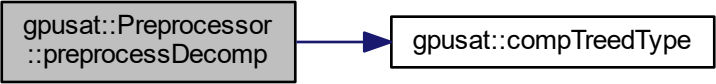


gpusat::Preprocessor
::processDecomp



```
graph LR; A["gpusat::Preprocessor  
::processDecomp"] --> B["gpusat::compTreeType"]
```

gpusat::compTreeType