```
Block 0 (PC 0–8)
  0: LoadConstZero     r3
  1: LoadConstZero     r5
  2: CallBuiltin       r2, 45, 2
  3: GetByIdShort      r1, r2, 1, "reduce"
  4: CreateEnvironment r0
  5: CreateClosure     r0, r0, Function<>4
  6: Call3             r0, r1, r2, r0, r3
  7: Ret               r0
```

EXIT

Function 3