



# A motivating example

```
def choose(a1, a2):  
    return random.choice([a1, a2])
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```
choose(None, 2)
```

⇒ None      ⇒ 2

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⇒ None    ⇒ 2
```

```
choose(None, "hello")
```

```
⇒ None    ⇒ "hello"
```

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def choose(a1, a2):  
    return random.choice([a1, a2])
```

```
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⇒ None    ⇒ 2
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choose(None, "hello")
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⇒ None    ⇒ "hello"
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```
def partial(f, x):  
    def p(y):  
        return f(x, y)  
    return p
```

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⇒ None    ⇒ 2
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choose(None, "hello")
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⇒ None    ⇒ "hello"
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```
def partial(f, x):  
    def p(y):  
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```
p = partial(choose, None)
```

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⇒ None    ⇒ 2
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choose(None, "hello")
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⇒ None    ⇒ "hello"
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```
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```

```
p(2)
```

```
⇒ None    ⇒ 2
```

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⇒ None      ⇒ 2
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```
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```
def partial(f, x):  
    def p(y):  
        return f(x, y)  
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```

```
p = partial(choose, None)
```

```
p(2)
```

```
⇒ None      ⇒ 2
```

```
p("hello")
```

```
⇒ None      ⇒ "hello"
```

# A motivating example

```
def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
```

```
choose(None, 2)
```

```
⇒ None      ⇒ 2
```

```
choose(None, "hello")
```

```
⇒ None      ⇒ "hello"
```

```
def partial[X, Y, Z](f: Callable[[X, Y], Z], x: X) → Callable[[Y], Z]:  
  def p(y: Y) → Z:  
    return f(x, y)  
  return p
```

```
p = partial(choose, None)
```

```
p(2)
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⇒ None      ⇒ 2
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```
p("hello")
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⇒ None      ⇒ 2
```

```
choose(None, "hello")
```

```
⇒ None      ⇒ "hello"
```

```
def partial[X, Y, Z](f: Callable[[X, Y], Z], x: X) → Callable[[Y], Z]:  
  def p(y: Y) → Z:  
    return f(x, y)  
  return p
```

```
p = partial(choose, None)
```

```
p(2)
```

```
⇒ None      ⇒ 2
```

```
p("hello")
```

```
⇒ None      ⇒ "hello"
```



Hello computer, please  
invoke `multiplay`

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```
def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
```

```
choose(None, 2)
```

```
⇒ None ⇒ 2
```

```
choose(None, "hello")
```

```
⇒ None ⇒ "hello"
```



```
def partial[X, Y, Z](f: Callable[[X, Y], Z], x: X) → Callable[[Y], Z]:  
  def p(y: Y) → Z:  
    return f(x, y)  
  return p
```

```
p = partial(choose, None)
```

```
p(2)
```

```
⇒ None ⇒ 2
```

```
p("hello")
```

```
⇒ None ⇒ "hello"
```



```
error[invalid-argument-type] Argument is incorrect: Expected `Y@partial`  
error: Argument of type "Literal[2]" cannot be assigned to parameter of t  
ERROR Argument `Literal[2]` is not assignable to parameter with type `Non  
error: Argument 1 has incompatible type "int"; expected "None" [arg-type]  
error: Argument 1 has incompatible type "int"; expected "None" [arg-type]  
Any
```



# Constraint sets in ty

Douglas Creager  
Astral

PyCon Typing Summit  
May 14, 2026 – Long Beach, CA



# Constraint sets in ty

Douglas Creager

Astral

(an OpenAI joint)

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May 14, 2026 – Long Beach, CA

**Pop quiz!**

1.  A  B  C  D  E
2.  A  B  C  D  E
3.  A  B  C  D  E
4.  A  B  C  D  E
5.  A  B  C  D  E
6.  A  B  C  D  E
7.  A  B  C  D  E
8.  A  B  C  D  E
9.  A  B  C  D  E
10.  A  B  C  D  E
11.  A  B  C  D  E
12.  A  B  C  D  E
13.  A  B  C  D  E
14.  A  B  C  D  E
15.  A  B  C  D  E
16.  A  B  C  D  E

