

# Predicting TypeScript Type Annotations and Definitions with Machine Learning

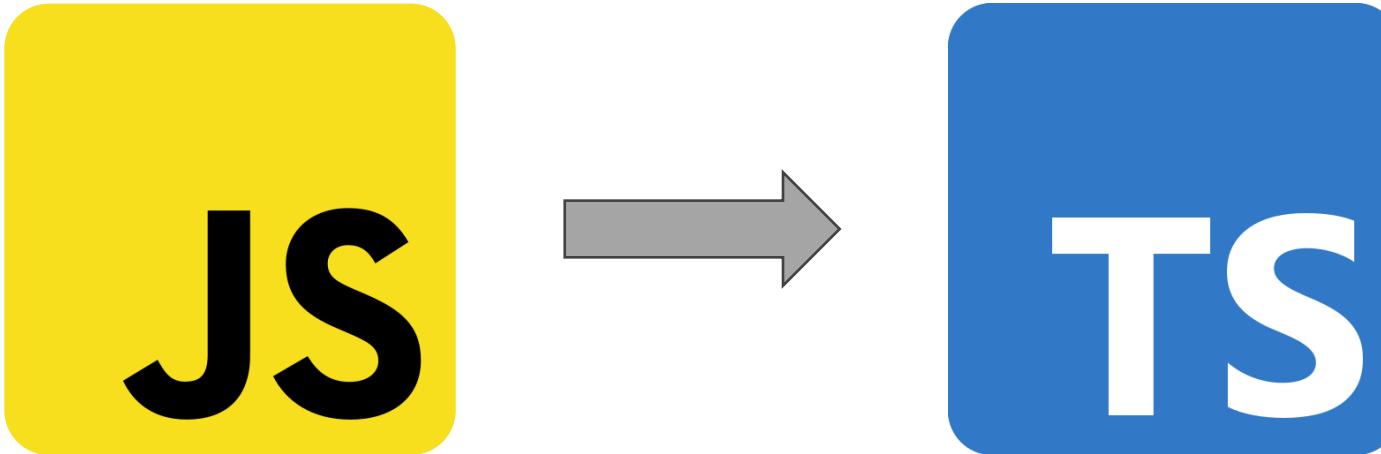
Ming-Ho Yee

Northeastern University

March 29, 2024

Ph.D. Dissertation Defense

# Type migration: JavaScript to TypeScript



- Incremental migration
- Static type checking
- Better documentation
- Editor integration

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# Machine learning for type prediction

*Predict the most likely type annotation for the given code fragment*

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## Classification

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function f(x) {  
    return x + 1;  
}
```

---

Type of <b>x</b>	Probability
number	0.4221
any	0.2611
string	0.2558
<i>other</i>	

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## Large language models for code

```
function f(x: _hole_) {  
    return x + 1;  
}
```

```
function f(x: number) {  
    return x + 1;  
}
```

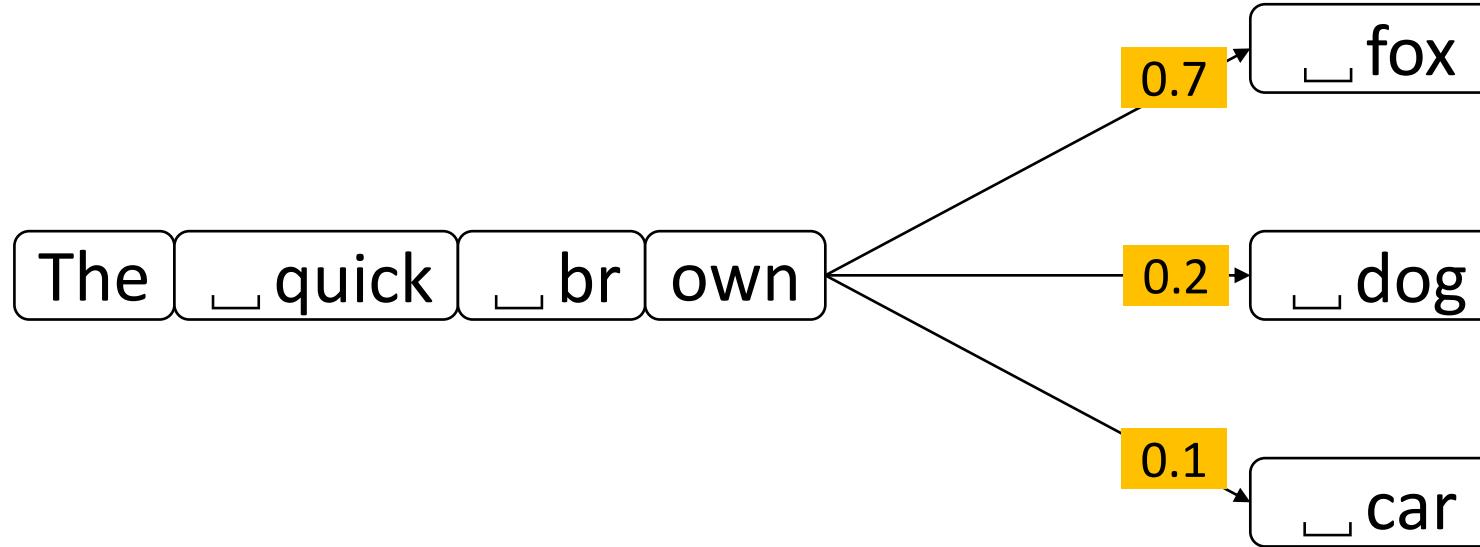
# Large language models (LLMs)

The quick brown

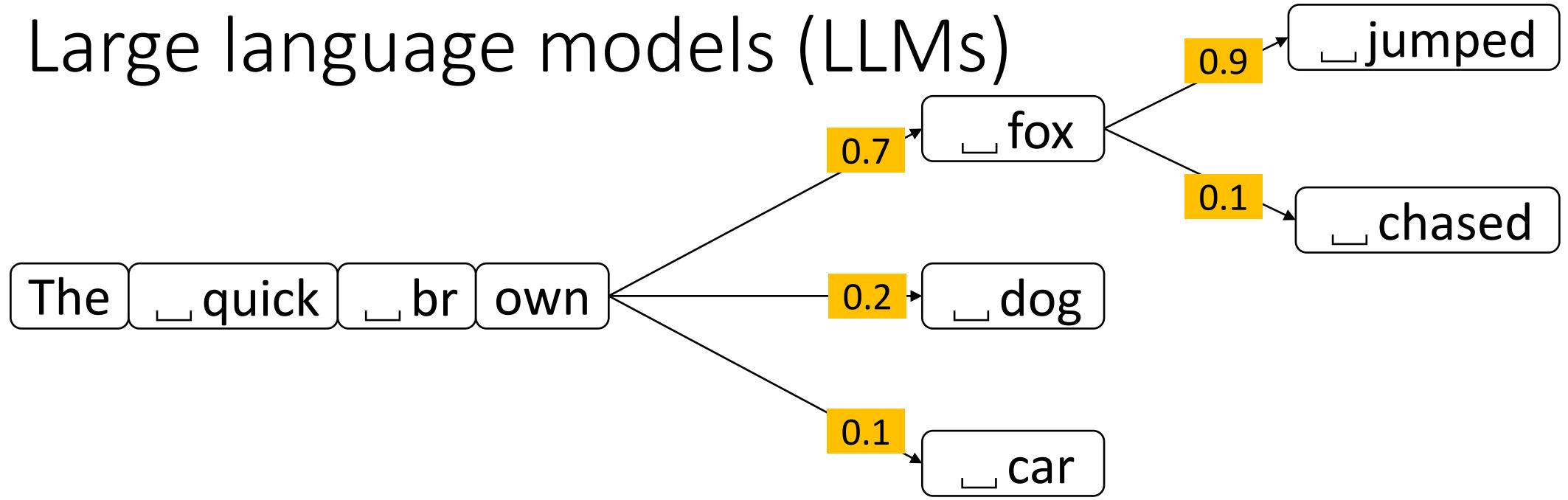
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The   quick   br   own

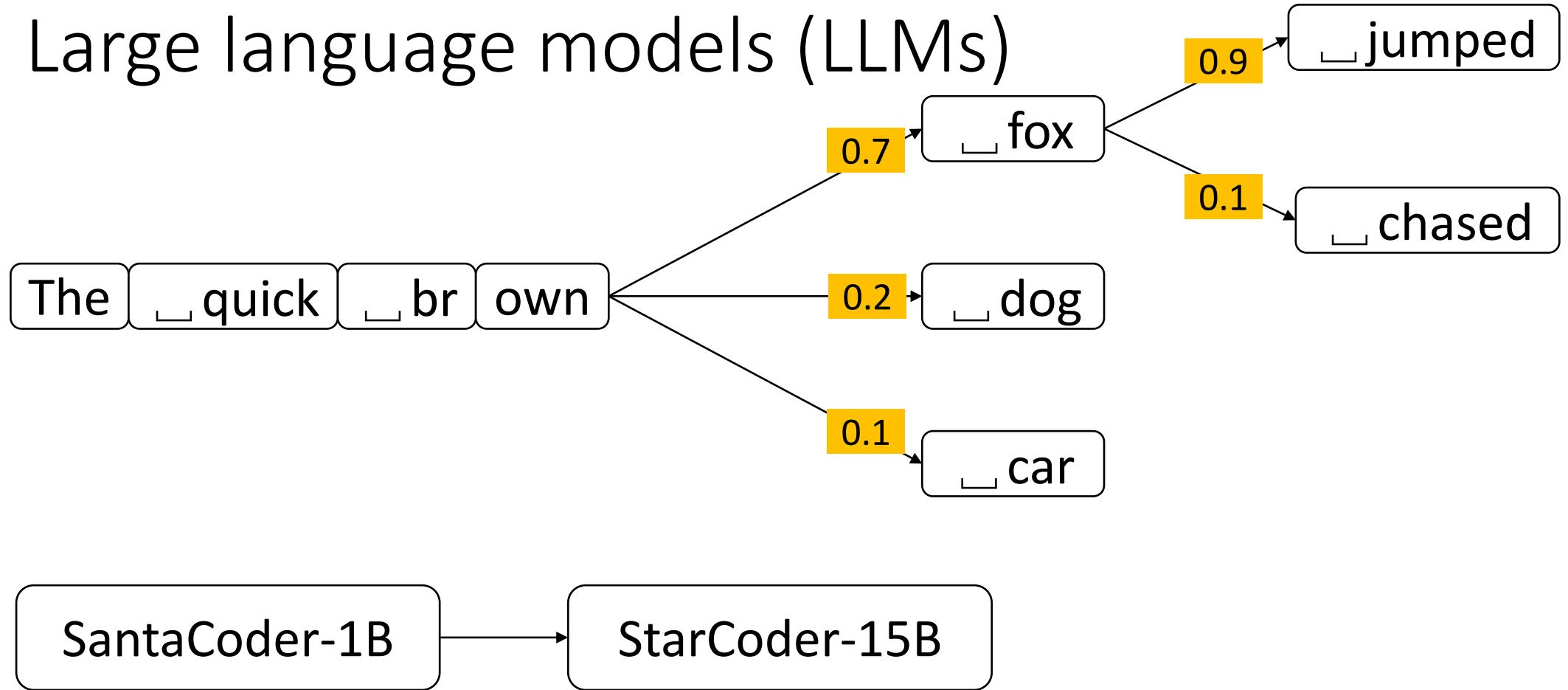
# Large language models (LLMs)



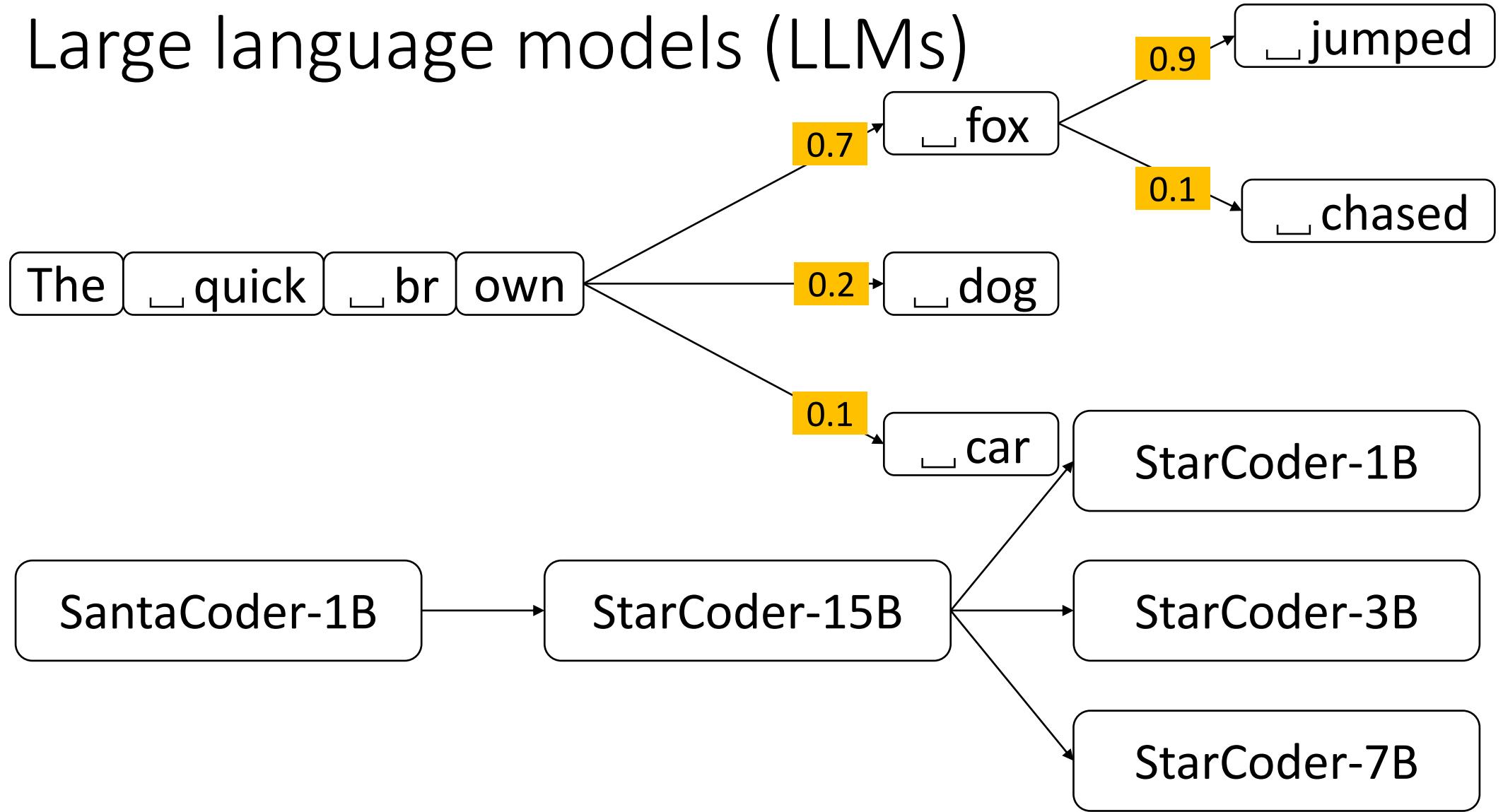
# Large language models (LLMs)



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Fill in the middle (FIM)

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## Training

