

Chasing Anys

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How can the Dynamic type (Any) inform the growth of a Type System?



We are here studying 221 repos

Filter for the
dynamic type

Identify
patterns

Search for flagged
patterns



70k
REPOS

Patterns Found, So Far

Untyped self references
for subclass polymorphism



```
S = TypeVar('S', bound='Shape')
class Shape:
    def move(self: S, dist: int) -> S:
        self.position += dist
        return self

class Circle(Shape):
    pass

Circle().move(4) #type: Circle
```

Untyped dicts
for external data



```
def parse_config() -> dict[str, any]:
    ...
```

Unbounded type variables
not sure. Workaround for recursive types?

```
Car = TypeVar('Car')## car is unbounded
Traffic = Union[Car, List['Traffic']]
class CarObj:
    pass
def count_cars(x: Traffic, car: Car) -> int:
    if isinstance(x, List):
        x.append(car)
    return len(x)

count_cars([CarObj(), CarObj()], 5) #type: int
```

Any for exceptions
laziness... does it matter?

```
def __getattr__(self, key: str) -> Any:
    raise AttributeError
```

```
## t = int | str | t -> t
## textbook types cannot express python idioms
```

```
def div(n, d) -> ??? :
    if d == 0:
        return "div0"
    else:
        return n/d
```

Two options:
1. Wildcard (Any)
2. Precise types
Union[str, int]

Research Challenges

Manual search is painstaking:
Originally 320k signatures
50k distinct sigs with Any

Type stubs v. Code:
Some patterns span a block of code, but we
only look at stubs.

Pattern matching with regex is too slow.
Over 3 days to search for -> Any in a 512
character type signature.

```
[OpExecCtx, str, Optional[str],
Optional[List[Dict[str, str]]], ...] ->
Any
```