20.  A  B  C  D  E
30.  A  B  C  D  E
31.  A  B  C  D  E
32.  A  B  C  D  E
33.  A  B  C  D  E
34.  A  B  C  D  E
35.  A  B  C  D  E
36.  A  B  C  D  E
37.  A  B  C  D  E
38.  A  B  C  D  E
39.  A  B  C  D  E
40.  A  B  C  D  E



**Is this expression valid? What is its type?**

## Is this expression valid? What is its type?

```
def takes_int(x: int) → int: ...
```

```
takes_int(2)
```

## Is this expression valid? What is its type?

```
def takes_int(x: int) → int: ...
```

```
takes_int(2)
```

int

## Is this expression valid? What is its type?

```
def takes_int(x: int) → int: ...
```

```
takes_int(None)
```

## Is this expression valid? What is its type?

```
def takes_int(x: int) → int: ...
```

```
takes_int(None)
```

[invalid-argument-type]

## Is this expression valid? What is its type?

```
def identity[T](x: T) → T: ...
```

```
identity(2)
```

## Is this expression valid? What is its type?

```
def identity[T](x: T) → T: ...
```

```
identity(2)
```

int

# Is this expression valid? What is its type?

```
def identity[T](x: T) → T: ...
```

```
identity(2)
```



```
int  
Literal[2]
```

# Is this expression valid? What is its type?

```
def identity[T](x: T) → T: ...
```

```
identity(2)
```



```
int  
Literal[2]  
int | None
```

# Is this expression valid? What is its type?

```
def identity[T](x: T) → T: ...
```

```
identity(2)
```



```
int  
Literal[2]  
int | None  
object
```

# Is this expression valid? What is its type?

```
def identity[T](x: T) → T: ...
```

```
identity(2)
```



```
int  
Literal[2]  
int | None  
object  
SupportsIndex  
⋮
```

## Is this expression valid? What is its type?

```
def identity[T](x: T) → T: ...
```

```
result: int = identity(2)
```

## Is this expression valid? What is its type?

```
def identity[T](x: T) → T: ...
```

```
result: int = identity(2)
```

```
int  
Literal[2]  
int | None  
object  
SupportsIndex  
⋮
```

## ***When is this expression valid?***

```
def takes_int(x: int) → int: ...
```

```
takes_int(2)
```

## When is this expression valid?

```
def takes_int(x: int) → int: ...
```

```
takes_int(2)
```

`Literal[2]`  $\vDash$  `int`

## ***When is this expression valid?***

```
def takes_int(x: int) → int: ...  
  
takes_int(2)
```

always

## ***When is this expression valid?***

```
def takes_int(x: int) → int: ...  
  
takes_int(None)
```

## When is this expression valid?

```
def takes_int(x: int) → int: ...
```

```
takes_int(None)
```

`None`  $\preceq$  `int`

## ***When is this expression valid?***

```
def takes_int(x: int) → int: ...  
  
takes_int(None)
```

never

## ***When is this expression valid?***

```
def identity[T](x: T) → T: ...
```

```
identity(2)
```

## When is this expression valid?

```
def identity[T](x: T) → T: ...
```

```
identity(2)
```

`Literal[2]`  $\vDash$  `T`

## *When is this expression valid?*

```
def identity[T](x: T) → T: ...
```

```
identity(2)
```

Literal[2]  $\preceq$  T

## ***When is this expression valid?***

```
def identity[T](x: T) → T: ...
```

```
result: int = identity(2)
```

## When is this expression valid?

```
def identity[T](x: T) → T: ...
```

```
result: int = identity(2)
```

`Literal[2]`  $\vDash$  `T`

## When is this expression valid?

```
def identity[T](x: T) → T: ...
```

```
result: int = identity(2)
```

$\text{Literal}[2] \preceq T \wedge T \preceq \text{int}$

## *When is this expression valid?*

```
def identity[T](x: T) → T: ...
```

```
result: int = identity(2)
```

`Literal[2] ⊆ T ∧ T ⊆ int`

## When is this expression valid?

```
takes_int(2)
takes_int(None)
identity(2)
result: int = identity(2)
```

```
always
never
Literal[2]  $\preceq$  T
Literal[2]  $\preceq$  T  $\wedge$  T  $\preceq$  int
```

