, in ms
33
34     """
35     # Tasks need to have a few class attributes defined to be integrated into the rest
↳ of the system
36     # See here for more about class vs. instance attributes https://www.toptal.com/
↳ python/python-class-attributes-an-overly-thorough-guide
37
38     STAGE_NAMES = ["pulse"] # type: list
39     """
40     An (optional) list or tuple of names of methods that will be used as stages for the
↳ task.
41
42     See :attr:`~examples.tasks.Blink.stages` for more information
43     """
44
45     PARAMS = odict()
46     """
47     A dictionary that specifies the parameters that control the operation of the task --
↳ each task presumably has some
48     range of options that allow slight variations (eg. different stimuli, etc.) on a
↳ shared task structure. This
49     dictionary specifies each ``PARAM`` as a human-readable ``tag`` and a ``type`` that is
↳ used by the gui to
50     create an appropriate input object. For example::
51
52         PARAMS['pulse_duration'] = {'tag': 'LED Pulse Duration (ms)', 'type': 'int'}
53
54     When instantiated, these params are passed to the ``__init__`` method.
55
56     A :class:`~collections.OrderedDict` is used so that parameters can be presented in a
↳ predictable way to users.
57     """
58     PARAMS['pulse_duration'] = {'tag': 'LED Pulse Duration (ms)', 'type': 'int'}
59     PARAMS['pulse_interval'] = {'tag': 'LED Pulse Interval (ms)', 'type': 'int'}
60
61     class TrialData(tables.IsDescription):
62         """
63         This class declares the data that will be returned for each "trial" -- or
↳ complete set of executed task
64         stages. It is used by the :class:`~autopilot.data.subject.Subject` object to make
↳ a data table with the
65         correct data types. Declare each piece of data using a pytables Column descriptor
66         (see https://www.pytables.org/usersguide/libref/declarative\_classes.html#col-sub-
↳ classes for available
67         data types, and the pytables guide: https://www.pytables.org/usersguide/
↳ tutorials.html for more information)

```

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```

68
69     For each trial, we'll return two timestamps, the time we turned the LED on, the
↪time we turned it off,
70     and the trial number. Note that we use a 26-character :class:`tables.StringCol`
↪for the timestamps,
71     which are given as an isoformatted string like ``2021-02-16T18:11:35.752110``
72     """
73     trial_num = tables.Int32Col()
74     timestamp_on = tables.StringCol(26)
75     timestamp_off = tables.StringCol(26)
76
77
78     HARDWARE = {
79         'LEDS': {
80             'dLED': gpio.Digital_Out
81         }
82     }
83     """
84     Declare the hardware that will be used in the task. Each hardware object is
↪specified with a ``group`` and
85     an ``id`` as nested dictionaries. These descriptions require a set of hardware
↪parameters in the autopilot
86     ``prefs.json`` (typically generated by :mod:`autopilot.setup.setup_autopilot` ) with a
↪matching ``group`` and
87     ``id`` structure. For example, an LED declared like this in the :attr:`~examples.tasks.
↪Blink.HARDWARE` attribute::
88
89     HARDWARE = {'LEDS': {'dLED': gpio.Digital_Out}}
90
91     requires an entry in ``prefs.json`` like this::
92
93     "HARDWARE": {"LEDS": {"dLED": {
94         "pin": 1,
95         "polarity": 1
96     }}}
97
98     that will be used to instantiate the :class:`~hardware.gpio.Digital_Out` object,
↪which is then available for use
99     in the task like::
100
101     self.hardware['LEDS']['dLED'].set(1)
102     """
103
104     def __init__(self, stage_block=None, pulse_duration=100, pulse_interval=500, *args,
↪**kwargs):
105         # first we call the superclass ('Task')s initialization method. All tasks should
↪accept ``*args``
106         # and ``**kwargs`` to pass parameters not explicitly specified by subclass up to
↪the superclass.
107         super(Blink, self).__init__(*args, **kwargs)
108
109         # store parameters given on instantiation as instance attributes

```

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```

110     self.pulse_duration = int(pulse_duration)
111     self.pulse_interval = int(pulse_interval)
112     self.stage_block = stage_block # type: "threading.Event"
113
114     # This allows us to cycle through the task by just repeatedly calling self.
115     ↪stages.next()
116     self.stages = itertools.cycle([self.pulse])
117     """
118     Some generator that returns the stage methods that define the operation of the
119     ↪task.
120
121     To run a task, the :class:`.pilot.Pilot` object will call each stage function,
122     ↪which can return some dictionary
123     of data (see :meth:`~examples.tasks.Blink.pulse` ) and wait until some flag
124     ↪(:attr:`~examples.tasks.Blink.stage_block` ) is set to compute the
125     next stage. Since in this case we want to call the same method (:meth:`~examples.
126     ↪tasks.Blink.pulse` ) over and over again,
127     we use an :class:`itertools.cycle` object (if we have more than one stage to call
128     ↪in a cycle, we could provide
129     them like ``itertools.cycle([self.stage_method_1, self.stage_method_2])`` . More
130     ↪complex tasks can define a custom
131     generator for finer control over stage progression.
132     """
133
134     self.trial_counter = itertools.count()
135     """
136     Some counter to keep track of the trial number
137     """
138
139     self.init_hardware()
140
141     """
142     Hardware is initialized by the superclass's :meth:`~Task.init_hardware` method,
143     ↪which creates all the
144     hardware objects defined in :attr:`~examples.tasks.Blink.HARDWARE` according to
145     ↪their parameterization in
146     ``prefs.json``, and makes them available in the :attr:`~examples.tasks.Blink.
147     ↪hardware` dictionary.
148     """
149
150     self.logger.debug('Hardware initialized')
151
152     """
153     All task subclass objects have an :attr:`~autopilot.tasks.Task.logger` -- a
154     ↪:class:`logging.Logger` that allows
155     users to easily debug their tasks and see feedback about their operation. To
156     ↪prevent stdout from
157     getting clogged, logging messages are printed and stored according to the
158     ↪``LOGLEVEL`` pref -- so this
159     message would only appear if ``LOGLEVEL == "DEBUG"``
160     """

```

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```

149     self.stage_block.set()
150
151     """
152     We set the stage block and never clear it so that the :class:`Pilot` doesn't
153     ↪wait for a trigger
154     to call the next stage -- it just does it as soon as the previous one completes.
155
156     See :meth:`~autopilot.agents.pilot.Pilot.run_task` for more detail on this loop.
157     """
158
159
160     #####
161     # Stage Functions
162     #####
163     def pulse(self, *args, **kwargs):
164         """
165         Turn an LED on and off according to :attr:`~examples.tasks.Blink.pulse_duration`
166         ↪and :attr:`~examples.tasks.Blink.pulse_interval`
167
168         Returns:
169             dict: A dictionary containing the trial number and two timestamps.
170             """
171         # -----
172         # turn light on
173
174         # use :meth:`~hardware.gpio.Digital_Out.set` method to turn the LED on
175         self.hardware['LEDS']['dLED'].set(1)
176         # store the timestamp
177         timestamp_on = datetime.now().isoformat()
178         # log status as a debug message
179         self.logger.debug('light on')
180         # sleep for the pulse_duration
181         time.sleep(self.pulse_duration / 1000)
182
183         # -----
184         # turn light off, same as turning it on.
185
186         self.hardware['LEDS']['dLED'].set(0)
187         timestamp_off = datetime.now().isoformat()
188         self.logger.debug('light off')
189         time.sleep(self.pulse_interval / 1000)
190
191         # count and store the number of the current trial
192         self.current_trial = next(self.trial_counter)
193
194         data = {
195             'trial_num': self.current_trial,
196             'timestamp_on': timestamp_on,
197             'timestamp_off': timestamp_off
198         }

```

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```

199     """
200
201     Create the data dictionary to be returned from the stage. Note that each of the
202     ↪keys in the dictionary
203     must correspond to the names of the columns declared in the :attr:`~examples.
204     ↪tasks.Blink.TrialData` descriptor.
205
206     At the conclusion of running the task, we will be able to access the data from
207     ↪the run with
208     :meth:`~Subject.get_trial_data`, which will be a :class:`~pandas.DataFrame` with a
209     ↪row for each trial, and
210     a column for each of the fields here.
211     """
212
213     # return the data dictionary from the stage method and yr done :)
214     return data

```

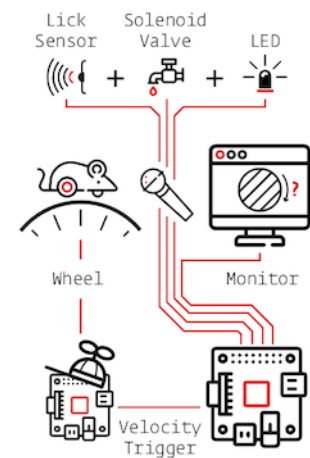
10.2 Distributed Go/No-Go

Note: This example was written for a very early version of Autopilot, v0.1.0, and much has changed since then!

This example is being preserved as an example of some basic approaches to networked behavior problems, as much of that is still useful, even if the precise syntax of how to use Autopilot has changed.

To demonstrate the use of Child agents, we'll build the distributed Go/No-Go task described in section 4.3 of the Autopilot whitepaper.

In short, a subject runs on a circular running wheel whose velocity is measured by a laser computer mouse. When the subject 'fixates' by slowing below a threshold velocity, an drifting Gabor grating is presented. If the grating changes angles, the subject is rewarded if they lick in an IR beambreak sensor. If the grating doesn't change angles, the subject is rewarded if they refrain from licking until the stimulus has ended.



10.2.1 Additional Prefs

To use a Child with this task, we will need to have a second Raspberry Pi setup with the same routine as a Pilot, except it needs the following values in its `prefs.json` file:

Child Prefs

```

{
  "NAME" : "wheel_child",
  "LINEAGE" : "CHILD",
  "PARENTID" : "parent_pilot",
  "PARENTIP" : "ip.of.parent.pilot",
  "PARENTPORT" : "<MSGPORT of parent>",
}

```

And the parent pilot needs to have

Parent Prefs


```
{
    "NAME": "parent_pilot",
    "CHILDDID": "wheel_child",
    "LINEAGE": "PARENT"
}
```

10.2.2 Go/No-Go Parameterization

The parameterization for this task is similar to that of the Nafc task above with a few extensions...

```
from autopilot.tasks import Task

class GoNoGo(Task):

    # Task parameterization
    PARAMS = odict()
    PARAMS['reward'] = {'tag': 'Reward Duration (ms)',
                        'type': 'int'}
    PARAMS['timeout'] = {'tag': 'Delay Timeout (ms)',
                        'type': 'int'}
    PARAMS['stim'] = {'tag': 'Visuals',
                      'type': 'visuals'}

    # Plot parameterization
    PLOT = {
        'data': {
            'x': 'shaded',
            'target': 'point',
            'response': 'segment'
        },
        # our plot will use time as its x-axis rather than the
        ↪ trial number
        'continuous': True
    }

    # TrialData descriptor
    class TrialData(tables.IsDescription):
        trial_num = tables.Int32Col()
        target = tables.BoolCol()
        response = tables.StringCol(1)
        correct = tables.Int32Col()
        RQ_timestamp = tables.StringCol(26)
        DC_timestamp = tables.StringCol(26)
        shift = tables.Float32Col()
        angle = tables.Float32Col()
        delay = tables.Float32Col()
```

We add one additional data descriptor that describes the continuous data that will be sent from the Wheel object:

```
class ContinuousData(tables.IsDescription):
    x = tables.Float64Col()
    y = tables.Float64Col()
    t = tables.Float64Col()
```

The hardware specification is also similar, with one additional Flag object which behaves identically to the Beambreak object with reversed logic (triggered by 0->1 rather than 1->0).

```
HARDWARE = {
    'POKES': {
        'C': hardware.Beambreak,
    },
    'LEDS': {
        'C': hardware.LED_RGB,
    },
    'PORTS': {
        'C': hardware.Solenoid,
    },
    'FLAGS': {
        'F': hardware.Flag
    }
}
```

Finally, we add an additional CHILDREN dictionary to specify the type of Child that we need to run the task, as well as any additional parameters needed to configure it.

The `task_type` must refer to some key in the `autopilot.tasks.CHILDREN_LIST`.

Note: The Child agent is a subconfiguration of the Pilot agent, they will be delineated more explicitly as the agent framework is solidified.

```
CHILDREN = {
    'WHEEL': {
        'task_type': "Wheel Child",
    }
}
```

10.2.3 Initialization

When initializing this task, we need to make our own `Net_Node` object as well as initialize our child. Assuming that the child is connected to the parent and appropriately configured (see the additional params above), then things should go smoothly.

Warning: Some of the parameters – most egregiously the Grating stimulus – are hardcoded in the initialization routine. **This is bad practice** but an unfortunately necessary evil because the visual stimulus infrastructure is not well developed yet.

```
from autopilot.stim.visual.visuals import Grating
```

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```

def __init__(self, stim=None, reward = 50., timeout = 1000., stage_block = None,
              punish_dur = 500., **kwargs):
    super(GoNoGo, self).__init__()

    # we receive a stage_block from the pilot as usual, we won't use it
    # for task operation though.
    self.stage_block = stage_block
    self.trial_counter = itertools.count()

    # save parameters passed to us as arguments
    self.punish_dur = punish_dur
    self.reward = reward
    self.timeout = timeout
    self.subject = kwargs['subject']

    # init hardware and set reward as before
    self.init_hardware()
    self.set_reward(self.reward)

    # hardcoding stimulus while visual stim still immature
    self.stim = Grating(angle=0, freq=(4,0), rate=1, size=(1,1), debug=True)

    self.stages = itertools.cycle([self.request, self.discrim, self.reinforce])

```

Initializing the Net Node.

The `Net_Node` gets the following arguments:

- `id`: The name that is used to identify the task's networking object so other networking objects can send it messages. We prefix the pilot's `prefs.NAME` with `T_` because it is a task, though this is not required.
- `upstream`: The name of the network node that is directly upstream from us, we will be sending our messages to the *Pilot* that is running us – and thus address it by its name
- `port`: The port of our upstream mode, most commonly the `prefs.MSGPORT`
- `listens`: A dictionary that maps messages with different `KEY`'s to specific handling methods. Since we don't need to receive any data for this task, this is blank,
- `instance`: Optional, denotes whether this node shouldn't be the only node that exists within the Agent – ie. it uses the same instance of the tornado `IOLoop` as other nodes.

```

self.node = Net_Node(id="T_{}".format(prefs.NAME),
                     upstream=prefs.NAME,
                     port=prefs.MSGPORT,
                     listens={},
                     instance=True)

```

And then to initialize our Child we construct a message to send along to it.

Note that we send the message to `prefs.NAME` – we don't want to have to know the IP address/etc. for our child because it connects to us – so the `Station` object handles sending it along with its `Pilot_Station.l_child()` listen.

```

# construct a message to send to the child
value = {

```

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```
'child': {'parent': prefs.NAME, 'subject': self.subject},
'task_type': self.CHILDREN['WHEEL']['task_type'],
'subject': self.subject
}

# send to the station object with a 'CHILD' key
self.node.send(to=prefs.NAME, key='CHILD', value=value)
```

10.2.4 The Child Task

The *Wheel_Child* task is a very thin wrapper around a *Wheel* object, which does most of the work.

It creates a stages iterator with a function that returns nothing to fit in with the general task structure.

```
class Wheel_Child(object):
    STAGE_NAMES = ['collect']

    PARAMS = odict()
    PARAMS['fs'] = {'tag': 'Velocity Reporting Rate (Hz)',
                    'type': 'int'}
    PARAMS['thresh'] = {'tag': 'Distance Threshold',
                        'type': 'int'}

    HARDWARE = {
        "OUTPUT": Digital_Out,
        "WHEEL": Wheel
    }

    def __init__(self, stage_block=None, fs=10, thresh=100, **kwargs):
        self.fs = fs
        self.thresh = thresh

        self.hardware = {}
        self.hardware['OUTPUT'] = Digital_Out(prefs.PINS['OUTPUT'])
        self.hardware['WHEEL'] = Wheel(digi_out = self.hardware['OUTPUT'],
                                       fs = self.fs,
                                       thresh = self.thresh,
                                       mode = "steady")

        self.stages = cycle([self.noop])
        self.stage_block = stage_block

    def noop(self):
        # just fitting in with the task structure.
        self.stage_block.clear()
        return {}

    def end(self):
        self.hardware['WHEEL'].release()
        self.stage_block.set()
```

10.2.5 A Very Smart Wheel

Most of the Child's contribution to the task is performed by the `Wheel` object.

The `Wheel` accesses a USB mouse connected to the Pilot, continuously collects its movements, and reports them back to the Terminal with a specified frequency (fs) with an internal `Net_Node`

An abbreviated version...

```
from inputs import devices

class Wheel(Hardware):

    def __init__(self, mouse_idx=0, fs=10, thresh=100, thresh_type='dist', start=True,
                 digi_out = False, mode='vel_total', integrate_dur=5):

        self.mouse = devices.mice[mouse_idx]
        self.fs = fs
        self.thresh = thresh
        # time between updates
        self.update_dur = 1./float(self.fs)
```

The `Wheel` has three message types,

- 'MEASURE' - the main task is telling us to monitor for a threshold crossing, ie. previous trial is over and it's ready for another one.
- 'CLEAR' - stop measuring for a threshold crossing event!
- 'STOP' - the task is over, clear resources and shut down.

```
# initialize networking
self.listens = {'MEASURE': self.l_measure,
                'CLEAR'   : self.l_clear,
                'STOP'    : self.l_stop}

self.node = Net_Node('wheel_{}'.format(mouse_idx),
                     upstream=prefs.NAME,
                     port=prefs.MSGPORT,
                     listens=self.listens,
                     )

# if we are being used in a child object,
# we send our trigger via a GPIO pin
self.digi_out = digi_out

self.thread = None

if start:
    self.start()

def start(self):
    self.thread = threading.Thread(target=self._record)
    self.thread.daemon = True
    self.thread.start()
```

The wheel starts two threads, one that captures mouse movement events and puts them in a queue, and another that processes movements, transmits them to the Terminal, and handles the threshold triggers when the subject falls below a certain velocity.

```
def _mouse(self):
    # read mouse movements and put them in a queue
    while self.quit_evt:
        events = self.mouse.read()
        self.q.put(events)

def _record(self):

    threading.Thread(target=self._mouse).start()

    # a threading.Event is used to terminate the wheel's operation
    while not self.quit_evt.is_set():

        # ... mouse movements are collected into a 2d numpy array ...

        # if the main task has told us to measure for a velocity threshold
        # we check if our recent movements (move) trigger the threshold
        if self.measure_evt.is_set():
            do_trigger = self.check_thresh(move)
            if do_trigger:
                self.thresh_trig()
                self.measure_evt.clear()

        # and we report recent movements back to the Terminal
        # the recent velocities and timestamp have been calculated as
        # x_vel, y_vel, and nowtime
        self.node.send(key='CONTINUOUS',
                        value={
                            'x':x_vel,
                            'y':y_vel,
                            't':nowtime
                        })
```

If the threshold is triggered, a method (...`thresh_trig`...) is called that sends a voltage pulse through the Digital_Out given to it by the Child task.

```
def thresh_trig(self):
    if self.digi_out:
        self.digi_out.pulse()
```

10.2.6 Go/No-Go Stage Methods

After the child is initialized, the Parent pilot begins to call the three stage functions for the task in a cycle

Very similar to the Nafc task above...

- **request** - Tell the Child to begin measuring for a velocity threshold crossing, prepare the stimulus for delivery
- **discrim** - Present the stimulus
- **reinforce** - Reward the subject if they were correct

The code here has been abbreviated for the purpose of the example:

```
def request(self):
    # Set the event lock
    self.stage_block.clear()
    # wait on any ongoing punishment stimulus
    self.punish_block.wait()

    # set triggers
    self.triggers['F'] = [
        lambda: self.stim.play('shift', self.shift )
    ]

    # tell our wheel to start measuring
    self.node.send(to=[prefs.NAME, prefs.CHILDID, 'wheel_0'],
                  key="MEASURE",
                  value={'mode': 'steady',
                        'thresh': 100})

    # return data from current stage
    self.current_trial = self.trial_counter.next()
    data = {
        'target': self.target, # whether to 'go' or 'not go'
        'shift': self.shift,   # how much to shift the
                               # angle of the stimulus
        'trial_num': self.current_trial
    }

    return data

def discrim(self):
    # if the subject licks on a good trial, reward.
    # set a trigger to respond false if delay time elapses
    if self.target:
        self.triggers['C'] = [lambda: self.respond(True), self.pins['PORTS']['C'].open]
        self.triggers['T'] = [lambda: self.respond(False), self.punish]
    # otherwise punish
    else:
        self.triggers['C'] = [lambda: self.respond(True), self.punish]
        self.triggers['T'] = [lambda: self.respond(False), self.pins['PORTS']['C'].open]
```

(continues on next page)

(continued from previous page)

```
# the stimulus has just started playing, wait a bit and then shift it (if we're gonna
# choose a random delay
delay = 0.0
if self.shift != 0:
    delay = (random()*3000.0)+1000.0
    # a delay timer is set that shifts the stimulus after
    # <delay> milliseconds
    self.delayed_set(delay, 'shift', self.shift)

# trigger the timeout in 5 seconds
self.timer = threading.Timer(5.0, self.handle_trigger, args=('T', True, None)).
↪start()

# return data to the pilot
data = {
    'delay': delay,
    'RQ_timestamp': datetime.datetime.now().isoformat(),
    'trial_num': self.current_trial
}

return data

def reinforce(self):

    # stop timer if it's still going
    try:
        self.timer.cancel()
    except AttributeError:
        pass
    self.timer = None

    data = {
        'DC_timestamp': datetime.datetime.now().isoformat(),
        'response': self.response,
        'correct': self.correct,
        'trial_num': self.current_trial,
        'TRIAL_END': True
    }
    return data
```

Viola.

Note: For more examples, see the [plugins on the wiki](#), two to get you started:

- [Autopilot Paper Plugin - Network_Latency](#) : for testing network latency between two pilots, demonstrates:
 - using a single task for two pilots with different roles,
 - Point-to-point networking with [Net_Node](#) s
 - Using the [Terminal_Station](#) to connect pilots without knowing their IP/Port
- [Wehrlab Plugin - Nafc_Gap](#) , [Nafc_Gap_Laser](#): Extensions of the [Nafc](#) class to do experiments with gaps in continuous background noise, which demonstrate:

- Extending the `__init__` and `end` methods of a task class to do additional things on initialization and teardown – specifically starting and stopping background noise
 - Adding additional `PARAMS`, `HARDWARE` objects, and `TrialData` fields
 - Extending task methods without rewriting them – specifically adding optogenetic stimulation to an existing task!
-

Note: This page is a stub! You can recommend things to be added to it on this issue: [#32: Documentation Requests](#)

11.1 Getting Help

- [wiki](#)
- [discussion board](#)
- [raise an issue!](#)

11.2 Networking

11.3 Contributing

11.4 Using Python

11.4.1 Using Virtual Environments

See the [guide_venvs](#) page

AGENTS

Agents are the basic runtime elements of Autopilot. At the moment we only have two built into base autopilot, *Terminal* - which hosts the GUI and user-facing parts of Autopilot, and *Pilot* that runs experiments from a Raspberry Pi!

The Agent structure is, at the moment, a draft, but see the *Agent* class for more information about its future development.

12.1 base

Base Agent class.

Currently a stub just to get them in the object hierarchy

Classes:

<i>Agent</i> ([id])	Metaclass for agent types.
---------------------	----------------------------

class *Agent*(*id*: *Optional*[*str*] = *None*)

Bases: *autopilot.root.Autopilot_Object*

Metaclass for agent types.

Currently a stub, but will provide hooks for basic lifecycle methods of agents:

- *pre_init* - to be run before any other standard initialization
- *init* - main initialization hook
- *init_external* - initialize external processes
- *post_init* - to be run after other initialization
- ... to be continued

And core class and instance attributes:

- *prefs* - prefs that are needed to configure this agent
- *processes* - processes spawned by this agent
- *listens* - methods to handle messages sent to this agent
- *dependencies* - additional optional python packages or system configurations that this agent depends on.

12.2 pilot

Classes:

Pilot([splash, warn_defaults])

Drives the Raspberry Pi

class Pilot(*splash=True, warn_defaults=True*)

Bases: [autopilot.agents.base.Agent](#)

Drives the Raspberry Pi

Coordinates the hardware and networking objects to run tasks.

Typically used with a connection to a [Terminal](#) object to coordinate multiple subjects and tasks, but a high priority for future releases is to do the (trivial amount of) work to make this class optionally standalone.

Called as a module with the -f flag to give the location of a prefs file, eg:

```
python pilot.py -f prefs_file.json
```

if the -f flag is not passed, looks in the default location for prefs (ie. */usr/autopilot/prefs.json*)

Needs the following prefs (typically established by `setup.setup_pilot`):

- **NAME** - The name used by networking objects to address this Pilot
- **BASEDIR** - The base directory for autopilot files (*/usr/autopilot*)
- **PUSHPORT** - Router port used by the Terminal we connect to.
- **TERMINALIP** - IP Address of our upstream Terminal.
- **MSGPORT** - Port used by our own networking object
- **HARDWARE** - Any hardware and its mapping to GPIO pins. No pins are required to be set, instead each task defines which pins it needs. Currently the default configuration asks for
 - **POKES** - `hardware.Beambreak`
 - **LEDS** - `hardware.LED_RGB`
 - **PORTS** - `hardware.Solenoid`
- **AUDIOSERVER** - Which type, if any, audio server to use (*'jack'*, *'pyo'*, or *'none'*)
- **NCHANNELS** - Number of audio channels
- **FS** - Sampling rate of audio output
- **JACKDSTRING** - string used to start the jackd server, see [the jack manpages](#) eg:

```
jackd -P75 -p16 -t2000 -dalsa -dhw:sndrpihifiberry -P -rfs -n3 -s &
```

- **PIGPIOMASK** - Binary mask of pins for pigpio to control, see [the pigpio docs](#) , eg:

```
111111000011111111111111110000
```

- **PULLUPS** - Pin (board) numbers to pull up on boot
- **PULLDOWNS** - Pin (board) numbers to pull down on boot.

Variables

- **name** (*str*) – The name used to identify ourselves in *networking*
- **task** (`tasks.Task`) – The currently instantiated task
- **running** (`threading.Event`) – Flag used to control task running state
- **stage_block** (`threading.Event`) – Flag given to a task to signal when task stages finish
- **file_block** (`threading.Event`) – Flag used to wait for file transfers
- **state** (*str*) – ‘RUNNING’, ‘STOPPING’, ‘IDLE’ - signals what this pilot is up to
- **pulls** (*list*) – list of `Pull` objects to keep pins pulled up or down
- **server** – Either a *pyo_server()* or *JackClient* , sound server.
- **node** (`networking.Net_Node`) – Our `Net_Node` we use to communicate with our main networking object
- **networking** (`networking.Pilot_Station`) – Our networking object to communicate with the outside world
- **ip** (*str*) – Our IPv4 address
- **listens** (*dict*) – Dictionary mapping message keys to methods used to process them.
- **logger** (`logging.Logger`) – Used to log messages and network events.

Attributes:

<i>server</i>	
<i>logger</i>	
<i>running</i>	
<i>stage_block</i>	
<i>file_block</i>	
<i>quitting</i>	<code>mp.Event</code> to signal when process is quitting
<i>networking</i>	
<i>node</i>	

Methods:

<code>get_ip()</code>	Get our IP
<code>handshake()</code>	Send the terminal our name and IP to signal that we are alive
<code>update_state()</code>	Send our current state to the Terminal, our Station object will cache this and will handle any future requests.
<code>l_start(value)</code>	Start running a task.
<code>l_stop(value)</code>	Stop the task.
<code>l_param(value)</code>	Change a task parameter mid-run
<code>l_cal_port(value)</code>	Initiate the <code>calibrate_port()</code> routine.
<code>calibrate_port(port_name, n_clicks, ...)</code>	Run port calibration routine
<code>l_cal_result(value)</code>	Save the results of a port calibration
<code>l_bandwidth(value)</code>	Send messages with a poissonian process according to the settings in value
<code>l_stream_video(value)</code>	Start or stop video streaming
<code>calibration_curve([path, calibration])</code>	# compute curve to compute duration from desired volume
<code>init_pigpio()</code>	
<code>init_audio()</code>	Initialize an audio server depending on the value of <code>prefs.get('AUDIOSERVER')</code>
<code>blank_LEDs()</code>	If any 'LEDS' are defined in <code>prefs.get('HARDWARE')</code> , instantiate them, set their color to [0,0,0], and then release them.
<code>open_file()</code>	Setup a table to store data locally.
<code>run_task(task_class, task_params)</code>	Called in a new thread, run the task.

server = None

logger = None

running = None

stage_block = None

file_block = None

quitting = None

mp.Event to signal when process is quitting

networking = None

node = None

task: `Optional[Task]`

get_ip()

Get our IP

handshake()

Send the terminal our name and IP to signal that we are alive

update_state()

Send our current state to the Terminal, our Station object will cache this and will handle any future requests.

l_start(*value*)

Start running a task.

Get the task object by using *value*['task_type'] to select from `autopilot.get_task()`, then feed the rest of *value* as kwargs into the task object.

Calls `autopilot.run_task()` in a new thread

Parameters *value* (*dict*) – A dictionary of task parameters

l_stop(*value*)

Stop the task.

Clear the running event, set the stage block.

Todo: Do a coherence check between our local file and the Terminal's data.

Parameters *value* – ignored

l_param(*value*)

Change a task parameter mid-run

Warning: Not Implemented

Parameters *value*

l_cal_port(*value*)

Initiate the `calibrate_port()` routine.

Parameters *value* (*dict*) – Dictionary of values defining the port calibration to be run, including

- *port* - which port to calibrate
- *n_clicks* - how many openings should be performed
- *open_dur* - how long the valve should be open
- *iti* - 'inter-trial interval', or how long should we wait between valve openings.

calibrate_port(*port_name*, *n_clicks*, *open_dur*, *iti*)

Run port calibration routine

Open a `hardware.gpio.Solenoid` repeatedly, measure volume of water dispersed, compute lookup table mapping valve open times to volume.

Continuously sends progress of test with CAL_PROGRESS messages

Parameters

- **port_name** (*str*) – Port name as specified in `prefs`
- **n_clicks** (*int*) – number of times the valve should be opened
- **open_dur** (*int*, *float*) – how long the valve should be opened for in ms
- **iti** (*int*, *float*) – how long we should `sleep()` between openings

l_cal_result(*value*)

Save the results of a port calibration

l_bandwidth(*value*)

Send messages with a poissonian process according to the settings in *value*

l_stream_video(*value*)

Start or stop video streaming

Parameters *value* (*dict*) –

a dictionary of the form:

```
{
    'starting': bool, # whether we're starting (True) or stopping
    'camera': str, # the camera to start/stop, of form 'group.camera_
    ↪ id'
    'stream_to': node id that the camera should send to
}
```

calibration_curve(*path=None, calibration=None*)

compute curve to compute duration from desired volume

Parameters

- **calibration**
- **path** – If present, use calibration file specified, otherwise use default.

init_pigpio()**init_audio()**

Initialize an audio server depending on the value of *prefs.get('AUDIOSERVER')*

- 'pyo' = *pyoserver.pyo_server()*
- 'jack' = *jackclient.JackClient*

blank_LEDs()

If any 'LEDS' are defined in *prefs.get('HARDWARE')*, instantiate them, set their color to [0,0,0], and then release them.

open_file()

Setup a table to store data locally.

Opens *prefs.get('DATADIR')/local.h5*, creates a group for the current subject, a new table for the current day.

Todo: This needs to be unified with a general file constructor abstracted from *Subject* so it doesn't reimplement file creation!!

Returns (*tables.File, tables.Table, tables.tableextension.Row*): The file, table, and row for the local data table

run_task(*task_class, task_params*)

Called in a new thread, run the task.

Opens a file with *open_file()*, then continually calls *task.stages.next* to process stages.

Sends data back to the terminal between every stage.

Waits for the task to clear *stage_block* between stages.

12.3 terminal

Methods for running the Terminal GUI

Classes:

<code>Terminal([warn_defaults])</code>	Central host to a swarm of <i>Pilot</i> s and user-facing <i>gui</i> objects.
--	---

class Terminal(*warn_defaults=True*)

Bases: PySide2.QtWidgets.QMainWindow

Central host to a swarm of *Pilot* s and user-facing *gui* objects.

Called as a module with the -f flag to give the location of a prefs file, eg:

```
python terminal.py -f prefs_file.json
```

if the -f flag is not passed, looks in the default location for prefs (ie. `/usr/autopilot/prefs.json`)

******Listens used by the internal *Net_Node* ******

Key	Method	Description
'STATE'	<code>l_state()</code>	A Pi has changed state
'PING'	<code>l_ping()</code>	Someone wants to know if we're alive
'DATA'	<code>l_data()</code>	Receiving data to store
'HANDSHAKE'	<code>l_handshake()</code>	Pilot first contact, telling us it's alive and its IP

Note: See *autopilot.prefs* for full list of prefs needed by terminal!

Note: The Terminal class is currently a subclass of `PySide2.QtWidgets.QMainWindow` – it will be refactored to inherit from *Agent* as the agent system is formalized.

Variables

- **node** (*Net_Node*) – Our *Net_Node* we use to communicate with our main networking object
- **networking** (*Terminal_Station*) – Our networking object to communicate with the outside world
- **subjects** (*dict*) – A dictionary mapping subject ID to *Subject* object.
- **layout** (`QtWidgets.QGridLayout`) – Layout used to organize widgets
- **control_panel** (*Control_Panel*) – Control Panel to manage pilots and subjects
- **data_panel** (*Plot_Widget*) – Plots for each pilot and subject.
- **logo** (`QtWidgets.QLabel`) – Label holding our beautiful logo ;X
- **logger** (`logging.Logger`) – Used to log messages and network events.
- **settings** (`PySide2.QtCore.QSettings`) – `QSettings` used to store pyside configuration like window size, stored in `prefs.get("TERMINAL_SETTINGS_FN")`

Methods:

<code>initUI()</code>	Initializes graphical elements of Terminal.
<code>reset_ui()</code>	Clear Layout and call <code>initUI()</code> again
<code>ping_pilot(pilot)</code>	
<code>heartbeat([once])</code>	Perioducally send an INIT message that checks the status of connected pilots
<code>toggle_start(starting, pilot[, subject])</code>	Start or Stop running the currently selected subject's task.
<code>l_data(value)</code>	A Pilot has sent us data.
<code>l_ping(value)</code>	
<hr/> Todo: Reminder to implement heartbeating. <hr/>	
<code>l_state(value)</code>	A Pilot has changed state, keep track of it.
<code>l_handshake(value)</code>	Pilot is sending its IP and state on startup.
<code>new_pilot([name, ip, pilot_prefs])</code>	Make a new entry in <code>Terminal.pilots</code> and make appropriate GUI elements.
<code>new_protocol()</code>	Open a <code>gui.Protocol_Wizard</code> to create a new protocol.
<code>new_subject()</code>	
<code>subject_weights()</code>	Gets recent weights from all subjects and open a <code>gui.Weights</code> window to view or set weights.
<code>update_protocols()</code>	If we change the protocol file, update the stored version in subject files
<code>reassign_protocols()</code>	Batch reassign protocols and steps.
<code>calibrate_ports()</code>	Calibrate <code>hardware.gpio.Solenoid</code> objects.
<code>test_bandwidth()</code>	Test bandwidth of Pilot connection with variable sized arrays as payloads
<code>plot_psychometric()</code>	Select subject, step, and variables to plot a psychometric curve
<code>manage_plugins()</code>	
<code>stream_video()</code>	Open a window to stream videos from a connected pilot.
<code>closeEvent(event)</code>	When Closing the Terminal Window, close any running subject objects, 'KILL' our networking object.

Attributes:

<code>pilots</code>	A dictionary mapping pilot ID to its attributes, including a list of its subjects assigned to it, its IP, etc.
<code>protocols</code>	List of protocol names available in <code>PROTOCOLDIR</code>
<code>subject_protocols</code>	Returns: <code>subject_protocols</code> (dict): a dictionary of subjects: [protocol, step]
<code>subject_list</code>	Get a list of all subject IDs
<code>staticMetaObject</code>	

initUI()

Initializes graphical elements of Terminal.

Including...

- `Toolbar`
- `gui.Control_Panel`
- `plots.Plot_Widget`

reset_ui()

Clear Layout and call `initUI()` again

property pilots: `collections.OrderedDict`

A dictionary mapping pilot ID to its attributes, including a list of its subjects assigned to it, its IP, etc.

Returns like `self.pilots['pilot_id'] = {'subjects': ['subject_0', 'subject_1'], 'ip': '192.168.0.101'}`

Return type `dict`

property protocols: `list`

List of protocol names available in `PROTOCOLDIR`

Returns list of protocol names in `prefs.get('PROTOCOLDIR')`

Return type `list`

property subject_protocols: `dict`

Returns: `subject_protocols` (`dict`): a dictionary of subjects: `[protocol, step]`

property subject_list: `list`

Get a list of all subject IDs

Returns list of all subject IDs present in `Terminal.pilots`

Return type `list`

ping_pilot(*pilot*)**heartbeat(*once=False*)**

Perioducally send an INIT message that checks the status of connected pilots

sent with frequency according to `Terminal.heartbeat_dur`

Parameters `once` (`bool`) – if True, do a single heartbeat but don't start a thread to do more.

toggle_start(*starting, pilot, subject=None*)

Start or Stop running the currently selected subject's task. Sends a message containing the task information to the concerned pilot.

Each `Pilot_Panel` is given a lambda function that calls this one with the arguments specified See `Pilot_Button`, as it is what calls this function.

Parameters

- **starting** (`bool`) – Does this button press mean we are starting (True) or stopping (False) the task?
- **pilot** – Which Pilot is starting or stopping?
- **subject** – Which Subject is currently selected?

l_data(*value*)

A Pilot has sent us data.

value field of message should have *subject* and *pilot* added to dictionary for identification.

Any key in *value* that matches a column in the subject's trial data table will be saved.

If the subject graduates after receiving this piece of data, stop the current task running on the Pilot and send the new one.

Parameters *value* (*dict*) – A dict of field-value pairs to save

l_ping(*value*)

Todo: Reminder to implement heartbeating.

Note: Currently unused, as Terminal Net_Node stability hasn't been a problem and no universal system of heartbeating has been established (global stability has not been an issue).

Parameters *value* – (unused)

l_state(*value*)

A Pilot has changed state, keep track of it.

Parameters *value* (*dict*) – dict containing *state* .

l_handshake(*value*)

Pilot is sending its IP and state on startup.

If we haven't heard of this pilot before, make a new entry in *pilots* and `gui.Control_Panel.update_db()` .

Parameters *value* (*dict*) – dict containing *ip* and *state*

new_pilot(*name*: *Optional*[*str*] = *None*, *ip*: *str* = "", *pilot_prefs*: *Optional*[*dict*] = *None*)

Make a new entry in *Terminal.pilots* and make appropriate GUI elements.

Parameters

- **ip** (*str*) – Optional. if given, stored in db.
- **name** (*str*) – If *None*, prompted for a name, otherwise used for entry in pilot DB.

new_protocol()

Open a `gui.Protocol_Wizard` to create a new protocol.

Prompts for name of protocol, then saves in `prefs.get('PROTOCOLDIR')`

new_subject()**subject_weights**()

Gets recent weights from all subjects and open a `gui.Weights` window to view or set weights.

update_protocols()

If we change the protocol file, update the stored version in subject files

reassign_protocols()

Batch reassign protocols and steps.

Opens a `gui.Reassign` window after getting protocol data, and applies any changes made in the window.

calibrate_ports()

Calibrate `hardware.gpio.Solenoid` objects.

See `gui.Calibrate_Water`.

After calibration routine, send results to pilot for storage.

test_bandwidth()

Test bandwidth of Pilot connection with variable sized arrays as payloads

See `gui.Bandwidth_Test`

plot_psychometric()

Select subject, step, and variables to plot a psychometric curve

manage_plugins()

staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa11f840f40>

stream_video()

Open a window to stream videos from a connected pilot.

Choose from connected pilots and configured `Camera` objects (`prefs.json` sent by Pilots in `Pilot.handshake()`). Stream video, save to file.

Todo: Configure camera parameters!!!

closeEvent(event)

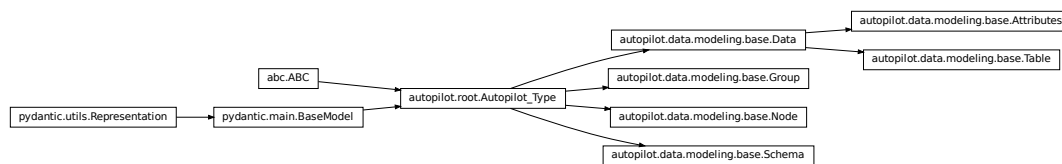
When Closing the Terminal Window, close any running subject objects, 'KILL' our networking object.

DATA

Autopilot's data handling system was revamped as of v0.5.0, and now is based on [pydantic](#) models and a series of interfaces that allow us to write data from the same abstract structures to several formats, initially pytables and hdf5, but we have laid the groundwork for exporting to [nwb](#) and [datajoint](#) natively.

A brief narrative overview here, and more detailed documentations within the relevant module documentation.

13.1 modeling - Basic Data Types



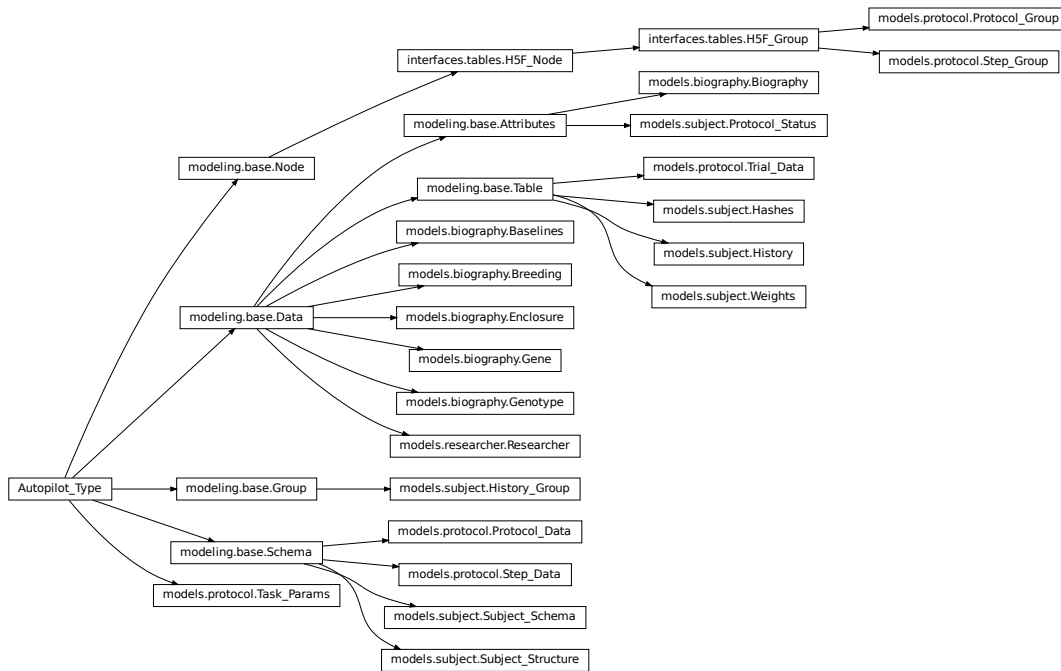
Autopilot's models are built from [pydantic models](#).

The `autopilot.root` module defines some of Autopilot's basic metaclasses, one of which is `Autopilot_Type`. The `data.modeling` module extends `Autopilot_Type` into several abstract modeling classes used for different types of data:

- `modeling.base.Data` - Containers for data, generally these are used as containers for data, or else used to specify how data should be handled and typed. Its subtypes indicate different classes of data that have different means of storage and representation depending on the interface.
 - `modeling.base.Attributes` - Static (usually metadata) attributes that are intended to be specified once per instance they are used (eg. the `Biography` class is used once per `Subject`)
 - `modeling.base.Table` - Tabular data specifies that there should be multiple values for each of the fields defined: in particular equal numbers of each of them. This is used for most data collected, as most data can be framed in a tabular format.
- `modeling.base.Group` and `modeling.base.Node` - Abstract specifications for hierarchical data interfaces
 - a Node is a particular element in a tree/network-like system, and a Group is a collection of Nodes. Some transitional work is still being done to generalize Autopilot's former data structures from H5F-specific groups and nodes, so for the moment there is some parallel functionality in the `H5F_Node` and `H5F_Group` classes

- `modeling.base.Schema` - Specifications for organization of other data structures, for data that isn't expected to ever be instantiated in its described form, but for scaffolding building other data structures together. Some transitional work is also being done here, eventually moving the Subject Schema to an abstract form (`Subject_Schema`) vs one tied to HDF5 (`Subject_Structure`)

13.2 models - The Models Themselves



Specific models are then built out of the basic modeling components! This will serve as the point where data models can be added or modified by plugins (stay tuned).

Each of the modules contains several classes that are used together in some particular context:

- `models.biography` - Defines biographical information for an individual `Subject`
- `models.protocol` - Defines the data structure of how multiple `Tasks` are stacked together into a training protocol, as well as how they are represented in the Subject's h5f file.
- `models.subject` - Schemas that define how the multiple models that go into a subject are combined and structured on disk
- `models.researcher` - Stubs for researcher information that will be used in future versions for giving explicit credit for data gathered by a particular researcher or research group...

13.3 interfaces - Bridging to Multiple Representations

Interfaces define mappings between basic python types and the classes in *modeling*.

This set of classes is still growing, and we're still exploring the best strategy to make generalizable interfaces between very different formats, but in general, each interface consists of mappings between types and some means of converting the particular data structures of one format and another.

- *Interface_Map* - A specific declaration that one type is equivalent to another, with some optional conversion or parameterization
- *Interface_Mapset* - A collection of *Interface_Maps* that define mappings for a collection of basic python Types
- *Interface* - A stub for a future class that will handle conversion of the basic modeling components, but for this first pass we have just applied the mapsets directly to certain subtypes of modeling objects: See *tables.model_to_description()* and *tables.description_to_model()*

The only interface that is actively used within Autopilot is that for *tables*, but we have started interfaces for *nwb* and *datajoint* (using a parallel project *datajoint-babel*). Both of these are provisional and very incomplete, but it is possible to generate a datajoint schema from any table, and there are mappings and conversions for their different representations of types.

Our goal for future versions is to generalize data interfaces to the point where a similar API can be shared across them, so a subject's data can be stored in HDF5 or in a datajoint database equivalently.

13.4 Subject - The Main Interface to Data Collection

Subject is the main object that most people will use to interact with their data, and it is used throughout Autopilot to keep track of individual subjects data, the protocols they are run on, changes in code version over time, etc.

See the main *data.subject* module page for further information.

13.5 units - Explicit SI Unit representation

This too is just a stub, but we will be moving more of our models to using specific SI units when appropriate rather than using generic floats and ints with human-readable descriptions of when they are a mL or a ms vs. second or Liter, etc.

TRANSITION STATUS

Transitioning to a uniform data modeling system is in progress! The following need to still be transitioned to formal models.

- `Task.PARAMS` and `Task.HARDWARE`
- `Task.PLOT` which should be merged into the `TrialData` field descriptions
- `autopilot.prefs` - which currently has a large dictionary of default prefs
- Hardware parameter descriptions - Need to find better way of having models that represent class arguments.
- `graduation` objects.
- Various GUI widgets need to use models rather than the zillions of ad-hoc representations:
 - `Protocol_Wizard`
- `utils.plugins` needs its own model to handle dependencies, etc.
- `agents` needs models for defining basic agent attributes.

14.1 subject

Abstraction layer around subject data storage files

Classes:

<code>Subject(name, dir, file, structure[, data, ...])</code>	Class for managing one subject's data and protocol.
---	---

```
class Subject(name: typing.Optional[str] = None, dir: typing.Optional[pathlib.Path] = None, file:
    typing.Optional[pathlib.Path] = None, structure: autopilot.data.models.subject.Subject_Structure
    = Subject_Structure(info=H5F_Group(path='/info', title='Subject Biographical Information',
    filters=None, attrs=None, children=None), data=H5F_Group(path='/data', title='',
    filters=Filters(complevel=6, complib='blosc:lz4', shuffle=True, bitshuffle=False, fletcher32=False,
    least_significant_digit=None), attrs=None, children=None),
    protocol=H5F_Group(path='/protocol', title='Metadata for the currently assigned protocol',
    filters=None, attrs=None, children=None), history=H5F_Group(path='/history', title='',
    filters=None, attrs=None, children=[H5F_Group(path='/history/past_protocols', title='Past
    Protocol Files', filters=None, attrs=None, children=None), _Hash_Table(path='/history/hashes',
    title='Git commit hash history', filters=None, attrs=None, description=<class
    'tables.description.Hashes'>, expectedrows=10000), _History_Table(path='/history/history',
    title='Change History', filters=None, attrs=None, description=<class
    'tables.description.History'>, expectedrows=10000), _Weight_Table(path='/history/weights',
    title='Subject Weights', filters=None, attrs=None, description=<class
    'tables.description.Weights'>, expectedrows=10000)])))
```

Bases: `object`

Class for managing one subject's data and protocol.

Creates a tables hdf5 file in `prefs.get('DATADIR')` with the general structure:

```
/ root
|--- current (tables.filenode) storing the current task as serialized JSON
|--- data (group)
|   |--- task_name (group)
|       |--- S##_step_name
|           |--- trial_data
|           |--- continuous_data
|       |--- ...
|--- history (group)
|   |--- hashes - history of git commit hashes
|   |--- history - history of changes: protocols assigned, params changed, etc.
|   |--- weights - history of pre and post-task weights
|   |--- past_protocols (group) - stash past protocol params on reassign
|       |--- date_protocol_name - tables.filenode of a previous protocol's params.
|       |--- ...
|--- info - group with biographical information as attributes
```

Variables

- **name** (`str`) – Subject ID
- **file** (`str`) – Path to hdf5 file - usually `{prefs.get('DATADIR')}/{self.name}.h5`
- **logger** (`logging.Logger`) – from `init_logger()`
- **running** (`bool`) – Flag that signals whether the subject is currently running a task or not.
- **data_queue** (`queue.Queue`) – Queue to dump data while running task
- **did_graduate** (`threading.Event`) – Event used to signal if the subject has graduated the current step

Parameters

- **name** (`str`) – subject ID
- **dir** (`str`) – path where the .h5 file is located, if `None`, `prefs.get('DATADIR')` is used
- **file** (`str`) – load a subject from a filename. if `None`, ignored.
- **structure** (`Subject_Structure`) – Structure to use with this subject.

Attributes:

<code>info</code>	Subject biographical information
<code>bio</code>	Subject biographical information (alias for <code>info()</code>)
<code>protocol</code>	The status of the currently assigned protocol
<code>protocol_name</code>	Name of the currently assigned protocol
<code>current_trial</code>	Current number of trial for the assigned task
<code>session</code>	Current session of assigned protocol.
<code>step</code>	Current step of assigned protocol
<code>task</code>	Protocol dictionary for the current step
<code>session_uuid</code>	Automatically generated UUID given to each session, regardless of the session number.
<code>history</code>	The Subject's history of parameter and other changes.
<code>hashes</code>	History of version hashes and autopilot versions
<code>weights</code>	History of weights at the start and end of running a session.

Methods:

<code>new(bio[, structure, data, attrs, children, ...])</code>	Create a new subject file, make its structure, and populate its <i>Biography</i> .
<code>update_history(type, name, value[, step])</code>	Update the history table when changes are made to the subject's protocol.
<code>assign_protocol(protocol[, step_n, pilot, ...])</code>	Assign a protocol to the subject.
<code>prepare_run()</code>	Prepares the Subject object to receive data while running the task.
<code>save_data(data)</code>	Alternate and equivalent method of putting data in the queue as <code>Subject.data_queue.put(data)</code>
<code>stop_run()</code>	puts 'END' in the <code>data_queue</code> , which causes <code>_data_thread()</code> to end.
<code>get_trial_data([step])</code>	Get trial data from the current task.
<code>get_weight([which, include_baseline])</code>	Gets start and stop weights.
<code>set_weight(date, col_name, new_value)</code>	Updates an existing weight in the weight table.
<code>update_weights([start, stop])</code>	Store either a starting or stopping mass.

property info: `autopilot.data.models.biography.Biography`

Subject biographical information

property bio: `autopilot.data.models.biography.Biography`

Subject biographical information (alias for `info()`)

property protocol: `Optional[autopilot.data.models.subject.Protocol_Status]`

The status of the currently assigned protocol

See `Protocol_Status`

A property with an accompanying setter. When assigned to, stashes the details of the old protocol, and remakes the table structure to support the new task.

property protocol_name: `str`

Name of the currently assigned protocol

Convenience accessor for `Subject.protocol.protocol_name`

property current_trial: `int`

Current number of trial for the assigned task

Convenience accessor for `.protocol.current_trial`

Has Setter (can be assigned to)

property session: `int`

Current session of assigned protocol.

Convenience accessor for `.protocol.session`

Has setter (can be assigned to)

property step: `int`

Current step of assigned protocol

Convenience accessor for `.protocol.step`

Has setter (can be assigned to) to manually promote/demote subject to different steps of the protocol.

property task: `dict`

Protocol dictionary for the current step

property session_uuid: `str`

Automatically generated UUID given to each session, regardless of the session number.

Ensures each session is uniquely addressable in the case of ambiguous session numbers (eg. subject was manually promoted or demoted and session number was unable to be recovered, so there are multiple sessions with the same number)

property history: `autopilot.data.models.subject.History`

The Subject's history of parameter and other changes.

See [History](#)

property hashes: `autopilot.data.models.subject.Hashes`

History of version hashes and autopilot versions

See [Hashes](#)

property weights: `autopilot.data.models.subject.Weights`

History of weights at the start and end of running a session.

See [Weights](#)

```
classmethod new(bio: autopilot.data.models.biography.Biography, structure:
    typing.Optional[autopilot.data.models.subject.Subject_Structure] =
    Subject_Structure(info=H5F_Group(path='/info', title='Subject Biographical
    Information', filters=None, attrs=None, children=None), data=H5F_Group(path='/data',
    title='', filters=Filters(complevel=6, complib='blosc:lz4', shuffle=True, bitshuffle=False,
    fletcher32=False, least_significant_digit=None), attrs=None, children=None),
    protocol=H5F_Group(path='/protocol', title='Metadata for the currently assigned
    protocol', filters=None, attrs=None, children=None),
    history=H5F_Group(path='/history', title='', filters=None, attrs=None,
    children=[H5F_Group(path='/history/past_protocols', title='Past Protocol Files',
    filters=None, attrs=None, children=None), _Hash_Table(path='/history/hashes',
    title='Git commit hash history', filters=None, attrs=None, description=<class
    'tables.description.Hashes'>, expectedrows=10000),
    _History_Table(path='/history/history', title='Change History', filters=None, attrs=None,
    description=<class 'tables.description.History'>, expectedrows=10000),
    _Weight_Table(path='/history/weights', title='Subject Weights', filters=None, attrs=None,
    description=<class 'tables.description.Weights'>, expectedrows=10000)]), path:
    typing.Optional[pathlib.Path] = None) → autopilot.data.subject.Subject
```


Create a new subject file, make its structure, and populate its *Biography*.

Parameters

- **bio** (*Biography*) – A collection of biographical information about the subject! Stored as attributes within */info*
- **structure** (Optional[*Subject_Structure*]) – The structure of tables and groups to use when creating this Subject. **Note:** This is not currently saved with the subject file, so if using a nonstandard structure, it needs to be passed every time on init. Sorry!
- **path** (Optional[*pathlib.Path*]) – Path of created file. If None, make a file within the DATADIR within the user directory (typically ~/autopilot/data) using the subject ID as the filename. (eg. ~/autopilot/data/{id}.h5)

Returns *Subject*, Newly Created.

update_history(*type, name: str, value: Any, step=None*)

Update the history table when changes are made to the subject's protocol.

The current protocol is flushed to the past_protocols group and an updated filenode is created.

Note: This **only** updates the history table, and does not make the changes itself.

Parameters

- **type** (*str*) – What type of change is being made? Can be one of
 - 'param' - a parameter of one task stage
 - 'step' - the step of the current protocol
 - 'protocol' - the whole protocol is being updated.
- **name** (*str*) – the name of either the parameter being changed or the new protocol
- **value** (*str*) – the value that the parameter or step is being changed to, or the protocol dictionary flattened to a string.
- **step** (*int*) – When type is 'param', changes the parameter at a particular step, otherwise the current step is used.

assign_protocol(*protocol: Union[pathlib.Path, str, List[dict]], step_n: int = 0, pilot: Optional[str] = None, protocol_name: Optional[str] = None*)

Assign a protocol to the subject.

If the subject has a currently assigned task, stashes it with `stash_current()`

Creates groups and tables according to the data descriptions in the task class being assigned. eg. as described in *Task.TrialData*.

Updates the history table.

Parameters

- **protocol** (*Path, str, dict*) – the protocol to be assigned. Can be one of
 - the name of the protocol (its filename minus .json) if it is in `prefs.get('PROTOCOLDIR')`
 - filename of the protocol (its filename with .json) if it is in the `prefs.get('PROTOCOLDIR')`

- the full path and filename of the protocol.
- The protocol dictionary serialized to a string
- the protocol as a list of dictionaries
- **step_n** (*int*) – Which step is being assigned?
- **protocol_name** (*str*) – If passing `protocol` as a dict, have to give a name to the protocol

prepare_run() → `dict`

Prepares the Subject object to receive data while running the task.

Gets information about current task, trial number, spawns *Graduation* object, spawns `data_queue` and calls `_data_thread()`.

Returns

the parameters for the current step, with subject id, step number, current trial, and session number included.

Return type `Dict`

save_data(data)

Alternate and equivalent method of putting data in the queue as *Subject.data_queue.put(data)*

Parameters `data` (*dict*) – trial data. each should have a ‘trial_num’, and a dictionary with key ‘TRIAL_END’ should be passed at the end of each trial.

stop_run()

puts ‘END’ in the `data_queue`, which causes `_data_thread()` to end.

get_trial_data(step: Optional[Union[int, list, str]] = None) → Union[List[pandas.core.frame.DataFrame], pandas.core.frame.DataFrame]

Get trial data from the current task.

Parameters `step` (*int, list, str, None*) – Step that should be returned, can be one of

- None: All steps (default)
- -1: the current step
- int: a single step
- list: of step numbers or step names (excluding S##_)
- string: the name of a step (excluding S##_)

Returns `DataFrame` of requested steps’ trial data (or list of dataframes).

Return type `pandas.DataFrame`

get_weight(which='last', include_baseline=False)

Gets start and stop weights.

Todo: add ability to get weights by session number, dates, and ranges.

Parameters

- **which** (*str*) – if ‘last’, gets most recent weights. Otherwise returns all weights.
- **include_baseline** (*bool*) – if True, includes baseline and minimum mass.

Returns `dict`

set_weight(*date*, *col_name*, *new_value*)

Updates an existing weight in the weight table.

Todo: Yes, i know this is bad. Merge with update_weights

Parameters

- **date** (*str*) – date in the ‘simple’ format, %Y%m%d-%H%M%S
- **col_name** (*‘start’*, *‘stop’*) – are we updating a pre-task or post-task weight?
- **new_value** (*float*) – New mass.

update_weights(*start=None*, *stop=None*)

Store either a starting or stopping mass.

start and *stop* can be passed simultaneously, *start* can be given in one call and *stop* in a later call, but *stop* should not be given before *start*.

Parameters

- **start** (*float*) – Mass before running task in grams
- **stop** (*float*) – Mass after running task in grams.

14.2 interfaces

Interfaces define mappings between basic python types and the classes in *modeling*.

This set of classes is still growing, and we’re still exploring the best strategy to make generalizable interfaces between very different formats, but in general, each interface consists of mappings between types and some means of converting the particular data structures of one format and another.

- *Interface_Map* - A specific declaration that one type is equivalent to another, with some optional conversion or parameterization
- *Interface_Mapset* - A collection of *Interface_Maps* that define mappings for a collection of basic python Types
- *Interface* - A stub for a future class that will handle conversion of the basic modeling components, but for this first pass we have just applied the mapsets directly to certain subtypes of modeling objects: See *tables.model_to_description()* and *tables.description_to_model()*

The only interface that is actively used within Autopilot is that for *tables*, but we have started interfaces for *nwb* and *datajoint* (using a parallel project *datajoint-babel*). Both of these are provisional and very incomplete, but it is possible to generate a datajoint schema from any table, and there are mappings and conversions for their different representations of types.

Our goal for future versions is to generalize data interfaces to the point where a similar API can be shared across them, so a subject’s data can be stored in HDF5 or in a datajoint database equivalently.

14.2.1 base

Classes:

<i>Interface_Map</i>	Statement of equivalence between two things, potentially with some translation or parameterization, such that a base type can be written to.
<i>Interface_Mapset</i>	Metaclass for mapping base types to another format.
<i>Interface</i>	Create a representation of a given Schema

Functions:

<i>resolve_type</i> (type[, resolve_literal])	Get the "inner" type of a model field, sans Optionals and Unions and the like
---	---

pydantic model *Interface_Map*

Bases: *autopilot.root.Autopilot_Type*

Statement of equivalence between two things, potentially with some translation or parameterization, such that a base type can be written to.

```
{
  "title": "Interface_Map",
  "description": "Statement of equivalence between two things, potentially with_
↪some\nttranslation or parameterization, such that a base type can be written\nto.",
  "type": "object",
  "properties": {
    "equals": {
      "title": "Equals"
    },
    "args": {
      "title": "Args",
      "type": "array",
      "items": {}
    },
    "kwargs": {
      "title": "Kwargs",
      "type": "object"
    }
  }
}
```

Fields

- *args* (*Optional[List]*)
- *conversion* (*Optional[Callable]*)
- *equals* (*Type*)
- *kwargs* (*Optional[Dict]*)

field equals: *Type* [Required]

field args: Optional[List] = None

field kwargs: Optional[Dict] = None

field conversion: Optional[Callable] = None

pydantic model Interface_Mapset

Bases: `autopilot.root.Autopilot_Type`

Metaclass for mapping base types to another format.

Each field can be a Type (if it is instantiated without arguments, or can use the `Interface_Map` to specify them.

The special types `group` and `node` correspond to `Group` and `Node` classes, for when a given interface needs to do something to create an abstract representation of a group or node in a schema's hierarchy.

Todo: This will need to be generalized, eg. NWB doesn't need a mapping between types and objects, but mappings between annotated types and paths (eg. something within the `/data/trial_data` makes a behavioral series, etc).

```
{
  "title": "Interface_Mapset",
  "description": "Metaclass for mapping base types to another format.\n\nEach
↪ field can be a Type (if it is instantiated without arguments, or\n
↪ can use the
↪ :class:`.Interface_Map` to specify them.\n\nThe special types ``group`` and
↪ ``node`` correspond to\n
↪ :class:`~.data.modeling.base.Group` and :class:`~.data.
↪ modeling.base.Node`\n
↪ classes, for when a given interface needs to do something to
↪ create an\n
↪ abstract representation of a group or node in a schema's hierarchy.\n\
↪ n.. todo::\n
↪     This will need to be generalized, eg. NWB doesn't need a
↪ mapping between types and objects,\n
↪     but mappings between annotated types and
↪ paths (eg. something within the `/data/trial_data` makes\n
↪     a behavioral series,
↪ etc).",
  "type": "object",
  "properties": {
    "bool": {
      "title": "Bool"
    },
    "int": {
      "title": "Int"
    },
    "float": {
      "title": "Float"
    },
    "str": {
      "title": "Str"
    },
    "bytes": {
      "title": "Bytes"
    },
    "datetime": {
      "title": "Datetime"
    },
    "group": {
      "title": "Group"
    }
  }
}
```

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```
    },
    "node": {
        "title": "Node"
    }
}
```

Fields

- *bool* (*Union[autopilot.data.interfaces.base.Interface_Map, Type]*)
- *bytes* (*Optional[Union[autopilot.data.interfaces.base.Interface_Map, Type]]*)
- *datetime* (*Union[autopilot.data.interfaces.base.Interface_Map, Type]*)
- *float* (*Union[autopilot.data.interfaces.base.Interface_Map, Type]*)
- *group* (*Optional[Union[autopilot.data.interfaces.base.Interface_Map, Type]]*)
- *int* (*Union[autopilot.data.interfaces.base.Interface_Map, Type]*)
- *node* (*Optional[Union[autopilot.data.interfaces.base.Interface_Map, Type]]*)
- *str* (*Union[autopilot.data.interfaces.base.Interface_Map, Type]*)

field bool: *Union[autopilot.data.interfaces.base.Interface_Map, Type]* [Required]

field int: *Union[autopilot.data.interfaces.base.Interface_Map, Type]* [Required]

field float: *Union[autopilot.data.interfaces.base.Interface_Map, Type]* [Required]

field str: *Union[autopilot.data.interfaces.base.Interface_Map, Type]* [Required]

field bytes: *Optional[Union[autopilot.data.interfaces.base.Interface_Map, Type]]* = None

field datetime: *Union[autopilot.data.interfaces.base.Interface_Map, Type]* [Required]

field group: *Optional[Union[autopilot.data.interfaces.base.Interface_Map, Type]]* = None

field node: *Optional[Union[autopilot.data.interfaces.base.Interface_Map, Type]]* = None

get(*key, args: Optional[list] = None, kwargs: Optional[dict] = None*)

pydantic model Interface

Bases: *autopilot.root.Autopilot_Type*

Create a representation of a given Schema

```
{
  "title": "Interface",
  "description": "Create a representation of a given Schema",
  "type": "object",
  "properties": {
    "map": {
      "title": "Map"
    },
    "schema": {
      "$ref": "#/definitions/Schema"
    }
  },
  "required": [
    "schema"
  ],
  "definitions": {
    "Schema": {
      "title": "Schema",
      "description": "A special type of type intended to be a representation of_
↪ an abstract structure/schema of data, rather than a live container of_
↪ objects themselves. This class is used for constructing data containers, \
↪ ntranslating between formats, etc. rather than momentary data handling",
      "type": "object",
      "properties": {}
    }
  }
}
```

Fields

- `map` (`autopilot.data.interfaces.base.Interface_Mapset`)
- `schema_` (`autopilot.data.modeling.base.Schema`)

field `map`: `autopilot.data.interfaces.base.Interface_Mapset` [Required]

field `schema_`: `autopilot.data.modeling.base.Schema` [Required] (alias 'schema')

abstract `make(input: Any) → bool`

Make a given schema using the interface mapping given.

Returns `True` if successful

Return type `bool`

resolve_type(`type_`, `resolve_literal=False`) → `Type`

Get the “inner” type of a model field, sans Optionals and Unions and the like

Parameters `resolve_literal` (`bool`) – If `True`, return the type of the inside of Literals, rather than the Literal type itself.

14.2.2 tables

Interfaces for pytables and hdf5 generally

Classes:

<code>H5F_Node</code>	Base class for H5F Nodes
<code>H5F_Group</code>	Description of a pytables group and its location
<code>H5F_Table</code>	
<code>Tables_Interface</code>	

Functions:

<code>model_to_description(table)</code>	Make a table description from the type annotations in a model
<code>description_to_model(description, cls)</code>	Make a pydantic <code>modeling.base.Table</code> from a <code>tables.IsDescription</code>

pydantic model `H5F_Node`

Bases: `autopilot.data.modeling.base.Node`

Base class for H5F Nodes

```
{
  "title": "H5F_Node",
  "description": "Base class for H5F Nodes",
  "type": "object",
  "properties": {
    "path": {
      "title": "Path",
      "type": "string"
    },
    "title": {
      "title": "Title",
      "default": "",
      "type": "string"
    },
    "filters": {
      "title": "Filters"
    },
    "attrs": {
      "title": "Attrs",
      "type": "object"
    }
  },
  "required": [
    "path"
  ]
}
```

Config

- `arbitrary_types_allowed`: `bool = True`

Fields

- `attrs` (`Optional[dict]`)
- `filters` (`Optional[tables.filters.Filters]`)
- `path` (`str`)
- `title` (`Optional[str]`)

field `path`: `str` [Required]

field `title`: `Optional[str]` = ''

field `filters`: `Optional[tables.filters.Filters]` = None

field `attrs`: `Optional[dict]` = None

property `parent`: `str`

The parent node under which this node hangs.

