

# MYPY: A PYTHON VARIANT WITH SEAMLESS DYNAMIC AND STATIC TYPING

Jukka Lehtosalo

University of Cambridge Computer Laboratory

# SPEAKER BIO

2000-2006 Software engineer (QPR Software and Kielikone)

2007-2009 Development manager (Kielikone)


2009→ PhD research (University of Cambridge)

Projects spanning web apps, Windows apps, mobile apps, distributed apps, document databases, information retrieval, pattern recognition, natural language processing, data mining, garbage collectors, compilers, localization tools, automated testing tools etc.



mypy is an experimental  
Python variant  
with seamless  
dynamic and static typing

Mostly, but not 100%  
compatible with  
Python



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dynamic and static typing

Research project,  
in development

/

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|

Freely mix static and dynamic (duck) types  
Combine the benefits of static and dynamic typing

# LANGUAGE GAP

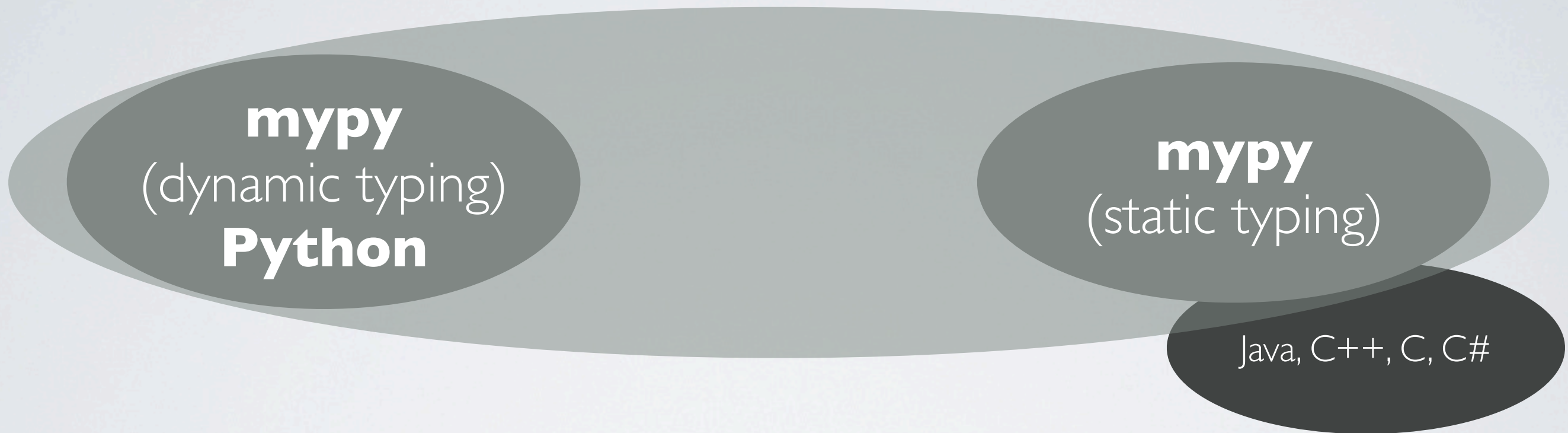
**Python**

Scripting, web  
development, UI,  
prototyping

Java, C++, C, C#

Heavy lifting

# VISION



Scripting, web  
development, UI,  
prototyping

Heavy lifting



# WHAT DOES IT LOOK LIKE?

mypy, dynamic typing

```
def fib(n):  
    a, b = 0, 1  
    while a < n:  
        print(a)  
        a, b = b, a+b
```

mypy, static typing

```
void fib(int n):  
    a, b = 0, 1  
    while a < n:  
        print(a)  
        a, b = b, a+b
```

# WHAT DOES IT LOOK LIKE?

mypy, dynamic typing

```
def fib(n):
```

```
    a, b = 0, 1
```

```
    while a < n:
```

```
        print(a)
```

```
        a, b = b, a+b
```

Dynamically  
typed function

mypy, static typing

```
void fib(int n):
```

```
    a, b = 0, 1
```

```
    while a < n:
```

```
        print(a)
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```
        a, b = b, a+b
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# WHAT DOES IT LOOK LIKE?

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        a, b = b, a+b
```

mypy, static typing

**void fib(int n):**

Static  
type signature

```
    a, b = 0, 1  
    while a < n:  
        print(a)  
        a, b = b, a+b
```



