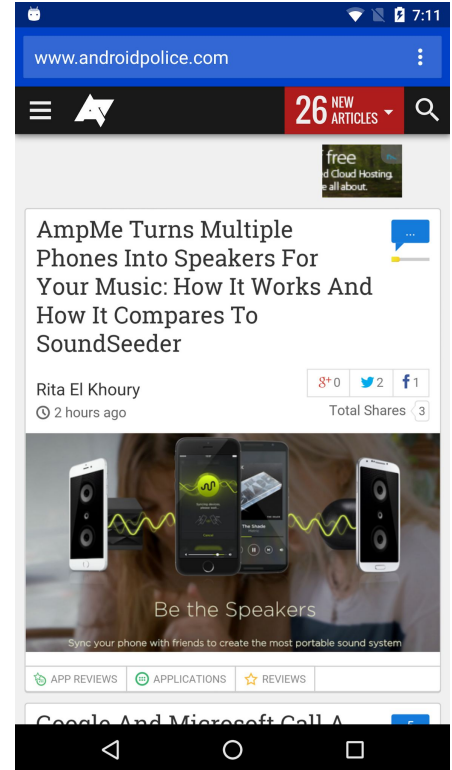
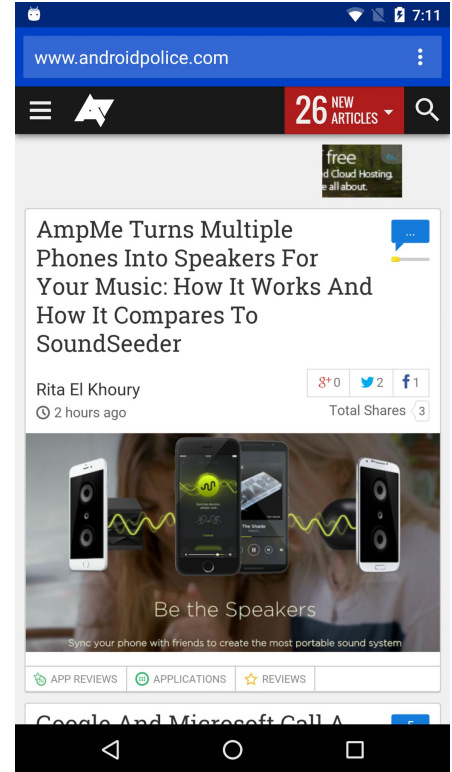
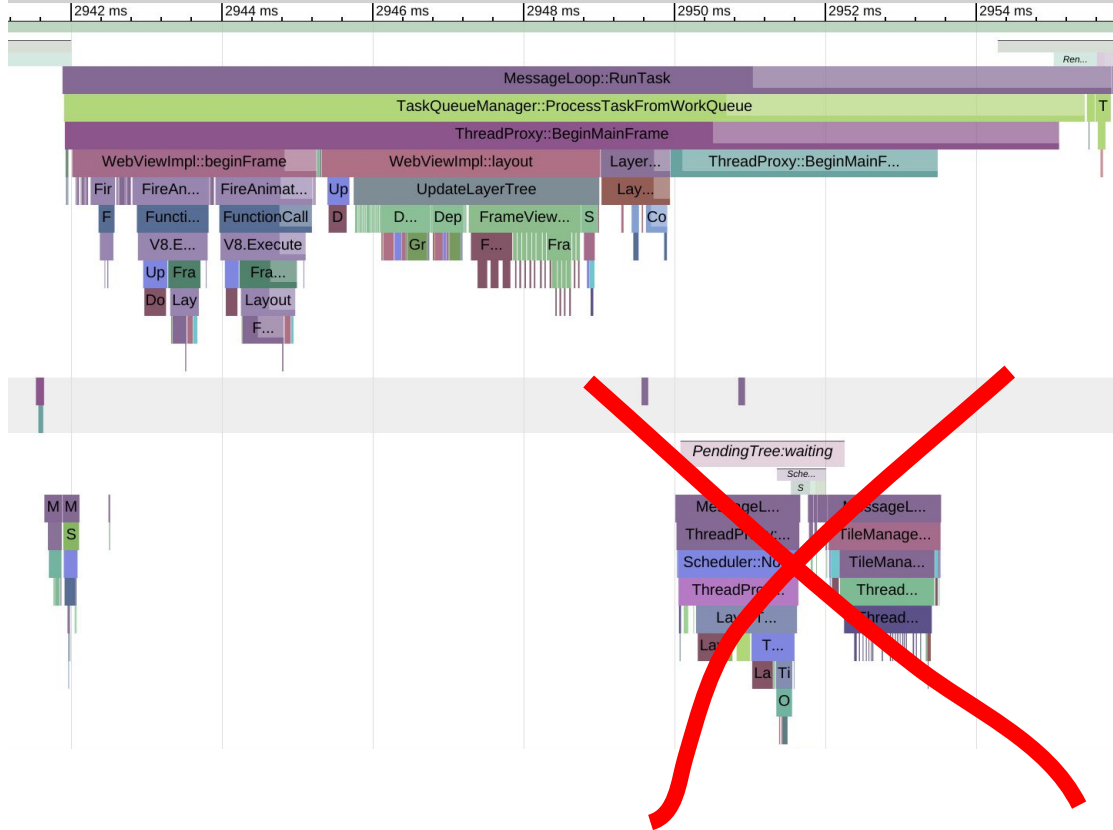


