FACULTY
OF INFORMATION
TECHNOLOGY
CTU IN PRAGUE

Assignment of master's thesis

Title:	Math expression evaluator for literal types in TypeScript
Student:	Bc. Tat Dat Duong
Supervisor:	Ing. Jaroslav Šmolík
Study program:	Informatics
Branch / specialization:	Web Engineering
Department:	Department of Software Engineering
Validity:	until the end of summer semester 2023/2024

Instructions

Template literal types [1], introduced in TypeScript 4.1, expand on string literal types for narrowing down a type to a particular string constant, with the ability to expand into many string literal types.

1. Analyze and describe relevant constructs of the TypeScript type system (concatenation, recursive types, conditional types etc.)
2. Implement a typesafe math expression evaluator with a set of basic operations, using a string literal type both as the input and output of the evaluator.
3. Pick appropriate tools for testing type annotations and ensure the validity of the evaluator with functional tests.
4. Discuss the practical uses of implemented meta types and theoretical and practical shortcomings of the TypeScript type system.
5. Publish the implementation as an open-source TypeScript library, which can be used for meta-programming, including source code and corresponding documentation.

[1] https://www.typescriptlang.org/docs/handbook/2/template-literal-types.html

Electronically approved by Ing. Jaroslav Kuchař, Ph.D. on 6 January 2023 in Prague.

Master’s thesis

MATH EXPRESSION EVALUATOR FOR LITERAL TYPES IN TYPESCRIPT

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Department of Software Engineering
Supervisor: Ing. Jaroslav Šmolík
March 25, 2023

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Declaration

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In Prague on March 25, 2023 . . . .

Abstract

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Abstrakt

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Summary

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Seznam zkratek

TC39	ECMA International, Technical Committee 39
W3C	World Wide Web Consortium

Chapter 1

Introduction

1.1 Motivation

TypeScript is a hot topic in the web development ecosystem and type-safety is eating the world [1]. As of 2023, majority of developers are using TypeScript most of the time, either avoiding JavaScript entirely or spending majority time working with TypeScript codebases [2]. Over the years, TypeScript has transformed from a basic type annotation tool to a full fledged programming language within the type system itself. Libraries such as Prisma for database type-safety [3], Zod for combining schema validation and static type inference [4] and tRPC for API end-to-end type-safety across boundaries [5] utilise the power of advanced TypeScript types to provide a better experience for developers. With smart suggestions being available right in the editor of choice, TypeScript ensures high quality of code while avoiding any runtime costs due to the type system being evaluated during compilation. With editors and IDEs using a language server powered by Language Server Protocol (LSP) to provide the developer with the smart suggestions, there is an incentive to utilise the type system instead of running a daemon alongside or adding an additional build step.

However, TypeScript is only as powerful as the types that you give to it. A great burden is laid to the maintainers of libraries to provide descriptive and useful types. The goal of this thesis is to laid out and highlight the capabilities of the TypeScript type system, discussing the constraints and limitations found in TypeScript.

1.2 What is static type system

But what actually is a type system? For years, type systems in programming languages have been a well-known and heavily discussed topic. The main goal of a type system is to provide a formal specification of the types of data that can be manipulated by a program.

In statically typed languages, a data type of a variable is known at compile time. The compiler uses the additional information about data types to verify the source code during compilation. The data type itself can be deduced from the usage in the code (type inferrence) or a programmer explicitly specifies the data type of a variable before usage. Example of such languages using static typing are for instance Java, C#, C++, etc.

Whereas in dynamically typed languages, the type of a variable is determined at runtime based on the value being assigned. Developers do not need to explicitly declare the type of a variable. Some of the popular dynamically typed languages include Python, Ruby, PHP and most notably JavaScript, which is widely used to create interactive and dynamic user interfaces on the web platform. Dynamically typed languages tend to be more flexible and allow developers, notably beginner developers, to write code faster and iterate quicker.

Static typing offers numerous compelling benefits, that can enhance the development process. First, a large class of errors are caught earlier in the development process. This reduces the likelihood of bugs and runtime issues that can be difficult to diagnose and debug.

With static typing, developers can rely on a compiler system to ensure that their code conforms to the expected data types. Developers can also refactor existing typed code with more confidence, as the system is giving developers direct feedback when refactoring.

