

A large, semi-transparent watermark of the Python logo is centered in the background. It consists of two interlocking snakes, one light blue and one light yellow.

How to start using types in Python with Mypy



Quilotoa Lake, Ecuador 2020.

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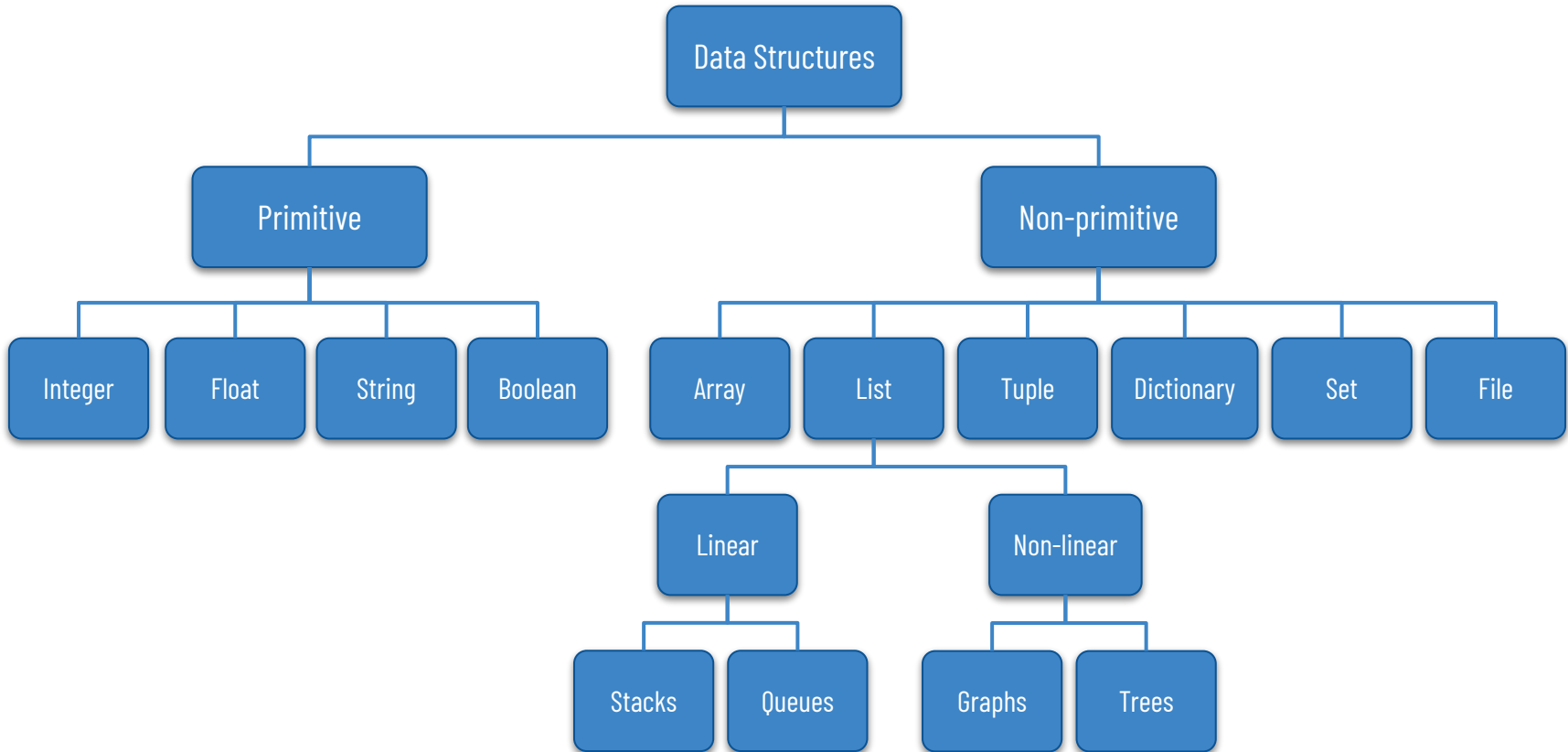
Amateur photographer





Types and Python





Fixing bugs on the production server



IMAGINE A WORLD



**WHERE DYNAMIC LANGUAGES
HAD STATIC TYPE CHECKING**

Dynamic vs. Static Languages

Types are known in runtime

Variables bind to objects 

Less verbose

Bugs in run-time are very common

Types are known in compilation time

Variables bind to types

Very verbose

Bytecode is well optimized in memory

Weakly vs. Strongly Type System

Implicit coercion between non-related types

Flexibles

Unpredictables

Explicit type conversion (**casting**)

Strict rules on the static analysis.