# Rendering pipeline throttling

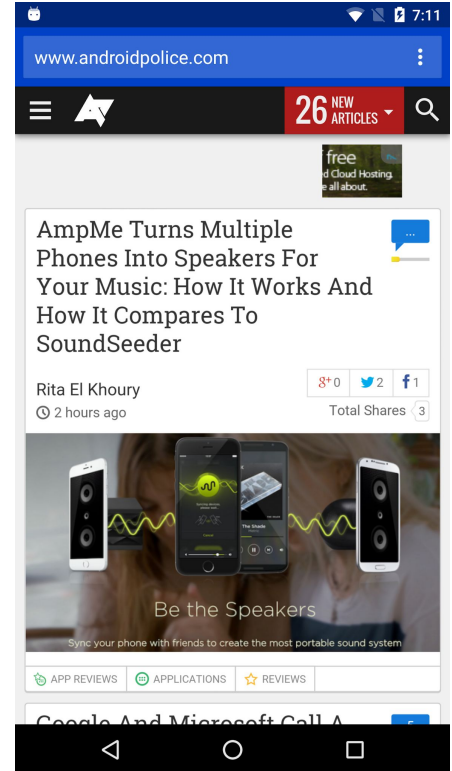
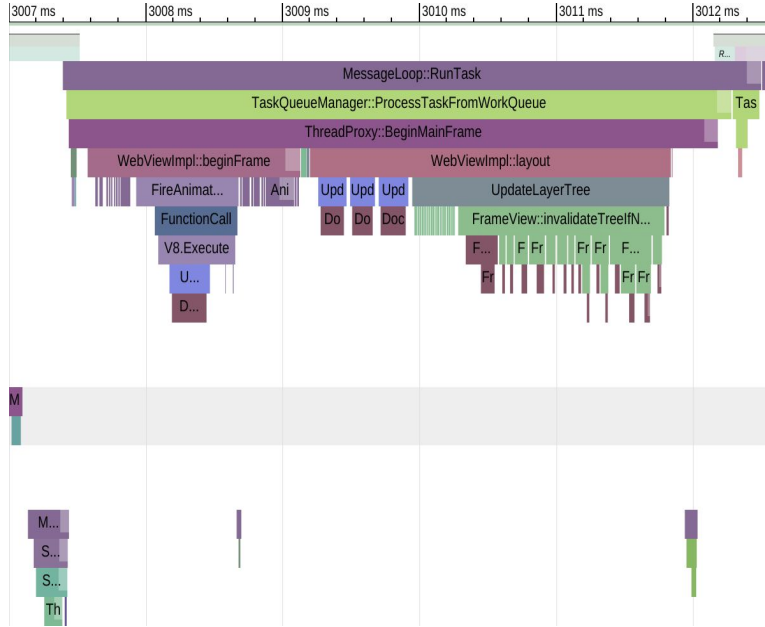