# Sets of assignments

## Sets of assignments

$$\text{Literal}[2] \preceq T = \left\{ \begin{array}{l} T = \text{int}, \\ T = \text{Literal}[2], \\ T = \text{int} \mid \text{None}, \\ T = \text{object}, \\ T = \text{SupportsIndex}, \\ \vdots \end{array} \right\}$$

## Sets of assignments

$$\text{Literal}[2] \preceq T = \left\{ \begin{array}{l} T = \text{int}, \\ T = \text{Literal}[2], \\ T = \text{int} \mid \text{None}, \\ T = \text{object}, \\ T = \text{SupportsIndex}, \\ \vdots \end{array} \right\}$$

$$\text{Literal}[2] \preceq T \wedge T \preceq \text{int} = \left\{ \begin{array}{l} T = \text{int}, \\ T = \text{Literal}[2] \end{array} \right\}$$

# Partial application

```
def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
```

```
choose(None, 2)
```

# Partial application

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def choose[A](a1: A, a2: A) → A:  
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```

None  $\preceq$  A

# Partial application

```
def choose[A](a1: A, a2: A) → A:  
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```

```
choose(None, 2)
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$\text{None} \preceq A \wedge \text{Literal}[2] \preceq A$

# Partial application

```
def choose[A](a1: A, a2: A) → A:  
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choose(None, 2)
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$\text{None} \preceq A \wedge \text{Literal}[2] \preceq A$

# Partial application

```
def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
```

```
choose(None, 2)
```

$\text{None} \preceq A \wedge \text{Literal}[2] \preceq A$

$\{A = \text{None} \mid \text{Literal}[2], A = \text{None} \mid \text{int}, \dots\}$

# Partial application

$\{A = \text{None} \mid \text{Literal}[2], A = \text{None} \mid \text{int}, \dots\}$

```
def choose[A](a1: A, a2: A) → A:  
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choose(None, 2)
```

$\text{None} \preceq A \wedge \text{Literal}[2] \preceq A$

# Partial application

```
{ A = None | Literal[2], A = None | int, ... }
```

```
def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
```

```
def partial[X, Y, Z](fn: Callable[[X, Y], Z], x: X) → Callable[[Y], Z]: ...
```

```
p = partial(choose, None)  
p(2)
```

# Partial application

```
{ A = None | Literal[2], A = None | int, ... }
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$\{A = \text{None} \mid \text{Literal}[2], A = \text{None} \mid \text{int}, \dots\}$

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p(2)
```

$\text{Callable}[[A, A], A] \preceq \text{Callable}[[X, Y], Z]$

# Partial application

$\{A = \text{None} \mid \text{Literal}[2], A = \text{None} \mid \text{int}, \dots\}$

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$X \preceq A \wedge Y \preceq A \wedge A \preceq Z$

# Partial application

```
{ A = None | Literal[2], A = None | int, ... }
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# Partial application

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# Partial application

$\{A = \text{None} \mid \text{Literal}[2], A = \text{None} \mid \text{int}, \dots\}$

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p = partial(choose, None)  
p(2)
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# Partial application

$\{A = \text{None} \mid \text{Literal}[2], A = \text{None} \mid \text{int}, \dots\}$

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$\{A = \text{None} \mid \text{Literal}[2], A = \text{None} \mid \text{int}, \dots\}$

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def choose[A](a1: A, a2: A) → A:  
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p = partial(choose, None)  
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```

$X \preceq A \wedge Y \preceq A \wedge A \preceq Z \wedge \text{None} \preceq X \wedge \text{None} \preceq A \wedge \text{None} \preceq Z$

# Partial application

$\{A = \text{None} \mid \text{Literal}[2], A = \text{None} \mid \text{int}, \dots\}$

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p = partial(choose, None)  
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```

$X \preceq A \wedge Y \preceq A \wedge A \preceq Z \wedge \text{None} \preceq X \wedge \text{None} \preceq A \wedge \text{None} \preceq Z$

