

Ty: Adventures of type-checking Python in Rust

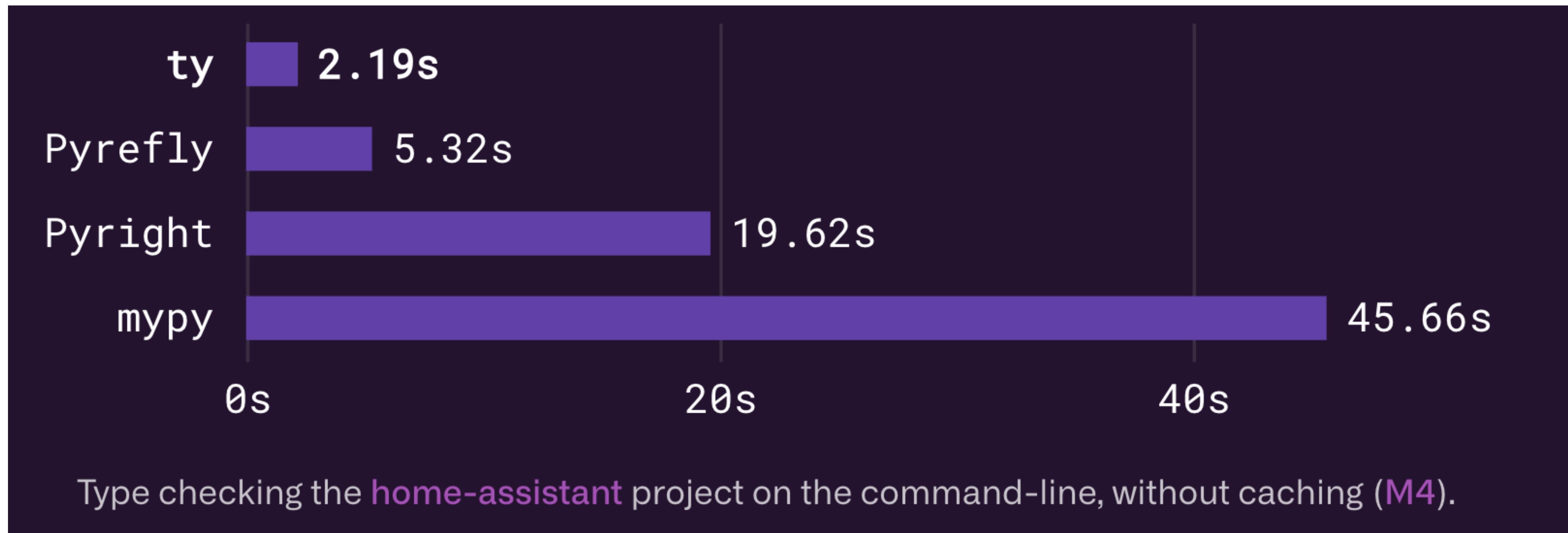
FOSDEM 2026

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- Type checker for Python from

ASTRAL

- Available as CLI, editor LSP, and play.ty.dev
- Focuses on speed and rich diagnostics



```
def square(x: int):  
    return x * x
```

```
square("10")
```



```
4| square("10")
```

```
|     ^^^^^^ Expected `int`, found `Literal["10"]`
```

