

Parse HTML

Recalc style

Layout

Paint

Raster

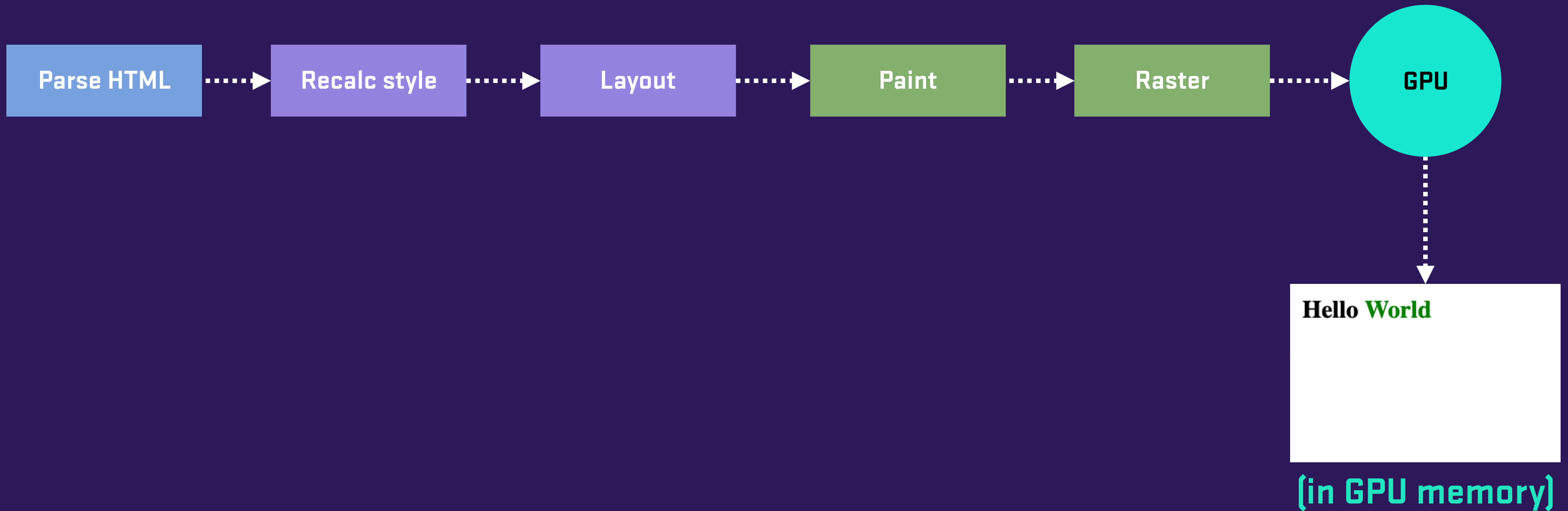
(inGPU memory)

Hello World



GPU

Pipeline recap



What when the state changes?