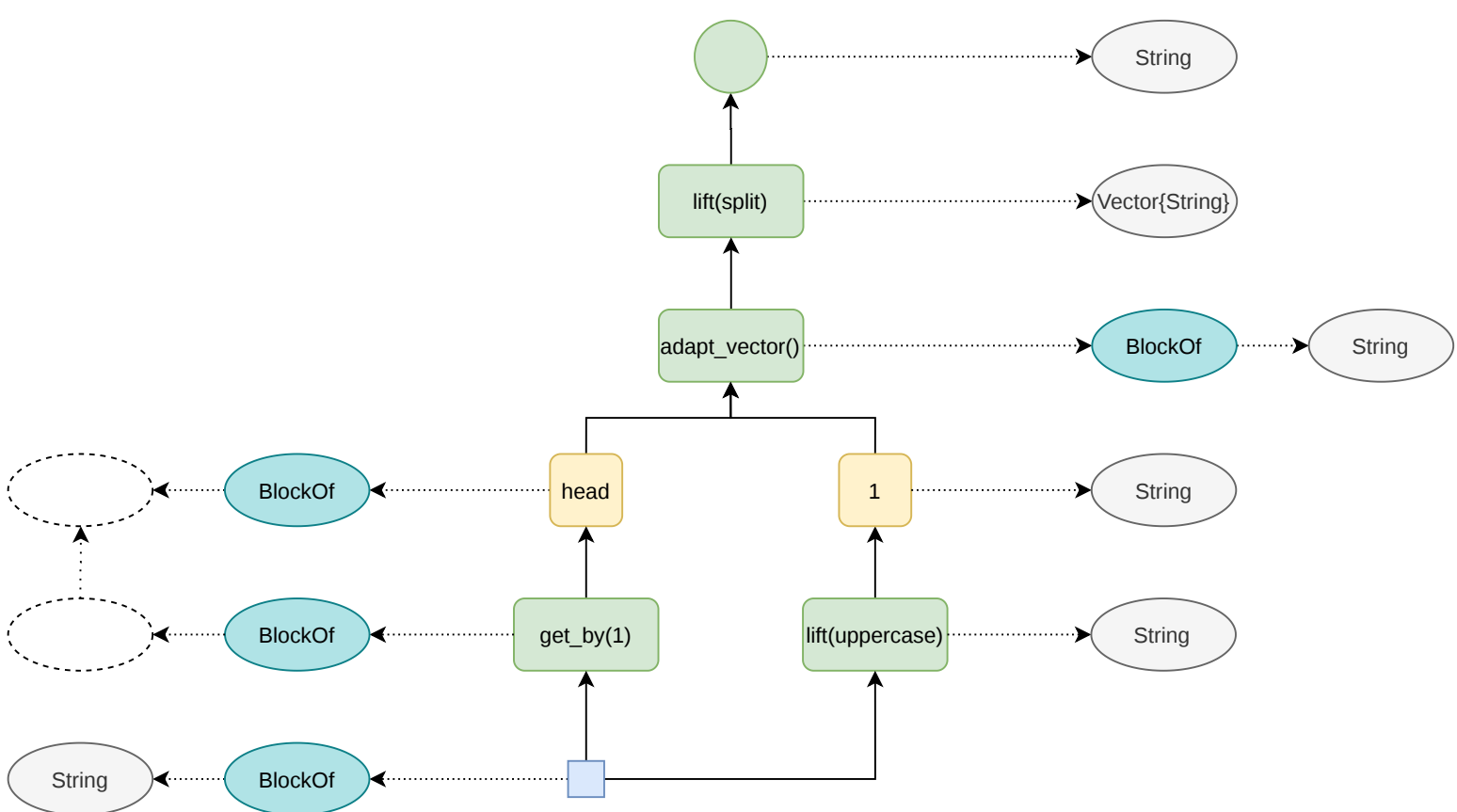
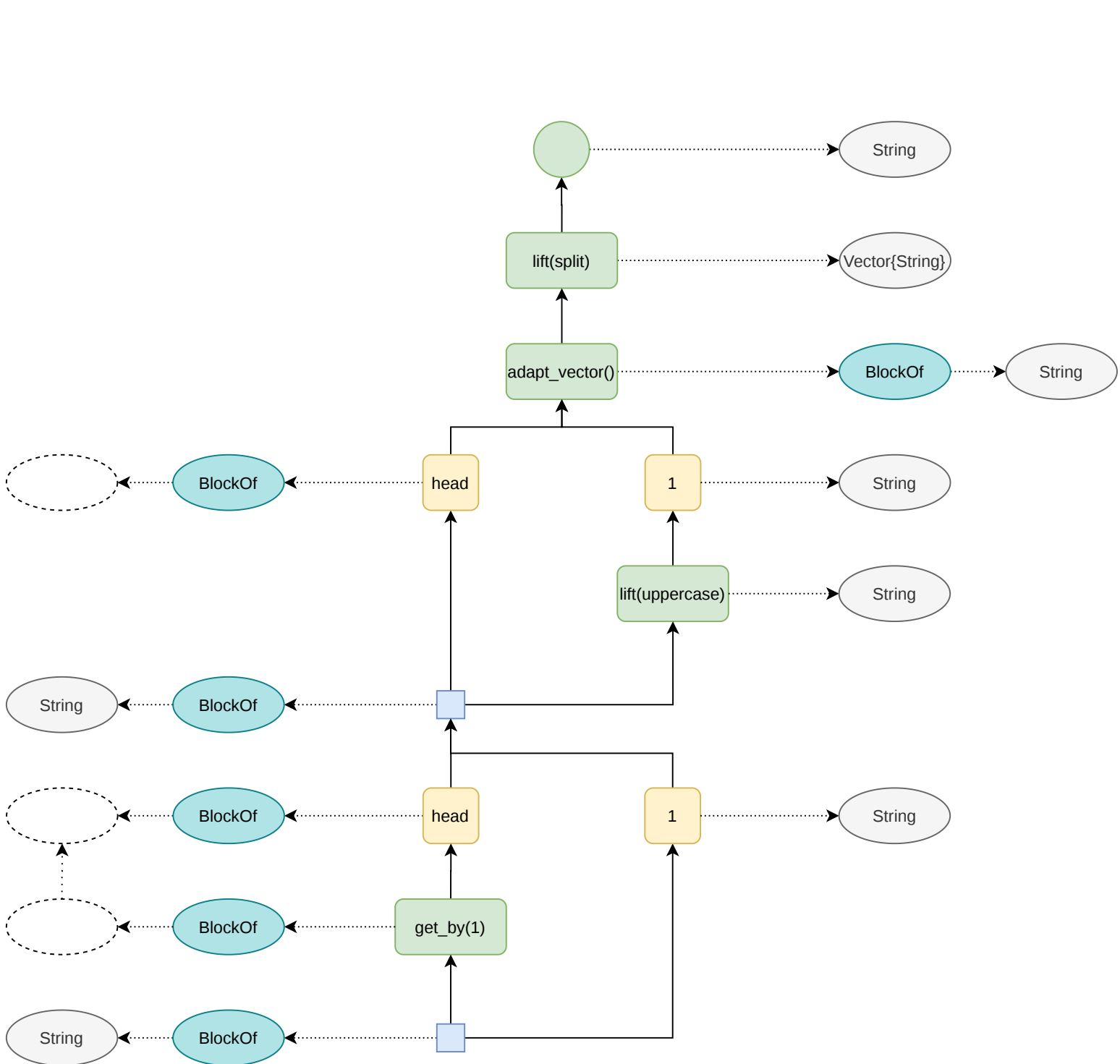
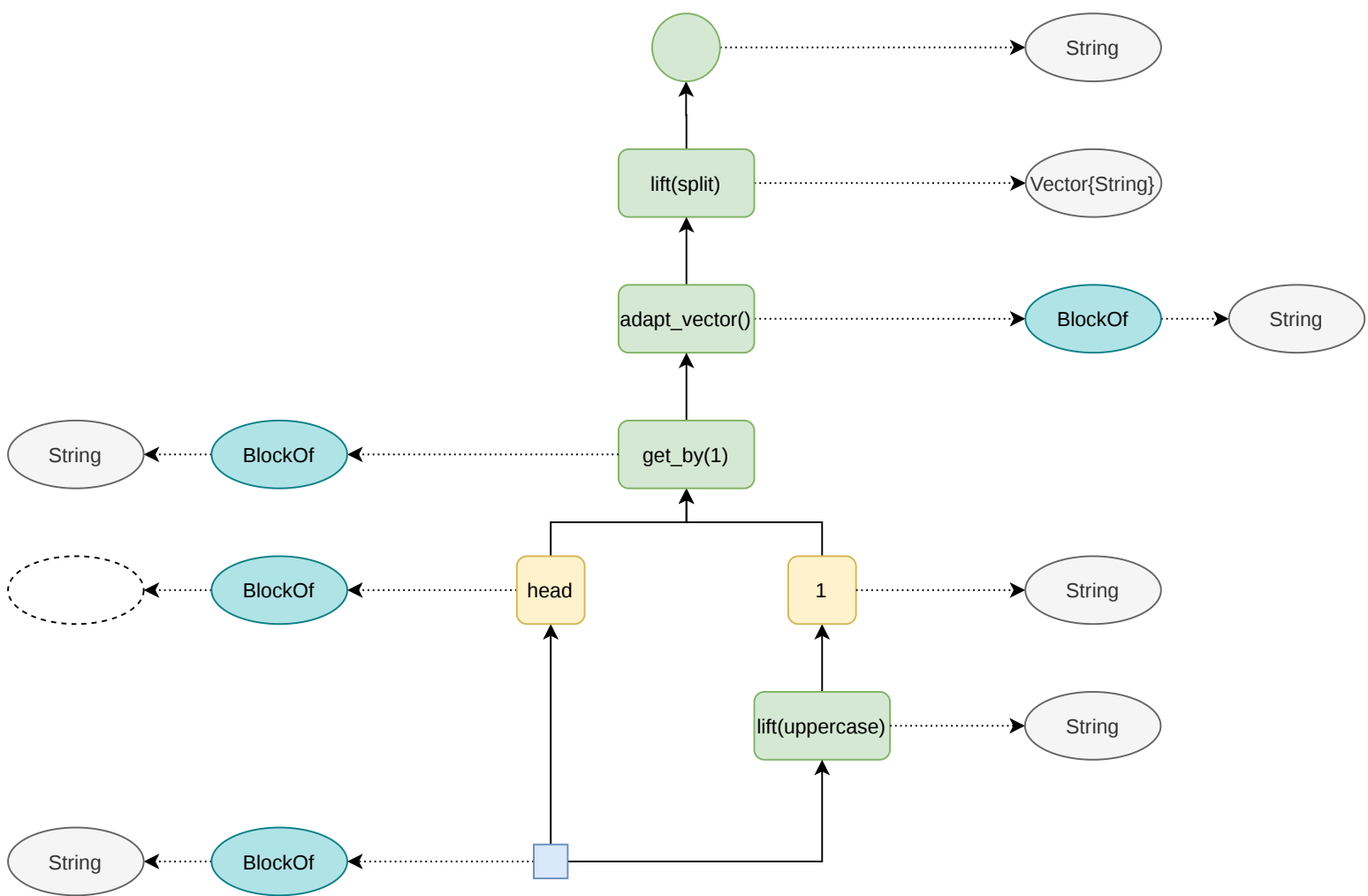


The diagram illustrates the transformation of a flat table into a hierarchical tree structure through four stages, connected by large gray arrows.

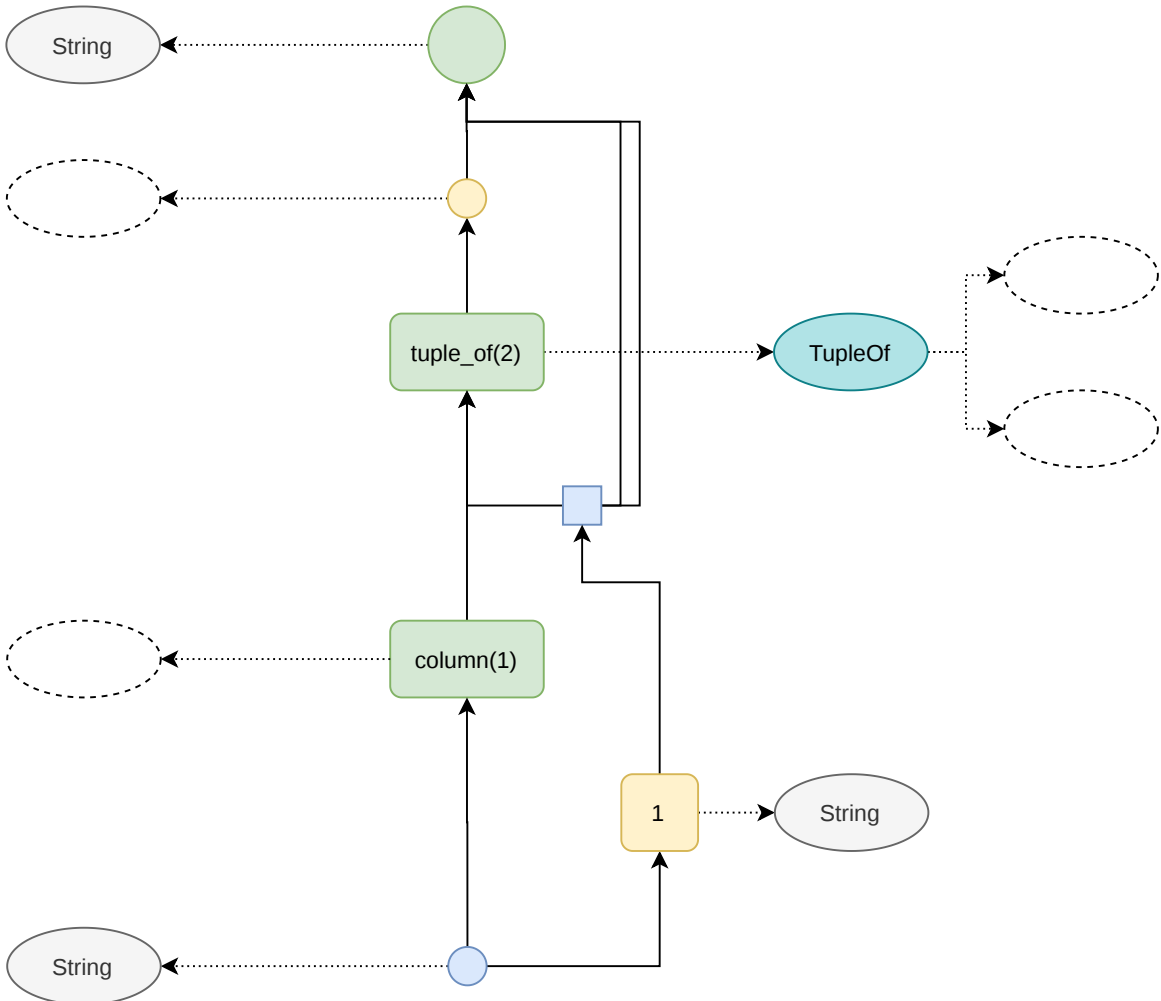
