**1.Parsing Html**.

-->Html is forgiving by nature

-->parsing isn't straight forward

-->can be halted

**2.Speculative Parsing**.

-->will look ahead

-->External images,scripts,css

Calculating visual properties

-->combine all styles

-->defalt,external,styles element&inline

-->complexity around matching rules for each element

--> styles computation

**3.Render/Frame Tree.**

Dom +cssom

-->Combine the two object models,styles resolution

-->This is the actual representation of what will show

on screen

-->Not aI-to-I mapping of your HTML

**4.Multiple trees.**

-->Render objects

-->Render styles

-->Render Layers

-->line boxes

**5.Real world**

-->Fastdom,Preventing layout thrashing

-->Most modern js frameworks do this internally