# WHAT DOES IT LOOK LIKE?

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void fib(int n):  
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```

Type inference



# DYNAMIC VS STATIC TYPING

mypy, dynamic typing

```
def err():  
    return 1 + 'x'    # no error (not called)
```

# DYNAMIC VS STATIC TYPING

mypy, dynamic typing

```
def err():  
    return 1 + 'x'    # runtime error (when called)  
err()
```



# DYNAMIC VS STATIC TYPING

mypy, dynamic typing

```
def err():  
    return 1 + 'x'    # runtime error (when called)  
err()
```

mypy, static typing

```
int err():  
    return 1 + 'x'    # compile (static) error
```

# TYPES

int, str, bool, MyClass  
*simple type*

any  
*dynamic (duck) type*

list<int>, dict<str, int>  
*generic type*

func<str, int>  
*function type*

tuple<int, str>  
*tuple type*



# EXAMPLE SCRIPT

```
import sys, re

if not sys.argv[1:]:
    raise RuntimeError('Usage: wordfreq FILE')

dict<str, int> d = {}

s = open(sys.argv[1]).read()
for word in re.sub('\W', ' ', s).split():
    d[word] = d.get(word, 0) + 1

# Use list comprehension
l = [(freq, word) for word, freq in d.items()]

for freq, word in sorted(l):
    print('%-6d %s' % (freq, word))
```



# EXAMPLE SCRIPT

```
import sys, re
```

```
if not sys.argv[1:]:  
    raise RuntimeError('Usage: wordfreq FILE')
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```
dict<str, int> d = {}
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for word in re.sub('\W', ' ', s).split():  
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```
# Use list comprehension
```

```
l = [(freq, word) for word, freq in d.items()]
```

```
for freq, word in sorted(l):  
    print('%-6d %s' % (freq, word))
```

# EXAMPLE CLASS

dynamic typing

```
class BankAccount:
    def __init__(self, initial_balance=0):
        self.balance = initial_balance
    def deposit(self, amount):
        self.balance += amount
    def withdraw(self, amount):
        self.balance -= amount
    def overdrawn(self):
        return self.balance < 0
```

```
my_account = BankAccount(15)
my_account.withdraw(5)
print(my_account.balance)
```

(source: Python Wiki)



# EXAMPLE CLASS

static typing

```
class BankAccount:
    void __init__(self, int initial_balance=0):
        self.balance = initial_balance
    void deposit(self, int amount):
        self.balance += amount
    void withdraw(self, int amount):
        self.balance -= amount
    bool overdrawn(self):
        return self.balance < 0
```