# Partial application

```
{ A = None | Literal[2], A = None | int, ... }
```

```
def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
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def partial[X, Y, Z](fn: Callable[[X, Y], Z], x: X) → Callable[[Y], Z]: ...
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p = partial(choose, None)  
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```

$X \preceq A \wedge Y \preceq A \wedge A \preceq Z \wedge \text{None} \preceq X \wedge \text{None} \preceq A \wedge \text{None} \preceq Z$   
 $\text{Callable}[[Y], Z]$

# Partial application

$\{A = \text{None} \mid \text{Literal}[2], A = \text{None} \mid \text{int}, \dots\}$

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def choose[A](a1: A, a2: A) → A:  
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def partial[X, Y, Z](fn: Callable[[X, Y], Z], x: X) → Callable[[Y], Z]: ...
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```
p = partial(choose, None)  
p(2)
```

$X \preceq A \wedge Y \preceq A \wedge A \preceq Z \wedge \text{None} \preceq X \wedge \text{None} \preceq A \wedge \text{None} \preceq Z$

Callable[[Y], Z]

Z = None

# Partial application

$\{A = \text{None} \mid \text{Literal}[2], A = \text{None} \mid \text{int}, \dots\}$

```
def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
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```
def partial[X, Y, Z](fn: Callable[[X, Y], Z], x: X) → Callable[[Y], Z]: ...
```

```
p = partial(choose, None)  
p(2)
```

$X \preceq A \wedge Y \preceq A \wedge A \preceq Z \wedge \text{None} \preceq X \wedge \text{None} \preceq A \wedge \text{None} \preceq Z$

Callable[[Y], Z]

Y = A

Z = None

# Partial application

$\{A = \text{None} \mid \text{Literal}[2], A = \text{None} \mid \text{int}, \dots\}$

```
def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
```

```
def partial[X, Y, Z](fn: Callable[[X, Y], Z], x: X) → Callable[[Y], Z]: ...
```

```
p = partial(choose, None)  
p(2)
```

$X \preceq A \wedge Y \preceq A \wedge A \preceq Z \wedge \text{None} \preceq X \wedge \text{None} \preceq A \wedge \text{None} \preceq Z$

Callable[[Y], Z]

Y = None

Z = None

# Partial application

`{ A = None | Literal[2], A = None | int, ... }`

```
def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
```

```
def partial[X, Y, Z](fn: Callable[[X, Y], Z], x: X) → Callable[[Y], Z]: ...
```

```
p = partial(choose, None)  
p(2)
```

$X \preceq A \wedge Y \preceq A \wedge A \preceq Z \wedge \text{None} \preceq X \wedge \text{None} \preceq A \wedge \text{None} \preceq Z$

`Callable[[None], None]`

`Y = None`

`Z = None`

# Partial application

$\{A = \text{None} \mid \text{Literal}[2], A = \text{None} \mid \text{int}, \dots\}$

```
def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
```

```
def partial[X, Y, Z](fn: Callable[[X, Y], Z], x: X) → Callable[[Y], Z]: ...
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p = partial(choose, None)  
p(2)
```

$X \preceq A \wedge Y \preceq A \wedge A \preceq Z \wedge \text{None} \preceq X \wedge \text{None} \preceq A \wedge \text{None} \preceq Z$

Callable[[None], None]

[invalid-argument-type]

Y = None

Z = None

# Partial application

```
{ A = None | Literal[2], A = None | int, ... }
```

```
def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
```

```
def partial[X, Y, Z](fn: Callable[[X, Y], Z], x: X) → Callable[[Y], Z]: ...
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```
p = partial(choose, None)  
p(2)
```

$X \preceq A \wedge Y \preceq A \wedge A \preceq Z \wedge \text{None} \preceq X \wedge \text{None} \preceq A \wedge \text{None} \preceq Z$   
 $\text{Callable}[[Y], Z]$

# Partial application

$\{A = \text{None} \mid \text{Literal}[2], A = \text{None} \mid \text{int}, \dots\}$

```
def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
```

```
def partial[X, Y, Z](fn: Callable[[X, Y], Z], x: X) → Callable[[Y], Z]: ...
```

```
p = partial(choose, None)  
p(2)
```

$X \preceq A \wedge Y \preceq A \wedge A \preceq Z \wedge \text{None} \preceq X \wedge \text{None} \preceq A \wedge \text{None} \preceq Z$

Callable[[Y], Z]

