

JavaScript Type Inference

CLASS : ADVANCED PROGRAMMING LANGUAGE PRINCIPLES

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Type Inference

- Type Inference in a programming language means making a logical conclusion about the type of an expression
- In statically typed languages like JAVA, C and Haskell type of an expression is known at compile time
- Statically typed languages such as C and JAVA lack type inference, thus it is required that programmers declare the types when they write programs
- Statically typed languages like Haskell uses type inferencing and it is not required for programmer to declare types while writing

Type Inference

- In dynamically typed languages like JavaScript and Ruby type is associated with each value rather than expression and is known only at runtime
- What does this actually mean?
- In JavaScript as we all know, a variable at one time bound to a number may later be rebound to some different type of value such as string.

Type Inferencing Example (Haskell)

- In the given example, let's try to deduce how type inferencing is performed in Haskell
- mymap is a function with two arguments (therefore of the form $a \rightarrow b \rightarrow c$)
- Patterns `[]` and `(first:rest)` always match lists, so second argument is list `[d]` (list with members of type `d`)

```
mymap f [] = []  
mymap f (first:rest) = f first : map f rest  
  
addone :: Int -> Int  
addone x = x + 1  
  
main :: IO ()  
main = do  
    putStrLn $ show $ mymap addone [1,2,3,4]
```

Type Inferencing Example (Haskell)

- First argument f is applied to the “first” which must be of type d .
- Thus f is a function of type $d \rightarrow e$
- Finally `mymap` produces a list of whatever function f produces, thus $[e]$
- Putting all the parts together we obtain signature of `mymap` would be `mymap :: (a -> b) -> [d] -> [b]`

```
mymap f [] = []  
mymap f (first:rest) = f first : mymap f rest  
  
addone :: Int -> Int  
addone x = x + 1  
  
main :: IO ()  
main = do  
    putStrLn $ show $ mymap addone [1,2,3,4]
```


- Hindley-Milner type inference algorithm is well known algorithm for type inferencing in Haskell
- Origin of this algorithm is from the works of Haskell Curry and Robert Feys for simply typed lambda calculus
- Roger Hindley extended this work and Robert Milner provided an equivalent algorithm
- In 1982, Luis Damas finally proved that Milner's algorithm is complete and extended it to support systems with polymorphic references.
- Thus Hindley-Milner algorithm is also known as Damas-Milner or Damas-Hindley-Milner algorithm.

JavaScript without Type Inference

- As there are no type annotations and no type inferencing in JavaScript
- In the program as shown here we get some weird output which can lead runtime errors in more complex programs or situations
- We can avoid such type errors by simply performing type inference on JS code

```
1  var num = 12;  
2  var str = 'hello';  
3  var y = num - str;  
4  console.log("y : "+ y);  
5  console.log("Type of y : "+ typeof y);  
6  
7  
8  // output  
9  // y : NaN  
0  // y : number  
1
```

Type Inference in JavaScript using Flow JS

- Flow is a static type checker designed to quickly find type errors in JavaScript applications
- Flow relies heavily on Type Inference to find type errors
- It precisely tracks the types of the variables as they flow through the program

```
js
[2016-05-08 22:32:49] Parsing
[2016-05-08 22:32:49] Running local inference
[2016-05-08 22:32:49] Merging
[2016-05-08 22:32:49] Calculating dependencies
[2016-05-08 22:32:49] Merging
recheck 1 files:
1/1: C:\My Files\Studies\CS -252-APLP\JS\flow\flow-0.19.1-windows-20151211\test.
js
[2016-05-08 22:32:49] Parsing
[2016-05-08 22:32:49] Running local inference
[2016-05-08 22:32:50] Merging
[2016-05-08 22:32:50] Calculating dependencies
[2016-05-08 22:32:50] Merging

example.js:4
  4: var y = num - str;
      ^^^ string. This type is incompatible with
  4: var y = num - str;
      ^^^^^^^^^ number

Found 1 error
```


Type Inferencing in JavaScript (Project)

- Perform Type Inferencing on a given JavaScript code using AST
- Construct AST using Reflect JS/ Esprima library
- Once the AST is constructed walk through the AST to infer the types of the expressions using the types of the values involved in the expression
- Use the range and location objects associated with every node of the AST to precisely determine the type errors and the location at which the type error is present

Type Inference in JavaScript (my utility program output example)

```
1  var num = 12;
2  var str = 'hello';
3  var y = num - str;
4  console.log("y : " + y);
5  console.log("Type of y : " + typeof y);
6
7
8  // output
9  // y : NaN
0  // y : number
1
```

```
C:\My Files\Studies\CS -252-APLP\JS\TypeInferencingProject>clear
```

```
C:\My Files\Studies\CS -252-APLP\JS\TypeInferencingProject>node TypeInference.js
```

```
Inferred type for num is Numeric
```

```
Inferred type for str is String
```

```
Type Error....
```

```
[ { rangeObj: [ 4, 12 ], inferredType: 'Numeric', name: 'num' },  
  { rangeObj: [ 17, 30 ], inferredType: 'String', name: 'str' } ]
```

```
C:\My Files\Studies\CS -252-APLP\JS\TypeInferencingProject>
```

Benefits

- Reduce or eliminate possible runtime type errors from the program.
- Without using type annotations achieve the better results
- More reliable code

The background is a deep blue gradient. On the left side, there are faint, vertical columns of binary code (0s and 1s). On the right side, there are curved, concentric lines that create a sense of depth and movement, resembling a tunnel or a stylized eye.

Thank You