

Neural Type Prediction with Search-based Validation

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FSE 2020

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Types in Dynamic PLs

- **Dynamically typed languages:**
Extremely popular
- **Lack of type annotations:**
 - Type errors
 - Hard-to-understand APIs
 - Poor IDE support
- **Gradual types to the rescue**

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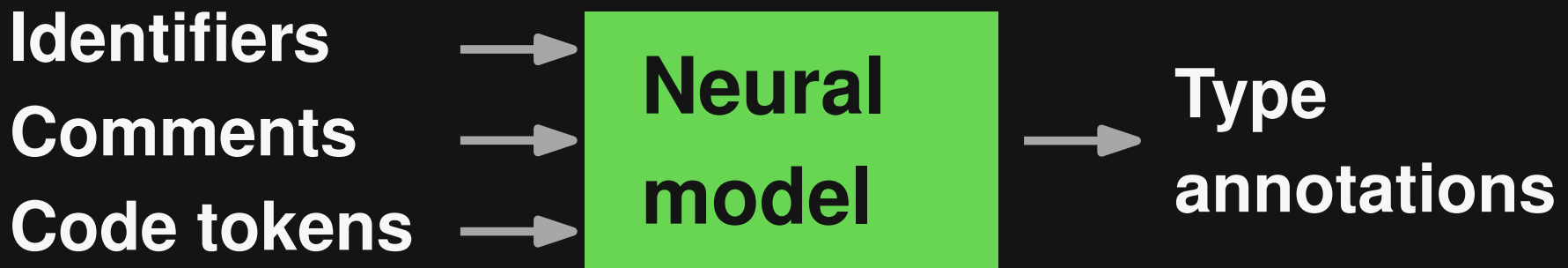
But: Annotating types is painful

How to Add Type Annotations?

- **Option 1: Static type inference**
 - Guarantees type correctness, but very limited
- **Option 2: Dynamic type inference**
 - Depends on inputs and misses types
- **Option 3: Probabilistic type prediction**
 - Models learned from existing type annotations

Probabilistic Type Prediction

E.g., **neural model to predict types**



Popular models:

- *Deep Learning Type Inference*, FSE'18
- *NL2Type: Inferring JavaScript Function Types from Natural Language Information*, ICSE'19

Challenges

■ Imprecision

- Some predictions are wrong
- Developers must decide which suggestions to follow

■ Combinatorial explosion

- For each missing type: One or more suggestions
- Exploring all combinations:
Practically impossible