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my_account = BankAccount(15)
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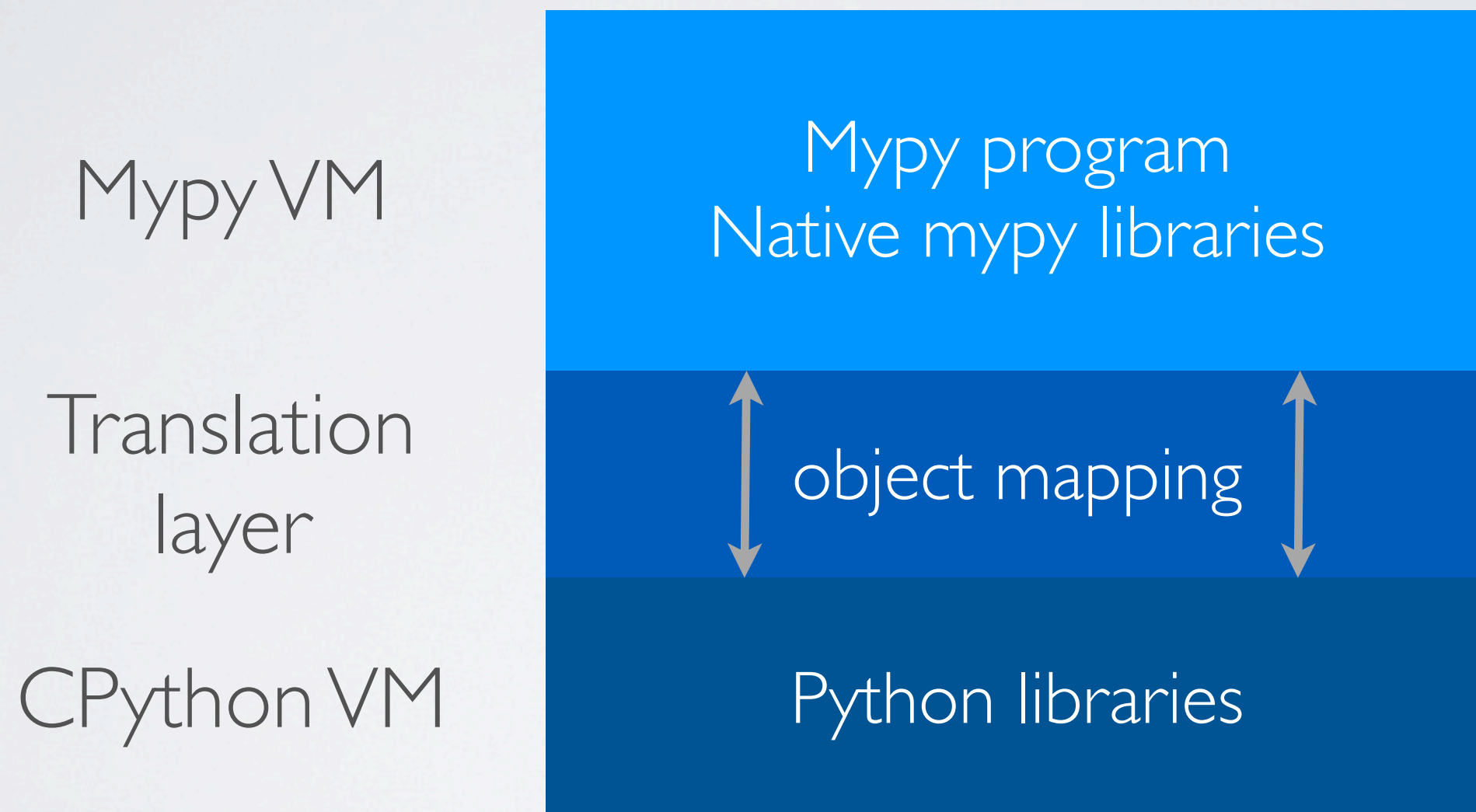
# EXAMPLE CLASS

static typing

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```
my_account = BankAccount(15)
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# MYPY LIBRARY SUPPORT



# NO GIL

CPython uses Global Interpreter Lock  
⇒ only one thread can usually run at a time



