

Ty: Adventures of type-checking Python in Rust

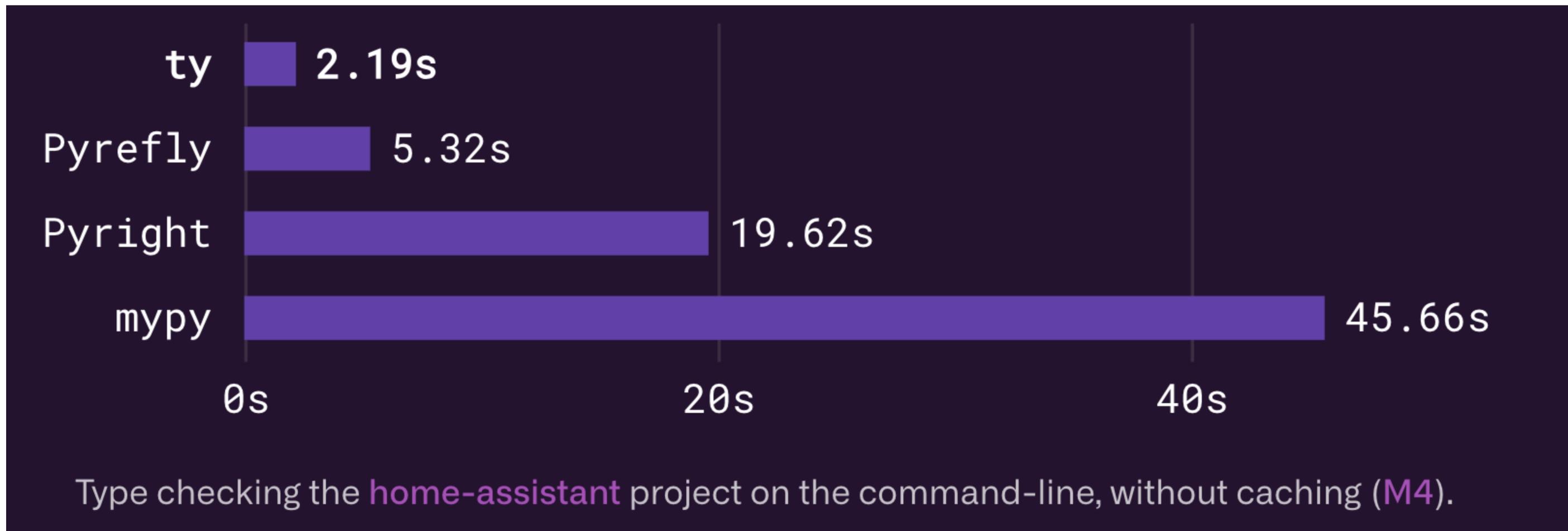
FOSDEM 2026

Shaygan Hooshyari

- Type checker for Python from

ASTRAL

- Available as CLI, editor LSP, and play.ty.dev
- Focuses on speed and rich diagnostics



```
def square(x: int):  
    return x * x
```

```
square("10")
```



```
4| square("10")
```

```
|      ^^^^ Expected `int`, found `Literal["10"]`
```

```
|
```

