

```
1. __shared__ float partialSum[]
...
2. unsigned int t = threadIdx.x;
3. for (unsigned int stride = 1; stride < blockDim.x; stride *= 2)
4. {
5.     __syncthreads();
6.     if (t % (2*stride) == 0)
7.         partialSum[t] += partialSum[t+stride];
8. }
```