

getDeductedPathName

```
graph LR; A[getDeductedPathName] --> B[generateIndexWiseRangeAngle MeshVecKernel]; B --> B;
```

The diagram illustrates a sequence of operations. It begins with a gray rectangular box on the left containing the text 'getDeductedPathName'. A straight blue arrow points from the right side of this box to a larger white rectangular box on the right. This second box contains the text 'generateIndexWiseRangeAngle' on the top line and 'MeshVecKernel' on the bottom line. A curved blue arrow originates from the top edge of the white box and points back to its top edge, indicating a self-loop or a recursive call.

generateIndexWiseRangeAngle  
MeshVecKernel