Eg. if `self.path` is `/this/is/my/path`, then `parent` will be `/this/is/my`

Returns `str`

property `name`: `str`

Our path without `parent`

Returns `str`

abstract `make(h5f: tables.file.File)`

Abstract method to make whatever this node is

pydantic model `H5F_Group`

Bases: `autopilot.data.interfaces.tables.H5F_Node`

Description of a pytables group and its location

```
{
  "title": "H5F_Group",
  "description": "Description of a pytables group and its location",
  "type": "object",
  "properties": {
    "path": {
      "title": "Path",
      "type": "string"
    },
    "title": {
      "title": "Title",
      "default": "",
      "type": "string"
    },
    "filters": {
      "title": "Filters"
    },
    "attrs": {
      "title": "Attrs",
```

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```

        "type": "object"
    },
    "children": {
        "title": "Children"
    }
},
"required": [
    "path"
]
}

```

Config

- **arbitrary_types_allowed:** *bool = True*

Fields

- *children* (*Optional[List[Union[autopilot.data.interfaces.tables.H5F_Node, H5F_Group]]]*)

field children: *Optional[List[Union[autopilot.data.interfaces.tables.H5F_Node, H5F_Group]]] = None*

make(*h5f: tables.file.File*)

Make the group, if it doesn't already exist.

If it exists, do nothing

Parameters *h5f* (*tables.file.File*) – The file to create the table in

pydantic model H5F_Table

Bases: *autopilot.data.interfaces.tables.H5F_Node*

```

{
    "title": "H5F_Table",
    "description": "Base class for H5F Nodes",
    "type": "object",
    "properties": {
        "path": {
            "title": "Path",
            "type": "string"
        },
        "title": {
            "title": "Title",
            "default": "",
            "type": "string"
        },
        "filters": {
            "title": "Filters"
        },
        "attrs": {
            "title": "Attrs",
            "type": "object"
        }
    }
}

```

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```

    "description": {
        "title": "Description"
    },
    "expectedrows": {
        "title": "Expectedrows",
        "default": 10000,
        "type": "integer"
    }
},
"required": [
    "path"
]
}

```

Config

- **fields:** `dict = {'description': {'exclude': True}}`

Fields

- `description` (`tables.description.MetaIsDescription`)
- `expectedrows` (`int`)

field description: `tables.description.MetaIsDescription` [Required]

field expectedrows: `int = 10000`

make(`h5f: tables.file.File`)

Make this table according to its description

Parameters `h5f` (`tables.file.File`) – The file to create the table in

pydantic model Tables_Interface

Bases: `autopilot.data.interfaces.base.Interface`

```

{
    "title": "Tables_Interface",
    "description": "Create a representation of a given Schema",
    "type": "object",
    "properties": {
        "map": {
            "title": "Map"
        },
        "schema": {
            "$ref": "#/definitions/Schema"
        }
    },
    "required": [
        "schema"
    ],
    "definitions": {
        "Schema": {
            "title": "Schema",
            "description": "A special type of type intended to be a representation of

```

↪ an abstract structure/schema of data, rather than a live container of data objects themselves. This class is used for constructing data containers, translating between formats, etc. rather than momentary data handling",

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```

        "type": "object",
        "properties": {}
    }
}
}

```

Fields

- `map` (`autopilot.data.interfaces.base.Interface_Mapset`)
- `schema_` (`autopilot.data.modeling.base.Schema`)

```

field map: autopilot.data.interfaces.base.Interface_Mapset =
Interface_Mapset(bool=<class
'tables.description.Col._subclass_from_prefix.<locals>.NewCol'>, int=<class
'tables.description.Col._subclass_from_prefix.<locals>.NewCol'>, float=<class
'tables.description.Col._subclass_from_prefix.<locals>.NewCol'>,
str=Interface_Map(equals=<class
'tables.description.Col._subclass_from_prefix.<locals>.NewCol'>, args=[1024],
kwargs=None, conversion=None), bytes=Interface_Map(equals=<class
'tables.description.Col._subclass_from_prefix.<locals>.NewCol'>, args=[1024],
kwargs=None, conversion=None), datetime=Interface_Map(equals=<class
'tables.description.Col._subclass_from_prefix.<locals>.NewCol'>, args=[1024],
kwargs=None, conversion=<function <lambda> at 0x7fa122d66700>), group=<class
'autopilot.data.interfaces.tables.H5F_Group'>, node=None)

```

`make(h5f: tables.file.File) → bool`

Make a given schema using the interface mapping given.

Returns True if successful

Return type bool

field `schema_`: `autopilot.data.modeling.base.Schema` [Required] (alias 'schema')

`model_to_description(table: Type[Table]) → Type[tables.description.IsDescription]`

Make a table description from the type annotations in a model

Parameters `table` (`modeling.base.Table`) – Table description

Returns `tables.IsDescription`

`description_to_model(description: Type[tables.description.IsDescription], cls: Type[Table]) → Table`

Make a pydantic `modeling.base.Table` from a `tables.IsDescription`

Parameters

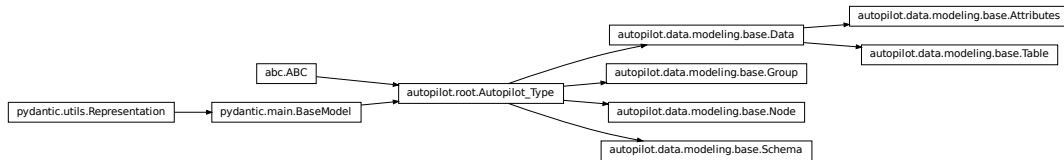
- **description** (`tables.IsDescription`) – to convert
- **cls** (`modeling.base.Table`) – Subclass of Table to make

Returns Subclass of Table

14.2.3 datajoint

14.2.4 nwb

14.3 modeling



Autopilot's models are built from [pydantic models](#).

The `autopilot.root` module defines some of Autopilot's basic metaclasses, one of which is `Autopilot_Type`. The `data.modeling` module extends `Autopilot_Type` into several abstract modeling classes used for different types of data:

- `modeling.base.Data` - Containers for data, generally these are used as containers for data, or else used to specify how data should be handled and typed. Its subtypes indicate different classes of data that have different means of storage and representation depending on the interface.
 - `modeling.base.Attributes` - Static (usually metadata) attributes that are intended to be specified once per instance they are used (eg. the `Biography` class is used once per `Subject`)
 - `modeling.base.Table` - Tabular data specifies that there should be multiple values for each of the fields defined: in particular equal numbers of each of them. This is used for most data collected, as most data can be framed in a tabular format.
- `modeling.base.Group` and `modeling.base.Node` - Abstract specifications for hierarchical data interfaces
 - a Node is a particular element in a tree/network-like system, and a Group is a collection of Nodes. Some transitional work is still being done to generalize Autopilot's former data structures from H5F-specific groups and nodes, so for the moment there is some parallel functionality in the `H5F_Node` and `H5F_Group` classes
- `modeling.base.Schema` - Specifications for organization of other data structures, for data that isn't expected to ever be instantiated in its described form, but for scaffolding building other data structures together. Some transitional work is also being done here, eventually moving the Subject Schema to an abstract form (`Subject_Schema`) vs one tied to HDF5 (`Subject_Structure`)

14.3.1 basic classes

Base classes for data models – the Data class itself.

Classes:

<i>Data</i>	The top-level container for Data.
<i>Table</i>	Tabular data: each field will have multiple values -- in particular an equal number across fields.
<i>Attributes</i>	A set of attributes that is intended to have a single representation per usage: eg.
<i>Schema</i>	A special type of type intended to be a representation of an abstract structure/schema of data, rather than a live container of data objects themselves.
<i>Node</i>	Abstract representation of a Node in a treelike or linked data structure.
<i>Group</i>	A generic representation of a "Group" if present in a given interface.

Data:

<i>BASE_TYPES</i>	Base Python types that should be supported by every interface
-------------------	---

pydantic model Data

Bases: `autopilot.root.Autopilot_Type`

The top-level container for Data.

Subtypes will define more specific formats and uses of data, but this is the most general form used to represent the type and meaning of data.

The Data class is not intended to contain individual fields, but collections of data that are collected as a unit, whether that be a video frame along with its timestamp and encoding, or a single trial of behavioral data.

This class is also generally not intended to be used for the literal transport of data when performance is necessary: this class by default does type validation on instantiation that takes time (see the `construct` method for validation-less creation). It is usually more to specify the type, grouping, and annotation for a given unit of data – though users should feel free to dump their data in a `Data` object if it is not particularly performance sensitive.

```
{
  "title": "Data",
  "description": "The top-level container for Data.\n\nSubtypes will define more_\n↪specific formats and uses of data, but this is the most general\n↪form used to_\n↪represent the type and meaning of data.\n\nThe Data class is not intended to_\n↪contain individual fields, but collections of data that are collected\n↪as a unit,\n↪whether that be a video frame along with its timestamp and encoding, or a single_\n↪trial of behavioral data.\n\nThis class is also generally not intended to be used_\n↪for the literal transport of data when performance is\n↪necessary: this class by_\n↪default does type validation on instantiation that takes time (see the `construct`\n↪<https://pydantic-docs.helpmanual.io/usage/models/#creating-models-without-\n↪validation>`_\n↪method for validation-less creation). It is usually more to_\n↪specify the type, grouping, and annotation for\n↪a given unit of data -- though_\n↪users should feel free to dump their data in a :class:`Data` object if\n↪it is_\n↪not particularly performance sensitive.",
  "type": "object",
  "properties": {}
}
```

pydantic model Table

Bases: `autopilot.data.modeling.base.Data`

Tabular data: each field will have multiple values – in particular an equal number across fields.

Used for trialwise data, and can be used to create pytables descriptions.

Todo: To make this usable as a live container of data, the fields need to be declared as Lists (eg. instead of just declaring something an `int`, it must be specified as a `List[int]` to pass validation. We should expand this model to relax that constraint and effectively treat every field as containing a list of values.

```
{
  "title": "Table",
  "description": "Tabular data: each field will have multiple values -- in_
↪ particular an equal number across fields.\n\nUsed for trialwise data, and can be_
↪ used to create pytables descriptions.\n\n.. todo::\n\n    To make this usable as_
↪ a live container of data, the fields need to be declared as Lists (eg. instead of_
↪ just\n    declaring something an ``int``, it must be specified as a ``List[int]``_
↪ to pass validation. We should expand this\n    model to relax that constraint and_
↪ effectively treat every field as containing a list of values.",
  "type": "object",
  "properties": {}
}
```

classmethod `to_pytables_description()` → `Type[tables.description.IsDescription]`

Convert the fields of this table to a pytables description.

See `model_to_description()`

classmethod `from_pytables_description(description: Type[tables.description.IsDescription])` → `autopilot.data.modeling.base.Table`

Create an instance of a table from a pytables description

See `description_to_model()`

Parameters `description` (`tables.IsDescription`) – A Pytables description

to_df() → `pandas.core.frame.DataFrame`

Create a dataframe from the lists of fields

Returns `pandas.DataFrame`

pydantic model Attributes

Bases: `autopilot.data.modeling.base.Data`

A set of attributes that is intended to have a single representation per usage: eg. a subject has a single set of biographical information.

Useful to specify a particular type of storage that doesn't need to include variable numbers of each field (eg. the tables interface stores attribute objects as metadata on a node, rather than as a table).

```
{
  "title": "Attributes",
  "description": "A set of attributes that is intended to have a single_
↪ representation per usage:\neg. a subject has a single set of biographical_
↪ information.\n\nUseful to specify a particular type of storage that doesn't need_
↪ to include variable\nnumbers of each field (eg. the tables interface stores_
↪ attribute objects as metadata on a node, rather than as a table).", (continues on next page)
```

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```

    "type": "object",
    "properties": {}
}

```

pydantic model SchemaBases: *autopilot.root.Autopilot_Type*

A special type of type intended to be a representation of an abstract structure/schema of data, rather than a live container of data objects themselves. This class is used for constructing data containers, translating between formats, etc. rather than momentary data handling

```

{
    "title": "Schema",
    "description": "A special type of type intended to be a representation of an\
↳abstract structure/schema of data, rather than a live container of\ndata objects\
↳themselves. This class is used for constructing data containers,\ntranslating\
↳between formats, etc. rather than momentary data handling",
    "type": "object",
    "properties": {}
}

```

pydantic model NodeBases: *autopilot.root.Autopilot_Type*

Abstract representation of a Node in a treelike or linked data structure. This should be extended by interfaces when relevant and needed to implement an abstract representation of their structure.

This class purposely lacks structure like a path or parents pending further usage in interfaces to see what would be the best means of implementing them.

```

{
    "title": "Node",
    "description": "Abstract representation of a Node in a treelike or linked data\
↳structure.\nThis should be extended by interfaces when relevant and needed to\
↳implement\an abstract representation of their structure.\n\nThis class purposely\
↳lacks structure like a path or parents pending further\nusage in interfaces to\
↳see what would be the best means of implementing them.",
    "type": "object",
    "properties": {}
}

```

pydantic model GroupBases: *autopilot.root.Autopilot_Type*

A generic representation of a “Group” if present in a given interface. Useful for when, for example in a given container format you want to make an empty group that will be filled later, or one that has to be present for syntactic correctness.

A children attribute is present because it is definitive of groups, but should be overridden by interfaces that use it.

```

{
    "title": "Group",
    "description": "A generic representation of a \"Group\" if present in a given\
↳interface.\nUseful for when, for example in a given container format you want to\
↳make an empty group that will be filled later, or one that has to be\present\
↳for syntactic correctness.\n\nA children attribute is present because it is\
↳definitive of groups, but\nshould be overridden by interfaces that use it."
}

```

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```

    "type": "object",
    "properties": {
      "children": {
        "title": "Children",
        "type": "array",
        "items": {
          "$ref": "#/definitions/Node"
        }
      }
    },
    "definitions": {
      "Node": {
        "title": "Node",
        "description": "Abstract representation of a Node in a treelike or linked
↳ data structure.\nThis should be extended by interfaces when relevant and needed
↳ to implement\nan abstract representation of their structure.\n\nThis class
↳ purposely lacks structure like a path or parents pending further\nusage in
↳ interfaces to see what would be the best means of implementing them.",
        "type": "object",
        "properties": {}
      }
    }
  }
}

```

Fields

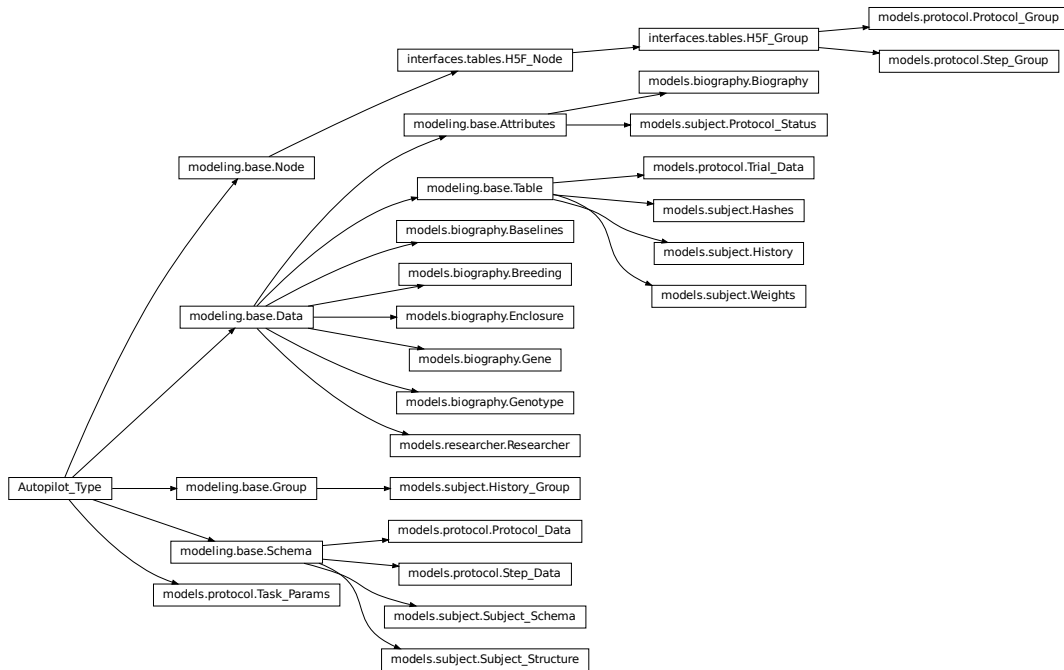
- *children* (*Optional[List[autopilot.data.modeling.base.Node]*)

field children: *Optional[List[autopilot.data.modeling.base.Node]]* = None

BASE_TYPES = (<class 'bool'>, <class 'int'>, <class 'float'>, <class 'str'>, <class 'bytes'>, <class 'datetime.datetime'>)

Base Python types that should be supported by every interface

14.4 models



Specific models are then built out of the basic modeling components! This will serve as the point where data models can be added or modified by plugins (stay tuned).

Each of the modules contains several classes that are used together in some particular context:

- *models.biography* - Defines biographical information for an individual *Subject*
- *models.protocol* - Defines the data structure of how multiple *Tasks* are stacked together into a training protocol, as well as how they are represented in the Subject's h5f file.
- *models.subject* - Schemas that define how the multiple models that go into a subject are combined and structured on disk
- *models.researcher* - Stubs for researcher information that will be used in future versions for giving explicit credit for data gathered by a particular researcher or research group...

14.4.1 biography

Data models for experimental subject biographies

Classes:

<i>Enclosure</i>	Where does the subject live?
<i>Breeding</i>	Information about the breeding conditions of the subject
<i>Gene</i>	An individual (trans)gene that an animal may have.
<i>Genotype</i>	Genotyping information, information about a subject's background and (potentially multiple) <i>Gene</i> s of interest
<i>Baselines</i>	Baseline health measurements for animal care regulation.
<i>Biography</i>	The combined biographical, health, genetic, and other details that define an experimental subject.

SEX(*args, **kwargs)

- (F)emale
- (M)ale,
- (U)nkknown,
- (O)ther.

We are following the Neurodata Without Borders suggestions here, but note that these are not prescriptive and will be happily expanded whenever needed.

alias of `Literal['F', 'M', 'U', 'O']`

pydantic model Enclosure

Bases: `autopilot.data.modeling.base.Data`

Where does the subject live?

```
{
  "title": "Enclosure",
  "description": "Where does the subject live?",
  "type": "object",
  "properties": {
    "box": {
      "title": "Box",
      "description": "The number or name of the box this subject lives in, if any
↪",
      "anyOf": [
        {
          "type": "string"
        },
        {
          "type": "integer"
        }
      ]
    },
    "building": {
      "title": "Building",
      "description": "The name of the building that the subject is housed in",

```

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```

        "type": "string"
    },
    "room": {
        "title": "Room",
        "description": "The room number that the animal is housed in",
        "anyOf": [
            {
                "type": "string"
            },
            {
                "type": "integer"
            }
        ]
    }
}

```

Fields

- *box* (*Optional[Union[str, int]]*)
- *building* (*Optional[str]*)
- *room* (*Optional[Union[str, int]]*)

field box: `Optional[Union[str, int]] = None`

The number or name of the box this subject lives in, if any

field building: `Optional[str] = None`

The name of the building that the subject is housed in

field room: `Optional[Union[str, int]] = None`

The room number that the animal is housed in

pydantic model Breeding

Bases: *autopilot.data.modeling.base.Data*

Information about the breeding conditions of the subject

```

{
    "title": "Breeding",
    "description": "Information about the breeding conditions of the subject",
    "type": "object",
    "properties": {
        "parents": {
            "title": "Parents",
            "description": "The IDs of the parents of this subject, if any",
            "type": "array",
            "items": {
                "type": "string"
            }
        },
        "litter": {
            "title": "Litter",

```

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```

        "description": "The identifying number or tag of the litter this subject
↳was born in",
        "anyOf": [
            {
                "type": "string"
            },
            {
                "type": "integer"
            }
        ]
    },
    "required": [
        "parents",
        "litter"
    ]
}

```

Fields

- *litter* (*Union[str, int]*)
- *parents* (*List[str]*)

field parents: *List[str]* [Required]

The IDs of the parents of this subject, if any

field litter: *Union[str, int]* [Required]

The identifying number or tag of the litter this subject was born in

pydantic model Gene

Bases: *autopilot.data.modeling.base.Data*

An individual (trans)gene that an animal may have.

I am not a geneticist, lmk what this should look like

```

{
    "title": "Gene",
    "description": "An individual (trans)gene that an animal may have.\n\nI am not a
↳geneticist, lmk what this should look like",
    "type": "object",
    "properties": {
        "name": {
            "title": "Name",
            "description": "The name of this gene",
            "type": "string"
        },
        "zygosity": {
            "title": "Zygosity",
            "description": "One of typing.Literal['heterozygous', 'homozygous']",
            "enum": [
                "heterozygous",
                "homozygous"
            ]
        }
    }
}

```

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```
    ],
    "type": "string"
  },
  "required": [
    "name"
  ]
}
```

Fields

- *name* (*str*)
- *zygosity* (*Literal['heterozygous', 'homozygous']*)

field name: *str* [Required]

The name of this gene

field zygosity: *Literal['heterozygous', 'homozygous'] = None*

One of typing.Literal['heterozygous', 'homozygous']

pydantic model Genotype

Bases: *autopilot.data.modeling.base.Data*

Genotyping information, information about a subject's background and (potentially multiple) *Gene* s of interest

Todo: Call Jax's API to get a list of available strain names

```
{
  "title": "Genotype",
  "description": "Genotyping information, information about a subject's background,
↪and (potentially multiple) :class:`.Gene` s of interest\n\n.. todo::\n\n    Call
↪Jax's API to get a list of available strain names",
  "type": "object",
  "properties": {
    "strain": {
      "title": "Strain",
      "description": "The strain or background line of this subject, if any",
      "type": "string"
    },
    "genes": {
      "title": "Genes",
      "description": "A list of any transgenes that this animal has",
      "type": "array",
      "items": {
        "$ref": "#/definitions/Gene"
      }
    }
  },
  "definitions": {
    "Gene": {
      "title": "Gene",
```

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```

    "description": "An individual (trans)gene that an animal may have.\n\nI am
↳not a geneticist, lmk what this should look like",
    "type": "object",
    "properties": {
        "name": {
            "title": "Name",
            "description": "The name of this gene",
            "type": "string"
        },
        "zygosity": {
            "title": "Zygosity",
            "description": "One of typing.Literal['heterozygous', 'homozygous']",
            "enum": [
                "heterozygous",
                "homozygous"
            ],
            "type": "string"
        }
    },
    "required": [
        "name"
    ]
}
}
}

```

Fields

- *genes* (*Optional[List[autopilot.data.models.biography.Gene]]*)
- *strain* (*Optional[str]*)

field strain: `Optional[str] = None`

The strain or background line of this subject, if any

field genes: `Optional[List[autopilot.data.models.biography.Gene]] = None`

A list of any transgenes that this animal has

pydantic model Baselines

Bases: *autopilot.data.modeling.base.Data*

Baseline health measurements for animal care regulation. In the future this will be integrated with a TrialManager class to titrate trials to ensure experimental subjects remain healthy.

```

{
    "title": "Baselines",
    "description": "Baseline health measurements for animal care regulation. In the
↳future this\nwill be integrated with a TrialManager class to titrate trials to
↳ensure experimental\nsubjects remain healthy.",
    "type": "object",
    "properties": {
        "mass": {
            "title": "Mass",

```

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```

        "description": "Mass (grams) of the animal before any experimental_
↪manipulation",
        "type": "number"
    },
    "minimum_pct": {
        "title": "Minimum Pct",
        "description": "The proportion (0-1) of the baseline mass that the animal_
↪is not allowed to fall under",
        "type": "number"
    }
}

```

Fields

- *mass* (Optional[autopilot.data.units.base.Mass])
- *minimum_pct* (Optional[float])

field mass: Optional[autopilot.data.units.base.Mass] = None

Mass (grams) of the animal before any experimental manipulation

field minimum_pct: Optional[float] = None

The proportion (0-1) of the baseline mass that the animal is not allowed to fall under

property minimum_mass: float

The minimum mass (g), computed as `mass * minimum_pct`

pydantic model Biography

Bases: *autopilot.data.modeling.base.Attributes*

The combined biographical, health, genetic, and other details that define an experimental subject.

This is stored within the `/info` node in a typical *Subject* file as metadata attributes, and accessible from *Subject.info*

Development Goals

- Interface with the NWB biographical information schema.

```

{
    "title": "Biography",
    "description": "The combined biographical, health, genetic, and other details_
↪that define an experimental subject.\n\nThis is stored within the ``/info`` node_
↪in a typical :class:`.Subject` file as\nmetadata attributes, and accessible from_
↪:attr:`.Subject.info`\n\n**Development Goals**\n\n- Interface with the NWB_
↪biographical information schema.",
    "type": "object",
    "properties": {
        "id": {
            "title": "Id",
            "description": "The indentifying string, name, subject_id, etc. for this_
↪subject. This value is also used to name the related Subject file, like {id}.h5,_
↪so these are typically expected to be unique. If None is provided, a uuid.uuid4(_
↪will be generated (which will be ugly so you probably want to give an id).",

```

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```

    "type": "string"
  },
  "start_date": {
    "title": "Start Date",
    "description": "The date that this subject file was created. Not that this_
↳ is not necessarily the date that the subject began training, which is more_
↳ reliably determined from the timestamps within the data. If none is provided,_
↳ generated from current time.",
    "type": "string",
    "format": "date-time"
  },
  "dob": {
    "title": "Dob",
    "description": "The subject's date of birth. A datetime is allowed, but_
↳ hours and minutes are typically not reliable. A time of midnight formally_
↳ indicates that the hour and minute is not precise.",
    "type": "string",
    "format": "date-time"
  },
  "sex": {
    "title": "Sex",
    "description": "Sex of the subject, one of typing.Literal['F', 'M', 'U', 'O
↳ ']. See :data:`.SEX`",
    "default": "U",
    "enum": [
      "F",
      "M",
      "U",
      "O"
    ],
    "type": "string"
  },
  "description": {
    "title": "Description",
    "description": "Some lengthier description of the subject, idk go hogwild.
↳ ",
    "type": "string"
  },
  "tags": {
    "title": "Tags",
    "description": "Any additional key/value tags that apply to this subject._
↳ Idiosyncratic metadata can be stored here, but caution should be taken to not_
↳ overload this field and instead extend the Biography class because these values_
↳ will not be included in any resulting schema.",
    "type": "object"
  },
  "species": {
    "title": "Species",
    "description": "Species of subject, no recommendation common vs. latin_
↳ names, but will be integrated with linked data schemas in the future",
    "type": "string"
  },

```

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```

    "breeding": {
      "$ref": "#/definitions/Breeding"
    },
    "enclosure": {
      "$ref": "#/definitions/Enclosure"
    },
    "baselines": {
      "$ref": "#/definitions/Baselines"
    },
    "genotype": {
      "$ref": "#/definitions/Genotype"
    }
  },
  "definitions": {
    "Breeding": {
      "title": "Breeding",
      "description": "Information about the breeding conditions of the subject",
      "type": "object",
      "properties": {
        "parents": {
          "title": "Parents",
          "description": "The IDs of the parents of this subject, if any",
          "type": "array",
          "items": {
            "type": "string"
          }
        },
        "litter": {
          "title": "Litter",
          "description": "The identifying number or tag of the litter this_
↪subject was born in",
          "anyOf": [
            {
              "type": "string"
            },
            {
              "type": "integer"
            }
          ]
        }
      },
      "required": [
        "parents",
        "litter"
      ]
    },
    "Enclosure": {
      "title": "Enclosure",
      "description": "Where does the subject live?",
      "type": "object",
      "properties": {
        "box": {

```

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```

        "title": "Box",
        "description": "The number or name of the box this subject lives in,
↪if any",
        "anyOf": [
            {
                "type": "string"
            },
            {
                "type": "integer"
            }
        ]
    },
    "building": {
        "title": "Building",
        "description": "The name of the building that the subject is housed
↪in",
        "type": "string"
    },
    "room": {
        "title": "Room",
        "description": "The room number that the animal is housed in",
        "anyOf": [
            {
                "type": "string"
            },
            {
                "type": "integer"
            }
        ]
    }
},
"Baselines": {
    "title": "Baselines",
    "description": "Baseline health measurements for animal care regulation.
↪In the future this\will be integrated with a TrialManager class to titrate
↪trials to ensure experimental\nsubjects remain healthy.",
    "type": "object",
    "properties": {
        "mass": {
            "title": "Mass",
            "description": "Mass (grams) of the animal before any experimental
↪manipulation",
            "type": "number"
        },
        "minimum_pct": {
            "title": "Minimum Pct",
            "description": "The proportion (0-1) of the baseline mass that the
↪animal is not allowed to fall under",
            "type": "number"
        }
    }
}

```

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```

    },
    "Gene": {
      "title": "Gene",
      "description": "An individual (trans)gene that an animal may have.\n\nI am_
↪not a geneticist, lmk what this should look like",
      "type": "object",
      "properties": {
        "name": {
          "title": "Name",
          "description": "The name of this gene",
          "type": "string"
        },
        "zygosity": {
          "title": "Zygosity",
          "description": "One of typing.Literal['heterozygous', 'homozygous']",
          "enum": [
            "heterozygous",
            "homozygous"
          ],
          "type": "string"
        }
      },
      "required": [
        "name"
      ]
    },
    "Genotype": {
      "title": "Genotype",
      "description": "Genotyping information, information about a subject's_
↪background and (potentially multiple) :class:`.Gene` s of interest\n\n.. todo::\n
↪n    Call Jax's API to get a list of available strain names",
      "type": "object",
      "properties": {
        "strain": {
          "title": "Strain",
          "description": "The strain or background line of this subject, if any
↪",
          "type": "string"
        },
        "genes": {
          "title": "Genes",
          "description": "A list of any transgenes that this animal has",
          "type": "array",
          "items": {
            "$ref": "#/definitions/Gene"
          }
        }
      }
    }
  }
}

```

Fields

- *baselines* (*Optional[autopilot.data.models.biography.Baselines]*)
- *breeding* (*Optional[autopilot.data.models.biography.Breeding]*)
- *description* (*Optional[str]*)
- *dob* (*Optional[datetime.datetime]*)
- *enclosure* (*Optional[autopilot.data.models.biography.Enclosure]*)
- *genotype* (*Optional[autopilot.data.models.biography.Genotype]*)
- *id* (*str*)
- *sex* (*Literal['F', 'M', 'U', 'O']*)
- *species* (*Optional[str]*)
- *start_date* (*Optional[datetime.datetime]*)
- *tags* (*Optional[dict]*)

field id: `str` [Optional]

The indentifying string, name, subject_id, etc. for this subject. This value is also used to name the related Subject file, like {id}.h5, so these are typically expected to be unique. If None is provided, a `uuid.uuid4()` will be generated (which will be ugly so you probably want to give an id).

field start_date: `Optional[datetime.datetime]` [Optional]

The date that this subject file was created. Not that this is not necessarily the date that the subject began training, which is more reliably determined from the timestamps within the data. If none is provided, generated from current time.

field dob: `Optional[datetime.datetime] = None`

The subject's date of birth. A datetime is allowed, but hours and minutes are typically not reliable. A time of midnight formally indicates that the hour and minute is not precise.

field sex: `Literal['F', 'M', 'U', 'O'] = 'U'`

Sex of the subject, one of `typing.Literal['F', 'M', 'U', 'O']`. See *SEX*

field description: `Optional[str] = None`

Some lengthier description of the subject, idk go hogwild.

field tags: `Optional[dict] = None`

Any additional key/value tags that apply to this subject. Idiosyncratic metadata can be stored here, but caution should be taken to not overload this field and instead extend the Biography class because these values will not be included in any resulting schema.

field species: `Optional[str] = None`

Species of subject, no recommendation common vs. latin names, but will be integrated with linked data schemas in the future

field breeding: `Optional[autopilot.data.models.biography.Breeding] = None`

field enclosure: `Optional[autopilot.data.models.biography.Enclosure] = None`

field baselines: `Optional[autopilot.data.models.biography.Baselines] = None`

field genotype: `Optional[autopilot.data.models.biography.Genotype] = None`

property age: `datetime.timedelta`

Difference between now and dob

14.4.2 protocol

Representations of experimental protocols: multiple *Task* s grouped together with *Graduation* objects.

Classes:

<i>Task_Params</i>	Metaclass for storing task parameters
<i>Trial_Data</i>	Base class for declaring trial data.
<i>Step_Group</i>	An hdf5 group for an individual step within a protocol.
<i>Protocol_Group</i>	The group and subgroups for a given protocol.
<i>Step_Data</i>	Schema for storing data for a single step of a protocol
<i>Protocol_Data</i>	

pydantic model *Task_Params*

Bases: *autopilot.root.Autopilot_Type*

Metaclass for storing task parameters

Todo: Not yet used in GUI, terminal, and subject classes. Will replace the dictionary structure ASAP

```
{
  "title": "Task_Params",
  "description": "Metaclass for storing task parameters\n\n.. todo::\n\n  Not_\n  ↳yet used in GUI, terminal, and subject classes. Will replace the dictionary_\n  ↳structure ASAP",
  "type": "object",
  "properties": {}
}
```

pydantic model *Trial_Data*

Bases: *autopilot.data.modeling.base.Table*

Base class for declaring trial data.

Tasks should subclass this and add any additional parameters that are needed. The subject class will then use this to create a table in the hdf5 file.

See *Nafc.TrialData* for an example

```
{
  "title": "Trial_Data",
  "description": "Base class for declaring trial data.\n\nTasks should subclass_\n  ↳this and add any additional parameters that are needed.\n  ↳The subject class will_\n  ↳then use this to create a table in the hdf5 file.\n  ↳See :attr:`.Nafc.TrialData`_\n  ↳for an example",
  "type": "object",
  "properties": {
    "group": {
      "title": "Group",
      "description": "Path of the parent step group",
      "type": "string"
    },
  },
}
```

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```

    "session": {
        "title": "Session",
        "description": "Current training session, increments every time the task_
→is started",
        "type": "integer"
    },
    "session_uuid": {
        "title": "Session Uuid",
        "description": "Each session gets a unique uuid, regardless of the session_
→integer, to enable independent addressing of sessions when session numbers might_
→overlap (eg. reassignment)",
        "type": "string"
    },
    "trial_num": {
        "title": "Trial Num",
        "description": "Trial data is grouped within, well, trials, which increase_
→(rather than resetting) across sessions within a task",
        "datajoint": {
            "key": true
        },
        "type": "integer"
    }
},
"required": [
    "session",
    "trial_num"
]
}

```

Fields

- *group* (Optional[str])
- *session* (int)
- *session_uuid* (Optional[str])
- *trial_num* (int)

field group: Optional[str] = None

Path of the parent step group

field session: int [Required]

Current training session, increments every time the task is started

field session_uuid: Optional[str] = None

Each session gets a unique uuid, regardless of the session integer, to enable independent addressing of sessions when session numbers might overlap (eg. reassignment)

field trial_num: int [Required]

Trial data is grouped within, well, trials, which increase (rather than resetting) across sessions within a task

pydantic model Step_GroupBases: *autopilot.data.interfaces.tables.H5F_Group*

An hdf5 group for an individual step within a protocol.

Typically this is populated by passing a step number and a dictionary of step parameters.

Parameters

- **step** (*int*) – Step number within a protocol
- **group_path** (*str*) – Path to the group within an HDF5 file
- **step_dict** (*dict*) – Dictionary of step parameters. Either this or **step_name** must be passed
- **step_name** (*str*) – Step name – if **step_dict** is not present, use this to generate a name for the created hdf5 group
- **trial_data** (*Trial_Data*) – Explicitly passed Trial_Data object. If not passed, get from the **task_type** parameter in the **step_dict**
- ****data** – passed to superclass `__init__` method

```
{
  "title": "Step_Group",
  "description": "An hdf5 group for an individual step within a protocol.\n\
↳ Typically this is populated by passing a step number and a dictionary of step_
↳ parameters.",
  "type": "object",
  "properties": {
    "path": {
      "title": "Path",
      "type": "string"
    },
    "title": {
      "title": "Title",
      "default": "",
      "type": "string"
    },
    "filters": {
      "title": "Filters"
    },
    "attrs": {
      "title": "Attrs",
      "type": "object"
    },
    "children": {
      "title": "Children"
    },
    "step_name": {
      "title": "Step Name",
      "type": "string"
    },
    "step": {
      "title": "Step",
      "type": "integer"
    },
    "trial_data": {
      "title": "Trial Data"
    },
    "continuous_group": {
      "title": "Continuous Group"
    }
  }
}
```

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```

    }
  },
  "required": [
    "path",
    "step_name",
    "step"
  ]
}

```

Config

- **arbitrary_types_allowed:** *bool = True*

Fields

- *continuous_group* (*Optional[autopilot.data.interfaces.tables.H5F_Group]*)
- *path* (*str*)
- *step* (*int*)
- *step_name* (*str*)
- *trial_data* (*Optional[Type[autopilot.data.models.protocol.Trial_Data]]*)

field step_name: *str* [Required]

field step: *int* [Required]

field path: *str* [Required]

field trial_data: *Optional[Type[autopilot.data.models.protocol.Trial_Data]]* =
<class 'autopilot.data.models.protocol.Trial_Data'>

field continuous_group: *Optional[autopilot.data.interfaces.tables.H5F_Group]* = None

pydantic model Protocol_Group

Bases: *autopilot.data.interfaces.tables.H5F_Group*

The group and subgroups for a given protocol.

For each protocol, a main group is created that has the name of the protocol, and then subgroups are created for each of its steps.

Within each step group, a table is made for TrialData, and tables are created as-needed for continuous data.

For Example:

```

/ data
|--- protocol_name
|   |--- S##_step_name
|       |--- trial_data
|       |--- continuous_data
|--- ... additional steps

```

Todo: Also make a Step group... what's the matter with ya.

Override default `__init__` method to populate a task's groups.

Todo: When finished, replace the implicit structure of the protocol dictionary with *Task_Params*

Parameters

- **protocol_name** (*str*) – Name of a protocol (filename minus `.json`)
- **protocol** (*List[dict]*) – A list of dictionaries, one with the parameters for each task level.
- ****data** – passed to superclass init

```
{
  "title": "Protocol_Group",
  "description": "The group and subgroups for a given protocol.\n\nFor each
↪protocol, a main group is created that has the name of the protocol,\nand then
↪subgroups are created for each of its steps.\n\nWithin each step group, a table
↪is made for TrialData, and tables are created\nas-needed for continuous data.\n\n
↪For Example::\n\n    / data\n    |--- protocol_name\n    |--- S##_step_name\n    | |--- trial_data\n    | |--- continuous_data\n    | |--- ...
↪additional steps\n\n.. todo::\n\n    Also make a Step group... what's the matter
↪with ya.",
  "type": "object",
  "properties": {
    "path": {
      "title": "Path",
      "type": "string"
    },
    "title": {
      "title": "Title",
      "default": "",
      "type": "string"
    },
    "filters": {
      "title": "Filters"
    },
    "attrs": {
      "title": "Attrs",
      "type": "object"
    },
    "children": {
      "title": "Children"
    },
    "protocol_name": {
      "title": "Protocol Name",
      "type": "string"
    },
    "protocol": {
      "title": "Protocol",
```

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```

        "type": "array",
        "items": {
            "type": "object"
        }
    },
    "tabs": {
        "title": "Tabs"
    },
    "steps": {
        "title": "Steps"
    }
},
"required": [
    "path",
    "protocol_name",
    "protocol"
]
}

```

Config

- `arbitrary_types_allowed`: *bool = True*

Fields

- `protocol` (*List[dict]*)
- `protocol_name` (*str*)
- `steps` (*List[autopilot.data.models.protocol.Step_Group]*)
- `tabs` (*List[autopilot.data.interfaces.tables.H5F_Table]*)

`field protocol_name: str [Required]`

`field protocol: List[dict] [Required]`

`field tabs: List[autopilot.data.interfaces.tables.H5F_Table] [Required]`

`field steps: List[autopilot.data.models.protocol.Step_Group] [Required]`

pydantic model Step_Data

Bases: *autopilot.data.modeling.base.Schema*

Schema for storing data for a single step of a protocol

```

{
    "title": "Step_Data",
    "description": "Schema for storing data for a single step of a protocol",
    "type": "object",
    "properties": {
        "task": {
            "$ref": "#/definitions/Task_Params"
        },
        "trial_data_table": {
            "$ref": "#/definitions/Table"
        }
    }
}

```

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```

    },
    "trial_data": {
        "$ref": "#/definitions/Trial_Data"
    },
    "continuous_data": {
        "title": "Continuous Data",
        "type": "object",
        "additionalProperties": {
            "type": "array",
            "items": {}
        }
    }
},
"required": [
    "task",
    "trial_data_table",
    "trial_data",
    "continuous_data"
],
"definitions": {
    "Task_Params": {
        "title": "Task_Params",
        "description": "Metaclass for storing task parameters\n\n.. todo::\n\n    ↪ Not yet used in GUI, terminal, and subject classes. Will replace the dictionary.\n    ↪ structure ASAP",
        "type": "object",
        "properties": {}
    },
    "Table": {
        "title": "Table",
        "description": "Tabular data: each field will have multiple values -- in\n    ↪ particular an equal number across fields.\n\nUsed for trialwise data, and can be\n    ↪ used to create pytables descriptions.\n\n.. todo::\n\n    ↪ To make this usable as\n    ↪ a live container of data, the fields need to be declared as Lists (eg. instead of\n    ↪ just\n    ↪ declaring something an ``int``, it must be specified as a ``List[int]``\n    ↪ to pass validation. We should expand this\n    ↪ model to relax that constraint and\n    ↪ effectively treat every field as containing a list of values.",
        "type": "object",
        "properties": {}
    },
    "Trial_Data": {
        "title": "Trial_Data",
        "description": "Base class for declaring trial data.\n\nTasks should\n    ↪ subclass this and add any additional parameters that are needed.\n\nThe subject\n    ↪ class will then use this to create a table in the hdf5 file.\n\nSee :attr:`.Nafc`\n    ↪ TrialData` for an example",
        "type": "object",
        "properties": {
            "group": {
                "title": "Group",
                "description": "Path of the parent step group",
                "type": "string"
            }
        }
    }
}

```

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```

    },
    "session": {
        "title": "Session",
        "description": "Current training session, increments every time the_
↪task is started",
        "type": "integer"
    },
    "session_uuid": {
        "title": "Session Uuid",
        "description": "Each session gets a unique uuid, regardless of the_
↪session integer, to enable independent addressing of sessions when session_
↪numbers might overlap (eg. reassignment)",
        "type": "string"
    },
    "trial_num": {
        "title": "Trial Num",
        "description": "Trial data is grouped within, well, trials, which_
↪increase (rather than resetting) across sessions within a task",
        "datajoint": {
            "key": true
        },
        "type": "integer"
    }
},
"required": [
    "session",
    "trial_num"
]
}
}
}

```

Fields

- *continuous_data* (*Dict[str, list]*)
- *task* (*autopilot.data.models.protocol.Task_Params*)
- *trial_data* (*autopilot.data.models.protocol.Trial_Data*)
- *trial_data_table* (*autopilot.data.modeling.base.Table*)

field *task*: *autopilot.data.models.protocol.Task_Params* [Required]

field *trial_data_table*: *autopilot.data.modeling.base.Table* [Required]

field *trial_data*: *autopilot.data.models.protocol.Trial_Data* [Required]

field *continuous_data*: *Dict[str, list]* [Required]

pydantic model *Protocol_Data*

Bases: *autopilot.data.modeling.base.Schema*

```

{
  "title": "Protocol_Data",
  "description": "A special type of type intended to be a representation of an\
↳abstract structure/schema of data, rather than a live container of\ndata objects\
↳themselves. This class is used for constructing data containers,\ntranslating\
↳between formats, etc. rather than momentary data handling",
  "type": "object",
  "properties": {
    "steps": {
      "title": "Steps",
      "type": "array",
      "items": {
        "$ref": "#/definitions/Step_Data"
      }
    }
  },
  "required": [
    "steps"
  ],
  "definitions": {
    "Task_Params": {
      "title": "Task_Params",
      "description": "Metaclass for storing task parameters\n\n.. todo::\n\n  ↳Not yet used in GUI, terminal, and subject classes. Will replace the dictionary\
↳structure ASAP",
      "type": "object",
      "properties": {}
    },
    "Table": {
      "title": "Table",
      "description": "Tabular data: each field will have multiple values -- in\
↳particular an equal number across fields.\n\nUsed for trialwise data, and can be\
↳used to create pytables descriptions.\n\n.. todo::\n\n  ↳To make this usable as\
↳a live container of data, the fields need to be declared as Lists (eg. instead of\
↳just\n    declaring something an ``int``, it must be specified as a ``List[int]``\
↳to pass validation. We should expand this\n    model to relax that constraint and\
↳effectively treat every field as containing a list of values.",
      "type": "object",
      "properties": {}
    },
    "Trial_Data": {
      "title": "Trial_Data",
      "description": "Base class for declaring trial data.\n\nTasks should\
↳subclass this and add any additional parameters that are needed.\n\nThe subject\
↳class will then use this to create a table in the hdf5 file.\n\nSee :attr:`.Nafc\
↳TrialData` for an example",
      "type": "object",
      "properties": {
        "group": {
          "title": "Group",
          "description": "Path of the parent step group",
          "type": "string"
        }
      }
    }
  }
}

```

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```

    "session": {
      "title": "Session",
      "description": "Current training session, increments every time the_
↪task is started",
      "type": "integer"
    },
    "session_uuid": {
      "title": "Session Uuid",
      "description": "Each session gets a unique uuid, regardless of the_
↪session integer, to enable independent addressing of sessions when session_
↪numbers might overlap (eg. reassignment)",
      "type": "string"
    },
    "trial_num": {
      "title": "Trial Num",
      "description": "Trial data is grouped within, well, trials, which_
↪increase (rather than resetting) across sessions within a task",
      "datajoint": {
        "key": true
      },
      "type": "integer"
    }
  },
  "required": [
    "session",
    "trial_num"
  ]
},
"Step_Data": {
  "title": "Step_Data",
  "description": "Schema for storing data for a single step of a protocol",
  "type": "object",
  "properties": {
    "task": {
      "$ref": "#/definitions/Task_Params"
    },
    "trial_data_table": {
      "$ref": "#/definitions/Table"
    },
    "trial_data": {
      "$ref": "#/definitions/Trial_Data"
    },
    "continuous_data": {
      "title": "Continuous Data",
      "type": "object",
      "additionalProperties": {
        "type": "array",
        "items": {}
      }
    }
  }
},
"required": [

```

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```

        "task",
        "trial_data_table",
        "trial_data",
        "continuous_data"
    ]
}
}
}

```

Fields

- *steps* (*List[autopilot.data.models.protocol.Step_Data]*)

field steps: *List[autopilot.data.models.protocol.Step_Data]* [Required]

14.4.3 researcher

Researcher, lab, institute data structures

Classes:

Researcher

pydantic model Researcher

Bases: *autopilot.data.modeling.base.Data*

```

{
  "title": "Researcher",
  "description": "The top-level container for Data.\n\nSubtypes will define more_\n↪specific formats and uses of data, but this is the most general\n↪form used to_\n↪represent the type and meaning of data.\n\nThe Data class is not intended to_\n↪contain individual fields, but collections of data that are collected\n↪as a unit,\n↪whether that be a video frame along with its timestamp and encoding, or a single_\n↪trial of behavioral data.\n\nThis class is also generally not intended to be used_\n↪for the literal transport of data when performance is\n↪necessary: this class by_\n↪default does type validation on instantiation that takes time (see the `construct_\n↪<https://pydantic-docs.helpmanual.io/usage/models/#creating-models-without-\n↪validation>`\n↪method for validation-less creation). It is usually more to_\n↪specify the type, grouping, and annotation for\n↪a given unit of data -- though_\n↪users should feel free to dump their data in a :class:`.Data` object if\n↪it is_\n↪not particularly performance sensitive.",
  "type": "object",
  "properties": {
    "name": {
      "title": "Name",
      "type": "string"
    }
  },
  "required": [
    "name"
  ]
}

```

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```
]
}
```

Fields

- *name* (*str*)

field name: *str* [Required]

14.4.4 subject

Data models used by the *Subject* class

Classes:

<i>History</i>	Table to describe parameter and protocol change history
<i>Hashes</i>	Table to track changes in version over time
<i>Weights</i>	Class to describe table for weight history
<i>History_Group</i>	Group for collecting subject history tables.
<i>Protocol_Status</i>	Status of assigned protocol.
<i>Subject_Structure</i>	Structure of the <i>Subject</i> class's hdf5 file
<i>Subject_Schema</i>	Structure of the <i>Subject</i> class's hdf5 file

pydantic model History

Bases: *autopilot.data.modeling.base.Table*

Table to describe parameter and protocol change history

```
{
  "title": "History",
  "description": "Table to describe parameter and protocol change history",
  "type": "object",
  "properties": {
    "time": {
      "title": "Time",
      "type": "array",
      "items": {
        "type": "string",
        "format": "date-time"
      }
    },
    "type": {
      "title": "Type",
      "type": "array",
      "items": {
        "type": "string"
      }
    },
    "name": {
      "title": "Name",
      "type": "array",

```

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```

        "items": {
            "type": "string"
        },
        "value": {
            "title": "Value",
            "type": "array",
            "items": {
                "anyOf": [
                    {
                        "type": "string"
                    },
                    {
                        "type": "array",
                        "items": {
                            "type": "object"
                        }
                    }
                ]
            }
        }
    ],
    "required": [
        "time",
        "type",
        "name",
        "value"
    ]
}

```

Fields

- *name* (*List[str]*)
- *time* (*List[datetime.datetime]*)
- *type* (*List[str]*)
- *value* (*List[Union[str, List[dict]]]*)

Validators

- *simple_time* » *time*

field time: `List[datetime.datetime]` [Required]

Timestamps for history changes

Validated by

- *simple_time*

field type: `List[str]` [Required]

Type of change - protocol, parameter, step

field name: `List[str]` [Required]

Which parameter was changed, name of protocol, manual vs. graduation step change

field value: `List[Union[str, List[dict]]]` [Required]

What was the parameter/protocol/etc. changed to, step if protocol.

validator `simple_time` » `time`

pydantic model Hashes

Bases: `autopilot.data.modeling.base.Table`

Table to track changes in version over time

```
{
  "title": "Hashes",
  "description": "Table to track changes in version over time",
  "type": "object",
  "properties": {
    "time": {
      "title": "Time",
      "type": "array",
      "items": {
        "type": "string",
        "format": "date-time"
      }
    },
    "hash": {
      "title": "Hash",
      "type": "array",
      "items": {
        "type": "string"
      }
    },
    "version": {
      "title": "Version",
      "type": "array",
      "items": {
        "type": "string"
      }
    },
    "id": {
      "title": "Id",
      "type": "array",
      "items": {
        "type": "string"
      }
    }
  },
  "required": [
    "time",
    "hash",
    "version",
    "id"
  ]
}
```

Fields

- *hash* (*List[str]*)
- *id* (*List[str]*)
- *time* (*List[datetime.datetime]*)
- *version* (*List[str]*)

field time: `List[datetime.datetime]` [Required]

Timestamps for entries

field hash: `List[str]` [Required]

Hash of the currently checked out commit of the git repository.

field version: `List[str]` [Required]

Current Version of autopilot, if not run from a cloned repository

field id: `List[str]` [Required]

ID of the agent whose hash we are stashing (we want to keep track of all connected agents, ideally

pydantic model `Weights`

Bases: `autopilot.data.modeling.base.Table`

Class to describe table for weight history

```
{
  "title": "Weights",
  "description": "Class to describe table for weight history",
  "type": "object",
  "properties": {
    "start": {
      "title": "Start",
      "type": "array",
      "items": {
        "type": "number"
      }
    },
    "stop": {
      "title": "Stop",
      "type": "array",
      "items": {
        "type": "number"
      }
    },
    "date": {
      "title": "Date",
      "type": "array",
      "items": {
        "type": "string",
        "format": "date-time"
      }
    },
    "session": {
      "title": "Session",
      "type": "array",
      "items": {
```

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```

        "type": "integer"
    }
}
},
"required": [
    "start",
    "stop",
    "date",
    "session"
]
}

```

Fields

- *date* (*List[datetime.datetime]*)
- *session* (*List[int]*)
- *start* (*List[float]*)
- *stop* (*List[float]*)

Validators

- *simple_time* » *date*

field start: *List[float]* [Required]

Pre-task mass

field stop: *List[float]* [Required]

Post-task mass

field date: *List[datetime.datetime]* [Required]

Timestamp of task start

Validated by

- *simple_time*

field session: *List[int]* [Required]

Session number

validator simple_time » *date*

pydantic model History_Group

Bases: *autopilot.data.modeling.base.Group*

Group for collecting subject history tables.

Typically stored in /history in the subject .h5f file

```

{
  "title": "History_Group",
  "description": "Group for collecting subject history tables.\n\nTypically stored_
↪ in ``/history`` in the subject .h5f file",
  "type": "object",
  "properties": {
    "children": {

```

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```

        "title": "Children",
        "type": "array",
        "items": {
            "$ref": "#/definitions/Node"
        }
    },
    "history": {
        "$ref": "#/definitions/History"
    },
    "hashes": {
        "$ref": "#/definitions/Hashes"
    },
    "weights": {
        "$ref": "#/definitions/Weights"
    },
    "past_protocols": {
        "$ref": "#/definitions/Group"
    }
},
"required": [
    "history",
    "hashes",
    "weights",
    "past_protocols"
],
"definitions": {
    "Node": {
        "title": "Node",
        "description": "Abstract representation of a Node in a treelike or linked_
↳ data structure.\nThis should be extended by interfaces when relevant and needed_
↳ to implement\nan abstract representation of their structure.\n\nThis class_
↳ purposely lacks structure like a path or parents pending further\nusage in_
↳ interfaces to see what would be the best means of implementing them.",
        "type": "object",
        "properties": {}
    },
    "History": {
        "title": "History",
        "description": "Table to describe parameter and protocol change history",
        "type": "object",
        "properties": {
            "time": {
                "title": "Time",
                "type": "array",
                "items": {
                    "type": "string",
                    "format": "date-time"
                }
            }
        },
        "type": {
            "title": "Type",
            "type": "array",

```

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```

        "items": {
            "type": "string"
        }
    },
    "name": {
        "title": "Name",
        "type": "array",
        "items": {
            "type": "string"
        }
    },
    "value": {
        "title": "Value",
        "type": "array",
        "items": {
            "anyOf": [
                {
                    "type": "string"
                },
                {
                    "type": "array",
                    "items": {
                        "type": "object"
                    }
                }
            ]
        }
    }
},
"required": [
    "time",
    "type",
    "name",
    "value"
],
"Hashes": {
    "title": "Hashes",
    "description": "Table to track changes in version over time",
    "type": "object",
    "properties": {
        "time": {
            "title": "Time",
            "type": "array",
            "items": {
                "type": "string",
                "format": "date-time"
            }
        },
        "hash": {
            "title": "Hash",
            "type": "array",

```

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```

        "items": {
            "type": "string"
        }
    },
    "version": {
        "title": "Version",
        "type": "array",
        "items": {
            "type": "string"
        }
    },
    "id": {
        "title": "Id",
        "type": "array",
        "items": {
            "type": "string"
        }
    }
},
"required": [
    "time",
    "hash",
    "version",
    "id"
],
"Weights": {
    "title": "Weights",
    "description": "Class to describe table for weight history",
    "type": "object",
    "properties": {
        "start": {
            "title": "Start",
            "type": "array",
            "items": {
                "type": "number"
            }
        },
        "stop": {
            "title": "Stop",
            "type": "array",
            "items": {
                "type": "number"
            }
        },
        "date": {
            "title": "Date",
            "type": "array",
            "items": {
                "type": "string",
                "format": "date-time"
            }
        }
    }
}

```

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```

    },
    "session": {
      "title": "Session",
      "type": "array",
      "items": {
        "type": "integer"
      }
    }
  },
  "required": [
    "start",
    "stop",
    "date",
    "session"
  ]
},
"Group": {
  "title": "Group",
  "description": "A generic representation of a \"Group\" if present in a
↳ given interface. Useful for when, for example in a given container format you
↳ want to make an empty group that will be filled later, or one that has to be
↳ present for syntactic correctness. A children attribute is present because it
↳ is definitive of groups, but should be overridden by interfaces that use it.",
  "type": "object",
  "properties": {
    "children": {
      "title": "Children",
      "type": "array",
      "items": {
        "$ref": "#/definitions/Node"
      }
    }
  }
}
}
}
}
}

```

Fields

- *hashes* (*autopilot.data.models.subject.Hashes*)
- *history* (*autopilot.data.models.subject.History*)
- *past_protocols* (*autopilot.data.modeling.base.Group*)
- *weights* (*autopilot.data.models.subject.Weights*)

field history: *autopilot.data.models.subject.History* [Required]

field hashes: *autopilot.data.models.subject.Hashes* [Required]

field weights: *autopilot.data.models.subject.Weights* [Required]

field past_protocols: *autopilot.data.modeling.base.Group* [Required]

pydantic model Protocol_Status

Bases: `autopilot.data.modeling.base.Attributes`

Status of assigned protocol. Accessible from the `Subject.protocol` getter/setter

See `Subject.assign_protocol()`.

```
{
  "title": "Protocol_Status",
  "description": "Status of assigned protocol. Accessible from the :attr:`Subject.
↪protocol` getter/setter\n\nSee :meth:`Subject.assign_protocol`.",
  "type": "object",
  "properties": {
    "current_trial": {
      "title": "Current Trial",
      "type": "integer"
    },
    "session": {
      "title": "Session",
      "type": "integer"
    },
    "step": {
      "title": "Step",
      "type": "integer"
    },
    "protocol": {
      "title": "Protocol",
      "type": "array",
      "items": {
        "type": "object"
      }
    },
    "protocol_name": {
      "title": "Protocol Name",
      "type": "string"
    },
    "pilot": {
      "title": "Pilot",
      "description": "Pilot that this subject runs on",
      "type": "string"
    },
    "assigned": {
      "title": "Assigned",
      "type": "string",
      "format": "date-time"
    }
  },
  "required": [
    "current_trial",
    "session",
    "step",
    "protocol",
    "protocol_name"
  ]
}
```

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}

Fields

- *assigned* (*datetime.datetime*)
- *current_trial* (*int*)
- *pilot* (*Optional[str]*)
- *protocol* (*List[dict]*)
- *protocol_name* (*str*)
- *session* (*int*)
- *step* (*int*)

field current_trial: int [Required]

Current or last trial that was run in the particular level of the protocol. Continues to increment across sessions, resets across different levels of the protocol.

field session: int [Required]

Session number. Increments every time the subject is run.

field step: int [Required]

Current step of the protocol that the subject is running.

field protocol: List[dict] [Required]

The full definition of the steps (individual tasks) that define the protocol

field protocol_name: str [Required]

Name of the assigned protocol, typically the filename this protocol is stored in minus .json

field pilot: Optional[str] = None

The ID of the pilot that this subject does their experiment on

Pilot that this subject runs on

field assigned: datetime.datetime [Optional]

The time that this protocol was assigned. If not passed explicitly, generated each time the protocol status is changed.

pydantic model Subject_Structure

Bases: *autopilot.data.modeling.base.Schema*

Structure of the *Subject* class's hdf5 file

```
{
  "title": "Subject_Structure",
  "description": "Structure of the :class:`.Subject` class's hdf5 file",
  "type": "object",
  "properties": {
    "info": {
      "title": "Info"
    },
    "data": {
      "title": "Data"
    }
  }
}
```

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```

    },
    "protocol": {
        "title": "Protocol"
    },
    "history": {
        "title": "History"
    }
}
}

```

Fields

make(*h5f*: *tables.file.File*)

Make all the nodes!

Parameters *h5f* (*tables.file.File*) – The h5f file to make the groups in!

pydantic model *Subject_Schema*

Bases: *autopilot.data.modeling.base.Schema*

Structure of the *Subject* class's hdf5 file

Todo: Convert this into an abstract representation of data rather than literally hdf5 tables.

At the moment twins *Subject_Structure*

```

{
    "title": "Subject_Schema",
    "description": "Structure of the :class:`Subject` class's hdf5 file\n\n..  

    ↳todo:\n\n    Convert this into an abstract representation of data rather than  

    ↳literally hdf5 tables.\n\n    At the moment twins :class:`Subject_Structure`",
    "type": "object",
    "properties": {
        "info": {
            "$ref": "#/definitions/Biography"
        },
        "data": {
            "$ref": "#/definitions/Protocol_Data"
        },
        "protocol": {
            "$ref": "#/definitions/Protocol_Status"
        },
        "past_protocols": {
            "title": "Past Protocols",
            "type": "array",
            "items": {
                "$ref": "#/definitions/Protocol_Status"
            }
        },
        "history": {
            "$ref": "#/definitions/History_Group"
        }
    }
}

```

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```

},
"required": [
    "info",
    "data",
    "protocol",
    "past_protocols",
    "history"
],
"definitions": {
    "Breeding": {
        "title": "Breeding",
        "description": "Information about the breeding conditions of the subject",
        "type": "object",
        "properties": {
            "parents": {
                "title": "Parents",
                "description": "The IDs of the parents of this subject, if any",
                "type": "array",
                "items": {
                    "type": "string"
                }
            },
            "litter": {
                "title": "Litter",
                "description": "The identifying number or tag of the litter this_
↪subject was born in",
                "anyOf": [
                    {
                        "type": "string"
                    },
                    {
                        "type": "integer"
                    }
                ]
            }
        }
    },
    "required": [
        "parents",
        "litter"
    ]
},
"Enclosure": {
    "title": "Enclosure",
    "description": "Where does the subject live?",
    "type": "object",
    "properties": {
        "box": {
            "title": "Box",
            "description": "The number or name of the box this subject lives in,
↪if any",
            "anyOf": [
                {

```

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```

        "type": "string"
    },
    {
        "type": "integer"
    }
]
},
"building": {
    "title": "Building",
    "description": "The name of the building that the subject is housed
↪in",
    "type": "string"
},
"room": {
    "title": "Room",
    "description": "The room number that the animal is housed in",
    "anyOf": [
        {
            "type": "string"
        },
        {
            "type": "integer"
        }
    ]
}
}
},
"Baselines": {
    "title": "Baselines",
    "description": "Baseline health measurements for animal care regulation.
↪In the future this\will be integrated with a TrialManager class to titrate
↪trials to ensure experimental\nsubjects remain healthy.",
    "type": "object",
    "properties": {
        "mass": {
            "title": "Mass",
            "description": "Mass (grams) of the animal before any experimental
↪manipulation",
            "type": "number"
        },
        "minimum_pct": {
            "title": "Minimum Pct",
            "description": "The proportion (0-1) of the baseline mass that the
↪animal is not allowed to fall under",
            "type": "number"
        }
    }
},
"Gene": {
    "title": "Gene",
    "description": "An individual (trans)gene that an animal may have.\n\nI am
↪not a geneticist, lmk what this should look like",

```

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```

    "type": "object",
    "properties": {
      "name": {
        "title": "Name",
        "description": "The name of this gene",
        "type": "string"
      },
      "zygosity": {
        "title": "Zygosity",
        "description": "One of typing.Literal['heterozygous', 'homozygous']",
        "enum": [
          "heterozygous",
          "homozygous"
        ],
        "type": "string"
      }
    },
    "required": [
      "name"
    ]
  },
  "Genotype": {
    "title": "Genotype",
    "description": "Genotyping information, information about a subject's
↪ background and (potentially multiple) :class:`.Gene` s of interest\n\n.. todo::\n
↪ Call Jax's API to get a list of available strain names",
    "type": "object",
    "properties": {
      "strain": {
        "title": "Strain",
        "description": "The strain or background line of this subject, if any
↪ ",
        "type": "string"
      },
      "genes": {
        "title": "Genes",
        "description": "A list of any transgenes that this animal has",
        "type": "array",
        "items": {
          "$ref": "#/definitions/Gene"
        }
      }
    }
  },
  "Biography": {
    "title": "Biography",
    "description": "The combined biographical, health, genetic, and other
↪ details that define an experimental subject.\n\nThis is stored within the ``/
↪ info`` node in a typical :class:`.Subject` file as\nmetadata attributes, and
↪ accessible from :attr:`.Subject.info`\n\n**Development Goals**\n\n- Interface
↪ with the NWB biographical information schema.",
    "type": "object",

```

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```

"properties": {
  "id": {
    "title": "Id",
    "description": "The indentifying string, name, subject_id, etc. for_
↪this subject. This value is also used to name the related Subject file, like {id}.
↪h5, so these are typically expected to be unique. If None is provided, a uuid.
↪uuid4() will be generated (which will be ugly so you probably want to give an id).
↪",
    "type": "string"
  },
  "start_date": {
    "title": "Start Date",
    "description": "The date that this subject file was created. Not_
↪that this is not necessarily the date that the subject began training, which is_
↪more reliably determined from the timestamps within the data. If none is provided,
↪ generated from current time.",
    "type": "string",
    "format": "date-time"
  },
  "dob": {
    "title": "Dob",
    "description": "The subject's date of birth. A datetime is allowed,_
↪but hours and minutes are typically not reliable. A time of midnight formally_
↪indicates that the hour and minute is not precise.",
    "type": "string",
    "format": "date-time"
  },
  "sex": {
    "title": "Sex",
    "description": "Sex of the subject, one of typing.Literal['F', 'M',
↪'U', 'O']. See :data:`.SEX`",
    "default": "U",
    "enum": [
      "F",
      "M",
      "U",
      "O"
    ],
    "type": "string"
  },
  "description": {
    "title": "Description",
    "description": "Some lengthier description of the subject, idk go_
↪hogwild.",
    "type": "string"
  },
  "tags": {
    "title": "Tags",
    "description": "Any additional key/value tags that apply to this_
↪subject. Idiosyncratic metadata can be stored here, but caution should be taken_
↪to not overload this field and instead extend the Biography class because these_
↪values will not be included in any resulting schema.",

```

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```

        "type": "object"
    },
    "species": {
        "title": "Species",
        "description": "Species of subject, no recommendation common vs.
↳ latin names, but will be integrated with linked data schemas in the future",
        "type": "string"
    },
    "breeding": {
        "$ref": "#/definitions/Breeding"
    },
    "enclosure": {
        "$ref": "#/definitions/Enclosure"
    },
    "baselines": {
        "$ref": "#/definitions/Baselines"
    },
    "genotype": {
        "$ref": "#/definitions/Genotype"
    }
},
"Task_Params": {
    "title": "Task_Params",
    "description": "Metaclass for storing task parameters\n\n.. todo::\n\n
↳ Not yet used in GUI, terminal, and subject classes. Will replace the dictionary.
↳ structure ASAP",
    "type": "object",
    "properties": {}
},
"Table": {
    "title": "Table",
    "description": "Tabular data: each field will have multiple values -- in
↳ particular an equal number across fields.\n\nUsed for trialwise data, and can be
↳ used to create pytables descriptions.\n\n.. todo::\n\n    To make this usable as
↳ a live container of data, the fields need to be declared as Lists (eg. instead of
↳ just\n    declaring something an ``int``, it must be specified as a ``List[int]``
↳ to pass validation. We should expand this\n    model to relax that constraint and
↳ effectively treat every field as containing a list of values.",
    "type": "object",
    "properties": {}
},
"Trial_Data": {
    "title": "Trial_Data",
    "description": "Base class for declaring trial data.\n\nTasks should
↳ subclass this and add any additional parameters that are needed.\n\nThe subject
↳ class will then use this to create a table in the hdf5 file.\n\nSee :attr:`.Nafc.
↳ TrialData` for an example",
    "type": "object",
    "properties": {
        "group": {
            "title": "Group",

```

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```

        "description": "Path of the parent step group",
        "type": "string"
    },
    "session": {
        "title": "Session",
        "description": "Current training session, increments every time the_
↪task is started",
        "type": "integer"
    },
    "session_uuid": {
        "title": "Session Uuid",
        "description": "Each session gets a unique uuid, regardless of the_
↪session integer, to enable independent addressing of sessions when session_
↪numbers might overlap (eg. reassignment)",
        "type": "string"
    },
    "trial_num": {
        "title": "Trial Num",
        "description": "Trial data is grouped within, well, trials, which_
↪increase (rather than resetting) across sessions within a task",
        "datajoint": {
            "key": true
        },
        "type": "integer"
    }
},
"required": [
    "session",
    "trial_num"
]
},
"Step_Data": {
    "title": "Step_Data",
    "description": "Schema for storing data for a single step of a protocol",
    "type": "object",
    "properties": {
        "task": {
            "$ref": "#/definitions/Task_Params"
        },
        "trial_data_table": {
            "$ref": "#/definitions/Table"
        },
        "trial_data": {
            "$ref": "#/definitions/Trial_Data"
        },
        "continuous_data": {
            "title": "Continuous Data",
            "type": "object",
            "additionalProperties": {
                "type": "array",
                "items": {}
            }
        }
    }
}

```

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```

    }
  },
  "required": [
    "task",
    "trial_data_table",
    "trial_data",
    "continuous_data"
  ]
},
"Protocol_Data": {
  "title": "Protocol_Data",
  "description": "A special type of type intended to be a representation of
↳an abstract structure/schema of data, rather than a live container of
↳objects themselves. This class is used for constructing data containers,
↳translating between formats, etc. rather than momentary data handling",
  "type": "object",
  "properties": {
    "steps": {
      "title": "Steps",
      "type": "array",
      "items": {
        "$ref": "#/definitions/Step_Data"
      }
    }
  }
},
"required": [
  "steps"
]
},
"Protocol_Status": {
  "title": "Protocol_Status",
  "description": "Status of assigned protocol. Accessible from the :attr:`.
↳Subject.protocol` getter/setter\n\nSee :meth:`.Subject.assign_protocol`.",
  "type": "object",
  "properties": {
    "current_trial": {
      "title": "Current Trial",
      "type": "integer"
    },
    "session": {
      "title": "Session",
      "type": "integer"
    },
    "step": {
      "title": "Step",
      "type": "integer"
    },
    "protocol": {
      "title": "Protocol",
      "type": "array",
      "items": {
        "type": "object"
      }
    }
  }
}

```

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```

    },
    "protocol_name": {
      "title": "Protocol Name",
      "type": "string"
    },
    "pilot": {
      "title": "Pilot",
      "description": "Pilot that this subject runs on",
      "type": "string"
    },
    "assigned": {
      "title": "Assigned",
      "type": "string",
      "format": "date-time"
    }
  },
  "required": [
    "current_trial",
    "session",
    "step",
    "protocol",
    "protocol_name"
  ]
},
"Node": {
  "title": "Node",
  "description": "Abstract representation of a Node in a treelike or linked
↳ data structure.\nThis should be extended by interfaces when relevant and needed
↳ to implement\nan abstract representation of their structure.\n\nThis class
↳ purposely lacks structure like a path or parents pending further\nusage in
↳ interfaces to see what would be the best means of implementing them.",
  "type": "object",
  "properties": {}
},
"History": {
  "title": "History",
  "description": "Table to describe parameter and protocol change history",
  "type": "object",
  "properties": {
    "time": {
      "title": "Time",
      "type": "array",
      "items": {
        "type": "string",
        "format": "date-time"
      }
    }
  }
},
"type": {
  "title": "Type",
  "type": "array",
  "items": {

```

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```

        "type": "string"
    },
    },
    "name": {
        "title": "Name",
        "type": "array",
        "items": {
            "type": "string"
        }
    },
    },
    "value": {
        "title": "Value",
        "type": "array",
        "items": {
            "anyOf": [
                {
                    "type": "string"
                },
                {
                    "type": "array",
                    "items": {
                        "type": "object"
                    }
                }
            ]
        }
    },
    },
    "required": [
        "time",
        "type",
        "name",
        "value"
    ]
},
"Hashes": {
    "title": "Hashes",
    "description": "Table to track changes in version over time",
    "type": "object",
    "properties": {
        "time": {
            "title": "Time",
            "type": "array",
            "items": {
                "type": "string",
                "format": "date-time"
            }
        },
        "hash": {
            "title": "Hash",
            "type": "array",
            "items": {

