







Renderer process







Browser process

GPU process















Input handlers



Recalc style











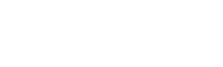
Prepare tiles

Schedule raster









| Pixels on the screen |













Frame start

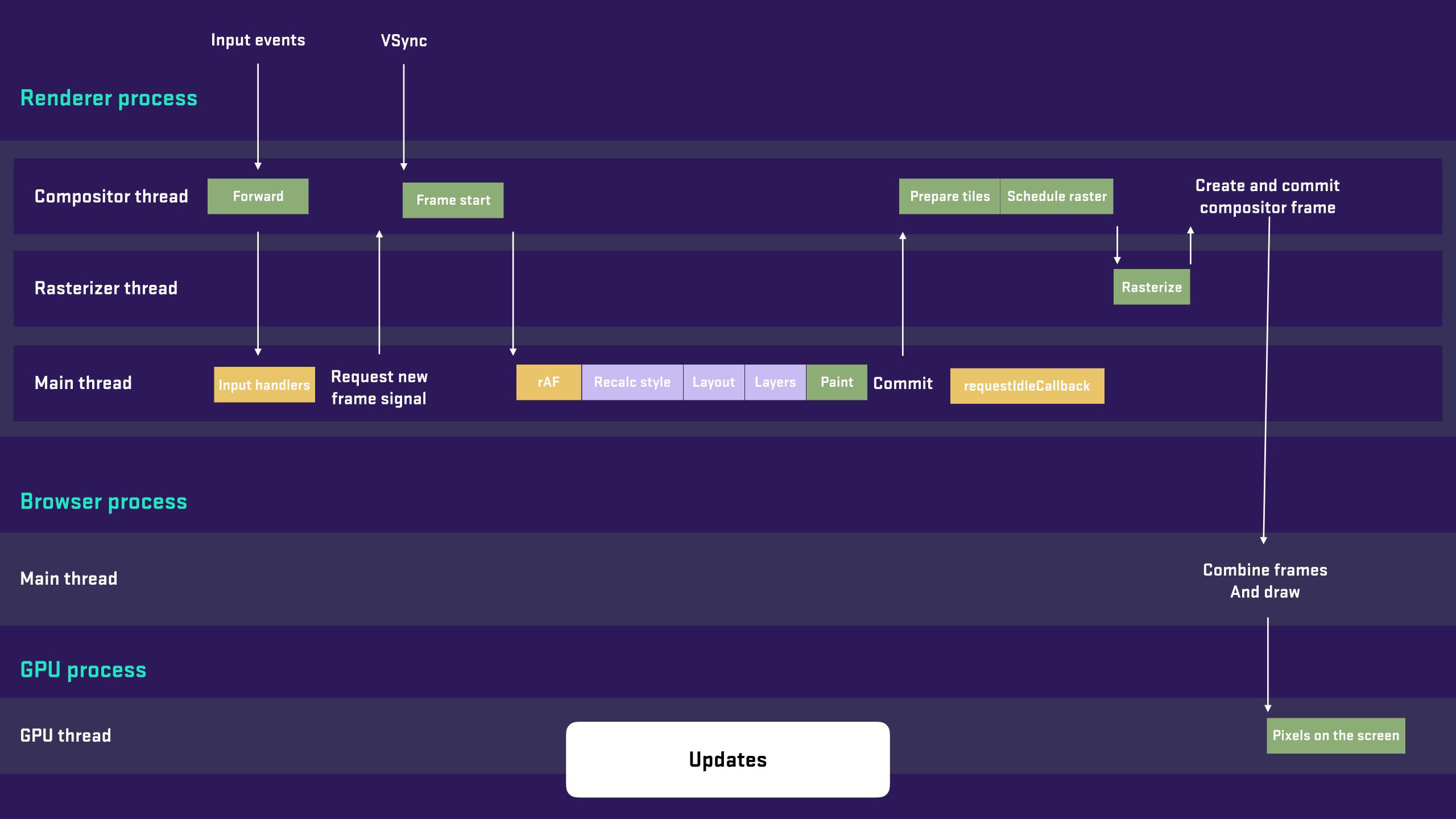




Updates







Renderer process

Compositor thread

Rasterizer thread

Main thread

Browser process

Main thread

GPU process

GPU thread

Scrolls