```
hryky::reduction::Dispatcher
    # hryky assign op
     + operator()()
     + reduce()
     + swap()
     + ~Dispatcher()
     # clear()
     # Dispatcher()
     # Dispatcher()
     # Dispatcher()
hryky::reduction::Stream< StreamT >
+ hryky assign op
+ clear()
+ reduce()
+ Stream()
+ Stream()
+ Stream()
+ swap()
+ ~Stream()
# operator()()
```