```

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```

        "type": "string"
    },
    },
    "version": {
        "title": "Version",
        "type": "array",
        "items": {
            "type": "string"
        }
    },
    "id": {
        "title": "Id",
        "type": "array",
        "items": {
            "type": "string"
        }
    }
},
"required": [
    "time",
    "hash",
    "version",
    "id"
]
},
"Weights": {
    "title": "Weights",
    "description": "Class to describe table for weight history",
    "type": "object",
    "properties": {
        "start": {
            "title": "Start",
            "type": "array",
            "items": {
                "type": "number"
            }
        },
        "stop": {
            "title": "Stop",
            "type": "array",
            "items": {
                "type": "number"
            }
        },
        "date": {
            "title": "Date",
            "type": "array",
            "items": {
                "type": "string",
                "format": "date-time"
            }
        }
    }
},

```

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```

        "session": {
            "title": "Session",
            "type": "array",
            "items": {
                "type": "integer"
            }
        },
    },
    "required": [
        "start",
        "stop",
        "date",
        "session"
    ]
},
"Group": {
    "title": "Group",
    "description": "A generic representation of a \"Group\" if present in a
↪given interface.\nUseful for when, for example in a given container format you
↪want to\nmake an empty group that will be filled later, or one that has to be\
↪npresent for syntactic correctness.\n\nA children attribute is present because it
↪is definitive of groups, but\nshould be overridden by interfaces that use it.",
    "type": "object",
    "properties": {
        "children": {
            "title": "Children",
            "type": "array",
            "items": {
                "$ref": "#/definitions/Node"
            }
        }
    }
},
},
"History_Group": {
    "title": "History_Group",
    "description": "Group for collecting subject history tables.\n\nTypically
↪stored in ``/history`` in the subject .h5f file",
    "type": "object",
    "properties": {
        "children": {
            "title": "Children",
            "type": "array",
            "items": {
                "$ref": "#/definitions/Node"
            }
        }
    },
    "history": {
        "$ref": "#/definitions/History"
    },
    "hashes": {
        "$ref": "#/definitions/Hashes"
    },
},

```

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```
    "weights": {
      "$ref": "#/definitions/Weights"
    },
    "past_protocols": {
      "$ref": "#/definitions/Group"
    }
  },
  "required": [
    "history",
    "hashes",
    "weights",
    "past_protocols"
  ]
}
```

Fields

- *data* (*autopilot.data.models.protocol.Protocol_Data*)
- *history* (*autopilot.data.models.subject.History_Group*)
- *info* (*autopilot.data.models.biography.Biography*)
- *past_protocols* (*List[autopilot.data.models.subject.Protocol_Status]*)
- *protocol* (*autopilot.data.models.subject.Protocol_Status*)

field *info*: *autopilot.data.models.biography.Biography* [Required]

field *data*: *autopilot.data.models.protocol.Protocol_Data* [Required]

field *protocol*: *autopilot.data.models.subject.Protocol_Status* [Required]

field *past_protocols*: *List[autopilot.data.models.subject.Protocol_Status]* [Required]

field *history*: *autopilot.data.models.subject.History_Group* [Required]

14.5 units

GUI Modules used by the *Terminal* agent.

Each of the submodules contains GUI objects of different types, and will continue to be refined to allow for extensions by plugins.

- *gui.menus* - Widgets and dialogues available from the Terminal menubar
- *gui.plots* - Widgets and graphical primitives used for task plots
- *gui.widgets* - General purpose widgets that make up the Terminal GUI
- *gui.dialog* - Convenience function for popping standard modal/nonmodal dialogues
- *gui.styles* - Qt Stylesheets (css-like) for the Terminal

These classes implement the GUI used by the Terminal.

The GUI is built using *PySide2*, a Python wrapper around Qt5.

These classes are all currently used only by the *Terminal*.

If performing any GUI operations in another thread (eg. as a callback from a networking object), the method must be decorated with *@gui_event* which will call perform the update in the main thread as required by Qt.

Note: Currently, the GUI code is some of the oldest code in the library – in particular much of it was developed before the network infrastructure was mature. As a result, a lot of modules are interdependent (eg. pass objects between each other). This will be corrected before v1.0

15.1 menus

15.1.1 file

Classes:

<i>Protocol_Wizard()</i>	A dialog window to create a new protocol.
--------------------------	---

class *Protocol_Wizard*

Bases: *PySide2.QtWidgets.QDialog*

A dialog window to create a new protocol.

Warning: This is a heavily overloaded class, and will be split into separate objects to handle parameters separately. For now this is what we got though and it works.

Protocols are collections of multiple tasks (steps) with some graduation criterion for moving between them.

This widget is composed of three windows:

- **left:** possible task types from `autopilot.get_task()`
- **center:** current steps in task
- **right:** Parameters for currently selected step.

The parameters that are used are of the form used by `Task.PARAMS` (see `Nafc.PARAMS` for an example).

Todo: Make specific parameter class so this definition is less squishy

its general structure is:

```
{'parameter_key': {'tag': 'Human Readable Name',  
                  'type': 'param_type'}}
```

while some parameter types have extra items, eg.:

```
{'list_param': {'tag': 'Select from a List of Parameters',  
               'type': 'list',  
               'values': {'First Option': 0, 'Second Option': 1}}}
```

where k:v pairs are still used with lists to allow parameter values (0, 1) be human readable.

The available types include:

- **int** - integer
- **float** - floating point number
- **bool** - boolean toolbox
- **list** - a list of *values* to choose from
- **sounds** - a `Sound_Widget` that allows sounds to be defined.
- **graduation** - a `Graduation_Widget` that allows graduation criteria to be defined

Variables

- **task_list** (`QtWidgets.QListWidget`) – The leftmost window, lists available tasks
- **step_list** (`QtWidgets.QListWidget`) – The center window, lists tasks currently in protocol
- **param_layout** (`QtWidgets.QFormLayout`) – The right window, allows changing available parameters for currently selected step.
- **steps** (*list*) – A list of dictionaries defining the protocol.

Methods:

<code>add_step()</code>	Loads <i>PARAMS</i> from task object, adds base parameters to <i>steps</i> list
<code>rename_step()</code>	When the step name widget's text is changed, fire this function to update <i>step_list</i> which updates <i>steps</i>
<code>remove_step()</code>	Remove step from <i>step_list</i> and <i>steps</i>
<code>populate_params()</code>	Calls <code>clear_params()</code> and then creates widgets to edit parameter values.
<code>clear_params()</code>	Clears widgets from parameter window
<code>reorder_steps(*args)</code>	When steps are dragged into a different order, update the step dictionary
<code>set_param()</code>	Callback function connected to the signal each widget uses to signal it has changed.
<code>set_sounds()</code>	Stores parameters that define sounds.
<code>set_graduation()</code>	Stores parameters that define graduation criteria in <i>self.steps</i>
<code>check_depends()</code>	Handle dependencies between parameters, eg.

Attributes:

`staticMetaObject`

add_step()

Loads *PARAMS* from task object, adds base parameters to *steps* list

rename_step()

When the step name widget's text is changed, fire this function to update *step_list* which updates *steps*

remove_step()

Remove step from *step_list* and *steps*

populate_params()

Calls `clear_params()` and then creates widgets to edit parameter values. Returns:

clear_params()

Clears widgets from parameter window

reorder_steps(*args)

When steps are dragged into a different order, update the step dictionary

Parameters **args* – Input from our *step_list* 's `QtWidgets.QListModel` 's reorder signal.

set_param()

Callback function connected to the signal each widget uses to signal it has changed.

Identifies the param that was changed, gets the current value, and updates *self.steps*

set_sounds()

Stores parameters that define sounds.

Sound parameters work a bit differently, specifically we have to retrieve `Sound_Widget.sound_dict`.

set_graduation()

Stores parameters that define graduation criteria in *self.steps*

Graduation parameters work a bit differently, specifically we have to retrieve `Graduation_Widget.param_dict`.

check_depends()

Handle dependencies between parameters, eg. if “correction trials” are unchecked, the box that defines the correction trial percentage should be grayed out.

Todo: Not implemented.

`staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa121acf500>`

15.1.2 plots

Classes:

<code>Psychometric(subjects_protocols)</code>	A Dialog to select subjects, steps, and variables to use in a psychometric curve plot.
---	--

class Psychometric(subjects_protocols)

Bases: `PySide2.QtWidgets.QDialog`

A Dialog to select subjects, steps, and variables to use in a psychometric curve plot.

See `Terminal.plot_psychometric()`

Parameters `subjects_protocols` (*dict*) – The Terminals `Terminal.subjects_protocols` dict

Variables `plot_params` (*list*) – A list of tuples, each consisting of (subject_id, step, variable) to be given to `viz.plot_psychometric()`

Methods:

<code>init_ui()</code>	
<code>populate_steps(subject)</code>	When a protocol is selected, populate the selection box with the steps that can be chosen.
<code>populate_variables()</code>	Fill selection boxes with step and variable names
<code>check_all()</code>	Toggle all checkboxes on or off

Attributes:

<code>plot_params</code>	Generate parameters for plot to be passed to <code>viz.plot_psychometric()</code>
<code>staticMetaObject</code>	

init_ui()

populate_steps(*subject*)

When a protocol is selected, populate the selection box with the steps that can be chosen.

Parameters **subject** (*str*) – ID of subject whose steps are being populated

populate_variables()

Fill selection boxes with step and variable names

check_all()

Toggle all checkboxes on or off

property plot_params

Generate parameters for plot to be passed to `viz.plot_psychometric()`

Returns (subject_name, step_name, x_var_name, n_trials_back)

Return type `tuple`

`staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa121acf540>`

15.1.3 plugins

Classes:

<code>Plugins()</code>	Dialog window that allows plugins to be viewed and installed.
------------------------	---

class Plugins

Bases: `PySide2.QtWidgets.QDialog`

Dialog window that allows plugins to be viewed and installed.

Works by querying the [wiki](#) , find anything in the category Autopilot Plugins , clone the related repo, and reload plugins.

At the moment this widget is a proof of concept and will be made functional asap :)

Methods:

<code>init_ui()</code>
<code>list_plugins()</code>
<code>download_plugin()</code>
<code>select_plugin_type()</code>
<code>select_plugin()</code>

Attributes:

<code>staticMetaObject</code>

```
init_ui()
list_plugins()
download_plugin()
select_plugin_type()
select_plugin()
staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa121b0f800>
```

15.1.4 swarm

Classes:

<i>Stream_Video</i> (pilots, *args, **kwargs)	Dialogue to stream, display, and save video.
---	--

class *Stream_Video*(pilots: *dict*, *args, **kwargs)

Bases: PySide2.QtWidgets.QDialog

Dialogue to stream, display, and save video.

Parameters *pilots* (*dict*) – The Terminal.pilot_db with the prefs of each pilot (given by *Pilot.handshake()*)

Methods:

<i>init_ui()</i>
<i>populate_cameras()</i>
<i>camera_selected()</i>
<i>toggle_start()</i>
<i>write_video()</i>
<i>l_frame</i> (value)
<i>closeEvent</i> (self, arg__1)

Attributes:

<i>current_pilot</i>
<i>current_camera</i>
<i>staticMetaObject</i>

writer

```
comboboxes
buttons
cam_info
init_ui()
property current_pilot: str
property current_camera: str
populate_cameras()
camera_selected()
toggle_start()
write_video()
l_frame(value)
closeEvent(self, arg__1: PySide2.QtGui.QCloseEvent) → None
staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa121ac7cc0>
```

15.1.5 tests

Classes:

<code>Bandwidth_Test</code> (pilots)	Test the limits of the rate of messaging from the connected Pilots.
--------------------------------------	---

class `Bandwidth_Test`(*pilots*)

Bases: `PySide2.QtWidgets.QDialog`

Test the limits of the rate of messaging from the connected Pilots.

Asks pilots to send messages at varying rates and with varying payload sizes, and with messages with/without receipts.

Measures drop rates and message latency

Variables

- **rate_list** (*list*) – List of rates (Hz) to test
- **payload_list** (*list*) – List of payload sizes (KB) to test
- **messages** (*list*) – list of messages received during test

Methods:

<code>init_ui()</code>	Look we're just making the stuff in the window over here alright? relax.
<code>start()</code>	Start the test!!!
<code>send_test(rate, payload, n_msg, confirm, ...)</code>	Send a message describing the test to each of the pilots in <code>Bandwidth_Test.test_pilots</code>
<code>process_test(rate, n_msg, confirm, blosc, ...)</code>	Process the results of the test and update the plot window.
<code>save()</code>	Select save file location for test results (csv) and then save them there
<code>register_msg(value)</code>	Receive message from pilot, stash timestamp, number and pilot
<code>update_pbar(val)</code>	
<code>validate_list()</code>	Checks that the entries in <code>Bandwidth_Test.rates</code> and <code>Bandwidth_Test.payloads</code> are well formed.

Attributes:

`staticMetaObject`

init_ui()

Look we're just making the stuff in the window over here alright? relax.

start()

Start the test!!!

send_test(rate: *int*, payload: *int*, n_msg: *int*, confirm: *bool*, blosc: *bool*, random: *bool*, preserialized: *bool*)

Send a message describing the test to each of the pilots in `Bandwidth_Test.test_pilots`

Parameters

- **rate** (*int*) – Rate of message sending in Hz
- **payload** (*int*) – Size of message payload in bytes
- **n_msg** (*int*) – Number of messages to send
- **confirm** (*bool*) – If True, use message confirmation, if False no confirmation.
- **blosc** (*bool*) – Use blosc compression?
- **random** (*bool*) – Use random arrays?
- **preserialized** (*bool*) – Serialize the message once, rather than serializing every time?

Returns:

process_test(rate, n_msg, confirm, blosc, random, preserialized)

Process the results of the test and update the plot window.

Reads message results from `messages`, appends computed results to `results`, and starts the next test if any remain.

Parameters

- **rate** (*int*) – Rate of current test in Hz
- **n_msg** (*int*) – Number of expected messages in this test

- **confirm** (*bool*) – Whether message confirmations were enabled for this test.

save()

Select save file location for test results (csv) and then save them there

register_msg(*value*)

Receive message from pilot, stash timestamp, number and pilot

Parameters **value** (*dict*) – Value should contain

- Pilot
- Timestamp
- Message number
- Payload

update_pbar(*val*)

validate_list()

Checks that the entries in `Bandwidth_Test.rates` and `Bandwidth_Test.payloads` are well formed.

ie. that they are of the form ‘integer, integer, integer’...

pops a window that warns about ill formed entry and clears line edit if badly formed

If the list validates, stored as either `Bandwidth_Test.rate_list` or `Bandwidth_Test.payload_list`

staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa121ac7c80>

15.1.6 tools

Classes:

<i>Calibrate_Water</i> (pilots)	A window to calibrate the volume of water dispensed per ms.
<i>Reassign</i> (subjects, protocols)	A dialog that lets subjects be batch reassigned to new protocols or steps.
<i>Weights</i> (subject_weights, subjects)	A table for viewing and editing the most recent subject weights.
<i>Pilot_Ports</i> (pilot[, n_clicks, click_dur])	Created by <i>Calibrate_Water</i> , Each pilot's ports and buttons to control repeated release.

class *Calibrate_Water*(*pilots*)

Bases: PySide2.QtWidgets.QDialog

A window to calibrate the volume of water dispensed per ms.

Parameters

- **pilots** (*Terminal.pilots*) – A dictionary of pilots
- **message_fn** (*Net_Node.send()*) – The method the Terminal uses to send messages via its net node.

Methods:

init_ui()

Attributes:

`staticMetaObject`

`init_ui()``staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa121a402c0>`**class** `Reassign`(*subjects*, *protocols*)Bases: `PySide2.QtWidgets.QDialog`

A dialog that lets subjects be batch reassigned to new protocols or steps.

Parameters

- **subjects** (*dict*) –

A dictionary that contains each subject's protocol and step, ie.:

`{'subject_id': ['protocol_name', step_int], ... }`

- **protocols** (*list*) – list of protocol files in the `prefs.get('PROTOCOLDIR')`. Not entirely sure why we don't just list them ourselves here.

Methods:

<code>init_ui()</code>	Initializes graphical elements.
<code>populate_steps(subject)</code>	When a protocol is selected, populate the selection box with the steps that can be chosen.
<code>set_protocol()</code>	When the protocol is changed, stash that and call <code>Reassign.populate_steps()</code> .
<code>set_step()</code>	When the step is changed, stash that.

Attributes:

`staticMetaObject`

`init_ui()`

Initializes graphical elements.

Makes a row for each subject where its protocol and step can be changed.

`populate_steps(subject)`

When a protocol is selected, populate the selection box with the steps that can be chosen.

Parameters `subject` (*str*) – ID of subject whose steps are being populated`set_protocol()`When the protocol is changed, stash that and call `Reassign.populate_steps()` . Returns:`set_step()`

When the step is changed, stash that.

`staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa121b2f080>`

class `Weights(subject_weights, subjects)`

Bases: `PySide2.QtWidgets.QTableWidget`

A table for viewing and editing the most recent subject weights.

Parameters

- **subject_weights** (*list*) – a list of weights of the format returned by `Subject.get_weight(baseline=True)()`.
- **subjects** (*dict*) – the Terminal's `Terminal.subjects` dictionary of [Subject](#) objects.

Methods:

<code>init_ui()</code>	Initialized graphical elements.
<code>set_weight(row, column)</code>	Updates the most recent weights in <code>gui.Weights.subjects</code> objects.

Attributes:

<code>staticMetaObject</code>

init_ui()

Initialized graphical elements. Literally just filling a table.

set_weight(row, column)

Updates the most recent weights in `gui.Weights.subjects` objects.

Note: Only the daily weight measurements can be changed this way - not subject name, baseline weight, etc.

Parameters

- **row** (*int*) – row of table
- **column** (*int*) – column of table

`staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa121b2f240>`

class `Pilot_Ports(pilot, n_clicks=1000, click_dur=30)`

Bases: `PySide2.QtWidgets.QWidget`

Created by [Calibrate_Water](#), Each pilot's ports and buttons to control repeated release.

Parameters

- **pilot** (*str*) – name of pilot to calibrate
- **n_clicks** (*int*) – number of times to open the port during calibration
- **click_dur** (*int*) – how long to open the port (in ms)

Methods:

<code>init_ui()</code>	Init the layout for one pilot's ports:
<code>update_volumes()</code>	Store the result of a volume calibration test in <code>volumes</code>
<code>start_calibration()</code>	Send the calibration test parameters to the <i>Pilot</i>
<code>l_progress(value)</code>	Value should contain

Attributes:

`staticMetaObject`

init_ui()

Init the layout for one pilot's ports:

- pilot name
- port buttons
- 3 times and vol dispersed

Returns**update_volumes()**Store the result of a volume calibration test in `volumes`**start_calibration()**Send the calibration test parameters to the *Pilot*Sends a message with a 'CALIBRATE_PORT' key, which is handled by *Pilot.l_cal_port()***l_progress(value)**

Value should contain

- Pilot
- Port
- Current Click (click_num)

Parameters value –**Returns**`staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa121b2f2c0>`

15.2 Plots

15.2.1 plot

Primary plot widgets that contain items from *geom***Functions:**

<code>gui_event(fn)</code>	Wrapper/decorator around an event that posts GUI events back to the main thread that our window is running in.
----------------------------	--

Classes:

<code>Plot_Widget()</code>	Main plot widget that holds plots for all pilots
<code>Plot(pilot[, x_width, parent])</code>	Widget that hosts a <code>pyqtgraph.PlotWidget</code> and manages graphical objects for one pilot depending on the task.

gui_event(fn)

Wrapper/decorator around an event that posts GUI events back to the main thread that our window is running in.

Parameters `fn` (*callable*) – a function that does something to the GUI

class Plot_Widget

Bases: `PySide2.QtWidgets.QWidget`

Main plot widget that holds plots for all pilots

Essentially just a container to give plots a layout and handle any logic that should apply to all plots.

Variables

- **logger** (`logging.Logger`) – The ‘main’ logger
- **plots** (*dict*) – mapping from pilot name to `Plot`

Methods:

<code>init_plots(pilot_list)</code>	For each pilot, instantiate a <code>Plot</code> and add to layout.
-------------------------------------	--

Attributes:

<code>staticMetaObject</code>

init_plots(pilot_list)

For each pilot, instantiate a `Plot` and add to layout.

Parameters `pilot_list` (*list*) – the keys from `Terminal.pilots`

`staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa11f979300>`

class Plot(pilot, x_width=50, parent=None)

Bases: `PySide2.QtWidgets.QWidget`

Widget that hosts a `pyqtgraph.PlotWidget` and manages graphical objects for one pilot depending on the task.

listens

Key	Method	Description
‘START’	<code>l_start()</code>	starting a new task
‘DATA’	<code>l_data()</code>	getting a new datapoint
‘STOP’	<code>l_stop()</code>	stop the task
‘PARAM’	<code>l_param()</code>	change some parameter

Plot Parameters

The plot is built from the `PLOT={data:plot_element}` mappings described in the [Task](#) class. Additional parameters can be specified in the PLOT dictionary. Currently:

- **continuous** (bool): whether the data should be plotted against the trial number (False or NA) or against time (True)
- **chance_bar** (bool): Whether to draw a red horizontal line at chance level (default: 0.5)
- **chance_level** (float): The position in the y-axis at which the `chance_bar` should be drawn
- **roll_window** (int): The number of trials [Roll_Mean](#) take the average over.

Variables

- **pilot** (*str*) – The name of our pilot, used to set the identity of our socket, specifically:

```
'P_{pilot}'
```

- **infobox** (`QtWidgets.QFormLayout`) – Box to plot basic task information like trial number, etc.
- **info** (*dict*) – Widgets in infobox:
 - 'N Trials': `QtWidgets.QLabel`,
 - 'Runtime' : [Timer](#),
 - 'Session' : `QtWidgets.QLabel`,
 - 'Protocol': `QtWidgets.QLabel`,
 - 'Step' : `QtWidgets.QLabel`
- **plot** (`pyqtgraph.PlotWidget`) – The widget where we draw our plots
- **plot_params** (*dict*) – A dictionary of plot parameters we receive from the Task class
- **data** (*dict*) – A dictionary of the data we've received
- **plots** (*dict*) – The collection of plots we instantiate based on *plot_params*
- **node** ([Net_Node](#)) – Our local net node where we listen for data.
- **state** (*str*) – state of the pilot, used to keep plot synchronized.

Parameters

- **pilot** (*str*) – The name of our pilot
- **x_width** (*int*) – How many trials in the past should we plot?

Methods:

<code>init_plots()</code>	Make pre-task GUI objects and set basic visual parameters of <i>self.plot</i>
<code>l_start(value)</code>	Starting a task, initialize task-specific plot objects described in the <i>Task.PLOT</i> attribute.
<code>l_data(value)</code>	Receive some data, if we were told to plot it, stash the data and update the assigned plot.
<code>l_stop(value)</code>	Clean up the plot objects.
<code>l_param(value)</code>	

Warning:

Not
im-
ple-
mented

<code>l_state(value)</code>	Pilot letting us know its state has changed.
-----------------------------	--

Attributes:

<code>staticMetaObject</code>

init_plots()

Make pre-task GUI objects and set basic visual parameters of *self.plot*

l_start(value)

Starting a task, initialize task-specific plot objects described in the *Task.PLOT* attribute.

Matches the data field name (keys of *Task.PLOT*) to the plot object that represents it, eg, to make the standard nafc plot:

```
{'target'   : 'point',
 'response' : 'segment',
 'correct'  : 'rollmean'}
```

Parameters *value* (*dict*) – The same parameter dictionary sent by *Terminal.toggle_start()*, including

- `current_trial`
- `step`
- `session`
- `step_name`
- `task_type`

l_data(value)

Receive some data, if we were told to plot it, stash the data and update the assigned plot.

Parameters *value* (*dict*) – Value field of a data message sent during a task.

l_stop(*value*)

Clean up the plot objects.

Parameters *value* (*dict*) – if “graduation” is a key, don’t stop the timer.

l_param(*value*)

Warning: Not implemented

Parameters *value*

l_state(*value*)

Pilot letting us know its state has changed. Mostly for the case where we think we’re running but the pi doesn’t.

Parameters *value* (`Pilot.state`) – the state of our pilot

`staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa11f847280>`

15.2.2 geom

Geometric primitives for plots.

Classes:

<code>Point</code> ([<i>color</i> , <i>size</i>])	A simple point.
<code>Line</code> ([<i>color</i> , <i>size</i>])	A simple line
<code>Segment</code> (** <i>kwargs</i>)	A line segment that draws from 0.5 to some endpoint.
<code>Roll_Mean</code>	Shaded area underneath a rolling average.
<code>Shaded</code> (** <i>kwargs</i>)	Shaded area for a continuous plot
<code>HLine</code> ()	A Horizontal line.

Data:

<code>PLOT_LIST</code>	A dictionary connecting plot keys to objects.
------------------------	---

class `Point`(*color*=(0, 0, 0), *size*=5, ***kwargs*)

Bases: `pyqtgraph.graphicsItems.PlotDataItem.PlotDataItem`

A simple point.

Variables

- **brush** (`QtWidgets.QBrush`) –
- **pen** (`QtWidgets.QPen`) –

Parameters

- **color** (*tuple*) – RGB color of points
- **size** (*int*) – width in px.

Methods:`update(data)`

Parameters `data` (numpy.ndarray) --
an `x_width` x 2 array where

Attributes:`staticMetaObject``update(data)`

Parameters `data` (numpy.ndarray) – an `x_width` x 2 array where column 0 is trial number and column 1 is the value, where value can be “L”, “C”, “R” or a float.

`staticMetaObject` = <PySide2.QtCore.QMetaObject object at 0x7fa121c99cc0>

class `Line(color=(0, 0, 0), size=1, **kwargs)`

Bases: `pyqtgraph.graphicsItems.PlotDataItem.PlotDataItem`

A simple line

There are many different ways to create a `PlotDataItem`.

Data initialization arguments: (x,y data only)

<code>PlotDataItem(x, y)</code>	x, y: array_like coordinate values
<code>PlotDataItem(y)</code>	y values only – x will be automatically set to <code>range(len(y))</code>
<code>PlotDataItem(x=x, y=y)</code>	x and y given by keyword arguments
<code>PlotDataItem(ndarray(N,2))</code>	single numpy array with shape (N, 2), where <code>x=data[:,0]</code> and <code>y=data[:,1]</code>

Data initialization arguments: (x,y data AND may include spot style)

<code>PlotDataItem(recarray)</code>	numpy record array with <code>dtype=[('x', float), ('y', float), ...]</code>
<code>PlotDataItem(list-of-dicts)</code>	<code>[{'x': x, 'y': y, ...}, ...]</code>
<code>PlotDataItem(dict-of-lists)</code>	<code>{'x': [...], 'y': [...], ...}</code>

Line style keyword arguments:

connect	Specifies how / whether vertexes should be connected. See below for details.
pen	Pen to use for drawing the lines between points. Default is solid grey, 1px width. Use None to disable line drawing. May be a QPen or any single argument accepted by <code>mkPen()</code>
shadow-Pen	Pen for secondary line to draw behind the primary line. Disabled by default. May be a QPen or any single argument accepted by <code>mkPen()</code>
fillLevel	If specified, the area between the curve and fillLevel is filled.
fill-Outline	(bool) If True, an outline surrounding the <i>fillLevel</i> area is drawn.
fill-Brush	Fill to use in the <i>fillLevel</i> area. May be any single argument accepted by <code>mkBrush()</code>
step-Mode	(str or None) If specified and not None, a stepped curve is drawn. For 'left' the specified points each describe the left edge of a step. For 'right', they describe the right edge. For 'center', the x coordinates specify the location of the step boundaries. This mode is commonly used for histograms. Note that it requires an additional x value, such that $\text{len}(x) = \text{len}(y) + 1$.

`connect` supports the following arguments:

- 'all' connects all points.
- 'pairs' generates lines between every other point.
- 'finite' creates a break when a nonfinite points is encountered.
- If an ndarray is passed, it should contain N int32 values of 0 or 1. Values of 1 indicate that the respective point will be connected to the next.
- In the default 'auto' mode, `PlotDataItem` will normally use 'all', but if any nonfinite data points are detected, it will automatically switch to 'finite'.

See `arrayToQPath()` for more details.

Point style keyword arguments: (see `ScatterPlotItem.setData()` for more information)

symbol	Symbol to use for drawing points, or a list of symbols for each. The default is no symbol.
symbol-Pen	Outline pen for drawing points, or a list of pens, one per point. May be any single argument accepted by <code>mkPen()</code> .
symbol-Brush	Brush for filling points, or a list of brushes, one per point. May be any single argument accepted by <code>mkBrush()</code> .
symbol-Size	Diameter of symbols, or list of diameters.
pxMode	(bool) If True, then <code>symbolSize</code> is specified in pixels. If False, then <code>symbolSize</code> is specified in data coordinates.

Any symbol recognized by `ScatterPlotItem` can be specified, including 'o' (circle), 's' (square), 't', 't1', 't2', 't3' (triangles of different orientation), 'd' (diamond), '+' (plus sign), 'x' (x mark), 'p' (pentagon), 'h' (hexagon) and 'star'.

Symbols can also be directly given in the form of a `QtGui.QPainterPath` instance.

Optimization keyword arguments:

an-alias	(bool) By default, antialiasing is disabled to improve performance. Note that in some cases (in particular, when <code>pxMode=True</code>), points will be rendered antialiased even if this is set to <i>False</i> .
down-sample	(int) Reduce the number of samples displayed by the given factor.
down-sampleMethod	'subsample': Downsample by taking the first of N samples. This method is fastest and least accurate. 'mean': Downsample by taking the mean of N samples. 'peak': Downsample by drawing a saw wave that follows the min and max of the original data. This method produces the best visual representation of the data but is slower.
autoDownsample	(bool) If <i>True</i> , resample the data before plotting to avoid plotting multiple line segments per pixel. This can improve performance when viewing very high-density data, but increases the initial overhead and memory usage.
clipToView	(bool) If <i>True</i> , only data visible within the X range of the containing <code>ViewBox</code> is plotted. This can improve performance when plotting very large data sets where only a fraction of the data is visible at any time.
dynamicRangeLimit	(float or <i>None</i>) Limit off-screen y positions of data points. <i>None</i> disables the limiting. This can increase performance but may cause plots to disappear at high levels of magnification. The default of 1e6 limits data to approximately 1,000,000 times the <code>ViewBox</code> height.
dynamicRangeHyst	(float) Permits changes in vertical zoom up to the given hysteresis factor (the default is 3.0) before the limit calculation is repeated.
skipFiniteCheck	(bool, default <i>False</i>) Optimization flag that can speed up plotting by not checking and compensating for NaN values. If set to <i>True</i> , and NaN values exist, unpredictable behavior will occur. The data may not be displayed or the plot may take a significant performance hit. In the default 'auto' connect mode, <code>PlotDataItem</code> will apply this setting automatically.

Meta-info keyword arguments:

name	(string) Name of item for use in the plot legend
------	--

Notes on performance:

Plotting lines with the default single-pixel width is the fastest available option. For such lines, translucent colors ($\alpha < 1$) do not result in a significant slowdown.

Wider lines increase the complexity due to the overlap of individual line segments. Translucent colors require merging the entire plot into a single entity before the alpha value can be applied. For plots with more than a few hundred points, this can result in excessive slowdown.

Since version 0.12.4, this slowdown is automatically avoided by an algorithm that draws line segments separately for fully opaque lines. Setting $\alpha < 1$ reverts to the previous, slower drawing method.

For lines with a width of more than 4 pixels, `pyqtgraph.mkPen()` will automatically create a `QPen` with `Qt.PenCapStyle.RoundCap` to ensure a smooth connection of line segments. This incurs a small performance penalty.

Methods:

`update()` -> None)

Attributes:

`staticMetaObject`

`update(self, rect: PySide2.QtCore.QRectF = Default(QRectF)) → None``update(self, x: float, y: float, width: float, height: float) → None``staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa121ba15c0>``class Segment(**kwargs)`Bases: `pyqtgraph.graphicsItems.PlotDataItem.PlotDataItem`

A line segment that draws from 0.5 to some endpoint.

There are many different ways to create a `PlotDataItem`.**Data initialization arguments:** (x,y data only)

<code>PlotDataItem(x, y)</code>	x, y: array_like coordinate values
<code>PlotDataItem(y)</code>	y values only – x will be automatically set to <code>range(len(y))</code>
<code>PlotDataItem(x=x, y=y)</code>	x and y given by keyword arguments
<code>Plot-DataItem(ndarray(N,2))</code>	single numpy array with shape (N, 2), where <code>x=data[:,0]</code> and <code>y=data[:,1]</code>

Data initialization arguments: (x,y data AND may include spot style)

<code>PlotDataItem(recarray)</code>	numpy record array with <code>dtype=[('x', float), ('y', float), ...]</code>
<code>PlotDataItem(list-of-dicts)</code>	<code>[{'x': x, 'y': y, ...}, ...]</code>
<code>PlotDataItem(dict-of-lists)</code>	<code>{'x': [...], 'y': [...], ...}</code>

Line style keyword arguments:

connect	Specifies how / whether vertexes should be connected. See below for details.
pen	Pen to use for drawing the lines between points. Default is solid grey, 1px width. Use None to disable line drawing. May be a QPen or any single argument accepted by <code>mkPen()</code>
shadow-Pen	Pen for secondary line to draw behind the primary line. Disabled by default. May be a QPen or any single argument accepted by <code>mkPen()</code>
fillLevel	If specified, the area between the curve and fillLevel is filled.
fill-Outline	(bool) If True, an outline surrounding the <i>fillLevel</i> area is drawn.
fill-Brush	Fill to use in the <i>fillLevel</i> area. May be any single argument accepted by <code>mkBrush()</code>
step-Mode	(str or None) If specified and not None, a stepped curve is drawn. For 'left' the specified points each describe the left edge of a step. For 'right', they describe the right edge. For 'center', the x coordinates specify the location of the step boundaries. This mode is commonly used for histograms. Note that it requires an additional x value, such that $\text{len}(x) = \text{len}(y) + 1$.

`connect` supports the following arguments:

- 'all' connects all points.
- 'pairs' generates lines between every other point.
- 'finite' creates a break when a nonfinite points is encountered.
- If an ndarray is passed, it should contain N int32 values of 0 or 1. Values of 1 indicate that the respective point will be connected to the next.
- In the default 'auto' mode, `PlotDataItem` will normally use 'all', but if any nonfinite data points are detected, it will automatically switch to 'finite'.

See `arrayToQPath()` for more details.

Point style keyword arguments: (see `ScatterPlotItem.setData()` for more information)

symbol	Symbol to use for drawing points, or a list of symbols for each. The default is no symbol.
symbol-Pen	Outline pen for drawing points, or a list of pens, one per point. May be any single argument accepted by <code>mkPen()</code> .
symbol-Brush	Brush for filling points, or a list of brushes, one per point. May be any single argument accepted by <code>mkBrush()</code> .
symbol-Size	Diameter of symbols, or list of diameters.
pxMode	(bool) If True, then <code>symbolSize</code> is specified in pixels. If False, then <code>symbolSize</code> is specified in data coordinates.

Any symbol recognized by `ScatterPlotItem` can be specified, including 'o' (circle), 's' (square), 't', 't1', 't2', 't3' (triangles of different orientation), 'd' (diamond), '+' (plus sign), 'x' (x mark), 'p' (pentagon), 'h' (hexagon) and 'star'.

Symbols can also be directly given in the form of a `QtGui.QPainterPath` instance.

Optimization keyword arguments:

an-alias	(bool) By default, antialiasing is disabled to improve performance. Note that in some cases (in particular, when <code>pxMode=True</code>), points will be rendered antialiased even if this is set to <i>False</i> .
down-sample	(int) Reduce the number of samples displayed by the given factor.
down-sampleMethod	'subsample': Downsample by taking the first of N samples. This method is fastest and least accurate. 'mean': Downsample by taking the mean of N samples. 'peak': Downsample by drawing a saw wave that follows the min and max of the original data. This method produces the best visual representation of the data but is slower.
autoDown-sample	(bool) If <i>True</i> , resample the data before plotting to avoid plotting multiple line segments per pixel. This can improve performance when viewing very high-density data, but increases the initial overhead and memory usage.
clip-ToView	(bool) If <i>True</i> , only data visible within the X range of the containing <code>ViewBox</code> is plotted. This can improve performance when plotting very large data sets where only a fraction of the data is visible at any time.
dynamic-Range-Limit	(float or <i>None</i>) Limit off-screen y positions of data points. <i>None</i> disables the limiting. This can increase performance but may cause plots to disappear at high levels of magnification. The default of 1e6 limits data to approximately 1,000,000 times the <code>ViewBox</code> height.
dynamic-Range-Hyst	(float) Permits changes in vertical zoom up to the given hysteresis factor (the default is 3.0) before the limit calculation is repeated.
skipFiniteCheck	(bool, default <i>False</i>) Optimization flag that can speed up plotting by not checking and compensating for NaN values. If set to <i>True</i> , and NaN values exist, unpredictable behavior will occur. The data may not be displayed or the plot may take a significant performance hit. In the default 'auto' connect mode, <code>PlotDataItem</code> will apply this setting automatically.

Meta-info keyword arguments:

name	(string) Name of item for use in the plot legend
------	--

Notes on performance:

Plotting lines with the default single-pixel width is the fastest available option. For such lines, translucent colors ($\alpha < 1$) do not result in a significant slowdown.

Wider lines increase the complexity due to the overlap of individual line segments. Translucent colors require merging the entire plot into a single entity before the alpha value can be applied. For plots with more than a few hundred points, this can result in excessive slowdown.

Since version 0.12.4, this slowdown is automatically avoided by an algorithm that draws line segments separately for fully opaque lines. Setting $\alpha < 1$ reverts to the previous, slower drawing method.

For lines with a width of more than 4 pixels, `pyqtgraph.mkPen()` will automatically create a `QPen` with `Qt.PenCapStyle.RoundCap` to ensure a smooth connection of line segments. This incurs a small performance penalty.

Methods:

<code>update(data)</code>	data is doubled and then every other value is set to 0.5, then <code>setData()</code> is used with <code>connect='pairs'</code> to make line segments.
---------------------------	--

Attributes:

`staticMetaObject`

update(data)

data is doubled and then every other value is set to 0.5, then `setData()` is used with `connect='pairs'` to make line segments.

Parameters `data` (`numpy.ndarray`) – an `x_width` x 2 array where column 0 is trial number and column 1 is the value, where value can be “L”, “C”, “R” or a float.

`staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa121bf72c0>`

class Roll_Mean

Bases: `pyqtgraph.graphicsItems.PlotDataItem.PlotDataItem`

Shaded area underneath a rolling average.

Typically used as a rolling mean of corrects, so area above and below 0.5 is drawn.

Parameters `winsize` (`int`) – number of trials in the past to take a rolling mean of

Methods:

<code>update(data)</code>	Parameters <code>data</code> (<code>numpy.ndarray</code>) -- an <code>x_width</code> x 2 array where
---------------------------	--

Attributes:

`staticMetaObject`

update(data)

Parameters `data` (`numpy.ndarray`) – an `x_width` x 2 array where column 0 is trial number and column 1 is the value.

`staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa121ba1640>`

class Shaded(kwargs)**

Bases: `pyqtgraph.graphicsItems.PlotDataItem.PlotDataItem`

Shaded area for a continuous plot

There are many different ways to create a `PlotDataItem`.

Data initialization arguments: (x,y data only)

PlotDataItem(x, y)	x, y: array_like coordinate values
PlotDataItem(y)	y values only – x will be automatically set to <code>range(len(y))</code>
PlotDataItem(x=x, y=y)	x and y given by keyword arguments
Plot-DataItem(ndarray(N,2))	single numpy array with shape (N, 2), where <code>x=data[:,0]</code> and <code>y=data[:,1]</code>

Data initialization arguments: (x,y data AND may include spot style)

PlotDataItem(recarray)	numpy record array with <code>dtype=[('x', float), ('y', float), ...]</code>
PlotDataItem(list-of-dicts)	<code>[{'x': x, 'y': y, ...}, ...]</code>
PlotDataItem(dict-of-lists)	<code>{'x': [...], 'y': [...], ...}</code>

Line style keyword arguments:

connect	Specifies how / whether vertexes should be connected. See below for details.
pen	Pen to use for drawing the lines between points. Default is solid grey, 1px width. Use None to disable line drawing. May be a QPen or any single argument accepted by mkPen()
shadow-Pen	Pen for secondary line to draw behind the primary line. Disabled by default. May be a QPen or any single argument accepted by mkPen()
fillLevel	If specified, the area between the curve and fillLevel is filled.
fill-Out-line	(bool) If True, an outline surrounding the <i>fillLevel</i> area is drawn.
fill-Brush	Fill to use in the <i>fillLevel</i> area. May be any single argument accepted by mkBrush()
step-Mode	(str or None) If specified and not None, a stepped curve is drawn. For 'left' the specified points each describe the left edge of a step. For 'right', they describe the right edge. For 'center', the x coordinates specify the location of the step boundaries. This mode is commonly used for histograms. Note that it requires an additional x value, such that <code>len(x) = len(y) + 1</code> .

`connect` supports the following arguments:

- 'all' connects all points.
- 'pairs' generates lines between every other point.
- 'finite' creates a break when a nonfinite points is encountered.
- If an ndarray is passed, it should contain *N* int32 values of 0 or 1. Values of 1 indicate that the respective point will be connected to the next.
- In the default 'auto' mode, PlotDataItem will normally use 'all', but if any nonfinite data points are detected, it will automatically switch to 'finite'.

See [arrayToQPath\(\)](#) for more details.

Point style keyword arguments: (see `ScatterPlotItem.setData()` for more information)

symbol	Symbol to use for drawing points, or a list of symbols for each. The default is no symbol.
symbol-Pen	Outline pen for drawing points, or a list of pens, one per point. May be any single argument accepted by <code>mkPen()</code> .
symbol-Brush	Brush for filling points, or a list of brushes, one per point. May be any single argument accepted by <code>mkBrush()</code> .
symbol-Size	Diameter of symbols, or list of diameters.
pxMode	(bool) If <code>True</code> , then <code>symbolSize</code> is specified in pixels. If <code>False</code> , then <code>symbolSize</code> is specified in data coordinates.

Any symbol recognized by `ScatterPlotItem` can be specified, including ‘o’ (circle), ‘s’ (square), ‘t’, ‘t1’, ‘t2’, ‘t3’ (triangles of different orientation), ‘d’ (diamond), ‘+’ (plus sign), ‘x’ (x mark), ‘p’ (pentagon), ‘h’ (hexagon) and ‘star’.

Symbols can also be directly given in the form of a `QtGui.QPainterPath` instance.

Optimization keyword arguments:

an-tialias	(bool) By default, antialiasing is disabled to improve performance. Note that in some cases (in particular, when <code>pxMode=True</code>), points will be rendered antialiased even if this is set to <code>False</code> .
down-sam-ple	(int) Reduce the number of samples displayed by the given factor.
down-sam-pleMethod	‘subsample’: Downsample by taking the first of <code>N</code> samples. This method is fastest and least accurate. ‘mean’: Downsample by taking the mean of <code>N</code> samples. ‘peak’: Downsample by drawing a saw wave that follows the min and max of the original data. This method produces the best visual representation of the data but is slower.
autoDown-sample	(bool) If <code>True</code> , resample the data before plotting to avoid plotting multiple line segments per pixel. This can improve performance when viewing very high-density data, but increases the initial overhead and memory usage.
clip-ToView	(bool) If <code>True</code> , only data visible within the <code>X</code> range of the containing <code>ViewBox</code> is plotted. This can improve performance when plotting very large data sets where only a fraction of the data is visible at any time.
dy-nam-i-cRange-Limit	(float or <code>None</code>) Limit off-screen <code>y</code> positions of data points. <code>None</code> disables the limiting. This can increase performance but may cause plots to disappear at high levels of magnification. The default of <code>1e6</code> limits data to approximately 1,000,000 times the <code>ViewBox</code> height.
dy-nam-i-cRange-Hyst	(float) Permits changes in vertical zoom up to the given hysteresis factor (the default is <code>3.0</code>) before the limit calculation is repeated.
skipFiniteCheck	(bool, default <code>False</code>) Optimization flag that can speed up plotting by not checking and compensating for <code>NaN</code> values. If set to <code>True</code> , and <code>NaN</code> values exist, unpredictable behavior will occur. The data may not be displayed or the plot may take a significant performance hit. In the default ‘auto’ connect mode, <code>PlotDataItem</code> will apply this setting automatically.

Meta-info keyword arguments:

name	(string) Name of item for use in the plot legend
------	--

Notes on performance:

Plotting lines with the default single-pixel width is the fastest available option. For such lines, translucent colors (*alpha* < 1) do not result in a significant slowdown.

Wider lines increase the complexity due to the overlap of individual line segments. Translucent colors require merging the entire plot into a single entity before the alpha value can be applied. For plots with more than a few hundred points, this can result in excessive slowdown.

Since version 0.12.4, this slowdown is automatically avoided by an algorithm that draws line segments separately for fully opaque lines. Setting *alpha* < 1 reverts to the previous, slower drawing method.

For lines with a width of more than 4 pixels, `pyqtgraph.mkPen()` will automatically create a `QPen` with `Qt.PenCapStyle.RoundCap` to ensure a smooth connection of line segments. This incurs a small performance penalty.

Methods:

`update(data)`

Parameters `data` (`numpy.ndarray`) --
an `x_width` x 2 array where

Attributes:

`staticMetaObject`

`update(data)`

Parameters `data` (`numpy.ndarray`) – an `x_width` x 2 array where column 0 is time and column 1 is the value.

`staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa121ba17c0>`

class HLine

Bases: `PySide2.QtWidgets.QFrame`

A Horizontal line.

Attributes:

`staticMetaObject`

`staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa121ba0040>`

```
PLOT_LIST = { 'line': <class 'autopilot.gui.plots.geom.Line'>, 'point': <class
'autopilot.gui.plots.geom.Point'>, 'rollmean': <class
'autopilot.gui.plots.geom.Roll_Mean'>, 'segment': <class
'autopilot.gui.plots.geom.Segment'>, 'shaded': <class
'autopilot.gui.plots.geom.Shaded'>}
```

A dictionary connecting plot keys to objects.

Todo: Just reference the plot objects.

15.2.3 info

Widgets for displaying non-plot information from within the terminal

Classes:

<i>Timer()</i>	A simple timer that counts.
----------------	-----------------------------

class Timer

Bases: PySide2.QtWidgets.QLabel

A simple timer that counts... time...

Uses a QtCore.QTimer connected to *Timer.update_time()*.

Methods:

start_timer([update_interval])

Parameters *update_interval* (*float*) --
How often (in ms) the timer should
be updated.

stop_timer()

you can read the sign ya punk

update_time()

Called every (update_interval) milliseconds to set the
text of the timer.

Attributes:

staticMetaObject

start_timer(update_interval=1000)

Parameters *update_interval* (*float*) – How often (in ms) the timer should be updated.

stop_timer()

you can read the sign ya punk

update_time()

Called every (update_interval) milliseconds to set the text of the timer.

staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa121bf2dc0>

15.2.4 video

Classes for displaying streamed video

Classes:

<code>Video(videos[, fps])</code>	Display Video data as it is collected.
<code>ImageItem_TimedUpdate(*args, **kwargs)</code>	Reclass of <code>pyqtgraph.ImageItem</code> to update with a fixed fps.

class `Video(videos, fps=None)`

Bases: `PySide2.QtWidgets.QWidget`

Display Video data as it is collected.

Uses the `ImageItem_TimedUpdate` class to do timed frame updates.

Parameters

- **videos** (*list, tuple*) – Names of video streams that will be displayed
- **fps** (*int*) – if None, draw according to `prefs.get('DRAWFPS')`. Otherwise frequency of widget update

Variables

- **videos** (*list, tuple*) – Names of video streams that will be displayed
- **fps** (*int*) – if None, draw according to `prefs.get('DRAWFPS')`. Otherwise frequency of widget update
- **ifps** (*int*) – 1/fps, duration of frame in s
- **qs** (*dict*) – Dictionary of :class:`~queue.Queue`'s in which frames will be dumped
- **quitting** (`threading.Event`) – Signal to quit drawing
- **update_thread** (`threading.Thread`) – Thread with target=:meth:`~Video._update_frame`
- **layout** (`PySide2.QtWidgets.QGridLayout`) – Widget layout
- **vid_widgets** (*dict*) – dict containing widgets for each of the individual video streams.

Methods:

<code>init_gui()</code>	
<code>update_frame(video, data)</code>	Put a frame for a video stream into its queue.
<code>release()</code>	

Attributes:

<code>staticMetaObject</code>	
-------------------------------	--

`init_gui()`

update_frame(*video*, *data*)

Put a frame for a video stream into its queue.

If there is a waiting frame, pull it from the queue first – it’s old now.

Parameters

- **video** (*str*) – name of video stream
- **data** (`numpy.ndarray`) – video frame

release()

staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa121bb9e40>

class ImageItem_TimedUpdate(*args, **kwargs)

Bases: `pyqtgraph.graphicsItems.ImageItem.ImageItem`

Reclass of `pyqtgraph.ImageItem` to update with a fixed fps.

Rather than calling `update()` every time a frame is updated, call it according to the timer.

fps is set according to `prefs.get('DRAWFPS')`, if not available, draw at 10fps

Variables **timer** (`QTimer`) – Timer held in `globals()` that synchronizes frame updates across image items

See `setOpts()` for further keyword arguments and `setImage()` for information on supported formats.

image: `array` Image data

Methods:

<code>setImage([image, autoLevels])</code>	Updates the image displayed by this <code>ImageItem</code> .
<code>update_img()</code>	Call <code>update()</code>

Attributes:

<code>staticMetaObject</code>

setImage(*image=None*, *autoLevels=None*, **kwargs)

Updates the image displayed by this `ImageItem`. For more information on how the image is processed before displaying, see `makeARGB()`.

For backward compatibility, image data is assumed to be in column-major order (column, row) by default. However, most data is stored in row-major order (row, column). It can either be transposed before assignment:

```
imageitem.setImage(imagedata.T)
```

or the interpretation of the data can be changed locally through the `axisOrder` keyword or by changing the `imageAxisOrder` [global configuration option](#).

All keywords supported by `setOpts()` are also allowed here.

image: `array` Image data given as NumPy array with an integer or floating point dtype of any bit depth. A 2-dimensional array describes single-valued (monochromatic) data. A 3-dimensional array is used to give individual color components. The third dimension must be of length 3 (RGB) or 4 (RGBA).

rect: `QRectF`, `QRect` or list_like of floats `[x, y, w, h]`, optional If given, sets translation and scaling to display the image within the specified rectangle. See `setRect()`.

autoLevels: `bool`, optional If `True`, `ImageItem` will automatically select levels based on the maximum and minimum values encountered in the data. For performance reasons, this search subsamples the images and may miss individual bright or or dark points in the data set.

If `False`, the search will be omitted.

The default is `False` if a `levels` keyword argument is given, and `True` otherwise.

levelSamples: `int`, default `65536` When determining minimum and maximum values, `ImageItem` only inspects a subset of pixels no larger than this number. Setting this larger than the total number of pixels considers all values.

`staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa121ba1800>`

`update_img()`
Call `update()`

15.3 widgets

15.3.1 input

Widgets for representing input widgets for different types.

The metaclass `{class}`.Input`` represents the basic structure, which each of the inheriting classes override. Subclasses can be retrieved and instantiated with the overloaded `from_type()` method:

```
# retrieve the class
int_input_class = Input.from_type(int)
# instantiate the class -- some subtypes (see :class:`LiteralInput` ) need arguments on
↳ instantiation.
int_input = int_input_class()
```

and can then be used to make and manipulate Qt Widgets:

```
# make the literal ``QWidget`` to be used
widget = int_input.make()
# get/set the value of the created widget
value = int_input.value()
int_input.setValue(value)
```

This allows the `ModelWidget` class to provide a uniform interface to fill end edit models.

Classes:

<code>Input([args, kwargs, range])</code>	Metaclass to parametrically spawn a Qt Input widget for a given type.
<code>BoolInput([args, kwargs, range])</code>	
<code>IntInput([args, kwargs, range])</code>	
<code>FloatInput([args, kwargs, range])</code>	
<code>StrInput([args, kwargs, range])</code>	
<code>DatetimeInput([args, kwargs, range])</code>	
<code>ListInput([args, kwargs, range])</code>	
<code>DictInput([args, kwargs, range])</code>	
<code>LiteralInput(choices[, default])</code>	

class `Input`(args: *Optional*[*list*] = None, kwargs: *Optional*[*dict*] = None, range: *Optional*[*Tuple*[*Union*[*int*, *float*], *Union*[*int*, *float*]]] = None)

Bases: `abc.ABC`

Metaclass to parametrically spawn a Qt Input widget for a given type.

Primarily for the purpose of making a unified widget creation and value retrieval syntax within the `ModelWidget` class

widget: `ClassVar`[`Type`[`PySide2.QtWidgets.QWidget`]] = None

The widget that is made with the `make()` method

validator: `ClassVar`[*Optional*[`Type`[`PySide2.QtGui.QValidator`]]] = None

The validator applied to the input widget

method_calls: `ClassVar`[*Optional*[`List`[`Tuple`[*str*, *List*]]]] = None

Names of methods to call after instantiation, passed as a tuple of (method_name, [method_args])

python_type: `ClassVar`[`Type`]

The python type that this input provides interface for

permissiveness: `ClassVar`[*int*] = 0

When a type is annotated with a Union, the more permissive (higher number) one will be chosen. Arbitrary units.

args: *Optional*[*list*] = `FieldInfo`(default=`PydanticUndefined`, default_factory=<class 'list'>, extra={})

Args to pass to the widget on creation

kwargs: *Optional*[*dict*] = `FieldInfo`(default=`PydanticUndefined`, default_factory=<class 'dict'>, extra={})

Kwargs to pass to the widget on creation

range: *Optional*[`Tuple`[*Union*[*int*, *float*], *Union*[*int*, *float*]]] = None

Limit numerical types to a specific range

classmethod `from_type`(type_: *Type*[*bool*]) → *Type*[`BoolInput`]

```
classmethod from_type(type_: Type[int]) → Type[IntInput]
classmethod from_type(type_: Type[float]) → Type[FloatInput]
classmethod from_type(type_: Type[str]) → Type[StrInput]
classmethod from_type(type_: Type[datetime.datetime]) → Type[DatetimeInput]
classmethod from_type(type_: Type[list]) → Type[ListInput]
```

Get a subclass of Input that represents a given type.

Parameters `type_ (typing.Type)` – The type (eg. float, int) to be represented

Returns An appropriate Input subclass

Raises `ValueError` –

```
abstract setValue(value: Any)
```

Set a value in the created widget

After the `Input.make()` method is called, returning a widget, the Input instance will store a reference to it. This method then allows its value to be set, doing appropriate type conversions and invoking the correct methods.

```
abstract value() → Any
```

Retrieve the value from the widget!

After the `Input.make()` method is called, returning a widget, the Input instance will store a reference to it. This method then returns the value, doing appropriate type conversion.

```
make(widget_kwargs: Optional[dict] = None, validator_kwargs: Optional[dict] = None) →
PySide2.QtWidgets.QWidget
```

Make the appropriate widget for this input.

Stores the made widget in the private `_widget` attr, which is then used in subsequent `Input.value()` and `Input.setValue()` calls.

Parameters

- **widget_kwargs** (*dict*) – Optional: kwargs given to the widget on instantiation
- **validator_kwargs** (*dict*) – Optional: kwargs given to the validator on instantiation

Returns Subclass of QWidget according to Input type

Return type `PySide2.QtWidgets.QWidget`

```
class BoolInput(args: Optional[list] = None, kwargs: Optional[dict] = None, range: Optional[Tuple[Union[int,
float], Union[int, float]]] = None)
```

Bases: `autopilot.gui.widgets.input.Input`

widget

alias of `PySide2.QtWidgets.QCheckBox`

python_type

alias of `bool`

```
setValue(value: bool)
```

Set a value in the created widget

After the `Input.make()` method is called, returning a widget, the Input instance will store a reference to it. This method then allows its value to be set, doing appropriate type conversions and invoking the correct methods.

value() → bool

Retrieve the value from the widget!

After the `Input.make()` method is called, returning a widget, the Input instance will store a reference to it. This method then returns the value, doing appropriate type conversion.

```
class IntInput(args: Optional[list] = None, kwargs: Optional[dict] = None, range: Optional[Tuple[Union[int, float], Union[int, float]]] = None)
```

Bases: `autopilot.gui.widgets.input.Input`

widget

alias of `PySide2.QtWidgets.QLineEdit`

validator

alias of `PySide2.QtGui.QIntValidator`

permissiveness: `ClassVar[int] = 1`

When a type is annotated with a Union, the more permissive (higher number) one will be chosen. Arbitrary units.

python_type

alias of `int`

setValue(value: `int`)

Set a value in the created widget

After the `Input.make()` method is called, returning a widget, the Input instance will store a reference to it. This method then allows its value to be set, doing appropriate type conversions and invoking the correct methods.

value() → `Optional[int]`

Retrieve the value from the widget!

After the `Input.make()` method is called, returning a widget, the Input instance will store a reference to it. This method then returns the value, doing appropriate type conversion.

```
class FloatInput(args: Optional[list] = None, kwargs: Optional[dict] = None, range: Optional[Tuple[Union[int, float], Union[int, float]]] = None)
```

Bases: `autopilot.gui.widgets.input.Input`

widget

alias of `PySide2.QtWidgets.QLineEdit`

validator

alias of `PySide2.QtGui.QIntValidator`

permissiveness: `ClassVar[int] = (2,)`

When a type is annotated with a Union, the more permissive (higher number) one will be chosen. Arbitrary units.

python_type

alias of `float`

setValue(value: `float`)

Set a value in the created widget

After the `Input.make()` method is called, returning a widget, the Input instance will store a reference to it. This method then allows its value to be set, doing appropriate type conversions and invoking the correct methods.

value() → `Optional[float]`

Retrieve the value from the widget!

After the `Input.make()` method is called, returning a widget, the Input instance will store a reference to it. This method then returns the value, doing appropriate type conversion.

class StrInput(args: *Optional[list]* = None, kwargs: *Optional[dict]* = None, range: *Optional[Tuple[Union[int, float], Union[int, float]]]* = None)

Bases: `autopilot.gui.widgets.input.Input`

widget

alias of `PySide2.QtWidgets.QLineEdit`

permissiveness: `ClassVar[int]` = 3

When a type is annotated with a Union, the more permissive (higher number) one will be chosen. Arbitrary units.

python_type

alias of `str`

setValue(value: *str*)

Set a value in the created widget

After the `Input.make()` method is called, returning a widget, the Input instance will store a reference to it. This method then allows its value to be set, doing appropriate type conversions and invoking the correct methods.

value() → `str`

Retrieve the value from the widget!

After the `Input.make()` method is called, returning a widget, the Input instance will store a reference to it. This method then returns the value, doing appropriate type conversion.

class DatetimeInput(args: *Optional[list]* = None, kwargs: *Optional[dict]* = None, range: *Optional[Tuple[Union[int, float], Union[int, float]]]* = None)

Bases: `autopilot.gui.widgets.input.Input`

widget

alias of `PySide2.QtWidgets.QDateTimeEdit`

method_calls: `ClassVar[Optional[List[Tuple[str, List]]]]` = [('setCalendarPopup', [True])]

Names of methods to call after instantiation, passed as a tuple of (method_name, [method_args])

python_type

alias of `datetime.datetime`

setValue(value: *datetime.datetime*)

Set a value in the created widget

After the `Input.make()` method is called, returning a widget, the Input instance will store a reference to it. This method then allows its value to be set, doing appropriate type conversions and invoking the correct methods.

value() → `datetime.datetime`

Retrieve the value from the widget!

After the `Input.make()` method is called, returning a widget, the Input instance will store a reference to it. This method then returns the value, doing appropriate type conversion.

```
class ListInput(args: Optional[list] = None, kwargs: Optional[dict] = None, range: Optional[Tuple[Union[int, float], Union[int, float]]] = None)
```

Bases: `autopilot.gui.widgets.input.Input`

widget
alias of `PySide2.QtWidgets.QLineEdit`

python_type
alias of `list`

setValue(value: list)
Set a value in the created widget

After the `Input.make()` method is called, returning a widget, the Input instance will store a reference to it. This method then allows its value to be set, doing appropriate type conversions and invoking the correct methods.

value() → list
Retrieve the value from the widget!

After the `Input.make()` method is called, returning a widget, the Input instance will store a reference to it. This method then returns the value, doing appropriate type conversion.

```
class DictInput(args: Optional[list] = None, kwargs: Optional[dict] = None, range: Optional[Tuple[Union[int, float], Union[int, float]]] = None)
```

Bases: `autopilot.gui.widgets.input.Input`

widget
alias of `PySide2.QtWidgets.QLineEdit`

python_type
alias of `dict`

setValue(value: dict)
Set a value in the created widget

After the `Input.make()` method is called, returning a widget, the Input instance will store a reference to it. This method then allows its value to be set, doing appropriate type conversions and invoking the correct methods.

value() → dict
Retrieve the value from the widget!

After the `Input.make()` method is called, returning a widget, the Input instance will store a reference to it. This method then returns the value, doing appropriate type conversion.