info: Function defined here

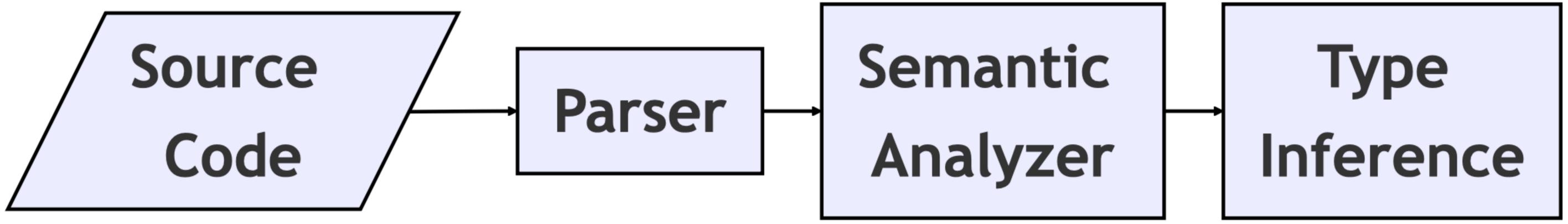
```
--> example.py:1:5
```

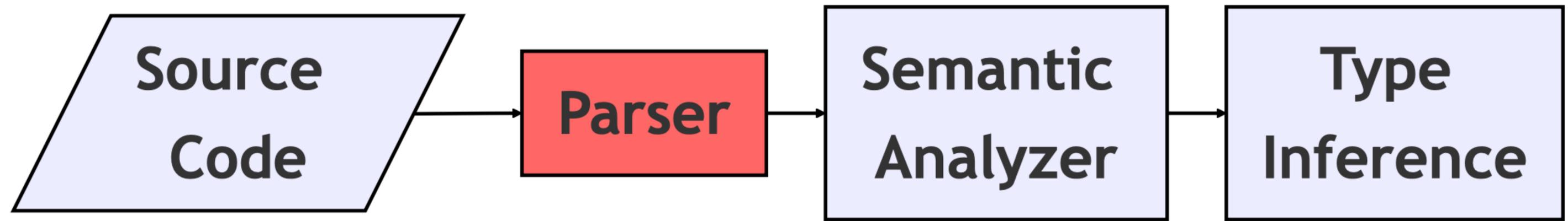
```
|
```

```
1| def square(x: int) -> int:
```

```
|      ^^^^^ Parameter declared here
```



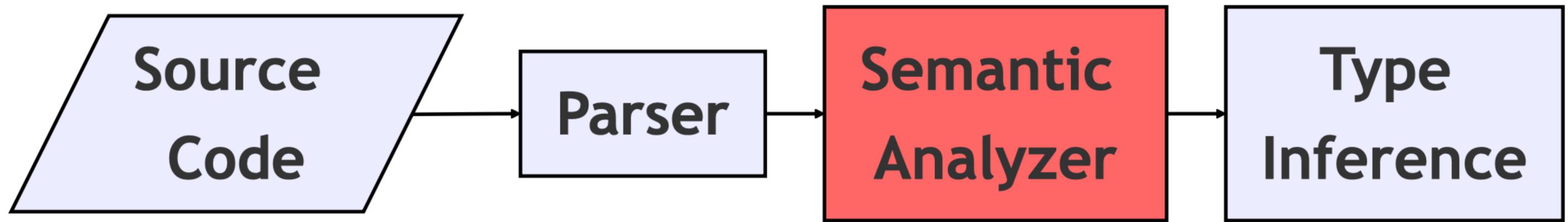




`x: int = 1`

```
AnnotatedAssign {  
  target: "x",  
  annotation: "int",  
  value: 1,  
}
```





Definition {

kind: AnnotatedAssignment {

target: "x",

annotation: "int",

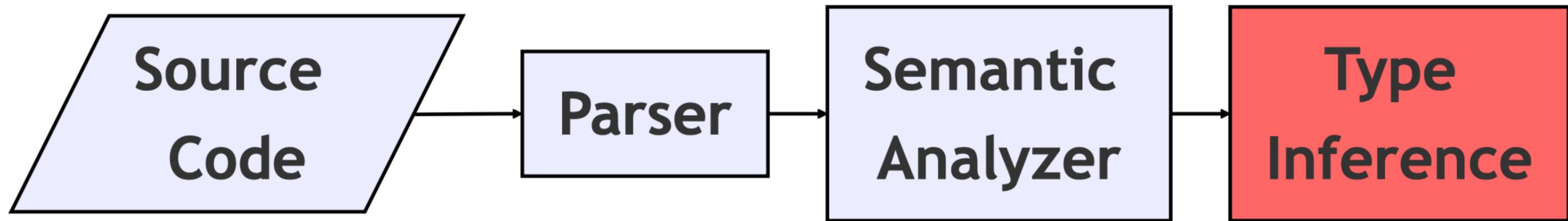
value: Some(1),

}

...

