```
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
```

EXIT

Function 3