Furthermore, by writing types developers are actively self-documenting the code, making the code more readable and easier to understand, especially when dealing wih previously unseen code. And even though developers might need to write more code to specify the types for the variable, the type system is able to determine the intent of the developer without writing additional code.

1.3 Strucute of the work

This thesis will provide a compherensive analysis of relevant advanced constructs found in the TypeScript type system, and how they can be used to allow robust meta-programming within the types itself. To demonstrate the capabilities of the type system and the usage of the constructs itself, we provide an implementation of a generic math expression evaluator library that operates strictly on the type level. We discuss how the library can be tested and the output validated and we evaluate the performance of implemented operations against other existing type level math libraries and the impact on which the library has on type checking and developer experience in the editor.

Chapter 2

Analysis

2.1 Static Typing in JavaScript

JavaScript is a dynamically typed programming language, where users do not need to assign types to a variable or a function and the type is inferred automatically by the JavaScript engine. This is a great feature of JavaScript, which lowers the barrier of entry to writing JavaScript code and allows developers to prototype and write code quickly, proven by the growth of popularity of JavaScript in the last decade, making it the most commonly used programming language according to the 2022 Stack Overflow Developer Survey [6].

However, dynamic typing has its own drawbacks, as it is harder to spot trivial errors in the code without running it beforehand and it is more difficult to refactor the code without breaking it, which often lead to poor software quality [**fardJSNOSEDetectingJavaScript2013a**]. Proponents of static typing insist that static types allows developers to spot potential bugs and mistakes earlier during development and that it allows for better tooling, such as more rich code completion and refactoring tools.

There is an upcoming TC39 proposal for adding type annotations, broadly inspired by TypeScript syntax [7]. These annotation are only used for build-time tooling, these annotation are ignored in runtime and the proposal suggests these annotations to be erased by an additional build-step. Even though users can already provide static types using JSDoc right now, the syntax is not as clean as the proposed TypeScript-like syntax.

Regardless, there are many languages which aim to introduce static typing to JavaScript, such as Flow or TypeScript, or alternative languages which compile back to JavaScript, such as Elm or ReScript.

2.1.1 Elm

Elm is a functional programming language designed specifically for building web applications [8]. The language compiles to JavaScript and has a strong static Hindley-Milner based type system, which allows to infer types more often and reliably. Elm does not provide any escape hatches such as `any` in TypeScript, thus it is harder to write unsafe code, as the types must be valid in order for the code to be compiled.

Elm also includes a lot of quality-of-life improvements and benefits, for instance: enforced purity of functions, out of the box immutability, `case` pattern matching, JSON decoders and encoders for strict parsing, `Maybe` and `Result` monads for avoiding `null` and `undefined` references or its own virtual DOM implementation for efficient rendering of interactive user interfaces. Notably, the Elm Architecture, where the application code is organized into three parts: model, update and view [9], has greatly inspired other libraries and frameworks like Redux [10].

2.1.2 ReScript

ReScript is a programming language built on top of OCaml toolchain. Unlike Flow or TypeScript, ReScript is not a superset of JavaScript, instead the language compiles to JavaScript. ReScript was created as a spin-off from Reason programming language and accompanying BuckleScript compiler, aiming to vertically integrate and streamline the adoption barrier caused by the need to be familiar with multiple unrelated tools and toolchains [11].

The language aims to be more sound with more powerful type inference than TypeScript, borrowing the Hindler-Milner type system from OCaml implementation [12, 13], thus most of times the types can be inferred automatically without the need to annotate them explicitly, whereas TypeScript utilizes bidirectional type checking [14].

2.1.3 Flow

Flow is a static type checker for JavaScript [15, 16], which allows developers to annotate their code with static types. Flow is developed by Meta and is internally used in production by Facebook, Instagram and React Native. Type annotations in Flow are fully eraseable, which means that the type annotations can be fully removed from the Flow code to emit valid JavaScript code. The checking of these types is occurring at compile-time before removal in build-time. Flow is also a superset of JavaScript, which means any JavaScript code is a valid Flow code.