```
function fact(n) {  
    if (n == 0) return 1;  
    return n * fact(n-1);  
}
```

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# Fill in the middle (FIM)

## Training

```
<fim_prefix>function fact(n) {  
<fim_middle>if (n == 0) return 1;  
<fim_suffix>return n * fact(n-1);  
}
```

# Fill in the middle (FIM)

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## Inference

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```

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function f(x: number) {  
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```

# Limitations of existing approaches

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## Evaluation

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function f(x: string) {  
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Do Machine Learning Models  
Produce TypeScript Types  
That Type Check? [[ECOOP 2023](#)]  
Yee and Guha

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Type Prediction With  
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## Type Definitions

```
interface Point {  
    x: number,  
    y: number  
}
```

Generating TypeScript Type  
Definitions with Machine  
Learning

# Thesis

Machine learning can be used to partially migrate JavaScript programs to TypeScript, by predicting type annotations and generating type definitions.

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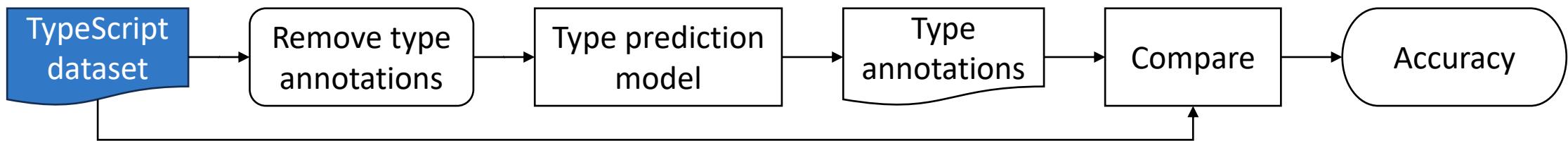
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# TypeWeaver: type check the type annotations

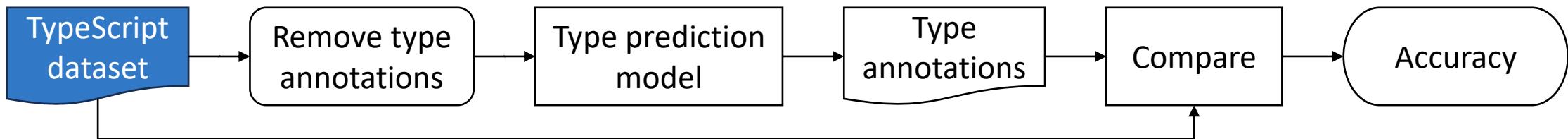
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Prior work:



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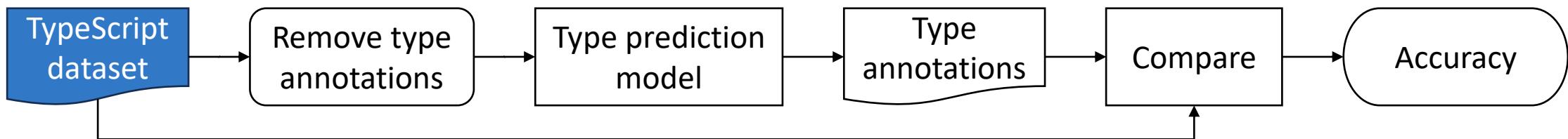
Prior work:



$$\text{Accuracy} = \frac{\text{correct predictions}}{\text{total predictions}}$$

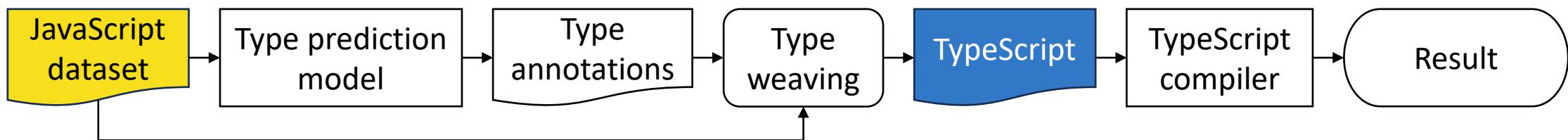
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1. Top 1,000 most downloaded packages
2. Download source code
3. Filter and clean
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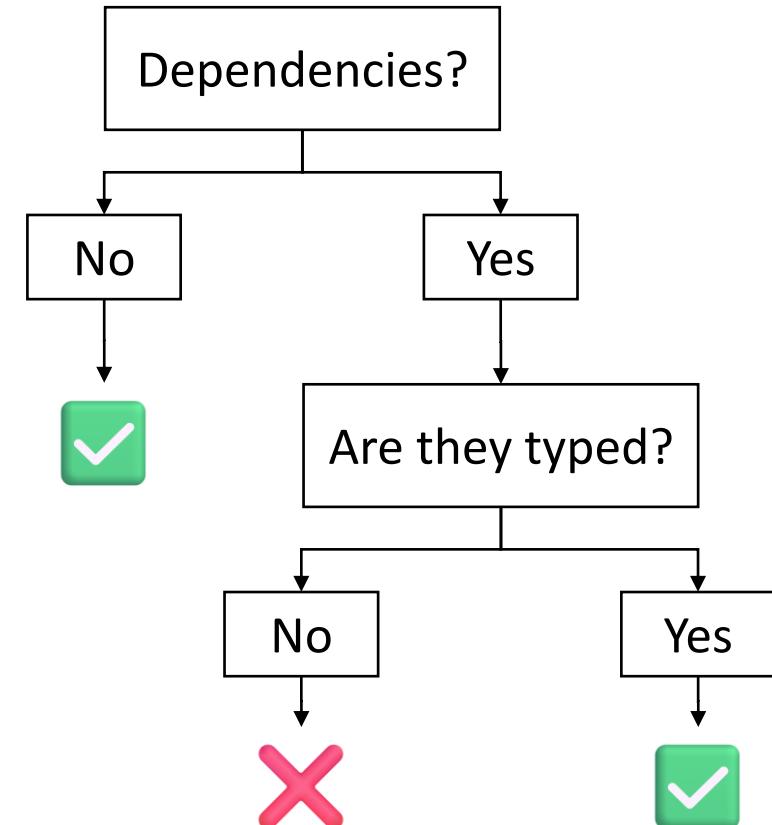


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# GitHub

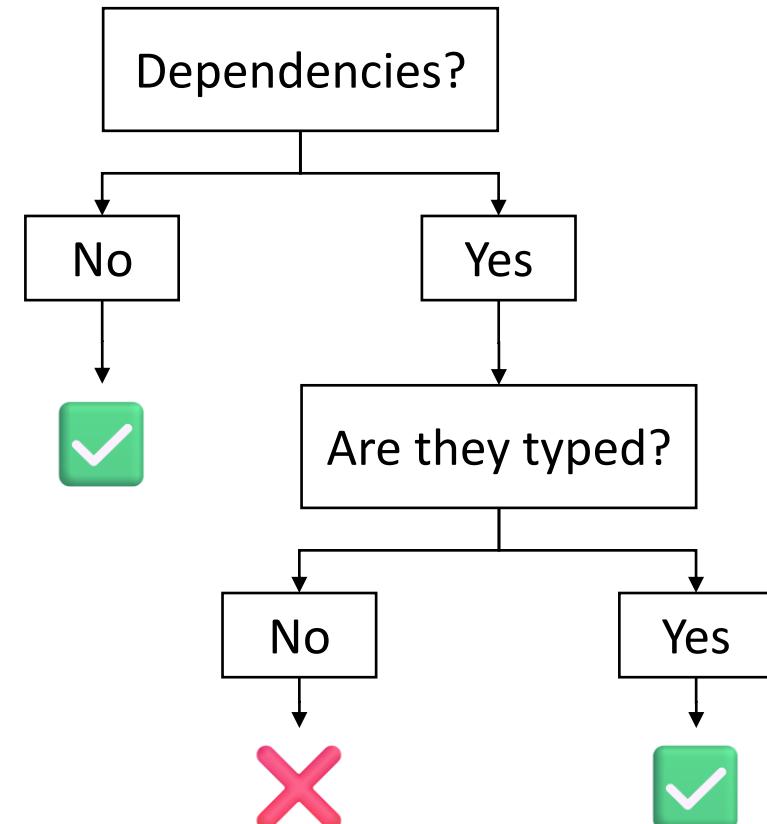


# Constructing the JavaScript dataset

1. Top 1,000 most downloaded packages
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# GitHub



Result: 506 packages

# Type weaving: JS + type annotations = TS

```
function f(x, y) {  
    return x + y;  
}
```

Token	Type	Probability
function		
f	string	0.6381
(		
x	string	0.4543
,		
y	number	0.4706
)		
{		
return		
x	number	0.3861
+		
y	number	0.5039
;		
}		

# Type weaving: JS + type annotations = TS

```
function f(x, y) {
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FunctionDeclaration  
 Identifier  
 Parameter  
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 Identifier  
 Block  
 ReturnStatement

...

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# Type weaving: JS + type annotations = TS

```

function f(x, y): string {
    return x + y;
}

FunctionDeclaration
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Identifier
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```

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```
function f(x: string, y): string {
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# Type prediction front end

Original code

```
function sum_list(l) {
    let sum = 0;
    for (let i = 0; i < l.length; i++) {
        sum += l[i];
    }
    return sum;
}
```

# Type prediction front end

## Insert hole

```
function sum_list(l: _hole_) {
    let sum = 0;
    for (let i = 0; i < l.length; i++) {
        sum += l[i];
    }
    return sum;
}
```

# Type prediction front end

## Reformat input

```
<fim_prefix>function sum_list(l:  
<fim_suffix>) {  
    let sum = 0;  
    for (let i = 0; i < l.length; i++) {  
        sum += l[i];  
    }  
    return sum;  
><fim_middle>
```

# Type prediction front end

Fill in the middle

```
<fim_prefix>function sum_list(l:  
<fim_suffix>) {  
    let sum = 0;  
    for (let i = 0; i < l.length; i++) {  
        sum += l[i];  
    }  
    return sum;  
}<fim_middle>any[]): number {  
    if (l.length === 0) {  
        throw 'Empty list!';  
    }  
    if (l.length === 1) {  
        return l[0];  
    }  
    return sum
```

# Type prediction front end

## Extract type

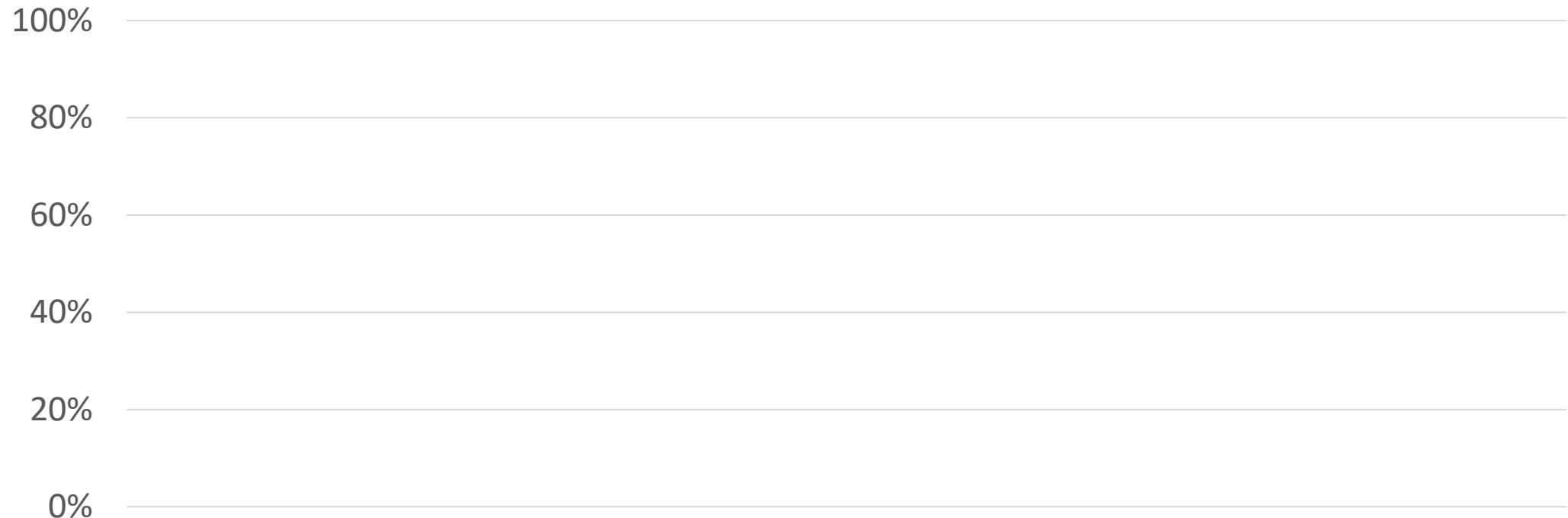
```
<fim_prefix>function sum_list(l:  
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    let sum = 0;  
    for (let i = 0; i < l.length; i++) {  
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    }  
    return sum;  
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```