Type Safety

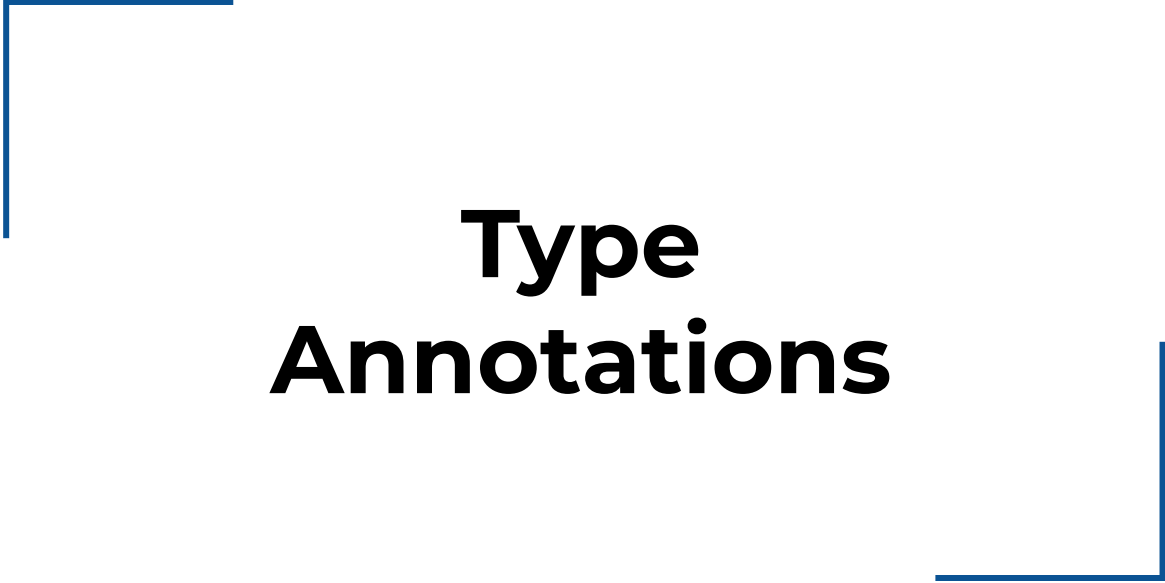
Static type checking in Python

: my[py]

But you can also use



PYRIGHT



Type Annotations

Primitive types

```
meat: str = "Beef"
```

```
weight_pounds: float = "0.5"
```

```
# mypy
```

```
# error: Incompatible types in assignment
```

```
# (expression has type "str", variable has type "float")
```

Let's prepare some

```
def make_hamburger(meat, number_of_meats):  
    return ["bread"] + [meat] * number_of_meats + ["bread"]  
  
print(make_hamburger("BEEF", 2))  
# ['bread', 'BEEF', 'BEEF', 'bread']
```

Unit testing?

```
class MyTest(unittest.TestCase):  
    def test_make_hamburger_returns_list(self):  
        self.assertTrue(isinstance(make_hamburger("beef", 2), list))  
  
    def test_empty_make_hamburger_returns_breads(self):  
        self.assertEqual(make_hamburger(None, 0), ['bread', 'bread'])  
  
    def test_invalid_make_hamburger_raises(self):  
        with self.assertRaises(TypeError):  
            make_hamburger()
```

The `typing` module

```
from typing import List
```

```
def make_hamburger(meat: str, number_of_meats: int) -> List[str]:  
    return ["bread"] + [meat] * number_of_meats + ["bread"]
```

Type Alias

```
from typing import List
```

```
Hamburger = List[str]
```

```
def make_hamburger(meat: str, number_of_meats: int) -> Hamburger:  
    return ["bread"] + [meat] * number_of_meats + ["bread"]
```

