







Renderer process







Browser process

GPU process









Recalc style



Update layer tree





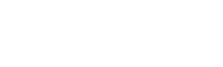
Prepare tiles

Schedule raster

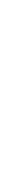








Pixels on the screen





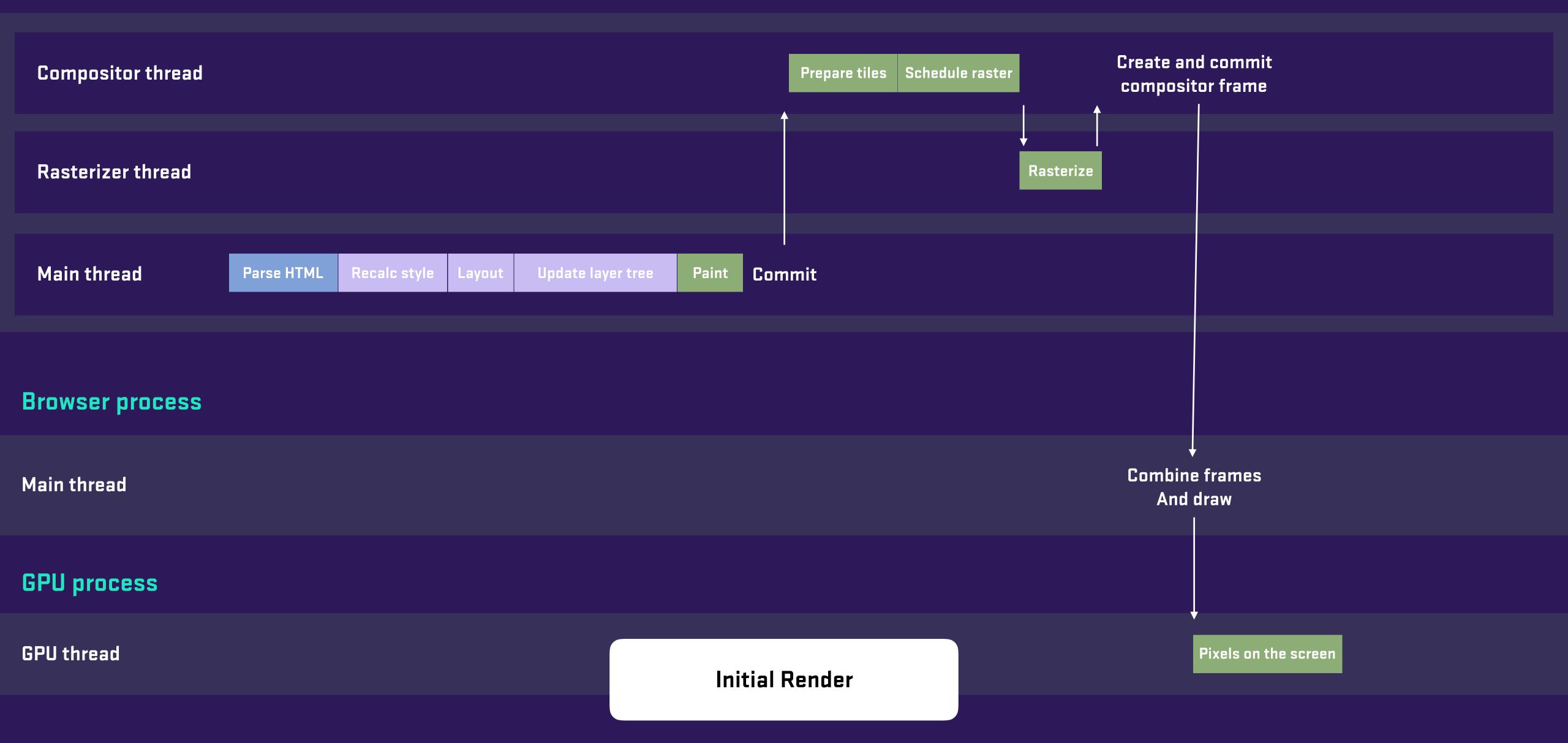


Parse HTML

Initial Render



Renderer process



Renderer process Compositor thread

Rasterizer thread

Main thread

Browser process

Main thread

GPU process

GPU thread

Updates