





Parse HTML

Recalc style

# Layout

# Paint

# Raster

(inGPU memory)



**Hello World**











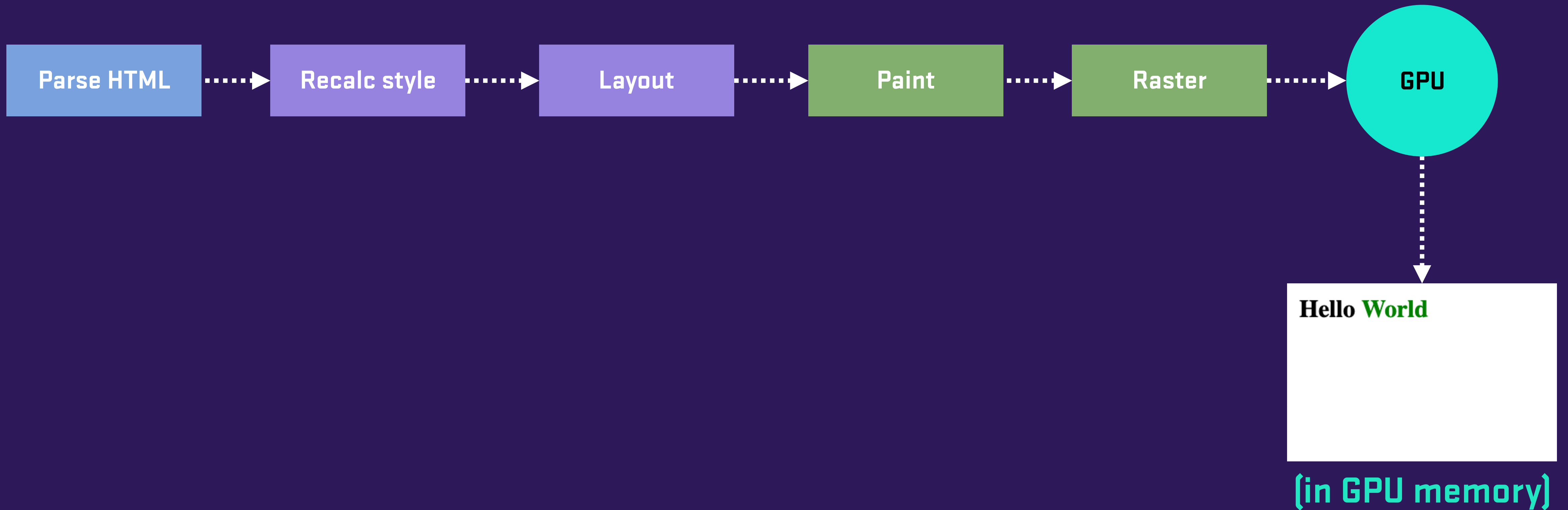




**GPU**



# Pipeline recap



**What when the state changes?**