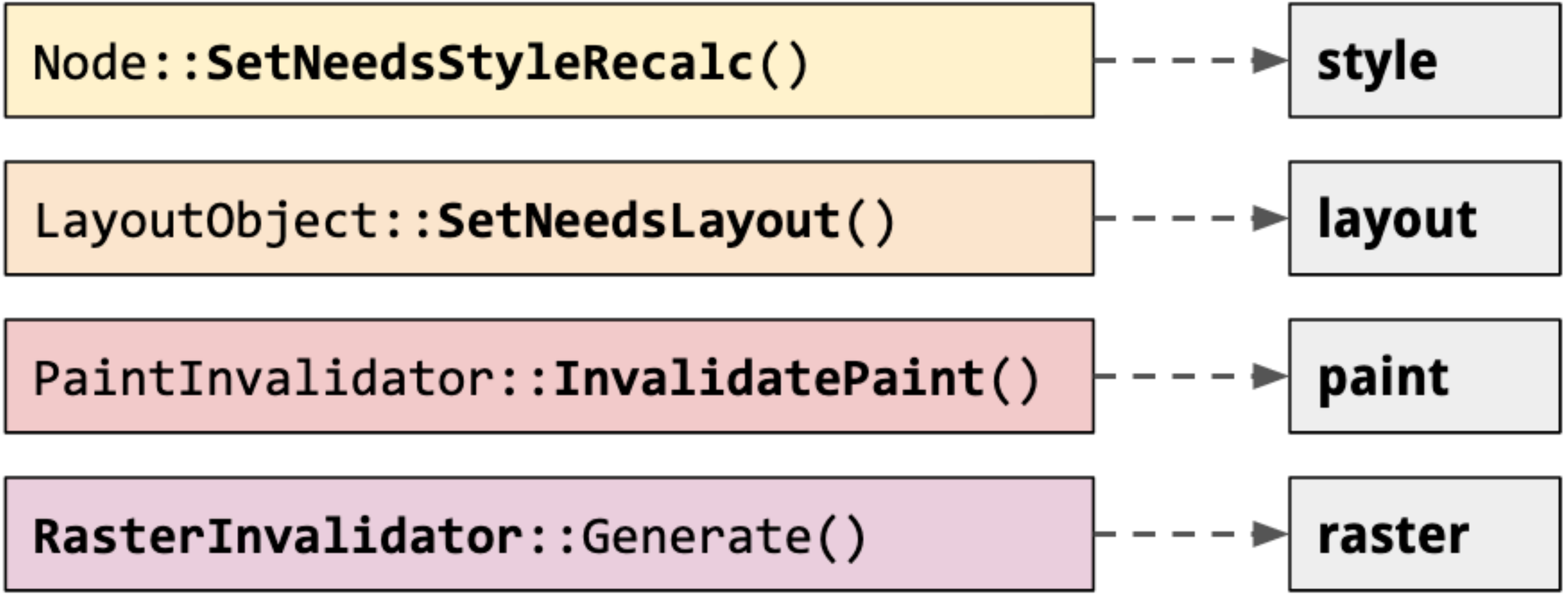
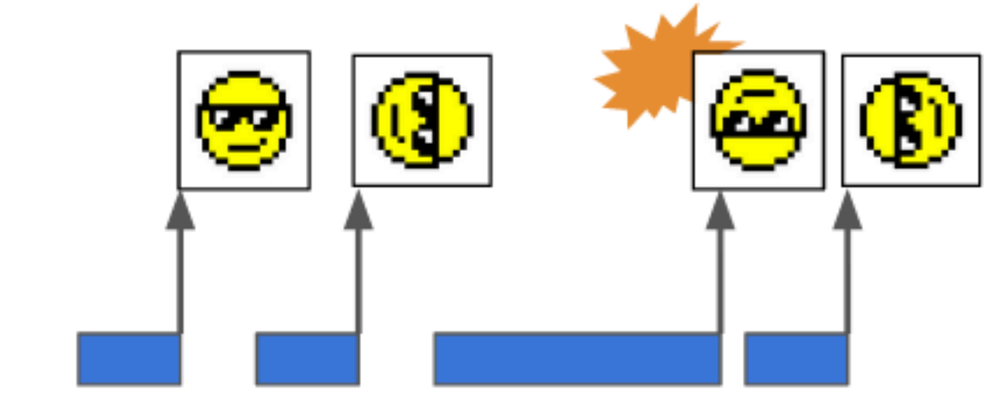
How The Browser Works

DOM
style
layout
paint
raster
gpu


Node::SetNeedsStyleRecalc()
style
LayoutObject::SetNeedsLayout()
layout
PaintInvalidator::InvalidatePaint()
paint
RasterInvalidator::Generate()
raster



*Below 60 frames per second, scrolling and animations look "**janky**".*

VSync signal

= *time spent to render the frame*