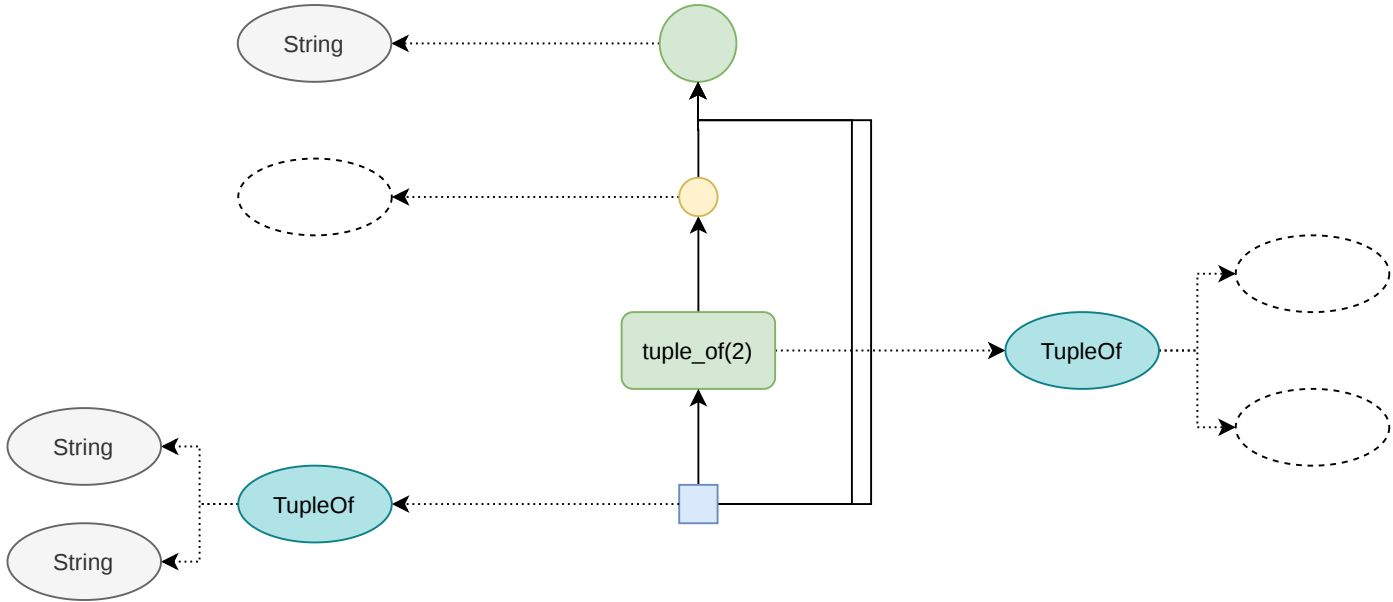
- Stage 1:** A flat table with two columns: an index column (1) and a value column ("Hello World").
- Stage 2:** The table is transformed into a hierarchical structure. The root node is a table with one column (1) and one row (String["Hello", "World"]). This root node branches into two child nodes, each a table with two columns (index and value):
 - Left child: index 1, value 1.
 - Right child: index 1, value "Hello".
- Stage 3:** The hierarchical structure is further transformed. The root node branches into two child nodes, each a table with two columns (index and value):
 - Left child: index 1, value 1.
 - Right child: index 1, value "HELLO".
- Stage 4:** The final stage shows a hierarchical structure where the root node branches into two child nodes, each a table with two columns (index and value):
 - Left child: index 1, value 1.
 - Right child: index 1, value "HELLO".