# Type prediction front end

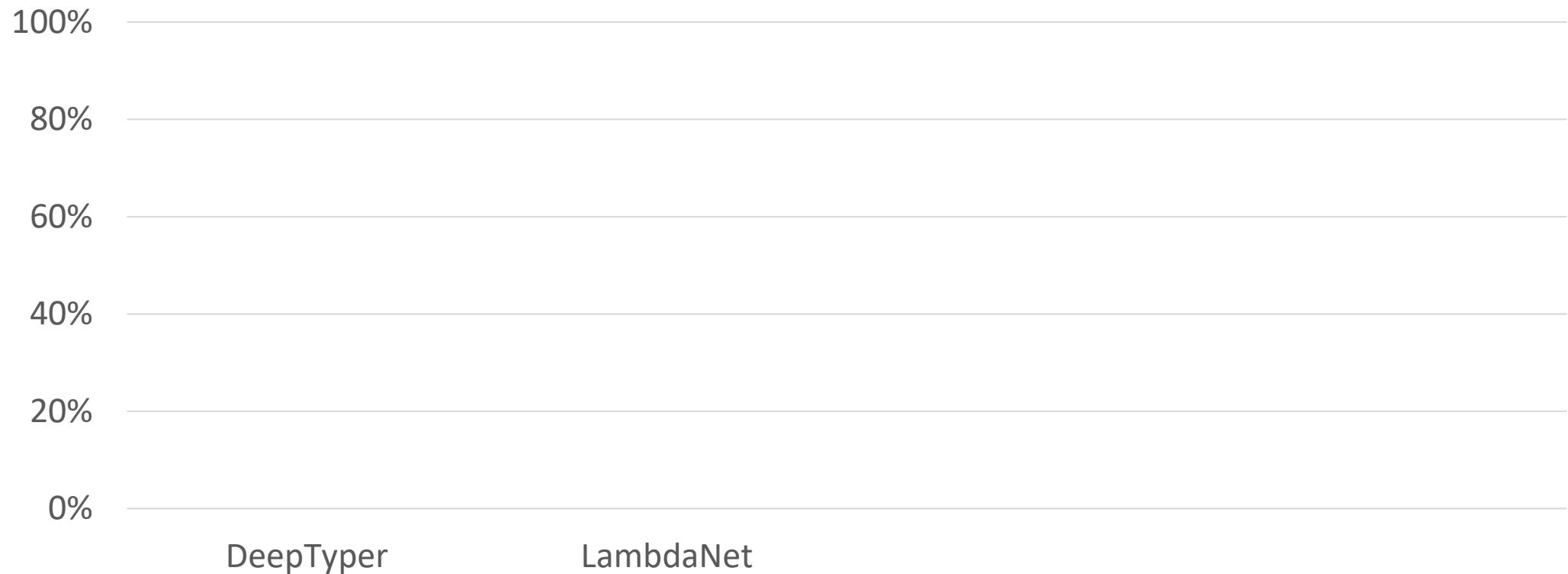
## Result

```
function sum_list(l: any[]) {
    let sum = 0;
    for (let i = 0; i < l.length; i++) {
        sum += l[i];
    }
    return sum;
}
```

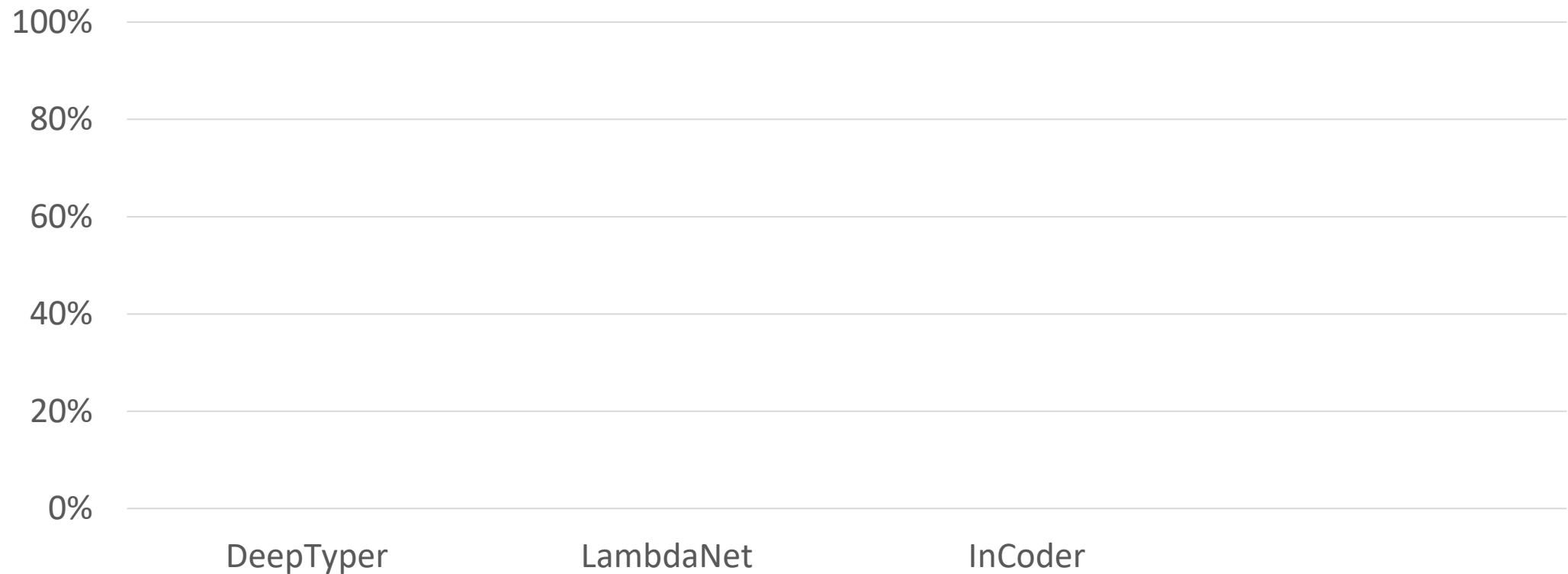
# Percentage of packages that type check



