TYPE_OP (0x7fffeb87e6c4)

+ left = 0x7fffeb87e6a4 right = 0x7fffeb87e684

TYPE_VAR (0x7fffeb87e6a4)

x left = 0x4 right = 0x4

TYPE_NUM (0x7fffeb87e684)

4 left = 0x4 right = 0x4