

`x1 = map h1 x2`

`map h2 x2`

```
map (\x1i x2i ->
  let (y1i,y2i,y3i) =
    f1 x1i x2i
  let (z1i,z2i) =
    f2 y1i y2i
  let (q1i,q2i) =
    g y3i z1i y2i y3i
  in h q1i q2i z2i y1i y3i)
x1 x2
```

4