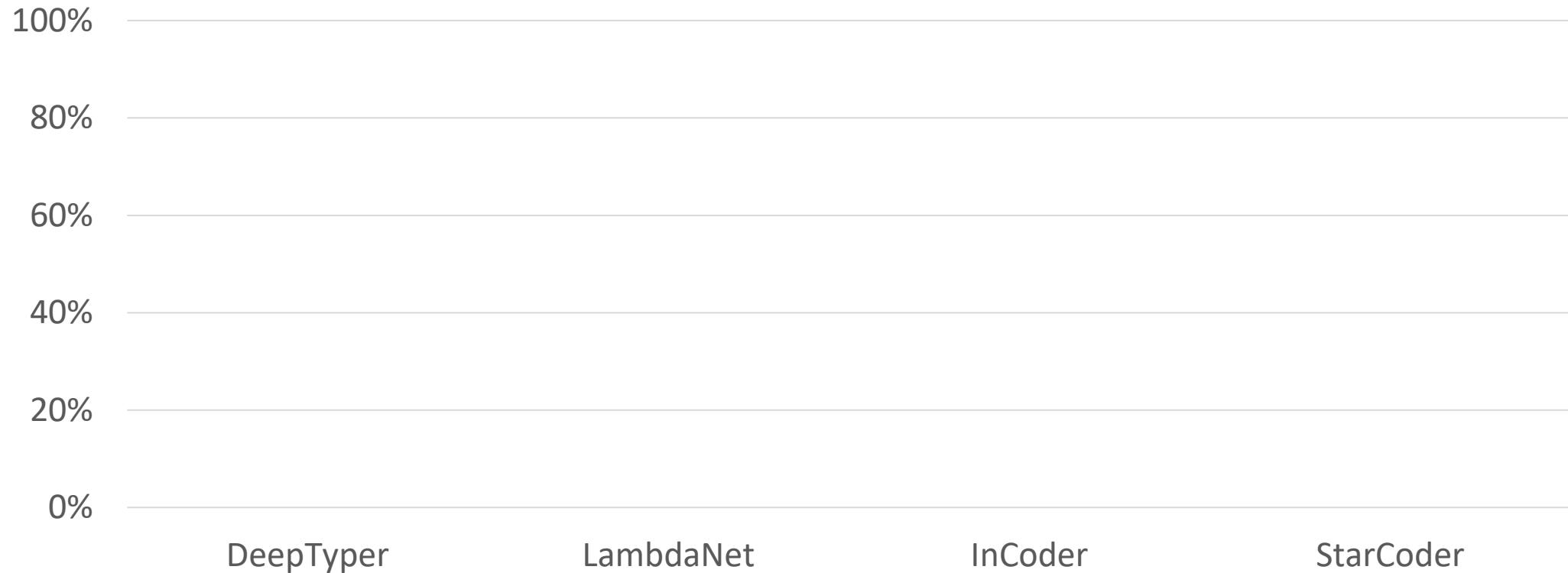
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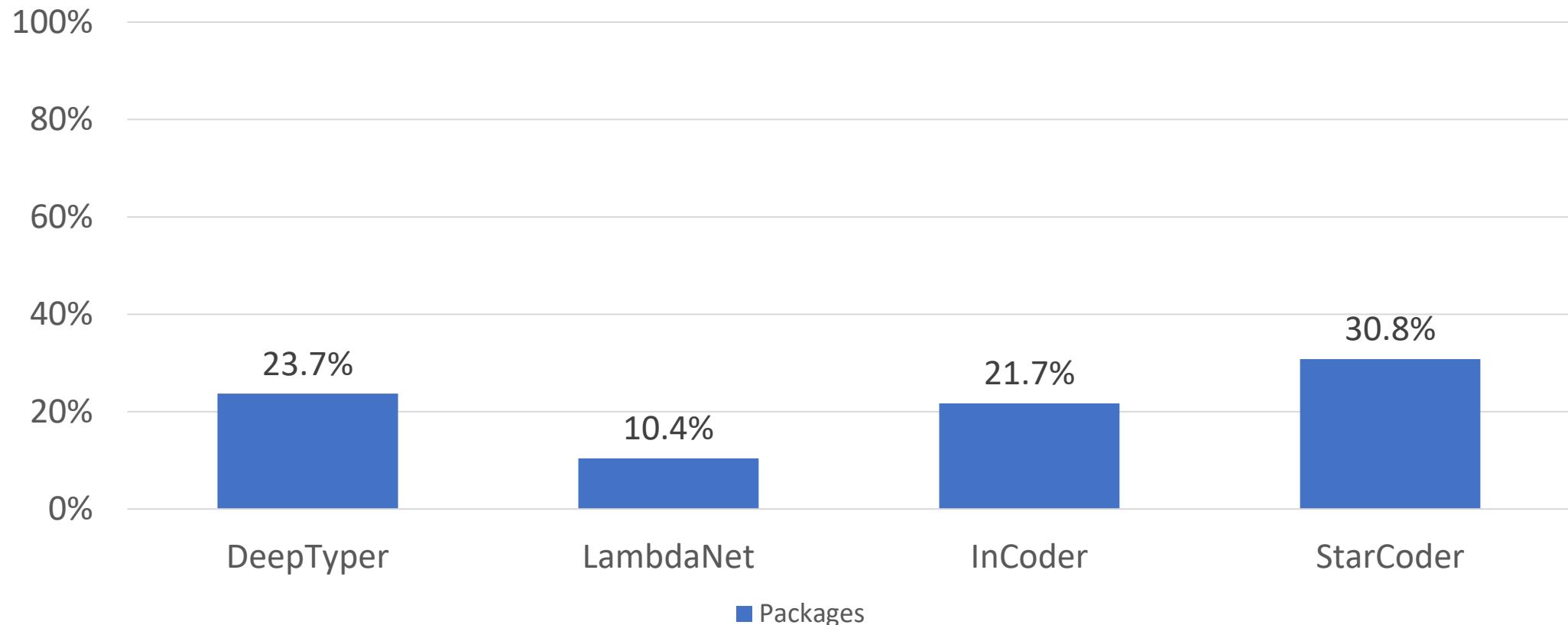
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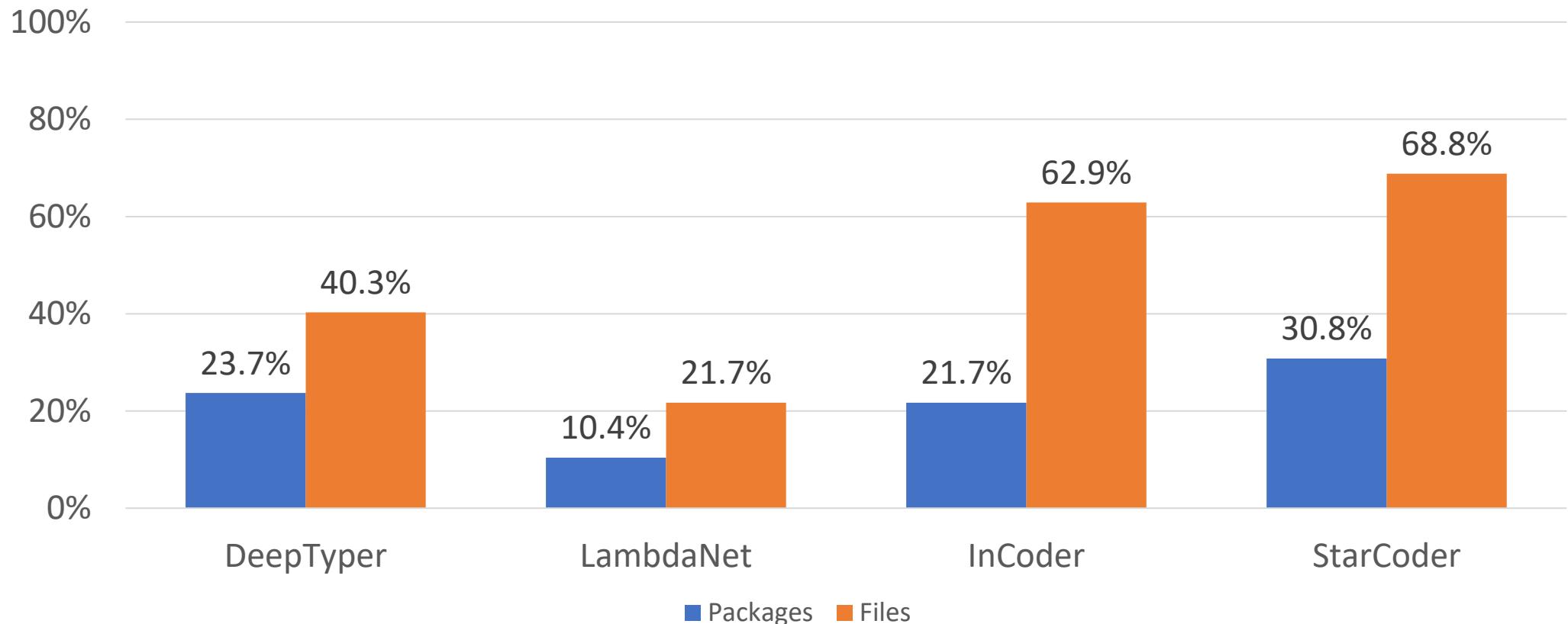
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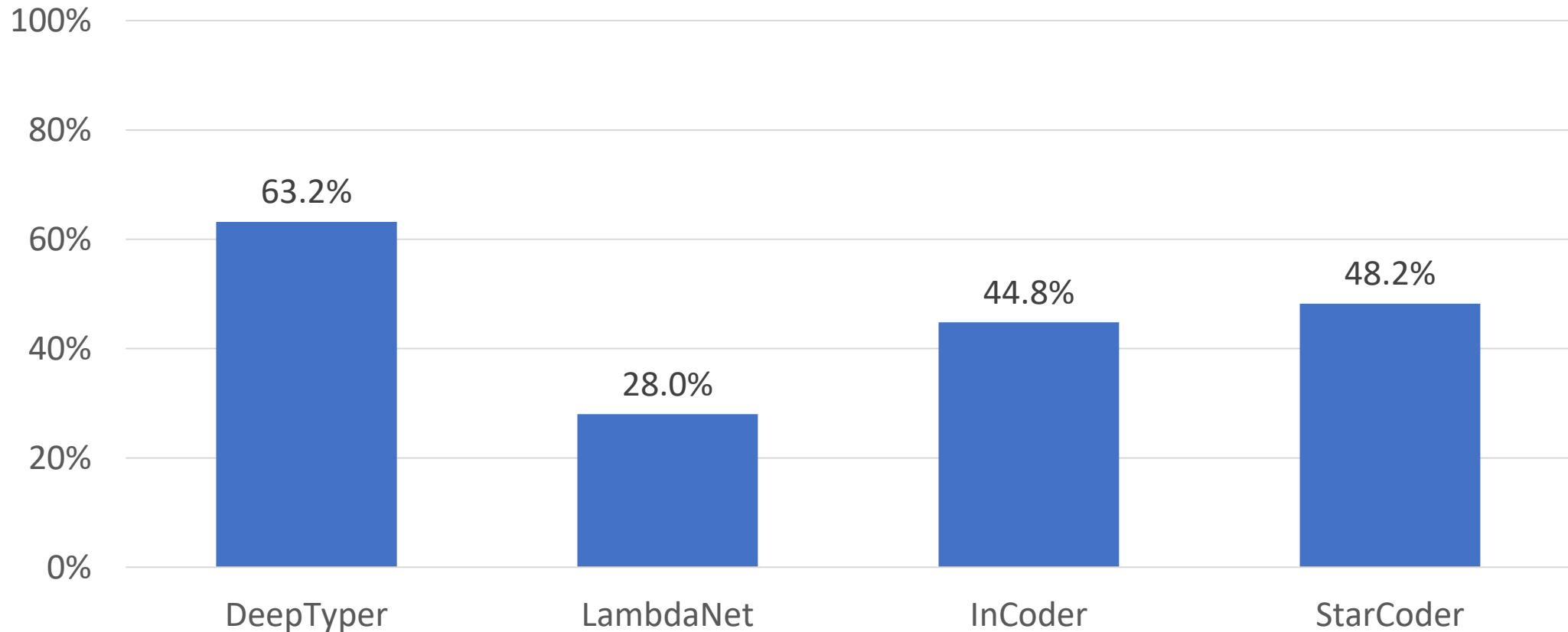


# Percentage of packages/files that type check



# Percentage of trivial annotations (in files that type check)

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# Thesis

Machine learning can be used to partially migrate JavaScript programs to TypeScript, by **predicting type annotations** and generating type definitions.

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# Improving type prediction

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Dataset  
quality

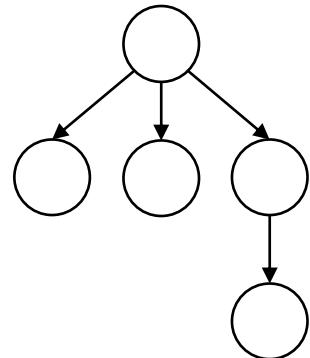
TypeScript  
dataset

# Improving type prediction

Dataset  
quality

TypeScript  
dataset

Program  
decomposition

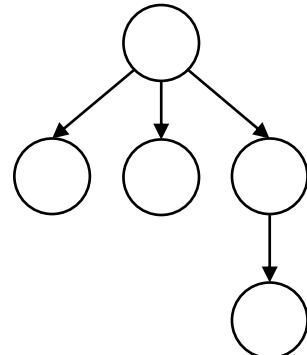


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Dataset  
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Fill-in-the-type  
training

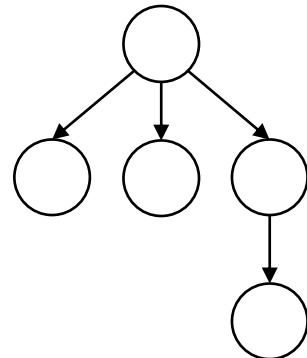
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# Improving type prediction

Dataset  
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TypeScript  
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Fill-in-the-type  
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```
function f(x: _hole_) {  
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Program  
typedness

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# Dataset quality

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```
function f(x) {  
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~~~
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# Dataset quality

```
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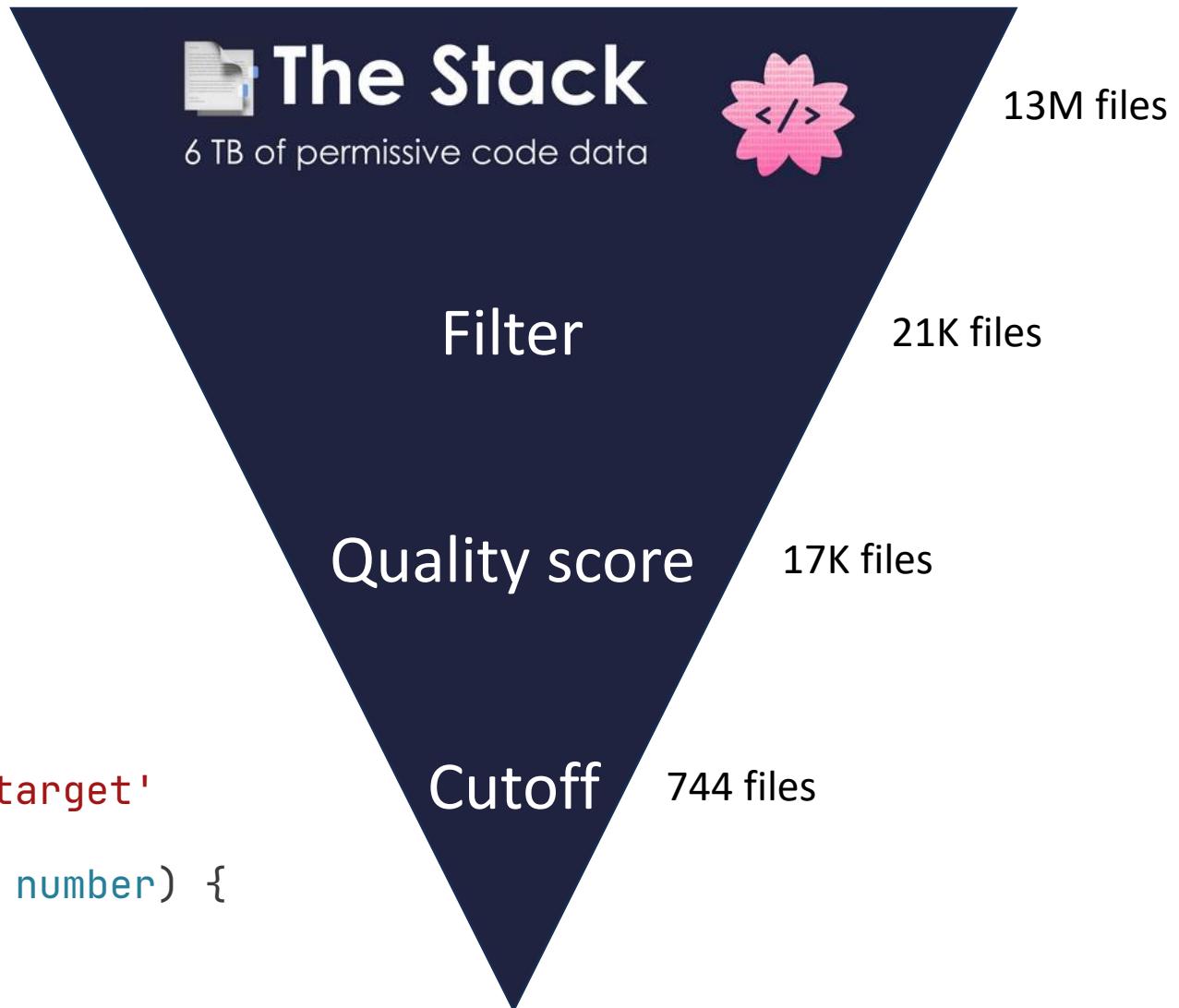
export const TabIcons = [
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]
export function getTabIcon(tabType: number) {
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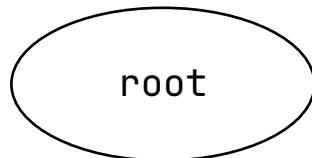
```
let greeting = "Hello";
let suffix = "!";
// Produces a greeting for the given name
const hello = (name) => {
    return greeting + " " + name;
};