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CPython uses Global Interpreter Lock  
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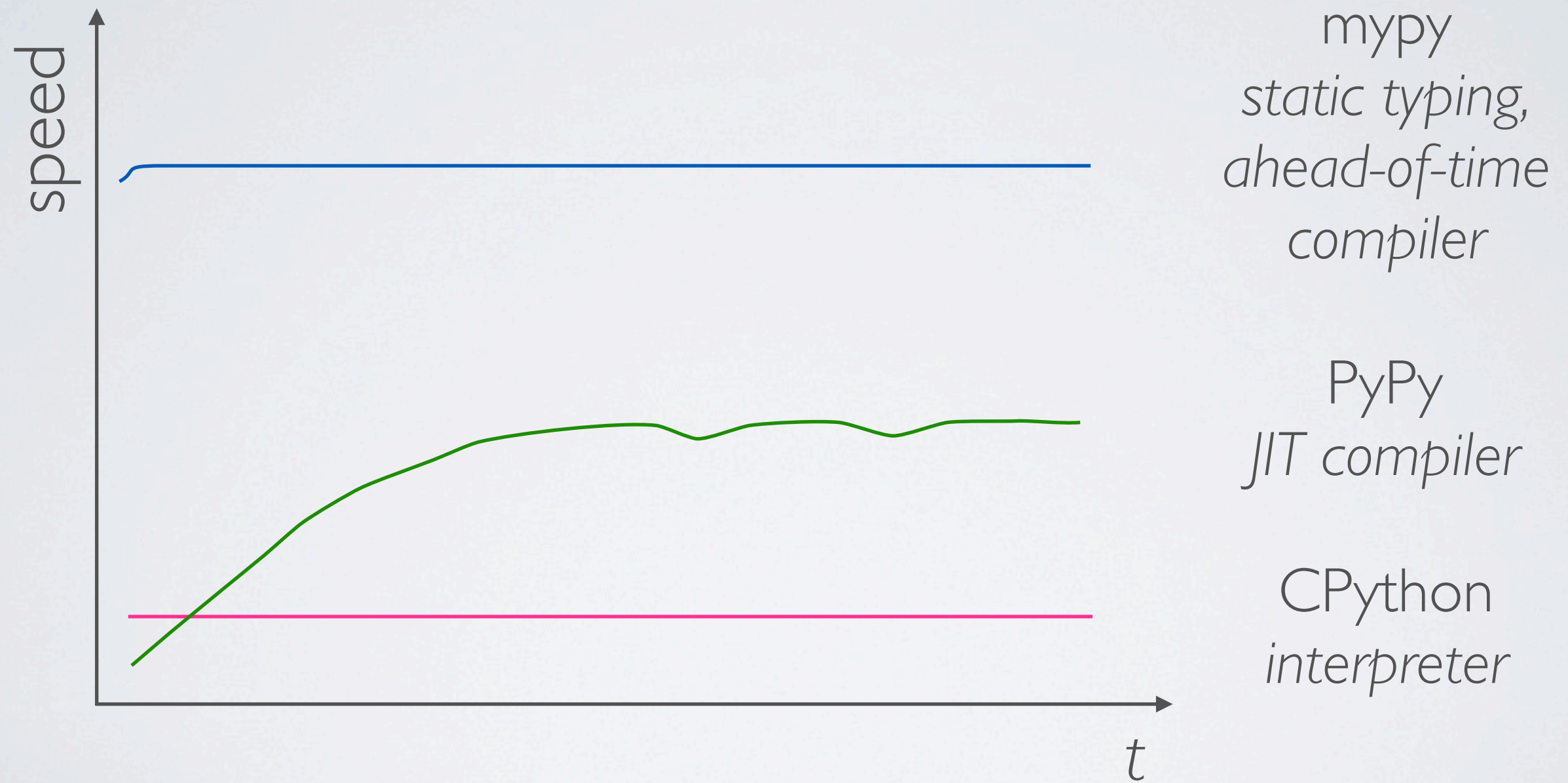
**Not ok in the multicore era!**

Mypy will have a new<sup>†</sup>, custom VM without GIL.

<sup>†</sup> Based on the Alore VM (<http://www.alorelang.org/>)

WHY STATIC TYPING?

# PERFORMANCE



(conceptual, not in scale)



# TYPE CHECKING

Static type checker pinpoints errors in your program, before running it

```
some_function(foo[n], self.bar(x))  
                                ^
```

```
StaticError: Argument has invalid type list<str>,  
list<int> expected
```

- ▣▣▣➡ Less debugging
- ▣▣▣➡ Easier maintenance and refactoring

# TOOL SUPPORT

Static type information makes many tools more powerful:

- IDEs with **reliable** and **precise** code completion
- Refactoring tools
- Static analysis and linting tools

