





```

struct EvalNode
  p::Pipeline
  i::NodeRef
end

Nothing

struct PartNode
  n::NodeRef
  k::Int
end

struct HeadNode
  n::NodeRef
end

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

struct RootNode
end

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

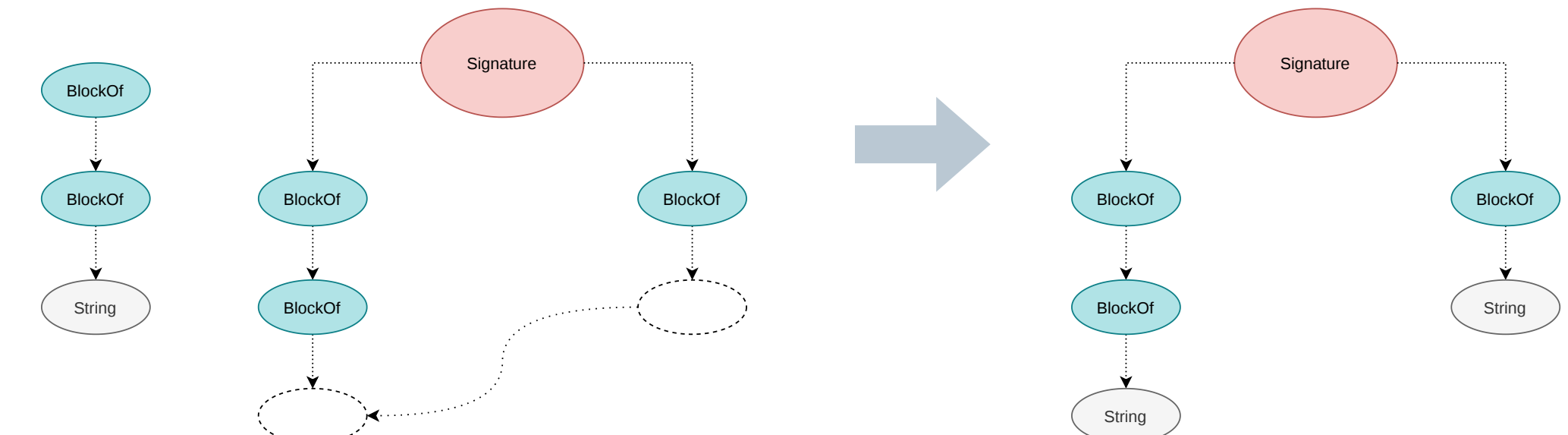
```



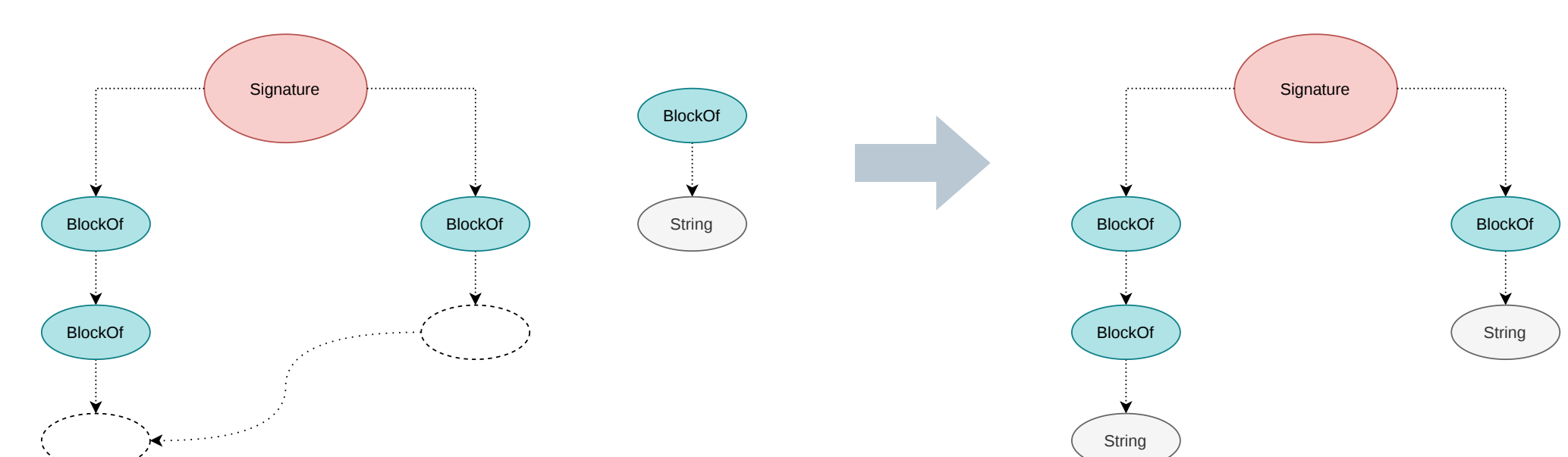
substitution(shp, repl)