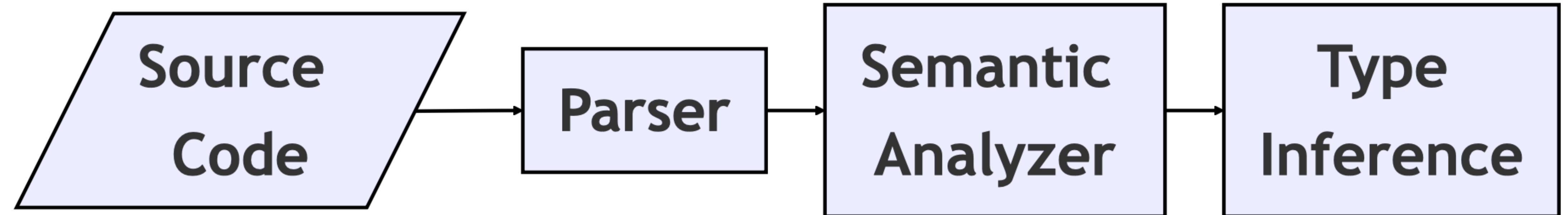
info: Function defined here

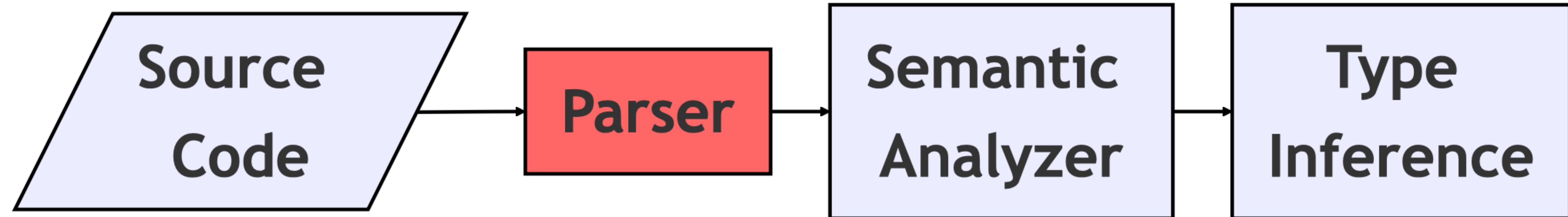
--> example.py:1:5

```
1| def square(x: int) -> int:
```

```
|     ^^^^^^ Parameter declared here
```



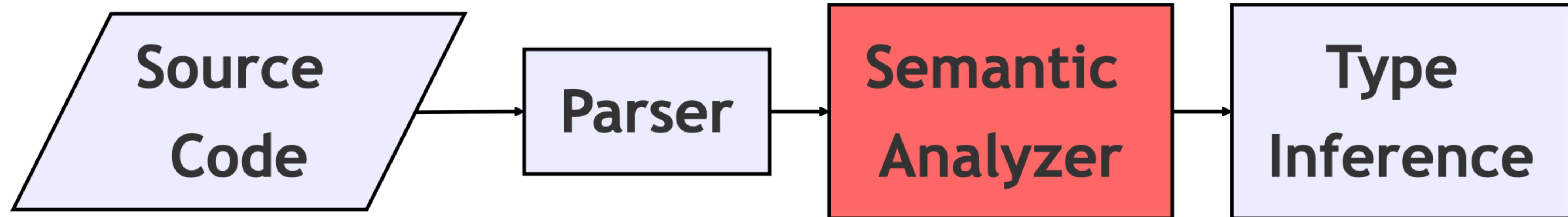




x: int = 1

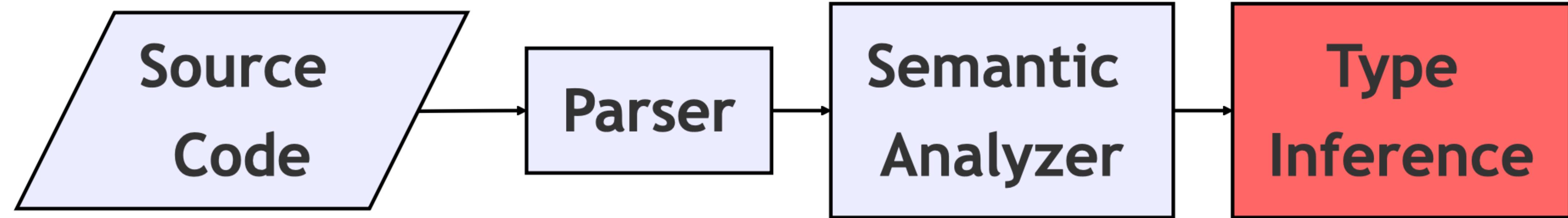
AnnotatedAssign {
target: "x",
annotation: "int",
value: 1,
}