Example

```
def find_match(color) :
    """
    Args:
        color (str) : color to match on and return
    """
    candidates = get_colors()
    for candidate in candidates:
        if color == candidate:
            return color
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def get_colors() :
    return ["red", "blue", "green"]
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Predictions:

1) int

2) str

3) bool

Predictions:

1) str

2) Optional[str]

3) None

Predictions:

1) List[str]

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Top-most predictions:
Type errors

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Correct predictions

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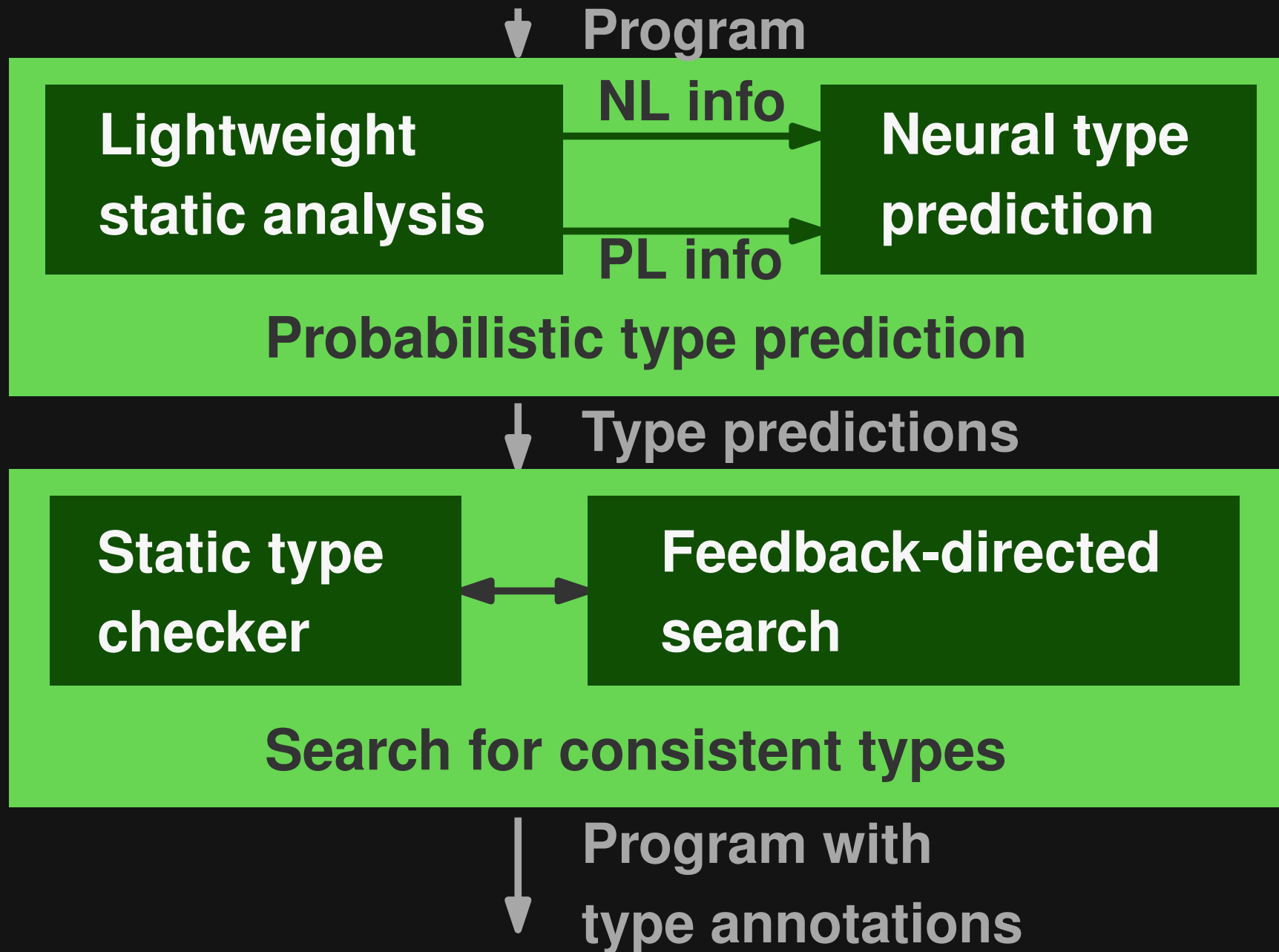
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Overview of TypeWriter



Extracting NL and PL Info

■ NL information

- Names of functions and arguments
- Function-level comments

■ PL information

- Occurrences of the to-be-typed code element
- Types made available via imports

Extracting NL Information

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Identifiers associated
with the to-be-typed
program element



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Function-level
comments



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**Tokens around
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Extracting PL Information

