

1. Browser process



Network thread



UI



Storage

2. Render processes



Main





Compositor



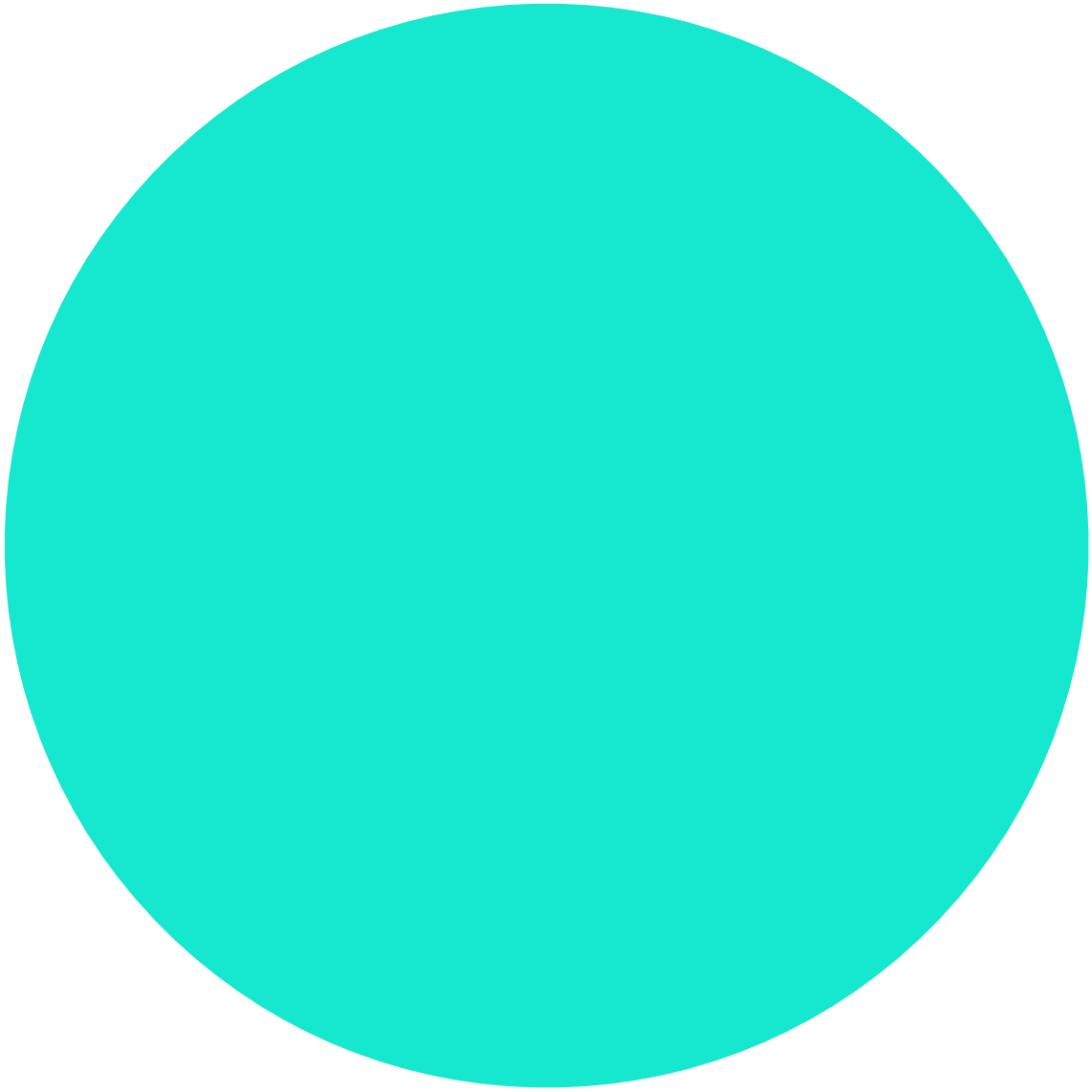
Raster



3. GPU processes

IRG



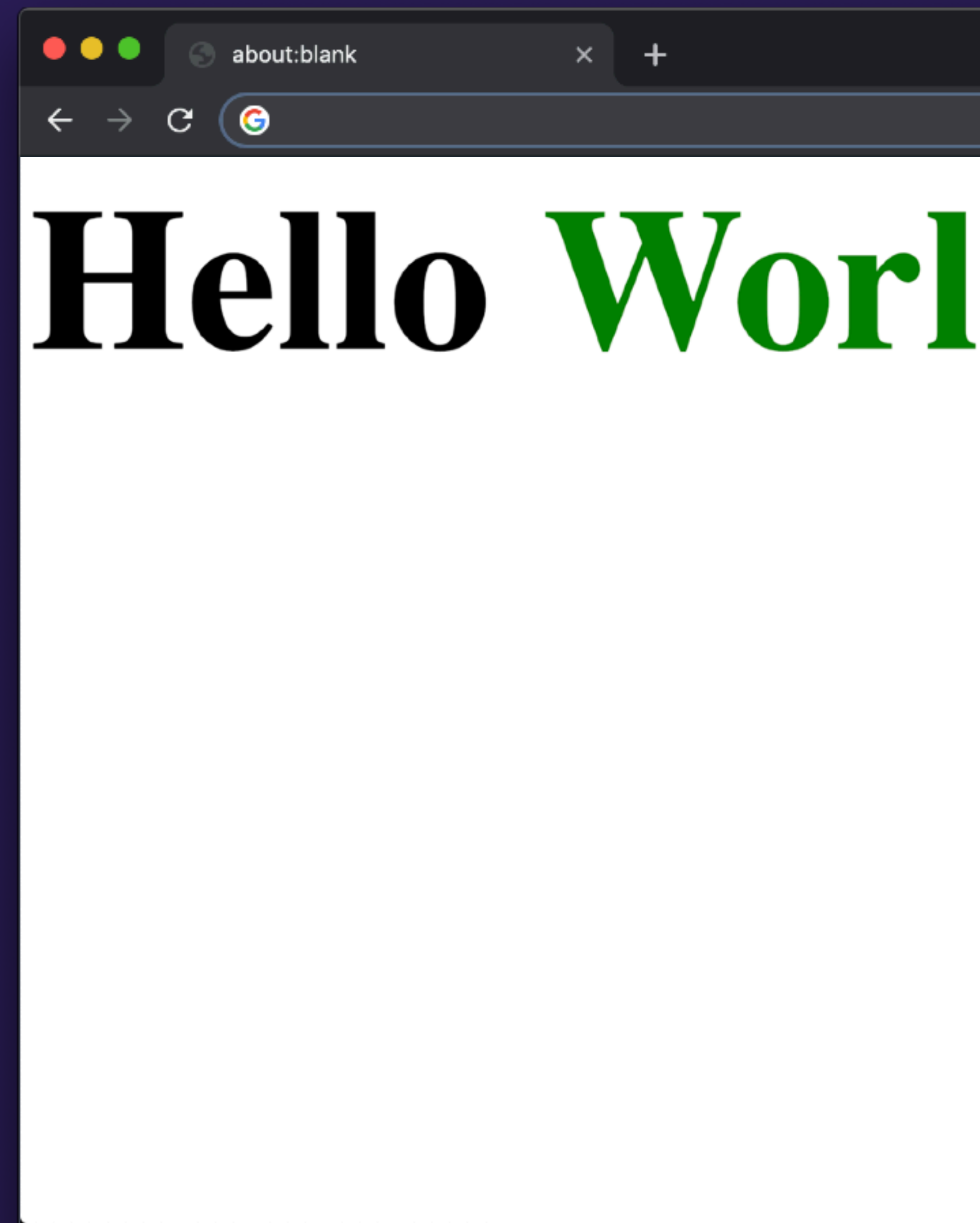