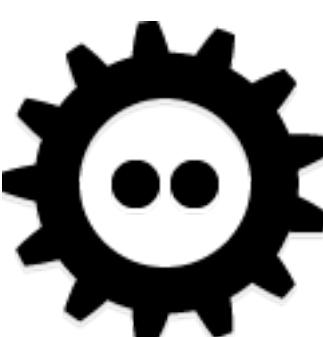


```
Definition {  
    kind: AnnotatedAssignment {  
        target: "x",  
        annotation: "int",  
        value: Some(1),  
    }  
    ...  
}
```





```
Inference {  
    expressions: {  
        int =>  
        ClassLiteral(int),  
        1 => IntLiteral(1),  
        x => IntLiteral(1),  
    }  
}
```



Semantic index



```
class A:  
    def foo(self, x: int | None):  
        ...
```

- Scopes: class A, method foo

IndexVec<FileScopeId, Scope>



```
def foo(x: int | None):  
    if x is not None:  
        b = x # int
```

- Definitions

FxHashMap<NodeKey, Definitions>

- Constraints: Narrowing and Reachability

IndexVec<FileScopeId, UseDefMap>

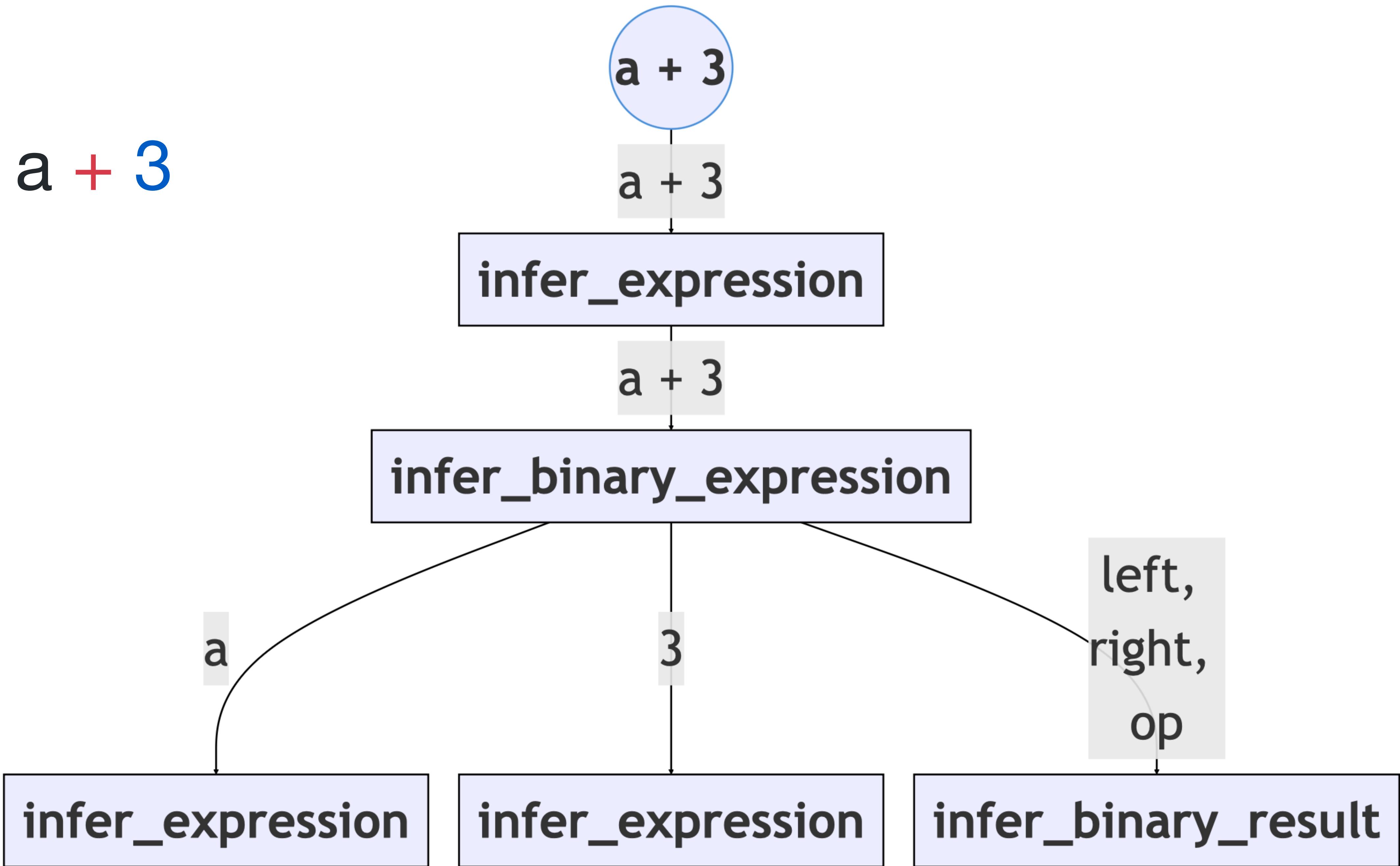


Type Inference



$a = 1$