}





```
Inference {  
  expressions: {  
    int =>  
    ClassLiteral(int),  
    1 => IntLiteral(1),  
    x => IntLiteral(1),  
  }  
}
```



Semantic index



```
class A:  
    def foo(self, x: int | None):  
        ...
```

- Scopes: class A, method foo

IndexVec<FileScopeId, Scope>



```
def foo(x: int | None):  
    if x is not None:  
        b = x # int
```

- Definitions

`FxHashMap<NodeKey, Definitions>`

- Constraints: Narrowing and Reachability

`IndexVec<FileScopeId, UseDefMap>`

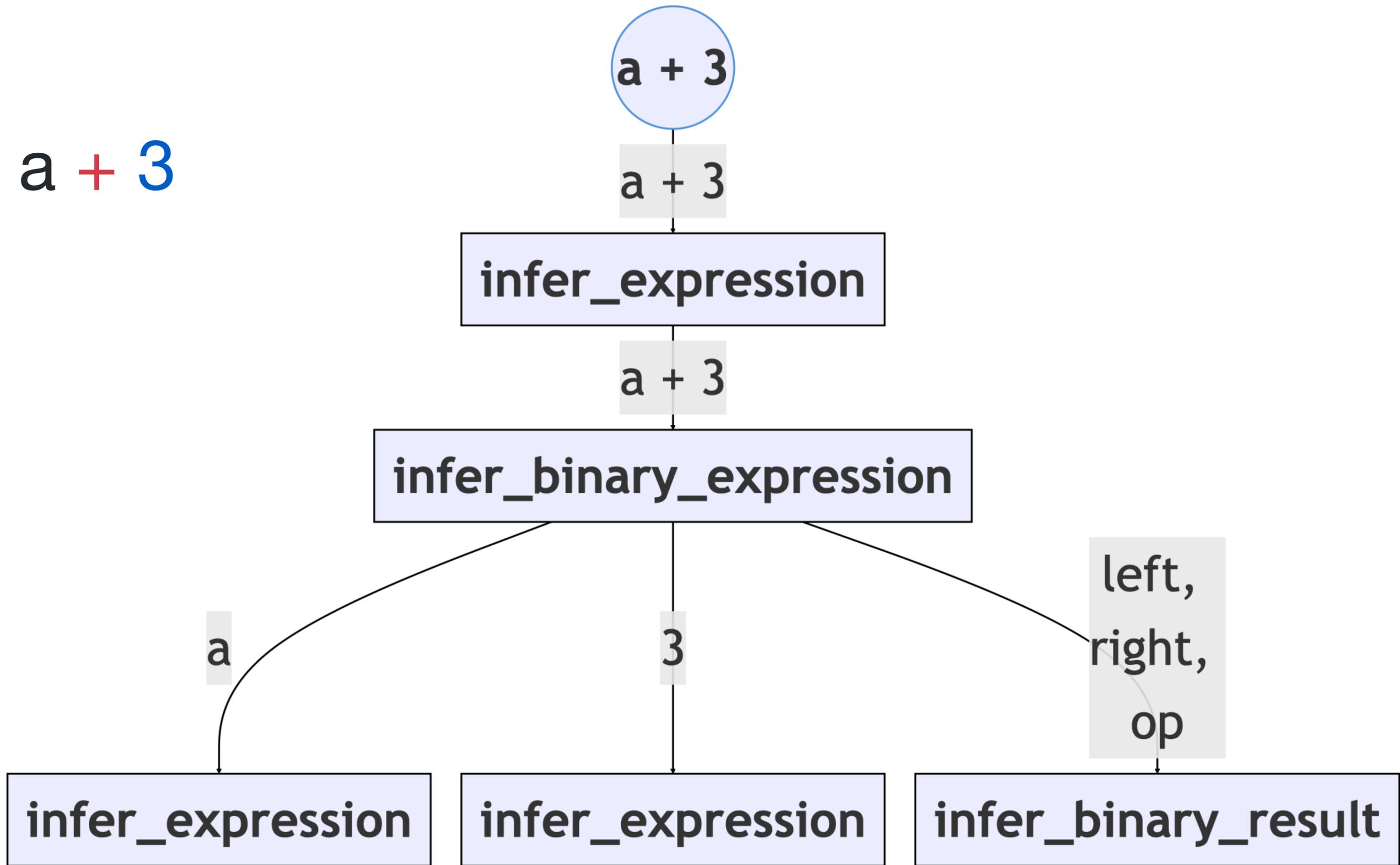


Type Inference



$a = 1$

result = $a + 3$



a = 1

```
let ty = match expression {  
  Expr::NumberLiteral(literal) => {  
    self.infer_number_literal(literal)  
  },  
  ...  
}
```



result = a + 3

```
fn infer_binary_expression(...) -> Type {  
  let left_ty = self.infer_expr(left);  
  let right_ty = self.infer_expr(right);  
  self.infer_binary_result(  
    left_ty, right_ty, op  
  )  
}
```



result = a + 3

```
match (left_ty, right_ty, op) {  
  (Type::IntLiteral(n), IntLiteral(m), Add)  
=> IntLiteral(n + m),  
  ...  
}
```



