TYPE ANNOTATIONS IN PYTHON

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- I am ambivalent about typing

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- Type annotations give tools enough information to check that types make sense
- Python typing is gradual typing

```
things = None
for thing in things:
```

```
things = None
for thing in things:
    ...

$ mypy why.py
why.py:3: error: "None" has no attribute "__iter__" (not iterable)
```

```
from random import random
things = None
if random() > 0.5:
    things = range(5)

for thing in things:
    ...
```

```
from random import random

things = None
if random() > 0.5:
    things = range(5)

for thing in things:
    ...

$ mypy why.py
why.py:6: error: Item "None" of "Optional[range]" has no
attribute "__iter__" (not iterable)
```

```
def do_things(things):
    for thing in things:
        ...

things = None
do_things(things)
```

```
def do_things(things):
    for thing in things:
        ...

things = None
    do_things(things)

$ mypy why.py
$
```

TYPE ANNOTATION HISTORY

- 3.0: Function annotation syntax added
- 3.5: Type annotation syntax, typing module added
- 3.6: Variable annotation syntax
- 3.7: Data classes, delayed annotations, faster typing module
- 3.8: Protocol typing, final qualifier, typing is now official

PYTHON3

FUNCTION ANNOTATIONS (PEP 3107)

- Unused when introduced
- Stored in __annotations __on the function, class or module
- Even now, using these for type annotations is mostly optional

```
>>> def foo(a: 'hey look numbers', b: 1 + 1) -> range(3):
...
>>> foo.__annotations__
{'a': 'hey look numbers', 'b': 2, 'return': range(0, 3)}
```

PYTHON 3.5

TYPE ANNOTATION SYNTAX (PEP 484)

Function annotations define argument and return types

```
>>> def foo(a: str, b: int) -> str:
    return a + str(b)
...
>>> foo.__annotations__
{'a': <class 'str'>, 'b': <class 'int'>, 'return': <class
'str'>}
```

ANNOTATED TYPE CHECKING

```
def foo(a: str, b: int) -> str:
    return a + str(b)

bar = 1 + foo('hey', 'nope')

$ mypy foo.py
foo.py:4: error: Unsupported operand types for + ("int" and "str")
foo.py:4: error: Argument 2 to "foo" has incompatible type
"str"; expected "int"
```

typing MODULE

- Module is technically "provisional" until 3.8
- typing provides additional syntax for:
 - typing-specific notions e.g., Union, Any, Callable
 - generic types e.g., List[float], Dict[str, int]
 - distinct types e.g., ObjectID =
 NewType('ObjectID', int)

typing MODULE

```
def dumb_sum(
    numbers: List[Union[int, float]],
) -> Optional[int]:

# Check out this formatting disaster ^^

if numbers:
    return int(sum(numbers))
```

PYTHON 3.6

VARIABLE ANNOTATIONS (PEP 526)

Variable annotations define or clarify variables in scope

```
class Colour:
    name: str = 'unnamed'
    red: int
    green: int
    blue: int

palette: Dict[str, Colour] = {}
text_colour: Colour # No initial value
```

PYTHON 3.7

DATA CLASSES (PEP 557)

```
from dataclasses import dataclass

@dataclass
class Colour:
    red: int
    green: int
    blue: int
    name: str = 'unnamed'

>>> c1 = Colour(red=127, green=127, blue=255)
>>> c1
Colour(red=127, green=127, blue=255, name='unnamed')
```

FORWARD ANNOTATIONS (PEP 563)

Actually just delayed annotation evaluation

```
def do_a_thing(thing: A):
    ...
class A:
    ...
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Until Python 4, requires

```
from ___future__ import annotations
```

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SUMMARY

Python's typing has evolved a lot over recent releases

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- Type annotations can help your CI, your editor and you

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- Python's typing has evolved a lot over recent releases
- Type annotations can help your CI, your editor and you
- mypy is your best starting point for type checking

MORE INFORMATION

- typing module https://docs.python.org/3/library/typing.html
- mypy cheat sheet https://mypy.readthedocs.io/en/latest/cheat_sheet_py3.html