One the primary goals of Flow is to provide type soundness; the ability to catch every error that might happen in runtime at compile-time, no matter how likely it is to happen. This means, that a valid Flow code can provide developers some guarantees about the type a value has in runtime, at the expense of catching errors, which are unlikely to happen in runtime.

Both Flow and TypeScript are similar in regards to features at the time of writing. Most of the soundness differences between Flow and TypeScript has been addressed with the newer versions of TypeScript, even though soundness is a specific non-goal by the TypeScript team [17]. However, developers must opt-in to these features by setting `"strict"` to `"true"` in `tsconfig.json`, whereas in Flow these features are enabled by default.

2.1.4 TypeScript

TypeScript is a staticly typed programming language developed and maintained by Microsoft [18]. It is a language that compiles to JavaScript and adds static type checking to JavaScript [19]. Unlike Elm or ReScript, TypeScript is a syntactical superset of JavaScript, which means that any valid JavaScript code can be a valid TypeScript code[1]. Similar to Flow, type annotation provided by the developer are fully eraseable either by the TypeScript `tsc` compiler or by other community build tools, such as `babel`[20], `esbuild`[21] or `swc`[22].

Type system in TypeScript is considered to be less sound and more forgiving, as soundness is stated as an explicit non-goal for the design team of TypeScript [17], emphasis on striking a balance between productivity and correctness. By default, TypeScript compiler is not strict and the language itself includes an escape hatch for developers to opt-out of type checking by using the `any` type or using `@ts-ignore` comment annotations. Nevertheless, with proper compiler configuration, the type system of TypeScript can be as sound as in Flow.

Both Flow and TypeScript support advanced features such as generics and utility types, with the latter supporting template string literal types and better support for conditional types, unlocking the potential of writing more expressive types, which this master thesis will further explore in more detail.

TypeScript has become the de-facto standard for writing JavaScript code with static types. With deep integration with Visual Studio Code [23], rich build ecosystem and high compatibility with existing JavaScript libraries and tools, TypeScript has become one of the fastest growing language according to 2022 Octoverse report by Github [24].

2.2 Typescript syntax

TypeScript allows us to specify stypes for variables, function arguments and return values in JavaScript.

Types can be interpreted as sets.

A primitive value is data, that is not an object and has no methods or properties. These primitives are immutable, thus they cannot be altered. Similar to JavaScript, TypeScript has these following types for primitive values:

Listing 2.1 Primitive Types

```
type Primitive =
  | string | number | bigint
  | boolean | undefined | symbol | null;
```

Some primitive values represent a singular data value, such as `null` or `undefined`, but many of these primitives can represent an infinite number of values, like `number`, `bignumber` or `string`.

Literal types are a subset of primitive values, which are used to describe an exact possible value.

[1] With a lax compiler configuration

Listing 2.2 Literal Types

```
type Literal = "foo" | 42 | true | 100n;
```

To represent data structures such as objects and arrays, we can use the following types: objects, records, tuples and arrays.

Listing 2.3 Data structures

```
type Structures =
  | { foo: string, bar: number }      // object
  | { [key in keyof Keys]: number }   // record
  | [number, string]                  // tuple
  | number[]                          // array
```

TypeScript uses structured typing, which means that TypeScript only validates the shape of the data. Essentially, if the data has the same shape as the type, it is considered to be of that type. This is also known as duck typing, essentially if it walks like a duck and quacks like a duck, it is a duck.

Listing 2.4 Duck typing

```
type DuckLike = { quack: () => void; type: string };

const Duck: DuckLike = {
  quack: () => console.log("duck!"),
  type: "duck",
};

// this will be still valid
const Goose: DuckLike = {
  quack: () => console.log("goose!"),
  type: "goose",
};
```

Structured typing does include some drawbacks unlike in nominal type system, where each type is unique and sama data cannot be assigned across types, but these can be easily mitigated using literal types to acts as brands.

Types can be generalised into sets, where each type can contain a set of values. A type can be a subset or a superset of an other type.

Similar to other sets in mathematics, types can be combined together using unions. With unions, we can broaden the scope of the type to represent multiple values.

Types can also interect each other to create a more narrower type.

Set theory behind types.