➡ Better productivity and quality



# SEAMLESS DYNAMIC AND STATIC TYPING

*Use the best tool for the job*

Use dynamic typing when it makes sense

Use static typing when it makes sense

As real programs are not uniform: *use both*

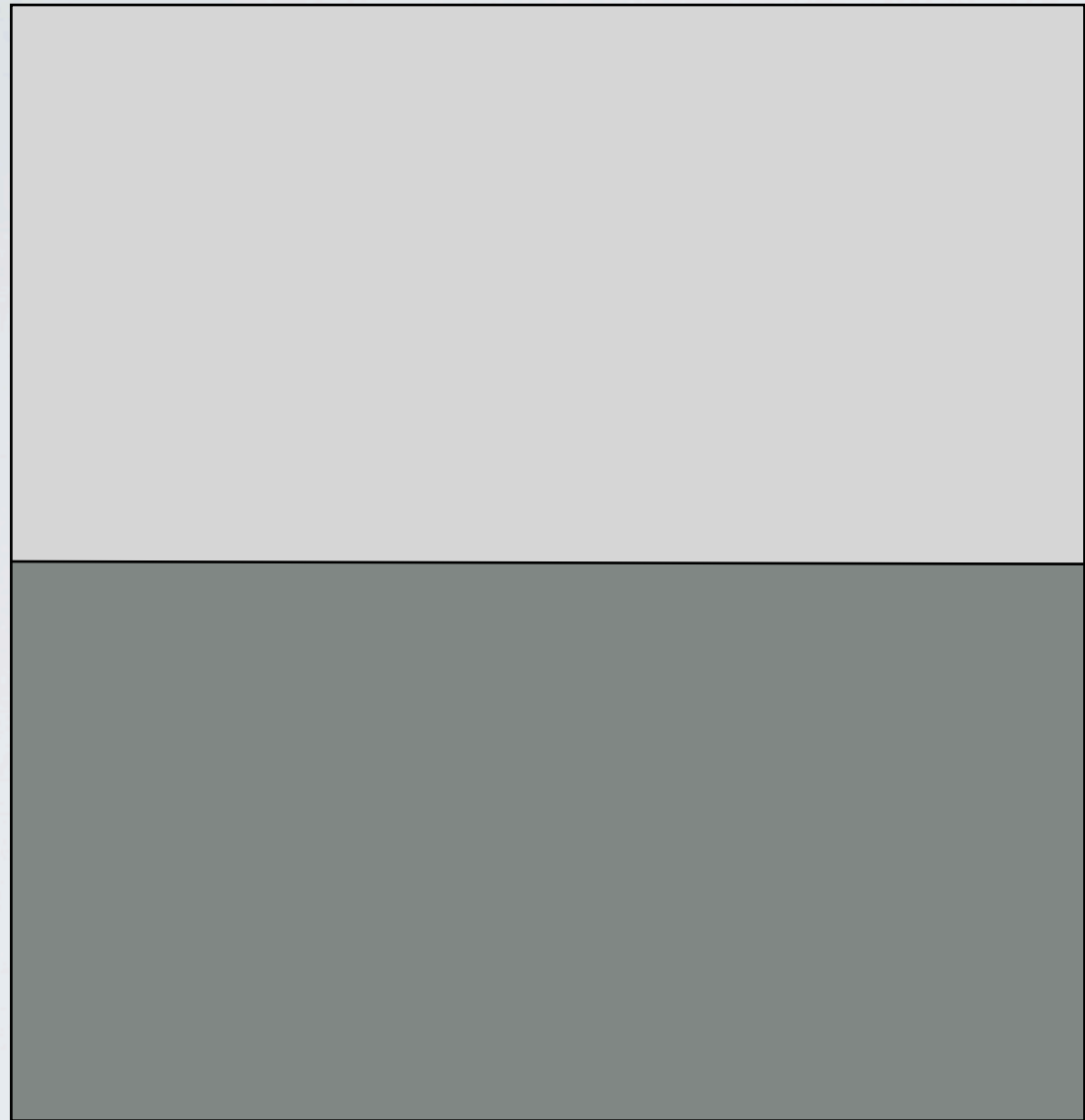


Static typing may be a win

- if efficiency is important
- if your project is large or complex
- if you need to maintain code for several years

Even when the above are true, dynamic typing is useful

- for tests
- for the user interface
- for glue code
- for extensions, scripts and plugins