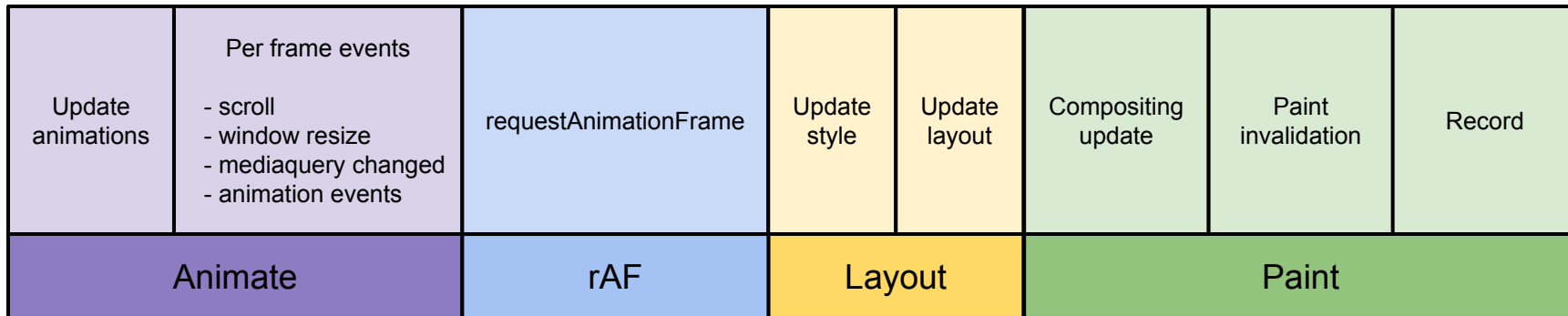
# Step 1: Early-out from no-op commit

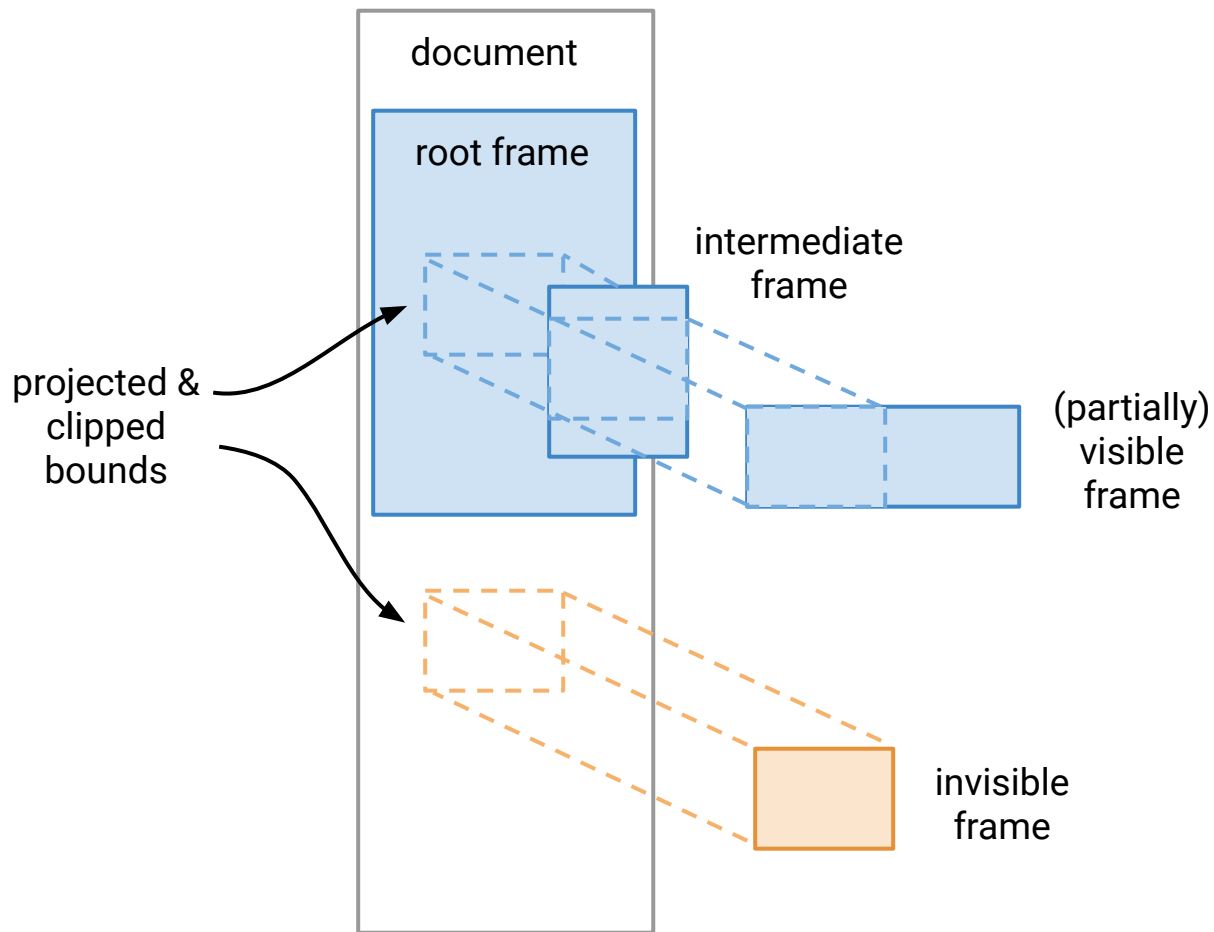


# Step 1: Early-out from no-op commit