wrap()



chain_of(tuple_of(2), column(1))



sieve_by()



chain_of(wrap(), block_length())

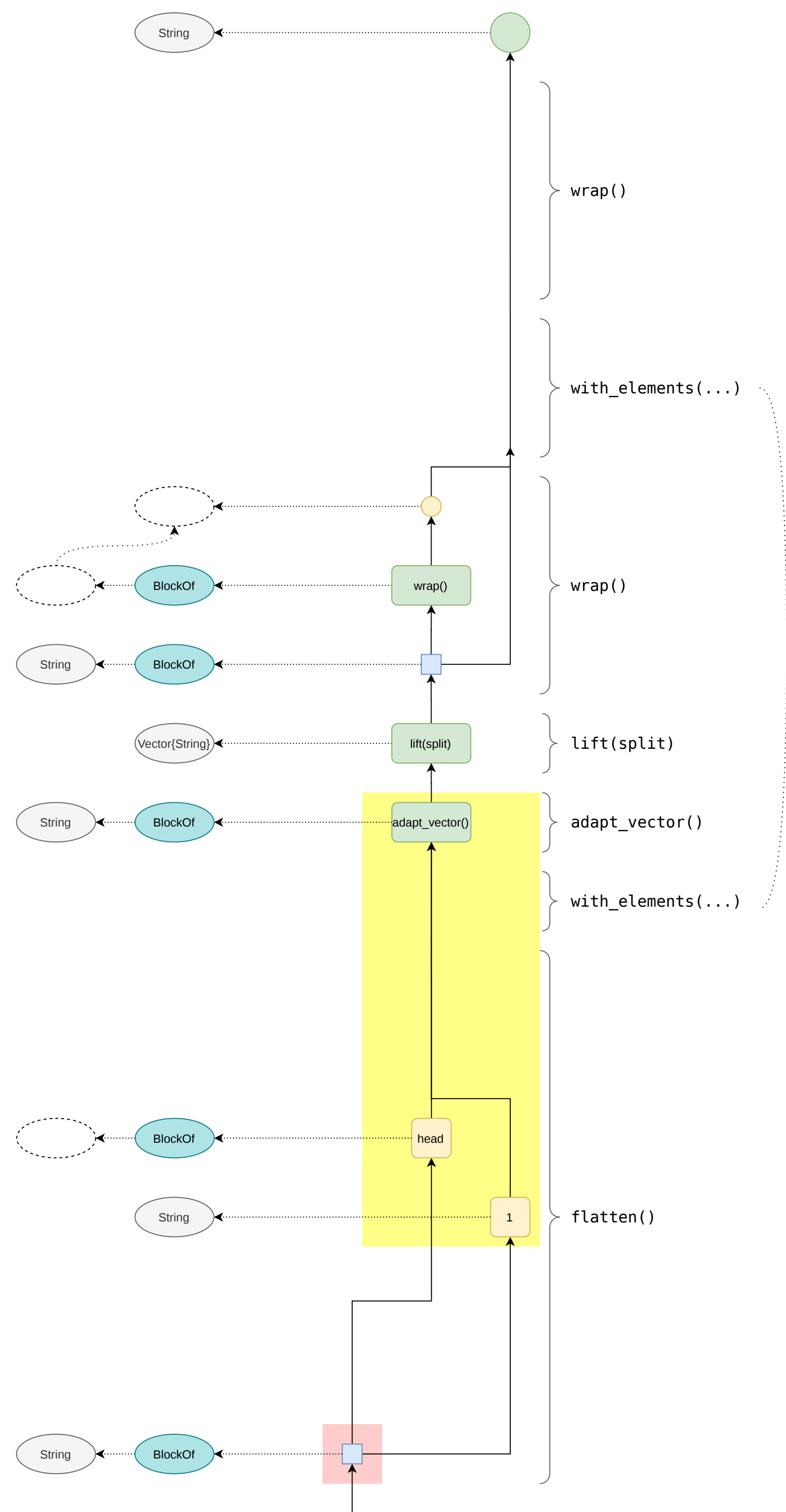
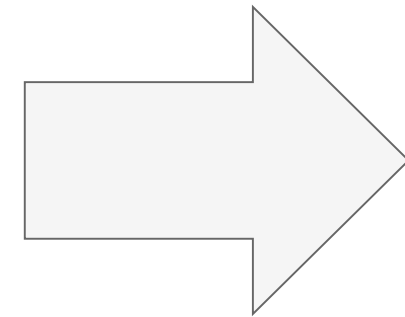


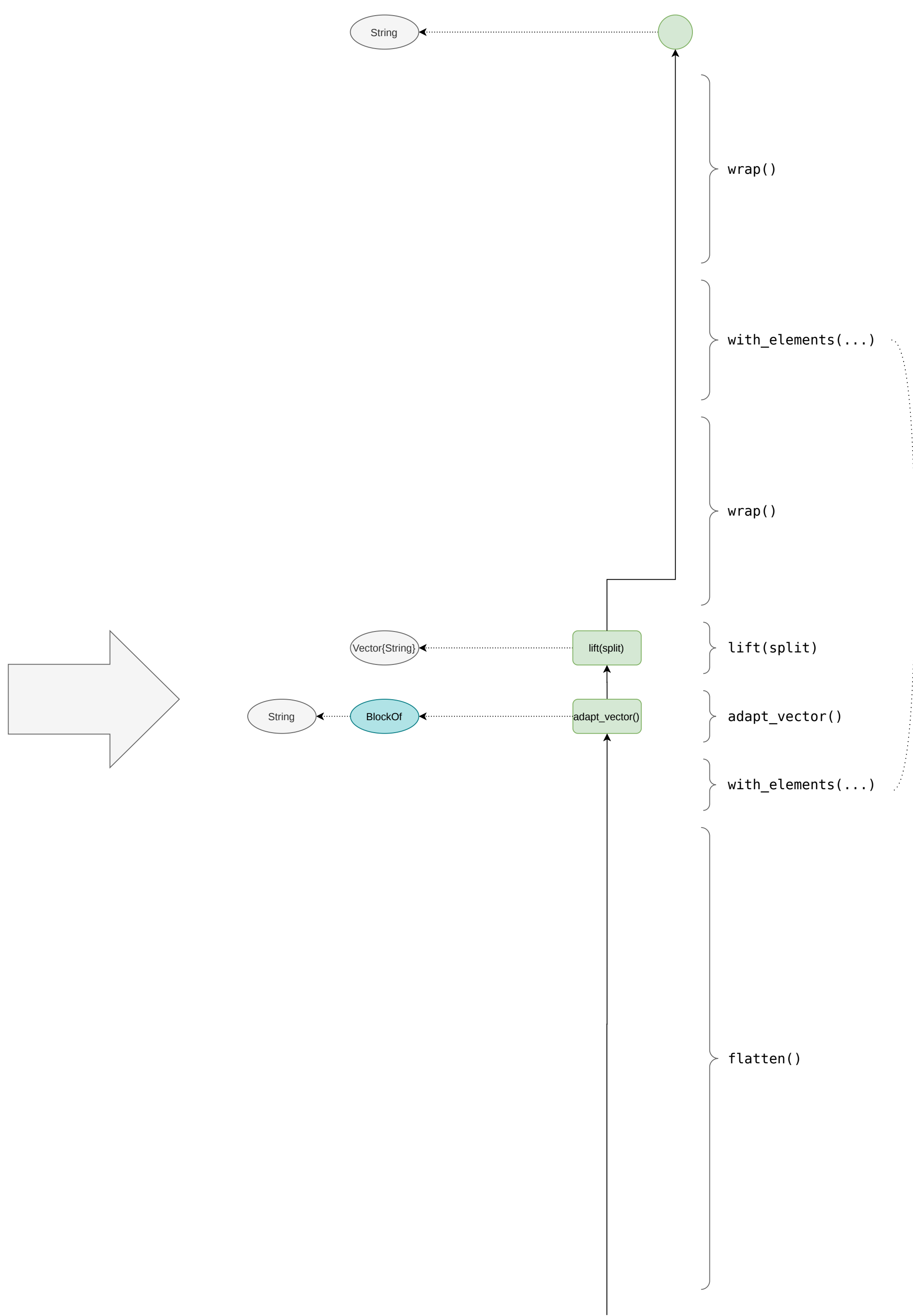
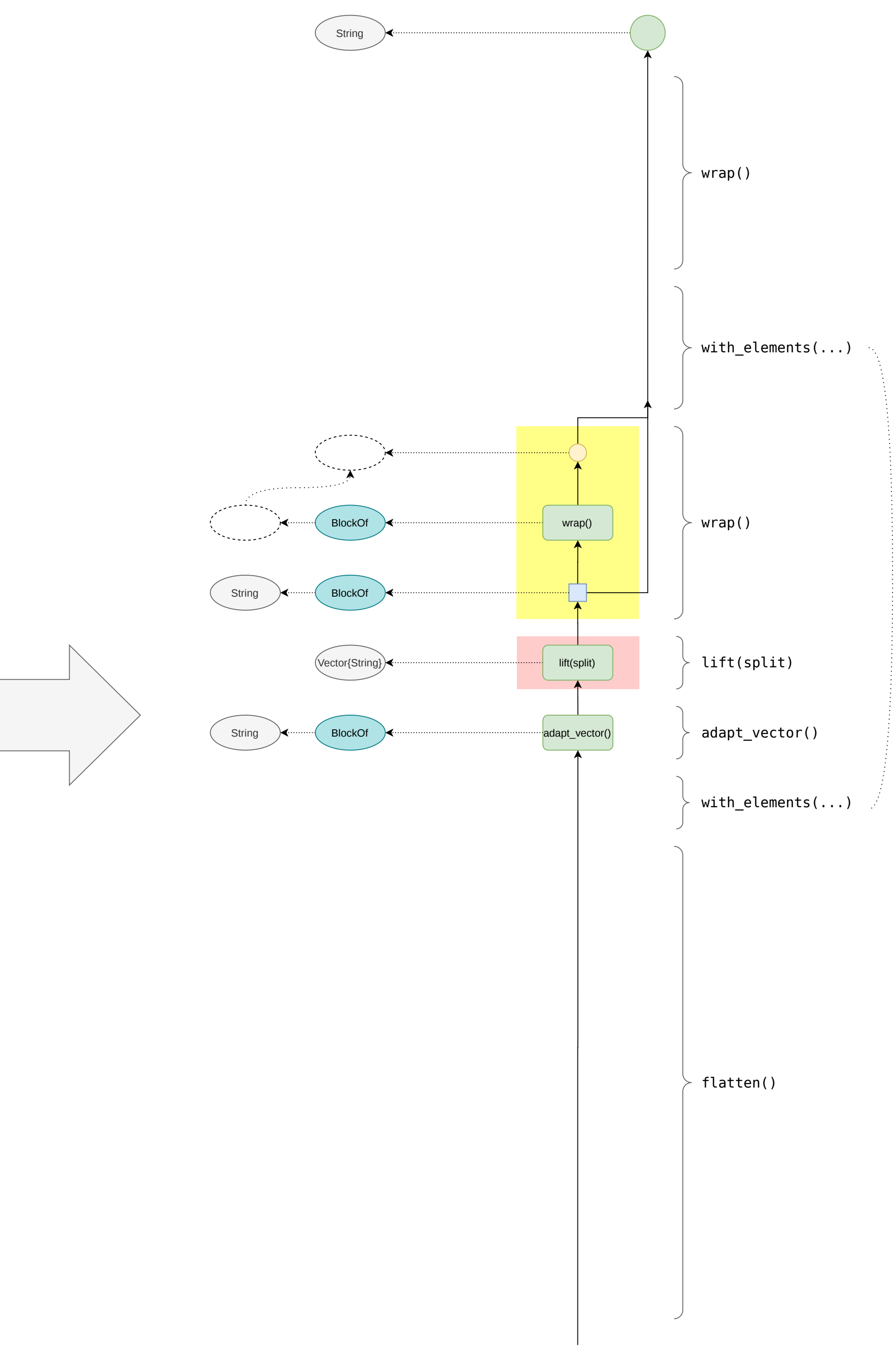