Dynamically typed  
program

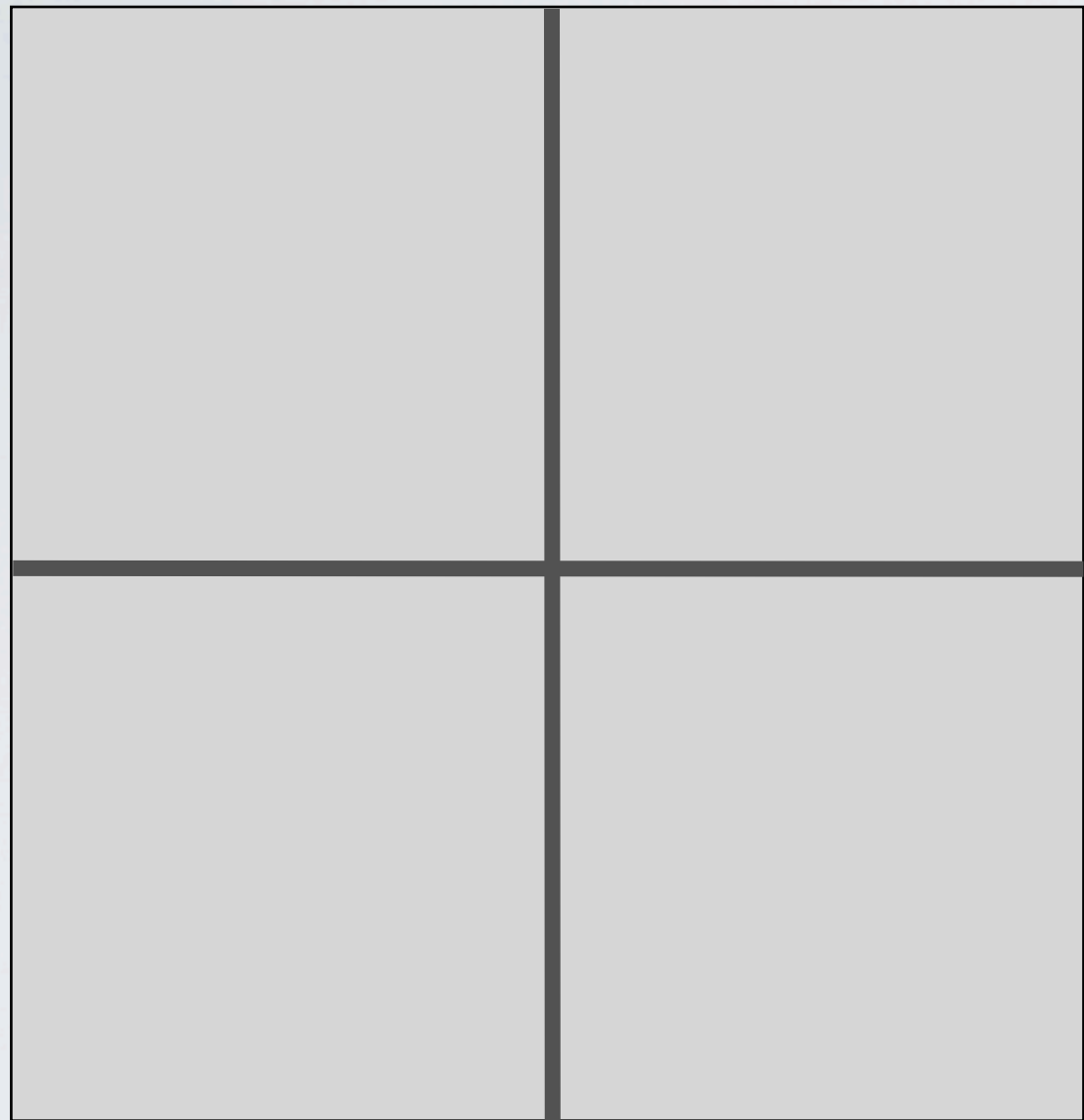
Statically typed libraries





hot spot

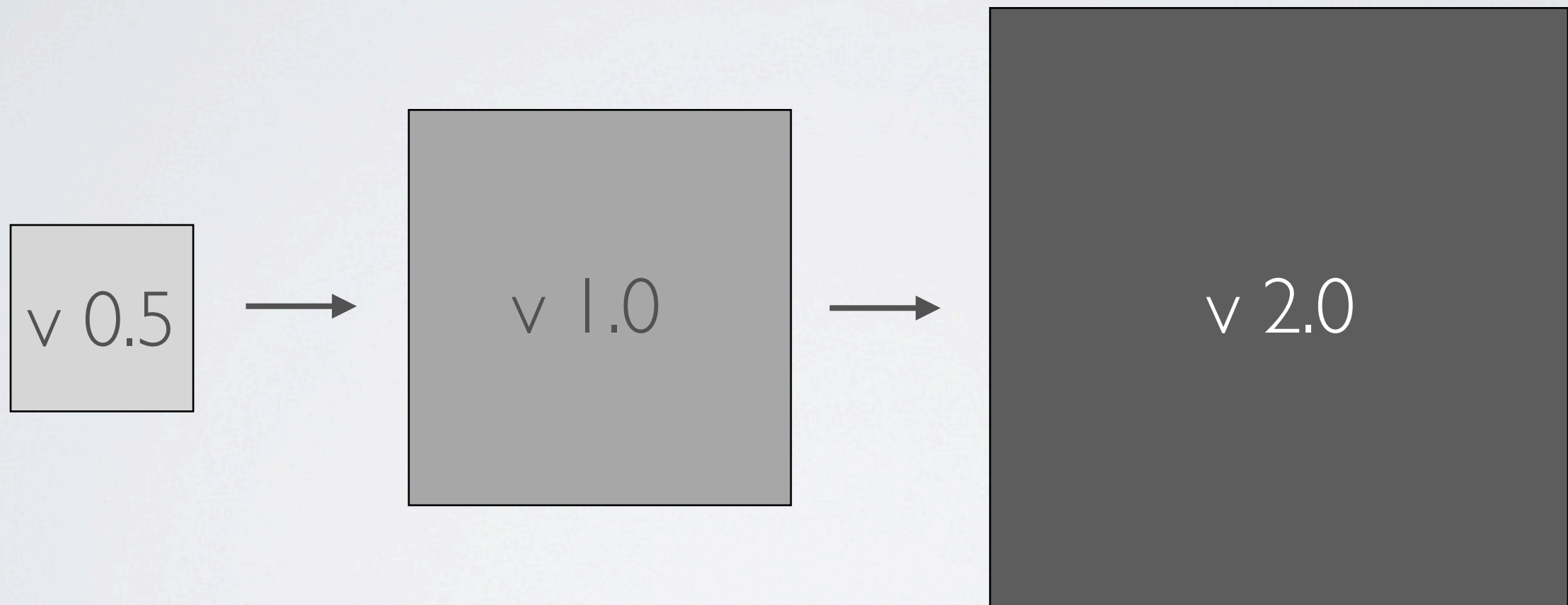
Sprinkle static types  
for better performance



Statically typed interfaces

Dynamically typed  
implementations

Evolve programs from dynamic to static typing





# IMPLEMENTATION PLAN

*All dates tentative!*

## **Phase 1** (2012)

Mypy type checker + mypy-to-Python translator

## **Phase 2** (2013)

Compiler to native code (C/LLVM back end), new VM

## **Phase N** (?)

More Python features

IDE

JVM back end?

Android port? (etc.)

# MYPY VS OTHER PROJECTS



# CYTHON

- Cython is a Python variant that compiles to Python C modules
- Cython can speed up tight loops by a lot (100 x or more) by using type declarations
- Cython programs can also call C functions directly
- Similar to Pyrex

```
cpdef int sum3d(int[:, :, :] a):  
    cdef int total = 0  
    I = a.shape[0]  
    J = a.shape[1]  
    K = a.shape[2]  
    for i in range(I):  
        for j in range(J):  
            for k in range(K):  
                total += a[i, j, k]  
    return total
```

*(adapted from Cython Users Guide)*



# MYPY VS CYTHON

Mypy (planned)	Cython
Powerful type system	Simple type system
General code speedup	Speedups mainly to low-level code
New, efficient VM	CPython VM
No GIL	GIL still a problem