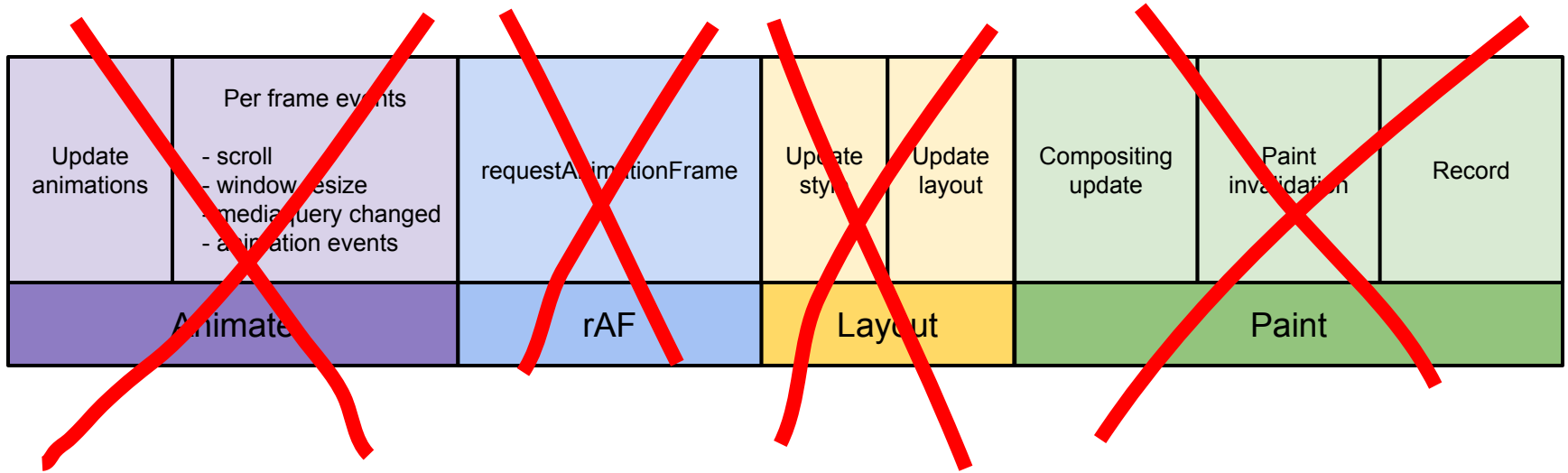


# Blink's rendering pipeline



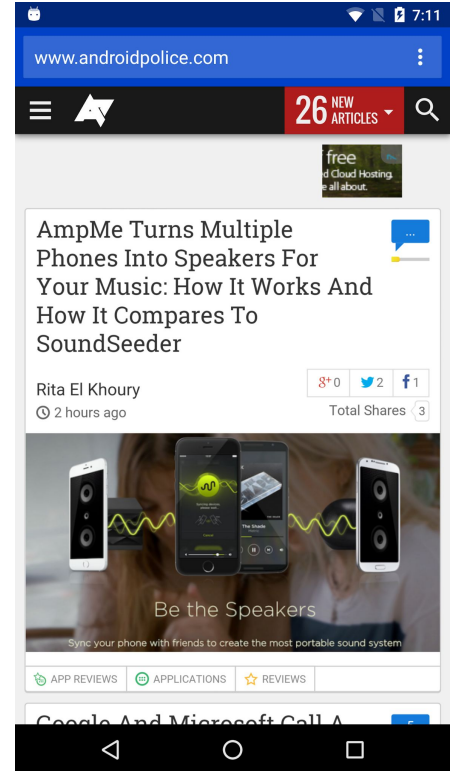
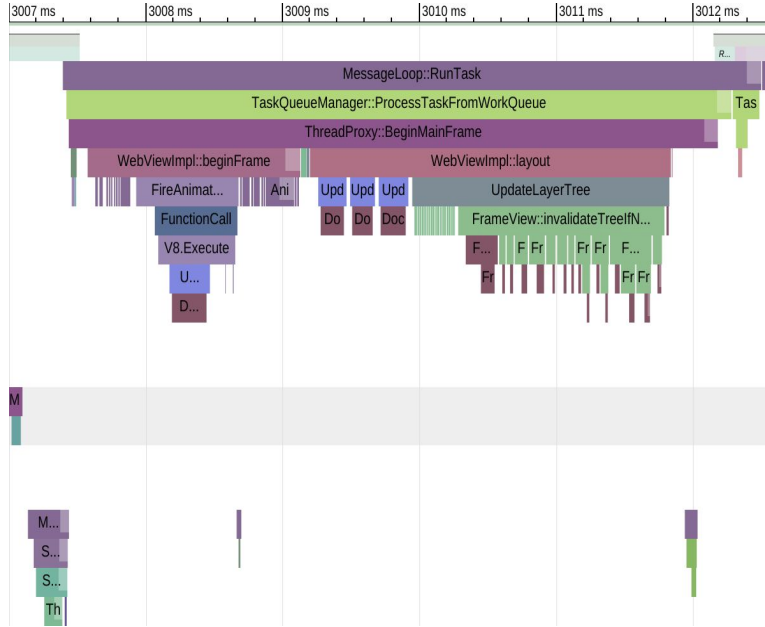