- Union
- Intersection

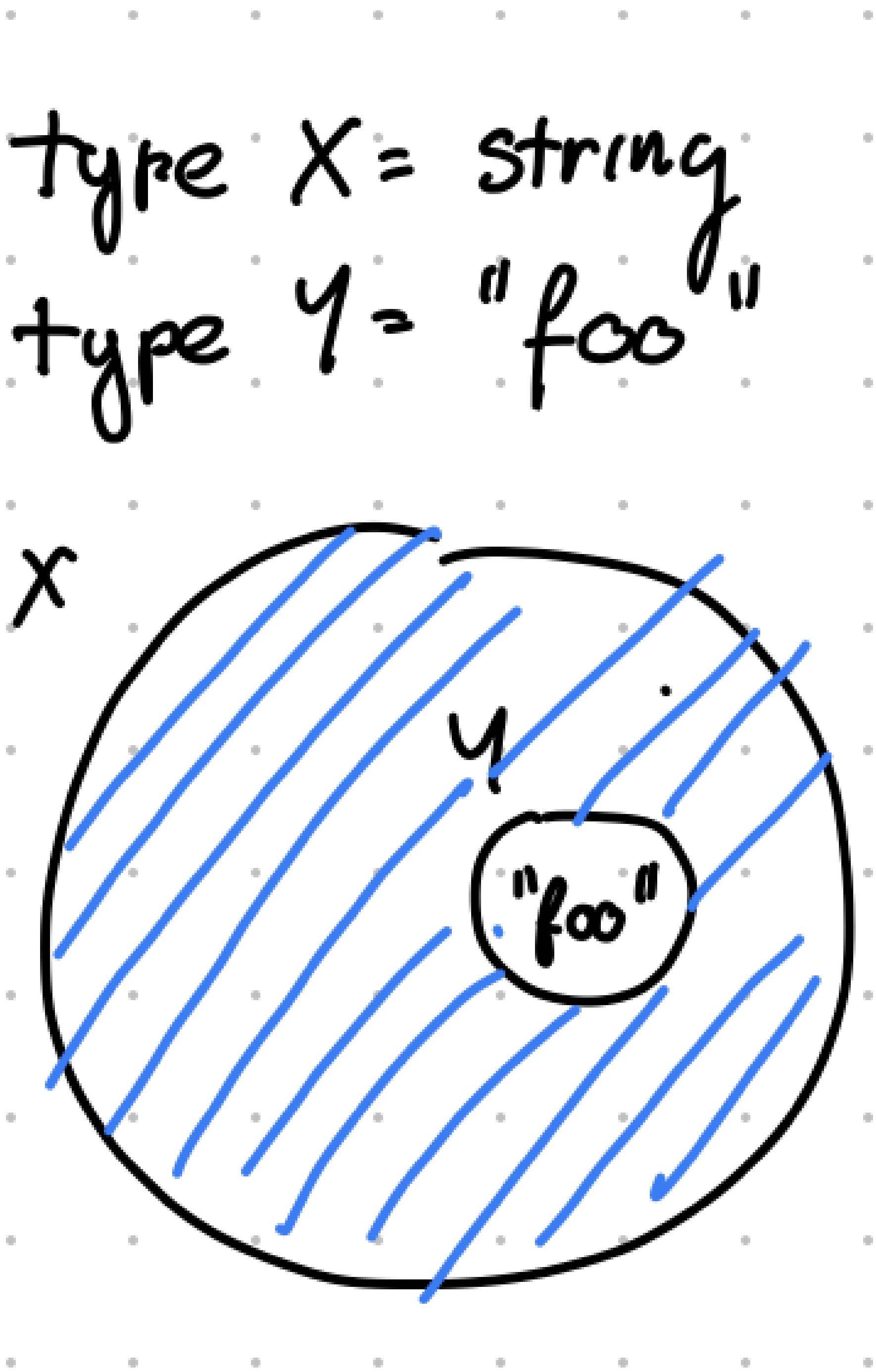

Figure 2.1 Types represented as sets

Listing 2.5 Nominal typing in TS

```
type DuckLike = { quack: () => void; type: "duck" };

const Duck: DuckLike = {
  quack: () => console.log("duck!"),
  type: "duck",
};

// this will not be valid
const Goose: DuckLike = {
  quack: () => console.log("goose!"),
  type: "goose",
};
```

- `never`
- `unknown`
- `any` - it doesn't fit anywhere, essentially acting as a way to opt-out of typechecking.

