x1 = map2(f0, x2)   **x3 = map2(f, x1)**

Kernel 1   *Kernel 2*

map2(fn real (real x1i, real x2i) =>

    let (y1i, y2i, y3i) = f1(x1i, x2i)   in
    let (z1i, z2i)   = f2(y1i, y2i)   in
    let (q1i, q2i) = g(y3i, z1i, y2i, y3i) in
            h(q1i, q2i, z2i, y1i, y3i)

, x1, x2[1])

(Fusable) Kernel 3