function helloGen(name) {
    const helloHelper = () => {
        return hello(name) + suffix;
    };
    return helloHelper;
}
```

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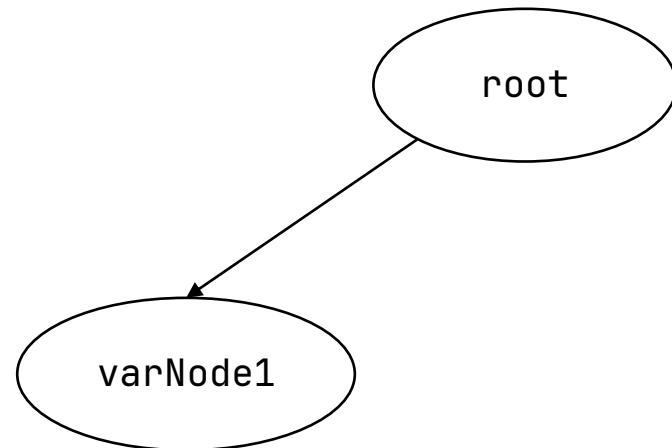


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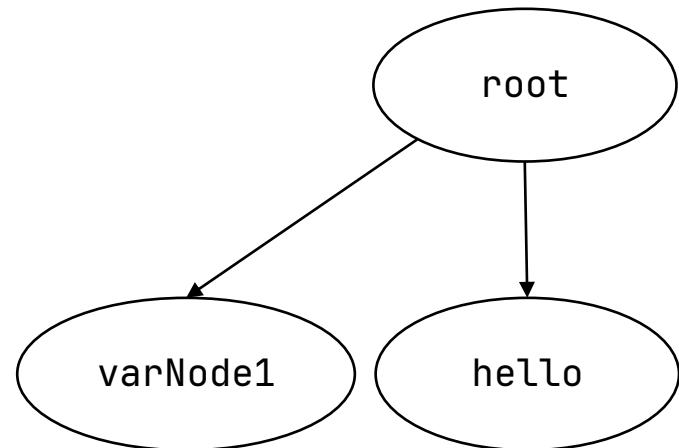
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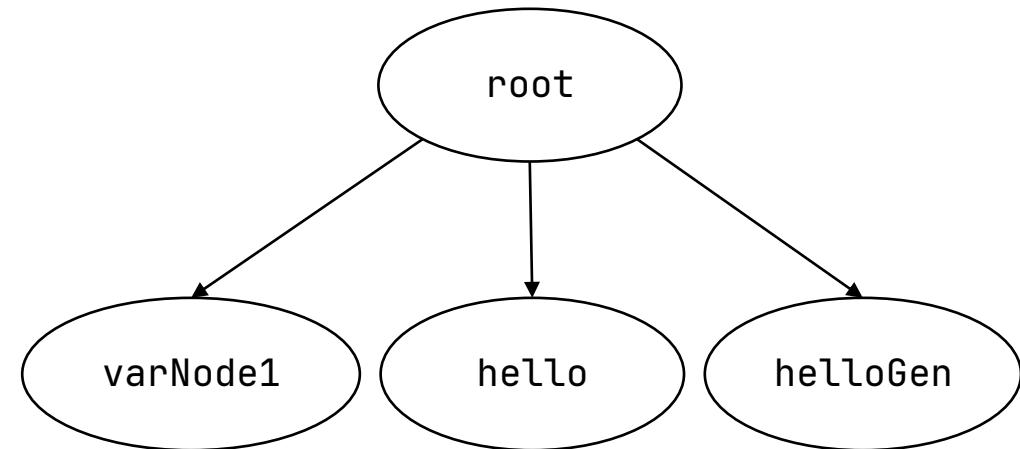
```
function helloGen(name) {
    const helloHelper = () => {
        return hello(name) + suffix;
    };
    return helloHelper;
}
```



# Program decomposition

```
let greeting = "Hello";
let suffix = "!";
// Produces a greeting for the given name
const hello = (name) => {
    return greeting + " " + name;
};

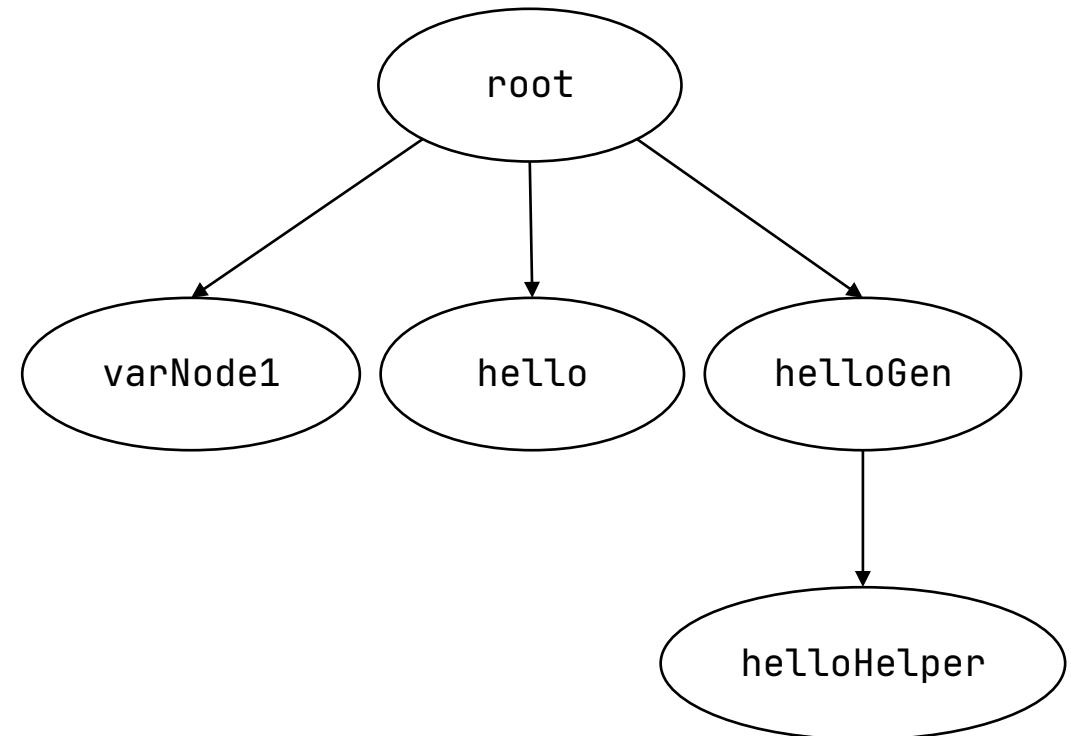
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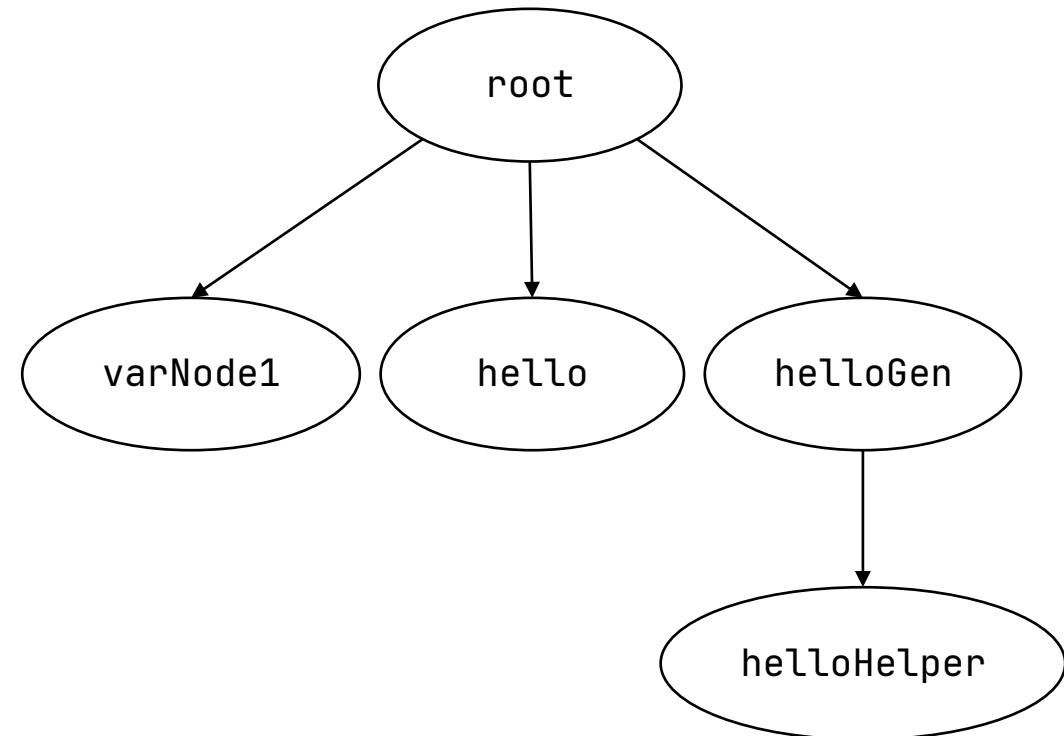
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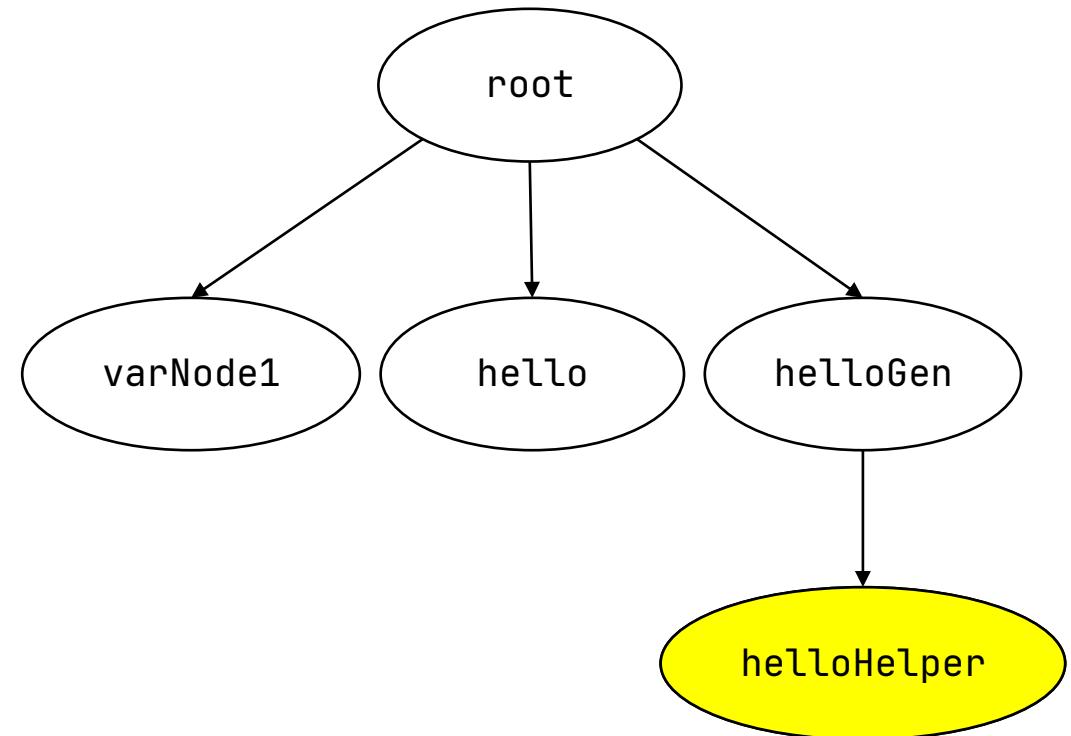
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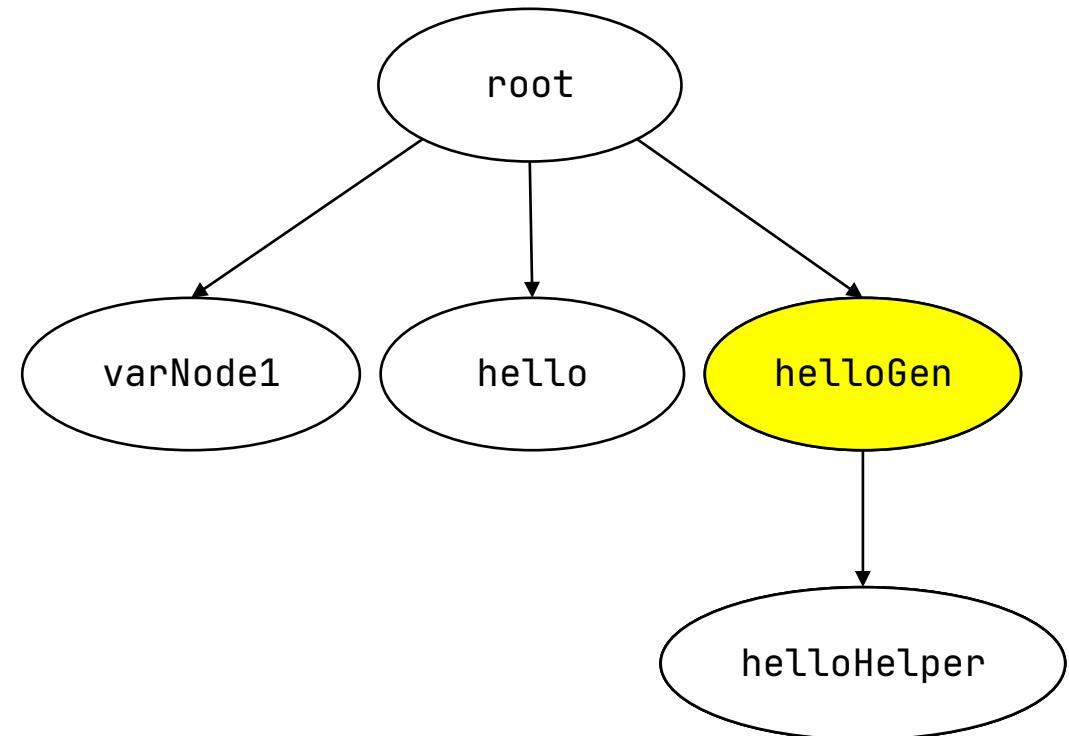
function helloGen(name) {
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}
```



# Program decomposition

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let greeting = "Hello";
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// Produces a greeting for the given name
const hello = (name) => {
    return greeting + " " + name;
};

function helloGen(name): () => string {
    const helloHelper = (): string => {
        return hello(name) + suffix;
    };
    return helloHelper;
}
```



