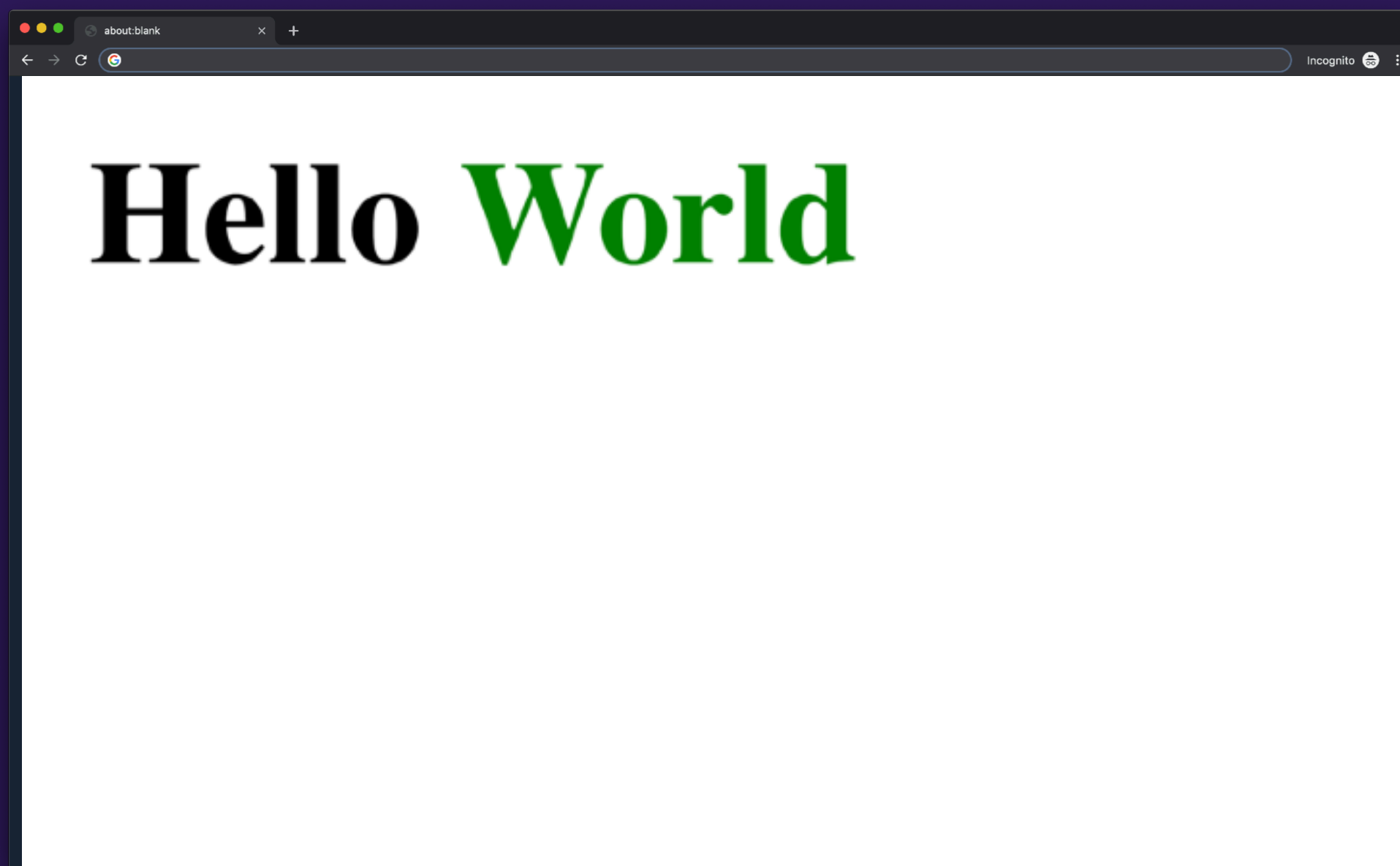


Browser process



Draw →

GPU process



Renderer process

Compositor thread

Rasterizer thread

Main thread

Browser process

Main thread

GPU process

GPU thread

Initial Render