```
class LiteralInput(choices: list, default: Optional[Any] = None, **kwargs)
```

Bases: `autopilot.gui.widgets.input.Input`

widget
alias of `PySide2.QtWidgets.QComboBox`

python_type(*args, **kwargs): ClassVar[Type] = typing.Literal
The python type that this input provides interface for

choices: list
Args are not optional for literal input types

default: `Optional[Any] = None`

If one of the entries in the literal type should be default, set this on widget creation

make(*widget_kwargs*: `Optional[dict] = None`, *validator_kwargs*: `Optional[dict] = None`) → `PySide2.QtWidgets.QComboBox`

Call the superclass make method, but then set the options for the combobox based on our `LiteralInput`.args attribute.

Parameters

- **widget_kwargs** (*dict*) – Optional: kwargs given to the widget on instantiation
- **validator_kwargs** (*dict*) – Optional: kwargs given to the validator on instantiation

Returns `PySide2.QtWidgets.QComboBox`

setValue(*value*: `Any`)

Set a value in the created widget

After the `Input.make()` method is called, returning a widget, the `Input` instance will store a reference to it. This method then allows its value to be set, doing appropriate type conversions and invoking the correct methods.

value() → `Any`

Retrieve the value from the widget!

After the `Input.make()` method is called, returning a widget, the `Input` instance will store a reference to it. This method then returns the value, doing appropriate type conversion.

15.3.2 model

Widget to fill fields for a pydantic model

Classes:

<code>ModelWidget</code> (<i>model</i> [, <i>optional</i> , <i>scroll</i>])	Recursive collection of all inputs for a given model.
<code>ListModelWidget</code> (<i>model</i> [, <i>optional</i> , <i>scroll</i>])	Container class to make lists of <code>ModelWidget</code> s for when a field is a <code>List</code>
<code>Model_Filler_Dialogue</code> (<i>model</i> , <i>**kwargs</i>)	Dialogue wrapper around <code>ModelWidget</code>

class `ModelWidget`(*model*: `Union[pydantic.main.BaseModel, Type[pydantic.main.BaseModel]]`, *optional*: `bool = False`, *scroll*: `bool = True`, ***kwargs*)

Bases: `PySide2.QtWidgets.QWidget`

Recursive collection of all inputs for a given model.

Each attribute that has a single `Input` (eg. a single number, string, and so on) that can be resolved by `resolve_type()` is represented by a `Model_Input`.

Otherwise, attributes that are themselves other models are recursively added additional `ModelWidget` s.

When a model's field is `typing.Optional`, passed as `ModelWidget.optional`, The groupbox for the model has a checkbox. When it is unchecked, the model fields are inactive and it is returned by `ModelWidget.value()` as `None`. (Shouldn't be used with a top-level model.)

Parameters

- **model** (`pydantic.BaseModel`) – The model to represent. Can either be a model class or an instantiated model. If an instantiated model, the fields are filled with the current values.

- **optional** (*bool*) – If `True`, the enclosing groupbox has a checkbox that when unchecked causes `ModelWidget.value()` to return `None`. If `False`, `ModelWidget.value()` always attempts to return the model
- **scroll** (*bool*) – Whether the widget should be within a scrollbar. `True` by default, but should probably be `False` for child models.
- ****kwargs** – passed to superclass

Methods:

<code>setValue(model)</code>	Set all values of the form given an instantiated model.
<code>value()</code>	Return an instance of the model populated with values from <code>dict()</code>
<code>dict()</code>	Return a (recursive) dictionary of all current model values.
<code>validate([kwargs, dialog])</code>	Test whether the given inputs pass model validation, and if not return which fail

Attributes:

<code>checked</code>	If <code>self.optional</code> , whether or not this widget is checked/enabled.
<code>staticMetaObject</code>	

inputs

setValue(*model*: `Union[pydantic.main.BaseModel, dict]`)

Set all values of the form given an instantiated model.

To set values of individual inputs, use `Input.setValue()`

value() → [`'BaseModel'`, `None`]

Return an instance of the model populated with values from `dict()`

If model fails to validate, pop a dialog with the validation errors and return `None` (see `validate()`)

Returns `pydantic.BaseModel` of the type specified in `ModelWidget.model`

dict() → `Optional[dict]`

Return a (recursive) dictionary of all current model values.

Returns `dict` `None`: if model is optional and unchecked.

property checked: `bool`

If `self.optional`, whether or not this widget is checked/enabled.

If not `self.optional`, returns `True` (since it is required, it is always enabled)

Returns `bool`

validate(*kwargs*: `Optional[autopilot.gui.widgets.model.ModelWidget.dict] = None`, *dialog*: `bool = False`) → `Union[List[autopilot.gui.widgets.model.ModelWidget.dict], autopilot.root.Autopilot_Type, pydantic.main.BaseModel]`

Test whether the given inputs pass model validation, and if not return which fail

Parameters *dialog* (*bool*) – Whether or not to pop a dialogue showing which fields failed to validate

```
staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa122cfca40>
```

```
class ListModelWidget(model: Union[pydantic.main.BaseModel, Type[pydantic.main.BaseModel]], optional:
    bool = False, scroll: bool = True, **kwargs)
```

Bases: PySide2.QtWidgets.QWidget

Container class to make lists of *ListModelWidget* s for when a field is a *List*

Parameters

- **model** (*pydantic.BaseModel*) – The model to represent. Can either be a model class or an instantiated model. If an instantiated model, the fields are filled with the current values.
- **optional** (*bool*) – If *True*, the enclosing groupbox has a checkbox that when unchecked causes *ListModelWidget.value()* to return *None*. If *False*, *ListModelWidget.value()* always attempts to return the model
- **scroll** (*bool*) – Whether the widget should be within a scrollbar. *True* by default, but should probably be *False* for child models
- ****kwargs**

Variables

- **model_layout** (*QVBoxLayout*) – Layout containing model widgets
- **add_button** (*QPushButton*) – Button pressed to add new models
- **remove_button** (*QPushButton*) – Button pressed to remove the bottom-most model

Methods:

<i>dict()</i>	Sort of a misnomer, but return a list of dictionaries that contain the values to be used in the model
<i>value()</i>	A list of instantiated models
<i>add_model</i> ([checked, model])	When the <i>add_button</i> is pressed, add an additional <i>ListModelWidget</i>
<i>remove_model</i> ([checked])	When the <i>remove_button</i> is pressed, remove the last-added <i>ListModelWidget</i>
<i>setValue</i> (value)	Create and set values for a list of instantiated data models.

Attributes:

<i>staticMetaObject</i>

model_widgets

dict() → *List*[*dict*]

Sort of a misnomer, but return a list of dictionaries that contain the values to be used in the model

value() → *List*[*pydantic.main.BaseModel*]

A list of instantiated models

add_model(checked: *bool* = *False*, model: *Optional*[*pydantic.main.BaseModel*] = *None*)

When the *add_button* is pressed, add an additional *ListModelWidget*

Parameters

- **checked** (*bool*) – Whether the button is checked (from the clicked signal)
- **model** (*pydantic.BaseModel*) – Manually override the model to construct. (default is to use the `.model` attribute)

remove_model(*checked: bool = False*)

When the `remove_button` is pressed, remove the last-added *ModelWidget*

Parameters **checked** (*bool*) – Whether the button is checked (from the clicked signal)

setValue(*value: List[pydantic.main.BaseModel]*)

Create and set values for a list of instantiated data models.

First clears any existing models that have been made.

Parameters **value** (*list[BaseModel]*) – List of instantiated base models.

staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa122cfca00>

```
class Model_Filler_Dialogue(model: Union[Type[autopilot.root.Autopilot_Type],
                                         Type[pydantic.main.BaseModel]], **kwargs)
```

Bases: `PySide2.QtWidgets.QDialog`

Dialogue wrapper around *ModelWidget*

Attributes:

staticMetaObject

staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa122cfcd80>

15.3.3 protocol

Widget to fill fields for a pydantic model

Classes:

<i>ModelWidget</i> (<i>model[, optional, scroll]</i>)	Recursive collection of all inputs for a given model.
<i>ListModelWidget</i> (<i>model[, optional, scroll]</i>)	Container class to make lists of <i>ModelWidget</i> s for when a field is a <code>List</code>
<i>Model_Filler_Dialogue</i> (<i>model, **kwargs</i>)	Dialogue wrapper around <i>ModelWidget</i>

```
class ModelWidget(model: Union[pydantic.main.BaseModel, Type[pydantic.main.BaseModel]], optional: bool
                  = False, scroll: bool = True, **kwargs)
```

Bases: `PySide2.QtWidgets.QWidget`

Recursive collection of all inputs for a given model.

Each attribute that has a single *Input* (eg. a single number, string, and so on) that can be resolved by *resolve_type()* is represented by a *Model_Input*.

Otherwise, attributes that are themselves other models are recursively added additional *ModelWidget* s.

When a model's field is `typing.Optional`, passed as `ModelWidget.optional`, The groupbox for the model has a checkbox. When it is unchecked, the model fields are inactive and it is returned by *ModelWidget.value()* as `None`. (Shouldn't be used with a top-level model.)

Parameters

- **model** (`pydantic.BaseModel`) – The model to represent. Can either be a model class or an instantiated model. If an instantiated model, the fields are filled with the current values.
- **optional** (*bool*) – If `True`, the enclosing groupbox has a checkbox that when unchecked causes `ModelWidget.value()` to return `None`. If `False`, `ModelWidget.value()` always attempts to return the model
- **scroll** (*bool*) – Whether the widget should be within a scrollbar. `True` by default, but should probably be `False` for child models.
- ****kwargs** – passed to superclass

Attributes:

<code>inputs</code>	
<code>checked</code>	If <code>self.optional</code> , whether or not this widget is checked/enabled.
<code>staticMetaObject</code>	

Methods:

<code>setValue(model)</code>	Set all values of the form given an instantiated model.
<code>value()</code>	Return an instance of the model populated with values from <code>dict()</code>
<code>dict()</code>	Return a (recursive) dictionary of all current model values.
<code>validate([kwargs, dialog])</code>	Test whether the given inputs pass model validation, and if not return which fail

inputs

setValue(*model*: `Union[pydantic.main.BaseModel, dict]`)

Set all values of the form given an instantiated model.

To set values of individual inputs, use `Input.setValue()`

value() → [`'BaseModel'`, `None`]

Return an instance of the model populated with values from `dict()`

If model fails to validate, pop a dialog with the validation errors and return `None` (see `validate()`)

Returns `pydantic.BaseModel` of the type specified in `ModelWidget.model`

dict() → `Optional[dict]`

Return a (recursive) dictionary of all current model values.

Returns `dict` `None`: if model is optional and unchecked.

property checked: `bool`

If `self.optional`, whether or not this widget is checked/enabled.

If not `self.optional`, returns `True` (since it is required, it is always enabled)

Returns `bool`

validate(*kwargs*: *Optional*[*autopilot.gui.widgets.model.ModelWidget.dict*] = *None*, *dialog*: *bool* = *False*)
 → *Union*[*List*[*autopilot.gui.widgets.model.ModelWidget.dict*], *autopilot.root.Autopilot_Type*,
pydantic.main.BaseModel]

Test whether the given inputs pass model validation, and if not return which fail

Parameters *dialog* (*bool*) – Whether or not to pop a dialogue showing which fields failed to validate

staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa122cfca40>

class ListModelWidget(*model*: *Union*[*pydantic.main.BaseModel*, *Type*[*pydantic.main.BaseModel*]], *optional*:
bool = *False*, *scroll*: *bool* = *True*, ***kwargs*)

Bases: *PySide2.QtWidgets.QWidget*

Container class to make lists of *ModelWidget* s for when a field is a List

Parameters

- **model** (*pydantic.BaseModel*) – The model to represent. Can either be a model class or an instantiated model. If an instantiated model, the fields are filled with the current values.
- **optional** (*bool*) – If *True*, the enclosing groupbox has a checkbox that when unchecked causes *ModelWidget.value()* to return *None*. If *False*, *ModelWidget.value()* always attempts to return the model
- **scroll** (*bool*) – Whether the widget should be within a scrollbar. *True* by default, but should probably be *False* for child models
- ****kwargs**

Variables

- **model_layout** (*QVBoxLayout*) – Layout containing model widgets
- **add_button** (*QPushButton*) – Button pressed to add new models
- **remove_button** (*QPushButton*) – Button pressed to remove the bottom-most model

Attributes:

model_widgets

staticMetaObject

Methods:

<i>dict()</i>	Sort of a misnomer, but return a list of dictionaries that contain the values to be used in the model
<i>value()</i>	A list of instantiated models
<i>add_model</i> ([<i>checked</i> , <i>model</i>])	When the <i>add_button</i> is pressed, add an additional <i>ModelWidget</i>
<i>remove_model</i> ([<i>checked</i>])	When the <i>remove_button</i> is pressed, remove the last-added <i>ModelWidget</i>
<i>setValue</i> (<i>value</i>)	Create and set values for a list of instantiated data models.

model_widgets

dict() → `List[dict]`

Sort of a misnomer, but return a list of dictionaries that contain the values to be used in the model

value() → `List[pydantic.main.BaseModel]`

A list of instantiated models

add_model(*checked: bool = False, model: Optional[pydantic.main.BaseModel] = None*)

When the `add_button` is pressed, add an additional `ModelWidget`

Parameters

- **checked** (*bool*) – Whether the button is checked (from the `clicked` signal)
- **model** (`pydantic.BaseModel`) – Manually override the model to construct. (default is to use the `.model` attribute)

remove_model(*checked: bool = False*)

When the `remove_button` is pressed, remove the last-added `ModelWidget`

Parameters **checked** (*bool*) – Whether the button is checked (from the `clicked` signal)

setValue(*value: List[pydantic.main.BaseModel]*)

Create and set values for a list of instantiated data models.

First clears any existing models that have been made.

Parameters **value** (*list[BaseModel]*) – List of instantiated base models.

staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa122cfca00>

class Model_Filler_Dialogue(*model: Union[Type[autopilot.root.Autopilot_Type], Type[pydantic.main.BaseModel]], **kwargs*)

Bases: `PySide2.QtWidgets.QDialog`

Dialogue wrapper around `ModelWidget`

Attributes:

`staticMetaObject`

staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa122cfcd80>

15.3.4 subject

Classes:

`New_Subject_Wizard()`

A popup that prompts you to define variables for a new `subject.Subject` object

class New_Subject_Wizard

Bases: `PySide2.QtWidgets.QDialog`

A popup that prompts you to define variables for a new `subject.Subject` object

Called by `Control_Panel.create_subject()`, which handles actually creating the subject file and updating the `Terminal.pilots` dict and file.

Contains two tabs - `Biography_Tab` - to set basic biographical information about a subject - `Task_Tab` - to set the protocol and step to start the subject on

Variables

- **protocol_dir** (*str*) – A full path to where protocols are stored, received from `prefs.get('PROTOCOLDIR')`
- **bio_tab** (`Biography_Tab`) – Sub-object to set and store biographical variables
- **task_tab** (`Task_Tab`) – Sub-object to set and store protocol and step assignment

Classes:

<code>Task_Tab()</code>	A tab for selecting a task and step to assign to the subject.
-------------------------	---

Attributes:

<code>staticMetaObject</code>	
-------------------------------	--

class Task_Tab

Bases: `PySide2.QtWidgets.QWidget`

A tab for selecting a task and step to assign to the subject.

Reads available tasks from `prefs.get('PROTOCOLDIR')`, lists them, and creates a spinbox to select from the available steps.

Warning: Like `Biography_Tab`, these are not the actual instance attributes. Values are stored in a *values* dictionary.

Variables

- **protocol** (*str*) – the name of the assigned protocol, filename without .json extension
- **step** (*int*) – current step to assign.

Methods:

<code>update_step_box()</code>	Clears any steps that might be in the step selection box, loads the protocol file and repopulates it.
<code>protocol_changed()</code>	When the protocol is changed, save the value and call <code>update_step_box()</code> .
<code>step_changed()</code>	When the step is changed, save it.

Attributes:

<code>staticMetaObject</code>	
-------------------------------	--

update_step_box()

Clears any steps that might be in the step selection box, loads the protocol file and repopulates it.

protocol_changed()

When the protocol is changed, save the value and call `update_step_box()`.

step_changed()

When the step is changed, save it.

staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa11f979580>

staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa11f831c40>

15.3.5 terminal

Classes:

<code>Control_Panel</code> (subjects, start_fn, ping_fn, ...)	A QtWidgets.QWidget that contains the controls for all pilots.
<code>Subject_List</code> ([subjects, drop_fn])	A trivial modification of QListWidget that updates <code>pilots</code> when an item in the list is dragged to another location.
<code>Pilot_Panel</code> ([pilot, subject_list, start_fn, ...])	A little panel with
<code>Pilot_Button</code> ([pilot, subject_list, ...])	A subclass of (toggled) QtWidgets.QPushButton that incorporates the style logic of a start/stop button - ie.

class Control_Panel(*subjects, start_fn, ping_fn, pilots*)

Bases: PySide2.QtWidgets.QWidget

A QtWidgets.QWidget that contains the controls for all pilots.

Parameters

- **subjects** (*dict*) – See `Control_Panel.subjects`
- **start_fn** (*toggle_start()*) – the Terminal’s `toggle_start` function, propagated down to each `Pilot_Button`
- **pilots** – Usually the Terminal’s `pilots` dict. If not passed, will try to load `params.PILOT_DB`

Variables

- **subjects** (*dict*) – A dictionary with subject ID’s as keys and `data.subject`.Subject objects as values. Shared with the Terminal object to manage access conflicts.
- **start_fn** (*toggle_start()*) – See `Control_Panel.start_fn`
- **pilots** (*dict*) – A dictionary with pilot ID’s as keys and nested dictionaries containing subjects, IP, etc. as values
- **subject_lists** (*dict*) – A dict mapping subject ID to `subject_List`
- **layout** (QGridLayout) – Layout grid for widget
- **panels** (*dict*) – A dict mapping pilot name to the relevant `Pilot_Panel`

Specifically, for each pilot, it contains

- one `subject_List`: A list of the subjects that run in each pilot.
- one `Pilot_Panel`: A set of button controls for starting/stopping behavior

This class should not be instantiated outside the context of a [Terminal](#) object, as they share the subjects dictionary.

Methods:

init_ui()	Called on init, creates the UI components.
add_pilot (pilot_id[, subjects])	Add a Pilot_Panel for a new pilot, and populate a Subject_List for it :Parameters: * pilot_id (<i>str</i>) -- ID of new pilot * subjects (<i>list</i>) -- Optional, list of any subjects that the pilot has.
create_subject (pilot)	Becomes <code>Pilot_Panel.create_fn</code> .
update_db ([pilots])	Gathers any changes in Subject_List s and dumps pilots to <code>prefs.get('PILOT_DB')</code>

Attributes:

staticMetaObject

[init_ui\(\)](#)

Called on init, creates the UI components.

Specifically, for each pilot in [pilots](#), make a `subject_List`: and [Pilot_Panel](#):, set size policies and connect Qt signals.

[add_pilot](#)(pilot_id: *str*, subjects: *Optional[list]* = None)

Add a [Pilot_Panel](#) for a new pilot, and populate a [Subject_List](#) for it :Parameters: * **pilot_id** (*str*) – ID of new pilot

- **subjects** (*list*) – Optional, list of any subjects that the pilot has.

Returns:

[create_subject](#)(pilot)

Becomes `Pilot_Panel.create_fn`. Opens a [New_Subject_Wizard](#) to create a new subject file and assign protocol. Finally, adds the new subject to the [pilots](#) database and updates it.

Parameters **pilot** (*str*) – Pilot name passed from [Pilot_Panel](#), added to the created Subject object.

[update_db](#)(pilots: *Optional[dict]* = None, **kwargs)

Gathers any changes in [Subject_List](#) s and dumps [pilots](#) to `prefs.get('PILOT_DB')`

Parameters **kwargs** – Create new pilots by passing a dictionary with the structure

`new={'pilot_name': 'pilot_values'}`

where 'pilot_values' can be nothing, a list of subjects, or any other information included in the pilot db

staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa11f847300>

class [Subject_List](#)(subjects=None, drop_fn=None)

Bases: `PySide2.QtWidgets.QListWidget`

A trivial modification of `QListWidget` that updates [pilots](#) when an item in the list is dragged to another location.

Should not be initialized except by [Control_Panel](#) .

Variables

- **subjects** (*list*) – A list of subjects ID’s passed by *Control_Panel*
- **drop_fn** (*Control_Panel.update_db()*) – called on a drop event

Parameters

- **subjects** – see subjects. Can be *None* for an empty list
- **drop_fn** – see drop_fn(). Passed from *Control_Panel*

Methods:

<i>populate_list()</i>	Adds each item in <code>Subject_List.subjects</code> to the list.
<i>dropEvent(event)</i>	A trivial redefinition of <code>QtWidgets.QListWidget.dropEvent()</code> that calls the parent <i>dropEvent</i> and then calls <i>drop_fn</i>

Attributes:

<i>staticMetaObject</i>

populate_list()

Adds each item in `Subject_List.subjects` to the list.

dropEvent(event)

A trivial redefinition of `QtWidgets.QListWidget.dropEvent()` that calls the parent *dropEvent* and then calls *drop_fn*

Parameters *event* – A `QtCore.QEvent` simply forwarded to the superclass.

staticMetaObject = `<PySide2.QtCore.QMetaObject object at 0x7fa11f95e380>`

class Pilot_Panel(*pilot=None, subject_list=None, start_fn=None, ping_fn=None, create_fn=None*)

Bases: `PySide2.QtWidgets.QWidget`

A little panel with

- the name of a pilot,
- A *Pilot_Button* to start and stop the task
- Add and remove buttons to *create_subject()* and *Pilot_Panel.remove_subject()*

Note: This class should not be instantiated except by *Control_Panel*

Parameters

- **pilot** (*str*) – The name of the pilot this panel controls
- **subject_list** (*Subject_List*) – The *Subject_List* we control
- **start_fn** (*toggle_start()*) – Passed by *Control_Panel*
- **create_fn** (*Control_Panel.create_subject()*) – Passed by *Control_Panel*

Variables

- **layout** (QtWidgets.QGridLayout) – Layout for UI elements
- **button** (*Pilot_Button*) – button used to control a pilot

Methods:

<i>init_ui()</i>	Initializes UI elements - creates widgets and adds to <code>Pilot_Panel.layout</code> .
<i>remove_subject()</i>	Remove the currently selected subject in <code>Pilot_Panel.subject_list</code> , and calls the <i>Control_Panel.update_db()</i> method.
<i>create_subject()</i>	Just calls <i>Control_Panel.create_subject()</i> with our <i>pilot</i> as the argument

Attributes:

<i>staticMetaObject</i>

init_ui()

Initializes UI elements - creates widgets and adds to `Pilot_Panel.layout`. Called on init.

remove_subject()

Remove the currently selected subject in `Pilot_Panel.subject_list`, and calls the *Control_Panel.update_db()* method.

create_subject()

Just calls *Control_Panel.create_subject()* with our *pilot* as the argument

staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa11f95e0c0>

class Pilot_Button(*pilot=None, subject_list=None, start_fn=None, ping_fn=None*)

Bases: PySide2.QtWidgets.QPushButton

A subclass of (toggled) QtWidgets.QPushButton that incorporates the style logic of a start/stop button - ie. color, text.

Starts grayed out, turns green if contact with a pilot is made.

Parameters

- **pilot** (*str*) – The ID of the pilot that this button controls
- **subject_list** (*Subject_List*) – The Subject list used to determine which subject is starting/stopping
- **start_fn** (*toggle_start()*) – The final resting place of the toggle_start method

Variables **state** (*str*) – The state of our pilot, reflected in our graphical properties. Mirrors **state**, with an additional “DISCONNECTED” state for before contact is made with the pilot.

Methods:

<i>toggle_start()</i>	Minor window dressing to call the <i>start_fn()</i> with the appropriate pilot, subject, and whether the task is starting or stopping
<i>set_state</i> (state)	Set the button's appearance and state

Attributes:

staticMetaObject

toggle_start()

Minor window dressing to call the `start_fn()` with the appropriate pilot, subject, and whether the task is starting or stopping

set_state(state)

Set the button's appearance and state

Parameters *state* (*str*) – one of `'IDLE'`, `'RUNNING'`, `'STOPPING'`, `'DISCONNECTED'`

Todo: There is some logic duplication in this class, ie. if the button state is changed it also emits a start/stop signal to the pi, which is undesirable. This class needs to be reworked.

Returns:

`staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa11f840f80>`

15.3.6 list

Classes:

<i>Drag_List()</i>	A <code>QtWidgets.QListWidget</code> that is capable of having files dragged & dropped.
--------------------	---

class Drag_List

Bases: `PySide2.QtWidgets.QListWidget`

A `QtWidgets.QListWidget` that is capable of having files dragged & dropped.

copied with much gratitude from [stackoverflow](#)

Primarily used in `Sound_Widget` to be able to drop sound files.

To use: connect *fileDropped* to a method, that method will receive a list of files dragged onto this widget.

Variables `fileDropped` (`QtCore.Signal`) – A Qt signal that takes a list

Attributes:

<i>fileDropped(*args, **kwargs)</i>	Call self as a function.
-------------------------------------	--------------------------

staticMetaObject

Methods:

<code>dragEnterEvent(e)</code>	When files are dragged over us, if they have paths in them, accept the event.
<code>dragMoveEvent(event)</code>	If the <code>dragEnterEvent</code> was accepted, while the drag is being moved within us, <code>setDropAction</code> to <code>QtCore.Qt.CopyAction</code>
<code>dropEvent(event)</code>	When the files are finally dropped, if they contain paths, emit the list of paths through the <code>fileDropped</code> signal.

fileDropped(*args, **kwargs)

Call self as a function.

dragEnterEvent(e)

When files are dragged over us, if they have paths in them, accept the event.

Parameters e (QtCore.QEvent) – containing the drag information.

dragMoveEvent(event)

If the `dragEnterEvent` was accepted, while the drag is being moved within us, `setDropAction` to `QtCore.Qt.CopyAction`

Parameters event (QtCore.QEvent) – containing the drag information.

dropEvent(event)

When the files are finally dropped, if they contain paths, emit the list of paths through the `fileDropped` signal.

Parameters event (QtCore.QEvent) – containing the drag information.

staticMetaObject = <PySide2.QtCore.QMetaObject object at 0x7fa121ba18c0>

15.4 dialog

Functions:

<code>pop_dialog(message[, details, buttons, ...])</code>	Convenience function to pop a :class:`.QtGui.QDialog` window to display a message.
---	--

pop_dialog(message: str, details: str = '', buttons: tuple = ('Ok',), modality: str = 'nonmodal', msg_type: str = 'info') → PySide2.QtWidgets.QMessageBox

Convenience function to pop a :class:`.QtGui.QDialog` window to display a message.

Note: This function does *not* call `.exec_` on the dialog so that it can be managed by the caller.

Examples

```
box = pop_dialog( message='Hey what up', details='i got something to tell you', buttons = ('Ok', 'Cancel'))
```

```
ret = box.exec_() if ret == box.Ok:
```

```
    print("user answered 'Ok'")
```

```
else: print("user answered 'Cancel'")
```

Parameters

- **message** (*str*) – message to be displayed
- **details** (*str*) – Additional detailed to be added to the displayed message
- **buttons** (*list*) – A list specifying which `QtWidgets.QMessageBox.StandardButtons` to display. Use a string matching the button name, eg. “Ok” gives `QtWidgets.QMessageBox.Ok`

The full list of available buttons is:

```
['NoButton', 'Ok', 'Save', 'SaveAll', 'Open', 'Yes', 'YesToAll',  
'No', 'NoToAll', 'Abort', 'Retry', 'Ignore', 'Close', 'Cancel',  
'Discard', 'Help', 'Apply', 'Reset', 'RestoreDefaults',  
'FirstButton', 'LastButton', 'YesAll', 'NoAll', 'Default',  
'Escape', 'FlagMask', 'ButtonMask']
```

- **modality** (*str*) – Window modality to use, one of “modal”, “nonmodal” (default). Modal windows block nonmodal windows don’t.
- **msg_type** (*str*) – “info” (default), “question”, “warning”, or “error” to use `QtGui.QMessageBox.information()`, `QtGui.QMessageBox.question()`, `QtGui.QMessageBox.warning()`, or `QtGui.QMessageBox.error()`, respectively

Returns `QtWidgets.QMessageBox`

HARDWARE

Classes that manage hardware logic.

Each hardware class should be able to operate independently - ie. not be dependent on a particular task class, etc. Other than that there are very few design requirements:

- Every class should have a `.release()` method that releases any system resources in use by the object, eg. objects that use *pigpio* must have their *pigpio.pi* client stopped; LEDs should be explicitly turned off.
- The very minimal class attributes are described in the *Hardware* metaclass.
- Hardware methods are typically called in their own threads, so care should be taken to make any long-running operations internally threadsafe.

Note: This software was primarily developed for the Raspberry Pi, which has *two types of numbering schemes*, “board” numbering based on physical position (e.g. pins 1-40, in 2 rows of 20 pins) and “bcm” numbering based on the Broadcom chip numbering scheme (e.g. GPIO2, GPIO27).

Board numbering is easier to use, but *pigpio*, which we use as a bridge between Python and the GPIOs, uses the BCM scheme. As such each class that uses the GPIOs takes a board number as its argument and converts it to a BCM number in the `__init__` method.

If there is sufficient demand to make this more flexible, we can implement an additional *pref* to set the numbering scheme, but the current solution works without getting too muddy.

Data:

<i>BOARD_TO_BCM</i>	Mapping from board (physical) numbering to BCM numbering.
<i>BCM_TO_BOARD</i>	The inverse of <i>BOARD_TO_BCM</i> .

Classes:

<i>Hardware</i> ([name, group])	Generic class inherited by all hardware.
---------------------------------	--

```
BOARD_TO_BCM = { 3: 2, 5: 3, 7: 4, 8: 14, 10: 15, 11: 17, 12: 18, 13: 27, 15: 22, 16: 23, 18: 24, 19: 10, 21: 9, 22: 25, 23: 11, 24: 8, 26: 7, 29: 5, 31: 6, 32: 12, 33: 13, 35: 19, 36: 16, 37: 26, 38: 20, 40: 21}
```

Mapping from board (physical) numbering to BCM numbering.

See [this pinout](#).

Hardware objects take board numbered pins and convert them to BCM numbers for use with *pigpio*.

Type `dict`

```
BCM_TO_BOARD = { 2: 3, 3: 5, 4: 7, 5: 29, 6: 31, 7: 26, 8: 24, 9: 21, 10: 19,
11: 23, 12: 32, 13: 33, 14: 8, 15: 10, 16: 36, 17: 11, 18: 12, 19: 35, 20: 38,
21: 40, 22: 15, 23: 16, 24: 18, 25: 22, 26: 37, 27: 13}
```

The inverse of `BOARD_TO_BCM`.

Type `dict`

class `Hardware`(*name=None, group=None, **kwargs*)

Bases: `object`

Generic class inherited by all hardware. Should not be instantiated on its own (but it won't do anything bad so go nuts i guess).

Primarily for the purpose of defining necessary attributes.

Variables

- **name** (*str*) – unique name used to identify this object within its group.
- **group** (*str*) – hardware group, corresponds to key in `prefs.json` "HARDWARE": {"GROUP": {"ID": {"**params}}}
- **is_trigger** (*bool*) – Is this object a discrete event input device? or, will this device be used to trigger some event? If *True*, will be given a callback by `Task`, and `assign_cb()` must be redefined.
- **pin** (*int*) – The BCM pin used by this device, or *None* if no pin is used.
- **type** (*str*) – What is this device known as in `.prefs`? Not required.
- **input** (*bool*) – Is this an input device?
- **output** (*bool*) – Is this an output device?

Attributes:

`is_trigger`

`pin`

`type`

`input`

`output`

`calibration`

Calibration used by the hardware object.

Methods:

<code>release()</code>	Every hardware device needs to redefine <code>release()</code> , and must
<code>assign_cb(trigger_fn)</code>	Every hardware device that is a <code>trigger</code> must re-define this to accept a function (typically <code>Task.handle_trigger()</code>) that is called when that trigger is activated.
<code>get_name()</code>	Usually Hardware is only instantiated with its pin number, but we can get its name from prefs
<code>init_networking([listens])</code>	Spawn a <code>Net_Node</code> to <code>Hardware.node</code> for streaming or networked command

`is_trigger = False`

`pin = None`

`type = ''`

`input = False`

`output = False`

logger: `logging.Logger`

release()

Every hardware device needs to redefine `release()`, and must

- Safely unload any system resources used by the object, and
- Return the object to a neutral state - eg. LEDs turn off.

When not redefined, a warning is given.

assign_cb(trigger_fn)

Every hardware device that is a `trigger` must redefine this to accept a function (typically `Task.handle_trigger()`) that is called when that trigger is activated.

When not redefined, a warning is given.

get_name()

Usually Hardware is only instantiated with its pin number, but we can get its name from prefs

init_networking(listens=None, **kwargs)

Spawn a `Net_Node` to `Hardware.node` for streaming or networked command

Parameters

- **listens** (*dict*) – Dictionary mapping message keys to handling methods
- ****kwargs** – Passed to `Net_Node`

Returns:

property calibration: `Optional[dict]`

Calibration used by the hardware object.

Attempt to read from `prefs.get('CALIBRATIONDIR')/group.name.json`, if `Hardware.group` is `None`, attempt to read from `prefs.get('CALIBRATIONDIR')/name.json`

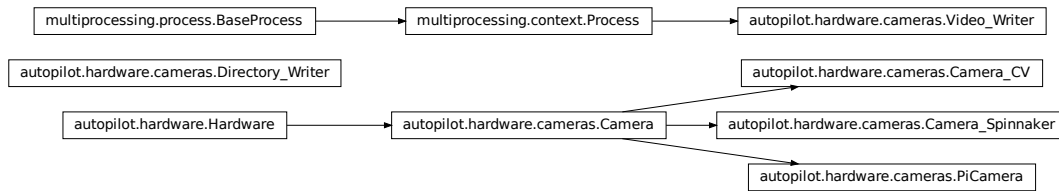
Setting the attribute (over)writes the calibration to disk as a `.json` file

Will be different for each hardware type, subclasses should document this property separately (eg. by overwriting `Hardware.calibration.__doc__`)

Returns if calibration is found, a dictionary of calibration for each property. None if no calibration found

Return type (`dict`)

16.1 cameras



Classes:

<code>Camera([fps, timed, crop, rotate])</code>	Metaclass for Camera objects.
<code>PiCamera([camera_idx, sensor_mode, ...])</code>	Interface to the Raspberry Pi Camera Module via picamera
<code>Camera_CV([camera_idx])</code>	Capture Video from a webcam with OpenCV
<code>Camera_Spinnaker([serial, camera_idx])</code>	Capture video from a FLIR brand camera with the Spinnaker SDK.
<code>Video_Writer(q, path[, fps, timestamps, blosc])</code>	Encode frames as they are acquired in a separate process.

Functions:

<code>list_spinnaker_cameras()</code>	List all available Spinnaker cameras and their DeviceInformation
---------------------------------------	--

OPENCV_LAST_INIT_TIME = <Synchronized wrapper for c_double(0.0)>

Time the last OpenCV camera was initialized (seconds, from `time.time()`).

v4l2 has an extraordinarily obnoxious ... feature – if you try to initialize two cameras at ~the same time, you will get a neverending stream of informative error messages: `VIDIOC_QBUF: Invalid argument`

The workaround seems to be relatively simple, we just wait ~2 seconds if another camera was just initialized.

class Camera(*fps=None, timed=False, crop=None, rotate: int = 0, **kwargs*)

Bases: `autopilot.hardware.Hardware`

Metaclass for Camera objects. Should not be instantiated on its own.

Parameters

- **fps** (*int*) – Framerate of video capture

- **timed** (*bool, int, float*) – If False (default), camera captures indefinitely. If int or float, captures for this many seconds
- **rotate** (*int*) – Number of times to rotate image clockwise (default 0). Note that image rotation should happen in `_grab()` or be otherwise implemented in each camera subclass, because it's a common enough operation many cameras have some optimized way of doing it.
- ****kwargs** –

Arguments to `stream()`, `write()`, and `queue()` can be passed as dictionaries, eg.:

```
stream={'to':'T', 'ip':'localhost'}
```

When the camera is instantiated and `capture()` is called, the class uses a series of methods that should be overwritten in subclasses. Further details for each can be found in the relevant method documentation.

It is highly recommended to instantiate Cameras with a `Hardware.name`, as it is used in `output_filename` and to identify the network stream

Three methods are required to be overwritten by all subclasses:

- `init_cam()` - **required** - used by `cam`, instantiating the camera object so that it can be queried and configured
- `_grab()` - **required** - grab a frame from the `cam`
- `_timestamp()` - **required** - get a timestamp for the frame

The other methods are optional and depend on the particular camera:

- `capture_init()` - *optional* - any required routine to prepare the camera after it is instantiated but before it begins to capture
- `_process()` - *optional* - the wrapper around a full acquisition cycle, including streaming, writing, and queueing frames
- `_write_frame()` - *optional* - how to write an individual frame to disk
- `_write_deinit()` - *optional* - any required routine to finish writing to disk after acquisition
- `capture_deinit()` - *optional* - any required routine to stop acquisition but not release the camera instance.

Variables

- **frame** (*tuple*) – The current captured frame as a tuple (timestamp, frame).
- **shape** (*tuple*) – Shape of captured frames (height, width, channels)
- **blosc** (*bool*) – If True (default), use blosc compression when
- **cam** – The object used to interact with the camera
- **fps** (*int*) – Framerate of video capture
- **timed** (*bool, int, float*) – If False (default), camera captures indefinitely. If int or float, captures for this many seconds
- **q** (*Queue*) – Queue that allows frames to be pulled by other objects
- **queue_size** (*int*) – How many frames should be buffered in the queue.
- **initialized** (*threading.Event*) – Called in `init_cam()` to indicate the camera has been initialized
- **stopping** (*threading.Event*) – Called to signal that capturing should stop. when set, ends the threaded capture loop

- **capturing** (*threading.Event*) – Set when camera is actively capturing
- **streaming** (*threading.Event*) – Set to indicate that the camera is streaming data over the network
- **writing** (*threading.Event*) – Set to indicate that the camera is writing video locally
- **queueing** (*threading.Event*) – Indicates whether frames are being put into q
- **indicating** (*threading.Event*) – Set to indicate that capture progress is being indicated in stdout by tqdm

Parameters

- **fps**
- **timed**
- **crop** (*tuple*) – (x, y of top left corner, width, height)
- ****kwargs**

Attributes:

<i>input</i>	test documenting input
<i>type</i>	what are we anyway?
<i>cam</i>	Camera object.
<i>output_filename</i>	Filename given to video writer.

Methods:

<i>capture</i> ([timed])	Spawn a thread to begin capturing.
<i>stream</i> ([to, ip, port, min_size])	Enable streaming frames on capture.
<i>l_start</i> (val)	Begin capturing by calling <i>Camera.capture()</i>
<i>l_stop</i> (val)	Stop capture by calling <i>Camera.release()</i>
<i>write</i> ([output_filename, timestamps, blosc])	Enable writing frames locally on capture
<i>queue</i> ([queue_size])	Enable stashing frames in a queue for a local consumer.
<i>init_cam</i> ()	Method to initialize camera object
<i>capture_init</i> ()	Optional: Prepare <i>cam</i> after initialization, but before capture
<i>capture_deinit</i> ()	Optional: Return <i>cam</i> to an idle state after capturing, but before releasing
<i>stop</i> ()	Stop capture by setting <i>stopping</i>
<i>release</i> ()	Release resources held by Camera.

input = True

test documenting input

type = 'CAMERA'

what are we anyway?

Type (*str*)

capture(*timed=None*)

Spawn a thread to begin capturing.

Parameters **timed** (*None, int, float*) – if *None*, record according to **timed** (default). If numeric, record for **timed** seconds.

stream(*to='T', ip=None, port=None, min_size=5, **kwargs*)

Enable streaming frames on capture.

Spawns a `Net_Node` with `Hardware.init_networking()`, and creates a streaming queue with `Net_Node.get_stream()` according to args.

Sets `Camera.streaming`

Parameters

- **to** (*str*) – ID of the recipient. Default 'T' for Terminal.
- **ip** (*str*) – IP of recipient. If *None* (default), 'localhost'. If *None* and **to** is 'T', `prefs.get('TERMINALIP')`
- **port** (*int, str*) – Port of recipient socket. If *None* (default), `prefs.get('MSGPORT')`. If *None* and **to** is 'T', `prefs.get('TERMINALPORT')`.
- **min_size** (*int*) – Number of frames to collect before sending (default: 5). use 1 to send frames as soon as they are available, sacrificing the efficiency from compressing multiple frames together
- ****kwargs** – passed to `Hardware.init_networking()` and thus to `Net_Node`

l_start(*val*)

Begin capturing by calling `Camera.capture()`

Parameters **val** – unused

l_stop(*val*)

Stop capture by calling `Camera.release()`

Parameters **val** – unused

write(*output_filename=None, timestamps=True, blosc=True*)

Enable writing frames locally on capture

Spawns a `Video_Writer` to encode video, sets **writing**

Parameters

- **output_filename** (*str*) – path and filename of the output video. extension should be .mp4, as videos are encoded with libx264 by default.
- **timestamps** (*bool*) – if *True*, (timestamp, frame) tuples will be put in the `_write_q`. if *False*, timestamps will be generated by `Video_Writer` (not recommended at all).
- **blosc** (*bool*) – if *true*, compress frames with `blosc.pack_array()` before putting in `_write_q`.

queue(*queue_size=128*)

Enable stashing frames in a queue for a local consumer.

Other objects can get frames as they are acquired from **q**

Parameters **queue_size** (*int*) – max number of frames that can be held in **q**

property **cam**

Camera object.

If `_cam` hasn't been initialized yet, use `init_cam()` to do so

Returns Camera object, different for each camera.

property output_filename

Filename given to video writer.

If explicitly set, returns as expected.

If None, or path already exists while the camera isn't capturing, a new filename is generated in the user directory.

Returns (str) `_output_filename`

init_cam()

Method to initialize camera object

Must be overridden by camera subclass

Returns camera object

capture_init()

Optional: Prepare `cam` after initialization, but before capture

Returns None

capture_deinit()

Optional: Return `cam` to an idle state after capturing, but before releasing

Returns None

stop()

Stop capture by setting `stopping`

release()

Release resources held by Camera.

Must be overridden by subclass.

Does not raise exception in case some general camera release logic should be put here...

```
class PiCamera(camera_idx: int = 0, sensor_mode: int = 0, resolution: Tuple[int, int] = (1280, 720), fps: int = 30, format: str = 'rgb', *args, **kwargs)
```

Bases: `autopilot.hardware.cameras.Camera`

Interface to the [Raspberry Pi Camera Module](#) via `picamera`

Parameters of the `picamera.PiCamera` class can be set after initialization by modifying the `PiCamera.cam` attribute, eg `PiCamera().cam.exposure_mode = 'fixedfps'` – see the `picamera.PiCamera` documentation for full documentation.

Note that some parameters, like resolution, can't be changed after starting `capture()` .

The Camera Module is a slippery little thing, and `fps` and `resolution` are just requests to the camera, and aren't necessarily followed with 100% fidelity. The possible framerates and resolutions are determined by the `sensor_mode` parameter, which by default tries to guess the best sensor mode based on the `fps` and `resolution`. See the [Sensor Modes](#) documentation for more details.

This wrapper uses a subclass, `PiCamera.PiCamera_Writer` to capture frames decoded by the gpu directly from the preallocated buffer object. Currently the restoration from the buffer assumes that RGB, or generally `shape[2] == 3`, images are being captured. See [this stackexchange post](#) by Dave Jones, author of the `picamera` module, for a strategy for capturing grayscale images quickly.

This class also currently uses the default `Video_Writer` object, but it could be more performant to use the `picamera.PiCamera.start_recording()` method's built-in ability to record video to a file — try it out!

Todo: Currently timestamps are constructed with `datetime.datetime.now.isoformat()`, which is not altogether accurate. Timestamps should be gotten from the `frame` attribute, which depends on the `clock_mode`

References

- <https://blog.robertelder.org/recording-660-fps-on-raspberry-pi-camera/>
- Fast capture from the author of picamera - <https://raspberrypi.stackexchange.com/a/58941/112948>
- More on fast capture and processing, see last example in section - <https://picamera.readthedocs.io/en/release-1.12/recipes2.html#rapid-capture>

Parameters

- **camera_idx** (*int*) – Index of picamera (default: 0, >=1 only supported on compute module)
- **sensor_mode** (*int*) – Sensor mode, default 0 detects automatically from resolution and fps, note that sensor_mode will affect the available resolutions and framerates, see [Sensor Modes](#) for more information
- **resolution** (*tuple*) – a tuple of (width, height) integers, but mind the note in the above documentation regarding the sensor_mode property and resolution
- **fps** (*int*) – frames per second, but again mind the note on sensor_mode
- **format** (*str*) – Format passed to `:class`picamera.PiCamera.start_recording`` one of ('rgb' (default), 'grayscale') The 'grayscale' format uses the 'yuv' format, and extracts the luminance channel
- ***args** () – passed to superclass
- ****kwargs** () – passed to superclass

Attributes:

<i>sensor_mode</i>	Sensor mode, default 0 detects automatically from resolution and fps, note that sensor_mode will affect the available resolutions and framerates, see Sensor Modes for more information.
<i>resolution</i>	A tuple of ints, (width, height).
<i>fps</i>	Frames per second
<i>rotation</i>	Rotation of the captured image, derived from <code>Camera.rotate * 90</code> .

Methods:

<i>init_cam()</i>	Initialize and return the <code>picamera.PiCamera</code> object.
<i>capture_init()</i>	Spawn a <code>PiCamera.PiCameraWriter</code> object to <code>PiCamera._picam_writer</code> and <code>start_recording()</code> in the set format
<i>capture_deinit()</i>	<code>stop_recording()</code> and <code>close()</code> the camera, releasing its resources.
<i>release()</i>	Release resources held by Camera.

Classes:

<code>PiCamera_Writer(resolution[, format])</code>	Writer object for processing individual frames, see: https://raspberrypi.stackexchange.com/a/58941/112948
--	---

property sensor_mode: int

Sensor mode, default 0 detects automatically from resolution and fps, note that sensor_mode will affect the available resolutions and framerates, see [Sensor Modes](#) for more information.

When set, if the camera has been initialized, will change the attribute in `PiCamera.cam`

Returns int

property resolution: Tuple[int, int]

A tuple of ints, (width, height).

Resolution can't be changed while the camera is capturing.

See [Sensor Modes](#) for more information re: how resolution relates to `picamera.PiCamera.sensor_mode`

Returns tuple of ints, (width, height)

property fps: int

Frames per second

See [Sensor Modes](#) for more information re: how fps relates to `picamera.PiCamera.sensor_mode`

Returns int - fps

property rotation: int

Rotation of the captured image, derived from `Camera.rotate * 90`.

Must be one of (0, 90, 180, 270)

Rotation can be changed during capture

Returns int - Current rotation

init_cam() → picamera.PiCamera

Initialize and return the `picamera.PiCamera` object.

Uses the stored `camera_idx`, `resolution`, `fps`, and `sensor_mode` attributes on init.

Returns `picamera.PiCamera`

capture_init()

Spawn a `PiCamera.PiCamera_Writer` object to `PiCamera._picam_writer` and `start_recording()` in the set format

capture_deinit()

`stop_recording()` and `close()` the camera, releasing its resources.

release()

Release resources held by Camera.

Must be overridden by subclass.

Does not raise exception in case some general camera release logic should be put here...

```
class PiCamera_Writer(resolution: Tuple[int, int], format: str = 'rgb')
```

Bases: `object`

Writer object for processing individual frames, see: <https://raspberrypi.stackexchange.com/a/58941/112948>

Parameters `resolution` (*tuple*) – (width, height) tuple used when making numpy array from buffer

Variables

- **grab_event** (`threading.Event`) – Event set whenever a new frame is captured, cleared by the parent class when the frame is consumed.
- **frame** (`numpy.ndarray`) – Captured frame
- **timestamp** (*str*) – Isoformatted timestamp of time of capture.

Methods:

<code>write(buf)</code>	Reconstitute the buffer into a numpy array in <code>PiCamera_Writer.frame</code> and make a timestamp in <code>PiCamera_Writer.timestamp</code> , then set the <code>PiCamera_Writer.grab_event</code>
-------------------------	--

`write(buf)`

Reconstitute the buffer into a numpy array in `PiCamera_Writer.frame` and make a timestamp in `PiCamera_Writer.timestamp`, then set the `PiCamera_Writer.grab_event`

Parameters `buf` () – Buffer given by PiCamera

```
class Camera_CV(camera_idx=0, **kwargs)
```

Bases: `autopilot.hardware.cameras.Camera`

Capture Video from a webcam with OpenCV

By default, OpenCV will select a suitable backend for the indicated camera. Some backends have difficulty operating multiple cameras at once, so the performance of this class will be variable depending on camera type.

Note: OpenCV must be installed to use this class! A Prebuilt opencv binary is available for the raspberry pi, but it doesn't take advantage of some performance-enhancements available to OpenCV. Use `autopilot.setup.run_script opencv` to compile OpenCV with these enhancements.

If your camera isn't working and you're using v4l2, to print debugging information you can run:

```
# set the debug log level
echo 3 > /sys/class/video4linux/videox/dev_debug

# check logs
dmesg
```

Parameters

- **camera_idx** (*int*) – The index of the desired camera
- ****kwargs** – Passed to the `Camera` metaclass.

Variables

- **camera_idx** (*int*) – The index of the desired camera
- **last_opencv_init** (*float*) – See `OPENCV_LAST_INIT_TIME`
- **last_init_lock** (`threading.Lock`) – Lock for setting `last_opencv_init`

Attributes:

<i>fps</i>	Attempts to get FPS with <code>cv2.CAP_PROP_FPS</code> , uses 30fps as a default
<i>shape</i>	Attempts to get image shape from <code>cv2.CAP_PROP_FRAME_WIDTH</code> and <code>HEIGHT</code> :returns: (width, height) :rtype: tuple
<i>backend</i>	capture backend used by OpenCV for this camera
<i>v4l_info</i>	Device information from <code>v4l2-ctl</code>

Methods:

<i>init_cam()</i>	Initializes OpenCV Camera
<i>release()</i>	Release resources held by Camera.

property fps

Attempts to get FPS with `cv2.CAP_PROP_FPS`, uses 30fps as a default

Returns framerate

Return type `int`

property shape

Attempts to get image shape from `cv2.CAP_PROP_FRAME_WIDTH` and `HEIGHT` :returns: (width, height) :rtype: tuple

property backend

capture backend used by OpenCV for this camera

Returns name of capture backend used by OpenCV for this camera

Return type `str`

init_cam()

Initializes OpenCV Camera

To avoid overlapping resource allocation requests, checks the last time any `Camera_CV` object was instantiated and makes sure it has been at least 2 seconds since then.

Returns camera object

Return type `cv2.VideoCapture`

release()

Release resources held by Camera.

Must be overridden by subclass.

Does not raise exception in case some general camera release logic should be put here...

property v4l_info

Device information from `v4l2-ctl`

Returns Information for all devices available through `v4l2`

Return type `dict`

class `Camera_Spinnaker`(*serial=None, camera_idx=None, **kwargs*)

Bases: `autopilot.hardware.cameras.Camera`

Capture video from a FLIR brand camera with the Spinnaker SDK.

Parameters

- **serial** (*str*) – Serial number of desired camera
- **camera_idx** (*int*) – If no serial provided, select camera by index. Using **serial** is HIGHLY RECOMMENDED.
- ****kwargs** – passed to `Camera` metaclass

Note: PySpin and the Spinnaker SDK must be installed to use this class. Please use the `install_pyspin.sh` script in setup

See the documentation for the Spinnaker SDK and PySpin here:

<https://www.flir.com/products/spinnaker-sdk/>

Variables

- **serial** (*str*) – Serial number of desired camera
- **camera_idx** (*int*) – If no serial provided, select camera by index. Using **serial** is HIGHLY RECOMMENDED.
- **system** (`PySpin.System`) – The PySpin System object
- **cam_list** (`PySpin.CameraList`) – The list of PySpin Cameras available to the system
- **nmap** – A reference to the nodemap from the GenICam XML description of the device
- **base_path** (*str*) – The directory and base filename that images will be written to if object is writing. eg:

```
base_path = '/home/user/capture_directory/capture_'
image_path = base_path + 'image1.png'
```
- **img_opts** (`PySpin.PNGOption`) – Options for saving .png images, made by `write()`

Attributes:

<code>ATTR_TYPES</code>	Conversion from data types to pointer types
<code>ATTR_TYPE_NAMES</code>	Conversion from data types to human-readable names
<code>RW_MODES</code>	bool, 'write':bool} descriptor
<code>bin</code>	Camera Binning.
<code>exposure</code>	Set Exposure of camera
<code>fps</code>	Acquisition Framerate
<code>frame_trigger</code>	Set camera to lead or follow hardware triggers
<code>acquisition_mode</code>	Image acquisition mode
<code>readable_attributes</code>	All device attributes that are currently readable with <code>get()</code>
<code>writable_attributes</code>	All device attributes that are currently writeable with <code>set()</code>
<code>device_info</code>	Get all information about the camera

Methods:

<code>init_cam()</code>	Initialize the Spinnaker Camera
<code>capture_init()</code>	Prepare the camera for acquisition
<code>capture_deinit()</code>	De-initializes the camera after acquisition
<code>write([output_filename, timestamps, blosc])</code>	Sets camera to save acquired images to a directory for later encoding.
<code>get(attr)</code>	Get a camera attribute.
<code>set(attr, val)</code>	Set a camera attribute
<code>list_options(name)</code>	List the possible values of a camera attribute.
<code>release()</code>	Release all PySpin objects and wait on writer, if still active.

ATTR_TYPES = {}

Conversion from data types to pointer types

ATTR_TYPE_NAMES = {}

Conversion from data types to human-readable names

RW_MODES = {}

bool, 'write':bool} descriptor

Type Conversion from read/write mode to {'read'**init_cam()**

Initialize the Spinnaker Camera

Initializes the camera, system, cam_list, node map, and the camera methods and attributes used by `get()` and `set()`**Returns** The Spinnaker camera object**Return type** PySpin.Camera**capture_init()**

Prepare the camera for acquisition

calls the camera's `BeginAcquisition` method and populate `shape`**capture_deinit()**

De-initializes the camera after acquisition

write(output_filename=None, timestamps=True, blosc=True)

Sets camera to save acquired images to a directory for later encoding.

For performance, rather than encoding during acquisition, save each image as a (lossless) .png image in a directory generated by `output_filename`.After capturing is complete, a `Directory_Writer` encodes the images to an x264 encoded .mp4 video.**Parameters**

- **output_filename** (*str*) – Directory to write images to. If None (default), generated by `output_filename`
- **timestamps** (*bool*) – Not used, timestamps are always appended to filenames.
- **blosc** (*bool*) – Not used, images are directly saved.

property bin

Camera Binning.

Attempts to bin on-device, and use averaging if possible. If averaging not available, uses summation.

Parameters **tuple** – tuple of integers, (Horizontal, Vertical binning)

Returns (Horizontal, Vertical binning)

Return type **tuple**

property exposure

Set Exposure of camera

Can be set with

- 'auto' - automatic exposure control. note that this will limit framerate
- float from 0-1 - exposure duration proportional to fps. eg. if fps = 10, setting exposure = 0.5 means exposure will be set as 50ms
- float or int >1 - absolute exposure time in microseconds

Returns If exposure has been set, return set value. Otherwise return `.get('ExposureTime')`

Return type **str, float**

property fps

Acquisition Framerate

Set with integer. If set with None, ignored (superclass sets FPS to None on init)

Returns from `cam.AcquisitionFrameRate.GetValue()`

Return type **int**

property frame_trigger

Set camera to lead or follow hardware triggers

If 'lead', Camera will send TTL pulses from Line 2.

If 'follow', Camera will follow triggers from Line 3.

See also:

- <https://www.flir.com/support-center/iis/machine-vision/application-note/configuring-synchronized-capture-with-multiple-cameras>
- <https://www.flir.com/support-center/iis/machine-vision/knowledge-base/what-external-iidc-trigger-modes-are-supported-by-my-camera/>

property acquisition_mode

Image acquisition mode

One of

- 'continuous' - continuously acquire frame camera
- 'single' - acquire a single frame
- 'multi' - acquire a finite number of frames.

Warning: Only 'continuous' has been tested.

property readable_attributes

All device attributes that are currently readable with `get()`

Returns A dictionary of attributes that are readable and their current values

Return type `dict`

property writable_attributes

All device attributes that are currently writeable with `set()`

Returns A dictionary of attributes that are writeable and their current values

Return type `dict`

get(attr)

Get a camera attribute.

Any value in `readable_attributes` can be read. Attempts to get numeric values with `.GetValue`, otherwise gets a string with `.ToString`, so be cautious with types.

If `attr` is a method (ie. in `._camera_methods`, execute the method and return the value

Parameters `attr (str)` – Name of a readable attribute or executable method

Returns Value of `attr`

Return type `float, int, str`

set(attr, val)

Set a camera attribute

Any value in `writable_attributes` can be set. If attribute has a `.SetValue` method, (ie. accepts numeric values), attempt to use it, otherwise use `.FromString`.

Parameters

- **attr (str)** – Name of attribute to be set
- **val (str, int, float)** – Value to set attribute

list_options(name)

List the possible values of a camera attribute.

Parameters `name (str)` – name of attribute to query

Returns Dictionary with {available options: descriptions}

Return type `dict`

property device_info

Get all information about the camera

Note that this is distinct from camera *attributes* like `fps`, instead this is information like serial number, version, firmware revision, etc.

Returns {feature name: feature value}

Return type `dict`

release()

Release all PySpin objects and wait on writer, if still active.

class Video_Writer(*q, path, fps=None, timestamps=True, blosc=True*)

Bases: `multiprocessing.context.Process`

Encode frames as they are acquired in a separate process.

Must call `start()` after initialization to begin encoding.

Encoding continues until 'END' is put in `q`.

Timestamps are saved in a .csv file with the same path as the video.

Parameters

- **q** (*Queue*) – Queue into which frames will be dumped
- **path** (*str*) – output path of video
- **fps** (*int*) – framerate of output video
- **timestamps** (*bool*) – if True (default), input will be of form (timestamp, frame). if False, input will just be frames and timestamps will be generated as the frame is encoded (**not recommended**)
- **blosc** (*bool*) – if True, frames in the `q` will be compressed with blosc. if False, uncompressed

Variables `timestamps` (*list*) – Timestamps for frames, written to .csv on completion of encoding

Methods:

<code>run()</code>	Open a <code>skvideo.io.FFmpegWriter</code> and begin processing frames from <code>q</code>
--------------------	---

`run()`

Open a `skvideo.io.FFmpegWriter` and begin processing frames from `q`

Should not be called by itself, overwrites the `multiprocessing.Process.run()` method, so should call `Video_Writer.start()`

Continue encoding until 'END' put in queue.

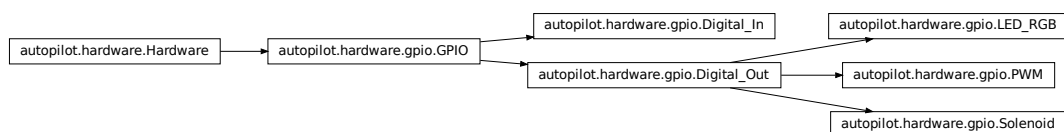
`list_spinnaker_cameras()`

List all available Spinnaker cameras and their `DeviceInformation`

Returns list of dictionaries of device information for each camera.

Return type `list`

16.2 gpio



Hardware that uses the GPIO pins of the Raspi. These classes rely on `pigpio`, whose daemon (`pigpiod`) must be

running in the background – typically this is handled with a launch script/system daemon (see the `launch_pilot.sh` script generated by `setup_autopilot.py`)

Autopilot uses a custom version of pigpio (<https://github.com/sneakers-the-rat/pigpio>) that returns isoformatted times-tamps rather than tick numbers in callbacks. See the `setup_pilot.sh` script.

Note: Autopilot uses the “Board” rather than “Broadcom” numbering system, see *the numbering note*. `GPIO` objects convert internally between board and bcm numbers using `GPIO.pin`, `GPIO.pin_bcm`, `BOARD_TO_BCM`, and `BCM_TO_BOARD`.

Note: This module does not include hardware that uses the GPIO pins over a specific protocol like i2c

Data:

<code>ENABLED</code>	False if pigpio cannot be imported -- and GPIO devices cannot be used.
----------------------	--

Functions:

<code>clear_scripts([max_scripts])</code>	Stop and delete all scripts running on the pigpio client.
---	---

Classes:

<code>GPIO([pin, polarity, pull, trigger])</code>	Metaclass for hardware that uses GPIO.
<code>Digital_Out([pin, pulse_width, polarity])</code>	TTL/Digital logic out through a GPIO pin.
<code>Digital_In(pin[, event, record, max_events])</code>	Record digital input and call one or more callbacks on logic transition.
<code>PWM(pin[, range])</code>	PWM output from GPIO.
<code>LED_RGB([pins, r, g, b, polarity, blink])</code>	An RGB LED, wrapper around three <code>PWM</code> objects.
<code>Solenoid(pin[, polarity, duration, vol])</code>	Solenoid valve for water delivery.

`ENABLED = False`

False if pigpio cannot be imported – and GPIO devices cannot be used.

True if pigpio can be imported

`clear_scripts(max_scripts=256)`

Stop and delete all scripts running on the pigpio client.

To be called, eg. between tasks to ensure none are left hanging by badly behaved GPIO devices

Parameters `max_scripts` (*int*) – maximum number of scripts allowed by pigpio. Set in `pigpio.c` and not exported to the python module, so have to hardcode it again here, default for pigpio fork is 256

`class GPIO(pin=None, polarity=1, pull=None, trigger=None, **kwargs)`

Bases: `autopilot.hardware.Hardware`

Metaclass for hardware that uses GPIO. Should not be instantiated on its own.

Handles initializing pigpio and wraps some of its commonly used methods

Parameters

- **pin** (*int*) – The [Board-numbered](#) GPIO pin of this object.
- **polarity** (*int*) – Logic direction. if 1: on=High=1, off=Low=0; if 0: off=Low=0, on=High=1
- **pull** (*str, int*) – state of pullup/down resistor. Can be set as ‘U’/‘D’ or 1/0 to pull up/down. See `PULL_MAP`
- **trigger** (*str, int, bool*) – whether callbacks are triggered on rising (‘U’, 1, True), falling (‘D’, 0, False), or both edges (‘B’, (0,1))
- **kwargs** – passed to the [Hardware](#) superclass.

Variables

- **pig** (`pigpio.pi`) – An object that manages connection to the pigpio daemon. See docs at <http://abyz.me.uk/rpi/pigpio/python.html>
- **CONNECTED** (*bool*) – Whether the connection to pigpio was successful
- **pigpiod** – Reference to the pigpiod process launched by `external.start_pigpiod()`
- **pin** (*int*) – The [Board-numbered](#) GPIO pin of this object.
- **pin_bcm** (*int*) – The BCM number of the connected pin – used by pigpio. Converted from pin passed as argument on initialization, which is assumed to be the board number.
- **pull** (*str, int*) – state of pullup/down resistor. Can be set as ‘U’/‘D’ or 1/0 to pull up/down
- **polarity** (*int*) – Logic direction. if 1: on=High=1, off=Low=0; if 0: off=Low=0, on=High=1
- **on** (*int*) – if polarity == 1, high/1. if polarity == 0, low/0
- **off** (*int*) – if polarity == 1, low/0. if polarity == 0, high/1
- **trigger** (*str, int, bool*) – whether callbacks are triggered on rising (‘U’, 1, True), falling (‘D’, 0, False), or both edges (‘B’, (0,1))
- **trigger_edge** – The pigpio object representing `RISING_EDGE`, `FALLING_EDGE`, `BOTH_EDGES`. Set by `:attr`.trigger``

Methods:

<code>init_pigpio()</code>	Create a socket connection to the pigpio daemon and set as <code>GPIO.pig</code>
<code>release()</code>	Release the connection to the pigpio daemon.

Attributes:

<code>pin</code>	<code>//raspberrypi.stackexchange.com/a/12967>`_</code> GPIO pin.
<code>state</code>	Instantaneous state of GPIO pin, on (True) or off (False)
<code>pull</code>	State of internal pullup/down resistor.
<code>polarity</code>	on=High=1, off=Low=0; if 0: off=Low=0, on=High=1.
<code>trigger</code>	Maps strings ((‘U’,1,True), (‘D’,0,False), (‘B’,[0,1])) to pigpio edge types (<code>RISING_EDGE</code> , <code>FALLING_EDGE</code> , <code>EITHER_EDGE</code>), respectively.

init_pigpio() → *bool*

Create a socket connection to the pigpio daemon and set as `GPIO.pig`

Returns True if connection was successful, False otherwise

Return type *bool*

property pin

`//raspberrypi.stackexchange.com/a/12967>`_ GPIO pin.`

When assigned, also updates *pin_bcm* with the BCM-numbered pin.

Type ``Board-numbered <https`

property state: *bool*

Instantaneous state of GPIO pin, on (True) or off (False)

Returns *bool*

property pull

State of internal pullup/down resistor.

See `PULL_MAP` for possible values.

Returns `'U'/'D'/None` for pulled up, down or not set.

Return type *int*

property polarity

`on=High=1, off=Low=0; if 0: off=Low=0, on=High=1.`

When set, updates `on` and `off` accordingly

Type Logic direction. if 1

property trigger

Maps strings (`('U',1,True)`, `('D',0,False)`, `('B',[0,1])`) to pigpio edge types (`RISING_EDGE`, `FALLING_EDGE`, `EITHER_EDGE`), respectively.

Type *dict*

release()

Release the connection to the pigpio daemon.

Note: the Hardware metaclass will call this method on object deletion.

class Digital_Out(*pin=None, pulse_width=100, polarity=1, **kwargs*)

Bases: `autopilot.hardware.gpio.GPIO`

TTL/Digital logic out through a GPIO pin.

Parameters

- **pin** (*int*) – The *Board-numbered* GPIO pin of this object
- **pulse_width** (*int*) – Width of digital output *pulse()* (us). range: 1-100
- **polarity** (*bool*) – Whether ‘on’ is High (1, default) and pulses bring the voltage High, or vice versa (0)

Variables

- **scripts** (*dict*) – maps script IDs to pigpio script handles

- **pigs_function** (*bytes*) – when using pigpio scripts, what function is used to set the value of the output? (eg. 'w' for digital out, 'gdc' for pwm, more info here: <http://abyz.me.uk/rpi/pigpio/pigs.html>)
- **script_counter** (`itertools.count`) – generate script IDs if not explicitly given to `series()`. generated IDs are of the form 'series_#'

Attributes:*output**type**pigs_function***Methods:**

<code>set(value[, result])</code>	Set pin logic level.
<code>turn([direction])</code>	Change output state using on/off parlance.
<code>toggle()</code>	If pin is High, set Low, and vice versa.
<code>pulse([duration])</code>	Send a timed on pulse.
<code>store_series(id, **kwargs)</code>	Create, and store a pigpio script for a series of output values to be called by <code>series()</code>
<code>series([id, delete])</code>	Execute a script that sets the pin to a series of values for a series of durations.
<code>delete_script(script_id)</code>	spawn a thread to delete a script with id <code>script_id</code>
<code>delete_all_scripts()</code>	Stop and delete all scripts
<code>stop_script([id])</code>	Stops a running pigpio script
<code>release()</code>	Stops and deletes all scripts, sets to off, and calls <code>GPIO.release()</code>

output = True**type** = 'DIGITAL_OUT'**pigs_function** = b'w'**set**(*value: bool, result: bool = True*) → bool

Set pin logic level.

Default uses `pigpio.pi.write()`, but can be overwritten by inheriting classes

Stops the last running script when called.

Parameters

- **value** (*int, bool*) – (1, True) to set High, (0, False) to set Low.
- **result** (*bool*) – If True (default), wait for response from pigpiod to give an error code. If False, don't wait, but also don't receive confirmation that the pin was written to

turn(*direction='on'*)Change output state using on/off parlance. logic direction varies based on `Digital_Out.polarity`

Stops the last running script when called.

Parameters **direction** (*str, bool*) – 'on', 1, or True to turn to on and vice versa for off

toggle()

If pin is High, set Low, and vice versa.

Stops the last running script when called.

pulse(*duration=None*)

Send a timed on pulse.

Parameters **duration** (*int*) – If None (default), uses **duration**, otherwise duration of pulse from 1-100us.

store_series(*id, **kwargs*)

Create, and store a pigpio script for a series of output values to be called by [series\(\)](#)

Parameters

- **id** (*str*) – shorthand key used to call this series with [series\(\)](#)
- **kwargs** – passed to [_series_script\(\)](#)

series(*id=None, delete=None, **kwargs*)

Execute a script that sets the pin to a series of values for a series of durations.

See [_series_script\(\)](#) for series parameterization.

Ideally one would use [store_series\(\)](#) and use the returned id to call this function. Otherwise, this method calls [store_series\(\)](#) and runs it.

Parameters

- **id** (*str, int*) – ID of the script, if not already created, created with [store_script\(\)](#). If None (default), an ID is generated with [script_counter](#) of the form 'script_#'
- **kwargs** – passed to [_series_script\(\)](#)

delete_script(*script_id*)

spawn a thread to delete a script with id [script_id](#)

This is a ‘soft’ deletion – it checks if the script is running, and waits for up to 10 seconds before actually deleting it.

The script is deleted from the pigpio daemon, from [script_handles](#) and from [scripts](#)

Parameters **script_id** (*str*) – a script ID in [Digital_Out.script_handles](#)

delete_all_scripts()

Stop and delete all scripts

This is a “hard” deletion – the script will be immediately stopped if it’s running.

stop_script(*id=None*)

Stops a running pigpio script

Parameters **id** (*str, none*) – If None, stops the last run script. if str, stops script with that id.

release()

Stops and deletes all scripts, sets to off, and calls [GPIO.release\(\)](#)

pig: [Optional\[pigpio.pi\]](#)

logger: [logging.Logger](#)

class `Digital_In`(*pin*, *event*=None, *record*=True, *max_events*=256, ***kwargs*)

Bases: `autopilot.hardware.gpio.GPIO`

Record digital input and call one or more callbacks on logic transition.

Parameters

- **pin** (*int*) – Board-numbered GPIO pin.
- **event** (`threading.Event`) – For callbacks assigned with `assign_cb()` with `evented = True`, set this event whenever the callback is triggered. Can be used to handle stage transition logic here instead of the `Task` object, as is typical.
- **record** (*bool*) – Whether all logic transitions should be recorded as a list of ('EVENT', 'Timestamp') tuples.
- **max_events** (*int*) – Maximum size of the events deque
- ****kwargs** – passed to `GPIO`

Sets the internal pullup/down resistor to `Digital_In.off` and `Digital_In.trigger` to `Digital_In.on` upon instantiation.

Note: pull and trigger are set by polarity on initialization in digital inputs, unlike other GPIO classes. They are not mutually synchronized however, ie. after initialization if any one of these attributes are changed, the other two will remain the same.

Variables

- **pi** (`pigpio.pi()`) – The pigpio connection.
- **pin** (*int*) – Broadcom-numbered pin, converted from the argument given on instantiation
- **callbacks** (*list*) – A list of `:meth:`pigpio.callback`'s kept to clear them on exit`
- **polarity** (*int*) – Logic direction, if 1: off=0, on=1, pull=low, trigger=high and vice versa for 0
- **events** (*list*) – if `record` is True, a deque of ('EVENT', 'TIMESTAMP') tuples of length `max_events`

Attributes:

`is_trigger`

`type`

`input`

Methods:

<code>assign_cb</code> (callback_fn[, add, evented, ...])	Sets <code>callback_fn</code> to be called when <code>Digital_In.trigger</code> is detected.
<code>clear_cb</code> ()	Tries to call <code>.cancel()</code> on each of the callbacks in <code>callbacks</code>
<code>record_event</code> (pin, level, timestamp)	On either direction of logic transition, record the time
<code>release</code> ()	Clears any callbacks and calls <code>GPIO.release()</code>

```
is_trigger = True
```

```
type = 'DIGI_IN'
```

```
input = True
```

```
assign_cb(callback_fn, add=True, evented=False, manual_trigger=None)
```

Sets `callback_fn` to be called when `Digital_In.trigger` is detected.

`callback_fn` must accept three parameters:

- `GPIO` (*int*, 0-31): the BCM number of the pin that was triggered
- `level` (0-2):
 - 0: change to low (falling)
 - 1: change to high (rising)
 - 2: no change (watchdog timeout)
- `timestamp` (*str*): If using the Autopilot version of `pigpio`, an isoformatted timestamp

Parameters

- **`callback_fn`** (*callable*) – The function to be called when triggered
- **`add`** (*bool*) – Are we adding another callback? If `False`, the previous callbacks are cleared.
- **`evented`** (*bool*) – Should triggering this event also set the internal event? Note that `Digital_In.event` must have been passed.
- **`manual_trigger`** (`'U'`, `'D'`, `'B'`) – Override `Digital_In.trigger` if needed.