Incremental Type Checking



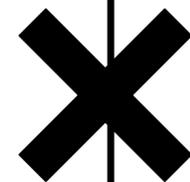
main.py

```
from lib import  
square  
  
print(square(5))
```

lib.py

```
def square(  
    x: int  
):  
    return x * x
```

```
def sqrt(  
    x: float  
): ...
```



Checkout my new single it's called my



```
#[salsa::tracked]
fn infer_definition_types<'db>(
    db: &Db, def: Def,
) -> DefinitionInference<'db> {
    let file = def.file(db);
    let module = parsed_module(db,
file).load(db);
    let index = semantic_index(db, file);
    ...
}
```



```
#[salsa::tracked]
```

```
fn infer_definition_types<'db>(
    db: &Db, def: Def,
) -> DefinitionInference<'db> {
    let file = def.file(db);
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file).load(db);
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}
```

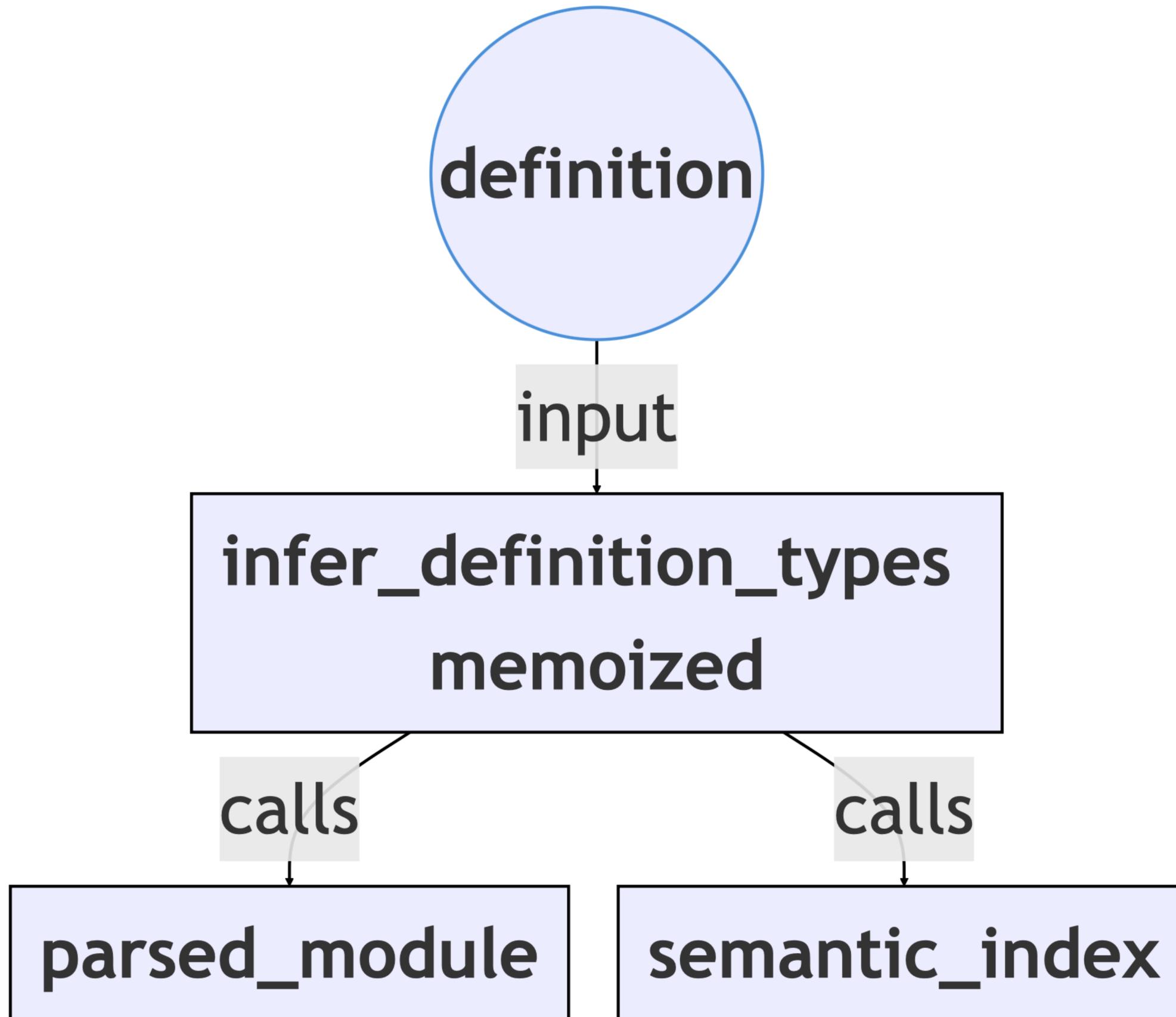


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file).load(db);