# Blink's rendering pipeline

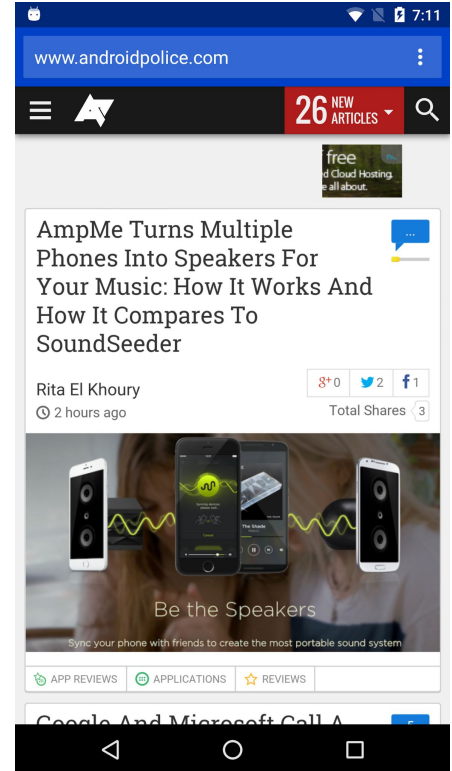




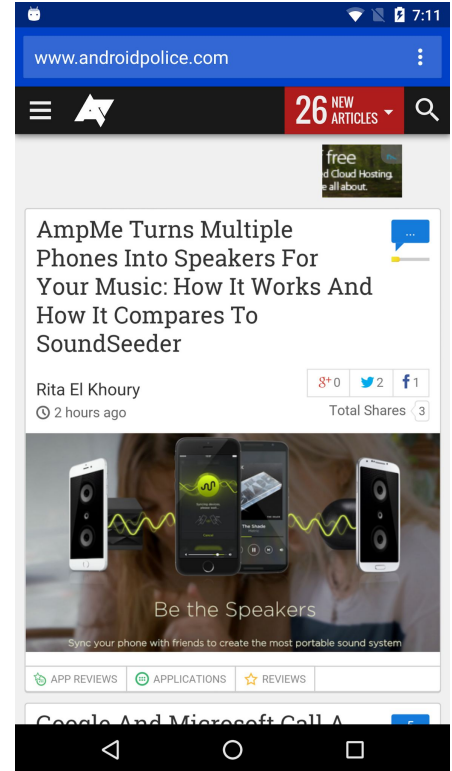
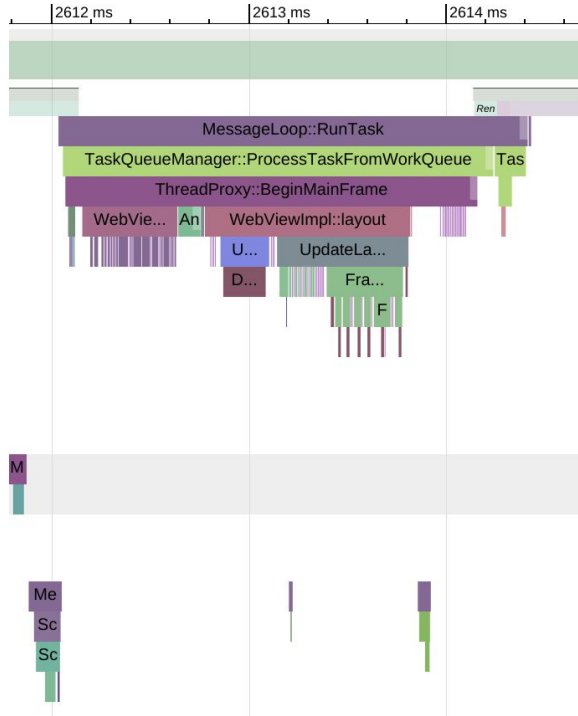
# Step 1: Early-out from no-op commit



