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

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

2

```
{z1,z2} =
  mapT(f2, y1, y2)
```

```
mapT(fn {real}
        (real zli, real y2i,
         real z2i, real y1i,
         real y3i) =>
  let {q1i,q2i} = g(y3i,z1i,
                    y2i,y3i) in
  h(q1i,q2i,z2i,y1i, y3i),
  z1,y2,z2,y1,y3)
```