# SHED SKIN

- Compiler for a statically typed subset of Python
- Large speedups to some programs (100x or more)
- Code looks like Python (explicit type declarations not needed)
  - Whole-program type inference

# MYPY VS SHED SKIN

Mypy (planned)	Shed Skin
Large set of Python features	Restricted Python feature set
Dynamic and static typing	Static typing only
Modular, (relatively) fast compiles	Very slow compilation for large programs
Python lib access layer	Not many Python libs



# MYPY VS RPYTHON

- RPython is a Python subset used by PyPy to implement the JIT compiler
- RPython uses whole-program type inference (like Shed Skin)
- Differences vs mypy: similar to mypy vs Shed Skin

# CONCLUSION

Tell me what you think!

All help and feedback is very welcome!

Web site:

<http://www.mypy-lang.org>

**Thank you!**



# ANDROID: OVERVIEW

- Over 500 M Android devices activated
- Android native APIs mostly based on Java (Dalvik)
- Performance important for apps
  - Cheap devices with low-end CPUs
  - UI responsiveness key to good user experience
  - Battery conservation



# MYPY ON ANDROID?

## **Android Wishlist**

1. Python syntax + libs
2. Good performance
3. Easy native API access

← Can't have all of these  
right now

- Mypy is a potential solution (by compiling to Dalvik)
- But there's a lot of work to do...