Y = A

Z = A

# Partial application

$\{A = \text{None} \mid \text{Literal}[2], A = \text{None} \mid \text{int}, \dots\}$

```
def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
```

```
def partial[X, Y, Z](fn: Callable[[X, Y], Z], x: X) → Callable[[Y], Z]: ...
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$X \preceq A \wedge Y \preceq A \wedge A \preceq Z \wedge \text{None} \preceq X \wedge \text{None} \preceq A \wedge \text{None} \preceq Z$

`Callable[[A], A]`

$Y = A$

$Z = A$

# Partial application

```
{ A = None | Literal[2], A = None | int, ... }
```

```
def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
```

```
def partial[X, Y, Z](fn: Callable[[X, Y], Z], x: X) → Callable[[Y], Z]: ...
```

```
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p(2)
```

$X \preceq A \wedge Y \preceq A \wedge A \preceq Z \wedge \text{None} \preceq X \wedge \text{None} \preceq A \wedge \text{None} \preceq Z$

<code>Callable[[A], A]</code>	<code>Y = A</code>
<code>{ A = Literal[2], A = int, ... }</code>	<code>Z = A</code>

# Partial application

`{ A = None | Literal[2], A = None | int, ... }`

```
def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
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$X \preceq A \wedge Y \preceq A \wedge A \preceq Z \wedge \text{None} \preceq X \wedge \text{None} \preceq A \wedge \text{None} \preceq Z$

`Callable[[A], A]`

`Y = A`

`{ A = Literal[2], A = int, ... }`

`Z = A`

# Partial application

```
{ A = None | Literal[2], A = None | int, ... }
```

```
def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
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$X \preceq A \wedge Y \preceq A \wedge A \preceq Z \wedge \text{None} \preceq X \wedge \text{None} \preceq A \wedge \text{None} \preceq Z$

`Callable[[Y], Z]`

# Partial application

$\{A = \text{None} \mid \text{Literal}[2], A = \text{None} \mid \text{int}, \dots\}$

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def choose[A](a1: A, a2: A) → A:  
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$X \preceq A \wedge Y \preceq A \wedge A \preceq Z \wedge \text{None} \preceq X \wedge \text{None} \preceq A \wedge \text{None} \preceq Z$

$\text{Callable}[[Y], Z]$

$Y \preceq Z \wedge \text{None} \preceq Z$

# Partial application

$\{A = \text{None} \mid \text{Literal}[2], A = \text{None} \mid \text{int}, \dots\}$

```
def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
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```
def partial[X, Y, Z](fn: Callable[[X, Y], Z], x: X) → Callable[[Y], Z]: ...
```

```
p = partial(choose, None)  
p(2)
```

$X \preceq A \wedge Y \preceq A \wedge A \preceq Z \wedge \text{None} \preceq X \wedge \text{None} \preceq A \wedge \text{None} \preceq Z$

$\text{Callable}[[Y], Z] \quad \text{where} \quad Y \preceq Z \wedge \text{None} \preceq Z$

# Partial application

$\{A = \text{None} \mid \text{Literal}[2], A = \text{None} \mid \text{int}, \dots\}$

```
def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
```

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def partial[X, Y, Z](fn: Callable[[X, Y], Z], x: X) → Callable[[Y], Z]: ...
```

```
p = partial(choose, None)  
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```

$X \preceq A \wedge Y \preceq A \wedge A \preceq Z \wedge \text{None} \preceq X \wedge \text{None} \preceq A \wedge \text{None} \preceq Z$

$\text{Callable}[[Y], Z] \text{ where } Y \preceq Z \wedge \text{None} \preceq Z$

# Partial application

$\{A = \text{None} \mid \text{Literal}[2], A = \text{None} \mid \text{int}, \dots\}$

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def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
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```
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p = partial(choose, None)  
p(2)
```

$\text{Callable}[[Y], Z]$

$Y \preceq Z \wedge \text{None} \preceq Z$

# Partial application

```
{ A = None | Literal[2], A = None | int, ... }
```

```
def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
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```

```
p = partial(choose, None)  
p(2)
```

Callable[[Y], Z]

$Y \preceq Z \wedge \text{None} \preceq Z \wedge \text{Literal}[2] \preceq Y$

# Partial application

$\{A = \text{None} \mid \text{Literal}[2], A = \text{None} \mid \text{int}, \dots\}$