@query "Hello World" split(it)

```
chain_of(  
  wrap(),  
  with_elements(  
    chain_of(  
      wrap(),  
      lift(split),  
      adapt_vector()),  
    flatten()  
  )  
)
```



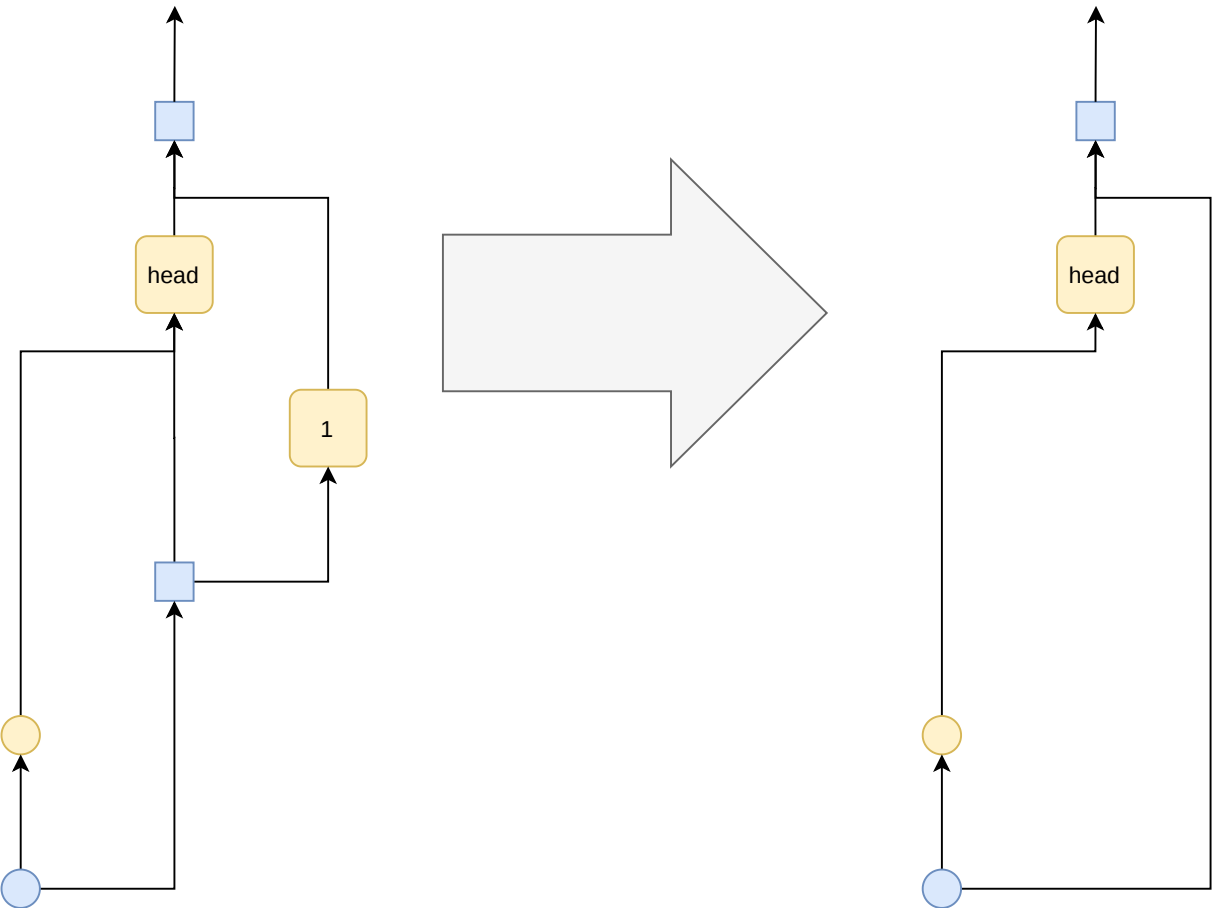
untrace(n::NodeRef, guard::NodeRef)::Tuple{Pipeline,Vector{NodeRef}}