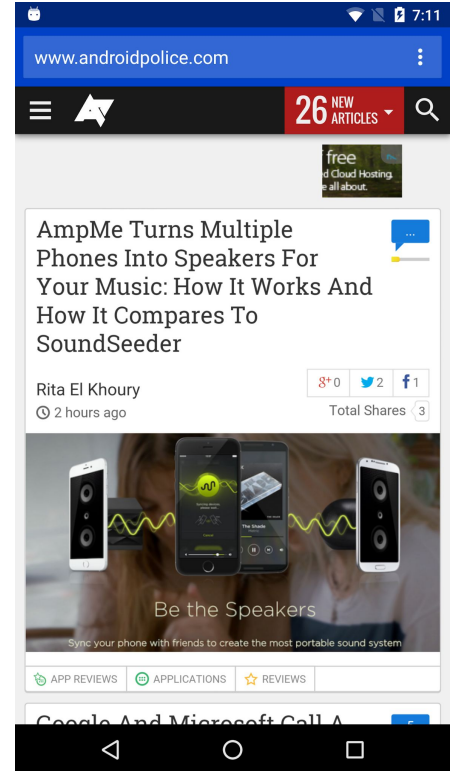
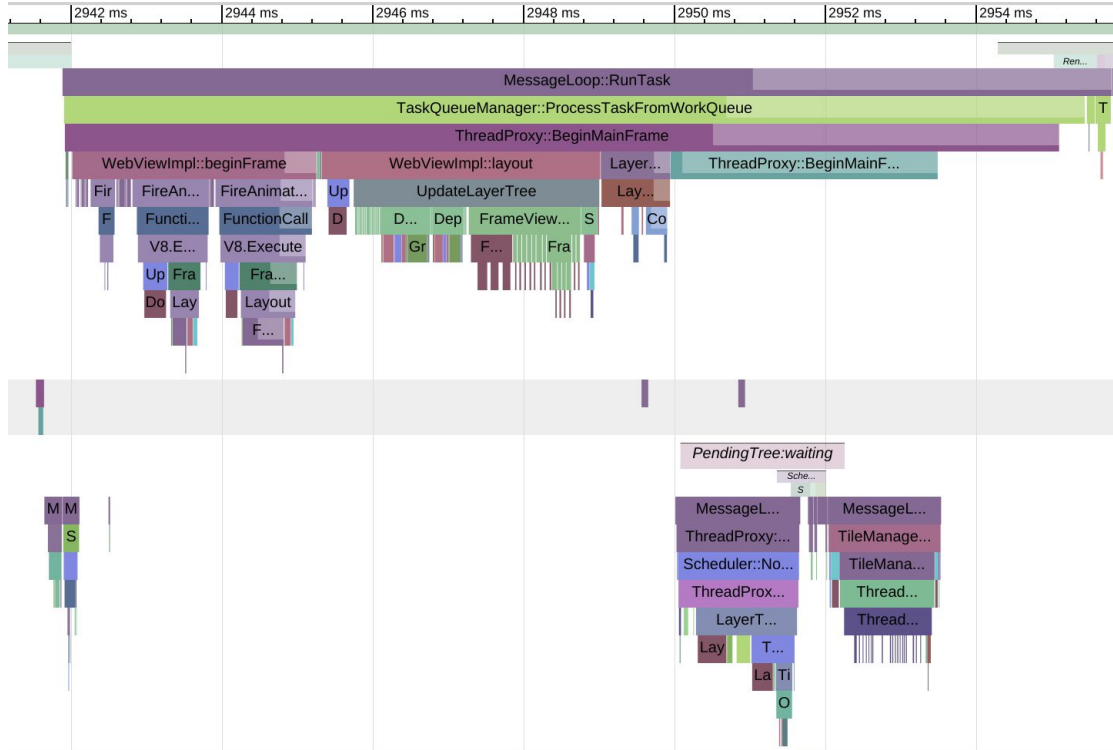
# Step 2: Throttle rendering pipeline for hidden frames