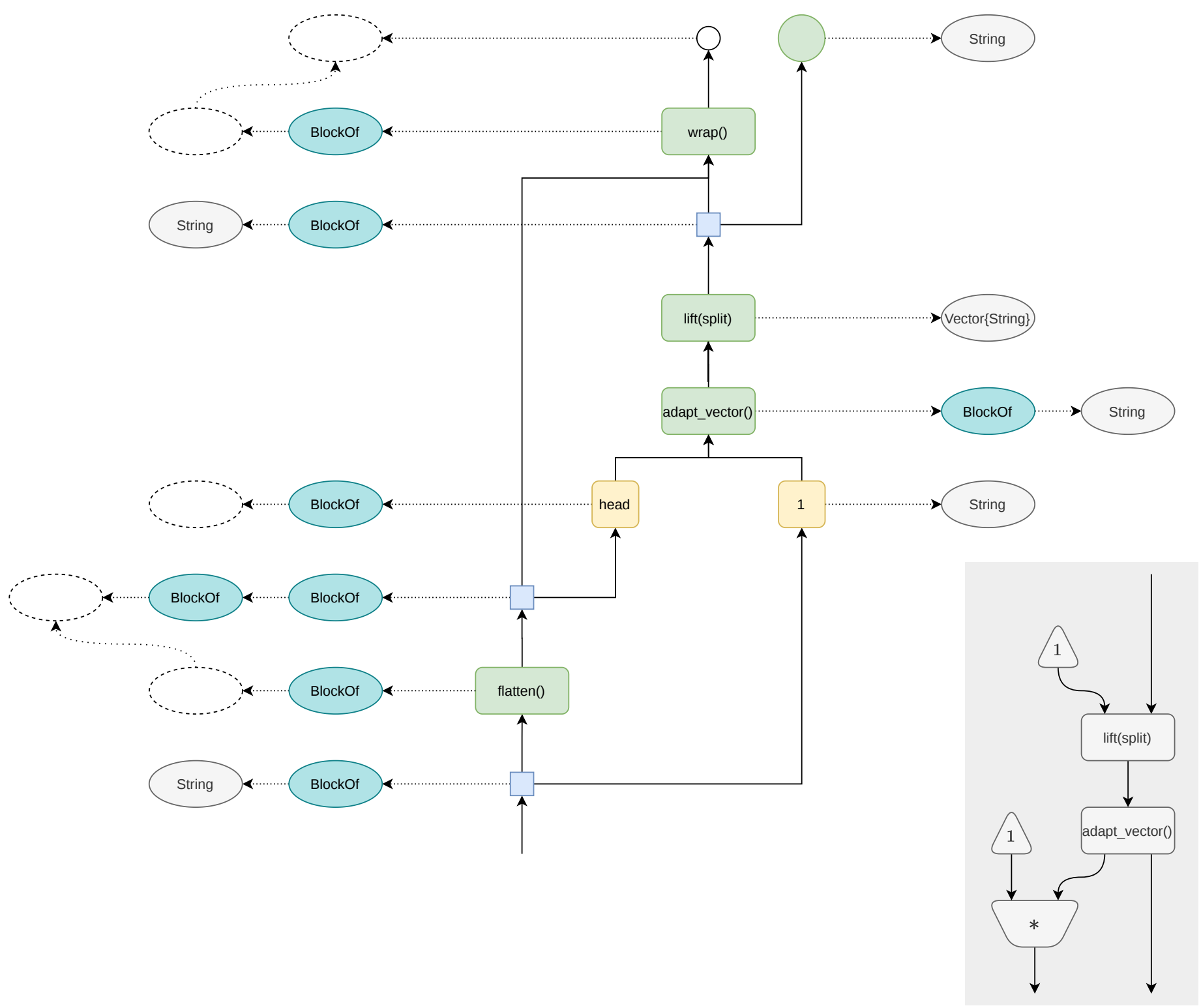


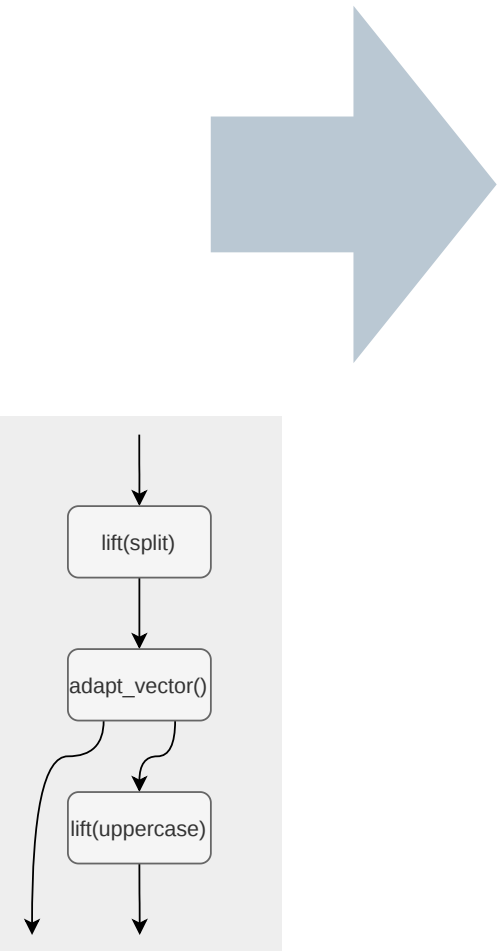
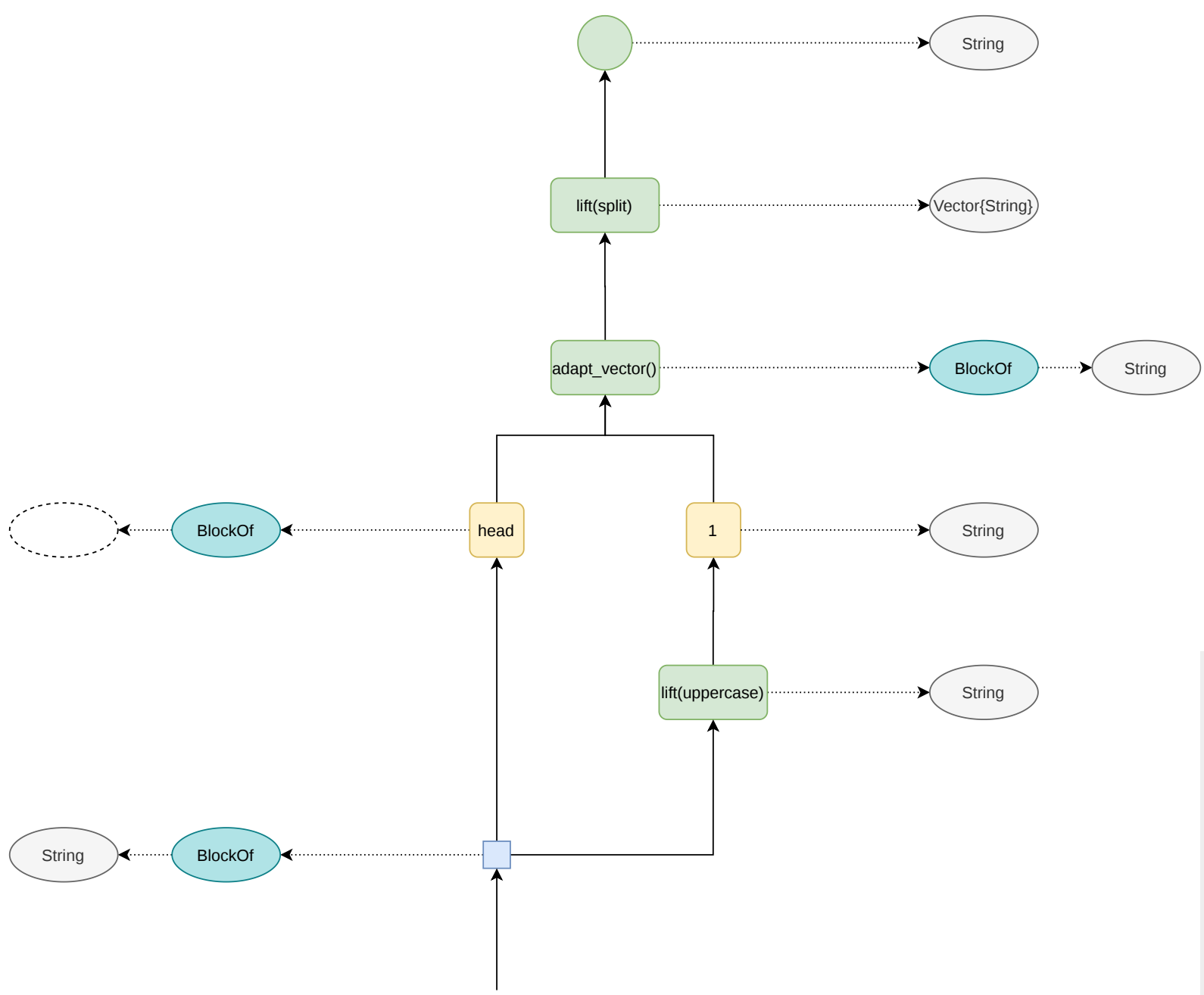
refine\_source(shp, sig)



refine\_target(sig, shp)







chain\_of(  
 lift(split),  
 adapt\_vector(),  
 with\_elements(lift(uppercase)))