```
def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
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def partial[X, Y, Z](fn: Callable[[X, Y], Z], x: X) → Callable[[Y], Z]: ...
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Callable[[Y], Z]

$Y \preceq Z \wedge \text{None} \preceq Z \wedge \text{Literal}[2] \preceq Y$

# Partial application

$\{A = \text{None} \mid \text{Literal}[2], A = \text{None} \mid \text{int}, \dots\}$

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def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
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def partial[X, Y, Z](fn: Callable[[X, Y], Z], x: X) → Callable[[Y], Z]: ...
```

```
p = partial(choose, None)  
p(2)
```

`Callable[[Y], Z]`

$Y \preceq Z \wedge \text{None} \preceq Z \wedge \text{Literal}[2] \preceq Y \wedge \text{Literal}[2] \preceq Z$

# Partial application

```
{ A = None | Literal[2], A = None | int, ... }
```

```
def choose[A](a1: A, a2: A) → A:  
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```
p = partial(choose, None)  
p(2)
```

Callable[[Y], Z]

$Y \preceq Z \wedge \text{None} \preceq Z \wedge \text{Literal}[2] \preceq Y \wedge \text{Literal}[2] \preceq Z$

# Partial application

$$\{A = \text{None} \mid \text{Literal}[2], A = \text{None} \mid \text{int}, \dots\}$$

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def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
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def partial[X, Y, Z](fn: Callable[[X, Y], Z], x: X) → Callable[[Y], Z]: ...
```

```
p = partial(choose, None)  
p(2)
```

Callable[[Y], Z]

$$Y \preceq Z \wedge \text{None} \preceq Z \wedge \text{Literal}[2] \preceq Y \wedge \text{Literal}[2] \preceq Z$$
$$\left\{ \begin{array}{l} Y = \text{None} \mid \text{Literal}[2] \\ Z = \text{None} \mid \text{Literal}[2] \end{array} , \begin{array}{l} Y = \text{None} \mid \text{int} \\ Z = \text{None} \mid \text{int} \end{array} , \dots \right\}$$

# Partial application

$$\{A = \text{None} \mid \text{Literal}[2], A = \text{None} \mid \text{int}, \dots\}$$

```
def choose[A](a1: A, a2: A) → A:  
  return random.choice([a1, a2])
```

```
def partial[X, Y, Z](fn: Callable[[X, Y], Z], x: X) → Callable[[Y], Z]: ...
```

```
p = partial(choose, None)  
p(2)
```

Callable[[Y], Z]

$$Y \preceq Z \wedge \text{None} \preceq Z \wedge \text{Literal}[2] \preceq Y \wedge \text{Literal}[2] \preceq Z$$
$$\left\{ \begin{array}{l} Y = \text{None} \mid \text{Literal}[2] \quad Y = \text{None} \mid \text{int} \\ Z = \text{None} \mid \text{Literal}[2] \quad Z = \text{None} \mid \text{int} \quad \dots \end{array} \right\}$$

**Open questions**



## Open questions

Are there other examples where “constrained callables” are useful?

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Are they worth the extra complexity?

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Are there other examples where “constrained callables” are useful?

Are they worth the extra complexity?

How are they implemented?

# Picture credits

- Slide 3 David Brossard, “Fenceposts in Argyllshire”  
CC BY-SA 2.0, <https://flic.kr/p/2nagXBQ>
- Slide 4 Geoffrey Whiteway, “School test”  
Equalicense, <https://freerangestock.com/photos/27702/school-test.html>
- Slide 18 Dr. Matthias Ripp, “Any Questions?”  
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**Scratch**

# Invariant types

```
def invoke[A, B](fn: Callable[[A], B], value: A) → B:  
  return fn(value)
```

```
def head[T](xs: list[T]) → T:  
  return xs[0]
```

```
invoke(head, [1, 2])
```

# Invariant types

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def invoke[A, B](fn: Callable[[A], B], value: A) → B:  
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def head[T](xs: list[T]) → T:  
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invoke(head, [1, 2])
```

`Callable[[list[T]], T] ≼ Callable[[A], B]`

# Invariant types