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    ...
}
```



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file).load(db);
    let index = semantic_index(db, file);
    ...
}
```





```
#[salsa::db]
pub struct ProjectDatabase {
    storage: Storage<ProjectDatabase>
}
```



```
#[salsa::input]  
pub struct File
```

```
#[salsa::interned]  
pub struct FunctionType<'db>
```

```
#[salsa::tracked]  
fn semantic_index(db: &'db dyn Db, ...)
```



- Salsa structs are `Copy` no matter what fields they contain
- Most structs get the `db` lifetime

```
pub enum Type<'db> {  
    Any,  
    Never,  
    FunctionLiteral(FunctionType<'db>),  
    ...  
}
```



Compute Split

```
enum InferenceRegion {  
    Expression(Expression),  
    Definition(Definition),  
    Deferred(Definition),  
    Scope(ScopeId),  
}
```



Compute Split

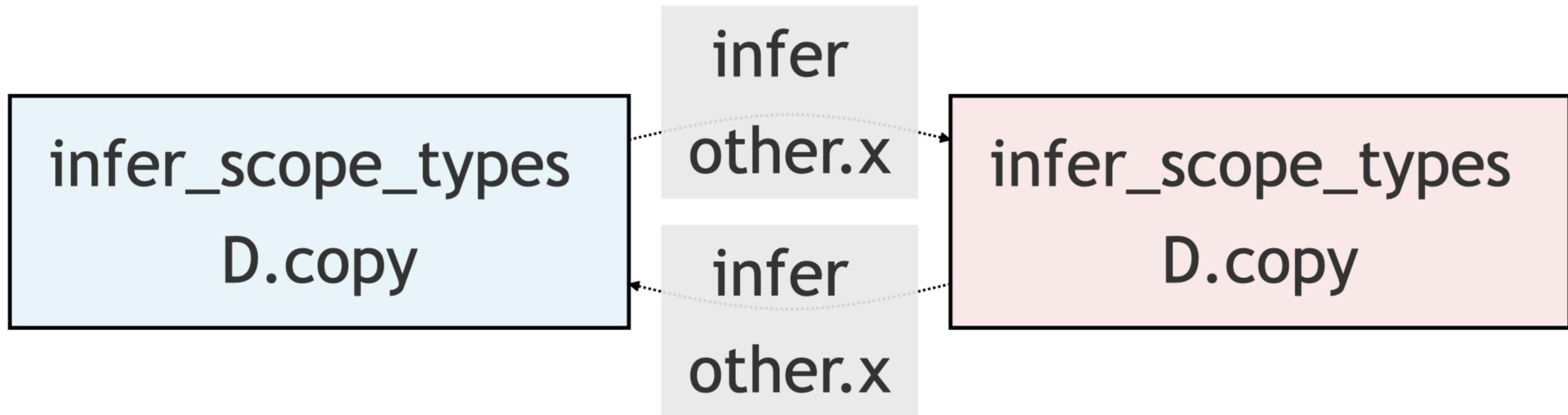
```
#[salsa::tracked]  
fn place_table(db: &dyn Db, scope: ScopeId)
```