# Fill-in-the-type training

```
function sum_list(l: _hole_) {
    let sum = 0;
    for (let i = 0; i < l.length; i++) {
        sum += l[i];
    }
    return sum;
}
```

# Fill-in-the-type training

```
function sum_list(l: any[]): number {
    if (l.length === 0) {
        throw 'Empty list!';
    }
    if (l.length === 1) {
        return l[0];
    }
    return sum);
let sum = 0;
for (let i = 0; i < l.length; i++) {
    sum += l[i];
}
return sum;
}
```

# Fill-in-the-type training

## Fill in the middle

```
function sumThree(a: number, b: number, c: number): number {  
    return a + b + c;  
}
```

# Fill-in-the-type training

Fill in the middle

```
function sumThree(a: number, b: number, c: number): number {  
    return a + b + c;  
}
```

# Fill-in-the-type training

## Fill in the middle

```
<fim_prefix>function sumThree(a: number, b:<br/><fim_suffix>}<br/><fim_middle>number, c: number): number {<br/>    return a + b + c;
```

# Fill-in-the-type training

## Fill in the middle

```
<fim_prefix>function sumThree(a: number, b:  
<fim_suffix>}  
<fim_middle>number, c: number): number {  
    return a + b + c;
```

## Fill in the type

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function sumThree(a: number, b: number, c: number): number {  
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```

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<fim_prefix>function sumThree(a: number, b:  
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```

## Fill in the type

```
function sumThree(a: number, b: number, c) {  
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}
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# Fill-in-the-type training

## Fill in the middle

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<fim_prefix>function sumThree(a: number, b:  
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<fim_middle>number, c: number): number {  
    return a + b + c;
```

## Fill in the type

```
<fim_prefix>function sumThree(a: number, b:  
<fim_suffix>, c) {  
    return a + b + c;  
><fim_middle>number
```

# Program typedness

Both programs type check

```
function f(x: any) {  
    return x + 1;  
}
```

```
function f(x: number) {  
    return x + 1;  
}
```

# Program typedness

Both programs type check

```
function f(x: any) {  
    return x + 1;  
}
```

```
function f(x: number) {  
    return x + 1;  
}
```

Type annotation	Score
unknown	1.0
any	0.5
Function	0.5
undefined	0.2
null	0.2

# Program typedness

Both programs type check

```
function f(x: any) {  
    return x + 1;  
}
```

Score: 500

```
function f(x: number) {  
    return x + 1;  
}
```

Score: 0

Type annotation	Score
unknown	1.0
any	0.5
Function	0.5
undefined	0.2
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# Program typedness

Both programs type check

```
function f(x: any) {  
    return x + 1;  
}
```

Score: 500

```
function f(x: number) {  
    return x + 1;  
}
```

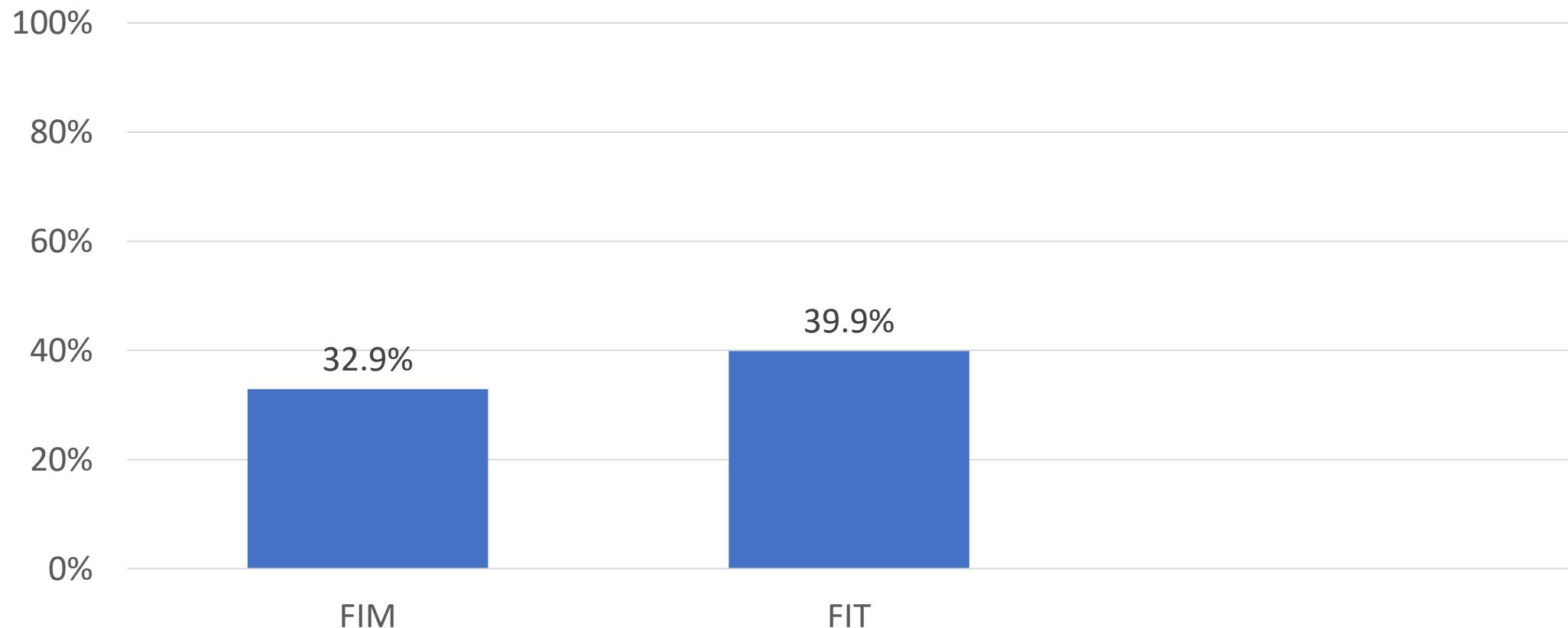
Score: 0

Type annotation	Score
unknown	1.0
any	0.5
Function	0.5
undefined	0.2
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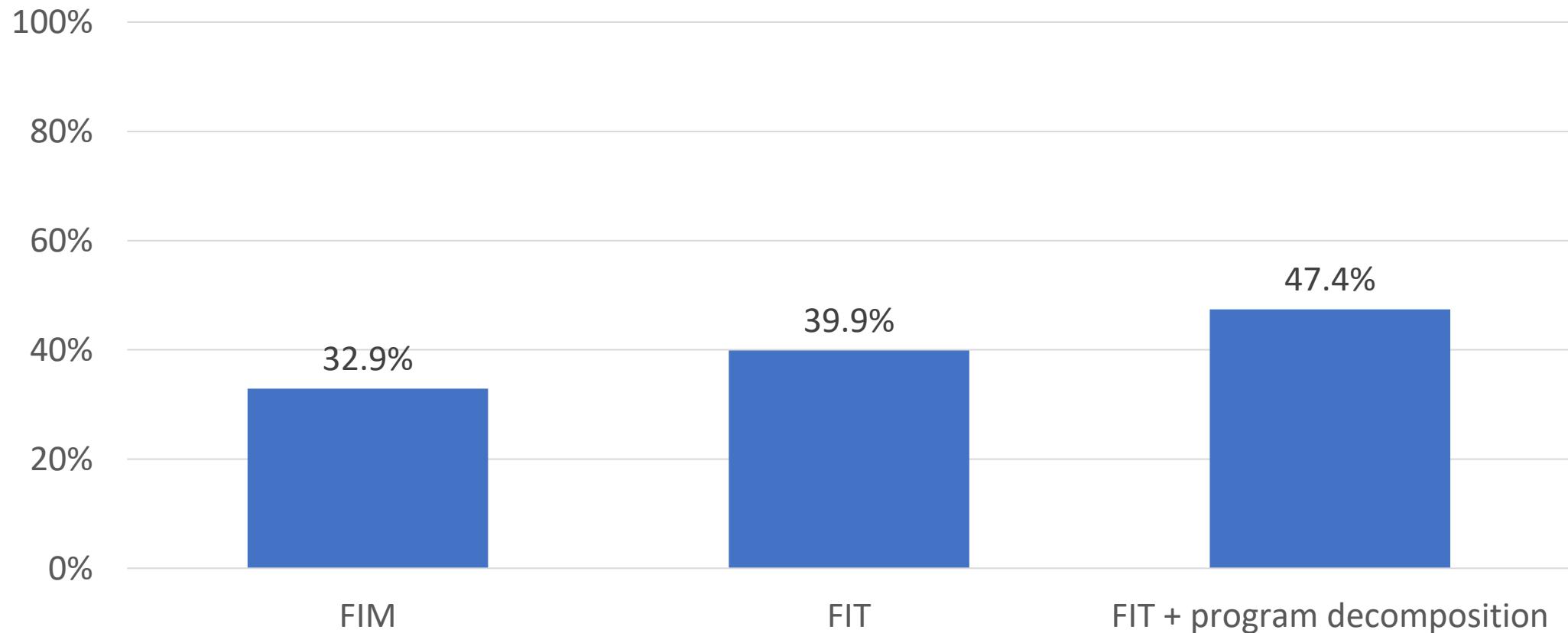
We also use this metric during type prediction

# Percentage of files that type check

# Percentage of files that type check

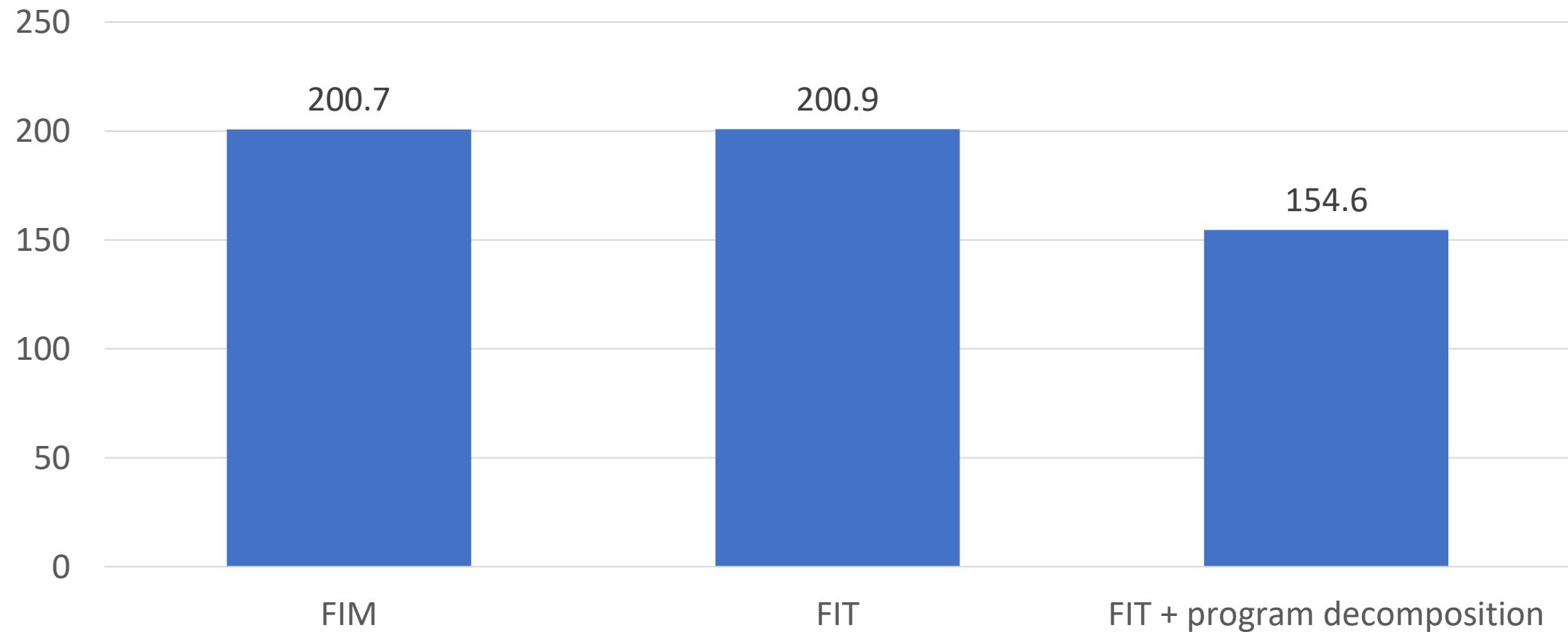


# Percentage of files that type check



# Typedness scores

# Typedness scores



# Thesis

Machine learning can be used to partially migrate JavaScript programs to TypeScript, by predicting type annotations and **generating type definitions**.