```
clear_cb()
```

Tries to call `.cancel()` on each of the callbacks in `callbacks`

```
record_event(pin, level, timestamp)
```

On either direction of logic transition, record the time

Parameters

- **`pin`** (*int*) – BCM numbered pin passed from `pigpio`
- **`level`** (*bool*) – High/Low status of current pin
- **`timestamp`** (*str*) – isoformatted timestamp

```
release()
```

Clears any callbacks and calls `GPIO.release()`

```
pig: Optional[pigpio.pi]
```

```
logger: logging.Logger
```

```
class PWM(pin, range=255, **kwargs)
```

Bases: `autopilot.hardware.gpio.Digital_Out`

PWM output from GPIO.

Parameters

- **`pin`** (*int*) – Board numbered GPIO pin
- **`range`** (*int*) – Maximum value of PWM duty-cycle. Default 255.

- ****kwargs** – passed to *Digital_Out*

Attributes:

<i>output</i>	
<i>type</i>	
<i>pigs_function</i>	
<i>range</i>	Maximum value of PWM dutycycle.
<i>polarity</i>	Logic direction.

Methods:

<i>set</i> (value)	Sets PWM duty cycle normalized to <i>polarity</i> and transformed by <i>_clean_value()</i>
<i>release</i> ()	Turn off and call <i>Digital_Out.release()</i>

output = True

type = 'PWM'

pigs_function = b'pwm'

set(value)

Sets PWM duty cycle normalized to *polarity* and transformed by *_clean_value()*

Stops the last running script

Parameters value (*int, float*) –

- if *int* > 1, sets value (or *PWM.range*-value if *PWM.polarity* is inverted).
- if $0 \leq \text{float} \leq 1$, transforms to a proportion of *range* (inverted if needed as well).

property range

Maximum value of PWM dutycycle.

Doesn't set duration of PWM, but set values will be divided by this range. eg. if *range* == 200, calling *PWM.set(100)()* would result in a 50% duty cycle

Parameters (int) – 25-40000

property polarity

Logic direction.

- if 1: on=High=:attr:~*PWM.range*, off=Low=0;
- if 0: off=Low=0, on=High=:attr:~*PWM.range*.

When set, updates on and off

release()

Turn off and call *Digital_Out.release()*

Returns:

pig: *Optional*[*pigpio.pi*]

logger: `logging.Logger`

class `LED_RGB`(*pins=None, r=None, g=None, b=None, polarity=1, blink=True, **kwargs*)

Bases: `autopilot.hardware.gpio.Digital_Out`

An RGB LED, wrapper around three `PWM` objects.

Parameters

- **pins** (*list*) – A list of (board) pin numbers. Either *pins* OR all *r*, *g*, *b* must be passed.
- **r** (*int*) – Board number of Red pin - must be passed with *g* and *b*
- **g** (*int*) – Board number of Green pin - must be passed with *r* and *b*
- **b** (*int*) – Board number of Blue pin - must be passed with *r* and *g*:
- **polarity** (*0, 1*) – 0: common anode (low turns LED on) 1: common cathode (low turns LED off)
- **blink** (*bool*) – Flash RGB at the end of init to show we’re alive and bc it’s real cute.
- ****kwargs** – passed to `Digital_Out`

Variables **channels** (*dict*) – The three PWM objects, { ‘r’:PWM, ... etc }

Attributes:

<code>output</code>	
<code>type</code>	
<code>range</code>	Returns: dict: ranges for each of the <code>LED_RGB.channels</code>
<code>pin</code>	Dict of the board pin number of each channel, ``{'r': self.channels['r'].pin, .
<code>pin_bcm</code>	Dict of the broadcom pin number of each channel, ``{'r': self.channels['r'].pin_bcm, .
<code>pull</code>	State of internal pullup/down resistor.

Methods:

<code>set</code> ([value, r, g, b])	Set the color of the LED.
<code>toggle</code> ()	If pin is High, set Low, and vice versa.
<code>pulse</code> ([duration])	Send a timed on pulse.
<code>flash</code> (duration[, frequency, colors])	Specify a color series by total duration and flash frequency.
<code>release</code> ()	Release each channel and stop pig without calling superclass.

`output = True`

`type = 'LEDS'`

property `range`: `dict`

Returns: dict: ranges for each of the `LED_RGB.channels`

set(*value=None, r=None, g=None, b=None*)

Set the color of the LED.

Can either pass

- a full (R, G, B) tuple to *value*,
- a single *value* that is applied to each channel,
- if *value* is not passed, individual *r*, *g*, or *b* values can be passed (any combination can be set in a single call)

Stops the last run script

Parameters

- **value** (*int, float, tuple, list*) – If list or tuple, an (R, G, B) color. If float or int, applied to each color channel. Can be set with floats 0-1, or ints ≥ 1 (See [PWM.range](#)). If None, use *r*, *g*, and *b*.
- **r** (*float, int*) – value to set red channel
- **g** (*float, int*) – value to set green channel
- **b** (*float, int*) – value to set blue channel

pig: [Optional\[pigpio.pi\]](#)

logger: [logging.Logger](#)

toggle()

If pin is High, set Low, and vice versa.

Stops the last running script when called.

pulse(*duration=None*)

Send a timed on pulse.

Parameters **duration** (*int*) – If None (default), uses *duration*, otherwise duration of pulse from 1-100us.

flash(*duration, frequency=10, colors=((1, 1, 1), (0, 0, 0))*)

Specify a color series by total duration and flash frequency.

Largely a convenience function for on/off flashes.

Parameters

- **duration** (*int, float*) – Duration of flash in ms.
- **frequency** (*int, float*) – Frequency of flashes in Hz
- **colors** (*list*) –

A list of RGB values 0-255 like:

```
[[255,255,255],[0,0,0]]
```

release()

Release each channel and stop pig without calling superclass.

property **pin**

Dict of the board pin number of each channel, {'r' : self.channels['r'].pin, ... }

property pin_bcm

Dict of the broadcom pin number of each channel, {'r' : self.channels['r'].pin_bcm, ... }

property pull

State of internal pullup/down resistor.

See PULL_MAP for possible values.

Returns 'U'/'D'/None for pulled up, down or not set.

Return type int

class Solenoid(pin, polarity=1, duration=20, vol=None, **kwargs)

Bases: [autopilot.hardware.gpio.Digital_Out](#)

Solenoid valve for water delivery.

Parameters

- **pin** (int) – Board pin number, converted to BCM on init.
- **polarity** (0, 1) – Whether HIGH opens the port (1) or closes it (0)
- **duration** (int, float) – duration of open, ms.
- **vol** (int, float) – desired volume of reward in uL, must have computed calibration results, see [calibrate_ports\(\)](#)
- ****kwargs** – passed to [Digital_Out](#)

Only NC solenoids should be used, as there is no way to guarantee that a pin will maintain its voltage when it is released, and you will spill water all over the place.

Variables

- **calibration** (dict) – Dict with with line coefficients fitting volume to open duration, see [calibrate_ports\(\)](#). Retrieved from prefs, specifically `prefs.get('PORT_CALIBRATION')[name]`
- **mode** ('DURATION', 'VOLUME') – Whether open duration is given in ms, or computed from calibration
- **duration** (int, float) – Duration of valve opening, in ms. When set, creates a script 'open' that is used to open the valve for a precise amount of time

Attributes:

output	
type	
DURATION_MIN	Minimum allowed duration in ms
duration	

Methods:

dur_from_vol (vol)	Given a desired volume, compute an open duration.
open ([duration])	Open the valve.

pig: `Optional[pigpio.pi]`

logger: `logging.Logger`

output = `True`

type = `'SOLENOID'`

DURATION_MIN = `2`

Minimum allowed duration in ms

property `duration`

dur_from_vol(*vol*)

Given a desired volume, compute an open duration.

Must have calibration available in prefs, see `calibrate_ports()`.

Parameters *vol* (*float, int*) – desired reward volume in uL

Returns computed opening duration for given volume

Return type `int`

open(*duration=None*)

Open the valve.

Uses the ‘open’ script created when assigning duration.

Parameters *duration* (*float*) – If provided, open for this duration instead of the duration stored on instantiation.

16.3 i2c

Classes:

<code>I2C_9DOF</code> (<i>[accel, gyro, mag, gyro_hpf, ...]</i>)	A <code>Sparkfun 9DOF</code> combined accelerometer, magnetometer, and gyroscope.
<code>MLX90640</code> (<i>[fps, integrate_frames, interpolate]</i>)	A <code>MLX90640</code> Temperature sensor.

class `I2C_9DOF`(*accel: bool = True, gyro: bool = True, mag: bool = True, gyro_hpf: float = 0.2, accel_range=16, kalman_mode: str = 'both', invert_gyro=False, *args, **kwargs*)

Bases: `autopilot.hardware.Hardware`

A `Sparkfun 9DOF` combined accelerometer, magnetometer, and gyroscope.

Sensor Datasheet: https://cdn.sparkfun.com/assets/learn_tutorials/3/7/3/LSM9DS1_Datasheet.pdf

Hardware Datasheet: https://github.com/sparkfun/9DOF_Sensor_Stick

Documentation on calculating position values: <https://arxiv.org/pdf/1704.06053.pdf>

This device uses I2C, so must be connected accordingly:

- VCC: 3.3V (pin 2)
- Ground: (any ground pin)
- SDA: I2C.1 SDA (pin 3)
- SCL: I2C.1 SCL (pin 5)

This class uses code from the [Adafruit Circuitfun](#) library, modified to use pigpio

Note: use this for processing?? <https://www.ncbi.nlm.nih.gov/pmc/articles/PMC6111698/>

Parameters

- **accel** (*bool*) – Whether the accelerometer should be made active (default: True)
- **gyro** (*bool*) – Whether the gyroscope should be made active (default: True) – accel must be true if gyro is true
- **mag** (*bool*) – Whether the magnetomete should be made active (default: True)
- **gyro_hpf** (*int, float*) – Highpass filter cutoff for onboard gyroscope filter. One of [GYRO_HPF_CUTOFF](#) (default: 4), or `False` to disable
- **kalman_mode** (*'both', 'accel', None*) – Whether to use a kalman filter that integrates accelerometer and gyro readings (*'both'*, default), a kalman filter with just the accelerometer values (*'accel'*), or just return the raw calculated orientation values from [rotation](#)
- **invert_gyro** (*list, tuple*) – if not `False` (default), a list/tuple of the numerical axis index to invert on the gyroscope. eg. passing (1, 2) will invert the y and z axes.

Attributes:

<code>ACCELRange_2G</code>	
<code>ACCELRange_16G</code>	
<code>ACCELRange_4G</code>	
<code>ACCELRange_8G</code>	
<code>MAGGain_4GAUSS</code>	
<code>MAGGain_8GAUSS</code>	
<code>MAGGain_12GAUSS</code>	
<code>MAGGain_16GAUSS</code>	
<code>GYROScale_245DPS</code>	
<code>GYROScale_500DPS</code>	
<code>GYROScale_2000DPS</code>	
<code>GYRO_HPF_CUTOFF</code>	Highpass-filter cutoff frequencies (keys, in Hz) mapped to binary flag.
<code>accel_range</code>	The accelerometer range.
<code>mag_gain</code>	The magnetometer gain.
<code>gyro_scale</code>	The gyroscope scale.
<code>gyro_filter</code>	Set the high-pass filter for the gyroscope.
<code>gyro_polarity</code>	
<code>acceleration</code>	The calibrated x, y, z acceleration in m/s ²
<code>magnetic</code>	The magnetometer X, Y, Z axis values as a 3-tuple of gauss values.
<code>gyro</code>	The gyroscope X, Y, Z axis values as a 3-tuple of degrees/second values.
<code>rotation</code>	Return roll (rotation around x axis) and pitch (rotation around y axis) computed from the accelerometer
<code>temperature</code>	Returns: float: Temperature in Degrees C

Methods:

<code>calibrate([what, samples, sample_dur])</code>	Calibrate sensor readings to correct for bias and scale errors
---	--

`ACCELRange_2G = 0`

`ACCELRange_16G = 8`

`ACCELRange_4G = 16`

`ACCELRange_8G = 24`

`MAGGAIN_4GAUSS = 0`

`MAGGAIN_8GAUSS = 32`

`MAGGAIN_12GAUSS = 64`

`MAGGAIN_16GAUSS = 96`

`GYROSCALE_245DPS = 0`

`GYROSCALE_500DPS = 8`

`GYROSCALE_2000DPS = 24`

`GYRO_HPF_CUTOFF = {0.1: 9, 0.2: 8, 0.5: 7, 1: 6, 2: 5, 4: 4, 8: 3, 15: 2, 30: 1, 57: 0}`

Highpass-filter cutoff frequencies (keys, in Hz) mapped to binary flag.

Note: the frequency of a given binary flag is dependent on the output frequency (952Hz by default, changing frequency is not currently exposed in this object). See Table 52 of [the sensor datasheet](#) for more.

property accel_range

The accelerometer range. Must be one of: - `I2C_9DOF.ACCELRange_2G` - `I2C_9DOF.ACCELRange_4G` - `I2C_9DOF.ACCELRange_8G` - `I2C_9DOF.ACCELRange_16G`

property mag_gain

The magnetometer gain. Must be a value of: - `I2C_9DOF.MAGGAIN_4GAUSS` - `I2C_9DOF.MAGGAIN_8GAUSS` - `I2C_9DOF.MAGGAIN_12GAUSS` - `I2C_9DOF.MAGGAIN_16GAUSS`

property gyro_scale

The gyroscope scale. Must be a value of: - `I2C_9DOF.GYROSCALE_245DPS` - `I2C_9DOF.GYROSCALE_500DPS` - `I2C_9DOF.GYROSCALE_2000DPS`

property gyro_filter: Union[int, float, bool]

Set the high-pass filter for the gyroscope.

Note: the frequency of a given binary flag is dependent on the output frequency (952Hz by default, changing frequency is not currently exposed in this object). See Table 52 of [the sensor datasheet](#) for more.

Parameters `gyro_filter` (*int, float, False*) – Filter frequency (in `GYRO_HPF_CUTOFF`) or False to disable

Returns current HPF cutoff or False if disabled

Return type `float, bool`

property gyro_polarity

property acceleration

The calibrated x, y, z acceleration in m/s²

Returns x, y, z acceleration

Return type `accel (tuple)`

property magnetic

The magnetometer X, Y, Z axis values as a 3-tuple of gauss values.

Returns x, y, z gauss values

Return type (tuple)

property gyro

The gyroscope X, Y, Z axis values as a 3-tuple of degrees/second values.

property rotation

Return roll (rotation around x axis) and pitch (rotation around y axis) computed from the accelerometer

Uses [transform.geometry.IMU_Orientation](#) to fuse accelerometer and gyroscope with Kalman filter

Returns np.ndarray - [roll, pitch]

property temperature

Returns: float: Temperature in Degrees C

calibrate(*what*: str = 'accelerometer', *samples*: int = 10000, *sample_dur*: Optional[float] = None) → dict

Calibrate sensor readings to correct for bias and scale errors

Note: Currently only calibrating the accelerometer is implemented.

The accelerometer is calibrated by rotating the sensor slowly in all three rotational dimensions in such a way that minimizes linear acceleration (not due to gravity). A perfect sensor would output a sphere of points centered at 0

Parameters

- **what** (str) – which sensor is to be calibrated (currently only “accelerometer” implemented)
- **samples** (int) – number of samples that should be used to compute the calibration
- **sample_dur** (float) – number of seconds to sample for, overrides **samples** if not None (default)

Returns calibration dictionary (also saved to disk using [Hardware.calibration](#))

Return type dict

logger: [logging.Logger](#)

class MLX90640(fps=64, integrate_frames=64, interpolate=3, **kwargs)

Bases: [autopilot.hardware.cameras.Camera](#)

A MLX90640 Temperature sensor.

Parameters

- **fps** (int) – Acquisition framerate, must be one of [MLX90640.ALLOWED_FPS](#)
- **integrate_frames** (int) – Number of frames to average over
- **interpolate** (int) – Interpolation multiplier – 3 “increases the resolution” 3x
- ****kwargs** – passed to [Camera](#)

Variables

- **shape** (tuple) – :attr:`~MLX90640.SHAPE_SENSOR
- **integrate_frames** (int) – Number of frames to average over

- **interpolate** (*int*) – Interpolation multiplier – 3 “increases the resolution” 3x
- **_grab_event** (`threading.Event`) – capture thread sets every time it gets a frame, `_grab` waits every time, keeps us from returning same frame twice

This device uses I2C, so must be connected accordingly:

- VCC: 3.3V (pin 2)
- Ground: (any ground pin)
- SDA: I2C.1 SDA (pin 3)
- SCL: I2C.1 SCL (pin 5)

Uses a modified version of the [MLX90640 Library](#) that is capable of outputting 64fps. You must install the library separately, see the `setup_mlx90640.sh` script.

Capture works a bit differently from other Cameras – the `capture_init()` method spawns a `_threaded_capture()` thread, which continually puts frames in the `_frames` array which serves as a ring buffer. The `_grab()` method then awaits the `_grab_event` to be set by the capture thread, and when it is set returns the mean across frames of the ring buffer.

Note: The setup script modifies the systemwide i2c baudrate to 1MHz, which may interfere with other I2C devices. It can be returned to 400kHz (default) by editing `/config/boot.txt` to read `dtparam=i2c_arm_baudrate=400000`

Attributes:

<i>type</i>	what are we anyway?
<i>ALLOWED_FPS</i>	FPS must be one of these
<i>SHAPE_SENSOR</i>	(H, W) Output shape of this sensor is always the same.
<i>fps</i>	
<i>integrate_frames</i>	
<i>interpolate</i>	

Methods:

<i>init_cam()</i>	Set the camera object to use our <i>MLX90640.fps</i>
<i>capture_init()</i>	Spawn a <code>_threaded_capture()</code> thread
<i>interpolate_frame</i> (frame)	Interpolate frame according to <i>interpolate</i> using <code>scipy.interpolate.griddata()</code>
<i>release()</i>	Stops the capture thread, cleans up the camera, and calls the superclass release method.

type = 'MLX90640'

what are we anyway?

Type (str)

ALLOWED_FPS = (1, 2, 4, 8, 16, 32, 64)

FPS must be one of these

SHAPE_SENSOR = (32, 24)

(H, W) Output shape of this sensor is always the same. May differ from `MLX90640.shape` if `interpolate > 1`

logger: `logging.Logger`

property `fps`

property `integrate_frames`

property `interpolate`

init_cam()

Set the camera object to use our `MLX90640.fps`

capture_init()

Spawn a `_threaded_capture()` thread

interpolate_frame(frame)

Interpolate frame according to `interpolate` using `scipy.interpolate.griddata()`

Parameters `frame` (`numpy.ndarray`) – Frame to interpolate

Returns Interpolated Frame

Return type (`numpy.ndarray`)

release()

Stops the capture thread, cleans up the camera, and calls the superclass release method.

16.4 usb

Hardware that uses USB

Classes:

<code>Wheel([mouse_idx, fs, thresh, thresh_type, ...])</code>	A continuously measured mouse wheel.
<code>Scale([model, vendor_id, product_id])</code>	

class `Wheel`(`mouse_idx=0`, `fs=10`, `thresh=100`, `thresh_type='dist'`, `start=True`, `digi_out=False`, `mode='vel_total'`, `integrate_dur=5`)

Bases: `autopilot.hardware.Hardware`

A continuously measured mouse wheel.

Uses a USB computer mouse.

Warning: ‘vel’ `thresh_type` not implemented

Parameters

- `mouse_idx` (`int`)
- `fs` (`int`)

- **thresh** (*int*)
- **thresh_type** (*'dist'*)
- **start** (*bool*)
- **digi_out** (*Digital_Out*, *bool*)
- **mode** (*'vel_total'*)
- **integrate_dur** (*int*)

Attributes:

input

type

trigger

THRESH_TYPES

MODES

MOVE_DTYPE

Methods:

start()

check_thresh(*move*)Updates *thresh_val* and checks whether it's above/below threshold

calc_move(*move*[, *thresh_type*])

Calculate distance move depending on type (x, y, total dist)

thresh_trig()

assign_cb(*trigger_fn*)Every hardware device that is a **trigger** must re-define this to accept a function (typically *Task.handle_trigger()*) that is called when that trigger is activated.

l_measure(*value*)

Task has signaled that we need to start measuring movements for a trigger

l_clear(*value*)

Stop measuring!

l_stop(*value*)Stop measuring and clear system resources :Parameters: **value** ()

release()Every hardware device needs to redefine *release()*, and must

input = **True****type** = **'Wheel'****trigger** = **False**

```

THRESH_TYPES = ['dist', 'x', 'y', 'vel']
MODES = ('vel_total', 'steady', 'dist', 'timed')
MOVE_DTYPE = [('vel', 'i4'), ('dir', 'U5'), ('timestamp', 'f8')]

start()

check_thresh(move)
    Updates thresh_val and checks whether it's above/below threshold
    Parameters move (np.array) – Structured array with fields ('vel', 'dir', 'timestamp')
    Returns:

calc_move(move, thresh_type=None)
    Calculate distance move depending on type (x, y, total dist)
    Parameters
        • move ()
        • thresh_type ()
    Returns:

thresh_trig()

assign_cb(trigger_fn)
    Every hardware device that is a trigger must redefine this to accept a function (typically Task.handle\_trigger\(\)) that is called when that trigger is activated.
    When not redefined, a warning is given.

l_measure(value)
    Task has signaled that we need to start measuring movements for a trigger
    Parameters value ()

l_clear(value)
    Stop measuring!
    Parameters value ()
    Returns:

l_stop(value)
    Stop measuring and clear system resources :Parameters: value ()
    Returns:

release()
    Every hardware device needs to redefine release(), and must
        • Safely unload any system resources used by the object, and
        • Return the object to a neutral state - eg. LEDs turn off.
    When not redefined, a warning is given.

logger: logging.Logger

```

```
class Scale(model='stamps.com', vendor_id=None, product_id=None)
```

Bases: `autopilot.hardware.Hardware`

Note: Not implemented, working on using a digital scale to make weighing faster.

Parameters

- `model`
- `vendor_id`
- `product_id`

Attributes:

`MODEL`

```
MODEL = {'stamps.com': {'product_id': 27251, 'vendor_id': 5190}}
```

```
logger: logging.Logger
```


NETWORKING

Classes for network communication.

There are two general types of network objects -

- **autopilot.networking.Station and its children are independent processes that should only be instantiated once** per piece of hardware. They are used to distribute messages between *Net_Node* s, forward messages up the networking tree, and responding to messages that don't need any input from the *Pilot* or *Terminal*.
- ***Net_Node* is a pop-in networking class that can be given to any other object that** wants to send or receive messages.

The *Message* object is used to serialize and pass messages. When sent, messages are JSON serialized (with some special magic to compress/encode numpy arrays) and sent as zmq multipart messages.

Each serialized message, when sent, can have *n* frames of the format:

`[hop_0, hop_1, ... hop_n, final_recipient, serialized_message]`

Or, messages can have multiple “hops” (a typical message will have one ‘hop’ specified by the *to* field), the second to last frame is always the final intended recipient, and the final frame is the serialized message. Note that the *to* field of a *Message* object will always be the final recipient even if a list is passed for *to* when sending. This lets *Station* objects efficiently forward messages without deserializing them at every hop.

Functions:

<code>serialize_array(array)</code>	Pack an array with <code>blosc.pack_array()</code> and serialize with <code>base64.b64encode()</code>
-------------------------------------	---

serialize_array(array)

Pack an array with `blosc.pack_array()` and serialize with `base64.b64encode()`

Parameters `array` (`numpy.ndarray`) – Array to serialize

Returns { 'NUMPY_ARRAY': base-64 encoded, blosc-compressed array. }

Return type `dict`

17.1 station



Classes:

<code>Station([id, push_ip, push_port, push_id, ...])</code>	Independent networking class used for messaging between computers.
<code>Terminal_Station(pilots)</code>	Station object used by <i>Terminal</i> objects.
<code>Pilot_Station()</code>	Station object used by <i>Pilot</i> objects.

```

class Station(id: Optional[str] = None, push_ip: Optional[str] = None, push_port: Optional[int] = None,
              push_id: Optional[str] = None, pusher: bool = False, listen_port: Optional[int] = None, listens:
              Optional[Dict[str, Callable]] = None)

```

Bases: `multiprocessing.context.Process`

Independent networking class used for messaging between computers.

These objects send and handle `networking.Message`s by using a dictionary of `listens`, or methods that are called to respond to different types of messages.

Each sent message is given an ID, and a thread is spawned to periodically resend it (up until some time-to-live, typically 5 times) until confirmation is received.

By default, the only listen these objects have is `l_confirm()`, which responds to message confirmations. Accordingly, `listens` should be added by using `dict.update()` rather than reassigning the attribute.

Station objects can be made with or without a pusher, a `zmq.DEALER` socket that connects to the `zmq.ROUTER` socket of an upstream Station object.

This class can be instantiated on its own if all of the required arguments are supplied, but the intended pattern of use is to subclass it with any custom `listen` methods for handling message types and other logic that would be specific for an agent type that uses it.

Note: This object will likely be deprecated in v0.5.0, as the gains of a separate messaging process are not as great as the complications caused by having two different kinds of networking object in the system. In the future we will move to having a single type of networking object that can either be spawned as a separate process or as a thread.

Args are similar to the documented Attributes, and so only those that differ from attributes are documented here

Parameters `pusher` (*bool*) – If `True`, create a `zmq.DEALER` socket connected to `push_ip`, `push_port`, and `push_id`. (Default: `False`).

Variables

- **context** (`zmq.Context`) – zeromq context
- **loop** (`tornado.ioloop.IOLoop`) – a tornado ioloop
- **pusher** (`zmq.Socket`) – pusher socket - a dealer socket that connects to other routers

- **push_ip** (*str*) – If we have a dealer, IP to push messages to
- **push_port** (*str*) – If we have a dealer, port to push messages to
- **push_id** (*str*) – identity of the Router we push to
- **listener** (*zmq.Socket*) – The main router socket to send/recv messages
- **listen_port** (*str*) – Port our router listens on
- **logger** (*logging.Logger*) – Used to log messages and network events.
- **id** (*str*) – What are we known as? What do we set our identity as?
- **ip** (*str*) – Device IP
- **listens** (*dict*) – Dictionary of functions to call for different types of messages. keys match the *Message.key*.
- **senders** (*dict*) – Identities of other sockets (keys, ie. directly connected) and their state (values) if they keep one
- **push_outbox** (*dict*) – Messages that have been sent but have not been confirmed to our *Station.pusher*
- **send_outbox** (*dict*) – Messages that have been sent but have not been confirmed to our *Station.listener*
- **timers** (*dict*) – dict of *threading.Timer*s that will check in on outbox messages
- **msg_counter** (*itertools.count*) – counter to index our sent messages
- **file_block** (*threading.Event*) – Event to signal when a file is being received.

Attributes:

repeat_interval

Methods:

<i>run()</i>	A <i>zmq.Context</i> and <i>tornado.IOLoop</i> are spawned, the listener and optionally the pusher are instantiated and connected to <i>handle_listen()</i> using <i>on_recv()</i> .
<i>prepare_message</i> (to, key, value[, repeat, flags])	If a message originates with us, a <i>Message</i> class is instantiated, given an ID and the rest of its attributes.
<i>send</i> ([to, key, value, msg, repeat, flags])	Send a message via our <i>listener</i> , ROUTER socket.
<i>push</i> ([to, key, value, msg, repeat, flags])	Send a message via our <i>pusher</i> , DEALER socket.
<i>repeat()</i>	Periodically (according to <i>repeat_interval</i>) re-send messages that haven't been confirmed
<i>l_confirm</i> (msg)	Confirm that a message was received.
<i>l_stream</i> (msg)	Reconstitute the original stream of messages and call their handling methods
<i>l_kill</i> (msg)	Terminal wants us to die :(
<i>handle_listen</i> (msg)	Upon receiving a message, call the appropriate listen method in a new thread.
<i>get_ip</i> ()	Find our IP address
<i>release</i> ()	

`repeat_interval = 5.0`

`loop: Optional[tornado.ioloop.IOLoop]`

`pusher: Union[bool, zmq.sugar.socket.Socket]`

`run()`

A `zmq.Context` and `tornado.IOLoop` are spawned, the listener and optionally the pusher are instantiated and connected to `handle_listen()` using `on_recv()`.

The process is kept open by the `tornado.IOLoop`.

`prepare_message(to, key, value, repeat=True, flags=None)`

If a message originates with us, a `Message` class is instantiated, given an ID and the rest of its attributes.

Parameters

- **flags**
- **repeat**
- **to** (*str*) – The identity of the socket this message is to
- **key** (*str*) – The type of message - used to select which method the receiver uses to process this message.
- **value** – Any information this message should contain. Can be any type, but must be JSON serializable.

`send(to=None, key=None, value=None, msg=None, repeat=True, flags=None)`

Send a message via our `listener`, ROUTER socket.

Either an already created `Message` should be passed as `msg`, or at least `to` and `key` must be provided for a new message created by `prepare_message()`.

A `threading.Timer` is created to resend the message using `repeat()` unless `repeat` is False.

Parameters

- **flags**
- **to** (*str*) – The identity of the socket this message is to
- **key** (*str*) – The type of message - used to select which method the receiver uses to process this message.
- **value** – Any information this message should contain. Can be any type, but must be JSON serializable.
- **msg** (*Message*) – An already created message.
- **repeat** (*bool*) – Should this message be resent if confirmation is not received?

`push(to=None, key=None, value=None, msg=None, repeat=True, flags=None)`

Send a message via our `pusher`, DEALER socket.

Unlike `send()`, `to` is not required. Every message is always sent to `push_id`. `to` can be included to send a message further up the network tree to a networking object we're not directly connected to.

Either an already created `Message` should be passed as `msg`, or at least `key` must be provided for a new message created by `prepare_message()`.

A `threading.Timer` is created to resend the message using `repeat()` unless `repeat` is False.

Parameters

- **flags**
- **to** (*str*) – The identity of the socket this message is to. If not included, sent to `push_id()`.
- **key** (*str*) – The type of message - used to select which method the receiver uses to process this message.
- **value** – Any information this message should contain. Can be any type, but must be JSON serializable.
- **msg** (*Message*) – An already created message.
- **repeat** (*bool*) – Should this message be resent if confirmation is not received?

repeat()

Periodically (according to `repeat_interval`) resend messages that haven't been confirmed

TTL is decremented, and messages are resent until their TTL is 0.

l_confirm(msg)

Confirm that a message was received.

Parameters `msg` (*Message*) – A confirmation message - note that this message has its own unique ID, so the value of this message contains the ID of the message that is being confirmed

l_stream(msg)

Reconstitute the original stream of messages and call their handling methods

The msg should contain an `inner_key` that indicates the key, and thus the handling method.

Parameters `msg` (*dict*) – Compressed stream sent by `Net_Node._stream()`

l_kill(msg: autopilot.networking.message.Message)

Terminal wants us to die :(

Stop the `Station.loop`

Parameters `msg` (*Message*)

handle_listen(msg: List[bytes])

Upon receiving a message, call the appropriate listen method in a new thread.

If the message is to us, send confirmation.

If the message is not to us, attempt to forward it.

Parameters `msg` (*str*) – JSON `Message.serialize()` d message.

get_ip()

Find our IP address

returns (*str*): our IPv4 address.

release()**class Terminal_Station(pilots)**

Bases: `autopilot.networking.station.Station`

Station object used by `Terminal` objects.

Spawned without a `pusher`.

Listens

Key	Method	Description
'PING'	<code>l_ping()</code>	We are asked to confirm that we are alive
'INIT'	<code>l_init()</code>	Ask all pilots to confirm that they are alive
'CHANGE'	<code>l_change()</code>	Change a parameter on the Pi
'STOPALL'	<code>l_stopall()</code>	Stop all pilots and plots
'KILL'	<code>l_kill()</code>	Terminal wants us to die :(
'DATA'	<code>l_data()</code>	Stash incoming data from a Pilot
'STATE'	<code>l_state()</code>	A Pilot has changed state
'HANDSHAKE'	<code>l_handshake()</code>	A Pi is telling us it's alive and its IP
'FILE'	<code>l_file()</code>	The pi needs some file from us

Parameters `pilots` (*dict*) – The `Terminal.pilots` dictionary.

Attributes:

`plot_timer`

`sent_plot`

Methods:

<code>start_plot_timer()</code>	Start a timer that controls how often streamed video frames are sent to <code>gui.Video</code> plots.
<code>l_ping(msg)</code>	We are asked to confirm that we are alive
<code>l_init(msg)</code>	Ask all pilots to confirm that they are alive
<code>l_change(msg)</code>	Change a parameter on the Pi
<code>l_stopall(msg)</code>	Stop all pilots and plots
<code>l_data(msg)</code>	Stash incoming data from a Pilot
<code>l_continuous(msg)</code>	Handle the storage of continuous data
<code>l_state(msg)</code>	A Pilot has changed state.
<code>l_handshake(msg)</code>	A Pi is telling us it's alive and its IP.
<code>l_file(msg)</code>	A Pilot needs some file from us.

`plot_timer = None`

`sent_plot = {}`

`pusher: Union[bool, zmq.sugar.socket.Socket]`

`loop: Optional[tornado.ioloop.IOLoop]`

`start_plot_timer()`

Start a timer that controls how often streamed video frames are sent to `gui.Video` plots.

`l_ping(msg: autopilot.networking.message.Message)`

We are asked to confirm that we are alive

Respond with a blank 'STATE' message.

Parameters `msg` (*Message*)

l_init(*msg*: autopilot.networking.message.Message)

Ask all pilots to confirm that they are alive

Sends a “PING” to everyone in the pilots dictionary.

Parameters *msg* (*Message*)

l_change(*msg*: autopilot.networking.message.Message)

Change a parameter on the Pi

Warning: Not Implemented

Parameters *msg* (*Message*)

l_stopall(*msg*: autopilot.networking.message.Message)

Stop all pilots and plots

Parameters *msg* (*Message*)

l_data(*msg*: autopilot.networking.message.Message)

Stash incoming data from a Pilot

Just forward this along to the internal terminal object (`_T`) and a copy to the relevant plot.

Parameters *msg* (*Message*)

l_continuous(*msg*: autopilot.networking.message.Message)

Handle the storage of continuous data

Forwards all data on to the Terminal’s internal `Net_Node`, send to *Plot* according to update rate in `prefs.get('DRAWFPS')`

Parameters *msg* (*Message*) – A continuous data message

l_state(*msg*: autopilot.networking.message.Message)

A Pilot has changed state.

Stash in ‘state’ field of pilot dict and send along to `_T`

Parameters *msg* (*Message*)

l_handshake(*msg*: autopilot.networking.message.Message)

A Pi is telling us it’s alive and its IP.

Send along to `_T`

Parameters *msg* (*Message*)

l_file(*msg*: autopilot.networking.message.Message)

A Pilot needs some file from us.

Send it back after `base64.b64encode()` ing it.

Todo: Split large files into multiple messages...

Parameters *msg* (*Message*) – The value field of the message should contain some relative path to a file contained within `prefs.get('SOUNDDIR')` . eg. `‘/songs/sadone.wav’` would return `‘os.path.join(prefs.get('SOUNDDIR')/songs.sadone.wav’`

class Pilot_Station

Bases: `autopilot.networking.station.Station`

Station object used by *Pilot* objects.

Spawned with a *pusher* connected back to the *Terminal* .

Listens

Key	Method	Description
'STATE' 'CO-HERE' 'PING'	<code>l_state()</code> <code>l_cohere()</code>	Pilot has changed state Make sure our data and the Terminal's match. The Terminal wants to know if we're listening We are being sent a task to start We are being told to stop the current task The Terminal is changing some task parameter We are receiving a file
'START'	<code>l_ping()</code>	
'STOP'	<code>l_start()</code>	
'PARAM'	<code>l_stop()</code>	
'FILE'	<code>l_change()</code> <code>l_file()</code>	

Attributes:**Methods:**

<code>l_noop(msg)</code>	
<code>l_state(msg)</code>	Pilot has changed state
<code>l_cohere(msg)</code>	Send our local version of the data table so the terminal can double check
<code>l_ping([msg])</code>	The Terminal wants to know our status
<code>l_start(msg)</code>	We are being sent a task to start
<code>l_stop(msg)</code>	Tell the pi to stop the task
<code>l_change(msg)</code>	The terminal is changing a parameter
<code>l_file(msg)</code>	We are receiving a file.
<code>l_continuous(msg)</code>	Forwards continuous data sent by children back to terminal.
<code>l_child(msg)</code>	Tell one or more children to start running a task.
<code>l_forward(msg)</code>	Just forward the message to the pi.

pusher: `Union[bool, zmq.sugar.socket.Socket]`

`l_noop(msg)`

`l_state(msg: autopilot.networking.message.Message)`

Pilot has changed state

Stash it and alert the Terminal

Parameters `msg` (*Message*)

`l_cohere(msg: autopilot.networking.message.Message)`

Send our local version of the data table so the terminal can double check

Warning: Not Implemented

Parameters `msg` (*Message*)**l_ping**(*msg*: *Optional*[`autopilot.networking.message.Message`] = *None*)

The Terminal wants to know our status

Push back our current state.

Parameters `msg` (*Message*)**l_start**(*msg*: `autopilot.networking.message.Message`)

We are being sent a task to start

If we need any files, request them.

Then send along to the pilot.

Parameters `msg` (*Message*) – value will contain a dictionary containing a task description.**loop**: *Optional*[`tornado.ioloop.IOLoop`]**l_stop**(*msg*: `autopilot.networking.message.Message`)

Tell the pi to stop the task

Parameters `msg` (*Message*)**l_change**(*msg*: `autopilot.networking.message.Message`)

The terminal is changing a parameter

Warning: Not implemented**Parameters** `msg` (*Message*)**l_file**(*msg*: `autopilot.networking.message.Message`)

We are receiving a file.

Decode from b64 and save. Set the file_block.

Parameters `msg` (*Message*) – value will have ‘path’ and ‘file’, where the path determines where in `prefs.get(‘SOUNDDIR’)` the b64 encoded ‘file’ will be saved.**l_continuous**(*msg*: `autopilot.networking.message.Message`)

Forwards continuous data sent by children back to terminal.

Continuous data sources from this pilot should be streamed directly to the terminal.

Parameters `msg` (*Message*) – Continuous data message**l_child**(*msg*: `autopilot.networking.message.Message`)

Tell one or more children to start running a task.

By default, the *key* argument passed to *self.send* is ‘START’. However, this can be overridden by providing the desired string as *msg.value[‘KEY’]*.This checks the pref *CHILDDID* to get the names of one or more children. If that pref is a string, sends the message to just that child. If that pref is a list, sends the message to each child in the list.**Parameters** `msg` () – A message to send to the child or children.**Returns** nothing

`l_forward(msg: autopilot.networking.message.Message)`

Just forward the message to the pi.

17.2 node

Classes:

<code>Net_Node(id, upstream, port, listens[, ...])</code>	Drop in networking object to be given to any sub-object behind some external-facing <code>Station</code> object.
---	--

```
class Net_Node(id: str, upstream: str, port: int, listens: Dict[str, Callable], instance: bool = True, upstream_ip: str = 'localhost', router_port: Optional[int] = None, daemon: bool = True, expand_on_receive: bool = True)
```

Bases: `object`

Drop in networking object to be given to any sub-object behind some external-facing `Station` object.

To minimize the complexity of the network topology, the typical way to use ``Net_Node``s is through a `Station` ROUTER, rather than

addressing each other directly. Practically, this means that all messages are sent first to the parent `networking.Station` object, which then handles them, forwards them, etc. This proved to be horribly misguided and will be changed in v0.5.0 to support simplified messaging to a `agent_id.netnode_id` address. Until then the networking modules will be in a bit of flux.

To receive messages directly at this `Net_Node`, pass the `router_port` which will bind a `zmq.ROUTER` socket, and messages will be handled as regular 'listens' Note that `Net_Nodes` assume that they are the final recipients of messages, and so don't handle forwarding messages (unless a `listen` method explicitly does so), and will automatically deserialize them on receipt.

Note: Listen methods currently receive only the value of a message, this will change in v0.5.0, where they will receive the full message like `networking.Station` objects.

Parameters

- **id** (*str*) – What are we known as? What do we set our identity as?
- **upstream** (*str*) – The identity of the ROUTER socket used by our upstream `Station` object.
- **port** (*int*) – The port that our upstream ROUTER socket is bound to
- **listens** (*dict*) – Dictionary of functions to call for different types of messages. keys match the `Message.key`.
- **instance** (*bool*) – Should the node try and use the existing zmq context and tornado loop?
- **upstream_ip** (*str*) – If this `Net_Node` is being used on its own (ie. not behind a `Station`), it can directly connect to another node at this IP. Otherwise use 'localhost' to connect to a station.
- **router_port** (*int*) – Typically, `Net_Nodes` only have a single Dealer socket and receive messages from their encapsulating `Station`, but if you want to take this node offroad and use it independently, an int here binds a Router to the port.
- **daemon** (*bool*) – Run the IOloop thread as a daemon (default: True)

Variables

- **context** (`zmq.Context`) – zeromq context
- **loop** (`tornado.ioloop.IOLoop`) – a tornado ioloop
- **sock** (`zmq.Socket`) – Our DEALER socket.
- **id** (`str`) – What are we known as? What do we set our identity as?
- **upstream** (`str`) – The identity of the ROUTER socket used by our upstream *Station* object.
- **port** (`int`) – The port that our upstream ROUTER socket is bound to
- **listens** (`dict`) – Dictionary of functions to call for different types of messages. keys match the `Message.key`.
- **outbox** (`dict`) – Messages that have been sent but have not been confirmed
- **timers** (`dict`) – dict of `threading.Timer`s that will check in on outbox messages
- **logger** (`logging.Logger`) – Used to log messages and network events.
- **msg_counter** (`itertools.count`) – counter to index our sent messages
- **loop_thread** (`threading.Thread`) – Thread that holds our loop. initialized with `daemon=True`

Attributes:

<code>repeat_interval</code>	
<code>ip</code>	Find our IP address

Methods:

<code>init_networking()</code>	Creates socket, connects to specified port on localhost, and starts the <code>threaded_loop()</code> as a daemon thread.
<code>threaded_loop()</code>	Run in a thread, either starts the <code>IOLoop</code> , or if it is already started (ie.
<code>handle_listen(msg)</code>	Upon receiving a message, call the appropriate listen method in a new thread and send confirmation it was received.
<code>send([to, key, value, msg, repeat, flags, ...])</code>	Send a message via our <code>sock</code> , DEALER socket.
<code>repeat()</code>	Periodically (according to <code>repeat_interval</code>) re-send messages that haven't been confirmed
<code>l_confirm(value)</code>	Confirm that a message was received.
<code>l_stream(msg)</code>	Reconstitute the original stream of messages and call their handling methods
<code>prepare_message(to, key, value, repeat[, ...])</code>	Instantiate a <code>Message</code> class, give it an ID and the rest of its attributes.
<code>get_stream(id, key[, min_size, upstream, ...])</code>	Make a queue that another object can dump data into that sends on its own socket.
<code>release()</code>	

```
repeat_interval = 5

context: zmq.sugar.context.Context

loop: tornado.ioloop.IOLoop

closing: threading.Event

listens: Dict[str, Callable]

id: str

upstream: str

port: int

router: Optional[zmq.sugar.socket.Socket]

loop_thread: Optional[threading.Thread]

senders: Dict[bytes, str]
```

init_networking()

Creates socket, connects to specified port on localhost, and starts the `threaded_loop()` as a daemon thread.

threaded_loop()

Run in a thread, either starts the IOLoop, or if it is already started (ie. running in another thread), breaks.

handle_listen(msg: List[bytes])

Upon receiving a message, call the appropriate listen method in a new thread and send confirmation it was received.

Note: Unlike `Station.handle_listen()`, only the `Message.value` is given to listen methods. This was initially intended to simplify these methods, but this might change in the future to unify the messaging system.

Parameters `msg (list)` – JSON `Message.serialize()` d message.

send(*to: Optional[Union[str, list]] = None, key: Optional[str] = None, value: Optional[Any] = None, msg: Optional[autopilot.networking.message.Message] = None, repeat: bool = False, flags=None, force_to: bool = False, bloc: bool = False*)

Send a message via our sock , DEALER socket.

`to` is not required.

- If the node doesn't have a router, (or the recipient is not in the `Net_Node.senders` dict) every message is always sent to `upstream` . `to` can be included to send a message further up the network tree to a networking object we're not directly connected to.
- If the node has a router, since messages can only be sent on router sockets after the recipient has first sent us a message, if the `to` is in the `senders` dict, it will be directly sent via `Net_Node.router`
- If the `force_to` arg is True, send to the `to` recipient directly via the dealer `Net_Node.sock`
- If `to` is a list, or is intended to be sent as a multihop message with an explicit path, then networking objects will attempt to forward it along that path (disregarding implicit topology).

Either an already created *Message* should be passed as *msg*, or at least *key* must be provided for a new message created by *prepare_message()*.

A *threading.Timer* is created to resend the message using *repeat()* unless *repeat* is False.

Parameters

- **to** (*str*, *list*) – The identity of the socket this message is to. If not included, sent to *upstream()*.
- **key** (*str*) – The type of message - used to select which method the receiver uses to process this message.
- **value** – Any information this message should contain. Can be any type, but must be JSON serializable.
- **msg** (*Message*) – An already created message.
- **repeat** (*bool*) – Should this message be resent if confirmation is not received?
- **flags** (*dict*)
- **force_to** (*bool*) – If we really really want to use the ‘to’ field to address messages (eg. node being used for direct communication), overrides default behavior of sending to upstream.
- **blosc** (*bool*) – Tell the message to compress its serialized contents with blosc

repeat()

Periodically (according to *repeat_interval*) resend messages that haven’t been confirmed

TTL is decremented, and messages are resent until their TTL is 0.

l_confirm(value)

Confirm that a message was received.

Parameters **value** (*str*) – The ID of the message we are confirming.

l_stream(msg)

Reconstitute the original stream of messages and call their handling methods

The msg should contain an *inner_key* that indicates the key, and thus the handling method.

Parameters **msg** (*dict*) – Compressed stream sent by *Net_Node._stream()*

prepare_message(to, key, value, repeat, flags=None, blosc: bool = False)

Instantiate a *Message* class, give it an ID and the rest of its attributes.

Parameters

- **flags**
- **repeat**
- **to** (*str*) – The identity of the socket this message is to
- **key** (*str*) – The type of message - used to select which method the receiver uses to process this message.
- **value** – Any information this message should contain. Can be any type, but must be JSON serializable.
- **blosc** (*bool*) – Whether or not the message should be compressed with blosc

```
get_stream(id, key, min_size=5, upstream=None, port=None, ip=None, subject=None, q_size:
Optional[int] = None)
```

Make a queue that another object can dump data into that sends on its own socket. Smarter handling of continuous data than just hitting ‘send’ a shitload of times. :returns: Place to dump ur data :rtype: Queue

property ip: `str`

Find our IP address

Todo: this is a copy of the `Station.get_ip()` method – unify this in v0.5.0

returns (str): our IPv4 address.

`release()`

17.3 Message

Classes:

<code>Message([msg, expand_arrays, blosc])</code>	A formatted message that takes value, sends it to id, who should call the listen method indicated by the key.
---	---

class Message(*msg=None, expand_arrays=False, blosc: bool = True, **kwargs*)

Bases: `object`

A formatted message that takes value, sends it to id, who should call the listen method indicated by the key.

Additional message behavior can be indicated by passing flags

Numpy arrays given in the value field are automatically serialized and deserialized when sending and receiving using bas64 encoding and blosc compression.

id, *to*, *sender*, and *key* are required attributes, but any other key-value pair passed on init is added to the message’s attributes and included in the message. All arguments not indicated in the signature are passed in as kwargs and stored as attributes.

Can be indexed and set like a dictionary (message[‘key’], etc.)

Variables

- **id** (`str`) – ID that uniquely identifies a message. format {sender.id}_{number}
- **to** (`str`) – ID of socket this message is addressed to
- **sender** (`str`) – ID of socket where this message originates
- **key** (`str`) – Type of message, used to select a listen method to process it
- **value** – Body of message, can be any type but must be JSON serializable.
- **timestamp** (`str`) – Timestamp of message creation
- **ttl** (`int`) – Time-To-Live, each message is sent this many times at max, each send decrements ttl.
- **flags** (`dict`) – Flags determine additional message behavior. If a flag has no value associated with it, add it as a key with `None` as the value (eg. self.flags[‘MINPRINT’] = None), the value doesn’t matter.

- MINPRINT - don't print the value in logs (eg. when a large array is being sent)
- NOREPEAT - sender will not seek, and recipients will not attempt to send message receipt confirmations
- NOLOG - don't log this message! for streaming, or other instances where the constant printing of the logger is performance prohibitive

Parameters

- **msg** (*str*) – A serialized message made with `serialize()`. Optional – can be passed rather than the message attributes themselves if, for example, we're receiving and reconstituting this message.
- **expand_arrays** (*bool*) – If given a serialized message, if `True`, expand and deserialize the arrays. Otherwise leave serialized. For speed of message forwarding – don't deserialize if we're just forwarding this message.
- **blosc** (*bool*) – If `True` (default), When serializing arrays, also compress with blosc. Stored as a flag
- ***args**
- ****kwargs**

Methods:

<code>__getitem__(key)</code>	Parameters <code>key</code>
<code>__setitem__(key, value)</code>	Parameters <ul style="list-style-type: none"> • <code>key</code>
<code>expand()</code>	Don't decompress numpy arrays by default for faster IO, explicitly expand them when needed
<code>__delitem__(key)</code>	Parameters <code>key</code>
<code>__contains__(key)</code>	Parameters <code>key</code>
<code>get_timestamp()</code>	Get a Python timestamp
<code>validate()</code>	Checks if <i>id</i> , <i>to</i> , <i>sender</i> , and <i>key</i> are all defined.
<code>serialize()</code>	Serializes all attributes in <code>__dict__</code> using json.

`__getitem__(key)`

Parameters `key`

`__setitem__(key, value)`

Parameters

- `key`
- `value`

`expand()`

Don't decompress numpy arrays by default for faster IO, explicitly expand them when needed

Returns

__delitem__(*key*)

Parameters *key*

__contains__(*key*)

Parameters *key*

get_timestamp()

Get a Python timestamp

Returns Isoformatted timestamp from datetime

Return type `str`

validate()

Checks if *id*, *to*, *sender*, and *key* are all defined.

Returns Does message have all required attributes set?

Return type `bool` (True)

serialize()

Serializes all attributes in `__dict__` using json.

Returns JSON serialized message.

Return type `str`

18.1 managers

This is a scrappy first draft of a stimulus manager that will be built out to incorporate arbitrary stimulus logic. For now you can subclass *Stim_Manager* and redefine *next_stim*

Todo: Make this more general, for more than just sounds.

Functions:

init_manager(stim)

Classes:

<i>Stim_Manager</i> ([stim])	Yield sounds according to some set of rules.
<i>Proportional</i> (stim)	Present groups of stimuli with a particular frequency.
<i>Bias_Correction</i> ([mode, thresh, window])	Basic Bias correction module.

init_manager(stim)

class *Stim_Manager*(stim=None)

Bases: *object*

Yield sounds according to some set of rules.

Currently implemented:

- **correction trials** - If a subject continually answers to one side incorrectly, keep the correct answer on the other side until they answer in that direction
- bias correction - above some bias threshold, skew the correct answers to the less-responded side

Variables

- **stimuli** (*dict*) – Dictionary of instantiated stimuli like:

```
{ 'L': [Tone1, Tone2, ...], 'R': [Tone3, Tone4, ...] }
```

- **target** ('L', 'R') – What is the correct port?
- **distractor** ('L', 'R') – What is the incorrect port?

- **response** ('L', 'R') – What was the last response?
- **correct** (0, 1) – Was the last response correct?
- **last_stim** – What was the last stim? (one of *self.stimuli*)
- **correction** (*bool*) – Are we doing correction trials?
- **correction_trial** (*bool*) – Is this a correction trial?
- **last_was_correction** (*bool*) – Was the last trial a correction trial?
- **correction_pct** (*float*) – proportion of trials that are correction trials
- **bias** – False, or a bias correction mode.

Parameters **stim** (*dict*) –

Dictionary describing sound stimuli, in a format like:

```
{
  'L': [{'type': 'tone', ...}, {...}],
  'R': [{'type': 'tone', ...}, {...}]
}
```

Methods:

<code>do_correction([correction_pct])</code>	Called to set correction trials to True and correction percent.
<code>do_bias(**kwargs)</code>	Instantiate a <i>Bias_Correction</i> module
<code>init_sounds(sound_dict)</code>	Instantiate sound objects, using the 'type' value to choose an object from <code>autopilot.get('sound')</code> .
<code>set_triggers(trig_fn)</code>	Give a callback function to all of our stimuli for when the stimulus ends.
<code>make_punishment(type, duration)</code>	

Warning:

Not
Im-
ple-
mented

`play_punishment()`

Warning:

Not
Im-
ple-
mented

<code>next_stim()</code>	Compute and return the next stimulus
<code>compute_correction()</code>	If <i>self.correction</i> is true, compute correction trial logic during <i>next_stim</i> .
<code>update(response, correct)</code>	At the end of a trial, update the status of our internal variables with the outcome of the trial.
<code>end()</code>	End all of our stim.

do_correction(*correction_pct=0.5*)

Called to set correction trials to True and correction percent.

Parameters *correction_pct* (*float*) – Proportion of trials that should randomly be set to be correction trials.

do_bias(***kwargs*)

Instantiate a *Bias_Correction* module

Parameters *kwargs* – parameters to initialize *Bias_Correction* with.

init_sounds(*sound_dict*)

Instantiate sound objects, using the 'type' value to choose an object from `autopilot.get('sound')`.

Parameters *sound_dict* (*dict*) –

a dictionary like:: { 'L': [{ 'type': 'tone', ... }, { ... }], 'R': [{ 'type': 'tone', ... }, { ... }] }

set_triggers(*trig_fn*)

Give a callback function to all of our stimuli for when the stimulus ends.

Note: Stimuli need a `set_trigger` method.

Parameters `trig_fn` (*callable*) – A function to be given to stimuli via `set_trigger`

make_punishment(*type, duration*)

Warning: Not Implemented

Parameters

- **type**
- **duration**

play_punishment()

Warning: Not Implemented

next_stim()

Compute and return the next stimulus

If we are doing correction trials, compute that.

Same thing with bias correction.

Otherwise, randomly select a stimulus to present.

Returns ('L'/'R' Target, 'L'/'R' distractor, Stimulus to present)

compute_correction()

If `self.correction` is true, compute correction trial logic during `next_stim`.

- If the last trial was a correction trial and the response to it wasn't correct, return True
- If the last trial was a correction trial and the response was correct, return False
- If the last trial as not a correction trial, but a randomly generated float is less than `correction_pct`, return True.

Returns whether this trial should be a correction trial.

Return type `bool`

update(*response, correct*)

At the end of a trial, update the status of our internal variables with the outcome of the trial.

Parameters

- **response** ('L', 'R') – How the subject responded
- **correct** (0, 1) – Whether the response was correct.

end()

End all of our stim. Stim should have an `.end()` method of their own

class Proportional(*stim*)

Bases: `autopilot.stim.managers.Stim_Manager`

Present groups of stimuli with a particular frequency.

Frequencies do not need to add up to 1, groups will be selected with the frequency (frequency)/(sum(frequencies)).

Parameters *stim* (*dict*) – Dictionary with the structure:

```
{'manager': 'proportional',
 'type': 'sounds',
 'groups': (
     {'name': 'group_name',
      'frequency': 0.2,
      'sounds': {
          'L': [{Tone1_params}, {Tone2_params}...],
          'R': [{Tone3_params}, {Tone4_params}...]}
     },
     {'name': 'second_group',
      'frequency': 0.8,
      'sounds': {
          'L': [{Tone1_params}, {Tone2_params}...],
          'R': [{Tone3_params}, {Tone4_params}...]}
     }
 )
}
```

Variables

- **stimuli** (*dict*) – A dictionary of stimuli organized into groups
- **groups** (*dict*) – A dictionary mapping group names to frequencies

Parameters *stim* (*dict*) –

Dictionary describing sound stimuli, in a format like:

```
{
  'L': [{ 'type': 'tone', ... }, { ... }],
  'R': [{ 'type': 'tone', ... }, { ... }]
}
```

Methods:

<code>init_sounds_grouped</code> (sound_stim)	Instantiate sound objects similarly to <code>Stim_Manager</code> , just organizes them into groups.
<code>init_sounds_individual</code> (sound_stim)	Initialize sounds with individually set presentation frequencies.
<code>store_groups</code> (stim)	store groups and frequencies
<code>set_triggers</code> (trig_fn)	Give a callback function to all of our stimuli for when the stimulus ends.
<code>next_stim</code> ()	Compute and return the next stimulus

init_sounds_grouped(*sound_stim*)

Instantiate sound objects similarly to `Stim_Manager`, just organizes them into groups.

Parameters `sound_stim` (*tuple, list*) – an iterator like:

```
(
    {'name': 'group_name',
      'frequency': 0.2,
      'sounds': {
          'L': [{Tone1_params}, {Tone2_params}...],
          'R': [{Tone3_params}, {Tone4_params}...]}
    },
    {'name': 'second_group',
      'frequency': 0.8,
      'sounds': {
          'L': [{Tone1_params}, {Tone2_params}...],
          'R': [{Tone3_params}, {Tone4_params}...]}
    }
)
```

init_sounds_individual(*sound_stim*)

Initialize sounds with individually set presentation frequencies.

Todo: This method reflects the need for managers to have a unified schema, which will be built in a future release of Autopilot.

Parameters `sound_stim` (*dict*) – Dictionary of {'side':[sound_params]} to generate sound stimuli

Returns:

store_groups(*stim*)

store groups and frequencies

set_triggers(*trig_fn*)

Give a callback function to all of our stimuli for when the stimulus ends.

Note: Stimuli need a *set_trigger* method.

Parameters `trig_fn` (*callable*) – A function to be given to stimuli via *set_trigger*

next_stim()

Compute and return the next stimulus

If we are doing correction trials, compute that.

Same thing with bias correction.

Otherwise, randomly select a stimulus to present, weighted by its group frequency.

Returns ('L/'R' Target, 'L/'R' distractor, Stimulus to present)

class Bias_Correction(*mode='thresholded_linear', thresh=0.2, window=100*)

Bases: `object`

Basic Bias correction module. Modifies the threshold of random stimulus choice based on history of biased responses.

Variables

- **responses** (`collections.deque`) – History of prior responses
- **targets** (`collections.deque`) – History of prior targets.

Parameters

- **mode** – One of the following:
 - *‘thresholded linear’* [above some threshold, do linear bias correction] eg. if response rate 65% left, make correct be right 65% of the time
- **thresh** (*float*) – threshold above chance, ie. 0.2 means has to be 70% biased in window
- **window** (*int*) – number of trials to calculate bias over

Methods:

<code>next_bias()</code>	Compute the next bias depending on <i>self.mode</i>
<code>thresholded_linear()</code>	If we are above the threshold, linearly correct the rate of presentation to favor the rarely responded side.
<code>update(response, target)</code>	Store some new response and target values

`next_bias()`

Compute the next bias depending on *self.mode*

Returns Some threshold *Stim_Manager* uses to decide left vs right.

Return type *float*

`thresholded_linear()`

If we are above the threshold, linearly correct the rate of presentation to favor the rarely responded side.

eg. if response rate 65% left, make correct be right 65% of the time

Returns 0.5-bias, where bias is the difference between the mean response and mean target.

Return type *float*

`update(response, target)`

Store some new response and target values

Parameters

- **response** (*‘R’, ‘L’*) – Which side the subject responded to
- **target** (*‘R’, ‘L’*) – The correct side.

18.2 sound

Module for generating and playing sounds.

This module contains the following files:

`sounds.py` : Defines classes for generating sounds
`jackclient.py` : Define the interface to the jack client
`pyoserver.py` : Defines the interface to the pyo server

The use of `pyoserver` is discouraged in favor of `jackclient`. This is controlled by the pref `AUDIOSERVER`.

18.2.1 jackclient

Client that dumps samples directly to the jack client with the `jack` package.

Note: The latest version of raspiOS (bullseye) causes a lot of problems with the Jack audio that we have not figured out a workaround for. If you intend to use sound, we recommend sticking with Buster for now (available from their [legacy downloads](#) section).

Data:

<code>SERVER</code>	After initializing, <code>JackClient</code> will register itself with this variable.
<code>FS</code>	Sampling rate of the active server
<code>BLOCKSIZE</code>	Blocksize, or the amount of samples processed by jack per each <code>JackClient.process()</code> call.
<code>QUEUE</code>	Queue to be loaded with frames of <code>BLOCKSIZE</code> audio.
<code>Q_LOCK</code>	Lock that enforces a single writer to the <code>QUEUE</code> at a time.
<code>CONTINUOUS</code>	Event that (when set) signals the sound server should play some sound continuously rather than remain silent by default (eg.
<code>CONTINUOUS_QUEUE</code>	Queue that
<code>CONTINUOUS_LOOP</code>	Event flag that is set when frames dropped into the <code>CONTINUOUS_QUEUE</code> should be looped (eg.

Classes:

<code>JackClient</code> ([name, outchannels, ...])	Client that dumps frames of audio directly into a running jackd client.
--	---

SERVER = None

After initializing, `JackClient` will register itself with this variable.

Type `JackClient`

FS = 192000

Sampling rate of the active server

Type `int`

BLOCKSIZE = 1024

Blocksize, or the amount of samples processed by jack per each *JackClient.process()* call.

Type `int`

QUEUE = None

Queue to be loaded with frames of BLOCKSIZE audio.

Type `multiprocessing.Queue`

PLAY = <multiprocessing.synchronize.Event object at 0x7fa1590c3220>

Event used to trigger loading samples from *QUEUE*, ie. playing.

Type `multiprocessing.Event`

STOP = <multiprocessing.synchronize.Event object at 0x7fa11f97be20>

Event that is triggered on the end of buffered audio.

Note: NOT an event used to stop audio.

Type `multiprocessing.Event`

Q_LOCK = None

Lock that enforces a single writer to the *QUEUE* at a time.

Type `multiprocessing.Lock`

CONTINUOUS = None

Event that (when set) signals the sound server should play some sound continuously rather than remain silent by default (eg. play a background sound).

Type `multiprocessing.Event`

CONTINUOUS_QUEUE = None

Queue that

Type `multiprocessing.Queue`

CONTINUOUS_LOOP = None

Event flag that is set when frames dropped into the CONTINUOUS_QUEUE should be looped (eg. in the case of stationary background noise), otherwise they are played and then discarded (ie. the sound is continuously generating and submitting samples)

Type `multiprocessing.Event`

class JackClient(name='jack_client', outchannels: *Optional[list]* = None, debug_timing: *bool* = False, play_q_size: *int* = 2048, disable_gc=False)

Bases: `multiprocessing.context.Process`

Client that dumps frames of audio directly into a running jackd client.

See the *process()* method to see how the client works in detail, but as a narrative overview:

- The client interacts with a running jackd daemon, typically launched with `external.start_jackd()` The jackd process is configured with the JACKDSTRING pref, which by default is built from other parameters like the FS sampling rate et al.
- `multiprocessing.Event` objects are used to synchronize state within the client, eg. the play event signals that the client should begin to pull frames from the sound queue

- `multiprocessing.Queue` objects are used to send samples to the client, specifically chunks samples with length `BLOCKSIZE`
- The general pattern of using both together is to load a queue with chunks of samples and then set the play event.
- Jackd will call the `process` method repeatedly, within which this class will check the state of the event flags and pull from the appropriate queues to load the samples into jackd's audio buffer

When first initialized, sets module level variables above, which are the public hooks to use the client. Within autopilot, the module-level variables are used, but if using the jackclient or sound system outside of a typical autopilot context, you can instantiate a `JackClient` and then pass it to sounds as `jack_client`.

Parameters

- **name** (*str*) – name of client, default “jack_client”
- **outchannels** (*list*) – Optionally manually pass outchannels rather than getting from prefs. A list of integers corresponding to output channels to initialize. if `None` (default), get 'OUTCHANNELS' from prefs
- **play_q_size** (*int*) – Number of frames that can be buffered (with `buffer()`) at a time
- **disable_gc** (*bool*) – If `True`, turn off garbage collection in the jack client process (experimental)

Variables

- **q** (`Queue`) – Queue that stores buffered frames of audio
- **q_lock** (`Lock`) – Lock that manages access to the Queue
- **play_evt** (`multiprocessing.Event`) – Event used to trigger loading samples from `QUEUE`, ie. playing.
- **stop_evt** (`multiprocessing.Event`) – Event that is triggered on the end of buffered audio.
- **quit_evt** (`multiprocessing.Event`) – Event that causes the process to be terminated.
- **client** (`jack.Client`) – Client to interface with jackd
- **blocksize** (*int*) – The blocksize - ie. samples processed per `JackClient.process()` call.
- **fs** (*int*) – Sampling rate of client
- **zero_arr** (`numpy.ndarray`) – cached array of zeroes used to fill jackd pipe when not processing audio.
- **continuous_cycle** (`itertools.cycle`) – cycle of frames used for continuous sounds
- **mono_output** (*bool*) – True or False depending on if the number of output channels is 1 or >1, respectively. detected and set in `JackClient.boot_server()`, initialized to `True` (which is hopefully harmless)

Parameters name

Attributes:

<code>play_started</code>	set after the first frame of a sound is buffered, used to keep track internally when sounds are started and stopped.
---------------------------	--

Methods:

<code>boot_server()</code>	Called by <code>JackClient.run()</code> to boot the server upon starting the process.
<code>run()</code>	Start the process, boot the server, start processing frames and wait for the end.
<code>quit()</code>	Set the <code>JackClient.quit_evt</code>
<code>process(frames)</code>	Process a frame of audio.
<code>write_to_outports(data)</code>	Write the sound in <code>data</code> to the output(s).

play_started

set after the first frame of a sound is buffered, used to keep track internally when sounds are started and stopped.

boot_server()

Called by `JackClient.run()` to boot the server upon starting the process.

Activates the client and connects it to the physical speaker outputs as determined by `prefs.get('OUTCHANNELS')`.

This is the interpretation of OUTCHANNELS: * empty string

‘mono’ audio: the same sound is always played to all channels. Connect a single virtual output to every physical channel. If multi-channel sound is provided, raise an error.

- **a single int (example: J)** This is equivalent to [J]. The first virtual output will be connected to physical channel J. Note this is NOT the same as ‘mono’, because only one speaker plays, instead of all speakers.
- **a list (example: [I, J])** The first virtual output will be connected to physical channel I. The second virtual output will be connected to physical channel J. And so on. If 1-dimensional sound is provided, play the same to all speakers (like mono mode). If multi-channel sound is provided and the number of channels is different from the length of this list, raise an error.

`jack.Client`s can’t be kept alive, so this must be called just before processing sample starts.

run()

Start the process, boot the server, start processing frames and wait for the end.

quit()

Set the `JackClient.quit_evt`

process(frames)

Process a frame of audio.

If the `JackClient.play_evt` is not set, fill port buffers with zeroes.

Otherwise, pull frames of audio from the `JackClient.q` until it’s empty.

When it’s empty, set the `JackClient.stop_evt` and clear the `JackClient.play_evt`.

Parameters frames – number of frames (samples) to be processed. unused. passed by jack client

write_to_outports(data)

Write the sound in `data` to the output(s).

If self.mono_output:

If data is 1-dimensional: Write that data to the single output, which goes to all speakers.

Otherwise, raise an error.

If not `self.mono_output`:

If data is 1-dimensional: Write that data to every output

If data is 2-dimensional: Write one column to each output, raising an error if there is a different number of columns than outputs.

18.2.2 pyoserver

Functions:

<code>pyo_server([debug])</code>	Returns a booted and started pyo audio server
----------------------------------	---

pyo_server(*debug=False*)

Returns a booted and started pyo audio server

Warning: Use of pyo is generally discouraged due to dropout issues and the general opacity of the module.

Parameters `debug` (*bool*) – If true, setVerbosity of pyo server to 8.

18.2.3 base - sound

Base classes for sound objects, depending on the selected audio backend. Use the 'AUDIOSERVER' pref to select, or else use the `default_sound_class()` function.

Classes:

<code>Sound([fs, duration])</code>	Dummy metaclass for sound base-classes.
<code>Pyo_Sound()</code>	Metaclass for pyo sound objects.
<code>Jack_Sound([jack_client])</code>	Base class for sounds that use the <i>JackClient</i> audio server.

Functions:

<code>get_sound_class([server_type])</code>	Get the default sound class as defined by 'AUDIOSERVER'
---	---

class Sound(*fs: int = None, duration: float = None, **kwargs*)

Bases: `autopilot.stim.stim.Stim`

Dummy metaclass for sound base-classes. Allows Sounds to be used without a backend to, eg. synthesize waveforms and the like.

Placeholder pending a full refactoring of class structure

Attributes:

PARAMS

type

server_type

Methods:

<i>get_nsamples()</i>	given our fs and duration, how many samples do we need?
-----------------------	---

PARAMS = []

type = None

server_type = 'dummy'

table: Optional[numpy.ndarray]

get_nsamples()

given our fs and duration, how many samples do we need?

literally:

```
np.ceil((self.duration/1000.)*self.fs).astype(int)
```

class Pyo_Sound

Bases: autopilot.stim.stim.Stim

Metaclass for pyo sound objects.

Note: Use of pyo is generally discouraged due to dropout issues and the general opacity of the module. As such this object is intentionally left undocumented.

Methods:

play()

<i>table_wrap</i> (audio[, duration])	Records a PyoAudio generator into a sound table, returns a tableread object which can play the audio with .out()
---------------------------------------	--

set_trigger(trig_fn)

Parameters *trig_fn*

play()

table_wrap(audio, duration=None)

Records a PyoAudio generator into a sound table, returns a tableread object which can play the audio with .out()

Parameters

- **audio**
- **duration**

set_trigger(*trig_fn*)

Parameters **trig_fn**

class Jack_Sound(*jack_client: Optional[autopilot.stim.sound.jackclient.JackClient] = None, **kwargs*)

Bases: `autopilot.stim.stim.Stim`

Base class for sounds that use the *JackClient* audio server.

Variables

- **PARAMS** (*list*) – List of strings of parameters that need to be defined for this sound
- **type** (*str*) – Human readable name of sound type
- **duration** (*float*) – Duration of sound in ms
- **amplitude** (*float*) – Amplitude of sound as proportion of 1 (eg 0.5 is half amplitude)
- **table** (`numpy.ndarray`) – A Numpy array of samples
- **chunks** (*list*) – table split up into chunks of *BLOCKSIZE*
- **trigger** (*callable*) – A function that is called when the sound completes
- **nsamples** (*int*) – Number of samples in the sound
- **padded** (*bool*) – Whether the sound had to be padded with zeros when split into chunks (ie. sound duration was not a multiple of *BLOCKSIZE*).
- **fs** (*int*) – sampling rate of client from *jackclient.FS*
- **blocksize** (*int*) – blocksize of client from *jackclient.BLOCKSIZE*
- **server** (`Jack_Client`) – Current Jack Client
- **q** (`multiprocessing.Queue`) – Audio Buffer queue from *jackclient.QUEUE*
- **q_lock** (`multiprocessing.Lock`) – Audio Buffer lock from *jackclient.Q_LOCK*
- **play_evt** (`multiprocessing.Event`) – play event from *jackclient.PLAY*
- **stop_evt** (`multiprocessing.Event`) – stop event from *jackclient.STOP*
- **buffered** (*bool*) – has this sound been dumped into the q ?
- **buffered_continuous** (*bool*) – Has the sound been dumped into the continuous_q?

Initialize a new Jack_Sound

This sets sound-specific parameters to None, set jack-specific parameters to their equivalents in *jackclient*, initializes some other flags and a logger.

Attributes:

<i>PARAMS</i>	list of strings of parameters to be defined
<i>type</i>	string human readable name of sound
<i>server_type</i>	type of server, always 'jack' for <i>Jack_Sound</i> s.

Methods:

<code>init_sound()</code>	Abstract method to initialize sound.
<code>chunk([pad])</code>	Split our <i>table</i> up into a list of <code>Jack_Sound.blocksize</code> chunks.
<code>set_trigger(trig_fn)</code>	Set a trigger function to be called when the <code>stop_evt</code> is set.
<code>wait_trigger()</code>	Wait for the <code>stop_evt</code> trigger to be set for at least a second after the sound should have ended.
<code>get_nsamples()</code>	given our <code>fs</code> and <code>duration</code> , how many samples do we need?
<code>quantize_duration([ceiling])</code>	Extend or shorten a sound so that it is a multiple of <code>jackclient.BLOCKSIZE</code>
<code>buffer()</code>	Dump chunks into the sound queue.
<code>buffer_continuous()</code>	Dump chunks into the continuous sound queue for looping.
<code>play()</code>	Play ourselves.
<code>play_continuous([loop])</code>	Play the sound continuously.
<code>iter_continuous()</code>	Continuously yield frames of audio.
<code>stop_continuous()</code>	Stop playing a continuous sound
<code>end()</code>	Release any resources held by this sound

PARAMS = []

list of strings of parameters to be defined

Type list

type = None

string human readable name of sound

Type str

server_type = 'jack'

type of server, always 'jack' for *Jack_Sound* s.

Type str

abstract init_sound()

Abstract method to initialize sound. Should set the *table* attribute

Todo: ideally should standardize by returning an array, but pyo objects don't return arrays necessarily. . .

chunk(pad=True)

Split our *table* up into a list of `Jack_Sound.blocksize` chunks.

Parameters

- **pad** (*bool*) – If the sound is not evenly divisible into chunks,
- **pad with zeros** (*True, default*)
- **with its continuous sound**

set_trigger(trig_fn)

Set a trigger function to be called when the `stop_evt` is set.

Parameters **trig_fn** (*callable*) – Some callable

wait_trigger()

Wait for the stop_evt trigger to be set for at least a second after the sound should have ended.

Call the trigger when the event is set.

get_nsamples()

given our fs and duration, how many samples do we need?

literally:

```
np.ceil((self.duration/1000.)*self.fs).astype(int)
```

quantize_duration(ceiling=True)

Extend or shorten a sound so that it is a multiple of `jackclient.BLOCKSIZE`

Parameters `ceiling (bool)` – If true, extend duration, otherwise decrease duration.

buffer()

Dump chunks into the sound queue.

After the last chunk, a `None` is put into the queue. This tells the jack server that the sound is over and that it should clear the play flag.

buffer_continuous()

Dump chunks into the continuous sound queue for looping.

Continuous sounds should always have full frames - ie. the number of samples in a sound should be a multiple of `jackclient.BLOCKSIZE`.

This method will call `quantize_duration()` to force duration such that the sound has full frames.

An exception will be raised if the sound has been padded.

play()

Play ourselves.

If we're not buffered, be buffered.

Otherwise, set the play event and clear the stop event.

If we have a trigger, set a Thread to wait on it.

play_continuous(loop=True)

Play the sound continuously.

Sound will be paused if another sound has its 'play' method called.

Currently - only looping is implemented: the full sound is loaded by the jack client and repeated indefinitely.

In the future, sound generation methods will be refactored as python generators so sounds can be continuously generated and played.

Parameters `loop (bool)` – whether the sound will be stored by the jack client and looped (True), or whether the sound will be continuously streamed (False, not implemented)

Returns:

todo:

```
merge into single play method that changes behavior if continuous or not
```


iter_continuous() → Generator

Continuously yield frames of audio. If this method is not overridden, just wraps `table` in a `itertools.cycle` object and returns from it.

Returns A single frame of audio

Return type `np.ndarray`

stop_continuous()

Stop playing a continuous sound

Should be merged into a general stop method

end()

Release any resources held by this sound

get_sound_class(*server_type: Optional[str] = None*) → Union[Type[`autopilot.stim.sound.base.Sound`], Type[`autopilot.stim.sound.base.Jack_Sound`], Type[`autopilot.stim.sound.base.Pyo_Sound`]]

Get the default sound class as defined by 'AUDIOSERVER'

This function is also a convenience class for testing whether a particular audio backend is available

Returns:

18.2.4 sounds

This module defines classes to generate different sounds.

These classes are currently implemented: * Tone : a sinusoidal pure tone * Noise : a burst of white noise * File : read from a file * Speech * Gap

The behavior of this module depends on `prefs.get('AUDIOSERVER')`. * If this is 'jack', or True:

Then import jack, define `Jack_Sound`, and all sounds inherit from that.

- **If this is 'pyo':** Then import pyo, define `PyoSound`, and all sounds inherit from that.
- **If this is 'docs':** Then import both jack and pyo, define both `Jack_Sound` and `PyoSound`, and all sounds inherit from `object`.
- **Otherwise:** Then do not import jack or pyo, or define either `Jack_Sound` or `PyoSound`, and all sounds inherit from `object`.

Todo: Implement sound level and filter calibration

Classes:

<code>Tone</code> (frequency, duration[, amplitude])	The Humble Sine Wave
<code>Noise</code> (duration[, amplitude, channel])	Generates a white noise burst with specified parameters
<code>File</code> (path[, amplitude])	A .wav file.
<code>Gap</code> (duration, **kwargs)	A silent sound that does not pad its final chunk -- used for creating precise silent gaps in a continuous noise.
<code>Gammatone</code> (frequency, duration[, amplitude, ...])	Gammatone filtered noise, using <code>timeseries.Gammatone</code> -- see that class for the filter documentation.

Data:

*STRING_PARAMS*These parameters should be given string columns rather than float columns.

Functions:

int_to_float(audio)Convert 16 or 32 bit integer audio to 32 bit float.

class *Tone*(frequency, duration, amplitude=0.01, **kwargs)Bases: *autopilot.stim.sound.base.Sound*

The Humble Sine Wave

Parameters

- **frequency** (*float*) – frequency of sin in Hz
- **duration** (*float*) – duration of the sin in ms
- **amplitude** (*float*) – amplitude of the sound as a proportion of 1.
- ****kwargs** – extraneous parameters that might come along with instantiating us

Attributes:

PARAMS

type

Methods:

init_sound()Create a sine wave table using pyo or numpy, depending on the server type.

PARAMS = ['frequency', 'duration', 'amplitude']**type** = 'Tone'**init_sound**()

Create a sine wave table using pyo or numpy, depending on the server type.

table: *Optional*[*numpy.ndarray*]**class** *Noise*(duration, amplitude=0.01, channel=None, **kwargs)Bases: *autopilot.stim.sound.base.Sound*

Generates a white noise burst with specified parameters

The *type* attribute is always “Noise”.

Initialize a new white noise burst with specified parameters.

The sound itself is stored as the attribute *self.table*. This can be 1-dimensional or 2-dimensional, depending on *channel*. If it is 2-dimensional, then each channel is a column.**Parameters**

- **duration** (*float*) – duration of the noise

- **amplitude** (*float*) – amplitude of the sound as a proportion of 1.
- **channel** (*int or None*) – which channel should be used If 0, play noise from the first channel If 1, play noise from the second channel If None, send the same information to all channels (“mono”)
- ****kwargs** – extraneous parameters that might come along with instantiating us

Attributes:

PARAMS

type

Methods:

init_sound() Defines *self.table*, the waveform that is played.

iter_continuous() Continuously yield frames of audio.

PARAMS = ['duration', 'amplitude', 'channel']

type = 'Noise'

init_sound()

Defines *self.table*, the waveform that is played.

The way this is generated depends on *self.server_type*, because parameters like the sampling rate cannot be known otherwise.

The sound is generated and then it is “chunked” (zero-padded and divided into chunks). Finally *self.initialized* is set True.

iter_continuous() → [Generator](#)

Continuously yield frames of audio. If this method is not overridden, just wraps *table* in a `itertools.cycle` object and returns from it.

Returns A single frame of audio

Return type `np.ndarray`

table: `Optional[numpy.ndarray]`

class `File(path, amplitude=0.01, **kwargs)`

Bases: `autopilot.stim.sound.base.Sound`

A .wav file.

Todo: Generalize this to other audio types if needed.

Parameters

- **path** (*str*) – Path to a .wav file relative to the `prefs.get('SOUNDDIR')`
- **amplitude** (*float*) – amplitude of the sound as a proportion of 1.
- ****kwargs** – extraneous parameters that might come along with instantiating us

Attributes:

PARAMS

type

Methods:

<i>init_sound()</i>	Load the wavfile with <code>scipy.io.wavfile</code> , converting int to float as needed.
---------------------	--

PARAMS = ['path', 'amplitude']**type** = 'File'**init_sound()**Load the wavfile with `scipy.io.wavfile`, converting int to float as needed.

Create a sound table, resampling sound if needed.

table: Optional[numpy.ndarray]**class** Gap(*duration*, ***kwargs*)Bases: `autopilot.stim.sound.base.Sound`

A silent sound that does not pad its final chunk – used for creating precise silent gaps in a continuous noise.

Parameters **duration** (*float*) – duration of gap in ms**Variables** **gap_zero** (*bool*) – True if duration is zero, effectively do nothing on play.**Attributes:**

type

PARAMS

Methods:

<i>init_sound()</i>	Create and chunk an array of zeros according to Gap. duration
---------------------	--

<i>chunk</i> ([pad])	If gap is not duration == 0, call parent chunk.
----------------------	---

buffer()

play()

type = 'Gap'**PARAMS** = ['duration']**table:** Optional[numpy.ndarray]

init_sound()

Create and chunk an array of zeros according to `Gap.duration`

chunk(*pad=False*)

If gap is not duration == 0, call parent chunk. :Parameters: **pad** (*bool*) – unused, passed to parent chunk

buffer()

play()

class Gammatone(*frequency: float, duration: float, amplitude: float = 0.01, channel: Optional[int] = None, filter_kwargs: Optional[dict] = None, **kwargs*)

Bases: `autopilot.stim.sound.sounds.Noise`

Gammatone filtered noise, using `timeseries.Gammatone` – see that class for the filter documentation.

Parameters

- **frequency** (*float*) – Center frequency of filter, in Hz
- **duration** (*float*) – Duration of sound, in ms
- **amplitude** (*float*) – Amplitude scaling of sound (absolute value 0-1, default is .01)
- **filter_kwargs** (*dict*) – passed on to `timeseries.Gammatone`

Attributes:

type

PARAMS

type = 'Gammatone'

PARAMS = ['frequency', 'duration', 'amplitude', 'channel']

table: `Optional[numpy.ndarray]`

STRING_PARAMS = ['path', 'type', 'speaker', 'vowel', 'token', 'consonant']

These parameters should be given string columns rather than float columns.

Bother Jonny to do this better bc it's really bad.

int_to_float(*audio*)

Convert 16 or 32 bit integer audio to 32 bit float.

Parameters **audio** (`numpy.ndarray`) – a numpy array of audio

Returns Audio that has been rescaled and converted to a 32 bit float.

Return type `numpy.ndarray`

TASKS

19.1 task

Classes:

<code>Task(*args, **kwargs)</code>	Generic Task metaclass
------------------------------------	------------------------

class `Task(*args, **kwargs)`

Bases: `object`

Generic Task metaclass

Variables

- **PARAMS** (`collections.OrderedDict`) – Params to define task, like:

```
PARAMS = odict()
PARAMS['reward'] = {'tag': 'Reward Duration (ms)',
                    'type': 'int'}
PARAMS['req_reward'] = {'tag': 'Request Rewards',
                        'type': 'bool'}
```

- **HARDWARE** (`dict`) – dict for necessary hardware, like:

```
HARDWARE = {
    'POKES': {
        'L': hardware.Beambreak, ...
    },
    'PORTS': {
        'L': hardware.Solenoid, ...
    }
}
```

- **PLOT** (`dict`) – Dict of plotting parameters, like:

```
PLOT = {
    'data': {
        'target' : 'point',
        'response' : 'segment',
        'correct' : 'rollmean'
    },
    'chance_bar' : True, # Draw a red bar at 50%
```

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```
'roll_window' : 50 # number of trials to roll window over
}
```

- **Trial_Data** (tables.IsDescription) – Data table description, like:

```
class TrialData(tables.IsDescription):
    trial_num = tables.Int32Col()
    target = tables.StringCol(1)
    response = tables.StringCol(1)
    correct = tables.Int32Col()
    correction = tables.Int32Col()
    RQ_timestamp = tables.StringCol(26)
    DC_timestamp = tables.StringCol(26)
    bailed = tables.Int32Col()
```

- **STAGE_NAMES** (*list*) – List of stage method names
- **stage_block** (*threading.Event*) – Signal when task stages complete.
- **punish_stim** (*bool*) – Do a punishment stimulus
- **stages** (*iterator*) – Some generator or iterator that continuously returns the next stage method of a trial
- **triggers** (*dict*) – Some mapping of some pin to callback methods
- **pins** (*dict*) – Dict to store references to hardware
- **pin_id** (*dict*) – Reverse dictionary, pin numbers back to pin letters.
- **punish_block** (*threading.Event*) – Event to mark when punishment is occurring
- **logger** (*logging.Logger*) – gets the ‘main’ logger for now.