```
from ab import de
import x.y.z
```



Types made
available via
imports

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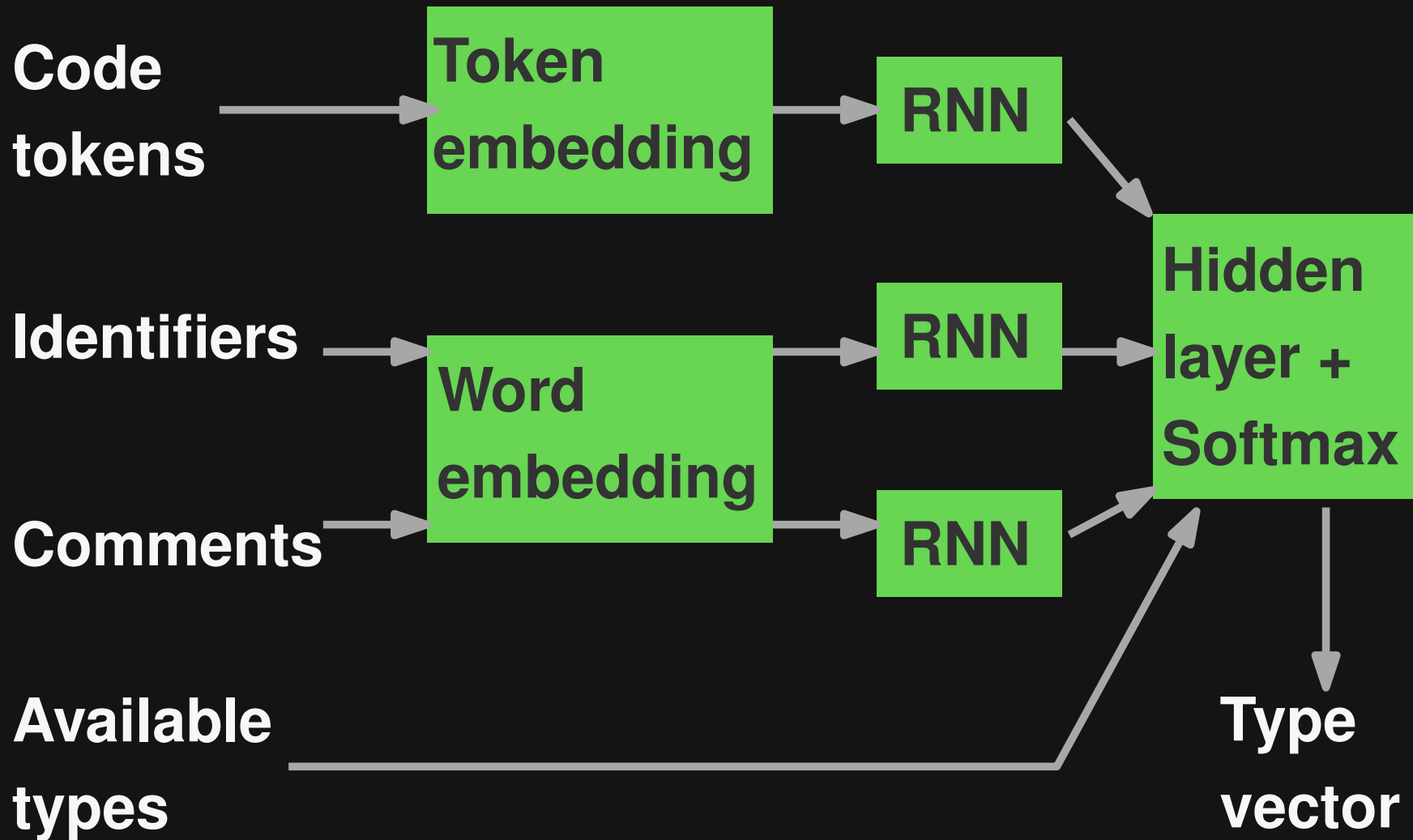
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Neural Type Prediction Model



Searching for Consistent Types

- **Top-k predictions for each missing type**
 - Filter predictions using gradual type checker
 - E.g., pyre and mypy for Python, flow for JavaScript
- **Combinatorial search problem**
 - For type slots S and k predictions per slot:
 $(k + 1)^{|S|}$ possible type assignments

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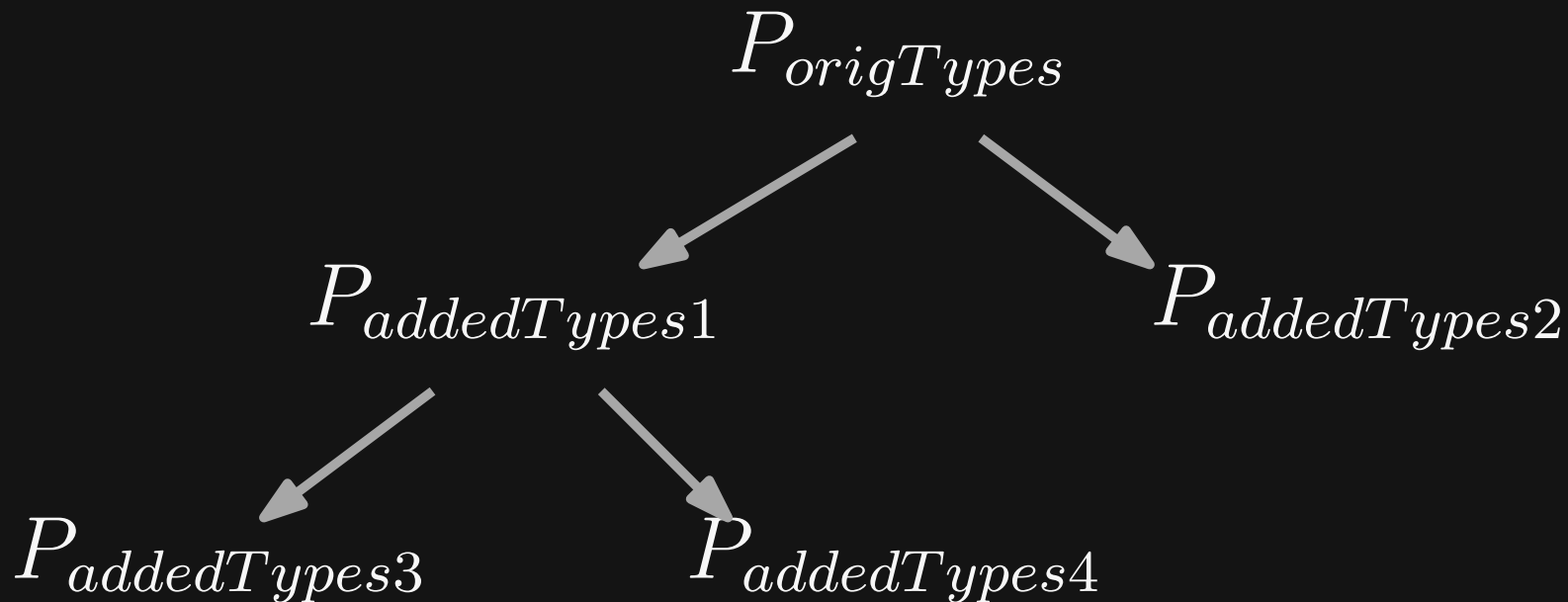
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Too large to explore exhaustively!

Exploring the Search Space

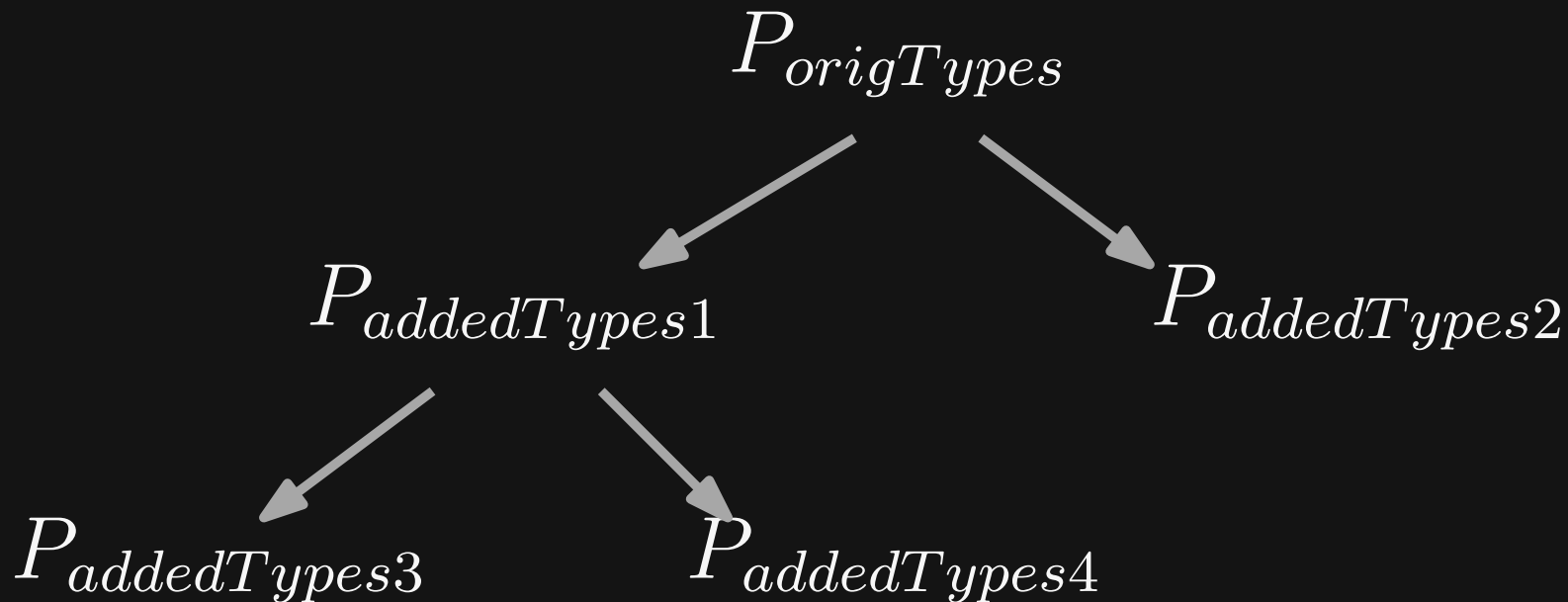
Tree of variants of program P



→ ... add, remove, or replace types

Exploring the Search Space

Tree of variants of program P



Which variants to explore first?

→ ... add, remove, or replace types

Feedback Function

- **Goal: Minimize missing types without introducing type errors**
- **Feedback score (lower is better):**

$$v \cdot n_{missing} + w \cdot n_{errors}$$

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Default: $v = 1, w = 2,$

i.e., higher weight for errors