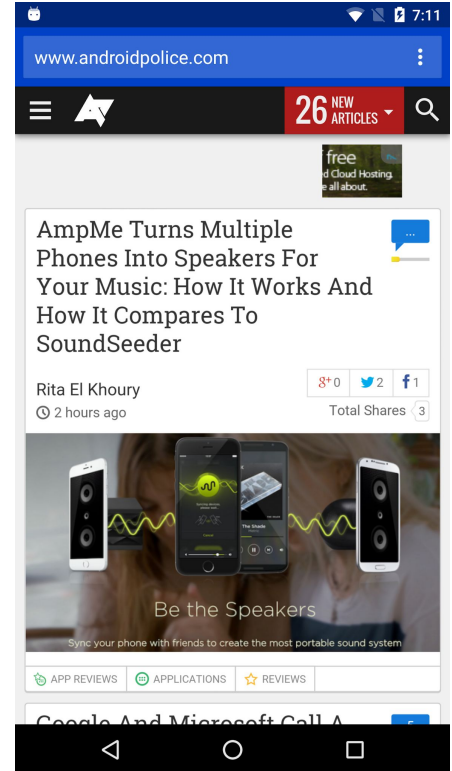
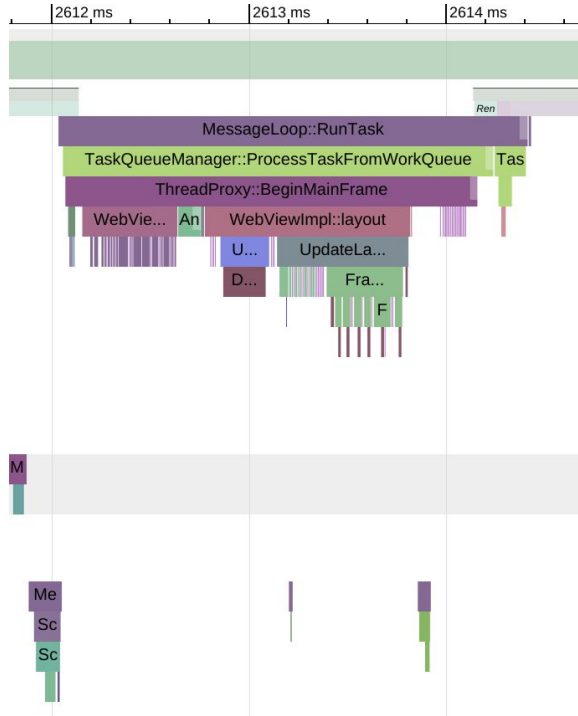
# Step 2: Throttle rendering pipeline for hidden frames



# Step 2: Throttle rendering pipeline for hidden frames



# Step 2: Throttle rendering pipeline for hidden frames



## Gawker Media files for bankruptcy

By Russell Brandom

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## Sony Xperia X review: a price too high ruins everything else