$\text{result} = a + 3$



a = 1

```
let ty = match expression {  
    Expr::NumberLiteral(literal) => {  
        self.infer_number_literal(literal)  
    },  
    ...  
}
```



```
result = a + 3
```

```
fn infer_binary_expression(...) -> Type {  
    let left_ty = self.infer_expr(left);  
    let right_ty = self.infer_expr(right);  
    self.infer_binary_result(  
        left_ty, right_ty, op  
    )  
}
```



result = a + 3

```
match (left_ty, right_ty, op) {  
  (Type::IntLiteral(n), IntLiteral(m), Add)  
  => IntLiteral(n + m),  
  
  ...  
}
```

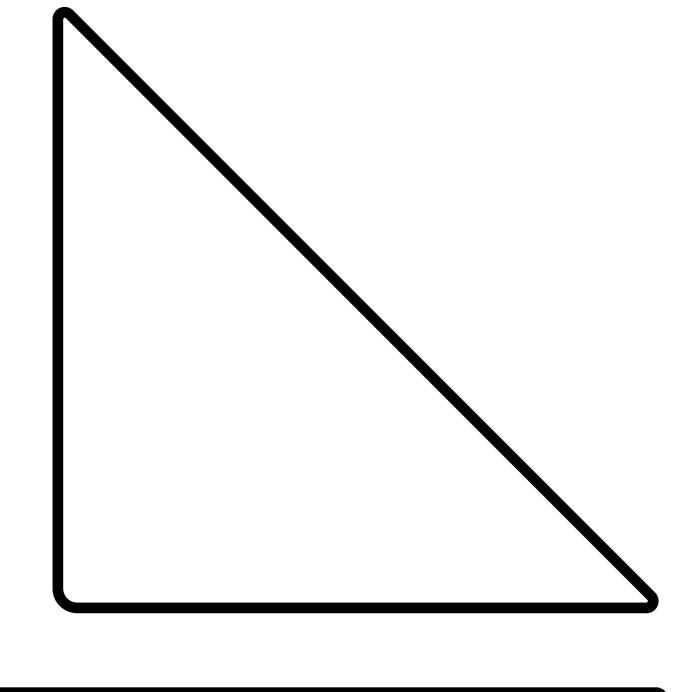


Incremental Type Checking



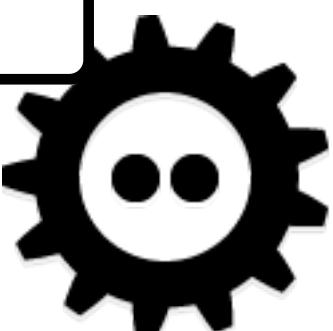
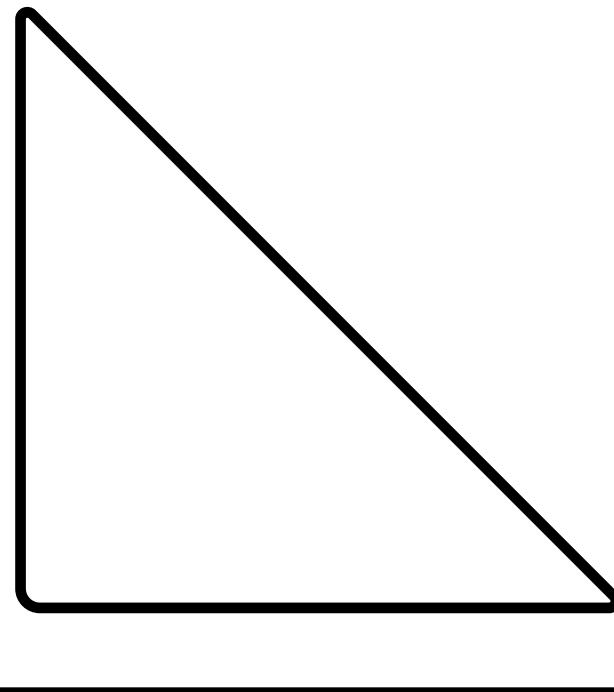
main.py

```
from lib import  
square  
  
print(square(5))
```



