```
{x1} = mapT(h1, x2)          mapT(h2, x2)
```

```
{y1,y2,y3} = mapT(f1, x1, x2)
```

3

```
mapT(fn {real}
      (real y2i,
       real y1i, real y3i) =>
  let {z1i,z2i} = f2(y1i,y2i) in
  let {q1i,q2i} =
    g(y3i,z1i,y2i,y3i) in
  h(q1i,q2i,z2i,y1i,y3i),
y2,y1,y3)
```