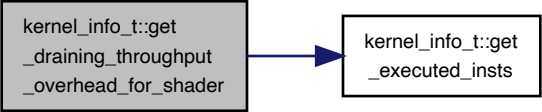


kernel_info_t::get
_draining_throughput
_overhead_for_shader



```
graph LR; A["kernel_info_t::get  
_draining_throughput  
_overhead_for_shader"] --> B["kernel_info_t::get  
_executed_insts"]
```

kernel_info_t::get
_executed_insts