lib.py

```
def square(  
    x: int  
):  
    return x * x  
  
def sqrt(  
    x: float  
): ...
```



Checkout my new single it's called my



```
#[salsa::tracked]
fn infer_definition_types<'db>(
    db: &Db, def: Def,
) -> DefinitionInference<'db> {
    let file = def.file(db);
    let module = parsed_module(db,
file).load(db);
    let index = semantic_index(db, file);

    ...
}
```



```
#[salsa::tracked]
fn infer_definition_types<'db>(
    db: &Db, def: Def,
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    let file = def.file(db);
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    ...
}
```



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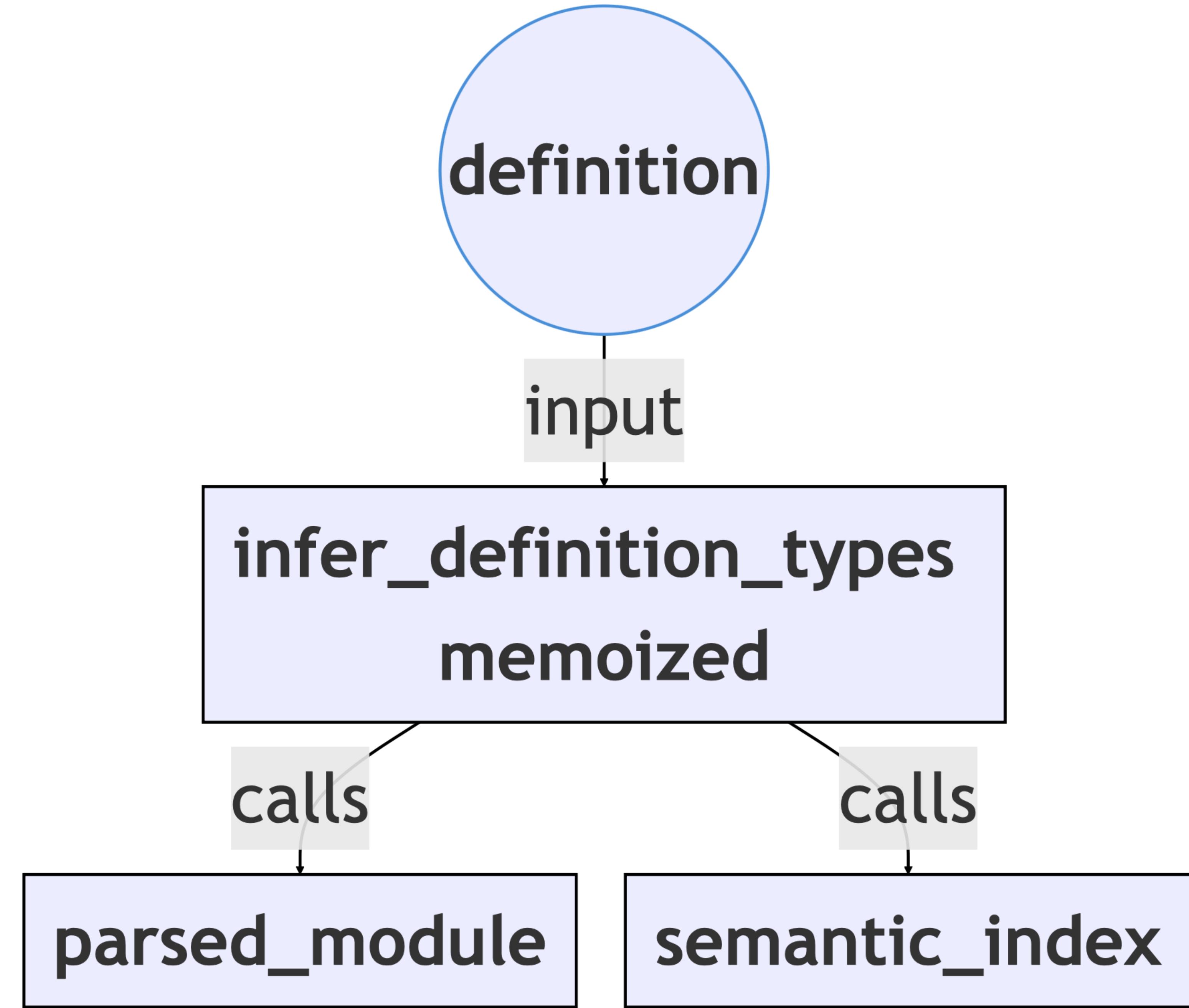
    ...
}
```