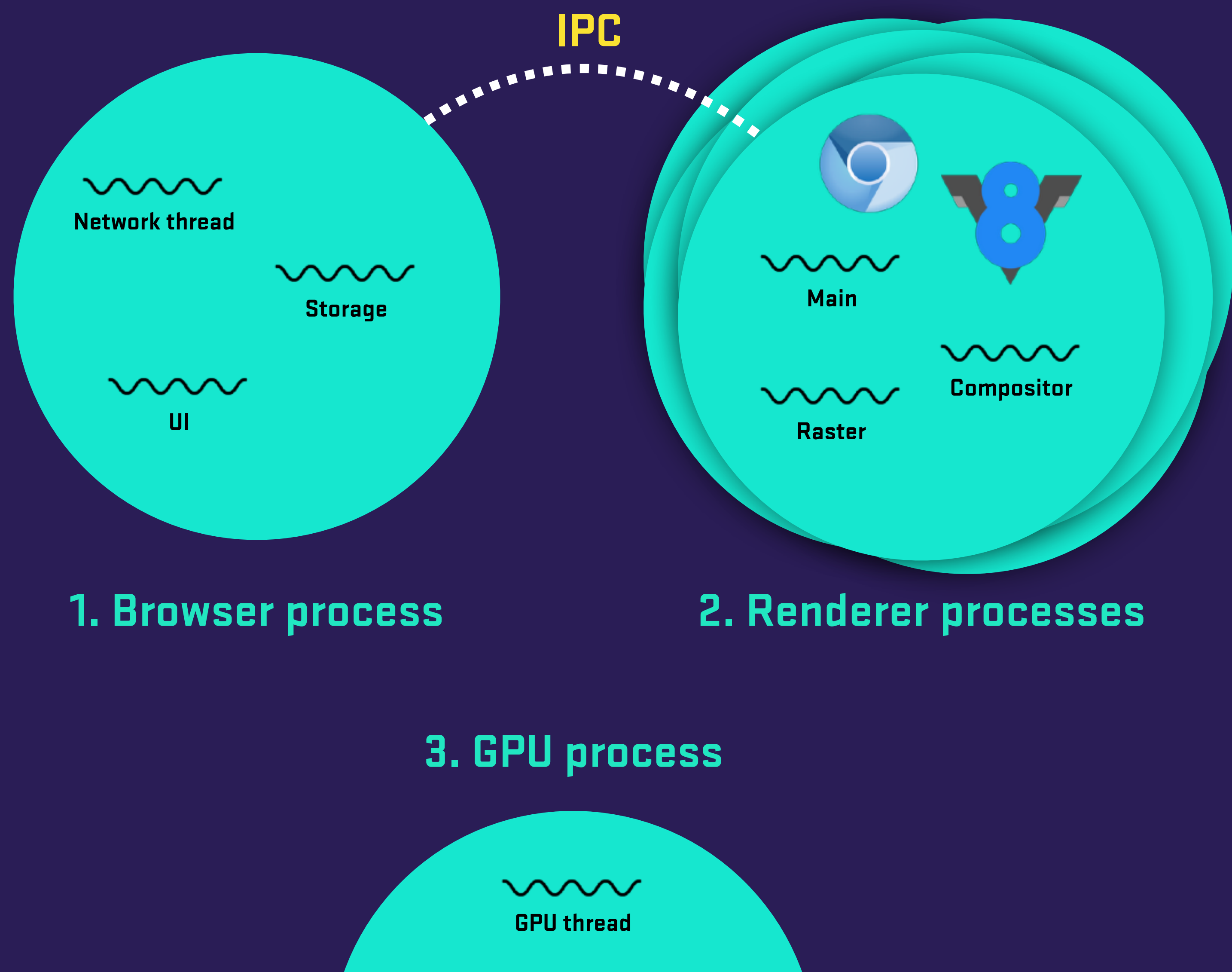




GPU thread

Hello World

Chrome's architecture from 10k ft



Let's start the journey