Do Machine Learning Models  
Produce TypeScript Types  
That Type Check? [[ECOOP 2023](#)]  
Yee and Guha

Type Prediction With  
Program Decomposition and  
Fill-in-the-Type Training  
[submitted to [COLM 2024](#)]  
Cassano, Yee, Shinn, Guha, and Holtzen

Generating TypeScript Type  
Definitions with Machine  
Learning

# Problem definition

```
function dist(p1, p2) {  
    const dx = p2.x - p1.x;  
    const dy = p2.y - p1.y;  
    return Math.sqrt(dx*dx + dy*dy);  
}
```

# Problem definition

```
function dist(p1: Point, p2: Point) {  
    const dx = p2.x - p1.x;  
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    return Math.sqrt(dx*dx + dy*dy);  
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function dist(p1: Point, p2: Point) {  
    const dx = p2.x - p1.x;  
    const dy = p2.y - p1.y;  
    return Math.sqrt(dx*dx + dy*dy);  
}  
  
interface Point {  
    x: number,  
    y: number  
}
```

# Approach: single-step migration

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```
<commit_before>...  
<commit_msg>...  
<commit_after>...
```

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<commit_after>interface Point {  
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<commit_msg>Add type annotations and interfaces  
<commit_after>
```

# Approach: multi-step migration, annotations

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```
<commit_before>...
<commit_msg>...
<commit_after>function circleArea(c: Circle) {
    return Math.PI * c.radius * c.radius;
}
function rectangleArea(r: Rectangle) {
    return r.width * r.height;
}
```

# Approach: multi-step migration, annotations

```
<commit_before>function circleArea(c) {  
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<commit_msg>...  
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```

# Approach: multi-step migration, definitions

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```
<commit_before>...
<commit_msg>...
<commit_after>interface Circle {  
    position: Point;  
    radius: number;  
}  
function circleArea(c: Circle) {  
    return Math.PI * c.radius * c.radius;  
}  
function rectangleArea(r: Rectangle) {  
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# Approach: multi-step migration, definitions

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# Approach: multi-step migration, definitions

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<commit_after>interface Circle {
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# Approach: multi-step migration, definitions

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# Evaluation datasets

# Evaluation datasets

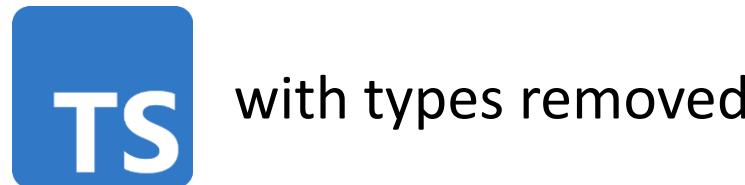
UNTYPED



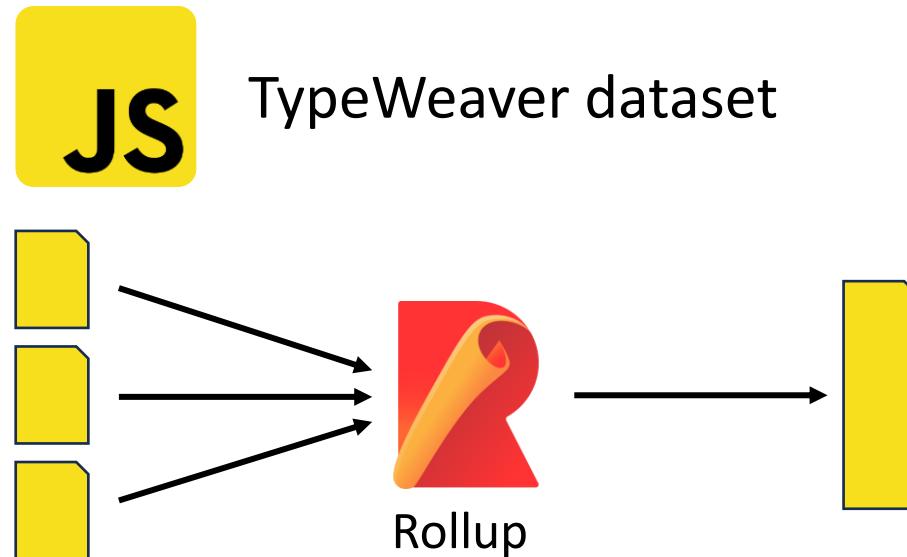
with types removed

# Evaluation datasets

UNTYPED



UNTYPED-HARD



# Evaluation datasets

UNTYPED

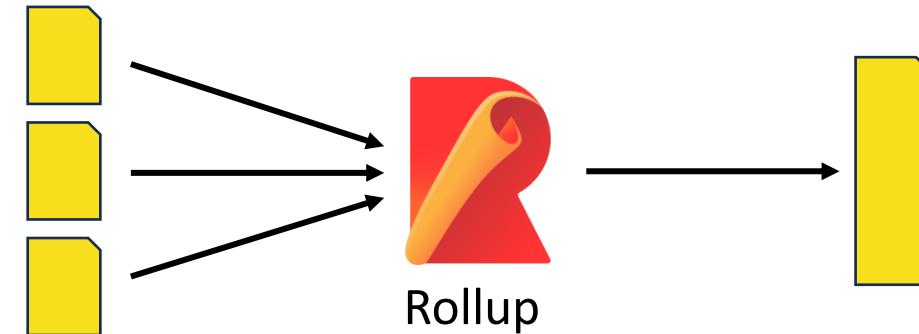


with types removed

UNTYPED-HARD

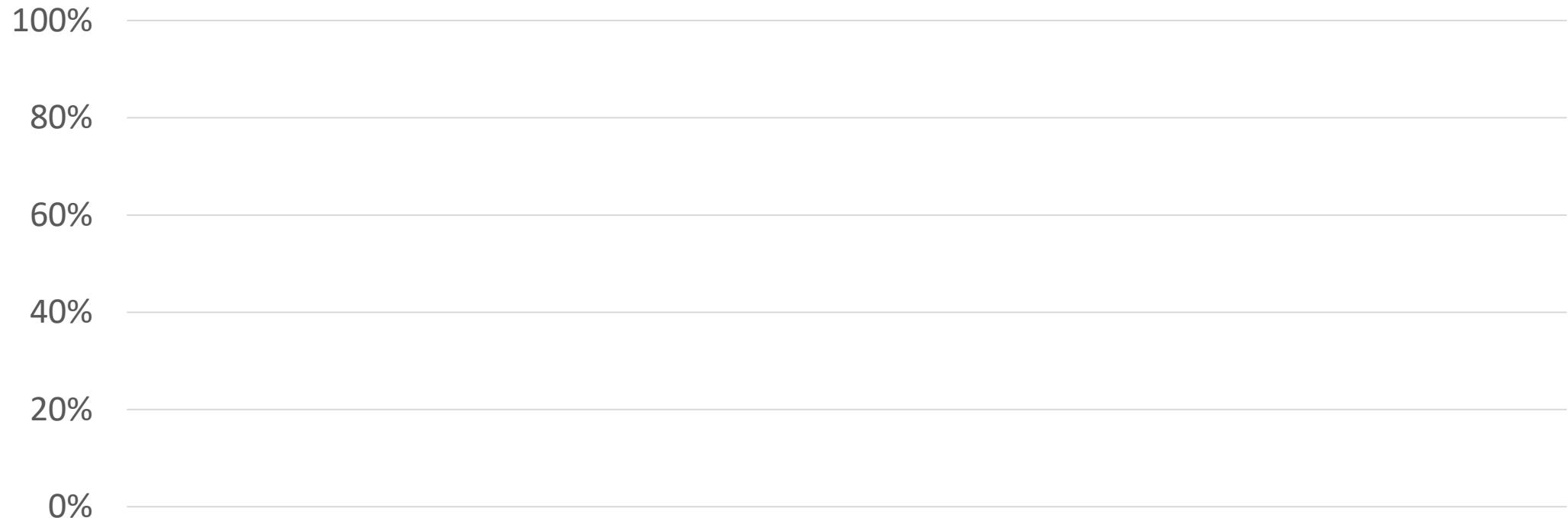


TypeWeaver dataset

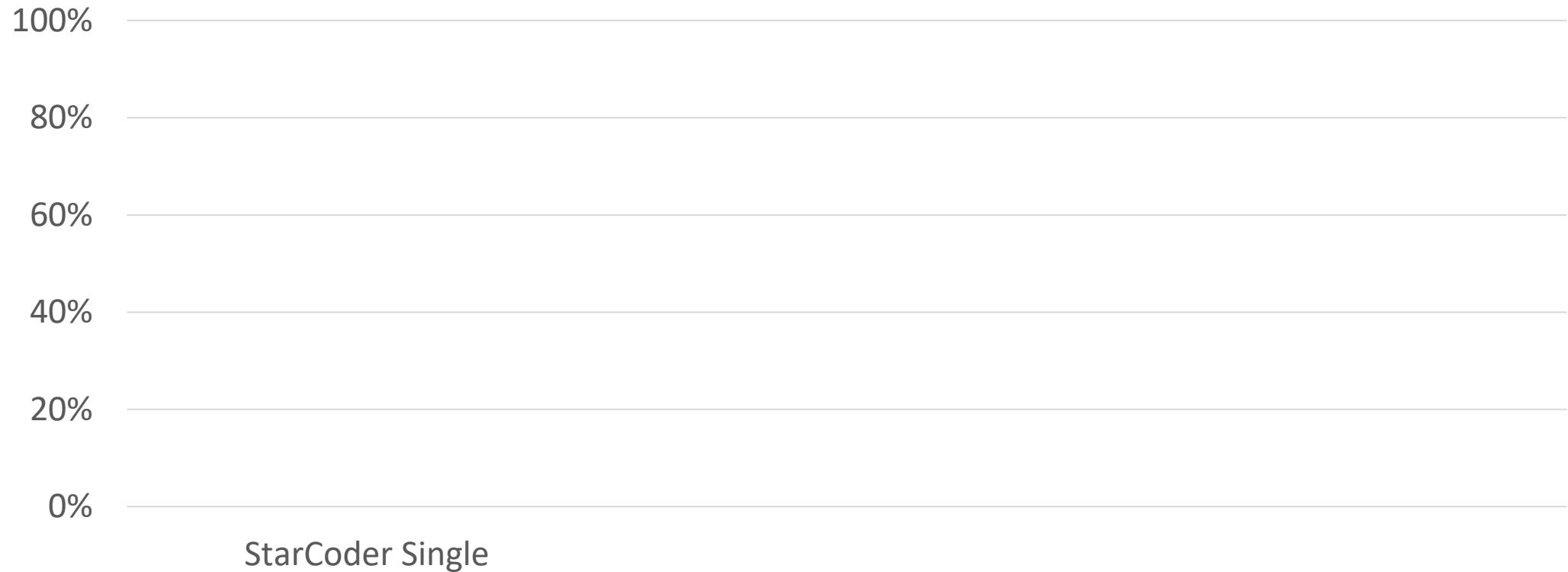


Dataset	Packages	Files	LOC	Functions
UNTYPED	50	50	6,339	455
UNTYPED-HARD	50	91	7,645	723