```
#[salsa::tracked]
fn infer_definition_types<'db>(
    db: &Db, def: Def,
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    let file = def.file(db);
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file).load(db);
    let index = semantic_index(db, file);

    ...
}
```





```
#[salsa::db]
pub struct ProjectDatabase {
    storage: Storage<ProjectDatabase>
}
```



```
#[salsa::input]
pub struct File
```

```
#[salsa::interned]
pub struct FunctionType<'db>
```

```
#[salsa::tracked]
fn semantic_index(db: &'db dyn Db, ...)
```



- Salsa structs are `Copy` no matter what fields they contain
- Most structs get the `'_db` lifetime

```
pub enum Type<'db> {  
    Any,  
    Never,  
    FunctionLiteral( FunctionType<'db> ),  
    ...  
}
```



Compute Split

```
enum InferenceRegion {  
    Expression(Expression),  
    Definition(Definition),  
    Deferred(Definition),  
    Scope(ScopeId),  
}
```



Compute Split

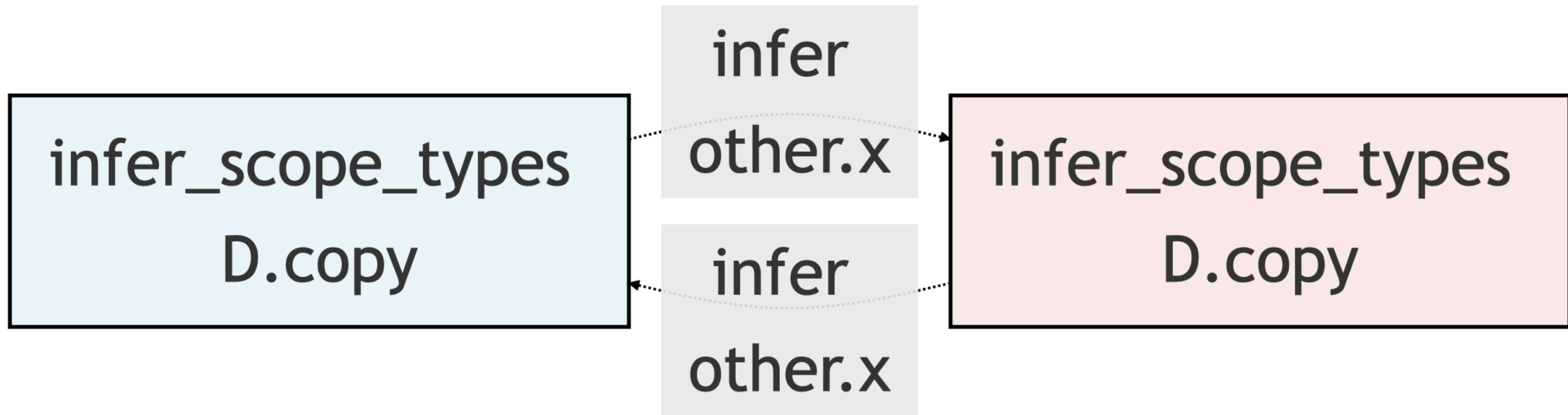
```
#[salsa::tracked]
fn place_table(db: &dyn Db, scope: ScopeId)
```

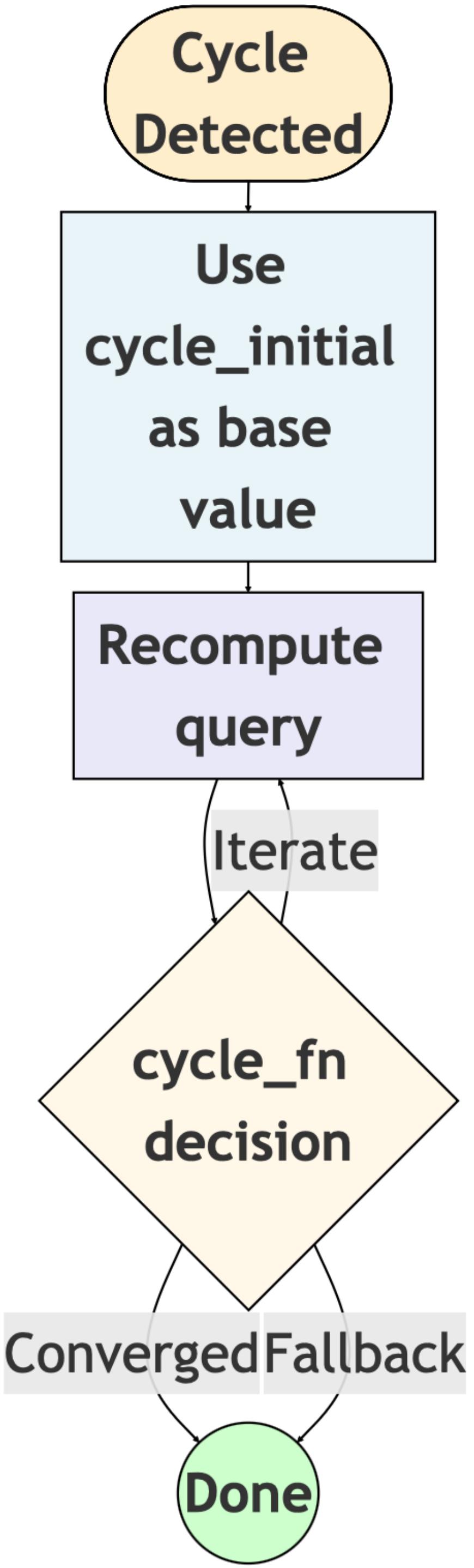
```
#[salsa::tracked]
fn infer_definition_types(
    db: &dyn Db, definition: Definition
)
```



Cycles

```
class D:  
    def copy(self, other: "D"):  
        self.x = other.x
```





```

