

PArrayTracker::release  
\_parray

PArrayTracker::reserve  
\_parray

Device::get\_mapped\_pool

```
graph LR; A[PArrayTracker::release_parray] --> C[Device::get_mapped_pool]; B[PArrayTracker::reserve_parray] --> C;
```

The diagram illustrates two separate calls to the `Device::get_mapped_pool` function. On the left, two white rectangular boxes represent the calling methods: `PArrayTracker::release_parray` (top) and `PArrayTracker::reserve_parray` (bottom). Blue arrows point from each of these boxes to a single gray rectangular box on the right, which represents the target function `Device::get_mapped_pool`. This indicates that both the `release_parray` and `reserve_parray` methods in the `PArrayTracker` class utilize the `get_mapped_pool` function from the `Device` class.