





```
struct EvalNode
  p::Pipeline
  i::NodeRef
end

Nothing

struct SlotNode
  n::NodeRef
  k::Int
end

struct HeadNode
  n::NodeRef
end

struct JoinNode
  head::NodeRef
  slots::Vector{NodeRef}
end

struct InputNode
end

mutable struct NodeRef
  node::Union{Nothing,Node}
  shp::AbstractShape
end
```

