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

Kernel 1   *Kernel 2*

(y1, y2, y3) = map2(f1, x1, x2[1])

(z1, z2) =
map2(f2,
y1,y2)

map2(fn real (real z1i,
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)

(Fusable) Kernel 3