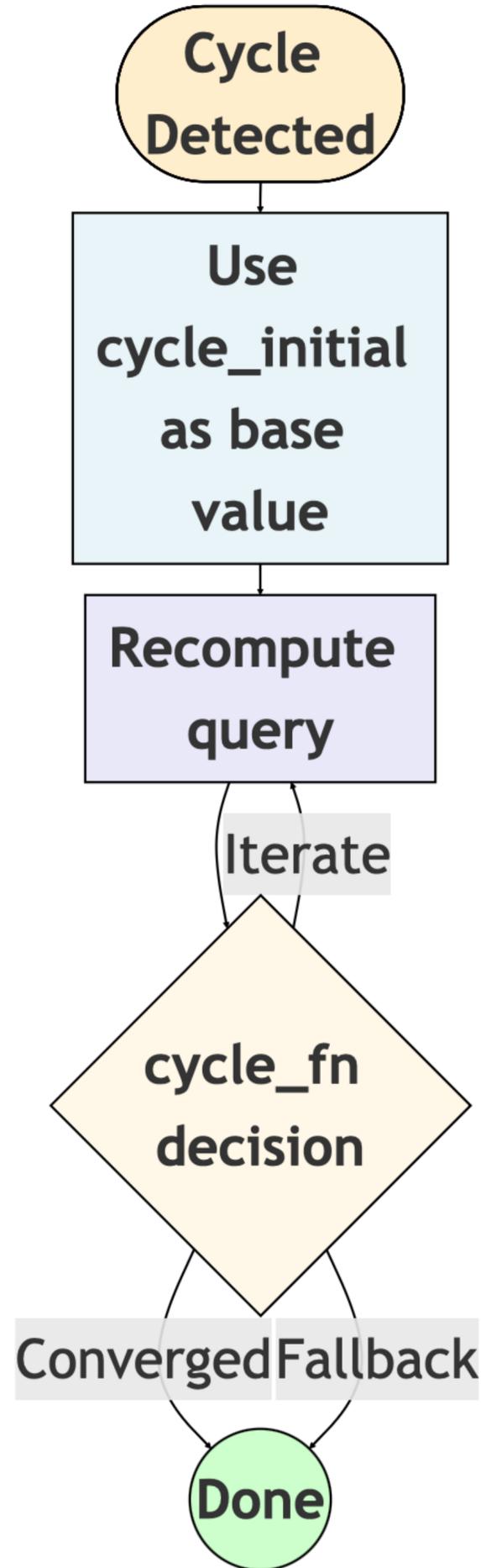
```
#[salsa::tracked]  
fn infer_definition_types(  
    db: &dyn Db, definition: Definition  
)
```



Cycles

```
class D:  
    def copy(self, other: "D"):  
        self.x = other.x
```





```
#[salsa::tracked(
    cycle_fn=...,
    cycle_initial=...,
)]
fn infer_definition_types(...)
```

- `cycle_initial`: Uses `Type::Never`
- `cycle_fn`: Decides to iterate or fallback



Testina Setun

```
## Annotation only transparent to local  
inference
```

```
```py
```

```
x = 1
```

```
x: int
```

```
y = x
```

```
This case is incorrect
```

```
reveal_type(y) # revealed: int
```

```
reveal_type(y) # revealed: Literal[1]
```

```
```
```



Testing Setup

```
$ cargo test  
annotations.md:9  
unexpected error: [revealed-type]  
`Literal[1]`
```



PR checks

- Conformance tests from Python typing team
- Runs ty on open source projects tracking
 - Diagnostic counts
 - Memory usage & timing



Ecosystem report

Old: main (merge base) `b80d8ff6` → **New:** 22495/merge `abc00cb7`

| Lint Rule | Removed | Added | Changed |
|---|------------|----------|-----------|
| Total | 126 | 9 | 16 |
| <code>invalid-argument-type</code> | 79 | 8 | 2 |
| <code>possibly-missing-attribute</code> | 10 | 0 | 3 |
| <code>unresolved-attribute</code> | 10 | 0 | 3 |
| <code>invalid-assignment</code> | 6 | 0 | 4 |
| <code>invalid-await</code> | 9 | 0 | 0 |
| <code>invalid-return-type</code> | 3 | 0 | 4 |
| <code>not-subscriptable</code> | 4 | 0 | 0 |
| <code>no-matching-overload</code> | 2 | 0 | 0 |
| <code>unused-ignore-comment</code> | 1 | 1 | 0 |
| <code>not-iterable</code> | 1 | 0 | 0 |
| <code>redundant-cast</code> | 1 | 0 | 0 |



Thank you!
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