#[salsa::tracked(
    cycle_fn=...,
    cycle_initial=...,
)]
fn infer_definition_types(...

```

- `cycle_initial`: Uses `Type::Never`
- `cycle_fn`: Decides to iterate or fallback



Testing Setup

```
## Annotation only transparent to local
inference
```py
x = 1
x: int
y = x
This case is incorrect
reveal_type(y) # revealed: int
reveal_type(y) # revealed: Literal[1]
```

```



Testing Setup

```
$ cargo test  
annotations.md:9  
unexpected error: [revealed-type]  
'Literal[1]'
```



PR checks

- Conformance tests from Python typing team
- Runs ty on open source projects tracking
 - Diagnostic counts
 - Memory usage & timing



Ecosystem report

Old: main (merge base) b80d8ff6 → New: 22495/merge abc00cb7

| Lint Rule | Removed | Added | Changed |
|----------------------------|---------|-------|---------|
| Total | 126 | 9 | 16 |
| invalid-argument-type | 79 | 8 | 2 |
| possibly-missing-attribute | 10 | 0 | 3 |
| unresolved-attribute | 10 | 0 | 3 |
| invalid-assignment | 6 | 0 | 4 |
| invalid-await | 9 | 0 | 0 |
| invalid-return-type | 3 | 0 | 4 |
| not-subscriptable | 4 | 0 | 0 |
| no-matching-overload | 2 | 0 | 0 |
| unused-ignore-comment | 1 | 1 | 0 |
| not iterable | 1 | 0 | 0 |
| redundant-cast | 1 | 0 | 0 |



Thank you!

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