Exploring the Search Space

- **Optimistic**: Add top-most predicted type everywhere and then remove types

- **Greedy or non-greedy**

↓
If score decreases,
keep the type

↘
Backtrack to avoid
local minima

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Evaluation: Setup

- **Code corpora**

- Facebook's Python code
- 5.8 millions lines of open-source code

- **Types**

- Millions of argument and return types
- 6-12% already annotated
- Trivial types (e.g., type of `self`) ignored

Effectiveness of Neural Model

| Approach | Top-1 | | |
|------------|-------|-----|-----|
| | Prec | Rec | F1 |
| TypeWriter | 65% | 59% | 62% |

Effectiveness of Neural Model

| Approach | Top-1 | | | Top-3 | | | Top-5 | | |
|------------|-------|-----|-----|-------|-----|-----|-------|-----|-----|
| | Prec | Rec | F1 | Prec | Rec | F1 | Prec | Rec | F1 |
| TypeWriter | 65% | 59% | 62% | 80% | 71% | 75% | 85% | 75% | 80% |

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|-------------|-------|-----|-----|-------|-----|-----|-------|-----|-----|
| | Prec | Rec | F1 | Prec | Rec | F1 | Prec | Rec | F1 |
| TypeWriter | 65% | 59% | 62% | 80% | 71% | 75% | 85% | 75% | 80% |
| NL2Type | 59% | 55% | 57% | 73% | 67% | 70% | 79% | 71% | 75% |
