

power\_stat\_t::get\_committed\_inst



```
graph LR; A[power_stat_t::get_committed_inst] --> B[shader_core_config::num_shader]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'power\_stat\_t::get\_committed\_inst'. The right box is white and contains the text 'shader\_core\_config::num\_shader'. A dark blue arrow points from the right side of the gray box to the left side of the white box.

shader\_core\_config  
::num\_shader