```
def invoke[A, B](fn: Callable[[A], B], value: A) → B:  
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```
def head[T](xs: list[T]) → T:  
  return xs[0]
```

```
invoke(head, [1, 2])
```

`Callable[[list[T]], T]  $\preceq$  Callable[[A], B]`

`A  $\preceq$  list[T]`

# Invariant types

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def invoke[A, B](fn: Callable[[A], B], value: A) → B:  
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```
def head[T](xs: list[T]) → T:  
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```

```
invoke(head, [1, 2])
```

$\text{Callable}[[\text{list}[T]], T] \preceq \text{Callable}[[A], B]$

$A \preceq \text{list}[T] \wedge T \preceq B$

# Invariant types

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def invoke[A, B](fn: Callable[[A], B], value: A) → B:  
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invoke(head, [1, 2])
```

$$A \preceq \text{list}[T] \wedge T \preceq B$$

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def invoke[A, B](fn: Callable[[A], B], value: A) → B:  
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$$A \preceq \text{list}[T] \wedge T \preceq B \wedge \text{list}[L] \preceq A$$

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def invoke[A, B](fn: Callable[[A], B], value: A) → B:  
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```
invoke(head, [1, 2])
```

$A \preceq \text{list}[T] \wedge T \preceq B \wedge \text{list}[L] \preceq A \wedge \text{Literal}[1] \preceq L$

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def invoke[A, B](fn: Callable[[A], B], value: A) → B:  
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def head[T](xs: list[T]) → T:  
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```
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$A \preceq \text{list}[T] \wedge T \preceq B \wedge \text{list}[L] \preceq A \wedge \text{Literal}[1] \preceq L \wedge \text{Literal}[2] \preceq L$

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# Invariant types

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def invoke[A, B](fn: Callable[[A], B], value: A) → B:  
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$$A \preceq \text{list}[T] \wedge T \preceq B \wedge \text{list}[L] \preceq A \wedge \text{Literal}[1, 2] \preceq L \\ \wedge L \preceq T \wedge T \preceq L$$

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$$A \preceq \text{list}[T] \wedge T \preceq B \wedge \text{list}[L] \preceq A \wedge \text{Literal}[1, 2] \preceq L \\ \wedge L \preceq T \wedge T \preceq L \wedge L \preceq B$$

# Invariant types

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def invoke[A, B](fn: Callable[[A], B], value: A) → B:  
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# Invariant types

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def invoke[A, B](fn: Callable[[A], B], value: A) → B:  
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$$A \preceq \text{list}[T] \wedge T \preceq B \wedge \text{list}[L] \preceq A \wedge \text{Literal}[1, 2] \preceq L \\ \wedge L \preceq T \wedge T \preceq L \wedge L \preceq B \wedge \text{Literal}[1, 2] \preceq B$$

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def invoke[A, B](fn: Callable[[A], B], value: A) → B:  
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$$A \preceq \text{list}[T] \wedge T \preceq B \wedge \text{list}[L] \preceq A \wedge \text{Literal}[1, 2] \preceq L \\ \wedge L \preceq T \wedge T \preceq L \wedge L \preceq B \wedge \text{Literal}[1, 2] \preceq B$$
$$\left\{ \begin{array}{l} A = \text{list}[\text{Literal}[1, 2]] \\ B = \text{Literal}[1, 2] \end{array} \right\}, \left\{ \begin{array}{l} A = \text{list}[\text{int}] \\ B = \text{int} \end{array} \right\}, \dots$$

# Math!

$C \stackrel{\Delta}{=} \begin{array}{l} \text{always} \\ | \\ \text{never} \end{array}$

# Math!

$\mathcal{C} \triangleq$  always  
| never  
| type  $\preceq$  T (lower bound)  
| T  $\preceq$  type (upper bound)

# Math!

$\mathcal{C} \triangleq$	always	
	never	
	$\text{type} \preceq T$	(lower bound)
	$T \preceq \text{type}$	(upper bound)
	$\neg \mathcal{C}$	(not)
	$\mathcal{C} \wedge \mathcal{C}$	(and)
	$\mathcal{C} \vee \mathcal{C}$	(or)