



# Design and Evaluation of Gradual Typing for Python

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**Reticulated Python** is a platform for experimenting with **gradual typing** in an existing dynamic language. It is implemented as a **source to source translator** which performs static typechecking and **inserts casts**. Reticulated Python has **three approaches to casts on mutable objects**: the traditional approach using **proxies** (based on Herman et al., 2007), the transient approach which uses pervasive **use-site checks** to ensure type-safety, and the monotonic approach which attaches **runtime type information** to objects and ensures that their runtime types are at least as precise as all references to them. We performed several **case studies** of annotating existing Python programs and running them with Reticulated.

## Dynamic semantics of mutable objects

```
@fields({'x': int, 'y': int})
class Point2D:
    x = 0
    y = 0

def bad_update(pt):
    pt.x = '42'
def update_x(pt:Point2D)->int:
    bad_update(pt)
    return pt.x
update_and_return_x(Point2D())
```

- Type Point2D ≈ Object({'x':int,'y':int})
- No static type error
- If no runtime checks occur, bad\_update returns a string with type int (type error!)
- Three solutions for checks

### Guarded semantics

Proxies perform runtime checks, breaks pointer equality

- 1) `bad_update(pt)`: Proxy installed on `pt`
- 2) `pt.x = '42'`: Proxy casts '42' to int, causes runtime cast error

### Transient semantics

Inserts pervasive use-site checks in program, no proxies

- 1) `bad_update(pt)`: No proxy
- 2) `pt.x = '42'`: Succeeds, no error
- 3) `return pt.x`: Use-site check fails (since pt.x not an int)

### Monotonic semantics

- RTTI which becomes monotonically stronger; no object proxies but rejects more programs
- 1) `Point2D()`: RTTI on object set to `{'x':int,'y':int}`
  - 2) `pt.x = '42'`: Object casts '42' to int, causes runtime cast error

## Case studies:

- **CherryPy**
  - OO Web application framework
  - Annotated APIs
- **stats.py Statistics library**
  - Math, lists, eval
  - Annotated throughout
- **SlowSHA**
  - Objects and math
  - Annotated throughout

```
Proxy
Point2D
x = 0 : int ↔ Dyn
y = 0 : int ↔ Dyn
```



```
Point2D
x = '42'
y = 0
```

Object identity is a problem with **guarded**

- Proxies do not preserve pointer equality with underlying object

```
Proxy
object.__init__ ≠ object.__init__
```

- Causes many programs to fail with guarded

```
Point2D
x = 0
y = 0
{x:int, y:int}
```

Check it out! [github.com/mvitousek/reticulated](https://github.com/mvitousek/reticulated)