Optionals

```
from typing import List, Optional
```

```
Hamburger = List[str]
```

```
Extras = Optional[List[str]]
```

```
def make_hamburger(meat: str, number_of_meats: int, extras: Extras) -> Hamburger:
```

```
    if extras:
```

```
        return ["bread"] + extras + [meat] * number_of_meats + ["bread"]
```

```
    else:
```

```
        return ["bread"] + [meat] * number_of_meats + ["bread"]
```

```
print(make_hamburger("Beef", 2, ['tomatoes', 'pickles']))
```

```
# ['bread', 'tomatoes', 'pickles', 'Beef', 'Beef', 'bread']
```


Generics



```
from typing import TypeVar, List
```

```
T = TypeVar("T", int, List[str])
```

```
def generic_add(x: T, y: T) -> T:  
    return x + y
```

Generics



```
x1: int = 5
```

```
y1: int = 2
```

```
print(generic_add(x1, y1)) # 7
```

```
x2: List[str] = ["Hello"]
```

```
y2: List[str] = ["World"]
```

```
print(generic_add(x2, y2)) # ['Hello', 'World']
```

```
x3: str = "foo"
```

```
y3: str = "bar"
```

```
print(generic_add(x3, y3)) # mypy error: Value of type variable "T" of  
"generic_add" cannot be "str"
```

Union Types

```
from typing import Union
```

```
Number = Union[float, int]
```

```
def union_add(x: Number, y: Number) -> Number:  
    return x + y
```

Union Types

```
x1: int = 5
```

```
y1: float = 2.5
```

```
print(union_add(x1, y1))
```

```
# 7
```

```
x2: int = 2
```

```
y2: str = "1"
```

```
print(union_add(x2, y2))
```

```
# error: Argument 1 to "union_add" has incompatible type "str";  
expected "Union[float, int]"
```

```
# error: Argument 2 to "union_add" has incompatible type "str";  
expected "Union[float, int]"
```

Callables

```
from typing import Callable
```

```
def sum_and_process(a: int, b: int, callback: Callable[[int], bool]) -> bool:  
    total = a + b  
    return callback(total)
```

```
def is_positive(val: int) -> bool:  
    return val > 0
```

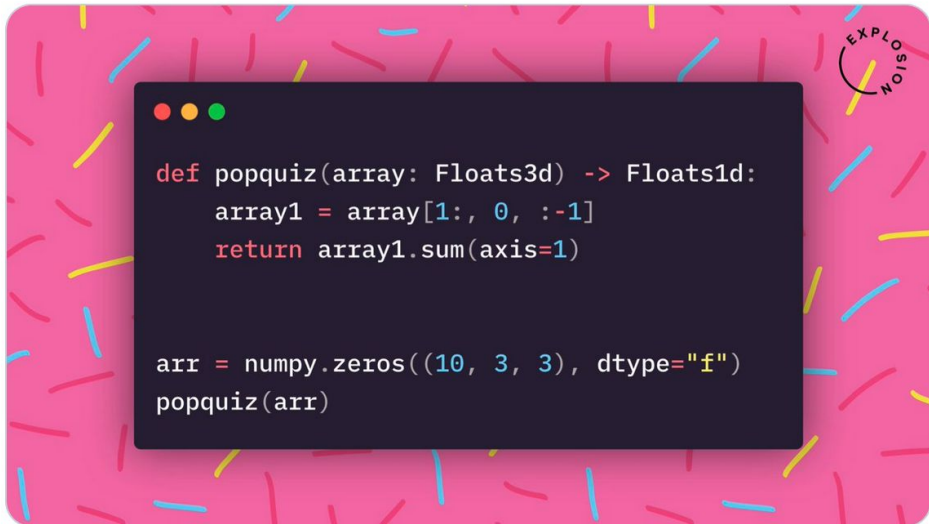
```
output = sum_and_process(5, 2, is_positive)  
print(output)  
# True
```

Ines Montani 
@_inesmontani



Replying to @_inesmontani

This has been a problem we faced for spaCy and Prodigy. So we built a type-based solution in thinc.ai. We have custom types for arrays that know about numpy array methods. Not only does the code become more readable, you'll also be able to catch bugs sooner.



```
def popquiz(array: Floats3d) -> Floats1d:
    array1 = array[1:, 0, :-1]
    return array1.sum(axis=1)

arr = numpy.zeros((10, 3, 3), dtype="f")
popquiz(arr)
```

8:48 AM · Feb 9, 2020 · Twitter Web App



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Check out my tutorial

¡Gracias!

Obrigado!

谢谢!



Thank You!

ευχαριστώ