```
Block 0 (PC 0-9)

0: LoadConstZero r4

1: LoadConstZero r6

2: CallBuiltin r3, 45, 2

3: GetByIdShort r2, r3, 1, "reduce"

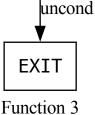
4: CreateEnvironment r0

5: CreateClosure r1, r0, Function<>4

6: Call3 r1, r2, r3, r1, r4

7: AsyncBreakCheck

8: Ret r1
```



tion 3