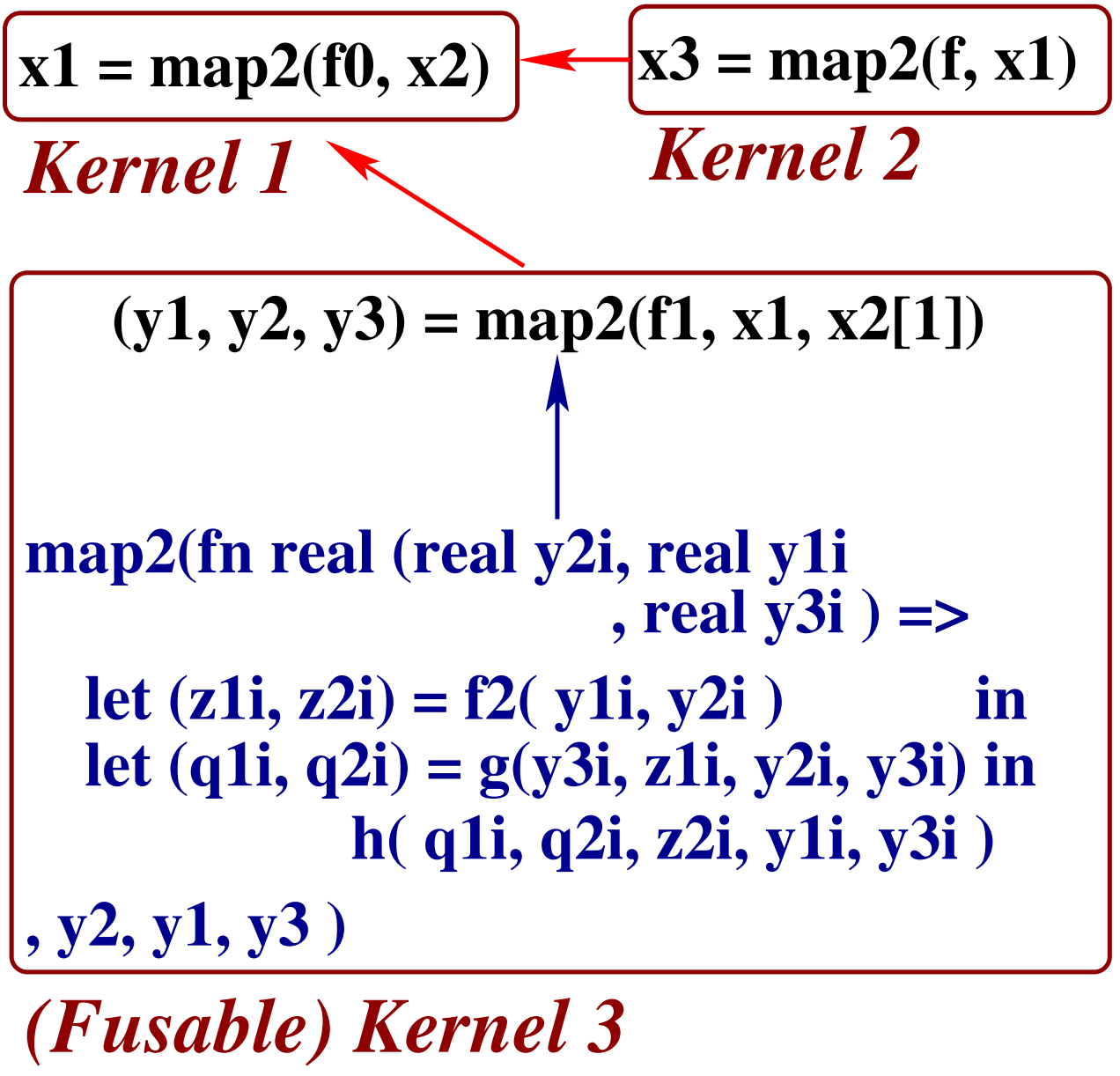
x1 = map2(f0, x2)
x3 = map2(f, x1)
Kernel 1
Kernel 2
(y1, y2, y3) = map2(f1, x1, x2[1])
map2(fn real (real y2i, real y1i
, real y3i ) =>
let (z1i, z2i) = f2( y1i, y2i ) in
let (q1i, q2i) = g(y3i, z1i, y2i, y3i) in
h( q1i, q2i, z2i, y1i, y3i )
, y2, y1, y3 )
(Fusable) Kernel 3