Enums TODO: Enums
Functions and `void`
Void TODO: Enums
Arrays
`any`, `never`, `unknown`
Object
Generics

- Terminology - generics, type arguments, return type
- Conditional types
- Recursive types
- Mapped types
- Template Literal Types

2.2.1 Types and their assignability

- Primitive Types
- Literal Types
- `unknown`, `never`, `any`
- Structures (nominal vs structural typing)
- Unions and Intersections

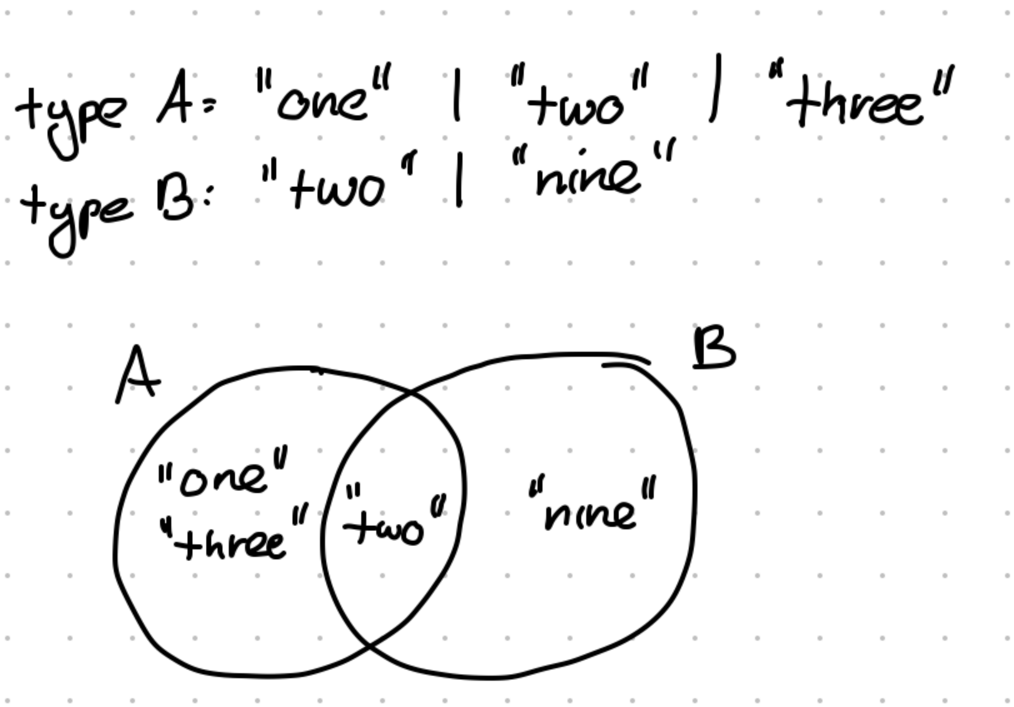

Figure 2.2 Union of types

2.2.2 Conditional Types

2.2.3 Conditional Types

2.2.4 Recursive Types

2.2.5 Mapped Types

2.2.6 Template Literal Types

2.3 Prior Art

- kawayiLinLin/typescript-lodash
- arielhs/ts-arithmetic
- ts-belt
- type-fest

Chapter 3

Implementation

Chapter 4

Testing

- Unit tests, integration tests (`eslint`, `eslint-plugin-expect-type`)
- Github Actions
- Performance Testing (performance tracing, extended diagnostics)
- Comparison between existing TS math libraries

Chapter 5

Conclusion

5.1 Advantages and disadvantes of TS

5.2 Future work

Appendix A
Nějaká příloha

Sem přijde to, co nepatří do hlavní části.

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Obsah přiloženého média

```
readme.txt ........................ stručný popis obsahu média
├── exe ........................ adresář se spustitelnou formou implementace
├── src
│   ├── impl ........................ zdrojové kódy implementace
│   └── thesis ........................ zdrojová forma práce ve formátu LaTeX
└── text ........................ text práce
    └── thesis.pdf ........................ text práce ve formátu PDF
```