@query "Hello World" split(it)

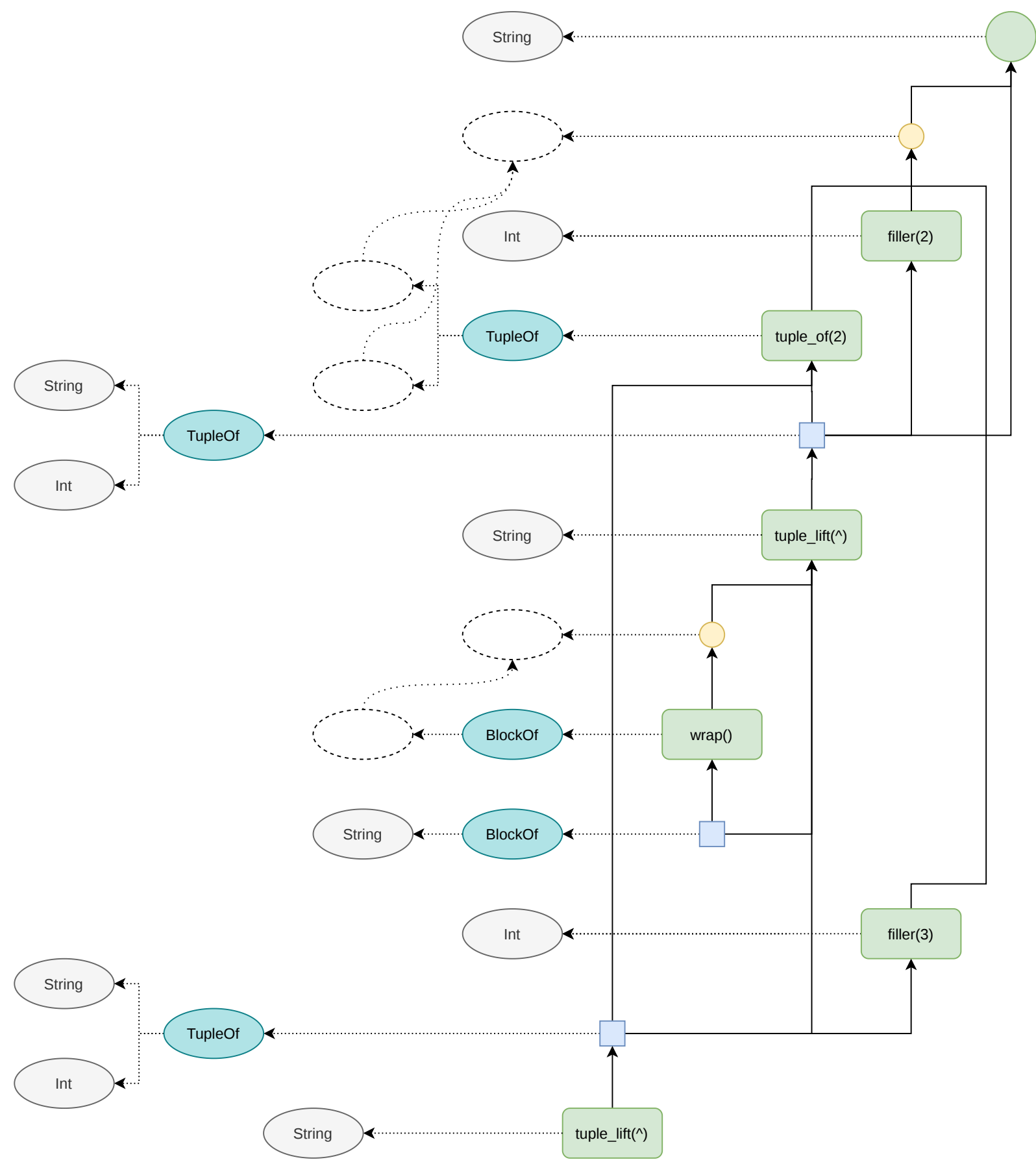
```
chain_of(
  wrap(),
  with_elements(
    chain_of(
      wrap(),
      lift(split),
      adapt_vector()),
    flatten())
```







`untrace(n::NodeRef, guard::NodeRef)::Tuple{Pipeline,Vector{NodeRef}}`

$$\{it^2, (it^2)^3\}$$


```
untrace(n::NodeRef, guard::NodeRef)::Tuple{Pipeline,Vector{NodeRef}}
```

@query "Hello World" split(it)

```
chain_of(
  wrap(),
  with_elements(wrap()),
  with_elements(lift(split)),
  with_elements(adapt_vector()),
  flatten())
```

