

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