

```
cv::gpu::device::reduce  
_key_val_detail::Unroll::loop
```

A diagram showing a call to `cv::gpu::device::reduce` from a loop. A blue arrow points from the `cv::gpu::device::reduce` call in the right box to the `cv::gpu::device::reduce` call in the left box.

```
cv::gpu::device::reduce  
_key_val_detail::GenericOptimized32  
::reduce
```