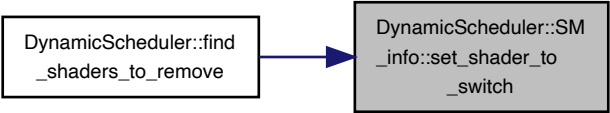


DynamicScheduler::find
_shaders_to_remove



```
graph LR; A[DynamicScheduler::find_shaders_to_remove] --> B[DynamicScheduler::SM_info::set_shader_to_switch]
```

DynamicScheduler::SM
_info::set_shader_to
_switch