| Frequencies | 12% | 20% | 15% | 19% | 35% | 25% | 22% | 39% | 28% |

Effectiveness of Search

| Strategy | Top- k | Annotations | |
|-------------------|----------|--------------|--------------------|
| | | Type-correct | Ground truth match |
| Greedy search | 1 | | |
| | 3 | | |
| | 5 | | |
| Non-greedy search | 1 | | |
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Ground truth: 306 annotations in 47 fully annotated files
Exploring up to $7 \cdot |S|$ states

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| Greedy search | 1 | 215 (70%) | 194 (63%) |
| | 3 | 230 (75%) | 196 (64%) |
| | 5 | 231 (75%) | 198 (65%) |
| Non-greedy search | 1 | 216 (71%) | 195 (64%) |
| | 3 | 178 (58%) | 148 (48%) |
| | 5 | 164 (54%) | 141 (46%) |

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| Pyre Infer | — | 106 (35%) | 78 (25%) |

Subsumes practically all types



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Limitations

- **Type-correctness vs. soundness**
- **Limited type vocabulary**
- **Gradual type checking (and hence TypeWriter) is relatively slow**

Conclusion

Neural type prediction with search-based validation

- Probabilistic type prediction based on NL and PL information
- Ensure type correctness of added types via gradual type checker
- TypeWriter tool in use at Facebook