Parameters

- **subject** (*str*) – Name of subject running the task
- **current_trial** (*int*) – Current trial number, default 0
- ***args** ()
- ****kwargs** ()

Attributes:

PARAMS

HARDWARE

STAGE_NAMES

PLOT

Classes:

TrialData()

Methods:

<code>init_hardware()</code>	Use the <code>HARDWARE</code> dict that specifies what we need to run the task alongside the <code>HARDWARE</code> subdict in <code>prefs</code> to tell us how they're plugged in to the pi
<code>set_reward([vol, duration, port])</code>	Set the reward value for each of the 'PORTS'.
<code>handle_trigger(pin[, level, tick])</code>	All GPIO triggers call this function with the pin number, level (high, low), and ticks since booting pigpio.
<code>set_leds([color_dict])</code>	Set the color of all LEDs at once.
<code>flash_leds()</code>	flash lights for <code>punish_dir</code>
<code>end()</code>	Release all hardware objects

`PARAMS = OrderedDict()`

`HARDWARE = {}`

`STAGE_NAMES = []`

`PLOT = {}`

`class TrialData`

Bases: `tables.description.IsDescription`

Attributes:

`columns`

`columns = { 'session': Int32Col(shape=(), dflt=0, pos=None), 'trial_num': Int32Col(shape=(), dflt=0, pos=None)}`

`init_hardware()`

Use the `HARDWARE` dict that specifies what we need to run the task alongside the `HARDWARE` subdict in `prefs` to tell us how they're plugged in to the pi

Instantiate the hardware, assign it `Task.handle_trigger()` as a callback if it is a trigger.

`set_reward(vol=None, duration=None, port=None)`

Set the reward value for each of the 'PORTS'.

Parameters

- **vol** (*float, int*) – Volume of reward in uL
- **duration** (*float*) – Duration to open port in ms
- **port** (*None, Port_ID*) – If *None*, set everything in 'PORTS', otherwise only set *port*

`handle_trigger(pin, level=None, tick=None)`

All GPIO triggers call this function with the pin number, level (high, low), and ticks since booting pigpio.

Calls any trigger assigned to the pin in `self.triggers`, unless during punishment (returns).

Parameters

- **pin** (*int*) – BCM Pin number
- **level** (*bool*) – True, False high/low

- **tick** (*int*) – ticks since booting pigpio

set_leds(*color_dict=None*)

Set the color of all LEDs at once.

Parameters **color_dict** (*dict*) – If None, turn LEDs off, otherwise like:

{‘pin’: [R,G,B], ‘pin2’: [R,G,B]}

flash_leds()

flash lights for punish_dir

end()

Release all hardware objects

19.2 children

Sub-tasks that serve as children to other tasks.

Note: The Child agent will be formalized in an upcoming release, until then these classes remain relatively undocumented as their design will likely change.

Classes:

<code>Child()</code>	Just a placeholder class for now to work with <code>autopilot.get()</code>
<code>Wheel_Child</code> ([stage_block, fs, thresh])	
<code>Video_Child</code> ([cams, stage_block, start_now])	Parameters cams (<i>dict, list</i>) --
<code>Transformer</code> (transform[, operation, node_id, ...])	Parameters <ul style="list-style-type: none">• transform

class Child

Bases: `object`

Just a placeholder class for now to work with `autopilot.get()`

class Wheel_Child(*stage_block=None, fs=10, thresh=100, **kwargs*)

Bases: `autopilot.tasks.children.Child`

Attributes:

`STAGE_NAMES`

`PARAMS`

`HARDWARE`

Methods:

`noop()`

`end()`

```
STAGE_NAMES = ['collect']
```

```
PARAMS = OrderedDict([ ('fs', {'tag': 'Velocity Reporting Rate (Hz)', 'type':  
'int'}), ('thresh', {'tag': 'Distance Threshold', 'type': 'int'})])
```

```
HARDWARE = { 'OUTPUT': <class 'autopilot.hardware.gpio.Digital_Out'>, 'WHEEL':  
<class 'autopilot.hardware.usb.Wheel'>}
```

```
noop()
```

```
end()
```

```
class Video_Child(cams=None, stage_block=None, start_now=True, **kwargs)
```

Bases: `autopilot.tasks.children.Child`

Parameters `cams` (*dict, list*) –

Should be a dictionary of camera parameters or a list of dicts. Dicts should have, at least:

```
{  
    'type': 'string_of_camera_class',  
    'name': 'name_of_camera_in_task',  
    'param1': 'first_param'  
}
```

Attributes:

`PARAMS`

Methods:

`start()`

`stop()`

`noop()`

```
PARAMS = OrderedDict([ ( 'cams', { 'tag': 'Dictionary of camera params, or list of  
dicts', 'type': ('dict', 'list')})])
```

```
start()
```

```
stop()
```

```
noop()
```

```
class Transformer(transform, operation: str = 'trigger', node_id=None, return_id='T', return_ip=None,
                  return_port=None, return_key=None, router_port=None, stage_block=None,
                  value_subset=None, forward_id=None, forward_ip=None, forward_port=None,
                  forward_key=None, forward_what='both', **kwargs)
```

Bases: [autopilot.tasks.children.Child](#)

Parameters

- **transform**
- **operation** (*str*) – either
 - “trigger”, where the last transform is a [Condition](#) and a trigger is returned to sender only when the return value of the transformation changes,
 - or * “stream”, where each result of the transformation is returned to sender
- **return_id**
- **return_ip**
- **return_port**
- **return_key**
- **router_port** (*None, int*) – If not None (default), spawn the node with a route port to receive
- **stage_block**
- **value_subset** (*str*) – Optional - subset a value from from a dict/list sent to [l_process\(\)](#)
- **forward_what** (*str*) – one of ‘input’, ‘output’, or ‘both’ (default) that determines what is forwarded
- ****kwargs**

Methods:

[noop\(\)](#)

[l_process\(value\)](#)

[forward\(\[input, output\]\)](#)

noop()

l_process(value)

forward(input=None, output=None)

19.3 free_water

Classes:

<code>Free_Water</code> ([stage_block, current_trial, ...])	Randomly light up one of the ports, then dispense water when the subject pokes there
---	--

class Free_Water(stage_block=None, current_trial=0, reward=50, allow_repeat=False, **kwargs)

Bases: `autopilot.tasks.task.Task`

Randomly light up one of the ports, then dispense water when the subject pokes there

Two stages:

- waiting for response, and
- reporting the response afterwards

Variables

- **target** ('L', 'C', 'R') – The correct port
- **trial_counter** (`itertools.count`) – Counts trials starting from current_trial specified as argument
- **triggers** (`dict`) – Dictionary mapping triggered pins to callable methods.
- **num_stages** (`int`) – number of stages in task (2)
- **stages** (`itertools.cycle`) – iterator to cycle indefinitely through task stages.

Parameters

- **stage_block** (`threading.Event`) – used to signal to the carrying Pilot that the current trial stage is over
- **current_trial** (`int`) – If not zero, initial number of *trial_counter*
- **reward** (`int`) – ms to open solenoids
- **allow_repeat** (`bool`) – Whether the correct port is allowed to repeat between trials
- ****kwargs**

Attributes:

`STAGE_NAMES`

`PARAMS`

`DATA`

`HARDWARE`

`PLOT`

Classes:

TrialData()

Methods:

<i>water</i> (*args, **kwargs)	First stage of task - open a port if it's poked.
<i>response</i> ()	Just have to alert the Terminal that the current trial has ended and turn off any lights.
<i>end</i> ()	When shutting down, release all hardware objects and turn LEDs off.

```
STAGE_NAMES = ['water', 'response']
```

```
PARAMS = OrderedDict([ ('reward', {'tag': 'Reward Duration (ms)', 'type': 'int'}),  
 ( 'allow_repeat', {'tag': 'Allow Repeated Ports?', 'type': 'bool'})])
```

```
DATA = { 'target': {'plot': 'target', 'type': 'S1'}, 'timestamp': {'type':  
'S26'}, 'trial_num': {'type': 'i32'}}
```

```
class TrialData
```

```
    Bases: tables.description.IsDescription
```

Attributes:

columns

```
columns = { 'target': StringCol(itemsize=1, shape=(), dflt=b'', pos=None),  
 'timestamp': StringCol(itemsize=26, shape=(), dflt=b'', pos=None), 'trial_num':  
 Int32Col(shape=(), dflt=0, pos=None)}
```

```
HARDWARE = { 'LEDS': { 'C': <class 'autopilot.hardware.gpio.LED_RGB'>, 'L': <class  
'autopilot.hardware.gpio.LED_RGB'>, 'R': <class 'autopilot.hardware.gpio.LED_RGB'>},  
 'POKES': { 'C': <class 'autopilot.hardware.gpio.Digital_In'>, 'L': <class  
'autopilot.hardware.gpio.Digital_In'>, 'R': <class  
'autopilot.hardware.gpio.Digital_In'>}, 'PORTS': { 'C': <class  
'autopilot.hardware.gpio.Solenoid'>, 'L': <class  
'autopilot.hardware.gpio.Solenoid'>, 'R': <class  
'autopilot.hardware.gpio.Solenoid'>}}
```

```
PLOT = {'data': {'target': 'point'}}
```

```
water(*args, **kwargs)
```

```
    First stage of task - open a port if it's poked.
```

Returns

```
    Data dictionary containing:
```

```
'target': ('L', 'C', 'R') - correct response  
'timestamp': isoformatted timestamp  
'trial_num': number of current trial
```

Return type dict

response()

Just have to alert the Terminal that the current trial has ended and turn off any lights.

end()

When shutting down, release all hardware objects and turn LEDs off.

19.4 graduation

Object that implement Graduation criteria to move between different tasks in a protocol.

Classes:

<i>Graduation</i> ([id])	Base Graduation object.
<i>Accuracy</i> ([threshold, window])	Graduate stage based on percent accuracy over some window of trials.
<i>NTrials</i> (n_trials[, current_trial])	Graduate after doing n trials

class *Graduation*(id: *Optional*[str] = None)

Bases: *autopilot.root.Autopilot_Object*

Base Graduation object.

All Graduation objects need to populate PARAMS, COLS, and define an *update* method.

Attributes:

<i>PARAMS</i>	list of parameters to be defined
<i>COLS</i>	list of any data columns that this object should be given.

Methods:

<i>update</i> (row)	Parameters : class: `~tables.tableextension.Row` -- Trial row
---------------------	--

PARAMS = []

list of parameters to be defined

Type list

COLS = []

list of any data columns that this object should be given.

Type list

abstract *update*(row: Row)

Parameters : class: `~tables.tableextension.Row` – Trial row

class Accuracy(*threshold=0.75, window=500, **kwargs*)

Bases: [autopilot.tasks.graduation.Graduation](#)

Graduate stage based on percent accuracy over some window of trials.

Parameters

- **threshold** (*float*) – Accuracy above this threshold triggers graduation
- **window** (*int*) – number of trials to consider in the past.
- ****kwargs** – should have ‘correct’ corresponding to the corrects/incorrects of the past.

Attributes:

PARAMS	list of parameters to be defined
COLS	list of any data columns that this object should be given.

Methods:

update (<i>row</i>)	Get 'correct' from the row object.
---------------------------------------	------------------------------------

PARAMS = ['threshold', 'window']

list of parameters to be defined

Type [list](#)

COLS = ['correct']

list of any data columns that this object should be given.

Type [list](#)

update(*row*)

Get ‘correct’ from the row object. If this trial puts us over the threshold, return True, else False.

Parameters **row** (*Row*) – Trial row

Returns Did we _graduate this time or not?

Return type [bool](#)

class NTrials(*n_trials, current_trial=0, **kwargs*)

Bases: [autopilot.tasks.graduation.Graduation](#)

Graduate after doing n trials

Variables **counter** (*itertools.count*) – Counts the trials.

Parameters

- **n_trials** (*int*) – Number of trials to _graduate after
- **current_trial** (*int*) – If not starting from zero, start from here
- ****kwargs**

Attributes:

PARAMS	list of parameters to be defined
------------------------	----------------------------------

Methods:

<code>update(row)</code>	If we're past <code>n_trials</code> in this trial, return <code>True</code> , else <code>False</code> .
--------------------------	---

`PARAMS = ['n_trials', 'current_trial']`

list of parameters to be defined

Type `list`

`update(row)`

If we're past `n_trials` in this trial, return `True`, else `False`.

Parameters `row` – ignored

Returns Did we `_graduate` or not?

Return type `bool`

19.5 nafc

Classes:

<code>Nafc([stage_block, stim, reward, ...])</code>	A Two-alternative forced choice task.
---	---------------------------------------

```
class Nafc(stage_block=None, stim=None, reward=50, req_reward=False, punish_stim=False, punish_dur=100,
           correction=False, correction_pct=50.0, bias_mode=False, bias_threshold=20, stim_light=True,
           **kwargs)
```

Bases: `autopilot.tasks.task.Task`

A Two-alternative forced choice task.

(can't have number as first character of class.)

Stages

- **request** - compute stimulus, set request trigger in center port.
- **discrim** - respond to input, set reward/punishment triggers on target/distractor ports
- **reinforcement** - deliver reward/punishment, end trial.

Variables

- **target** ("L", "R") – Correct response
- **distractor** ("L", "R") – Incorrect response
- **stim** – Current stimulus
- **response** ("L", "R") – Response to discriminand
- **correct** (0, 1) – Current trial was correct/incorrect
- **correction_trial** (`bool`) – If using correction trials, last trial was a correction trial
- **trial_counter** (`itertools.count`) – Which trial are we on?
- **discrim_playing** (`bool`) – Is the stimulus playing?
- **bailed** (0, 1) – Subject answered before stimulus was finished playing.

- **current_stage** (*int*) – As each stage is reached, update for asynchronous event reference

Parameters

- **stage_block** (*threading.Event*) – Signal when task stages complete.
- **stim** (*dict*) –

Stimuli like:

```
"sounds": {  
    "L": [{"type": "Tone", ...}],  
    "R": [{"type": "Tone", ...}]  
}
```

- **reward** (*float*) – duration of solenoid open in ms
- **req_reward** (*bool*) – Whether to give a water reward in the center port for requesting trials
- **punish_stim** (*bool*) – Do a white noise punishment stimulus
- **punish_dur** (*float*) – Duration of white noise in ms
- **correction** (*bool*) – Should we do correction trials?
- **correction_pct** (*float*) – (0-1), What proportion of trials should randomly be correction trials?
- **bias_mode** (*False*, “*thresholded_linear*”) – False, or some bias correction type (see [managers.Bias_Correction](#))
- **bias_threshold** (*float*) – If using a bias correction mode, what threshold should bias be corrected for?
- **current_trial** (*int*) – If starting at nonzero trial number, which?
- **stim_light** (*bool*) – Should the LED be turned blue while the stimulus is playing?
- ****kwargs**

Attributes:

STAGE_NAMES

PARAMS

PLOT

HARDWARE

Classes:

TrialData

Trialwise Data for a Two-Alternative Forced Choice Task

Methods:

<code>request(*args, **kwargs)</code>	Stage 0: compute stimulus, set request trigger in center port.
<code>discrim(*args, **kwargs)</code>	Stage 1: respond to input, set reward/punishment triggers on target/distractor ports
<code>reinforcement(*args, **kwargs)</code>	Stage 2 - deliver reward/punishment, end trial.
<code>punish()</code>	Flash lights, play punishment sound if set
<code>respond(pin)</code>	Set self.response
<code>stim_start()</code>	mark discrim_playing = true
<code>stim_end()</code>	called by stimulus callback
<code>flash_leds()</code>	flash lights for punish_dir

```
STAGE_NAMES = ['request', 'discrim', 'reinforcement']
```

```
PARAMS = OrderedDict([ ('reward', {'tag': 'Reward Duration (ms)', 'type': 'int'}),
('req_reward', {'tag': 'Request Rewards', 'type': 'bool'}), ( 'punish_stim',
{'tag': 'White Noise Punishment', 'type': 'bool'}), ( 'punish_dur', {'tag':
'Punishment Duration (ms)', 'type': 'int'}), ('correction', {'tag': 'Correction
Trials', 'type': 'bool'}), ( 'correction_pct', { 'depends': {'correction': True},
'tag': '% Correction Trials', 'type': 'int'}), ( 'bias_mode', { 'tag': 'Bias
Correction Mode', 'type': 'list', 'values': { 'None': 0, 'Proportional': 1,
'Thresholded Proportional': 2})), ( 'bias_threshold', { 'depends': {'bias_mode':
2}, 'tag': 'Bias Correction Threshold (%)', 'type': 'int'}), ('stim', {'tag':
'Sounds', 'type': 'sounds'})])
```

```
PLOT = { 'chance_bar': True, 'data': {'correct': 'rollmean', 'response':
'segment', 'target': 'point'}, 'roll_window': 50}
```

pydantic model TrialData

Bases: `autopilot.data.models.protocol.Trial_Data`

Trialwise Data for a Two-Alternative Forced Choice Task

```
{
  "title": "TrialData",
  "description": "Trialwise Data for a Two-Alternative Forced Choice Task",
  "type": "object",
  "properties": {
    "group": {
      "title": "Group",
      "description": "Path of the parent step group",
      "type": "string"
    },
    "session": {
      "title": "Session",
      "description": "Current training session, increments every time the
↪ task is started",
      "type": "integer"
    },
    "session_uuid": {
      "title": "Session Uuid",
      "description": "Each session gets a unique uuid, regardless of the
↪ session integer, to enable independent addressing of sessions when session
↪ numbers might overlap (eg. reassignment)",
```

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```

        "type": "string"
    },
    "trial_num": {
        "title": "Trial Num",
        "description": "Trial data is grouped within, well, trials, which
↪ increase (rather than resetting) across sessions within a task",
        "datajoint": {
            "key": true
        },
        "type": "integer"
    },
    "target": {
        "title": "Target",
        "description": "Which side is the correct side this trial",
        "datajoint": {
            "datatype": "enum",
            "kwargs": {
                "args": [
                    "L",
                    "R"
                ]
            }
        },
        "enum": [
            "L",
            "R"
        ],
        "type": "string"
    },
    "response": {
        "title": "Response",
        "description": "The side that was poked",
        "datajoint": {
            "datatype": "enum",
            "kwargs": {
                "args": [
                    "L",
                    "R"
                ]
            }
        },
        "enum": [
            "L",
            "R"
        ],
        "type": "string"
    },
    "correct": {
        "title": "Correct",
        "description": "Whether the subject's response matched the target",
        "type": "boolean"
    },

```

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```

    "correction": {
        "title": "Correction",
        "description": "Whether this trial was a correction trial or not",
        "type": "boolean"
    },
    "RQ_timestamp": {
        "title": "Rq Timestamp",
        "description": "The time where the stimulus was presented and the
↳ trial was requested",
        "type": "string",
        "format": "date-time"
    },
    "DC_timestamp": {
        "title": "Dc Timestamp",
        "description": "The time when the subject responded",
        "type": "string",
        "format": "date-time"
    },
    "bailed": {
        "title": "Bailed",
        "description": "Whether the subject bailed the trial from a timeout or
↳ any other reason they did not finish",
        "type": "boolean"
    }
},
"required": [
    "session",
    "trial_num",
    "target",
    "response",
    "correct",
    "correction",
    "RQ_timestamp",
    "DC_timestamp",
    "bailed"
]
}

```

Fields

- DC_timestamp (datetime.datetime)
- RQ_timestamp (datetime.datetime)
- bailed (bool)
- correct (bool)
- correction (bool)
- response (Literal['L', 'R'])
- target (Literal['L', 'R'])

field target: `Literal['L', 'R']` [Required]

Which side is the correct side this trial

field response: `Literal['L', 'R']` [Required]

The side that was poked

field correct: `bool` [Required]

Whether the subject's response matched the target

field correction: `bool` [Required]

Whether this trial was a correction trial or not

field RQ_timestamp: `datetime.datetime` [Required]

The time where the stimulus was presented and the trial was requested

field DC_timestamp: `datetime.datetime` [Required]

The time when the subject responded

field bailed: `bool` [Required]

Whether the subject bailed the trial from a timeout or any other reason they did not finish

```
HARDWARE = { 'LEDS': {'C': 'LED_RGB', 'L': 'LED_RGB', 'R': 'LED_RGB'}, 'POKES':
{'C': 'Digital_In', 'L': 'Digital_In', 'R': 'Digital_In'}, 'PORTS': {'C':
'Solenoid', 'L': 'Solenoid', 'R': 'Solenoid'}}
```

request(*args, **kwargs)

Stage 0: compute stimulus, set request trigger in center port.

Returns

With fields:

```
{
  'target': self.target,
  'trial_num' : self.current_trial,
  'correction': self.correction_trial,
  'type': stimulus type,
  **stim.PARAMS
}
```

Return type data (dict)

discrim(*args, **kwargs)

Stage 1: respond to input, set reward/punishment triggers on target/distractor ports

Returns

With fields:: { 'RQ_timestamp': `datetime.datetime.now().isoformat()`, 'trial_num':
self.current_trial, }

Return type data (dict)

reinforcement(*args, **kwargs)

Stage 2 - deliver reward/punishment, end trial.

Returns

With fields:

```
{
    'DC_timestamp': datetime.datetime.now().isoformat(),
    'response': self.response,
    'correct': self.correct,
    'bailed': self.bailed,
    'trial_num': self.current_trial,
    'TRIAL_END': True
}
```

Return type data (dict)

punish()

Flash lights, play punishment sound if set

respond(*pin*)

Set self.response

Parameters *pin* – Pin to set response to

stim_start()

mark discrim_playing = true

stim_end()

called by stimulus callback

set outside lights blue

flash_leds()

flash lights for punish_dir

TRANSFORMATIONS

Data transformations.

Composable transformations from one representation of data to another. Used as the lubricant and glue between hardware objects. Some hardware objects disagree about the way information should be represented – eg. cameras are very partial to letting position information remain latent in a frame of a video, but some other object might want the actual `[x,y]` coordinates. Transformations help negotiate (but don't resolve their irreparably different worldviews :()

Transformations are organized by modality, but this API is quite immature.

Transformations have a `process` method that accepts and returns a single object. They must also define the format of their inputs and outputs (`format_in` and `format_out`). That API is also a sketch.

The `__add__()` method allows transforms to be combined, eg.:

```
from autopilot import transform as t
transform_me = t.Image.DLC('model_directory')
transform_me += t.selection.DLCSlice('point')
transform_me.process(frame)
# ... etcetera
```

Todo: This is a first draft of this module and it purely synchronous at the moment. It will be expanded to ... * support multiple asynchronous processing rhythms * support automatic value coercion * make recursion checks – make sure a child hasn't already been added to a processing chain. * idk participate at home! list your own shortcomings of this module, don't be shy it likes it.

Functions:

<code>make_transform(transforms)</code>	Make a transform from a list of iterator specifications.
---	--

make_transform(*transforms*: `Union[List[dict], Tuple[dict]]`) → `autopilot.transform.transforms.Transform`

Make a transform from a list of iterator specifications.

Parameters *transforms* (*list*) –

A list of `Transform`s and parameterizations in the form:

```
[
    {'transform': Transform,
     'args': (arg1, arg2,), # optional
     'kwargs': {'key1': 'val1', ...}, # optional
     'transform': ...}
]
```

Returns Transform

Data transformations.

Experimental module.

Reusable transformations from one representation of data to another. eg. converting frames of a video to locations of objects, or locations of objects to area labels

Todo: This is a preliminary module and it purely synchronous at the moment. It will be expanded to ... * support multiple asynchronous processing rhythms * support automatic value coercion

The following design features need to be added * recursion checks – make sure a child hasn’t already been added to a processing chain.

Classes:

TransformRhythm(value)

ivar FIFO First-in-first-out, process inputs as they are received, potentially slowing down the transformation pipeline

Transform(rhythm, *args, **kwargs)

Metaclass for data transformations

class TransformRhythm(value)

Bases: `enum.Enum`

Variables

- **FIFO** – First-in-first-out, process inputs as they are received, potentially slowing down the transformation pipeline
- **FILO** – First-in-last-out, process the most recent input, ignoring previous (lossy transformation)

Attributes:

FIFO

FILO

FIFO = 1

FILO = 2

class Transform(rhythm: *autopilot.transform.transforms.TransformRhythm* = *<TransformRhythm.FILO: 2>*, *args, **kwargs)

Bases: `object`

Metaclass for data transformations

Each subclass should define the following

- *process()* - a method that takes the input of the transformation as its single argument and returns the transformed output

- `format_in` - a *dict* that specifies the input format
- `format_out` - a *dict* that specifies the output format

Parameters `rhythm` (*TransformRhythm*) – A rhythm by which the transformation object processes its inputs

Variables (`class` (*child*) – *Transform*): Another Transform object chained after this one

Attributes:

<code>rhythm</code>	
<code>format_in</code>	
<code>format_out</code>	
<code>parent</code>	If this Transform is in a chain of transforms, the transform that precedes it

Methods:

<code>process(input)</code>	
<code>reset()</code>	If a transformation is stateful, reset state.
<code>check_compatible(child)</code>	Check that this Transformation's <code>format_out</code> is compatible with another's <code>format_in</code>
<code>__add__(other)</code>	Add another Transformation in the chain to make a processing pipeline

property `rhythm`: `autopilot.transform.transforms.TransformRhythm`

property `format_in`: `dict`

property `format_out`: `dict`

property `parent`: `Optional[autopilot.transform.transforms.Transform]`

If this Transform is in a chain of transforms, the transform that precedes it

Returns *Transform*, None if no parent.

process(*input*)

reset()

If a transformation is stateful, reset state.

check_compatible(*child*: `autopilot.transform.transforms.Transform`)

Check that this Transformation's `format_out` is compatible with another's `format_in`

Todo: Check for types that can be automatically coerced into one another and set `_coercion` to appropriate function

Parameters `child` (*Transform*) – Transformation to check compatibility

Returns `bool`

`__add__(other)`

Add another Transformation in the chain to make a processing pipeline

Parameters *other* (Transformation) – The transformation to be chained

20.1 Coercion

placeholder... objects to make type and shape coercion seamless...

20.2 Geometry

Classes:

<code>Distance([pairwise, n_dim, metric, squareform])</code>	Given an <code>n_samples x n_dimensions</code> array, compute pairwise or mean distances
<code>Angle([abs, degrees])</code>	Get angle between line formed by two points and horizontal axis
<code>IMU_Orientation([use_kalman, invert_gyro])</code>	Compute absolute orientation (roll, pitch) from accelerometer and gyroscope measurements (eg from hardware.i2c.I2C_9DOF)
<code>Rotate([dims, rotation_type, degrees, ...])</code>	Rotate in 3 dimensions using <code>scipy.spatial.transform.Rotation</code>
<code>Spheroid([target, source, fit])</code>	Fit and transform 3d coordinates according to some spheroid.
<code>Order_Points([closeness_threshold])</code>	Order x-y coordinates into a line, such that each point (row) in an array is ordered next to its nearest points
<code>Linefit_Prasad([return_metrics])</code>	Given an ordered series of x/y coordinates (see Order_Points), use D.Prasad et al.'s parameter-free line fitting algorithm to make a simplified, fitted line.

```
class Distance(pairwise: bool = False, n_dim: int = 2, metric: str = 'euclidean', squareform: bool = True,
               *args, **kwargs)
```

Bases: `autopilot.transform.transforms.Transform`

Given an `n_samples x n_dimensions` array, compute pairwise or mean distances

Parameters

- **pairwise** (*bool*) – If False (default), return mean distance. if True, return all distances
- **n_dim** (*int*) – number of dimensions (input array will be filtered like `input[:,0:n_dim]`)
- **metric** (*str*) – any metric acceptable to `func: scipy.spatial.distance.pdist`
- **squareform** (*bool*) – if pairwise is True, if True return square distance matrix, otherwise return compressed distance matrix (`dist(X[i], X[j]) = y[i*j]`)
- ***args**
- ****kwargs**

Attributes:

format_in

format_out

Methods:

process(input)

format_in = {'type': <class 'numpy.ndarray'>}

format_out = {'type': <class 'numpy.ndarray'>}

process(input: numpy.ndarray)

class Angle(abs=True, degrees=True, *args, **kwargs)

Bases: *autopilot.transform.transforms.Transform*

Get angle between line formed by two points and horizontal axis

Attributes:

format_in

format_out

Methods:

process(input)

format_in = {'type': <class 'numpy.ndarray'>}

format_out = {'type': <class 'float'>}

process(input)

class IMU_Orientation(use_kalman: bool = True, invert_gyro: bool = False, *args, **kwargs)

Bases: *autopilot.transform.transforms.Transform*

Compute absolute orientation (roll, pitch) from accelerometer and gyroscope measurements (eg from *hardware.i2c.I2C_9DOF*)

Uses a *timeseries.Kalman* filter, and implements [PPT+18] to fuse the sensors

Can be used with accelerometer data only, or with combined accelerometer/gyroscope data for greater accuracy

Parameters

- **invert_gyro** (bool) – if the gyroscope’s orientation is inverted from accelerometer measurement, multiply gyro readings by -1 before using
- **use_kalman** (bool) – Whether to use kalman filtering (True, default), or return raw trigonometric transformation of accelerometer readings (if provided, gyroscope readings will be ignored)

Variables `kalman` (`transform.timeseries.Kalman`) – If `use_kalman == True`, the Kalman Filter.

References

[PPT+18] [ABCO15]

Methods:

`process`(`accelgyro`)

Parameters `accelgyro` (tuple, `numpy.ndarray`) -- tuple of (accelerometer[x,y,z], gyro[x,y,z]) readings as arrays, or

process(`accelgyro`: `Union[Tuple[numpy.ndarray, numpy.ndarray], numpy.ndarray]`) → `numpy.ndarray`

Parameters `accelgyro` (tuple, `numpy.ndarray`) – tuple of (accelerometer[x,y,z], gyro[x,y,z]) readings as arrays, or an array of just accelerometer[x,y,z]

Returns filtered [roll, pitch] calculations in degrees

Return type `numpy.ndarray`

class `Rotate`(`dims='xyz'`, `rotation_type='euler'`, `degrees=True`, `inverse=''`, `rotation=None`, `*args`, `**kwargs`)

Bases: `autopilot.transform.transforms.Transform`

Rotate in 3 dimensions using `scipy.spatial.transform.Rotation`

Parameters

- **dims** (“xyz”) – string specifying which axes the rotation will be around, eg “xy”, “xyz”
- **rotation_type** (*str*) – Format of rotation input, must be one available to the `Rotation` class (but currently only euler angles are supported)
- **degrees** (*bool*) – whether to output rotation in degrees (True, default) or radians
- **inverse** (“xyz”) – dimensions in the “rotation” input to `Rotate.process()` to inverse before applying rotation
- **rotation** (tuple, list, `numpy.ndarray`, None) – If supplied, use the same rotation for all processed data. If None, `Rotate.process()` will expect a tuple of (data, rotation).

Methods:

`process`(`input`)

Parameters `input` (tuple, `numpy.ndarray`) -- a tuple of (input[x,y,z], rotation[x,y,z]) where input is to be rotated

process(`input`)

Parameters **input** (tuple, `numpy.ndarray`) – a tuple of (input[x,y,z], rotation[x,y,z]) where input is to be rotated according to the axes in rotation (indicated in `Rotate.dims`). If only an input array is provided, a static rotation array must have been provided in the constructor (otherwise the most recent rotation will be used)

Returns `numpy.ndarray` - rotated input array

class Spheroid(target=(1, 1, 1, 0, 0, 0), source: tuple = (None, None, None, None, None, None), fit: Optional[`numpy.ndarray`] = None, *args, **kwargs)

Bases: `autopilot.transform.transforms.Transform`

Fit and transform 3d coordinates according to some spheroid.

Eg. for calibrating accelerometer readings by transforming them from their uncalibrated spheroid to the expected sphere with radius == 9.8m/s/s centered at (0,0,0).

Does not estimate/correct for rotation of the spheroid.

Examples

```
# Calibrate an accelerometer by transforming
# readings to a 9.8-radius sphere centered at 0
>>> sphere = Spheroid(target=(9.8,9.8,9.8,0,0,0))

# take some readings...
# imagine we're taking them from some sensor idk
# say our sensor slightly exaggerates gravity
# in the z-axis...
>>> readings = np.array((0.,0.,10.5))

# fit our object (need >>1 sample)
>>> sphere.fit(readings)

# transform to proper gravity
>>> sphere.process(readings)
[0., 0., 9.8]
```

Parameters

- **target** (tuple) – parameterization of spheroid to transform to, if none is passed, transform to unit circle centered at (0,0,0). parameterized as:

```
(a, # radius of x dimension
```

```
b, # radius of y dimension c, # radius of z dimension x, # x-offset y, # y-offset z) # z-offset
```

- **source** (tuple) – parameterization of spheroid to transform from in the same 6-tuple form as target, if None is passed, assume we will use `Spheroid.fit()`
- **fit** (None, `numpy.ndarray`) – Initialize with values to fit, if None assume fit will be called later.

References

- <https://jekel.me/2020/Least-Squares-Ellipsoid-Fit/>
- http://www.juddzone.com/ALGORITHMS/least_squares_3D_ellipsoid.html

Methods:

<code>fit(points, **kwargs)</code>	Fit a spheroid from a set of noisy measurements
<code>process(input)</code>	Transform input (x,y,z) points such that points in source are mapped to those in target
<code>generate(n[, which, noise])</code>	Generate random points from the ellipsoid

`fit(points, **kwargs)`

Fit a spheroid from a set of noisy measurements

updates the `_scale` and `_offset` private arrays used to manipulate input data

Note: It's usually important to pass bounds to `scipy.optimize.curve_fit()` !!! passed as a 2-tuple of `((min_a, min_b, ...), (max_a, max_b...))` In particular such that a, b, and c are positive. If no bounds are passed, assume at least that much.

Parameters

- `points` (`numpy.ndarray`) – (M, 3) array of points to fit
- `**kwargs` () – passed on to `scipy.optimize.curve_fit()`

Returns parameters of fit ellipsoid (a,b,c,x,y,z)

Return type `tuple`

`process(input: numpy.ndarray)`

Transform input (x,y,z) points such that points in `source` are mapped to those in `target`

Parameters `input` (`numpy.ndarray`) – x, y, and z coordinates

Returns coordinates transformed according to the spheroid requested

Return type `numpy.ndarray`

`generate(n: int, which: str = 'source', noise: float = 0)`

Generate random points from the ellipsoid

Parameters

- `n` (`int`) – number of points to generate
- `which` (`'str'`) – which spheroid to generate from? (`'source'` - default, or `'target'`)
- `noise` (`float`) – noise to add to points

Returns (n, 3) array of generated points

Return type `numpy.ndarray`


```
class Order_Points(closeness_threshold: float = 1, **kwargs)
```

Bases: `autopilot.transform.transforms.Transform`

Order x-y coordinates into a line, such that each point (row) in an array is ordered next to its nearest points

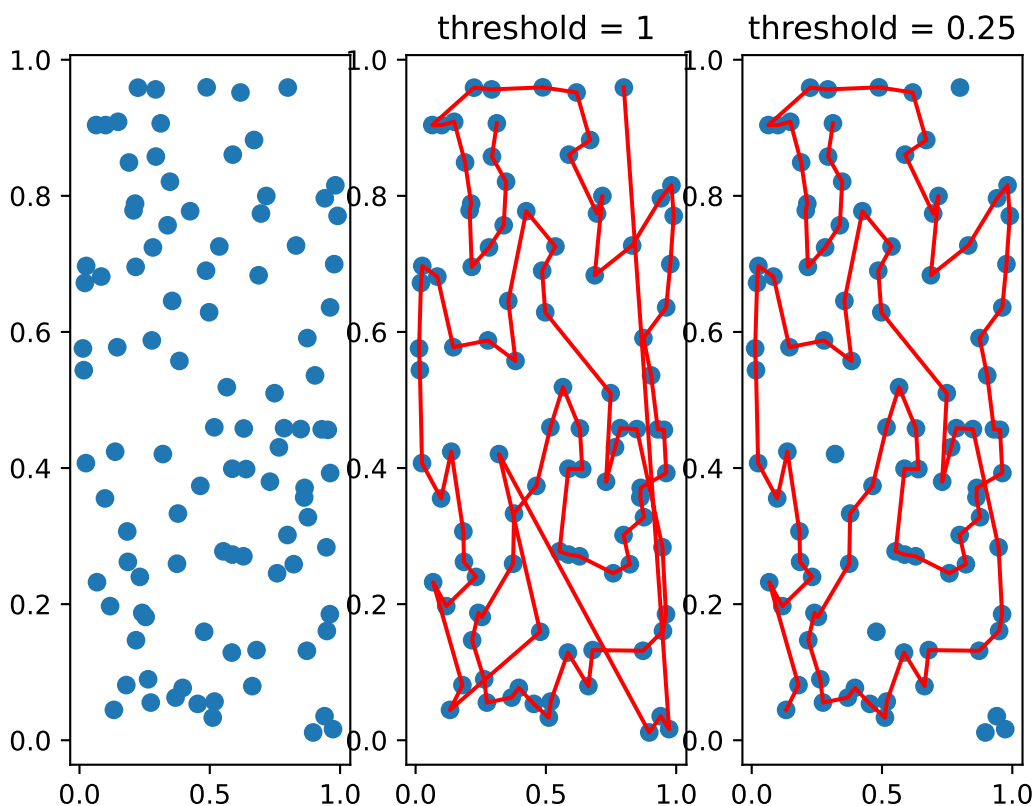
Useful for when points are extracted from an image, but need to be treated as a line rather than disordered points!

Starting with a point, find the nearest point and add that to a deque. Once all points are found on the ‘forward pass’, start the initial point again going the ‘other direction’.

The threshold parameter tunes the (percentile) distance consecutive points may be from one another. The default threshold of 1 will connect all the points but won’t necessarily find a very compact line. Lower thresholds make more sensible lines, but may miss points depending on how line-like the initial points are.

Note that the first point chosen (first in the input array) affects the line that is formed with the points do not form an unambiguous line. I am not sure how to arbitrarily specify a point to start from, but would love to hear what people want!

Examples



Parameters `closeness_threshold` (*float*) – The percentile of distances beneath which to consider connecting points, from 0 to 1. Eg. 0.5 would allow points that are closer than 50% of all distances between all points to be connected. Default is 1, which allows all points to be connected.

Methods:

`process(input)`

Parameters `input` (`numpy.ndarray`) --
an `n x 2` array of x/y points

process(*input*: `numpy.ndarray`) → `numpy.ndarray`

Parameters `input` (`numpy.ndarray`) – an `n x 2` array of x/y points

Returns `numpy.ndarray` Array of points, reordered into a line

class `Linefit_Prasad`(*return_metrics*: `bool` = `False`, ***kwargs*)

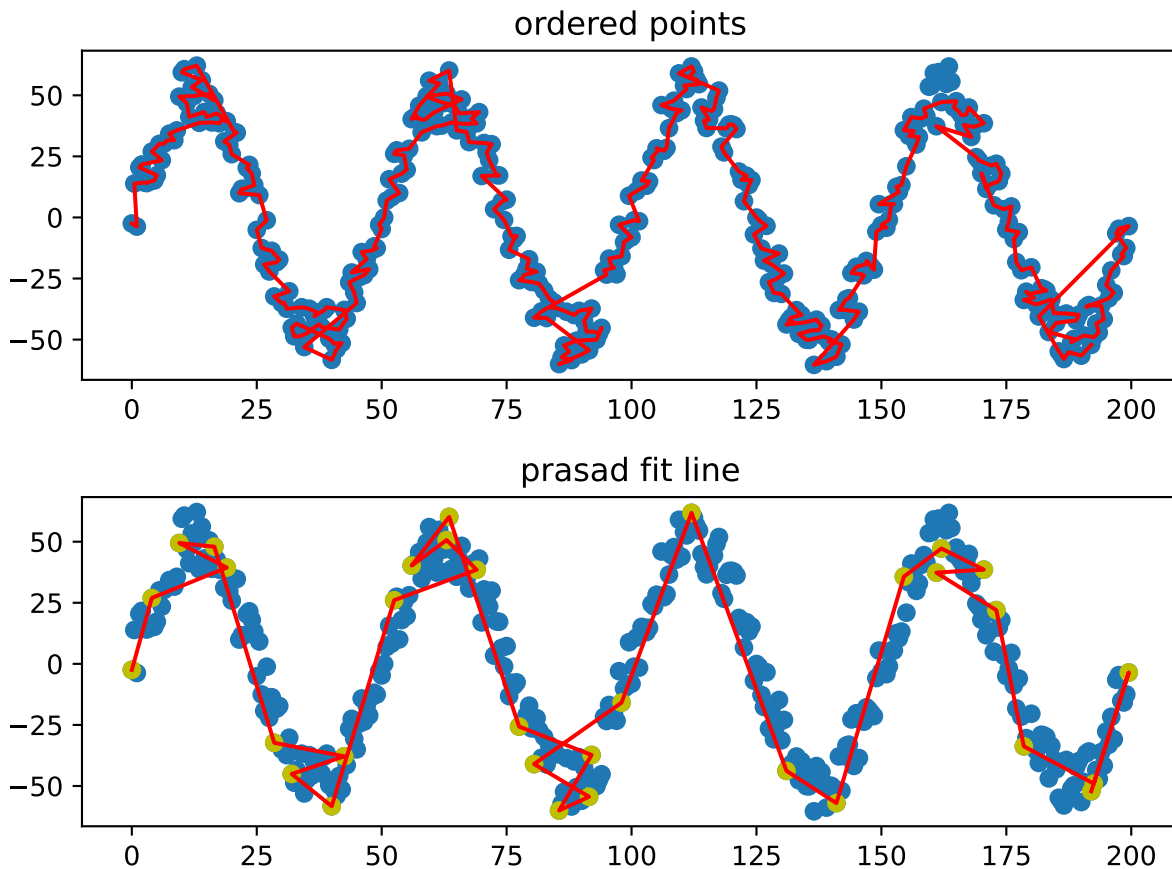
Bases: `autopilot.transform.transforms.Transform`

Given an ordered series of x/y coordinates (see [Order_Points](#)), use D.Prasad et al.'s parameter-free line fitting algorithm to make a simplified, fitted line.

Optimized from the original MATLAB code, including precomputing some of the transformation matrices. The attribute names are from the original, and due to the nature of code transcription doesn't follow some of Autopilot's usual structural style.

Parameters `return_metrics` (`bool`)

Examples



References

[PQLC11] Original MATLAB Implementation: <https://docs.google.com/open?id=0B10RxHxW3I92dG9SU0pNMV84alk>

Methods:

<code>process(input)</code>	Given an $n \times 2$ array of ordered x/y points, return
-----------------------------	---

process(*input*: `numpy.ndarray`) \rightarrow `numpy.ndarray`

Given an $n \times 2$ array of ordered x/y points, return

Parameters **input** (`numpy.ndarray`) – $n \times 2$ array of ordered x/y points

Returns `numpy.ndarray` an $m \times 2$ simplified array of line segments

20.3 Image

Classes:

<code>Image([shape])</code>	Metaclass for transformations of images
<code>DLC([model_dir, model_zoo])</code>	Do pose estimation with DeepLabCut-Live!!!!

class `Image`(*shape*=None, *args, **kwargs)

Bases: `autopilot.transform.transforms.Transform`

Metaclass for transformations of images

Attributes:

`format_in`

`format_out`

`shape`

property `format_in`: `dict`

property `format_out`: `dict`

property `shape`: `Tuple[int, int]`

class `DLC`(*model_dir*: `Optional[str]` = None, *model_zoo*: `Optional[str]` = None, *args, **kwargs)

Bases: `autopilot.transform.image.Image`

Do pose estimation with DeepLabCut-Live!!!!

Specify a `model_dir` (relative to <BASEDIR>/dlc or absolute) or a model name from the DLC model zoo.

All other args and kwargs are passed on to `dlclive.DLCLive`, see its documentation for details: <https://github.com/DeepLabCut/DeepLabCut-live>

Variables

- **model_type** (*str*, 'local' or 'zoo') – whether a directory (local) or a modelzoo name (zoo) was passed
- **live** (dlc.live.DLCLive) – the DLCLive object

Must give either model_dir or model_zoo

Parameters

- **model_dir** (*str*) – directory of model, either absolute or relative to <BASEDIR>/dlc. if None, use model_zoo
- **model_zoo** (*str*) – name of modelzoo model. if None, use model_dir
- ***args** – passed to DLCLive and superclass
- ****kwargs** – passed to DLCLive and superclass

Methods:

process(input)

list_modelzoo() List available modelzoo model names in local
deeplabcut version

import_dlc()

create_modelzoo(model)

load_model()

export_model()

Attributes:

model

model_dir

dlc_paths paths used by dlc in manipulating/using models

dlc_dir {prefs.get('BASE_DIR')}/dlc :returns: str

format_in

format_out

process(input: *numpy.ndarray*) → *numpy.ndarray*

property model: *str*

property model_dir: *str*

property dlc_paths: *dict*

paths used by dlc in manipulating/using models

- config: <model_dir>/config.yaml
- train_pose_cfg: <model_dir>/dlc-models/iteration-<n>/<name>/train/pose_cfg.yaml,

- `export_pose_cfg`: `<model_dir>/exported-models/<name>/pose_cfg.yaml`
- `export_dir`: `<model_dir>/exported-models/<name>`

Returns dict

property `dlc_dir`: str

`{prefs.get('BASE_DIR')}/dlc` :returns: str

classmethod `list_modelzoo()`

List available modelzoo model names in local deeplabcut version

Returns names of available modelzoo models

Return type list

import `dlc()`

create_modelzoo(*model*)

load_model()

export_model()

property `format_in`: dict

property `format_out`: dict

20.4 Logical

Classes:

<code>Condition</code> ([minimum, maximum, elementwise])	Compare the input against some condition
<code>Compare</code> (compare_fn, *args, **kwargs)	Compare processed values using some function that returns a boolean

class `Condition`(*minimum=None, maximum=None, elementwise=False, *args, **kwargs*)

Bases: `autopilot.transform.transforms.Transform`

Compare the input against some condition

Parameters

- **minimum**
- **maximum**
- **elementwise** (*bool*) – if False, return True only if *all* values are within range. otherwise return bool for each tested value
- ***args**
- ****kwargs**

Methods:

`process`(input)

Attributes:

minimum

maximum

format_in

format_out

process(*input*)**property** minimum: [`<class 'numpy.ndarray'>`, `<class 'float'>`]**property** maximum: [`<class 'numpy.ndarray'>`, `<class 'float'>`]**property** format_in: `dict`**property** format_out: `dict`**class** **Compare**(*compare_fn*: callable, *args, **kwargs)Bases: `autopilot.transform.transforms.Transform`

Compare processed values using some function that returns a boolean

ie. process will return `compare_fn(*args)` from process.it is expected that input will be an iterable with `len > 1`**Parameters**

- **compare_fn** (callable) – Function used to compare the values given to `Compare`.
`process()`
- ***args** ()
- ****kwargs** ()

Methods:

`process`(*input*)

process(*input*)

20.5 Selection

Classes:

`Slice`(select, *args, **kwargs)

Generic selection processor

`DLCSlice`(select[, min_probability])Select x,y coordinates of `DLC` output based on the name of the tracked parts

```
class Slice(select, *args, **kwargs)
```

Bases: `autopilot.transform.transforms.Transform`

Generic selection processor

Parameters

- **select** (*slice*, *tuple[slice]*, *int*, *tuple[int]*) – a slice, tuple of slices, int, or tuple of ints! anything you can use inside of a pair of [square brackets].
- ***args**
- ****kwargs**

Attributes:

`format_in`

`format_out`

Methods:

`process(input)`

```
format_in = {'type': 'any'}
```

```
format_out = {'type': 'any'}
```

```
process(input)
```

```
class DLCSlice(select: Union[str, tuple, list], min_probability: float = 0, *args, **kwargs)
```

Bases: `autopilot.transform.selection.Slice`

Select x,y coordinates of *DLCS* output based on the name of the tracked parts

note that min_probability is undefined when a list or tuple of part names are defined: the form of the returned array is ambiguous (how to tell which part is which when some might be excluded?)

Parameters

- **select** (*slice*, *tuple[slice]*, *int*, *tuple[int]*) – a slice, tuple of slices, int, or tuple of ints! anything you can use inside of a pair of [square brackets].
- ***args**
- ****kwargs**

Attributes:

`format_in`

`format_out`

Methods:

`check_slice(select)`

`process(input)`

```
format_in = { 'parent': <class 'autopilot.transform.image.DLC'>, 'type': <class
'numpy.ndarray'>}
```

```
format_out = {'type': <class 'numpy.ndarray'>}
```

```
check_slice(select)
```

```
process(input: numpy.ndarray)
```

20.6 Timeseries

Timeseries transformations, filters, etc.

Classes:

<code>Filter_IIR([ftype, buffer_size, coef_type, axis])</code>	Simple wrapper around <code>scipy.signal.iirfilter()</code>
<code>Gammatone(freq, fs[, ftype, filtfilt, ...])</code>	Single gammatone filter based on [Sla97]
<code>Kalman(dim_state[, dim_measurement, dim_control])</code>	Kalman filter!!!!
<code>Integrate([decay, dt_scale])</code>	

```
class Filter_IIR(ftype='butter', buffer_size=256, coef_type='sos', axis=0, *args, **kwargs)
```

Bases: `autopilot.transform.transforms.Transform`

Simple wrapper around `scipy.signal.iirfilter()`

Creates a streaming filter – takes in single values, stores them, and uses them to filter future values.

Parameters

- **ftype** (*str*) – filter type, see **ftype** of `scipy.signal.iirfilter()` for available filters
- **buffer_size** (*int*) – number of samples to store when filtering
- **coef_type** (*{'ba', 'sos'}*) – type of filter coefficients to use (see `scipy.signal.sosfilt()` and `scipy.signal.lfilt()`)
- **axis** (*int*) – which axis to filter over? (default: 0 because when passing arrays to filter, want to filter samples over time)
- ****kwargs** – passed on to `scipy.signal.iirfilter()`, eg.
 - **N** - filter order
 - **Wn** - array or scalar giving critical frequencies
 - **btype** - type of band: ['bandpass', 'lowpass', 'highpass', 'bandstop']

Variables

- **coefs** (*np.ndarray*) – filter coefficients, depending on **coef_type**
- **buffer** (*collections.deque*) – buffer of stored values to filter

- **coef_type** (*str*) – type of filter coefficients to use (see `scipy.signal.sosfilt()` and `scipy.signal.lfilt()`)
- **axis** (*int*) – which axis to filter over? (default: 0 because when passing arrays to filter, want to filter samples over time)
- **ftype** (*str*) – filter type, see `ftype` of `scipy.signal.iirfilter()` for available filters

Methods:

<code>process(input)</code>	Filter the new value based on the values stored in <code>Filter.buffer</code>
-----------------------------	---

process(*input: float*)

Filter the new value based on the values stored in `Filter.buffer`

Parameters **input** (*float*) – new value to filter!

Returns the filtered value!

Return type *float*

class **Gammatone**(*freq: float, fs: int, ftype: str = 'iir', filtfilt: bool = True, order: Optional[int] = None, numtaps: Optional[int] = None, axis: int = -1, **kwargs*)

Bases: `autopilot.transform.transforms.Transform`

Single gammatone filter based on [Sla97]

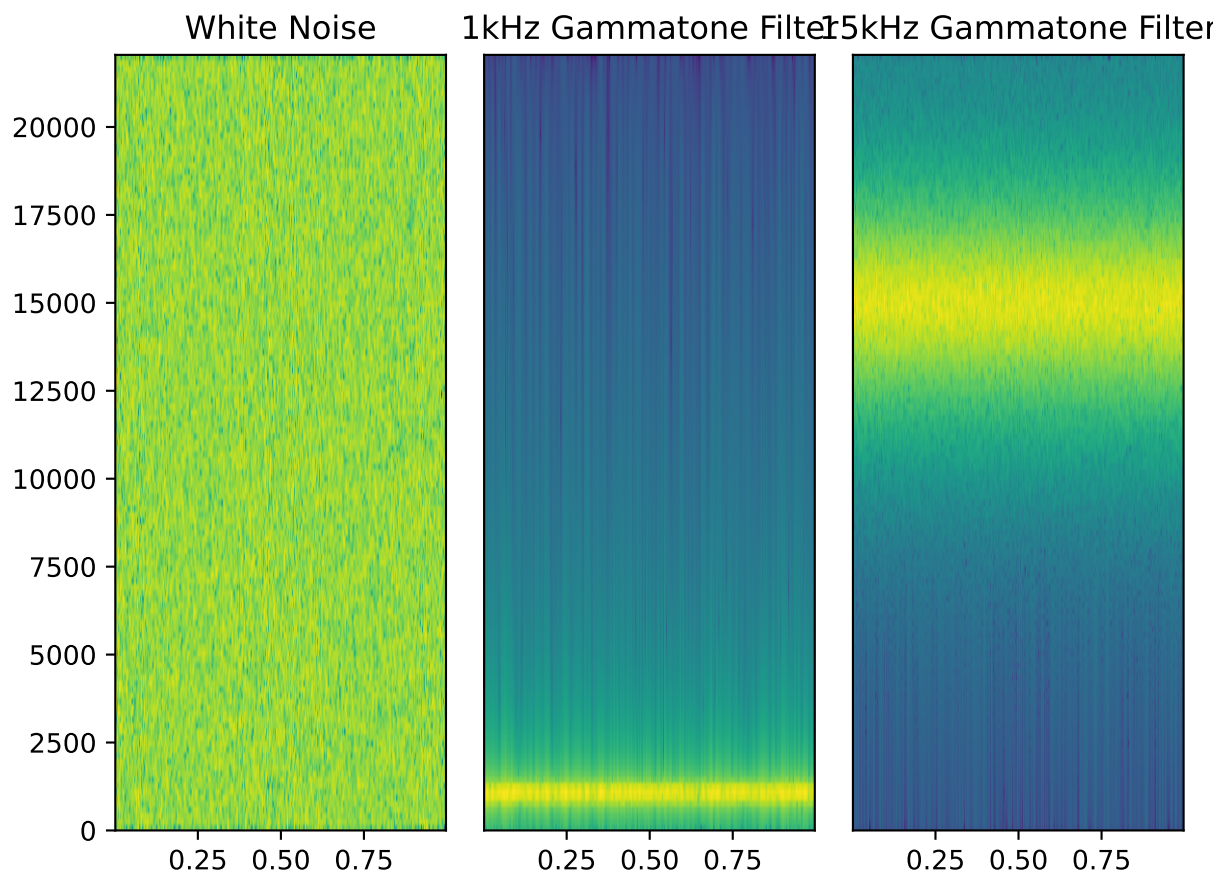
Thin wrapper around `scipy.signal.gammatone` !! (started rewriting this and realized they had made a legible version <3 ty scipy team, additional implementations in the references)

Examples**References**

- [Sla97]
- Brian2hears implementation
- detly/gammatone

Parameters

- **freq** (*float*) – Center frequency of the filter in Hz
- **fs** (*int*) – Sampling rate of the signal to process
- **ftype** (*str*) – Type of filter to return from `scipy.signal.gammatone()`
- **filtfilt** (*bool*) – If True (default), use `scipy.signal.filtfilt()`, else use `scipy.signal.lfilt()`
- **order** (*int*) – From scipy docs: The order of the filter. Only used when `ftype='fir'`. Default is 4 to model the human auditory system. Must be between 0 and 24.
- **numtaps** (*int*) – From scipy docs: Length of the filter. Only used when `ftype='fir'`. Default is `fs*0.015` if `fs` is greater than 1000, 15 if `fs` is less than or equal to 1000.
- **axis** (*int*) – Axis of input signal to apply filter over (default -1)
- ****kwargs** – passed to `scipy.signal.filtfilt()` or `scipy.signal.lfilt()`



Methods:

`process(input)`

process(input: *Union[numpy.ndarray, list]*) → *numpy.ndarray*

class Kalman(dim_state: *int*, dim_measurement: *Optional[int] = None*, dim_control: *int = 0*, *args, **kwargs)

Bases: *autopilot.transform.transforms.Transform*

Kalman filter!!!!

Adapted from https://github.com/rlabbe/filterpy/blob/master/filterpy/kalman/kalman_filter.py simplified and optimized lovingly <3

Each of the arrays is named with its canonical letter and a short description, (eg. the x_state vector `x_state` is `self.x_state`)

Parameters

- **dim_state** (*int*) – Dimensions of the state vector
- **dim_measurement** (*int*) – Dimensions of the measurement vector
- **dim_control** (*int*) – Dimensions of the control vector

Variables

- **x_state** (*numpy.ndarray*) – Current state vector
- **P_cov** (*numpy.ndarray*) – Uncertainty Covariance
- **Q_proc_var** (*numpy.ndarray*) – Process Uncertainty
- **B_control** (*numpy.ndarray*) – Control transition matrix
- **F_state_trans** (*numpy.ndarray*) – State transition matrix
- **H_measure** (*numpy.ndarray*) – Measurement function
- **R_measure_var** (*numpy.ndarray*) – Measurement uncertainty
- **M_proc_measure_xcor** (*numpy.ndarray*) – process-measurement cross correlation
- **z_measure** (*numpy.ndarray*) –
- **K** (*numpy.ndarray*) – Kalman gain
- **y** (*numpy.ndarray*) –
- **S** (*numpy.ndarray*) – System uncertainty
- **SI** (*numpy.ndarray*) – Inverse system uncertainty
- **x_prior** (*numpy.ndarray*) – State prior
- **P_prior** (*numpy.ndarray*) – Uncertainty prior
- **x_post** (*numpy.ndarray*) – State posterior probability
- **P_post** (*numpy.ndarray*) – Uncertainty posterior probability

References

Roger Labbe. “Kalman and Bayesian Filters in Python” - <https://github.com/rlabbe/Kalman-and-Bayesian-Filters-in-Python> Roger Labbe. “FilterPy” - <https://github.com/rlabbe/filterpy>

Methods:

<code>predict([u, B, F, Q])</code>	Predict next <code>x_state</code> (prior) using the Kalman filter <code>x_state</code> propagation equations.
<code>update(z[, R, H])</code>	Add a new measurement (<code>z_measure</code>) to the Kalman filter.
<code>process(z, **kwargs)</code>	Call <code>predict</code> and <code>update</code> , passing the relevant kwargs
<code>residual_of(z)</code>	Returns the residual for the given measurement (<code>z_measure</code>).
<code>measurement_of_state(x)</code>	Helper function that converts a <code>x_state</code> into a measurement.

Attributes:

<code>alpha</code>	Fading memory setting.
--------------------	------------------------

predict (*u=None, B=None, F=None, Q=None*)

Predict next `x_state` (prior) using the Kalman filter `x_state` propagation equations.

Update our state and uncertainty priors, `x_prior` and `P_prior`

u [np.array, default 0] Optional control vector.

B [np.array(dim_state, dim_u), or None] Optional control transition matrix; a value of None will cause the filter to use `self.B_control`.

F [np.array(dim_state, dim_state), or None] Optional `x_state` transition matrix; a value of None will cause the filter to use `self.F_state_trans`.

Q [np.array(dim_state, dim_state), scalar, or None] Optional process noise matrix; a value of None will cause the filter to use `self.Q_proc_var`.

update (*z: numpy.ndarray, R=None, H=None*) → numpy.ndarray

Add a new measurement (`z_measure`) to the Kalman filter.

If `z_measure` is None, nothing is computed. However, `x_post` and `P_post` are updated with the prior (`x_prior`, `P_prior`), and `self.z_measure` is set to None.

Parameters

- **z** (numpy.ndarray) – measurement for this update. `z_measure` can be a scalar if `dim_measurement` is 1, otherwise it must be convertible to a column vector.

If you pass in a value of `H_measure`, `z_measure` must be a column vector the of the correct size.

- **R** (numpy.ndarray, int, None) – Optionally provide `R_measure_var` to override the measurement noise for this one call, otherwise `self.R_measure_var` will be used.
- **H** (numpy.ndarray, None) – Optionally provide `H_measure` to override the measurement function for this one call, otherwise `self.H_measure` will be used.

process(*z*, ***kwargs*)

Call predict and update, passing the relevant kwargs

Parameters

- *z* ()
- ***kwargs* ()

Returns *self.x_state*

Return type *np.ndarray*

residual_of(*z*)

Returns the residual for the given measurement (*z_measure*). Does not alter the *x_state* of the filter.

measurement_of_state(*x*)

Helper function that converts a *x_state* into a measurement.

x [*np.array*] kalman *x_state* vector

z_measure [(*dim_measurement*, 1): *array_like*] measurement for this update. *z_measure* can be a scalar if *dim_measurement* is 1, otherwise it must be convertible to a column vector.

property alpha

Fading memory setting. 1.0 gives the normal Kalman filter, and values slightly larger than 1.0 (such as 1.02) give a fading memory effect - previous measurements have less influence on the filter's estimates.

