

	Category	Time (ms) ▼
	Scripting	2,082
	Layout	1,398
	Painting	138
	Loading	95
	Other	14

Event	Time (ms) ▼
FunctionCall	1,210
UpdateLayoutTree	941
EvaluateScript	562
Layout	435
v8.compile	141
UpdateLayerTree	110
XHRReadyStateChange	107
ParseHTML	95
MinorGC	31
Paint	28
ParseAuthorStyleSheet	22
MajorGC	14
BlinkGC.AtomicPhase	8
${\bf Platform Resource Send Request}$	6
FireAnimationFrame	6
EventDispatch	5
TimerFire	4
XHRLoad	2
HitTest	0
ResourceChangePriority	0
MarkLoad	0
FireIdleCallback	0
MarkDOMContent	0
CommitLoad	0

Main thread time breakdown

All of the main thread activity including idle (waiting for resources usually) (view timeline).

Processing Categories

Category	Time (ms) ▼	Scripting
Idle	2,491	Layout
Scripting	2,082	Painting Loading Other
Layout	1,398	
Painting	138	Idle
Loading	95	
Other	14	
22.	5%	

Processing Events

Event	Time (ms) ▼	
Idle	2,491	tionCall teLayo
FunctionCall	1,210	JateScript
UpdateLayoutTree	941	ut
EvaluateScript	562	ompile
Layout	435	ateLaye
v8.compile	141	Ready
UpdateLayerTree	110	eHTML
XHRReadyStateChange	107	•
ParseHTML	95	
MinorGC	31	
Paint	28	
ParseAuthorStyleSheet	22	
MajorGC	14	
BlinkGC.AtomicPhase	8	
${\it PlatformResourceSendRequest}$	6	
FireAnimationFrame	6	
EventDispatch	5	
TimerFire	4	
XHRLoad	2	
HitTest	0	
ResourceChangePriority	0	
MarkLoad	0	
FireIdleCallback	0	
MarkDOMContent	0	
CommitLoad	0	

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