

# Ray Internal Architecture

ray head node

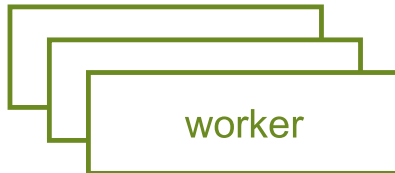


raylet



global control store

ray worker node



raylet