This formulation of the Fading memory filter (there are many) is due to Dan Simon [\[1\]](#).

class Integrate(*decay=1*, *dt_scale=False*, **args*, ***kwargs*)

Bases: *autopilot.transform.transforms.Transform*

Methods:

process(*input*)

process(*input*)

20.7 Units

For converting between things that are the same thing but have different numbers and shapes

Classes:

<i>Rescale</i> ([<i>in_range</i> , <i>out_range</i> , <i>clip</i>])	Rescale values from one range to another
<i>Colorspaces</i> (<i>value</i>)	An enumeration.
<i>Color</i> (<i>convert_from</i> , <i>convert_to</i> [, <i>output_scale</i>])	Convert colors using the colorsys module!!

class Rescale(*in_range: Tuple[float, float] = (0, 1)*, *out_range: Tuple[float, float] = (0, 1)*, *clip=False*, **args*, ***kwargs*)

Bases: *autopilot.transform.transforms.Transform*

Rescale values from one range to another

Attributes:

format_in

format_out

Methods:

<i>process</i> (input)	Subtract input minimum, multiple by output/input size ratio, add output minimum
------------------------	---

```
format_in = { 'type': ( <class 'numpy.ndarray'>, <class 'float'>, <class 'int'>, <class 'tuple'>, <class 'list'> ) }
```

```
format_out = { 'type': <class 'numpy.ndarray'> }
```

```
process(input)
```

Subtract input minimum, multiple by output/input size ratio, add output minimum

class *Colorspaces*(value)

Bases: *enum.Enum*

An enumeration.

Attributes:

HSV

RGB

YIQ

HLS

HSV = 1

RGB = 2

YIQ = 3

HLS = 4

```
class Color(convert_from: autopilot.transform.units.Colorspaces = <Colorspaces.HSV: 1>, convert_to: autopilot.transform.units.Colorspaces = <Colorspaces.RGB: 2>, output_scale=255, *args, **kwargs)
```

Bases: *autopilot.transform.transforms.Transform*

Convert colors using the colorsys module!!

Note: All inputs must be scaled (0,1) and all outputs will be (0,1)

Attributes:

format_in

format_out

CONVERSIONS

Methods:

process(input, *args)

```
format_in = {'type': <class 'tuple'>}
```

```
format_out = {'type': <class 'tuple'>}
```

```
CONVERSIONS = { <Colorspaces.HSV: 1>: { <Colorspaces.RGB: 2>: <function hsv_to_rgb
at 0x7fa155dcac10>}, <Colorspaces.RGB: 2>: { <Colorspaces.HSV: 1>: <function
rgb_to_hsv at 0x7fa155dcab80>, <Colorspaces.YIQ: 3>: <function rgb_to_yiq at
0x7fa155dca820>, <Colorspaces.HLS: 4>: <function rgb_to_hls at 0x7fa155dca9d0>},
<Colorspaces.YIQ: 3>: { <Colorspaces.RGB: 2>: <function yiq_to_rgb at
0x7fa155dca940>}, <Colorspaces.HLS: 4>: { <Colorspaces.RGB: 2>: <function
hls_to_rgb at 0x7fa155dcaa60>}}
```

```
process(input, *args)
```


Utility functions!

21.1 Common Utils

Generic utility functions that are used in multiple places in the library that for now don't have a clear other place to be

Functions:

<code>list_classes(module)</code>	List all classes within a module/package without importing by parsing the syntax tree directly with <code>ast</code> .
<code>find_class(cls_str)</code>	Given a full package.module.ClassName string, return the relevant class
<code>recurse_subclasses(cls[, leaves_only])</code>	Given some class, find its subclasses recursively
<code>list_subjects([pilot_db])</code>	Given a dictionary of a pilot_db, return the subjects that are in it.
<code>load_pilotdb([file_name, reverse])</code>	Try to load the file_db
<code>coerce_discrete(df, col[, mapping])</code>	Coerce a discrete/string column of a pandas dataframe into numeric values
<code>find_key_recursive(key, dictionary)</code>	Find all instances of a key in a dictionary, recursively.
<code>find_key_value(dicts, key, value[, single])</code>	Find an entry in a list of dictionaries where dict[key] == value.
<code>walk_dicts(adict[, keys])</code>	Recursively yield key/value pairs, returning keys as tuples corresponding to the recursive keys in the dict
<code>flatten_dict(nested[, keys, skip])</code>	Flatten a nested dictionary to a dictionary with tuples of the nested keys

Classes:

<code>ReturnThread([group, target, name, args, ...])</code>	Thread whose <code>.join()</code> method returns the value from the function thx to https://stackoverflow.com/a/6894023
<code>NumpyEncoder(*[, skipkeys, ensure_ascii, ...])</code>	Allow json serialization of objects containing numpy arrays.
<code>NumpyDecoder(*args, **kwargs)</code>	Allow json deserialization of objects containing numpy arrays.

`list_classes(module)` → `List[Tuple[str, str]]`

List all classes within a module/package without importing by parsing the syntax tree directly with `ast` .

Parameters **module** (*module, str*) – either the imported module to be queried, or its name as a string. if passed a string, attempt to import with `importlib.import_module()`

Returns list of tuples [(‘ClassName’, ‘module1.module2.ClassName’)] a la `inspect.getmembers()`

find_class(*cls_str: str*)

Given a full package.module.ClassName string, return the relevant class

Parameters **cls_str** (*str*) – a full package.module.ClassName string, like ‘autopilot.hardware.Hardware’

Returns the class indicated by `cls_str`

recurse_subclasses(*cls, leaves_only=False*) → list

Given some class, find its subclasses recursively

See: <https://stackoverflow.com/a/17246726/13113166>

Parameters **leaves_only** (*bool*) – If True, only include classes that have no further subclasses, if False (default), return all subclasses.

Returns list of subclasses

class ReturnThread(*group=None, target=None, name=None, args=(), kwargs={}, Verbose=None*)

Bases: `threading.Thread`

Thread whose `.join()` method returns the value from the function thx to <https://stackoverflow.com/a/6894023>

This constructor should always be called with keyword arguments. Arguments are:

group should be None; reserved for future extension when a ThreadGroup class is implemented.

target is the callable object to be invoked by the `run()` method. Defaults to None, meaning nothing is called.

name is the thread name. By default, a unique name is constructed of the form “Thread-N” where N is a small decimal number.

args is the argument tuple for the target invocation. Defaults to ().

kwargs is a dictionary of keyword arguments for the target invocation. Defaults to {}.

If a subclass overrides the constructor, it must make sure to invoke the base class constructor (`Thread.__init__()`) before doing anything else to the thread.

Methods:

<code>run()</code>	Method representing the thread's activity.
<code>join([timeout])</code>	Wait until the thread terminates.

run()

Method representing the thread's activity.

You may override this method in a subclass. The standard `run()` method invokes the callable object passed to the object's constructor as the target argument, if any, with sequential and keyword arguments taken from the `args` and `kwargs` arguments, respectively.

join(*timeout=None*)

Wait until the thread terminates.

This blocks the calling thread until the thread whose `join()` method is called terminates – either normally or through an unhandled exception or until the optional timeout occurs.

When the timeout argument is present and not None, it should be a floating point number specifying a timeout for the operation in seconds (or fractions thereof). As `join()` always returns None, you must call `is_alive()` after `join()` to decide whether a timeout happened – if the thread is still alive, the `join()` call timed out.

When the timeout argument is not present or None, the operation will block until the thread terminates.

A thread can be `join()`ed many times.

`join()` raises a `RuntimeError` if an attempt is made to join the current thread as that would cause a deadlock. It is also an error to `join()` a thread before it has been started and attempts to do so raises the same exception.

list_subjects(*pilot_db=None*)

Given a dictionary of a `pilot_db`, return the subjects that are in it.

Parameters `pilot_db` (*dict*) – a `pilot_db`. if None tried to load `pilot_db` with **:method: `load_pilotdb`**

Returns a list of currently active subjects

Return type subjects (*list*)

load_pilotdb(*file_name=None, reverse=False*)

Try to load the `file_db`

Parameters

- **reverse**
- **file_name**

Returns:

coerce_discrete(*df, col, mapping={'L': 0, 'R': 1}*)

Coerce a discrete/string column of a pandas dataframe into numeric values

Default is to map 'L' to 0 and 'R' to 1 as in the case of Left/Right 2AFC tasks

Parameters

- **df** (*pandas.DataFrame*) – dataframe with the column to transform
- **col** (*str*) – name of column
- **mapping** (*dict*) – mapping of strings to numbers

Returns transformed dataframe

Return type *df* (*pandas.DataFrame*)

find_key_recursive(*key, dictionary*)

Find all instances of a key in a dictionary, recursively.

Parameters

- **key**
- **dictionary**

Returns list

find_key_value(*dicts: List[dict], key: str, value: str, single=True*)

Find an entry in a list of dictionaries where `dict[key] == value`.

Parameters

- **dicts** ()

- **key** ()
- **value** ()
- **single** (*bool*) – if True (default), raise an exception if multiple results are matched

walk_dicts(*adict*, *keys*: *Optional[List]* = None) → *tuple*

Recursively yield key/value pairs, returning keys as tuples corresponding to the recursive keys in the dict

Parameters *adict* (*dict*) – dict to walk over

Yields tuple of key value pairs

flatten_dict(*nested*: *dict*, *keys*=(), *skip*=()) → *dict*

Flatten a nested dictionary to a dictionary with tuples of the nested keys

Similar to [walk_dicts\(\)](#), excepts not a generator, and returns a flattened dictionary rather than a series of tuples.

Examples

```
nested_dict = {
    'a': 1,
    'b': {
        'c': 2,
        'd': {
            'e': 3
        },
    },
    'f': 4
}
flatten_dict(nested_dict)
{
    ('a',): 1,
    ('b', 'c'): 2,
    ('b', 'd', 'e'): 3,
    ('b', 'f'): 4
}
```

Parameters

- **nested** (*dict*) – A nested dictionary
- **keys** (*tuple*) – A tuple of keys used in the recursive function to create the returned key
- **skip** (*tuple[str]*) – Tuple of keys to skip flattening

Returns A flattened dictionary

Return type *dict*

class NumpyEncoder(*, *skipkeys*=False, *ensure_ascii*=True, *check_circular*=True, *allow_nan*=True, *sort_keys*=False, *indent*=None, *separators*=None, *default*=None)

Bases: `json.encoder.JSONEncoder`

Allow json serialization of objects containing numpy arrays.

Use like `json.dump(obj, fp, cls=NumpyEncoder)`

Deserialize with [NumpyDecoder](#)

References

- <https://stackoverflow.com/a/49677241/13113166>
- <https://github.com/mpld3/mpld3/issues/434#issuecomment-340255689>
- <https://gist.github.com/massgh/297a73f2dba017ffd28dbc34b9a40e90>

Constructor for JSONEncoder, with sensible defaults.

If skipkeys is false, then it is a `TypeError` to attempt encoding of keys that are not str, int, float or None. If skipkeys is True, such items are simply skipped.

If ensure_ascii is true, the output is guaranteed to be str objects with all incoming non-ASCII characters escaped. If ensure_ascii is false, the output can contain non-ASCII characters.

If check_circular is true, then lists, dicts, and custom encoded objects will be checked for circular references during encoding to prevent an infinite recursion (which would cause an `OverflowError`). Otherwise, no such check takes place.

If allow_nan is true, then NaN, Infinity, and -Infinity will be encoded as such. This behavior is not JSON specification compliant, but is consistent with most JavaScript based encoders and decoders. Otherwise, it will be a `ValueError` to encode such floats.

If sort_keys is true, then the output of dictionaries will be sorted by key; this is useful for regression tests to ensure that JSON serializations can be compared on a day-to-day basis.

If indent is a non-negative integer, then JSON array elements and object members will be pretty-printed with that indent level. An indent level of 0 will only insert newlines. None is the most compact representation.

If specified, separators should be an (item_separator, key_separator) tuple. The default is (', ', ': ') if *indent* is None and (', ', ': ') otherwise. To get the most compact JSON representation, you should specify (',', ':') to eliminate whitespace.

If specified, default is a function that gets called for objects that can't otherwise be serialized. It should return a JSON encodable version of the object or raise a `TypeError`.

Methods:

<code>default(obj)</code>	Implement this method in a subclass such that it returns a serializable object for o, or calls the base implementation (to raise a <code>TypeError</code>).
---------------------------	--

`default(obj)`

Implement this method in a subclass such that it returns a serializable object for o, or calls the base implementation (to raise a `TypeError`).

For example, to support arbitrary iterators, you could implement default like this:

```
def default(self, o):
    try:
        iterable = iter(o)
    except TypeError:
        pass
    else:
        return list(iterable)
    # Let the base class default method raise the TypeError
    return JSONEncoder.default(self, o)
```

class `NumpyDecoder(*args, **kwargs)`

Bases: `json.decoder.JSONDecoder`

Allow json deserialization of objects containing numpy arrays.

Use like `json.load(fp, cls=NumpyDecoder)`

Serialize with *NumpyEncoder*

References

- <https://stackoverflow.com/a/49677241/13113166>
- <https://github.com/mpld3/mpld3/issues/434#issuecomment-340255689>
- <https://gist.github.com/massgh/297a73f2dba017ffd28dbc34b9a40e90>

`object_hook`, if specified, will be called with the result of every JSON object decoded and its return value will be used in place of the given dict. This can be used to provide custom deserializations (e.g. to support JSON-RPC class hinting).

`object_pairs_hook`, if specified will be called with the result of every JSON object decoded with an ordered list of pairs. The return value of `object_pairs_hook` will be used instead of the dict. This feature can be used to implement custom decoders. If `object_hook` is also defined, the `object_pairs_hook` takes priority.

`parse_float`, if specified, will be called with the string of every JSON float to be decoded. By default this is equivalent to `float(num_str)`. This can be used to use another datatype or parser for JSON floats (e.g. `decimal.Decimal`).

`parse_int`, if specified, will be called with the string of every JSON int to be decoded. By default this is equivalent to `int(num_str)`. This can be used to use another datatype or parser for JSON integers (e.g. `float`).

`parse_constant`, if specified, will be called with one of the following strings: `-Infinity`, `Infinity`, `NaN`. This can be used to raise an exception if invalid JSON numbers are encountered.

If `strict` is false (true is the default), then control characters will be allowed inside strings. Control characters in this context are those with character codes in the 0-31 range, including `'\t'` (tab), `'\n'`, `'\r'` and `'\0'`.

Methods:

`object_hook(obj)`

`object_hook(obj)`

21.2 Decorators

Decorators for Autopilot classes

Add functionality to autopilot classes without entering into or depending on the inheritance hierarchy.

Classes:

`Introspect()`

Decorator to be used around methods (particularly `__init__`) to store arguments given on call.

class Introspect

Bases: `object`

Decorator to be used around methods (particularly `__init__`) to store arguments given on call.

Stores args and kwargs in `self._introspect[wrapped_function.__name__] = {'kwarg_1': val_1, 'kwarg_2': val_2}`

Note that this will unpack positional arguments into keyword arguments. If the topmost class is given positional arguments, they will be stored in the special field `'args': [arg1, arg2, ...]`

Works by wrapping the method in such a way that `self` is preserved, and can patch into the existing MRO.

Note: This class was intended for use on `__init__` methods and has not been tested on other methods. Though they should work in theory, there may be unexpected behavior in introspecting across multiple frames, as the check is for whether we are within the calling object's calling hierarchy.

For example, given a Superclass and a Subclass (and a mock Introspect object) like this:

```
class Introspect:
    def __call__(self, func) -> typing.Callable:
        @wraps(func)
        def wrapped_fn(wrapped_self, *args, **kwargs):
            print('2. start of introspection')
            ret = func(wrapped_self, *args, **kwargs)
            print('4. end of introspection')
            return ret
        return wrapped_fn

class Superclass:

    @Introspect()
    def __init__(self, *args, **kwargs):
        self.args = args
        self.kwargs = kwargs
        print(f"3. superclass function call")

class Subclass(Superclass):
    def __init__(self, *args, **kwargs):
        print('1. inheriting class, pre super call')
        super(Subclass, self).__init__(*args, **kwargs)
        print('5. inheriting class, post super call')
```

One would get the following output:

```
>>> instance = Subclass('a', 'b', 'c')
1. inheriting class, pre super call
2. start of introspection
3. superclass function call
4. end of introspection
5. inheriting class, post super call
```

To hoist the call back up into the (potentially multiple) subclass frames, we use `inspect` and iterate through frames, grabbing their arguments, until we reach a frame that is no longer in our calling hierarchy.

21.3 Hydration

Functions to be able to make sending and recreating autopilot objects by sending compressed representations of their instantiation.

Examples

```
>>> import autopilot
>>> from pprint import pprint
```

```
>>> Noise = autopilot.get('sound', 'Noise')
>>> a_noise = Noise(duration=1000, amplitude=0.01, fs=44100)
```

```
>>> dehydrated_noise = dehydrate(a_noise)
>>> pprint(dehydrated_noise)
{'class': 'autopilot.stim.sound.sounds.Noise',
 'kwargs': {'amplitude': 0.01,
            'channel': None,
            'duration': 1000,
            'fs': 44100}}
```

```
>>> b_noise = hydrate(dehydrated_noise)
```

```
>>> a_noise
<autopilot.stim.sound.sounds.Noise object at 0x12d76f400>
>>> b_noise
<autopilot.stim.sound.sounds.Noise object at 0x12d690310>
```

```
>>> a_noise._introspect['__init__']
{'fs': 44100, 'duration': 1000, 'amplitude': 0.01, 'channel': None}
>>> b_noise._introspect['__init__']
{'fs': 44100, 'duration': 1000, 'amplitude': 0.01, 'channel': None}
```

Functions:

<code>dehydrate(obj)</code>	Get a dehydrated version of an object that has its <code>__init__</code> method wrapped with
<code>hydrate(obj_dict)</code>	Rehydrate an object description from <code>dehydrate()</code>

dehydrate(obj) → dict

Get a dehydrated version of an object that has its `__init__` method wrapped with `utils.decorators.Introspect` for sending across the wire/easier instantiation and provenance.

Parameters `obj` – The (instantiated) object to dehydrate

Returns

a dictionary that can be used with `hydrate()`, of the form:


```
{
    'class': 'autopilot.submodule.Class',
    'kwargs': {'kwarg_1': 'value1', ... }
}
```

Return type `dict`

hydrate(*obj_dict*: *dict*)

Rehydrate an object description from *dehydrate()*

21.4 GUI Invoker

Classes:

<i>InvokeEvent</i> (fn, *args, **kwargs)	Sends signals to the main QT thread from spawned message threads
<i>Invoker</i>	Wrapper that calls an evoked event made by <i>InvokeEvent</i>

Functions:

<i>get_invoker()</i>

class *InvokeEvent*(fn, *args, **kwargs)

Bases: `PySide2.QtCore.QEvent`

Sends signals to the main QT thread from spawned message threads

See [stackoverflow](#)

Accepts a function, its args and kwargs and wraps them as a `QtCore.QEvent`

Attributes:

<i>EVENT_TYPE</i>

EVENT_TYPE = `PySide2.QtCore.QEvent.Type(65533)`

class *Invoker*

Bases: `PySide2.QtCore.QObject`

Wrapper that calls an evoked event made by *InvokeEvent*

Methods:

<i>event</i> (event)	Parameters <i>event</i>
----------------------	--------------------------------

Attributes:

staticMetaObject

event(*event*)**Parameters** *event***staticMetaObject** = <PySide2.QtCore.QMetaObject object at 0x7fa121a406c0>**get_invoker**()

21.5 loggers

Functions:

init_logger([instance, module_name, ...]) Initialize a logger

Exceptions:

ParseError Error parsing a logfile

Classes:

Log_Format(format, example[, conversions])

LogEntry Single entry in a log

Log Representation of a logfile in memory

Data:

LOG_FORMATS //github.com/r1chardj0n3s/parse>`_

MESSAGE_FORMATS Additional parsing patterns for logged messages

init_logger(instance=None, module_name=None, class_name=None, object_name=None) → logging.Logger

Initialize a logger

Loggers are created such that...

- There is one logger per module (eg. all gpio objects will log to hardware.gpio)
- If the passed object has a `name` attribute, that name will be prefixed to its log messages in the file
- The loglevel for the file handler and the stdout is determined by `prefs.get('LOGLEVEL')`, and if none is provided `WARNING` is used by default
- logs are rotated according to `prefs.get('LOGSIZE')` (in bytes) and `prefs.get('LOGNUM')` (number of backups of `prefs.get('LOGSIZE')` to cycle through)

Logs are stored in `prefs.get('LOGDIR')`, and are formatted like:

`"%(asctime)s - %(name)s - %(levelname)s : %(message)s"`

Loggers can be initialized either by passing an object to the first `instance` argument, or by specifying any of `module_name`, `class_name`, or `object_name` (at least one must be specified) which are combined with periods like `module.class_name.object_name`

Parameters

- **instance** – The object that we are creating a logger for! if `None`, at least one of `module`, `class_name`, or `object_name` must be passed
- **module_name** (*None, str*) – If no instance passed, the module name to create a logger for
- **class_name** (*None, str*) – If no instance passed, the class name to create a logger for
- **object_name** (*None, str*) – If no instance passed, the object name/id to create a logger for

Returns `logging.logger`

exception `ParseError`

Bases: `RuntimeError`

Error parsing a logfile

class `Log_Format`(*format: str, example: str, conversions: Union[Dict[str, Callable], NoneType] = None*)

Bases: `object`

Attributes:

<code>format</code>	A format string parseable by <code>parse</code>
<code>example</code>	An example string (that allows for testing)
<code>conversions</code>	A dictionary matching keys in the <code>format</code> string to callables for post-parsing coercion

Methods:

<code>parse(log_entry)</code>

format: `str`

A format string parseable by `parse`

example: `str`

An example string (that allows for testing)

conversions: `Optional[Dict[str, Callable]] = None`

A dictionary matching keys in the `format` string to callables for post-parsing coercion

parse(*log_entry: str*) → `dict`

```
LOG_FORMATS = ( Log_Format(format='{timestamp:Timestamp} - {name} - {level} :
{message}', example="2022-03-07 16:56:48,954 - networking.node.Net_Node._T - DEBUG :
RECEIVED: ID: _testpi_9879; TO: T; SENDER: _testpi; KEY: DATA; FLAGS: {'NOREPEAT': True};
VALUE: {'trial_num': 1197, 'timestamp': '2022-03-01T23:52:16.995387', 'frequency':
45255.0, 'amplitude': 0.1, 'ramp': 5.0, 'pilot': 'testpi', 'subject': '0895'}",
conversions={'Timestamp': <function _convert_asc_timestamp at 0x7fa14fce6a60>}),
Log_Format(format='[{timestamp:Timestamp}] [{level}] [{name}]: {message}',
example='[2022-03-09 16:13:43,224] INFO [networking.node]: parent, module-level logger
created: networking.node', conversions={'Timestamp': <function _convert_asc_timestamp
at 0x7fa14fce6a60>}))
```

```
//github.com/r1chardj0n3s/parse>`_
```

Type Possible formats of logging messages (to allow change over versions) as a `parse` string <https://github.com/r1chardj0n3s/parse>

```
MESSAGE_FORMATS = { 'node_msg_recv': '{action}: ID: {message_id}; TO: {to}; SENDER: {sender}; ' 'KEY: {key}; FLAGS: {flags}; VALUE: {value}', 'node_msg_sent': '{action} - ID: {message_id}; TO: {to}; SENDER: {sender}; ' 'KEY: {key}; FLAGS: {flags}; VALUE: {value}' }
```

Additional parsing patterns for logged messages

- `node_msg`: Logging messages from *networking.node.Net_Node*

pydantic model `LogEntry`

Bases: *autopilot.root.Autopilot_Type*

Single entry in a log

```
{
  "title": "LogEntry",
  "description": "Single entry in a log",
  "type": "object",
  "properties": {
    "timestamp": {
      "title": "Timestamp",
      "type": "string",
      "format": "date-time"
    },
    "name": {
      "title": "Name",
      "type": "string"
    },
    "level": {
      "title": "Level",
      "enum": [
        "DEBUG",
        "INFO",
        "WARNING",
        "ERROR"
      ],
      "type": "string"
    },
    "message": {
      "title": "Message",
      "anyOf": [
        {
          "type": "string"
        },
        {
          "type": "object"
        }
      ]
    }
  },
  "required": [
```

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```

    "timestamp",
    "name",
    "level",
    "message"
]
}

```

Fields

- *level* (*Literal*['DEBUG', 'INFO', 'WARNING', 'ERROR'])
- *message* (*Union*[*str*, *dict*])
- *name* (*str*)
- *timestamp* (*datetime.datetime*)

field *timestamp*: *datetime.datetime* [Required]

field *name*: *str* [Required]

field *level*: *Literal*['DEBUG', 'INFO', 'WARNING', 'ERROR'] [Required]

field *message*: *Union*[*str*, *dict*] [Required]

parse_message(*format*: *List*[*str*])

Parse the message using a format string specified as a key in the *MESSAGE_FORMATS* dictionary (or a format string itself)

replaces the *message* attribute.

If parsing unsuccessful, no exception is raised because there are often messages that are not parseable in the logs!

Parameters *format* (*typing.List*[*str*]) – List of format strings to try!

Returns:

classmethod *from_string*(*entry*: *str*, *parse_message*: *Optional*[*List*[*str*]] = *None*) → *autopilot.utils.loggers.LogEntry*

Create a *LogEntry* by parsing a string.

Try to parse using any of the possible *.LOG_FORMATS*, raising a *ParseError* if none are successful

Parameters

- *entry* (*str*) – single line of a logging file
- *parse_message* (*Optional*[*str*]) – Parse messages with the *MESSAGE_FORMATS* key or format string

Returns *LogEntry*

Raises *.ParseError* –

pydantic model *Log*

Bases: *autopilot.root.Autopilot_Type*

Representation of a logfile in memory

```
{
  "title": "Log",
  "description": "Representation of a logfile in memory",
  "type": "object",
  "properties": {
    "entries": {
      "title": "Entries",
      "type": "array",
      "items": {
        "$ref": "#/definitions/LogEntry"
      }
    }
  },
  "required": [
    "entries"
  ],
  "definitions": {
    "LogEntry": {
      "title": "LogEntry",
      "description": "Single entry in a log",
      "type": "object",
      "properties": {
        "timestamp": {
          "title": "Timestamp",
          "type": "string",
          "format": "date-time"
        },
        "name": {
          "title": "Name",
          "type": "string"
        },
        "level": {
          "title": "Level",
          "enum": [
            "DEBUG",
            "INFO",
            "WARNING",
            "ERROR"
          ],
          "type": "string"
        },
        "message": {
          "title": "Message",
          "anyOf": [
            {
              "type": "string"
            },
            {
              "type": "object"
            }
          ]
        }
      }
    }
  }
},
```

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```

        "required": [
            "timestamp",
            "name",
            "level",
            "message"
        ]
    }
}

```

Fields

- `entries` (`List[autopilot.utils.loggers.LogEntry]`)

field `entries:` `List[autopilot.utils.loggers.LogEntry]` [Required]

classmethod `from_logfile`(`file: Union[pathlib.Path, str]`, `include_backups: bool = True`,
`parse_messages: Optional[List[str]] = None`)

Load a logfile (and maybe its backups) from a logfile location

Parameters

- **file** (`pathlib.Path`, `str`) – If string, converted to `Path`. If relative (and relative file is not found), then attempts to find relative to `prefs.LOGDIR`
- **include_backups** (`bool`) – if `True` (default), try and load all of the backup logfiles (that have `.1`, `.2`, etc appended)
- **parse_messages** (`Optional[str]`) – Parse messages with the `MESSAGE_FORMATS` key or format string

Returns `Log`

21.6 Log Parsers

Utility functions to parse logging files, extracting data, separating by ID, etc.

See also `autopilot.utils.loggers` and the `autopilot.utils.loggers.Log` class

Classes:

`Data_Extract`(*args, **kwargs)

Functions:

`extract_data`(logfile[, include_backups, ...]) Extract data from networking logfiles.

class `Data_Extract`(*args, **kwargs)

Bases: `dict`

Attributes:

header

data

header: `dict`**data:** `pandas.core.frame.DataFrame`

extract_data(*logfile*: `pathlib.Path`, *include_backups*: `bool = True`, *output_dir*: `Optional[pathlib.Path] = None`) → `List[autopilot.utils.log_parsers.Data_Extract]`

Extract data from networking logfiles.

Parameters

- **logfile** (`pathlib.Path`) – Logfile to parse
- **include_backups** (`bool`) – Include log backups (default `True`), eg. `logfile.log.1`, `logfile.log.2`
- **output_dir** (`Path`) – If present, save output to directory as a `.json` file with header information from the 'START' message, and a `csv` file with the trial data

Returns List of extracted data and headers

Return type `List[Data_Extract]`

21.7 Plugins

Utility functions for handling plugins, eg. importing, downloading, listing, confirming, etc.

Functions:

<code>import_plugins([plugin_dir])</code>	Import all plugins in the plugin (or supplied) directory.
<code>unload_plugins()</code>	Un-import imported plugins (mostly for testing purposes)
<code>list_wiki_plugins()</code>	List plugins available on the wiki using <code>utils.wiki.ask()</code>

import_plugins(*plugin_dir*: `Optional[pathlib.Path] = None`) → `dict`

Import all plugins in the plugin (or supplied) directory.

There is no specific form for a plugin at the moment, so this function will recursively import all modules and packages within the directory.

Plugins can then be accessed by the `get()` registry functions.

Parameters **plugin_dir** (`None`, `pathlib.Path`) – Directory to import. if `None` (default), use `prefs.get('PLUGINDIR')`.

Returns of imported objects with form `{“class_name”: class_object}`

Return type `dict`

unload_plugins()

Un-import imported plugins (mostly for testing purposes)

list_wiki_plugins()

List plugins available on the wiki using `utils.wiki.ask()`

Returns {'plugin_name': {'plugin_prop': 'prop_value', ...}}

Return type dict

21.8 Registry

Registry for programmatic access to autopilot classes and plugins

When possible, rather than importing and using an object directly, access it using the `get` methods in this module. This makes it possible for plugins to be integrated across the system.

Classes:

<code>REGISTRIES(value)</code>	Types of registries that are currently supported, ie.
--------------------------------	---

Functions:

<code>get(base_class[, class_name, plugins, ast, ...])</code>	Get an autopilot object.
<code>get_names(base_class[, class_name, plugins, ...])</code>	<code>get()</code> but return a list of object names instead of the objects themselves
<code>get_hardware([class_name, plugins, ast])</code>	Get a hardware class by name.
<code>get_task([class_name, plugins, ast])</code>	Get a task class by name.

class REGISTRIES(value)

Bases: `str`, `enum.Enum`

Types of registries that are currently supported, ie. the possible values of the first argument of `registry.get()`

Values are the names of the autopilot classes that are searched for inheriting classes, eg. `HARDWARE == "autopilot.hardware.Hardware"` for `autopilot.Hardware`

Attributes:

<code>HARDWARE</code>
<code>TASK</code>
<code>GRADUATION</code>
<code>TRANSFORM</code>
<code>CHILDREN</code>
<code>SOUND</code>

`HARDWARE = 'autopilot.hardware.Hardware'`

`TASK = 'autopilot.tasks.Task'`

```
GRADUATION = 'autopilot.tasks.graduation.Graduation'
```

```
TRANSFORM = 'autopilot.transform.transforms.Transform'
```

```
CHILDREN = 'autopilot.tasks.children.Child'
```

```
SOUND = 'autopilot.stim.sound.sounds.BASE_CLASS'
```

```
get(base_class: Union[autopilot.utils.registry.REGISTRIES, str, type], class_name: Optional[str] = None, plugins: bool = True, ast: bool = True, include_base: bool = False) → Union[type, List[type]]
```

Get an autopilot object.

Parameters

base_class (*REGISTRIES*, str, type) – Class to search its subclasses for the indicated object. One of the values in the *REGISTRIES* dict or else one of its keys (eg. 'HARDWARE'). If given a full module.ClassName string (eg. "autopilot.tasks.Task") attempt to get the indicated object. If given an object, use that.

class_name (str, None): Name of class that inherits from **base_class** that is to be returned. if None (default), return all found subclasses of **base_class**

plugins (bool): If **True** (default), ensure contents of **PLUGINDIR** are loaded (with *import_plugins()*) and are included in results. If **False**, plugins are not explicitly imported, but if any have been imported elsewhere, they will be included anyway because we can't control all the different ways to subclass in Python.

ast (bool): If **True** (default), if an imported object isn't found that matches **class_name**, parse the syntax trees of submodules of **base_class** with *utils.common.list_classes()* without importing to try and find it. If a match is found, it is imported and checked whether or not it is indeed a subclass of the **base_class**. if **False**, do not parse ast trees (will miss any modules that aren't already imported).

include_base (bool): If **False** (default), remove the **base_class** before returning

Returns Either the requested items, or a list of all the relevant items

```
get_names(base_class: Union[autopilot.utils.registry.REGISTRIES, str, type], class_name: Optional[str] = None, plugins: bool = True, ast: bool = True, full_name: bool = False) → List[str]
```

get() but return a list of object names instead of the objects themselves

See *get()* for documentation of base arguments.

Note: While technically you can call this function with a **class_name**, by default **[class_name] == get_names(base_class, class_name)**, but if **full_name == False** it could be used to get the fully qualified package.module name in a pretty roundabout way.

Parameters **full_name** (bool) – if **False** (default), return just the class name. if **True**, return the full package.subpackage.module.Class_Name name.

Returns a list of names

Return type List[str]

```
get_hardware(class_name: Optional[str] = None, plugins: bool = True, ast: bool = True) → Union[Type[Hardware], List[Type[Hardware]]]
```

Get a hardware class by name.

Alias for *registry.get()*

Parameters

- **class_name** (*str*) – Name of hardware class to get
- **plugins** (*bool*) – If **True** (default) ensure plugins are loaded and return from them. see [registry.get\(\)](#) for more details about the behavior of this argument
- **ast** (*bool*) – If **True** (default) parse the syntax tree of all modules within [hardware](#). see [registry.get\(\)](#) for more details about the behavior of this argument

Returns [Hardware](#)

get_task(*class_name: Optional[str] = None, plugins: bool = True, ast: bool = True*) → Union[Type[Task], List[Type[Task]]]

Get a task class by name.

Alias for [registry.get\(\)](#)

Parameters

- **class_name** (*str*) – Name of task class to get
- **plugins** (*bool*) – If **True** (default) ensure plugins are loaded and return from them. see [registry.get\(\)](#) for more details about the behavior of this argument
- **ast** (*bool*) – If **True** (default) parse the syntax tree of all modules within [tasks](#). see [registry.get\(\)](#) for more details about the behavior of this argument

Returns Task

21.9 Requires

Stub module for specifying dependencies for Autopilot objects.

Draft for now, to be integrated in v0.5.0

Classes:

Requirement (name, version)	Base class for different kinds of requirements
Git_Spec (url[, branch, commit, tag])	Specify a git repository or its subcomponents: branch, commit, or tag
Python_Package (name, version, package_name, ...)	ivar package_name If a package is named differently in package repositories than it is imported,
System_Library (name, version)	System-level package
Requirements (requirements)	Dataclass for a collection of requirements for a particular object.

class Requirement(*name: str, version: packaging.specifiers.SpecifierSet = <SpecifierSet(">")>*)

Bases: [abc.ABC](#)

Base class for different kinds of requirements

Attributes:

name

version

met Check if a requirement is met

Methods:

resolve() Try and resolve a requirement by getting packages, changing system settings, etc.

name: `str`**version:** `packaging.specifiers.SpecifierSet = <SpecifierSet('')>`**abstract property met:** `bool`

Check if a requirement is met

Returns True if met, False otherwise**Return type** `bool`**abstract resolve()** `→ bool`

Try and resolve a requirement by getting packages, changing system settings, etc.

Returns True if successful!**Return type** `bool`**class** `Git_Spec`(*url*: `autopilot.utils.types.URL`, *branch*: `Optional[str] = None`, *commit*: `Optional[str] = None`, *tag*: `Optional[str] = None`)Bases: `object`

Specify a git repository or its subcomponents: branch, commit, or tag

Attributes:

url

branch

commit

tag

url: `autopilot.utils.types.URL`**branch:** `Optional[str] = None`**commit:** `Optional[str] = None`**tag:** `Optional[str] = None`

```
class Python_Package(name: str, version: packaging.specifiers.SpecifierSet = <SpecifierSet(">,
                        package_name: typing.Optional[str] = None, repository: autopilot.utils.types.URL =
                        'https://pypi.org/simple', git: typing.Optional[autopilot.utils.requires.Git_Spec] = None)
```

Bases: `autopilot.utils.requires.Requirement`

Variables

- **package_name** (`str`) – If a package is named differently in package repositories than it is imported, specify the `package_name` (default is `package_name == name`). The name will be used to test whether the package can be imported, and `package_name` used to install from the specified repository if not
- **repository** (`URL`) – The URL of a python package repository to use to install. Defaults to `pypi`
- **(class (git) – .Git_Spec)**: Specify a package comes from a particular git repository, commit, or branch instead of from a package repository. If `git` is present, `repository` is ignored.

Attributes:

<code>package_name</code>	
<code>repository</code>	
<code>git</code>	
<code>import_spec</code>	The <code>importlib.machinery.ModuleSpec</code> for <code>name</code> , if present, otherwise False
<code>package_version</code>	The version of the installed package, if found.
<code>met</code>	Return True if python package is found in the PYTHONPATH that satisfies the SpecifierSet

Methods:

<code>resolve()</code>	We're not supposed to Returns:
------------------------	--------------------------------

package_name: `Optional[str] = None`

repository: `autopilot.utils.types.URL = 'https://pypi.org/simple'`

git: `Optional[autopilot.utils.requires.Git_Spec] = None`

property import_spec: `Union[ModuleSpec, bool]`

The `importlib.machinery.ModuleSpec` for `name` , if present, otherwise False

Returns `importlib.machinery.ModuleSpec` or False

property package_version: `Union[str, bool]`

The version of the installed package, if found. Uses `package_name` (name when installing, eg. `auto-pi-lot`) which can differ from the `name` (eg. `autopilot`) of a package (used when importing)

Returns `'x.x.x'` or False if not found

Return type `str`

property met: `bool`

Return True if python package is found in the PYTHONPATH that satisfies the SpecifierSet

resolve() → `bool`

We're not supposed to Returns:

name: `str`

class System_Library(*name: str, version: packaging.specifiers.SpecifierSet = <SpecifierSet(">")*)

Bases: `autopilot.utils.requires.Requirement`

System-level package

Warning: not implemented

Attributes:

name: `str`

class Requirements(*requirements: List[autopilot.utils.requires.Requirement]*)

Bases: `object`

Dataclass for a collection of requirements for a particular object. Each object should have at most one Requirements object, which may have many sub-requirements

Variables requirements (*list[Requirement]*) – List of requirements. (a singular requirement should have an identical API to requirements, the met and resolve methods)

Attributes:

`requirements`

`met`

Checks if the specified requirements are met

Methods:

`resolve()`

`__add__(other)`

Add requirement sets together

requirements: `List[autopilot.utils.requires.Requirement]`

property met: `bool`

Checks if the specified requirements are met

Returns True if requirements are met, False if not

Return type `bool`

resolve() → `bool`

`__add__(other)`

Add requirement sets together

Warning: Not Implemented

Parameters `other ()`

Returns:

21.10 Types

Basic types for a basic types of bbs

Classes:

`URL(content)`

class `URL(content)`

Bases: `str`

21.11 Wiki

Utility functions for dealing with the wiki (<https://wiki.auto-pi-lot.com>).

See the docstrings of the `ask()` function, as well as the `guide_wiki_plugins` section in the user guide for use.

Functions:

<code>ask(filters[, properties])</code>	Perform an API call to the wiki using the <code>ask API</code> and simplify to a list of dictionaries
<code>browse(search[, browse_type, params])</code>	Use the <code>browse</code> api of the wiki to search for specific pages, properties, and so on.
<code>make_ask_string(filters[, properties, full_url])</code>	Create a query string to request semantic information from the Autopilot wiki
<code>make_browse_string(search[, browse_type, ...])</code>	

ask(*filters*: `Union[List[str], str]`, *properties*: `Union[None, List[str], str] = None`) → `List[dict]`

Perform an API call to the wiki using the `ask API` and simplify to a list of dictionaries

Parameters

- **filters** (*list*, *str*) – A list of strings or a single string of semantic mediawiki formatted property filters. See `make_ask_string()` for more information
- **properties** (*None*, *list*, *str*) – Properties to return from filtered pages, See `make_ask_string()` for more information

Returns:

browse(*search*: *str*, *browse_type*: *str* = 'page', *params*: *Optional[dict]* = None)

Use the [browse](#) api of the wiki to search for specific pages, properties, and so on.

Parameters

- **search** (*str*) – the search string! * can be used as a wildcard.
- **browse_type** (*str*) – The kind of browsing we're doing, one of:
 - page
 - subject
 - property
 - pvalue
 - category
 - concept
- **params** (*dict*) – Additional params for the browse given as a dictionary, see [the smw docs](#) for usage.

Returns dict, list of dicts of results

make_ask_string(*filters*: *Union[List[str], str]*, *properties*: *Union[None, List[str], str]* = None, *full_url*: *bool* = True) → *str*

Create a query string to request semantic information from the Autopilot wiki

Parameters

- **filters** (*list*, *str*) – A list of strings or a single string of semantic mediawiki formatted property filters, eg "[[Category:Hardware]]" or "[[Has Contributor::sneakers-the-rat]]". Refer to the [semantic mediawiki documentation](#) for more information on syntax
- **properties** (*None*, *list*, *str*) – Properties to return from filtered pages, see the [available properties](#) on the wiki and the [semantic mediawiki documentation](#) for more information on syntax. If None (default), just return the names of the pages
- **full_url** (*bool*) – If True (default), prepend f'{WIKI_URL}api.php?action=ask&query=' to the returned string to make it [ready for an API call](#)

Returns the formatted query string

Return type *str*

make_browse_string(*search*, *browse_type*='page', *params*=None, *full_url*: *bool* = True)

SETUP

After initial setup, configure autopilot: create an autopilot directory and a prefs.json file

Functions:

<code>make_dir(adir[, permissions])</code>	Make a directory if it doesn't exist and set its permissions to 0777
<code>make_alias(launch_script[, bash_profile])</code>	Make an alias so that calling autopilot calls autopilot_dir/launch_autopilot.sh
<code>parse_manual_prefs(manual_prefs)</code>	
<code>parse_args()</code>	
<code>locate_user_dir(args)</code>	
<code>run_form(prefs)</code>	
<code>make_launch_script(prefs[, prefs_fn, ...])</code>	
<code>make_systemd(prefs, launch_file)</code>	
<code>results_string(env_results, config_msgs, ...)</code>	
<code>make_ectopic_dirnames(basedir)</code>	
<code>main()</code>	

make_dir(*adir*: *pathlib.Path*, *permissions*: *int* = 511)

Make a directory if it doesn't exist and set its permissions to 0777

Parameters

- **adir** (*str*) – Path to the directory
- **permissions** (*int*) – an octal integer used to set directory permissions (default 0o777)

make_alias(*launch_script*: *pathlib.Path*, *bash_profile*: *Optional[str]* = None) → *Tuple[bool, str]*

Make an alias so that calling autopilot calls autopilot_dir/launch_autopilot.sh

Parameters

- **launch_script** (*str*) – the path to the autopilot launch script to be aliased

- **bash_profile** (*str, None*) – Optional, location of shell profile to edit. if None, use `.bashrc` then `.bash_profile` if they exist

parse_manual_prefs(*manual_prefs: List[str]*) → dict

parse_args()

locate_user_dir(*args*) → pathlib.Path

run_form(*prefs: dict*) → Tuple[dict, List[str]]

make_launch_script(*prefs: dict, prefs_fn=None, launch_file=None, permissions: int = 509*) → pathlib.Path

make_systemd(*prefs: dict, launch_file: pathlib.Path*) → Tuple[bool, str]

results_string(*env_results: dict, config_msgs: List[str], error_msgs: List[str], prefs_fn: str, prefs*) → str

make_ectopic_dirnames(*basedir: pathlib.Path*) → dict

main()

22.1 scripts

Scripts used in `run_script` and `setup_autopilot` to install packages and configure the system environment

Scripts are contained in the `scripts.SCRIPTS` dictionary, and each script is of the form:

```
'script_name': {
    'type': 'bool', # always bool, signals that gui elements should present it as a
    ↪checkbox to run or not
    'text': 'human readable description of what the script does',
    'commands': [
        'list of shell commands'
    ]
}
```

The commands in each `commands` list are concatenated with `&&` and run sequentially (see `run_script.call_series()`). Certain commands that are expected to fail but don't impact the outcome of the rest of the script – eg. making a directory that already exists – can be made optional by using the syntax:

```
[
    'required command',
    {'command': 'optional command', 'optional': True}
]
```

This concatenates the command with a ```; ``` which doesn't raise an error if the command fails and allows the rest of the script to proceed.

Note: The above syntax will be used in the future for additional parameterizations that need to be made to scripts (though being optional is the only parameterization available now).

Note: An unadvertised feature of `raspi-config` is the ability to run commands from the cli – find the name of a command here: <https://github.com/RPi-Distro/raspi-config/blob/master/raspi-config> and then use it like this: `sudo raspi-config nonint function_name argument`, so for example to enable the camera one just calls `sudo`

`raspi-config nonint do_camera 0` (where turning the camera on, perhaps counterintuitively, is `0` which is true for all commands)

Todo: Probably should have these use `prefs.get('S')` copes as well

Data:

SCRIPTS

```
SCRIPTS = OrderedDict([ ( 'env_pilot', { 'commands': [ 'sudo apt-get update', 'sudo apt-get install -y ' 'build-essential cmake git python3-dev ' 'libatlas-base-dev libsamplerate0-dev ' 'libsndfile1-dev libreadline-dev ' 'libasound-dev i2c-tools ' 'libportmidi-dev liblo-dev libhdf5-dev ' 'libzmq3-dev libffi-dev'], 'text': 'install system packages necessary for ' 'autopilot Pilots? (required if they arent ' 'already)', 'type': 'bool'}), ( 'env_terminal', { 'commands': [ 'sudo apt-get update', 'sudo apt-get install ' '-y ' 'libxcb-icc4 ' 'libxcb-image0 ' 'libxcb-keysyms1 ' 'libxcb-randr0 ' 'libxcb-render-util0 ' 'libxcb-xinerama0 ' 'libxcb-xf86-dev', 'text': 'install system packages necessary for ' 'autopilot Terminals? (required if they arent ' 'already)', 'type': 'bool'}), ( 'performance', { 'commands': [ 'sudo systemctl disable raspi-config', "sudo sed -i '/^exit 0/i echo \" \"performance\" | sudo tee ' '/sys/devices/system/cpu/cpu*/cpufreq/scaling_governor' ' '/etc/rc.local', 'sudo sh -c \"echo @audio - memlock ' '256000 >> /etc/security/limits.conf\"", 'sudo sh -c \"echo @audio - rtprio 75 ' '>> /etc/security/limits.conf\"", 'sudo sh -c \"echo vm.swappiness = 10 ' '>> /etc/sysctl.conf\"'], 'text': 'Do performance enhancements? (recommended, ' 'change cpu governor and give more memory to ' 'audio)', 'type': 'bool'}), ( 'change_pw', { 'commands': ['passwd'], 'text': 'If you haven't, you should change the default "raspberrypi password or you will get your ' 'identity stolen. Change it now?', 'type': 'bool'}), ( 'set_locale', { 'commands': [ 'sudo dpkg-reconfigure locales', 'sudo dpkg-reconfigure ' 'keyboard-configuration'], 'text': 'Would you like to set your locale?', 'type': 'bool'}), ( 'hifiberry', { 'commands': [ { 'command': 'sudo adduser pi i2c', 'optional': True}, 'sudo sed -i ' "'s/^dtparam=audio=on/#dtparam=audio=on/g' " '/boot/config.txt', 'sudo sed -i ' "'s/$/\nndtoverlay=hifiberry-dacplus\nndtoverlay=i2s-mmap\nndtoverlay=i2c-mmap\nndtparam=i2c1=on\nndtparam=i2c_arm=on/' " '/boot/config.txt', "echo -e 'pcm.!default {\n type hw \" card 0\n\nctl.!default {\n type \"hw card 0\n\"} | sudo tee \" ' '/etc/asound.conf', 'text': 'Setup Hifiberry DAC/AMP?', 'type': 'bool'}), ( 'bluetooth', { 'commands': [ "sudo sed -i 's/$/\n\"dttoverlay=pi3-disable-bt/' " '/boot/config.txt', 'sudo systemctl disable ' 'hciuart.service', 'sudo systemctl disable ' 'bluealsa.service', 'sudo systemctl disable ' 'bluetooth.service'], 'text': 'Disable Bluetooth? (recommended unless you're "using it <3', 'type': 'bool'}), ( 'systemd', { 'text': 'Install Autopilot as a systemd service?\n' 'If you are running this command in a virtual ' 'environment it will be used to launch ' 'Autopilot', 'type': 'bool'}), ( 'alias', { 'text': 'Create an alias to launch with "autopilot" ' '(must be run from setup_autopilot, calls ' 'make_alias)', 'type': 'bool'}), ( 'jackd_source', { 'commands': [ 'git clone ' 'https://github.com/jackaudio/jack2 ' '--depth 1', 'cd jack2', './waf configure --alsa=yes ' '--libdir=/usr/lib/arm-linux-gnueabi/hf/', './waf build -j6', 'sudo ./waf install', 'sudo ldconfig', 'sudo sh -c \"echo @audio - memlock ' '256000 >> /etc/security/limits.conf\"", 'sudo sh -c \"echo @audio - rtprio 75 ' '>> /etc/security/limits.conf\"", 'cd ..', 'rm -rf ./jack2'], 'text': 'Install jack audio from source, try this if ' 'you're having compatibility or runtime issues ' 'with jack (required if AUDIOSERVER == jack)', 'type': 'bool'}), ( 'opencv', { 'commands': [ 'sudo apt-get install -y ' 'build-essential cmake ccache unzip ' 'pkg-config libjpeg-dev libpng-dev ' 'libtiff-dev libavcodec-dev ' 'libavformat-dev libswscale-dev ' 'libv4l-dev libxvidcore-dev ' 'libx264-dev ffmpeg libgtk-3-dev ' 'libcanberra-gtk* libatlas-base-dev ' 'gfortran python2-dev python-numpy', 'git clone ' 'https://github.com/opencv/opencv.git', 'git clone ' 'https://github.com/opencv/opencv_contrib', 'cd opencv', 'mkdir build', 'cd build', 'cmake -D ' 'CMAKE_BUILD_TYPE=RELEASE ' '-D ' 'CMAKE_INSTALL_PREFIX=/usr/local ' '-D ' 'OPENCV_EXTRA_MODULES_PATH=/home/pi/git/opencv_contrib/modules ' '-D BUILD_TESTS=OFF -D ' 'BUILD_PERF_TESTS=OFF ' '-D BUILD_DOCS=OFF -D ' 'WITH_TBB=ON -D ' 'CMAKE_CXX_FLAGS=-DTBB_USE_GCC_BUILTINS=1 ' '-D __TBB_64BIT_ATOMICS=0 ' '-D WITH_OPENMP=ON -D ' 'WITH_IPP=OFF -D ' 'WITH_OPENCL=ON -D ' 'WITH_V4L=ON -D ' 'WITH_LIBV4L=ON -D ' 'ENABLE_NEON=ON -D ' 'ENABLE_VFPV3=ON -D ' 'PYTHON3_EXECUTABLE=/usr/bin/python3 ' '-D ' 'PYTHON_INCLUDE_DIR=/usr/include/python3.7 ' '-D ' 'PYTHON_INCLUDE_DIR=/usr/include/arm-linux-gnueabi/hf/python3.7 ' '-D ' 'OPENCV_ENABLE_NONFREE=ON ' '-D ' 'INSTALL_PYTHON_EXAMPLES=OFF ' '-D WITH_TESTS=ON setup ' '-D ' 'CMAKE_SHARED_LINKER_FLAGS=-latomic ' ' ' -D BUILD_EXAMPLES=OFF ..', 'sudo sed -i ' "'s/^CONF_SWAPSIZE=100/CONF_SWAPSIZE=2048/g' " '/etc/dphys-swapfile', 'sudo /etc/init.d/dphys-swapfile stop', 'sudo /etc/init.d/dphys-swapfile start', 'make -j4',
```

22.2 run_script

Run scripts to setup system dependencies and autopilot plugins

```
> # to list scripts
> python3 -m autopilot.setup.run_script --list

> # to execute one script (setup hifiberry soundcard)
> python3 -m autopilot.setup.run_script hifiberry

> # to execute multiple scripts
> python3 -m autopilot.setup.run_script hifiberry jackd
```

Functions:

<code>call_series(commands[, series_name, verbose])</code>	Call a series of commands, giving a single return code on completion or failure
<code>run_script(script_name)</code>	Thin wrapper around <code>call_series()</code> that gets a script by name from <code>scripts.SCRIPTS</code> and passes the list of commands
<code>run_scripts(scripts[, return_all, print_status])</code>	Run a series of scripts, printing results
<code>list_scripts()</code>	Print a formatted list of names in <code>scripts.SCRIPTS</code>

call_series(*commands*: `List[Union[str, dict]]`, *series_name*=None, *verbose*: `bool = True`) → `bool`

Call a series of commands, giving a single return code on completion or failure

See `setup.scripts` for syntax of command list.

Parameters

- **commands** (*list*) – List of strings or dicts to call, see `setup.scripts`
- **series_name** (*None, str*) – If provided, print name of currently running script
- **verbose** (*bool*) – If True (default), print command and status messages.

Returns `bool` - True if completed successfully

run_script(*script_name*)

Thin wrapper around `call_series()` that gets a script by name from `scripts.SCRIPTS` and passes the list of commands

Parameters **script_name** (*str*) – name of a script in `scripts.SCRIPTS`

run_scripts(*scripts*: `List[str]`, *return_all*: `bool = False`, *print_status*: `bool = True`) → `Union[bool, Dict[str, bool]]`

Run a series of scripts, printing results

Parameters

- **scripts** (*list*) – list of script names
- **return_all** (*bool*) – if True, return dict of {script:success} for each called script. If False (default), return single bool if all commands were successful
- **print_status** (*bool*) – if True (default), print whether each script completed successfully or not.

Returns success or failure of scripts - True if all were successful, False otherwise.

Return type bool

list_scripts()

Print a formatted list of names in *scripts.SCRIPTS*

PREFS

Module to hold module-global variables as preferences.

Upon import, `prefs` attempts to import a `prefs.json` file from the default location (see `prefs.init()`).

Prefs are then accessed with `prefs.get()` and `prefs.set()` functions. After initialization, if a pref is set, it is stored in the `prefs.json` file – prefs are semi-durable and persist across sessions.

When attempting to get a pref that is not set, `prefs.get()` will first try to find a default value (set in `_PREFS`), and if none is found return `None` – accordingly no prefs should be intentionally set to `None`, as it signifies that the pref is not set.

Prefs are thread- and process-safe, as they are stored and served by a `multiprocessing.Manager` object.

`prefs.json` is typically generated by running `autopilot.setup.setup_autopilot`, though you can freestyle it if you are so daring.

The `“HARDWARE”` pref is a little special. It specifies how each of the `hardware` components connected to the system is configured. It is a dictionary with this general structure:

```
'HARDWARE': {
    'GROUP': {
        'ID': {
            'hardware_arg': 'val'
        }
    }
}
```

where there are user-named 'GROUPS' of hardware objects, like 'LEDS', etc. Within a group, each object has its 'ID' (passed as the name argument to the hardware initialization method) which allows it to be identified from the other components in the group. The intention of this structure is to allow multiple categories of hardware objects to be parameterized and used separately, even though they might be the same object type. Eg. we may have three LEDs in our nosepokes, but also have an LED that serves at the arena light. If we wanted to write a command that turns off all LEDs, we would have to explicitly specify their IDs, making it difficult to re-use very common hardware command patterns within tasks. There are obvious drawbacks to this scheme – clunky, ambiguous, etc. and will be deprecated as parameterization continues to congeal across the library.

The class that each element is used with is determined by the `Task.HARDWARE` dictionary. Specifically, the `Task.init_hardware()` method does something like:

```
self.hardware['GROUP']['ID'] = self.HARDWARE['GROUP']['ID'](**prefs.get('HARDWARE')[
    ↪ 'GROUP']['ID'])
```

Warning: These are **not** hard coded prefs. `_DEFAULTS` populates the *default* values for prefs, but local prefs are always restored from and saved to `prefs.json`. If you're editing this file and things aren't changing, you're in the wrong place!

This iteration of prefs with respect to work done on the [People's Ventilator Project](#)

If a pref has a string for a 'deprecation' field in `prefs._DEFAULTS`, a `FutureWarning` will be raised with the string given as the message

Classes:

<code>Scopes(value)</code>	Enum that lists available scopes and groups for prefs
<code>Common_Prefs</code>	Prefs common to all autopilot agents
<code>Directory_Prefs</code>	Directories and paths that define the contents of the user directory.
<code>Agent_Prefs</code>	Abstract prefs class for prefs that are specific to agents
<code>Terminal_Prefs</code>	Prefs for the <code>Terminal</code>
<code>Pilot_Prefs</code>	Prefs for the <code>Pilot</code>
<code>Audio_Prefs</code>	Prefs to configure the audio server
<code>Hardware_Pref</code>	Abstract class for hardware objects,

Functions:

<code>get([key])</code>	Get a pref!
<code>set(key, val)</code>	Set a pref!
<code>save_prefs([prefs_fn])</code>	Dump prefs into the <code>prefs_fn.json</code> file
<code>init([fn])</code>	Initialize prefs on autopilot start.
<code>add(param, value)</code>	Add a pref after init
<code>git_version(repo_dir)</code>	Get the git hash of the current commit.
<code>compute_calibration([path, calibration, ...])</code>	

Parameters

- `path`

<code>clear()</code>	Mostly for use in testing, clear loaded prefs (without deleting <code>prefs.json</code>)
----------------------	---

class `Scopes(value)`

Bases: `enum.Enum`

Enum that lists available scopes and groups for prefs

Scope can be an agent type, common (for everyone), or specify some subgroup of prefs that should be presented together (like directories)

COMMON = All Agents
DIRECTORY = Prefs group for specifying directory structure
TERMINAL = prefs for Terminal Agents
Pilot = Prefs for Pilot agents
LINEAGE = prefs for networking lineage (until networking becomes more elegant ;)
AUDIO = Prefs for configuring the Jackd audio server

Attributes:

<i>COMMON</i>	All agents
<i>TERMINAL</i>	Prefs specific to Terminal Agents
<i>PILOT</i>	Prefs specific to Pilot Agents
<i>DIRECTORY</i>	Directory structure
<i>LINEAGE</i>	Prefs for coordinating network between pilots and children
<i>AUDIO</i>	Audio prefs...

COMMON = 1

All agents

TERMINAL = 2

Prefs specific to Terminal Agents

PILOT = 3

Prefs specific to Pilot Agents

DIRECTORY = 4

Directory structure

LINEAGE = 5

Prefs for coordinating network between pilots and children

AUDIO = 6

Audio prefs...

pydantic settings `Common_Prefs`

Bases: `autopilot.root.Autopilot_Pref`

Prefs common to all autopilot agents

```
{
  "title": "Common_Prefs",
  "description": "Prefs common to all autopilot agents",
  "type": "object",
  "properties": {},
  "additionalProperties": false
}
```

Config

- `alias_generator`: `function = <function no_underscore_all_caps at 0x7fa1553b8ee0>`
- `env_prefix`: `str = AUTOPILOT_`

pydantic settings `Directory_Prefs`

Bases: `autopilot.root.Autopilot_Pref`

Directories and paths that define the contents of the user directory.

In general, all paths should be beneath the `USER_DIR`

```
{
  "title": "Directory_Prefs",
  "description": "Directories and paths that define the contents of the user_
↳directory.\n\nIn general, all paths should be beneath the `USER_DIR`",

```

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```
"type": "object",
"properties": {},
"additionalProperties": false
}
```

Config

- `env_prefix`: `str = AUTOPILOT_DIRECTORY_`

pydantic settings Agent_PrefsBases: `autopilot.root.Autopilot_Pref`

Abstract prefs class for prefs that are specific to agents

```
{
  "title": "Agent_Prefs",
  "description": "Abstract prefs class for prefs that are specific to agents",
  "type": "object",
  "properties": {},
  "additionalProperties": false
}
```

Config

- `alias_generator`: `function = <function no_underscore_all_caps at 0x7fa1553b8ee0>`
- `env_prefix`: `str = AUTOPILOT_`

pydantic settings Terminal_PrefsBases: `autopilot.prefs.Agent_Prefs`Prefs for the *Terminal*

```
{
  "title": "Terminal_Prefs",
  "description": "Prefs for the :class:`~autopilot.agents.terminal.Terminal`",
  "type": "object",
  "properties": {},
  "additionalProperties": false
}
```

Config

- `env_prefix`: `str = AUTOPILOT_TERMINAL_`

pydantic settings Pilot_PrefsBases: `autopilot.prefs.Agent_Prefs`Prefs for the *Pilot*

```
{
  "title": "Pilot_Prefs",
  "description": "Prefs for the :class:`~autopilot.agents.pilot.Pilot`",
  "type": "object",
```

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```

"properties": {},
"additionalProperties": false
}

```

Config

- **env_prefix:** *str* = *AUTOPILOT_PILOT_*

pydantic settings Audio_PrefsBases: *autopilot.root.Autopilot_Pref*

Prefs to configure the audio server

```

{
  "title": "Audio_Prefs",
  "description": "Prefs to configure the audio server",
  "type": "object",
  "properties": {},
  "additionalProperties": false
}

```

Config

- **alias_generator:** *function* = <function no_underscore_all_caps at 0x7fa1553b8ee0>
- **env_prefix:** *str* = *AUTOPILOT_*

pydantic settings Hardware_PrefBases: *autopilot.root.Autopilot_Pref*

Abstract class for hardware objects,

```

{
  "title": "Hardware_Pref",
  "description": "Abstract class for hardware objects,",
  "type": "object",
  "properties": {},
  "additionalProperties": false
}

```

Config

- **alias_generator:** *function* = <function no_underscore_all_caps at 0x7fa1553b8ee0>
- **env_prefix:** *str* = *AUTOPILOT_*

get(key: *Optional[str]* = *None*)

Get a pref!

If a value for the given key can't be found, prefs will attempt to

Parameters **key** (*str*, *None*) – get pref of specific key, if *None*, return all prefs**Returns** value of pref (type variable!), or *None* if no pref of passed key

set(*key*: *str*, *val*)

Set a pref!

Note: Whenever a pref is set, the prefs file is automatically updated – prefs are system-durable!!

(specifically, whenever the module-level `_INITIALIZED` value is set to `True`, prefs are saved to file to avoid overwriting before loading)

Parameters

- **key** (*str*) – Name of pref to set
- **val** – Value of pref to set (prefs are not type validated against default types)

save_prefs(*prefs_fn*: *Optional*[*str*] = *None*)

Dump prefs into the `prefs_fn.json` file

Parameters

- **prefs_fn** (*str*, *None*) – if provided, pathname to `prefs.json` otherwise resolve `prefs.json` according the
- **to the normal methods...**

init(*fn*=*None*)

Initialize prefs on autopilot start.

If passed dict of prefs or location of `prefs.json`, load and use that

Otherwise

- Look for the autopilot wayfinder `~/autopilot` file that tells us where the user directory is
- look in default location `~/autopilot/prefs.json`

Todo: This function may be deprecated in the future – in its current form it serves to allow the sorta janky launch methods in the headers/footers of `autopilot/agents/pilot.py` and `autopilot/agents/terminal.py` that will eventually be transformed into a unified agent framework to make launching easier. Ideally one would be able to just import prefs without having to explicitly initialize it, but we need to formalize the full launch process before we make the full lurch to that model.

Parameters **fn** (*str*, *dict*) – a path to `prefs.json` or a dictionary of preferences

add(*param*, *value*)

Add a pref after init

Parameters

- **param** (*str*) – Allcaps parameter name
- **value** – Value of the pref

git_version(*repo_dir*)

Get the git hash of the current commit.

Stolen from [numpy's setup](#)

and linked by ryanjdillon on [SO](#)

Parameters `repo_dir` (*str*) – directory of the git repository.

Returns git commit hash.

Return type unicode

compute_calibration(*path=None, calibration=None, do_return=False*)

Parameters

- **path**
- **calibration**
- **do_return**

Returns:

clear()

Mostly for use in testing, clear loaded prefs (without deleting prefs.json)

(though you will probably overwrite prefs.json if you clear and then set another pref so don't use this except in testing probably)

ROOT

Abstract Root Objects from which all other autopilot objects inherit from.

These objects are not intended to be instantiated on their own, and this module should not import from any other autopilot module

Functions:

<code>no_underscore_all_caps(input)</code>	prefs used to be 'ALLCAPS' instead of 'ALL_CAPS'.
--	---

Classes:

<code>Autopilot_Type</code>	Root autopilot model for types
<code>Autopilot_Pref</code>	Root autopilot model for prefs
<code>Autopilot_Object([id])</code>	Meta-object for autopilot object types

no_underscore_all_caps(*input: str*) → *str*

prefs used to be 'ALLCAPS' instead of 'ALL_CAPS'. In general, these should be considered degenerate, and no future prefs should be declared that depend on the presence of the underscore.

Used by `Autopilot_Pref` to generate Aliases

Parameters *input* (*str*) – input string

Returns without underscores and in allcaps.

Return type *str*

pydantic model `Autopilot_Type`

Bases: `pydantic.main.BaseModel`, `abc.ABC`

Root autopilot model for types

```
{
  "title": "Autopilot_Type",
  "description": "Root autopilot model for types",
  "type": "object",
  "properties": {}
}
```

pydantic settings `Autopilot_Pref`

Bases: `pydantic.env_settings.BaseSettings`

Root autopilot model for prefs

All settings can be declared with an environment variable prefixed with 'AUTOPILOT_'

```
{
  "title": "Autopilot_Pref",
  "description": "Root autopilot model for prefs\n\nAll settings can be declared_
↪with an environment variable\nprefixed with ``'AUTOPILOT_'``,
  "type": "object",
  "properties": {},
  "additionalProperties": false
}
```

Config

- **alias_generator**: *function* = <function no_underscore_all_caps at 0x7fa1553b8ee0>
- **env_prefix**: *str* = *AUTOPILOT_*

class Autopilot_Object(*id: Optional[str] = None*)

Bases: `abc.ABC`

Meta-object for autopilot object types

EXTERNAL

Autopilot uses two lightly modified versions of existing libraries that are included in the repository as submodules.

- `mlx90640-library` - driver for the `hardware.i2c.MLX90640` that correctly sets the baudrate for 64fps capture
- `pigpio` - pigpio that is capable of returning full timestamps rather than system ticks in gpio callbacks.

CHANGELOG

For full details, see commit logs and issues at <http://github.com/auto-pi-lot/autopilot>

Version 0.5

26.1 v0.5.0a0 - ~The Data Modeling Edition~

A lot. Namely a whole rewriting of the *autopilot.data* module.

This is being released as an alpha version while we finish working out a few of the kinks in the data modeling system because Jonny is finishing their dissertation and has a deadline determined by the viscera of institutional science rather than software development!

26.1.1 Upgrading From <v0.5.0

- The subject class will attempt to update any of your existing .h5 files to the new format – it should be nondestructive (making a backup of the whole file first and then making backups up any tables that it can't create a new version of that fully preserves the data from the previous version), but don't be alarmed when your subject files start updating! We advise, as we always do, making a full backup of your data directory before making this update.
- Change references in `launch_autopilot.sh` scripts from `autopilot.core.terminal` or `autopilot.core.pilot` to `autopilot.agents.terminal` or `autopilot.agents.pilot`, respectively
- Update any `TrialData` declarations in plugin tasks to use the new *Trial_Data* model. See `Nafc.TrialData` for an example. The old pytables `IsDescriptor` style descriptions will still work, but you will be given a warning every time.
- We advise updating `pigpio` to at least `3c23715` to avoid warnings and make use of some new functionality.

26.1.2 Package Structure

- The `autopilot.core` module was removed entirely, and was split into
 - `autopilot.agent`: which contains the *Terminal* and *Pilot* classes and a stub metaclass
 - `autopilot.utils.loggers`: formerly `autopilot.core.loggers`
 - `autopilot.gui` (described in module documentation) now has all the GUI modules, split out by type rather than all in one file.
 - `autopilot.data` was created from `autopilot.core.subject`, see below.
- `autopilot.root` contains root classes:

- *Autopilot_Type* - types and data models for handling and saving live data
- *Autopilot_Object* - General root metaclass, beneath which will be top-level metaclasses for each of the major class hierarchies that are currently separate.
- *Autopilot_Pref* - Stub for later converting prefs and environmental configuration parameters from their scattered state.
- `autopilot.exceptions` will be used for more explicit exception handling.
- Code files were given 755 permissions to allow execution (as opposed to 644)
- The unused git submodules for pigpio and an old temperature sensor were removed.

26.1.3 Major updates

- *autopilot.data* is the major change in this release! See the module-level doc page for more details
 - `autopilot.core.subject` was moved to *autopilot.data.subject* and remains the main interface to autopilot data. It was effectively rewritten to accomodate the use of data models, and many of its public methods were made private to make its use more obvious.
 - * The subject structure that determines which things are located where has been made into its own class *Subject_Structure*
 - * Making new subjects is now done with the *Subject.new()* class method rather than from the `__init__` method
 - * The `open_hdf` method has been replaced with the `_h5f` private method that is a more explicit context manager allowing locking read/write access and nonlocking read access
 - * The subject file now explicitly handles updates between different versions of the Subject class.
 - * Subject will check if the `protocol.json` file has been updated from when it was assigned and automatically update to the new version, logging the change.
 - * All trial data is now saved with a `session_uuid` unique identifier column that is an always-unique key in case of any overlapping session IDs from reassignments, etc.
 - * Many attributes were replaced by properties that return data models:
 - *Subject.bio* and *Subject.info* -> *Biography*
 - *Subject.protocol* -> *Protocol_Status*, which manages the current trial, session, step, etc. rather than being treated separately
 - *autopilot.data.interfaces* contains classes to relate abstract data models to different representations and formats
 - * `interfaces.datajoint` allows creating datajoint schema definitions from autopilot models using the companion *datajoint-babel* project
 - * *interfaces.tables* translates pydantic models to HDF5 files
 - *autopilot.data.modeling* has basic types for use in data models
 - *autopilot.data.models* has the models themselves
 - *autopilot.data.units* stub module for using explicit units instead of anonymous floats
- A new set of general model filling widgets - *widgets.input* and *widgets.model* - were created that will eventually replace much of the existing GUI which suffers from code duplication problems from minor variations between representations of parameters, etc.