# Percentage of files that type check



# Percentage of files that type check



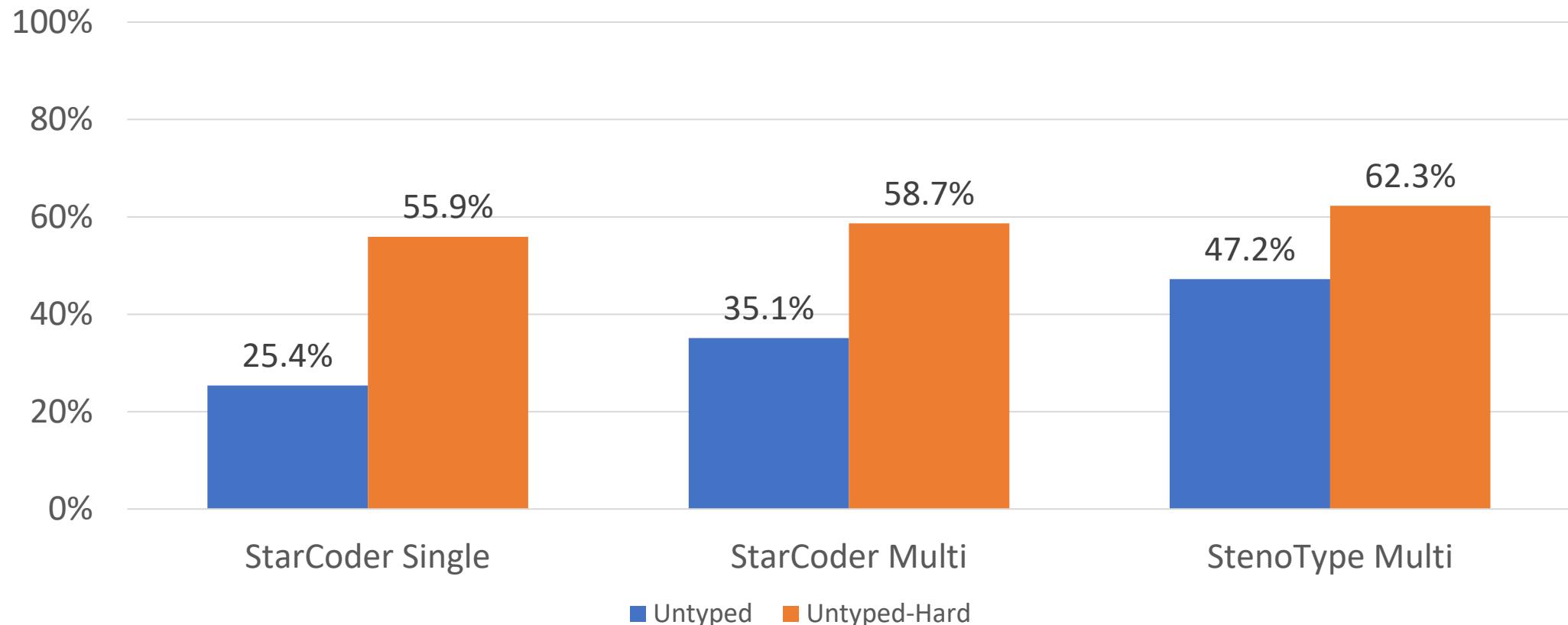
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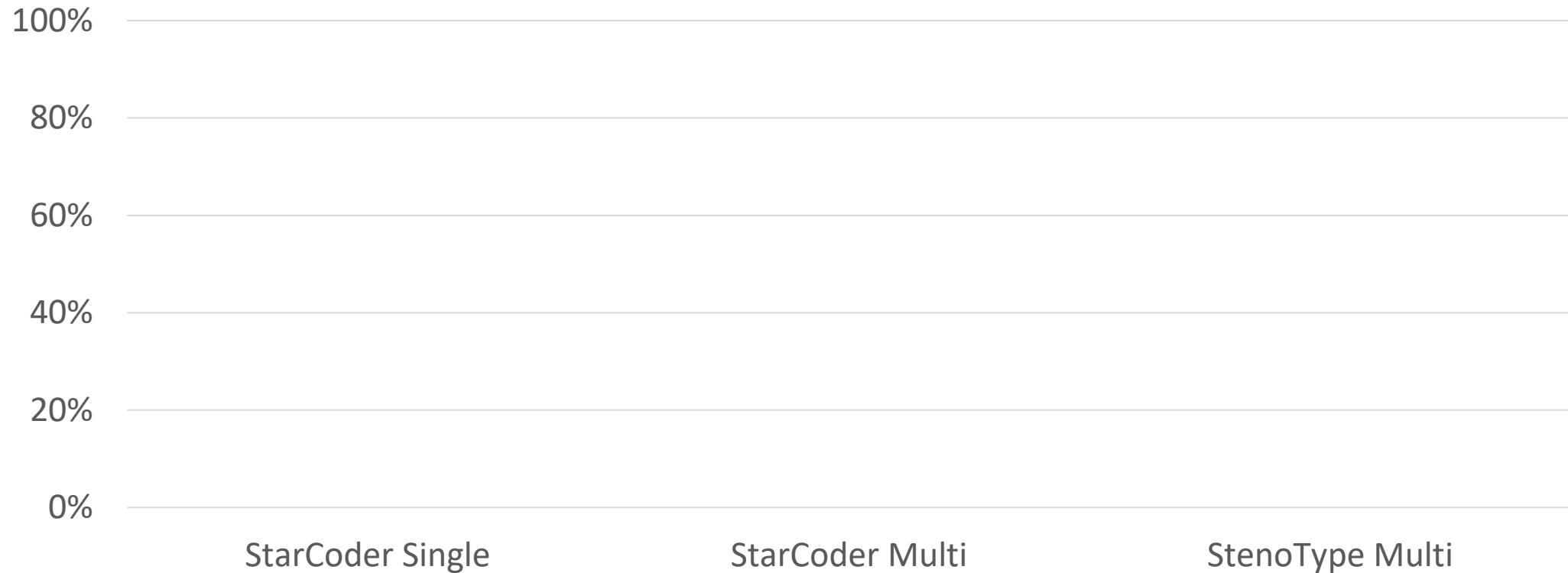
# Percentage of files that type check



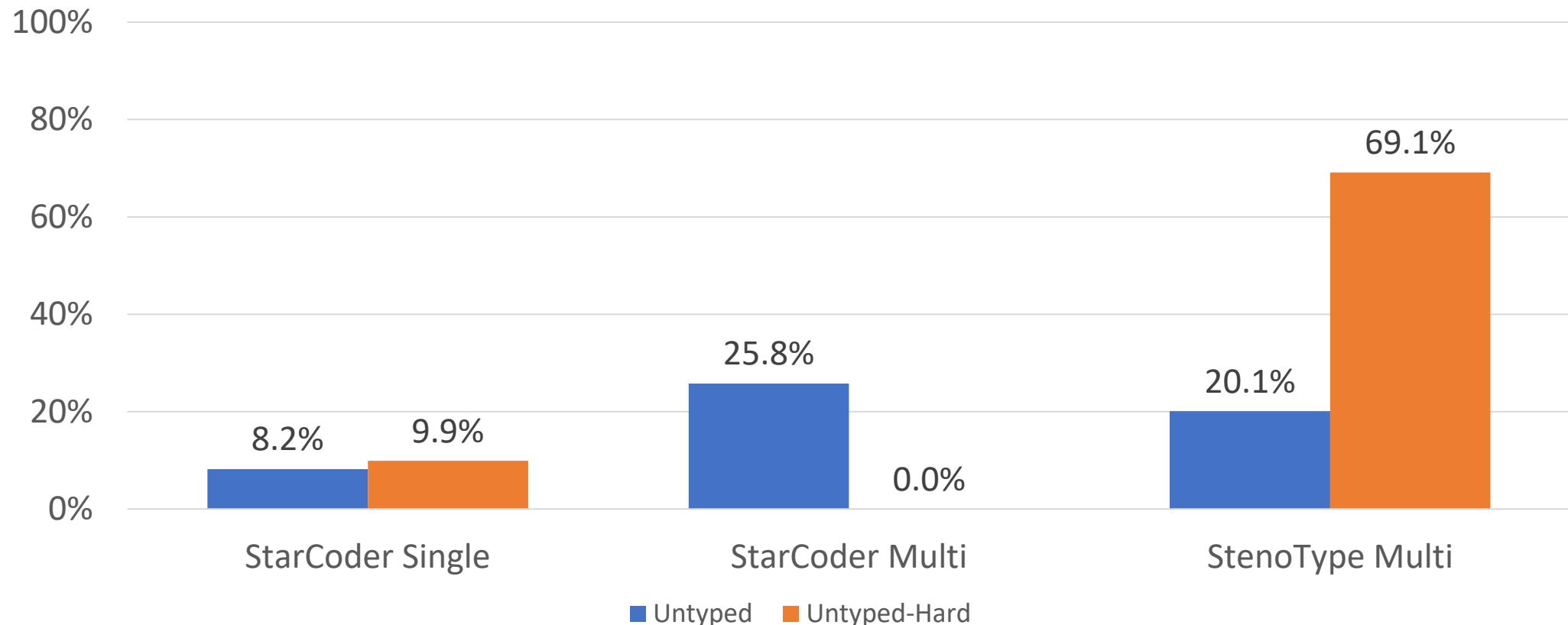
# Percentage of files that type check



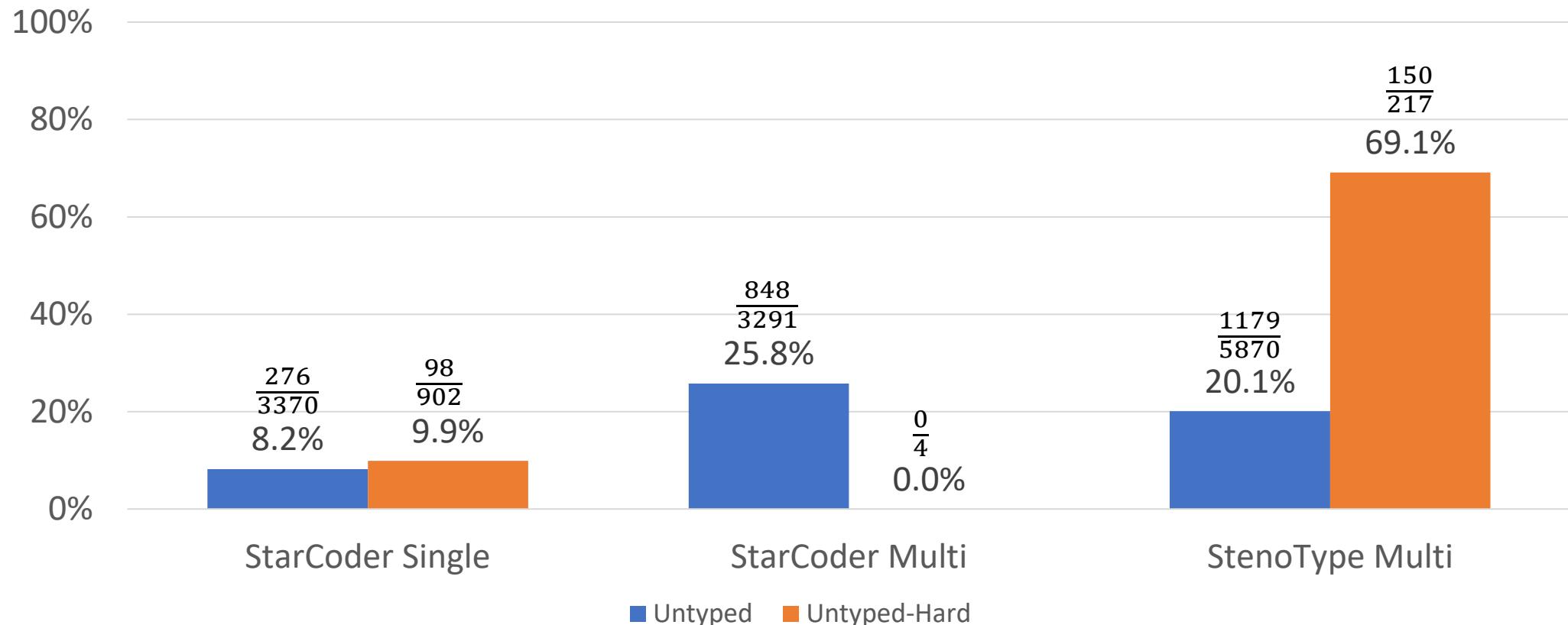
# Percentage of trivial annotations (in files that type check)



# Percentage of trivial annotations (in files that type check)



# Percentage of trivial annotations (in files that type check)



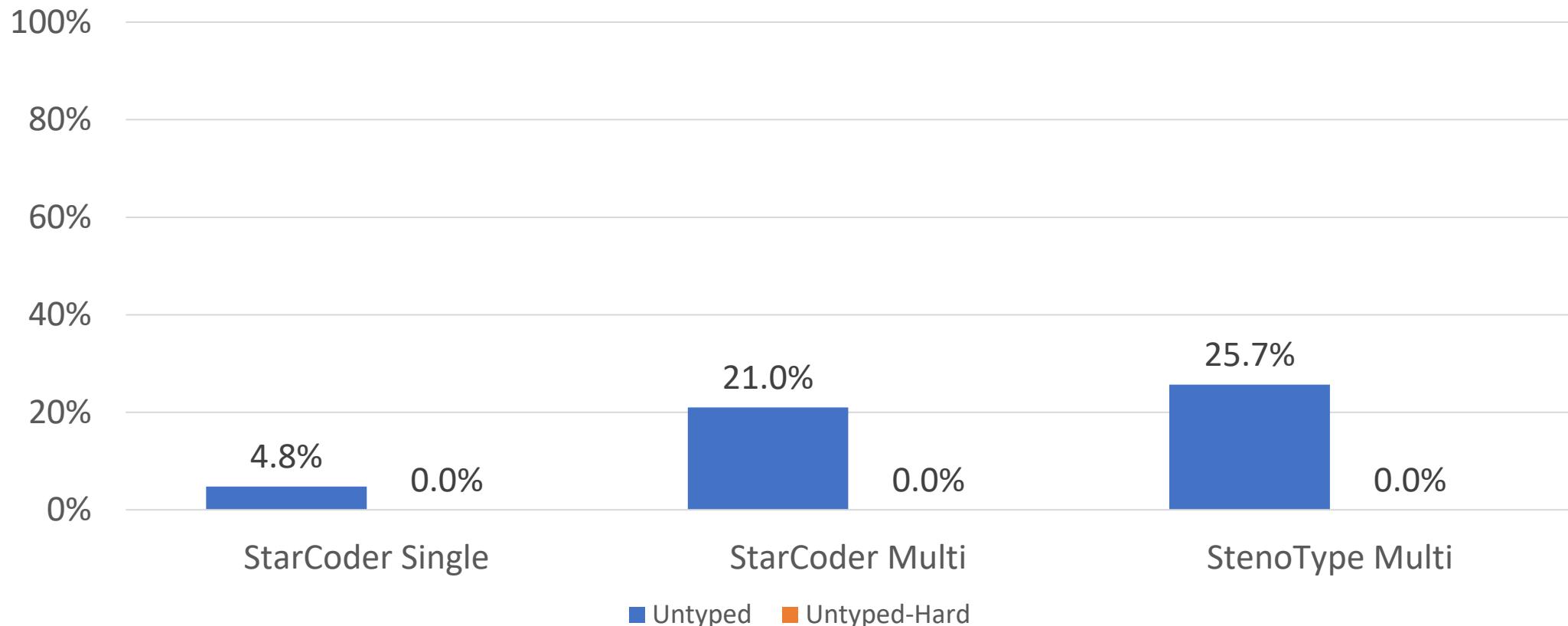
# Percentage of files correctly migrated

Correct = type checks + no mutations + some types added



# Percentage of files correctly migrated

Correct = type checks + no mutations + some types added



# Future work

# Future work

- Dataset quality

# Future work

- Dataset quality
- Type prediction, revisited

# Future work

- Dataset quality
- Type prediction, revisited
- Generating type definitions, revisited

# Future work

- Dataset quality
- Type prediction, revisited
- Generating type definitions, revisited
- Fully automated type migration

# Conclusion

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Machine learning can be used to partially migrate JavaScript programs to TypeScript, by predicting type annotations and generating type definitions.

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A blue ribbon banner with the text "Thank you!" in white, centered on the banner.

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