- `Log`, `Log_Format`, `LogEntry`, `ParseError`, `MESSAGE_FORMATS`, `LOG_FORMATS` were added to allow programmatic loading of logfiles, and `utils.log_parsers` was added to allow recovery of structured data (eg. from logged trial data). Loggers now use the `rich logging handler` for much more readable logs in stderr.
- `Jack_Sound` classes now put all frames at once into the processing queue, rather than one at a time for much less variability in sound onset jitter. The `JackClient` class was updated to reflect that as well by adding a `play_q_size` argument that controls the size of the deque used to store frames to play (rather than pulling each from a Queue as was done before). `JackClient` also has an optional `disable_gc` (False by default) parameter that allows the garbage collector to be disabled in the process for further (unquantified) jitter reduction.

26.1.4 Minor updates

- The bandwidth test (`Bandwidth_Test` widget and `Pilot.l_bandwidth()` listen) was updated to allow selecting compression, use of a random array, or preserialized messages
- The `Terminal` now closes cleanly (still with a warning of leaked semaphors) without hanging.
- External processes `external.start_pigpiod()` and `external.start_jackd()` first check if the process is already started
- `Digital_Out.set()` now has a `result` argument for faster setting that doesn't confirm the result when False
- `Message`s now provide clearer support for compression in serialization, and automatically detect and handle a compressed message when deserializing. This is also carried through to the `Net_Node.send()` method.
- `Station.l_kill()` was moved up to the top level `Station` class, rather than being something the Terminal station owns.
- The `run_script` functions no longer uses the totally unreadable white on green ANSI code combo that I have no idea why I ever used in the first place.
- A `picamera_legacy` script was added for enabling the picamera on bullseye.
- The `sounds.Gammatone` sound now accepts a `filter_kwargs` dictionary that is passed on to the `timeseries.Gammatone` filter.
- The `Task` and `Nafc` classes use the new `Trial_Data` style data declarations.
- Two utility functions `common.walk_dicts()` and `common.flatten_dicts()` were added to make handling nested dictionaries a bit easier.
-

26.1.5 Bugfixes

- The `Subject` class would incorrectly overwrite data given a mismatch in system times between the `Terminal` and `Pilot`. The `Subject` class should now ideally no longer overwrite anything ever.
- The `Subject` class would drop trial data silently if it was not in the `TrialData` description. En route to making the table automatically expand to accomodate unexpected data, dropped data is now logged as an exception.
- The `prefs` manager handles being launched from within `ipython` and other processes better, but is still a bit buggy. Now it uses the check used internally in the multiprocessing module to see if a manager can be launched, and falls back to using a standard dictionary if not.
- `jackd_source` script uses correct `https://` rather than `git://` protocol.
- A `_TASK_LIST` was added to `utils.registry` to support deprecated task specifications.

26.1.6 Regressions

- With additional checking for monotonic increases in `trial_num` and checks that prevent data overwriting, individual writes of trial data are now a bit slower, which should be optimized for when we complete the transition to uniform data models throughout the library.

26.1.7 Prefs

- `PIGPIOD` - bool - if True, start pigpiod on pilot start
- Stubs were created for converting the prefs to using data models, but they have not been filled yet.
- A `AUTOPILOT_NO_PREFS_MANAGER` environment variable now controls the use of a multiprocessing manager explicit. Documentation for environmental variables is forthcoming.
- A `AUTOPILOT_WARN_DEFAULTS` environment variable controls whether warnings should be printed for when a default pref value is retrieved, because that warning is a good one but can be really annoying.

26.1.8 Packaging & Dependencies

- Autopilot is now packaged with Poetry! This allows for fully deterministic installation with the `poetry.lock` file and updates from the old `setuptools` style of dependency specification.
- The source repository has moved from <https://github.com/wehr-lab/autopilot> to <https://github.com/auto-pilot/autopilot>
- `MANIFEST.in` has been replaced by the `include` field in `pyproject.toml`
- `autopilot.__version__` is now determined by `importlib.metadata` and specified in the `pyproject.toml` file rather than in the `__init__.py` file
- `blosc` was replaced with `blosc2`
- New dependencies
 - global
 - * `pydantic` (^1.9.0)
 - * `parse` (^1.19.0)
 - * `rich` (^11.2.0)
 - * `validators` (^0.18.2)
 - docs
 - * `autodoc_pydantic` (^1.7.0)
 - * `myst_parser` (^0.17.2)
- Version Bumps
 - `pyzmq` 18.1.* -> ^22.3.0
 - `tornado` >=5.0.0 -> ^6.1.0
 - `numpy` >=1.16.5 -> ^1.20.0
 - `scipy` >=1.6.0 -> ^1.7.0
 - `pandas` >=0.19.2 -> ^1.3.0 on python 3.7 and ^1.4.0 on >=3.8
 - `tables` >=3.4.2 -> ^3.7.0

- Sphinx $\geq 3.1.2 \rightarrow ^4.3.1$
- A lot more dependencies were taken from being implicit versions to explicit by the conversion to using Poetry...

26.1.9 Docs

- *Configuration* was moved to its own page, documenting setting up the system as well as the contents of the user directory.
- A `faq` page was stubbed out (but is still pretty skeletal)
- The overview was updated with some more information in the module tour
- Virtual environment usage was moved from the setup page to its own subpage linked from the FAQ.
- A `make serve` option was added to the docs makefile that makes use of `sphinx-autobuild` to livereload docs while editing them.
- `autopilot_theme.css` was updated to be compatible with the new version of `sphinx-rtd-theme` that apparently changed the way that TOC buttons were made, as well as remove incorrect references to fonts no longer packaged.
- The `autodoc_pydantic` and `myst_parser` extensions were added – and we will be moving towards using MyST rather than hellish ReST for future narrative docs!
- Private methods and functions are now no longer rendered in the main documentation, and the library will over time use the public/private distinction more systematically to make it more understandable.
- Examples was split off into its own folder and links to wiki plugins. Blink was moved with it

26.1.10 Tests

- We have started importing some of the pigpio mocking tools from the [People's Ventilator Project](#) to start writing GPIO tests!

26.2 Version 0.4

26.2.1 v0.4.4 - Timing and Sound (February 2nd, 2022)

Several parts to this update!

- See [PR#146](#) for details about improvements to jackd sound timing! In short:
- Changed the way that continuous sounds work. Rather than cycling through an array, which was easy to drop, now pass a sound object that can generate its own samples on the fly using the *hydration* module.
- More accurate timing of sound ending callbacks. Before, the event would be called immediately on buffering the sounds into the jack ports, but that was systematically too early. Instead, use jack timing methods to account for delay from blocksize and `n_periods` to `wait_until` a certain delay to `set()` the event. See `_wait_for_end`

Other stuff:

New

- `hydration` module for creating and storing autopilot objects between processes and computers!
- `@Introspect` made and added to sound classes. Will be moved to root class. Allows storing the parameters given on instantiation.
- `requires` module for more explicit declarations of by-object dependencies to resolve lots of the little fragile checks throughout the package, as well as make it easier for plugins :)
- `types` module that will, well, have types for v0.5.0's reworked type system!
- minor - added exceptions module, just stubs for now
- Made dummy sound class to just use sounds without needing a running sound server
- New transformations! The Prasad line fitting algorithm as `Linefit_Prasad` and ordering points in a line from, eg. edge detection in `Order_Points`

Improvements

- Only warn once for returning a default pref value, and make its own warning class so that it can be filtered.
- Cleaning up the base sound classes and moved them to their own module because sounds was very cumbersome and hard to reason about. Now use `get_sound_class` instead of declaring within the module.
- Made optional install packages as `extras_require` so now can install with `pip install auto-pi-lot -E pilot` rather than autodetecting based on architecture. Further improvements (moving to poetry) will be in v0.5.0

Bugfixes

- Correctly identify filenames in logging, before the last module name was treated as a suffix on the path and removed, and so only the most recent logger created would actually log to disk. Logging now works across threads and processes.
- Fall back to a non-multiprocessing-based prefs if for some reason we can't use a `mp.Manager` in the given context (eg. `ipython`) - Still need to figure out a way to not print the exception because it is thrown asynchronously.
- as much as i love it, the splash screen being absent for whatever reason shouldn't crash the program.
- Raise an exception when instantiating a `picamera` without having `picamera` installed, re: <https://github.com/auto-pi-lot/autopilot/issues/142>
- Raise `ImportError` when `ffmpeg` is not present and trying to use a `videowriter` class
- Use a `deque` rather than an infinitely growing list to store GPIO events.

Docs

- Documenting the `scripts` module a bit better.
- Lots more docs on `jack_server`

26.2.2 v0.4.3 (October 20th, 2021)

New Features

- `timeseries.Gammatone` filter and `sounds.Gammatone` filtered noise classes! Thank you scipy team for making this simple!

Minor Improvements

- `579ef1a` - En route to implementing universal calibrations, load and save them in a specified place for each hardware object instead of the horrific olde way which was built into `prefs` for some reason
- `prefs` attempts to make directories if they don't exist
- plenty of new debugging flags!

Bugfixes

- `a775723` - Sleep before graduating tasks, lateral fix until we rework the task initiation ritual
- `360062d` - pad sounds with silence or continuous sounds if they aren't a full period length
- `6614c80` - Revert to old way of making chunks to make it work with both padded and unpadded sounds
- Import sounds module directly instead of referring from the package root in tests
- Terminal node pings pilots instead of an erroneous reference to a nonexistent `Terminal.send` method
- `47dd4c2` - Fix pinging by passing pilot id, and handle pressing start/stop button when subject not selected
- Fixed some GUI exceptions from trying to make blank lines in reassign window, improperly handling the Subject class.

26.2.3 v0.4.2 (August 24th)

Minor Improvements

- `Transformer` can now forward processed data and input data in addition to returning the processed data. A lateral improvement until the streaming API is finished.
- `Slice` now accepts arbitrary indexing objects, rather than just `slice` objects. Not sure why this wasn't the case before.

Bugfixes

- Fixed a circular import problem that prevented the stim module from being imported because the placeholder metaclass was in the `__init__.py` file. Moved it to its own file.
- Fixed another instantiated but not raised value error in `gpio`

Documentation

- Documenting flags in networking objects
- Documenting `min_size` in camera stream method
- Documenting `invert_gyro` in `I2C_9DOF`

26.2.4 v0.4.1 (August 17th)

Bugfixes

- The `autopilot.setup.forms.HARDWARE_FORM` would incorrectly use the class object itself rather than the class name in a few places which caused hardware names to incorrectly display and be impossible to add!
- Correctly handle module name in loggers when running interactively
- Use accelerometer calibration when computing `rotation()`
- Use `autopilot.get()` in `autopilot.transform.make_transform()`

Docs

- Document the attributes in `autopilot.transform.timeseries.Kalman`

26.2.5 v0.4.0 - Become Multifarious (August 3rd, 2021)

This release is primarily to introduce the new plugin system, the autopilot wiki, and their integration as a way of starting the transformation of Autopilot into a tool with decentralized development and governance (as well as make using the tool a whole lot easier and more powerful).

With humble thanks to Lucas Ott, Tillie Morris, Chris Rodgers, Arne Meyer, Mikkel Roald-Arbøl, David Robbe, and an anonymous discussion board poster for being part of this release.

New Features

- **Registries & Plugins** - Autopilot now supports users writing their code outside of the library as plugins! To support this, a registry system was implemented throughout the program. Plugin objects can be developed as objects that inherit from the Autopilot object tree – eg. implementing a GPIO object by subclassing `hardware.gpio.GPIO`, or a new task by subclassing `Task`. This system is flexible enough to allow any lineage of objects to be included as a plugin – stimuli, tasks, and so on – and we will be working to expand registries to every object in Autopilot, including the ability for plugins to replace core modules to make Autopilot’s flexibility verge on ludicrous. The basic syntax of the registry system is simple and doesn’t require any additional logic beyond inheritance to be implemented on plugin objects – `autopilot.get('object_type', 'object_name')` is the basic method, with a few aliases for specific object types like `autopilot.get_hardware()`. Also thanks to [Arne Meyer](#) for submitting an early draft of the registry system and [Mikkel Roald-Arbøl](#) for raising the issue.
- At long last, the Autopilot Wiki is alive!!!! - <https://wiki.auto-pi-lot.com/> - The wiki is the place for communal preservation of technical knowledge about using Autopilot, like hardware designs, build guides, parameter sets, and beyond! This isn’t any ordinary wiki, though, we got ourselves a *semantic wiki* which augments traditional wikis with a rich system of human and computer-readable linked attributes: a particular type of page will have some set of attributes, like a page about a 3D printed part will have an associated `.stl` file, but rather than having these be in plaintext they are specified in a format that is queryable, extensible, and infinitely mutable. The vision for the wiki is much grander (but not speculative! very concrete!) than just a place to take notes, but is intended

to blend the use of Autopilot as an experimental tool with body of knowledge that supports it. Autopilot can query the wiki with the `wiki` module like `wiki.ask('[[Category:3D_CAD]]', 'Has STL')` to get links to all .stl files for all 3D parts on the wiki. The integration between the two makes using and submitting information trivial, but *also* makes *designing whole new types of community interfaces* completely trivial. As a first pass, the Wiki will be the place to index plugins, the system for submitting them, querying them, and downloading them only took a few hours and few dozen lines of code to implement. The wiki is infinitely malleable – that’s the point – and I am very excited to see how people use it.

- Tests & Continuous Integration with Travis! We are on the board with having nonzero tests! The travis page is here: <https://travis-ci.com/github/auto-pi-lot/autopilot> and the coveralls page is here: <https://coveralls.io/github/auto-pi-lot/autopilot> . At the moment we have a whopping 27% coverage, but as we build out our testing suite we hope that it will become much easier for people to contribute to Autopilot and be confident that it works!

- **New Hardware Objects**

- `cameras.PiCamera` - A fast interface to the PiCamera, wrapping the picamera library, and using tips from its developer to juice every bit of speed i could!
- The I2C_9DOF object was massively improved to take better advantage of its onboard DSP and expose more of its i2c commands.

- **New Transforms**

- `timeseries.Kalman` - adapted a Kalman filter from the wonderful filterpy package! it’s in the new timeseries transform module
- `geometry.IMU_Orientation` - IMU_Orientation performs a sensor fusion algorithm with the Kalman Filter class to combine gyroscope and accelerometer measurements into a better estimate of earth-centric roll and pitch. This is used by the IMU class, but is made independent so it can be used without an Autopilot hardware object/post-facto/etc.
- `timeseries.Filter_IIR` - Filter_IIR implements scipy’s IIR filter as a transform object.
- `timeseries.Integrate` - Integrate adds successive numbers together (scaled by dt if requested). not much by itself, but when used with a kalman filter very useful :)
- `geometry.Rotate` - use scipy to rotate a vector by some angle in x, y, and/or z
- `geometry.Spheroid` - fit and transform 3d coordinates according to some spheroid - used in the IMU’s accelerometer calibration method: given some target spheroid, and some deformed spheroid (eg. a miscalibrated accelerometer might have the x, y, or z axis scaled or offset) either explicitly set or estimated from a series of point measurements, transform future input given that transformation to correct for the deformed source spheroid.

- **New Prefs**

- 'AUTOPLUGIN' - Attempt to import the contents of the plugin directory,
- 'PLUGIN_DB' - filename to use for the .json plugin_db that keeps track of installed plugins’,
- 'PING_INTERVAL' - How many seconds should pilots wait in between pinging the Terminal?’,
- 'TERMINAL_SETTINGS_FN' - filename to store QSettings file for Terminal’,
- 'TERMINAL_WINSIZE_BEHAVIOR' - Strategy for resizing terminal window on opening’,
- 'TERMINAL_CUSTOM_SIZE' - Custom size for window, specified as [px from left, px from top, width, height]’,

Major Improvements

- Stereo Sound (Thank you Chris Rodgers!) - <https://github.com/auto-pi-lot/autopilot/pull/102>
- Multihop messages & direct messaging - <https://github.com/auto-pi-lot/autopilot/pull/99> - it is now possible to send multihop messages through multiple Station objects, as well as easier to send messages directly between net nodes. See the examples in the network tests section of the docs.
- Multiple Children (Thank you Chris Rodgers!) - <https://github.com/auto-pi-lot/autopilot/pull/103> - the CHILDID field now accepts a list, allowing a Pilot to initialize child tasks on multiple children. (this syntax and the hierarchical nature of pilots and children will be deprecated as we refactor the networking modules into a general mesh system, but this is lovely to have for now :)
- Programmatic Setup - <https://github.com/auto-pi-lot/autopilot/issues/33> - noninteractive setup of prefs and scripts by using `autopilot.setup -f prefs.json -p PREFNAME=VALUE -s scriptname1 -s scriptname2`
- Widget to stream video, en route to more widgets for direct GUI control of hardware objects connected to pilots
- Support python 3.8 and 3.9 essentially by not insisting that the spinnaker SDK be installable by all users (which at the time was only available for 3.7)

Minor Improvements

- Terminal can be opened maximized, or have its size and position set explicitly, preserve between launches (Thank you Chris Rodgers!) - <https://github.com/auto-pi-lot/autopilot/pull/70>
- Pilots will periodically ping the Terminal again, Terminal can manually ping Pilots that may have gone silent - <https://github.com/auto-pi-lot/autopilot/pull/91>
- Pilots share their prefs with the Terminal in their initial handshake - <https://github.com/auto-pi-lot/autopilot/pull/91>
- Reintroduce router ports for net-nodes to allow them to bind a port to receive messages - <https://github.com/auto-pi-lot/autopilot/pull/115/commits/35be5d634d98a7983ec3d3d6c5b94da6965a2579>
- Listen methods are now optional for net_nodes
- Allowed the creation of dataless tasks - <https://github.com/auto-pi-lot/autopilot/pull/115/commits/628e1fb9c8fcd15399b19b351fed87e4826bc9ab>
- Allowed the creation of plotless tasks - <https://github.com/auto-pi-lot/autopilot/pull/115/commits/08d99d55a32b45f54e3853813c7c71ea230b25dc>
- The I2C_9DOF clas uses memoryviews rather than buffers for a small performance boost - <https://github.com/auto-pi-lot/autopilot/pull/115/commits/890f2c500df8010b50d61f64e2755cd2c7a8aeed>
- Phasing out using Queue s in favor of collections.deque for applications that only need thread and not process safety because they are way faster and what we wanted in the first place anyway.
- New Scripts - i2c, picamera, env_terminal
- utils.NumpyEncoder and decoder to allow numpy arrays to be json serialized
- calibrations are now loaded by hardware objects themselves instead of the extraordinarily convoluted system in prefs – though some zombie code still remains there.
- Net nodes know their ip now, but this is a lateral improvement pending a reworking of the networking modules.
- performance script now sets `swappiness = 10` to discourage the use of swapfiles - see <https://www.raspberrypi.org/forums/viewtopic.php?t=198765>

- Setting a string in the `deprecation` field of a `pref` in `_DEFAULTS` prints it as a warning to start actually deprecating responsibly.
- Logging in more places like Subject creation, manipulation, protocol assignment.

Bugfixes

- Loggers would only work for the last object that was instantiated, which was really embarrassing. fixed - <https://github.com/auto-pi-lot/autopilot/pull/91>
- Graduation criteria were calculated incorrectly when subjects were demoted in stages of a protocol - <https://github.com/auto-pi-lot/autopilot/pull/91>
- fix durations in solenoid class (Thank you Chris Rodgers!) - <https://github.com/auto-pi-lot/autopilot/pull/63>
- LED_RGB ignores zero - <https://github.com/auto-pi-lot/autopilot/pull/98>
- Fix batch assignment window crashing when there are subjects that are unassigned to a task - <https://github.com/auto-pi-lot/autopilot/pull/115/commits/e42fc5802792822ff5a53a2379041a4a8b301e9e>
- Catch malformed protocols in batch assignment widget - <https://github.com/auto-pi-lot/autopilot/pull/115/commits/2cc8508a4bf3a6d49512197dc72433c60d0c656e>
- Remove broken `Terminal.reset_ui` method and made control panel better at adding/removing pilots - <https://github.com/auto-pi-lot/autopilot/pull/91>
- Subject class handles unexpected state a lot better (eg. no task assigned, no step assigned, tasks with no data.) but is still an absolute travesty that needs to be refactored badly.
- The jackclient would crash with long-running continuous sounds as the thread feeding it samples eventually hiccuped. Made more robust by having jackclient store samples locally in the sound server rather than being continuously streamed from the queue.
- PySide2 references still incorrectly used `QtGui` rather than `QtWidgets`
- pigpio scripts would not be stopped and removed when a task was stopped, the `gpio.clear_scripts()` function now handles that.
- `xcb` was removed from PySide2 distributions, so it's now listed in the requirements for the Terminal and made available in the `env_terminal` script.
- LED_RGB didn't appropriately raise a `ValueError` when called with a single pin - <https://github.com/auto-pi-lot/autopilot/issues/117>
- A fistful of lingering Python 2 artifacts

Code Structure

- continuing to split out modules in `autopilot.core` - networking this time
- `utils` is now a separate module instead of being in multiple places
- the `npyscreen` forms in `setup_autopilot` were moved to a separate module
- `setup_autopilot` was broken into functions instead of a very long and impenetrable script. still a bit of cleaning to do there.
- `autopilot.setup.setup_autopilot` was always extremely awkward, so it's now been aliased as `autopilot.setup`

- the docs have now been split into subfolders rather than period separated names to make urls nicer – eg `/dev/hardware/cameras.htm` rather than `/dev/hardware.cameras.html` . this should break some links when switching between versions on readthedocs but other than that be nondestructive.

Docs

- new *Quickstart* documentation with lots of quick examples!

Regressions

- Removed the `check_compatible` method in the `Transforms` class. We will want to make a call at some point if we want to implement a full realtime pipelining framework or if we want to use something like `luigi` or `joblib` or etc. for now this is an admission that type and shape checking was never really implemented but it does raise some exceptions sometimes.

26.3 Version 0.3

26.3.1 v0.3.5 (February 22, 2021)

Bugfixes

- Very minor one, fixes to the way *Terminal* accesses the `pilot_db.json` file to use *Terminal.pilots* property that makes a new `pilot_db.json` file if one doesn't exist, but otherwise loads the one that is found in `prefs.get('PILOT_DB')`
- Reorganized *Terminal* source to group properties together & minor additions of type hinting
- Fixed some bad fallback behavior looking for files in old hardcoded default directories, eg. in the ye olde `utils.get_pilotdb()`

26.3.2 v0.3.4 (December 13, 2020)

Improvements

- Unify the creation of loggers!!!! See the docs ;) `autopilot.core.loggers` : <https://github.com/auto-pi-lot/autopilot/pull/52/commits/d55638f985ab38044fc95ffeff5945021c2e198e> <https://github.com/auto-pi-lot/autopilot/issues/38>
- Unify prefs, including sensible defaults, refactoring of scripts into a reasonable format, multiprocessing-safety, and just generally a big weight off my mind. Note that this is a **breaking change** to the way prefs are accessed. Previously one would do `prefs.PREF_NAME`, but that made it very difficult to provide default values or handle missing prefs. the new syntax is `prefs.get('PREF_NAME')` which returns defaults with a warning and `None` if the pref is not set: <https://github.com/auto-pi-lot/autopilot/pull/52/commits/c40a212bcaf5f184f2a6a606027fe15b1b4df59c> <https://github.com/auto-pi-lot/autopilot/issues/38>
- completely clean up scripts, and together that opened the path to clean up setup as well. so all things configuration got a major promotion
- We're on the board with CI and automated testing with a positively massive 3% code coverage!!! <https://github.com/auto-pi-lot/autopilot/pull/52/commits/743bb8fe67a69fcc556fa76e81f72f97f510dff7>
- new scripts to eg. create autopilot alias: <https://github.com/auto-pi-lot/autopilot/pull/52/commits/211919b05922e18a85d8ef6216973f4000fd32c5>

Bugfixes

- cleanup scripts on object deletion: <https://github.com/auto-pi-lot/autopilot/pull/52/commits/e8218304bd7ef2e13d2adfc236f3e781abea5f78> <https://github.com/auto-pi-lot/autopilot/issues/41>
- don't drop 'floats' from gui when we say we can use them...: <https://github.com/auto-pi-lot/autopilot/pull/52/commits/743bb8fe67a69fcc556fa76e81f72f97f510dff7>
- pigpio scripts dont like floats: <https://github.com/auto-pi-lot/autopilot/pull/52/commits/9f939cd78a5296db3bf318115bee0213bcd1afc0>

Docs

- Clarification of supported systems: <https://github.com/auto-pi-lot/autopilot/pull/52/commits/ce0ddf78b7f59f5487fec2ca7e8fb3c0ad162051>
- Solved an ancient sphinx riddle of how to get data objects/constants to pretty-print: <https://github.com/auto-pi-lot/autopilot/pull/52/commits/ec6d5a75dada05688b6bd3c1a53b3d9e5923870f>
- Clarify hardware prefs <https://github.com/auto-pi-lot/autopilot/pull/52/commits/f3a7609995c84848004891a0f41c7847cb754aae>
- what numbering system do we use: <https://github.com/auto-pi-lot/autopilot/pull/52/commits/64267249d7b1ec1040b522308cd60f928f2b2ee6>

Logging

- catch pigpio script init exception: <https://github.com/auto-pi-lot/autopilot/pull/52/commits/3743f8abde7bbd3ed7766bdd75aee52afedf47e2>
- more of it idk <https://github.com/auto-pi-lot/autopilot/pull/52/commits/b682d088dbad0f206c3630543e96a5a00ceabe25>

26.3.3 v0.3.3 (October 25, 2020)

Bugfixes

- Fix layout in batch reassign gui widget from python 3 float division
- Cleaner close by catching KeyboardInterrupt in networking modules
- Fixing audioserver boot options – if 'AUDIOSERVER' is set even if 'AUDIO' isn't set in prefs, should still start server. Not full fixed, need to make single plugin handler, single point of enabling/disabling optional services like audio server
- Fix conflict between polarity and pull in initializing *pulls* in pilot
- Catch `tables.HDF5ExtError` if local .h5 file corrupt in pilot
- For some reason 'fs' wasn't being replaced in the jackd string, reinstated.
- Fix comparison in LED_RGB that caused '0' to turn on full because 'value' was being checked for its truth value (0 is false) rather than checking if value is None.
- `obj.next()` to `next(obj)`` in jackdserver

Improvements

- Better internal handling of pigpiod – you’re now able to import and use hardware modules without needing to explicitly start pigpiod!!
- Hopefully better killing of processes on exit, though still should work into unified process manager so don’t need to reimplement everything (eg. as is done with launching pigpiod and jackd)
- Environment scripts have been split out into `setup/scripts.py` and you can now run them with `python -m autopilot.setup.run_script` (use `--help` to see how!)
- Informative error when setup is run with too narrow terminal: <https://github.com/auto-pi-lot/autopilot/issues/23>
- More loggers, but increased need to unify logger creation!!!

Cleanup

- remove unused imports in main `__init__.py` that made cyclical imports happen more frequently than necessary
- single-sourcing version number from `__init__.py`
- more cleanup of unnecessary meta and header stuff left from early days
- more debugging flags
- filter `NaturalNameWarning` from pytables
- quieter cleanups for hardware objects

26.3.4 v0.3.2 (September 28, 2020)

Bugfixes

- <https://github.com/auto-pi-lot/autopilot/issues/19> - previously, I attempted to package binaries for the lightly modified pigpio and for jackd (the apt binary used to not work), but after realizing that was the worst possible way of going about it I changed install strategies, but didn’t entirely remove the vestiges of the prior attempt. The installation expected certain directories to exist (in `autopilot/external`) that didn’t, which crashed and choked install. Still need to formalize a configuration and plugin system, but getting there.
- <https://github.com/auto-pi-lot/autopilot/issues/20> - the jackd binary in the apt repos for the raspi used to not work, so i was in the habit of compiling jackd audio from source. I had build that into the install routine, but something about that now causes the JACK-Client python interface to throw segfaults. Somewhere along the line someone fixed the apt repo version of jackd so we use that now.
- previously I had only tested in a virtual environment, but now the installation routine properly handles not being in a venv.

Cleanup

- remove bulky static files like fonts and css from `/docs/` where they were never needed and god knows how they got there
- use a forked sphinx-sass when building docs that doesn’t specify a required sphinx version (which breaks sphinx)
- removed skbuild requirements from install
- fixed pigpio install requirement in `requirements_pilot.txt`
- included various previously missed files in `MANIFEST.in`

- added installation of system libraries to the pilot configuration menu

26.3.5 v0.3.1 (August 4, 2020)

Practice version!!! still figuring out pypi

26.3.6 v0.3.0 (August 4, 2020)

Major Updates

- **Python 3** - We've finally made it to Python 3! Specifically we have brought Autopilot up to compatibility with Python 3.8 – though the Spinnaker SDK is currently only available through Python 3.7, so we have formally required 3.7 for now while we work on moving acquisition to Aravis. I will *not attempt to keep Autopilot compatible with Python 2*, but no decision has been made about compatibility with other versions of Python 3. Until then, expect that Autopilot will attempt to keep up with major version changes. The switch also let up update PySide (Qt library used for the GUI) to PySide2, which uses Qt5 and has a whole raft of other improvements.
- **Continuous Data Handling** - The `Subject` class and `networking` modules have been improved to handle continuous data (eg. streaming data, generally non-trialwise or non-event-sampled data). Continuous data can be set in a Task description either with a `tables` column descriptor as trial data is, but also can be set as `'infer'`, for which the `Subject` class will wait until it receives the first data and automatically create a `tables` column depending on its type and shape. While previously we intended to nudge users to be explicit about declaring their data, this was necessary to allow for data that might be variable in type and shape to be included in a Task – eg. it should be possible to record video data without needing to specify the resolution or bit depth as a hardcoded parameter in a task class. I have come to like type inference, and may make it a general practice for all types of data. That would potentially allow tasks to be written without explicitly declaring the data that they produce at all, but I haven't decided if that's a good thing or not yet.
- The **GPIO engine** has been rebuilt, relying more on `pigpio`'s function interface. This means that GPIO timing is now ~microsecond precise, important for reward delivery, LED flashing, and a number of other basic infrastructural needs. The reorganization of hardware modules resulted in general `GPIO`, `Digital_In` and `Digital_Out` metaclasses, making common operations like setting polarity, triggers, and pullup/down resistors much easier.
- Setup has been *greatly improved*. This includes proper packaging and installation with `setuptools` & `sk-build`, allowing us to finally join PyPI :) <https://pypi.org/project/auto-pi-lot/> . Setup has been unified into a single `npyscreen`-based set of prompts that allow the user to run scripts to install libraries or configure their environment (also see `run_script()` and `list_scripts()`), set `prefs`, configure hardware objects (based on some very fun signature introspection), setup autopilot as a `systemd` service, etc. Getting started with Autopilot is now three commands!:

```
pip install auto-pi-lot
autopilot.setup.setup_autopilot
~/autopilot/launch_autopilot.sh
```

Minor Updates

- **Logging** level is now set from `prefs`, so where before, eg. every message through the networking modules would be logged to stdout, now only warnings and exceptions are. This gives a surprisingly large performance boost.
 - Logging has also been much improved in `networking` modules, where rather than an awkward `do_logging` flag that was used to avoid logging performance-critical events like streaming data, logging is controlled by log level throughout the system. By default, logging of most messages is set at `debug` level so they don't drown out important messages in the logs as they used to.
- **Networking** modules now only deserialize messages if they are the final recipient, saving lots of processing time – particularly with streamed arrays. `Message` objects also only re-serialize messages if they have been changed. Message structure has been changed such that serialized messages are now of the general format:

```
[sender,  
 (optional) intermediate_node_1, intermediate_node_2, ...  
 final_recipient,  
 message_contents]
```

- Configuration will continue to be a point of improvement, but a few minor updates were made:
 - `prefs.CONFIG` will be used to signal multiple, potentially overlapping agent configurations, each of which may have their own system dependencies, external daemons, etc. Eg. a Pilot could be configured to play audio (which requires a jackd daemon to be started before Autopilot) and video (which requires Autopilot to be started in a X session). Checks of `prefs.CONFIG` are now `in` rather than `==` to reflect that.
 - `prefs.PINS` was renamed `prefs.HARDWARE`, and now allows hardware to be configured with dictionaries rather than integers only. Initially `PINS` was meant to just contain pin numbering for GPIO objects, but having a single point of hardware configuration is preferable. `Task.init_hardware()` now respects all parameters set in `prefs`.
- Throughout the code, minimal `get_this` type methods have begun to be replaced with `@property` attributes. This is because a) I love them and think they are magical, but b) will also be building Autopilot's closed-loop infrastructure around a Qt-style signal/slot architecture that wraps `@property` attributes so they can be `.connected` to one another easily.
- Previously it was possible to control presentation by *groups* of stimuli, but now it is possible to control the presentation frequency of individual stimuli.
- PySide2 has proper support for CSS Stylesheets, so the design of Autopilot's GUI has been marginally improved, a process that will continue in the ceaseless quest for aesthetic perfection.
- Several setup routines have been added to make installation of `opencv`, `pyspin`, etc. easier. I also wrote a routine to `download_box()` files from a URL, which is mysteriously hard to do.
- The *To-Do* page now reflects the full ambition of Autopilot, where before this vision was contained only in the *whitepaper* and a disorganized *plaintext* file in the repo.
- The *Subject* class can now export trial data to `csv()`. A very minor update, but one that is the first in a number of planned improvements to data export.
- I have also opened up a message board in google groups to make feature requests and discuss use and development, hope to see you there :)

<https://groups.google.com/forum/#!forum/autopilot-users>

New Features

- **TRANSFORMS** have been introduced!!! *Transform* objects have a *process()* method that, well, transforms data in some way. Multiple transforms can be added together to make a transformation chain. This module is still very young and doesn't have a developed API, but will be built to to automatic type compatibility checking, coercion, parallelization, and rhythm (FIFO/FILO) control. Transforms are implemented with different modalities (image, selection, logical) that imply different types of input and output data structures, but the hierarchical structure of the modules is still quite flat.
 - Autopilot is now integrated with *DeepLabCut-live*!!!! You can now use realtime pose tracking in your experiments. See the *dlclive_example*
- **HARDWARE** has been substantially refactored to give objects an appropriate inheritance structure. This substantially reduces effort duplication across hardware objects and makes a bunch of obvious capabilities available to all of them, for example all hardware objects are now network (*init_networking()*) and logging (*init_logging()*) capable.
 - **Cameras:** The *cameras.Camera_CV* class allows webcams/other simple cameras to be accessed through OpenCV, and the *cameras.Camera_Spinnaker* class allows FLIR and other cameras to be accessed through the *Spinnaker* SDK. Cameras are capable of encoding videos locally (with x264), streaming frames over the network, and making acquired frames available to other objects on the same computer. The *Camera_Spinnaker* class provides simple *@property* setter/getter methods for common parameters, but also makes all PySpin attributes available to the user with its *get()* and *set()* methods. The *cameras.Camera* metaclass is written so that new camera types can be added by overriding a few methods. A new *Video_Child* can be used to run a camera on a Child agent.
 - **9DOF Motion Sensor:** The *i2c.I2C_9DOF* class can use the LSM9DS1 sensor to collect accelerometer, magnetometer, and gyroscopic data to compute unambiguous position and orientation information. We will be including calibration and computation routines that make it easier to extract properties of interest – eg. computing vertical motion by combining readings from the three sensors.
 - **Temperature Sensor:** The *i2c.MLX90640* class can use the *MLX90640* sensor to measure temperature. The sensor is 32x24px, which the class can *interpolate()*. The class also allows frames to be integrated and averaged over time, substantially reducing noise. I modified the driver library to enable capture at the full 64fps on the Raspberry Pi.
- **NETWORKING** modules can stream continuous data better in a few ways:
 - *Net_Node* modules were given a *get_stream()* method that lets objects, well, stream data. Specifically, they are given a *queue.Queue* to shovel data into, which is then picked up by a dedicated *zmq.Socket* in its own thread, which handles batching, serialization, and load balancing. Streamed messages are batched (ie. contain multiple messages), but behave like normal message when received – they are split and contain an *inner_key* that is used to call the *listen* with each message (see *l_stream()*).
 - *networking* objects also now compress arrays-in-transit with the superfast *blosc* compression library. This increases their throughput dramatically, as many data streams in neuroscience are relatively low-entropy (eg. the pixels in a video of a mostly-white arena are mostly unchanged frame-to-frame and are thus highly compressible). See the *Message._serialize_numpy()* and *Message._deserialize_numpy()* methods.
- **STIMULI** - The *JackClient* can now play continuous sounds rather than discrete sounds. An example can be found in the *Nafc_Gap* task, which plays continuous white noise. All sounds now have a *play_continuous()* method, which continually dumps samples in a cycle into a queue for the *JackClient*. The continuous sound will be interrupted if another sound has its *Jack_Sound.play()* method called, but the continuous sound will resume seamlessly even if number of samples in the played sound aren't a multiple of the jack buffer size. We use this for gaps in noise (using the new *Gap* class), which we have confirmed are sample-accurate.
- **UI & VIZ**

- A Video window has been created to display streaming video. The `Terminal_Networking.l_continuous()` method meters frames such that even if high-speed video is being acquired, frames are only sent at a rate of `prefs.DRAWFPS`. The Video class uses the `ImageItem_TimedUpdate` object, a slight modification of `pyqtgraph.ImageItem`, that calls its update method according to a `PySide2.QtCore.QTimer`.
- A `plots_menu` menu has been added to the Terminal, and a GUI dialog (`gui.Psychometric`) has been added to create simple psychometric curves with the `viz.psychometric` module, which uses `altair`. Plans for developing visualization are described in *To-Do*.
- A general `gui.pop_dialog()` function simplifies displaying messages to the user using the Terminal UI. This was an initial step towards improving status/error reporting from other agents, further detailed in *To-Do*.

Bugfixes

- Some objects, particularly several `gui` objects, had the old *mouse/mice* terminology updated to *subject/subjects*.
- `Net_Node` objects were only implicitly destroyed by their `release` method which ends the threaded loop by setting the `closing` event.
- Embarrassingly, `Pilot` objects were not prevented from running multiple tasks at a time. This led to some very confusing and hard-to-debug problems, as well as frequent conflicts over hardware access and resources. Typically what would happen is the Terminal would send a START message to begin a task, and if it wouldn't receive a message receipt quickly enough would resend it, resulting in two tasks being started – but this would happen whenever two START messages were sent to a pilot. This was fixed with a simple check of `Pilot.state` before a task is initialized. Similar bugs were fixed in `Plot` objects.
- The `Subject` class would sometimes fail to get and increment the trial session. This has been fixed by saving the session number as an attribute in the `info` node.
- The `Subject` class would reset the session counter even when the same task was being reassigned (eg. if updated), now it preserves session number if the protocol name is unchanged.
- The `update_protocols()` method didn't report which subjects had their protocols updated, and so if there was some exception when setting new protocols it happened silently, making it so a user would never know their task was never updated. This was fixed with a noisier protocol update method for the `Subject` class and by displaying a list of subjects that were updated after the method is called.
- Correction trials were being calculated incorrectly by the `Stim_Manager`, such that rather than only repeating a stimulus if the subject got the previous trial incorrect, the stimulus was always repeated at least once.

Code Structure

- Modified versions of external libraries have been added as git submodules in *autopilot/external*.
- Requirements files have been split out to better differentiate between different agents and use-cases. eg. requirements for Terminal agents are in `requirements/requirements_terminal.txt`, requirements for build the docs are in `requirements/requirements_docs.txt`, etc. This is a temporary arrangement, as a future design goal is restructuring setup routines so that they can flexibly install components as-needed (see *To-Do*)
- `autopilot.core.hardware` has been refactored into its own module, *autopilot.hardware*, and split by device type, currently...
 - `autopilot.cameras`
 - `autopilot.gpio` - devices that use the GPIO pins for standard digital I/O logic
 - `autopilot.i2c` - devices that use the GPIO pins for I2C

- `autopilot.usb`

- The docs are hosted on readthedocs again, so the docs structure has been collapsed to a single folder without built documentation
- The autopilot user directory is now `~/autopilot` rather than `/usr/autopilot`, which was always a mistake anyway. Autopilot creates a wayfinder `~/ .autopilot` file that is used to find the user directory if it's set elsewhere

External Libraries

- External libraries can now be built and packaged along with autopilot using `cmake`, see `CMakeLists.txt`. Still uh having a little bit of trouble getting this to work, so code is in place to build and package the custom `pigpio` repo and `jack` audio but this will likely need some more work.
- `pigpio` <https://github.com/sneakers-the-rat/pigpio/>
 - Added the ability to return absolute timestamps rather than system ticks. `pigpio` typically returns 1 32-bit integer of ticks since the daemon started, absolute timestamps are 64-bit, so the `pigpio` daemon and python interface (`pi`) were given two new methods:
 - * `synchronize` gets several (default 5) sets of paired timestamps and ticks using `get_sync_time`. It then computes an offset for translating ticks to timestamps
 - * `ticks_to_timestamp` converts ticks to timestamps based on the offset found with `synchronize`
 - * `get_current_time` sends two requests to the daemon to get the seconds and microseconds of the complete timestamp and returns an isoformatted string
- `mlx90640-library` <https://github.com/pimoroni/mlx90640-library>
 - Removed building examples by default which require additional dependencies
 - When using the raspi I2C driver, the baudrate would never be set to 1MHz, which is necessary to achieve full 64fps. This was fixed to use 1MHz by default.

Regressions

- Message confirmation (holding a message to resend if confirmation isn't received) was causing a huge amount of problems and needed to be rethought. There are in general very low rates (near-zero) of messages being dropped without some larger bug causing them, so confirmation has been disabled for now.
- The same is true of `heartbeat()` - which polled for status of connected pilots. this will be repaired and restored, as the terminal currently has a pretty bad idea of the status of what's connected to it. this will be part of a broader networking overhaul

26.4 Version 0.2

26.4.1 v0.2.0 (October 26, 2019)

Can't change what just started existing!

Release version of autopilot consistent with explanation in <https://www.biorxiv.org/content/10.1101/807693v1>

Development Roadmap, Minor To-dos, and all future plans :)

27.1 Visions

The long view: design, ux, and major functionality projects roughly corresponding to minor semantic versions

27.1.1 Integrations

Make autopilot work with...

Open Ephys Integration

- write a C extension to the Rhythm API similar to that used by the OpenEphys [Rhythm Node](#).
- Enable existing OE configuration files to be loaded and used to configure plugin, so ephys data can be collected natively alongside behavioral data.

Multiphoton & High-performance Image Integration

- Integrate the Thorlabs multiphoton imaging SDK to allow 2p image acquisition during behavior
- Integrate the Aravis camera drivers to get away from the closed-source spinnaker SDK

Bonsai Integration

- Write source and sink modules so [Bonsai](#) pipelines can be used within Autopilot for image processing, acquisition etc.

27.1.2 Closed-Loop Behavior & Processing Pipelines

- design a signal/slot architecture like Qt so that hardware devices and data streams can be connected with low latency. Ideally something like:

```
# directly connecting acceleration in x direction
# to an LED's brightness
accelerometer.acceleration.connect('x', LED.brightness)

# process some video frame and use it to control task stage logic
camera.frame.transform(
    DLC, **kwargs
).connect(
    task.subject_position
)
```

- The pipelining framework should be concurrent, but shouldn't rely on `multiprocessing.Queue`s and the like for performance, as transferring data between processes requires it to be pickled/unpickled. Instead it should use shared memory, like `multiprocessing.shared_memory` available in Python 3.8
- The pipelining framework should be evented, such that changes in the source parameter are automatically pushed through the pipeline without polling. This could be done with a decorator around the setter method for the sender,
- The pipelining framework need not be written from scratch, and could use one of Python's existing pipelining frameworks, like
 - `Joblib`
 - `Luigi`
 - `pyperator`
 - `streamz` (love the ux of this but doesn't seem v mature)
- **Agents**
 - The Agent infrastructure is still immature—the terminal, pilot, and child agents are written as independent classes, rather than with a shared inheritance structure. The first step is to build a metaclass for autopilot agents that includes the different prefs setups they need and their runtime requirements. Many of the further improvements are discussed in the setup section
 - Child agents need to be easier to spawn and configure, and child tasks lack any formalization at all.
- **Parameters**
 - Autopilot has a lot of types of parameters, and at the moment they all have their own styles. This makes a number of things difficult, but primarily it makes it hard to predict which style is needed at any particular time. Instead Autopilot needs a generalized `Param`ter` class. It should be able to represent the human readable name of that parameter, the parameter's value, the expected data type, whether that parameter is optional, and so on.
 - The parameter class should also be recursive, so parameter sets are not treated distinctly from an individual parameter – eg. a task needs a set of parameters, one of which is a list of hardware. one hardware object in that list will have its own list of parameters, and so forth.
 - The parameter class should operate in both directions – ie. it should be able to represent *set* parameters, as well as be able to be used as a specifier of parameters that *need to be set*

- The parameter class should be cascading, where parameters apply to lower ‘levels’ of parameterization unless specified otherwise. For example, one may want to set `correction_trials` on for all stimuli in a task, but be able to turn them off for one stimulus in particular. To avoid needing to manually implement layered logic for all objects, handlers should be able to assume that a parameter will be passed from parent objects to their children.
- GUI elements should be automatically populating – some GUI elements are, like the protocol wizard is capable of populating a list of parameters from a task description, but it is incapable of choosing different types of stimulus managers, reading all their parameters, and so on. Instead it should be possible to descend through all levels of parameters for all objects in all GUI windows without duplicating the effort of implementing the parameterization logic every time.

- **Configuration & Setup**

- Setup routines and configuration options are currently hard-coded into `npyscreen` forms (see `PilotSetupForm`). `prefs` setup needs to be separated into a model-view-controller type design where the available prefs and values are made separate from their form.
- Setup routines should include both the ability to install necessary resources and the ability to check if those resources have been installed so that hardware objects can be instantiated freely without setup and configuration becoming cumbersome.
- Currently, Autopilot creates a crude bash script with `setup_pilot.sh` to start external processes before Autopilot. This makes handling multiple environment types difficult – ie. one needs to close the program entirely, edit the startup script, and restart in order to switch from a primarily auditory to primarily visual experiment. Management of external processes should be brought into Autopilot, potentially by using [sarge](https://sarge.readthedocs.io/en/latest/index.html)<https://sarge.readthedocs.io/en/latest/index.html> or some other process management tool.
- Autopilot should both install to a virtual environment by default and should have docker containers built for it. Further it should be possible to package up your environment for the purposes of experimental replication.

- **UI/UX**

- The GUI code is now the oldest in the entire library. It needs to be generally overhauled to make use of the tools that have been developed since it was written (eg. use of networking modules rather than passing sets of variables around).
- It should be much easier to read the status of, interact with, and reconfigure agents that are connected to the terminal. Currently control of Pilots is relatively opaque and limited, and often requires the user to go read the logs stored on each individual pilot to determine what is happening with it. Instead Autopilot should have an additional window that can be used to set the parameters, reconfigure, and test each individual Pilot.
- There are some data -> graphical object mappings available to tasks, but Autopilot needs a fuller grammar of graphics. It should be possible to reconfigure plotting in the terminal GUI, and it should be possible to modify short-term parameters like bin widths for rolling means.
- Autopilot shouldn't sprawl into a data visualization library, but it should have some basic post-experiment plotting features like plotting task performance and stages over time.
- Autopilot should have a web interface for browsing data. We are undecided about building a web interface for controlling tasks, but it should be possible to download data, do basic visualization, and observe the status of the system from a web portal.

- **Tasks**

- Task design is a bit *too* open at the moment. Tasks need to feel like they have more ‘guarantees’ on their operation. eg. there should be a generalized callback api for triggering events. the existing `handle_trigger()` is quite limited. There should be an obvious way for users to implement saving/reporting data from their tasks.

- * Relatedly, the creation of triggers is pretty awkward and not strictly threadsafe, it should be possible to identify triggers in subclasses (eg. a superclass creates some trigger, a subclass should be able to unambiguously identify it without having to parse method names, etc)
- It's possible already to use a python generator to have more complex ordering of task stages, eg. instead of using an `itertools.cycle` one could write a generator function that yields task stages based on some parameters of the task. There should be an additional manager type, the `Trial_Manager`, that implements some common stage schemes – cycles, yes, but also DAGs, timed switches, etc. This way tasks could blend some intuitive features of finite-state machines while also not being beholden by them.
- **Mesh Networking**
 - Autopilot's networking system at the moment risks either a) being bottlenecked by having to route all data through a hierarchical network tree, or b) being indcipherable and impossible to program with as individual objects and streams are capable of setting up arbitrary connections that need to potentially be manually configured. This goal is very abstract, but Autopilot should have a mesh-networking protocol.
 - It should be possible for any object to communicate with any other object in the network without name collisions
 - It should be possible to stream data efficiently both point-to-point but also from one producer to many consumers.
 - It should be possible for networking connections to be recovered automatically in the case a node temporarily becomes unavailable.
 - Accordingly, Autopilot should adapt `Zyre` for general communications, and improve its file transfer capabilities so that it resembles something like bittorrent.
- **Data**
 - Autopilot's data format shouldn't be yet another standard incompatible with all the others that exist. Autopilot should at least implement data translators for, if not adopt outright the Neurodata Without Borders standard.
 - For distributed data acquisition, it makes sense to use a distributed database, so we should consider switching data collection infrastructure from `.hdf5` files to a database system like PostgreSQL.
- **Hardware Library**
 - Populate <https://auto-pi-lot.com/hardware> with hardware designs, CAD files, BOMs, and assembly instructions
 - Make a 'thingiverse for experimental hardware' that allows users to browse hardware based on application, materials, etc.

27.2 Improvements

The shorter view: smaller, specific tweaks to improve functionality of existing features roughly corresponding to patches in semantic versioning.

- **Logging**
 - ensure that all events worth logging are logged across all objects.
 - ensure that the structure of logfiles is intuitive – one logfile per object type (networking, hardware rather than one per each hardware device)
 - logging of experimental conditions is incomplete – only the git hash of the pilot is stored, but the git hash of *all* relevant agents should be stored, and logging should be expanded to include params and system configuration (like `pip freeze`)

- logs should also be made both human and machine readable – use `prettyprint` for python objects, and standardize fields present in logger messages.
- File and Console log handlers should be split so that users can configure what they want to *see* vs. what they want *stored* separately (See <https://docs.python.org/3/howto/logging-cookbook.html#multiple-handlers-and-formatters>)

- **UI/UX**

- Batch subject creation.
- Double-clicking a subject should open a window to edit and view task parameters.
- Drag-and-drop subjects between pilots.
- Plot parameters should be editable - window roll size, etc.
- Make a messaging routine where a pilot can display some message on the terminal. this should be used to alert the user about any errors in task operation rather than having to inspect the logs on the pilot.
- The `Subject_List` remains selectable/editable once a subject has started running, making it unclear which subject is running. It should become fixed once a subject is running, or otherwise unambiguously indicate which subject is running.
- Plot elements should have tooltips that give their value – eg. when hovering over a rolling mean, a tooltip should display the current value of the rolling mean as well as other configuration params like how many trials it is being computed over.
- Elements in the GUI should be smarter about resizing, particularly the main window should be able to use a scroll bar once the number of subjects forces them off the screen.

- **Hardware**

- Sound calibration - implement a calibration algorithm that allows speakers to be flattened
- Implement OpenCL for image processing, specifically decoding on acquisition with OpenCV, with VC4CL. See
 - * <https://github.com/doe300/VC4CL/issues/29>
 - * <https://github.com/thortex/rpi3-opencv/>
 - * <https://github.com/thortex/rpi3-vc4cl/>
- Have hardware objects sense if they are configured on instantiation – eg. when an audio device is configured, check if the system has been configured as well as the hifiberry is in `setup/presetup_pilot.sh`

- **Synchronization**

- Autopilot needs a unified system to generate timestamps and synchronize events across pilots. Currently we rely on implicit NTP-based synchronization across Pilots, which has ~ms jitter when configured optimally, but is ultimately not ideal for precise alignment of data streams, eg. ephys sampled at 30kHz. `pigpio` should be extended such that a Pilot can generate a clock signal that its children synchronize to. With the recent addition of timestamp generation within `pigpio`, that would be one parsimonious way of
- In order to synchronize audio events with behavioral events, the `JackClient` needs to add a call to `jack_last_frame_time` in order to get an accurate time of when sound stimuli start and stop (See https://jackaudio.org/api/group__TimeFunctions.html)
- Time synchronization between Terminal and Pilot agents is less important, but having them synchronized as much as possible is good. The Terminal should be set up to be an NTP server that Pilots follow.

- **Networking**

- Multihop messages (eg. send to C through A and B) are clumsy. This may be irrelevant if Autopilot's network infrastructure is converted a true meshnet, but in the meantime networking modules should be better at tracking and using trees of connected nodes.
- The system of zmq routers and dealers is somewhat cumbersome, and the new radio/dish pattern in zmq might be better suited. Previously, we had chosen not to use pub/sub as the publisher is relatively inefficient – it sends every message to every recipient, who filter messages based on their id, but the radio/dish method may be more efficient.
- Network modules should use a thread pool for handling messages, as spawning a new thread for each message is needlessly costly

- **Data**

- Data specification needs to be formalized further – currently data for a task is described with `tables` specifiers, `TrialData` and `ContinuousData`, but there are always additional fields – particularly from stimuli. The `Subject` class should be able to create columns and tables for
 - * Task data as specified in the task description
 - * Stimulus data as specified by a stimulus manager that initializes them. eg. the stimulus manager initializes all stimuli for a task, and then is able to yield a description of all columns needed for all initialized stimuli. So, for a task that uses

- **Tests** - Currently Autopilot has *no unit tests* (shocked gasps, monocles falling into brandy glasses). We need to implement an automated test suite and continuous integration system in order to make community development of Autopilot manageable.

- **Configuration**

- Rather than require all tasks be developed within the directory structure of Autopilot, Tasks and hardware objects should be able to be added to the system in a way that mimics `tensor2tensor`'s `registry`. For example, users could specify a list of user directories in `prefs`, and user-created Hardware/Tasks could be decorated with a `@registry.register_task`.
 - * This would additionally solve the awkward `tasks.TASK_LIST` method of making tasks available by name that is used now by having a more formal task registry.

- **Cleanliness & Beauty**

- Intra-autopilot imports are a bit messy. They should be streamlined so that importing one class from one module doesn't spiral out of control and import literally everything in the package.
- Replace `getter`- and `setter`-type methods throughout with `@properties` when it would improve the object, eg. in the `JackClient`, the storage/retrieval of all the global module variables could be made much neater with `@property` methods.
- Like the `Hardware` class, top-level metaclasses should be moved to the `__init__` file for the module to avoid awkward imports and extra files like `autopilot.tasks.task.Task`
- Use `enum.Enum` s all over! eg. things like `autopilot.hardware.gpio.TRIGGER_MAP` etc.

- **Concurrency**

- Autopilot could be a lot smarter about the way it manages threads and processes! It should have a centralized registry of threads and processes to keep track on their status
- Networking modules and other thread-creating modules should probably create thread pools to avoid the overhead of constantly spawning them

- **Decorators** - specific improvements to make autopilot objects magic!

- `hardware.gpio` - try/catch release decorator so don't have to check for attribute error in every subclass!

27.3 Bugs

Known bugs that have eluded us thus far

- The `Pilot_Button` doesn't always reflect the availability/unavailability of connected pilots. The button model as well as the general heartbeating/status indication routines need to be made robust.
- The `pilot_db.json` and `Subject_List` doesn't check for duplicate subjects across Pilots. That shouldn't be a problem generally, but if a subject is switched between Pilots that may not be reflected in the generated metadata. Pilot ID needs to be more intimately linked to the *Subject*.
- If Autopilot needs to be quit harshly, some pigpio-based hardware objects don't quit nicely, and the pigpiod service can remain stuck on. Resource release needs to be made more robust
- Network connectivity can be lost if the network hardware is disturbed (in our case the router gets kicked from the network it is connected to) and is only reliably recovered by restarting the system. Network connections should be able to recover disturbance.
- The use of *off* and *on* is inconsistent between *Digital_Out* and *PWM* – since the PWM cleans values (inverts logic, expands range),
- There is ambiguity in setting PWM ranges: using `PWM.set()` with 0-1 uses the whole range off to on, but numbers from 0-*PWM.range* can be used as well – 0-1 is the preferred behavior, but should using 0-range still be supported as well?

27.4 Completed

good god we did it

- *v0.3.5 (February 22, 2021)* - Integrate DeepLabCut
- *v0.3.5 (February 22, 2021)* - Unify installation
- *v0.3.5 (February 22, 2021)* - Upgrade to Python 3
- *v0.3.5 (February 22, 2021)* - Upgrade to PySide 2 & Qt5
- *v0.3.5 (February 22, 2021)* - Generate full timestamps from pigpio rather than ticks
- *v0.3.5 (February 22, 2021)* - Continuous data handling
- *v0.3.5 (February 22, 2021)* - GPIO uses pigpio functions rather than python timing
- *v0.3.5 (February 22, 2021)* - networking modules compress arrays before transfer
- *v0.3.5 (February 22, 2021)* - Images can be acquired from cameras

27.5 Lowest Priority

Improvements that are very unimportant or strictly for unproductive joy

- **Classic Mode - in honor of an ancient piece of software that Autopilot may have descended from**, add a hidden key that when pressed causes the entire terminal screen to flicker whenever any subject in any pilot gets a trial incorrect.

CHAPTER
TWENTYEIGHT

REFERENCES

29.1 Networking

Networking Tests.

Assumptions

- In docstring examples, `listens` callbacks are often omitted for clarity

Functions:

<code>test_node(node_params)</code>	<code>Net_Node</code> s can be initialized with their default parameters
<code>test_node_to_node(node_params)</code>	<code>Net_Node</code> s can directly send messages to each other with ROUTER/DEALER pairs.
<code>test_multihop(node_params, station_params)</code>	<code>Message</code> s can be routed through multiple <code>Station</code> objects by using a list in the <code>to</code> field
<code>test_blosc(do_blosc, dtype)</code>	Messages should be able to serialize numpy arrays both with and without blosc compression and recreate them respecting their dtype and shape

`test_node(node_params)`

`Net_Node` s can be initialized with their default parameters

`test_node_to_node(node_params)`

`Net_Node` s can directly send messages to each other with ROUTER/DEALER pairs.

```
>>> node_1 = Net_Node(id='a', router_port=5000)
>>> node_2 = Net_Node(id='b', upstream='a', port=5000)
>>> node_2.send('a', 'KEY', 'VALUE')
>>> node_2.send('b', 'KEY', 'VALUE')
```

`test_multihop(node_params, station_params)`

`Message` s can be routed through multiple `Station` objects by using a list in the `to` field

```
# send message:
# node_1 -> station_1 -> station_2 -> station_3 -> node_3
>>> station_1 = Station(id='station_1', listen_port=6000,
    pusher=True, push_port=6001, push_id='station_2')
>>> station_2 = Station(id='station_2', listen_port=6001,
    pusher=True, push_port=6002, push_id='station_3',)
```

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```
>>> station_3 = Station(id='station_3', listen_port=6002)
>>> node_1 = Net_Node(id='node_1',
    upstream='station_1', port=6000)
>>> node_3 = Net_Node(id='node_3',
    upstream='station_3', port=6002)
>>> node_1.send(key='KEY', value='VALUE',
    to=['station_1', 'station_2', 'station_3', 'node_3'])
```

test_blosc(*do_blosc*, *dtype*)

Messages should be able to serialize numpy arrays both with and without blosc compression and recreate them respecting their dtype and shape

29.2 Plugins

Functions:

<code>hardware_plugin</code> (<i>default_dirs</i>)	Make a basic plugin that inherits from the Hardware class, clean it up on exit
<code>test_hardware_plugin</code> (<i>hardware_plugin</i>)	A subclass of <code>autopilot.hardware.Hardware</code> in the PLUGINDIR can be accessed with <code>autopilot.get()</code> .
<code>test_autoplugin</code> ()	the <code>autopilot.utils.registry.get()</code> function should automatically load plugins if the pref AUTOPLUGIN is True and the plugins argument is True

hardware_plugin(*default_dirs*) → Tuple[pathlib.Path, str]

Make a basic plugin that inherits from the Hardware class, clean it up on exit

Returns path to created plugin file

Return type Path

test_hardware_plugin(*hardware_plugin*)

A subclass of `autopilot.hardware.Hardware` in the PLUGINDIR can be accessed with `autopilot.get()`.

For example, for the following class declared in some .py file in the plugin dir:

```
from autopilot.hardware import Hardware

class Test_Hardware_Plugin(Hardware):
    def __init__(self, *args, **kwargs):
        super(Test_Hardware_Plugin, self).__init__(*args, **kwargs)

    def release(self):
        pass
```

one would be able to access it throughout autopilot with:

```
autopilot.get('hardware', 'Test_Hardware_Plugin')
# or
autopilot.get_hardware('Test_Hardware_Plugin')
```

test_autoplugin()

the `autopilot.utils.registry.get()` function should automatically load plugins if the pref AUTOPLUGIN is True and the plugins argument is True

29.3 Prefs

Functions:

<code>clean_prefs(request)</code>	Clear and stash prefs, restore on finishing
<code>test_prefs_defaults(default_pref, clean_prefs)</code>	
<code>test_prefs_warnings(default_pref, clean_prefs)</code>	Test that getting a default pref warns once and only once
<code>test_prefs_deprecation()</code>	If there is a string in the 'deprecation' field of a pref in <code>_DEFAULTS</code> , a warning is raised printing the string.

clean_prefs(request)

Clear and stash prefs, restore on finishing

test_prefs_defaults(default_pref, clean_prefs)**test_prefs_warnings(default_pref, clean_prefs)**

Test that getting a default pref warns once and only once

test_prefs_deprecation()

If there is a string in the 'deprecation' field of a pref in `_DEFAULTS`, a warning is raised printing the string.

29.4 Registry

Functions:

<code>logger_registry_get(caplog)</code>	
<code>test_get_one(base_class, class_name)</code>	Get one autopilot object with a specified base class and class name using a string, an enum in <code>autopilot.utils.registry.REGISTRIES</code> , or an object itself
<code>test_get_all(base_class)</code>	Test that calling <code>get</code> with no <code>class_name</code> argument returns all the objects for that registry
<code>test_get_subtree(logger_registry_get, caplog)</code>	Test that calling <code>get</code> with a child of a top-level object (eg GPIO rather than Hardware) gets all its children, (using GPIO as the test case)
<code>test_get_hardware()</code>	use the <code>autopilot.utils.registry.get_hardware()</code> alias
<code>test_get_task()</code>	use the <code>autopilot.utils.registry.get_task()</code> alias
<code>test_get_equivalence()</code>	Test that the same object is gotten regardless of method of specifying <code>base_class</code>
<code>test_except_on_failure()</code>	Ensure a exceptions are raised for nonsense

logger_registry_get(caplog)

test_get_one(*base_class*, *class_name*)

Get one autopilot object with a specified base class and class name using a string, an enum in `autopilot.utils.registry.REGISTRIES`, or an object itself

test_get_all(*base_class*)

Test that calling `get` with no `class_name` argument returns all the objects for that registry

test_get_subtree(*logger_registry_get*, *caplog*)

Test that calling `get` with a child of a top-level object (eg `GPIO` rather than `Hardware`) gets all its children, (using `GPIO` as the test case)

test_get_hardware()

use the `autopilot.utils.registry.get_hardware()` alias

mostly a formality to keep it working since the underlying function is tested elsewhere

test_get_task()

use the `autopilot.utils.registry.get_task()` alias

mostly a formality to keep it working since the underlying function is tested elsewhere

test_get_equivalence()

Test that the same object is gotten regardless of method of specifying `base_class`

test_except_on_failure()

Ensure a exceptions are raised for nonsense

29.5 Setup

Functions:

`test_make_alias()`

`test_quiet_mode()`

Autopilot can be setup programmatically by calling `setup_autopilot` with `--quiet` and passing prefs and scripts manually

test_make_alias()

test_quiet_mode()

Autopilot can be setup programmatically by calling `setup_autopilot` with `--quiet` and passing prefs and scripts manually

29.6 Sounds

Tests for generating sound stimuli.

This script runs tests that generate different sound stimuli and verifies that they are initialized correctly.

Currently these only work if `AUDIOSERVER` is `'jack'`. `'pyo'` is not tested. `'docs'` doesn't actually generate waveforms.

This doesn't require (or test) a running `jackd` or even a `JackClient`. Instead, these tests short-circuit those dependencies by manually setting `FS` and `BLOCKSIZE` in `autopilot.stim.sound.jackclient`.

A TODO is to test the `JackClient` itself.

Currently only the sound Noise is tested.

These tests cover multiple durations and amplitudes of mono and multi-channel Noise, including some edges cases like very short durations or zero amplitude.

The rest of this docstring addresses the workaround used to short-circuit jackd and JackClient.

Here is the sequence of events that leads to FS and BLOCKSIZE. * If an autopilot.agents.pilot.Pilot is initialized: ** autopilot.agents.pilot.Pilot.__init__ checks prefs.AUDIOSERVER,

and calls autopilot.agents.pilot.Pilot.init_audio.

**** autopilot.agents.pilot.Pilot.init_audio calls autopilot.external.__init__.start_jackd.**

**** autopilot.external.__init__.start_jackd takes the JACKDSTRING pref** and replaces the token ‘-rfs’ in it with the FS pref. The jackd process is launched and stored in autopilot.external.JACKD_PROCESS. That process may fail or not, we continue anyway.

**** Next, autopilot.agents.pilot.Pilot.init_audio instantiates an autopilot.stim.sound.jackclient.JackClient()**

**** autopilot.stim.sound.jackclient.JackClient.__init__** initializes a jack.Client

**** autopilot.stim.sound.jackclient.JackClient.fs** is set to jack.Client.samplerate. Note that this is either the requested sample rate, or some default value from jack (not Autopilot) if the client did not actually succeed in booting.

**** autopilot.stim.sound.jackclient.FS (a global variable) is set to autopilot.stim.sound.jackclient.JackClient.fs**

- Later, a sound (e.g., Noise) is initialized.

**** autopilot.stim.sound.sounds.Noise.__init__ calls super().__init__, ** which is autopilot.stim.sound.sounds.Jack_Sound.__init__** **** autopilot.stim.sound.sounds.Jack_Sound.__init__**

sets *self.fs* to jackclient.FS

**** autopilot.stim.sound.sounds.Noise.__init__ calls autopilot.stim.sound.sounds.Noise.init_sound**

**** autopilot.stim.sound.sounds.Noise.init_sound calls autopilot.stim.sound.sounds.Jack_Sound.get_nsamples**

**** autopilot.stim.sound.sounds.Jack_Sound.get_nsamples** inspects *self.fs*

To remove the dependence on jackd2 and JackClient, the entire first block of code can be circumvented by setting these: autopilot.stim.sound.jackclient.FS autopilot.stim.sound.jackclient.BLOCKSIZE

Functions:

<code>test_init_noise(duration_ms, amplitude, ...)</code>	Initialize and check a mono (single-channel) noise.
<code>test_init_multichannel_noise(duration_ms, ...)</code>	Initialize and check a multi-channel noise.
<code>test_unpadded_gap()</code>	A gap in a continuous sound should not be padded (had its last chunk filled with zeros).

test_init_noise(*duration_ms*, *amplitude*, *check_duration_samples*, *check_n_chunks_expected*)

Initialize and check a mono (single-channel) noise.

A mono *Noise* is initialized with specified duration and amplitude. The following things are checked: * The attributes should be correctly set * The *table* should be the right dtype and the right duration,

given the sampling rate

- The chunks should be correct, given the block size. The last chunk should be zero-padded.
- The waveform should not exceed amplitude anywhere
- As long as the waveform is sufficiently long, it should exceed 90% of the amplitude somewhere

- Concatenating the chunks should generate a result equal to the table, albeit zero-padded to a multiple of the block size.
- Specifying channel as None should give identical results to leaving it unspecified.

`duration_ms` : passed as *duration* `amplitude` : passed as *amplitude* `check_duration_samples` : int or None

If not None, the length of the sounds *table* should be this

`check_n_chunks_expected` [int or None] If not None, the length of the sounds *chunks* should be this

`test_init_multichannel_noise`(*duration_ms*, *amplitude*, *channel*, *check_duration_samples*,
check_n_chunks_expected)

Initialize and check a multi-channel noise.

A multi-channel *Noise* is initialized with specified duration, amplitude, and channel. The following things are checked: * The attributes should be correctly set * The *table* should be the right dtype and the right duration, given the sampling rate

- The chunks should be correct, given the block size. The last chunk should be zero-padded.
- The column *channel* should contain non-zero data and all other columns should contain zero data.
- The waveform should not exceed amplitude anywhere
- As long as the waveform is sufficiently long, it should exceed 90% of the amplitude somewhere
- Concatenating the chunks should generate a result equal to the

`duration_ms` : passed to *Noise* as *duration* `amplitude` : passed to *Noise* as *amplitude* `channel` : passed to *Noise* as *channel* `check_duration_samples` : int or None

If not None, the length of the sounds *table* should be this

`check_n_chunks_expected` [int or None] If not None, the length of the sounds *chunks* should be this

`test_unpadded_gap`()

A gap in a continuous sound should not be padded (had its last chunk filled with zeros).

29.7 Terminal

29.8 Transforms

29.9 Utils

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- `genindex`
- `modindex`
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