By Chris Welch

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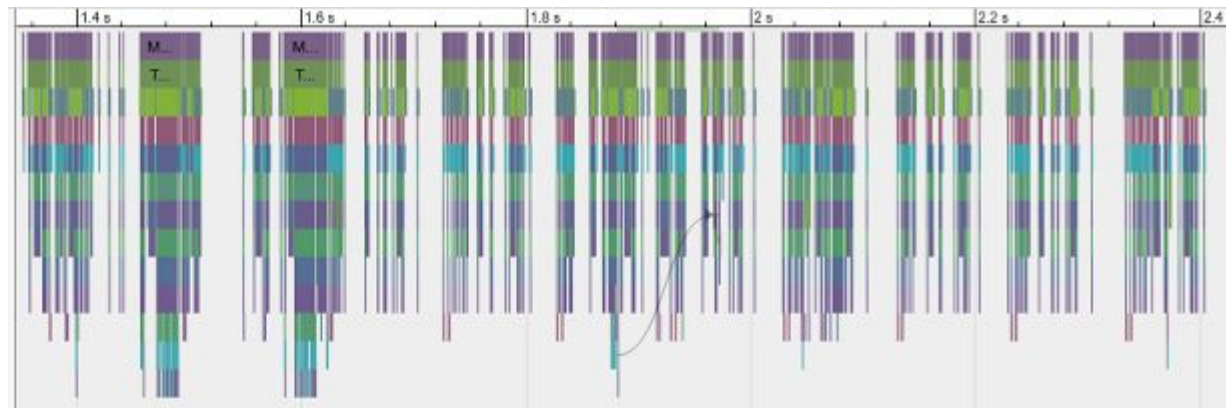
## The story behind InfoChammel, the worst TV channel you've never seen


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### The story behind InfoChammel, the worst TV channel you've never seen

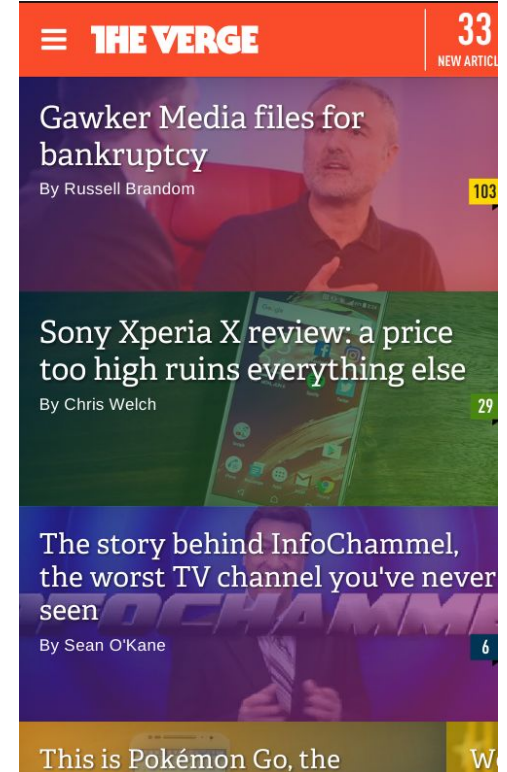
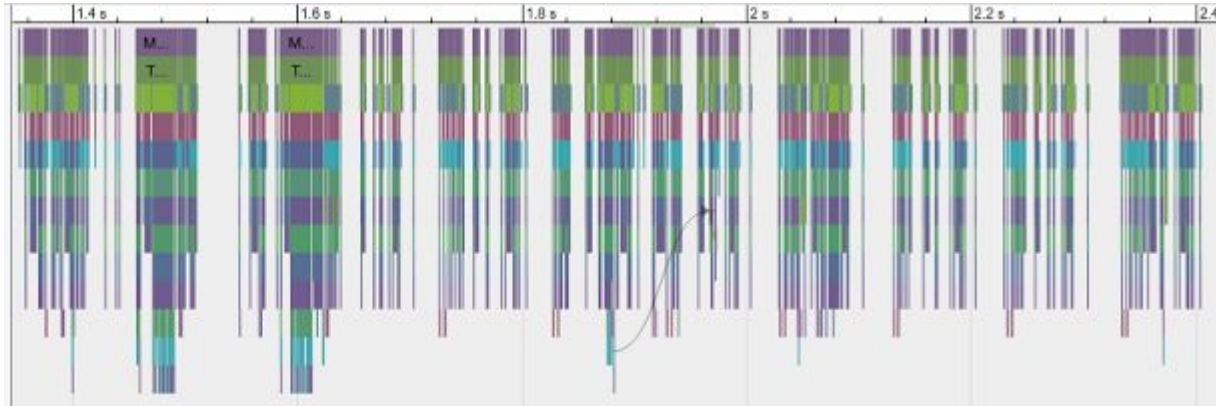
By Sean O'Kane

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This is Pokémon Go, the

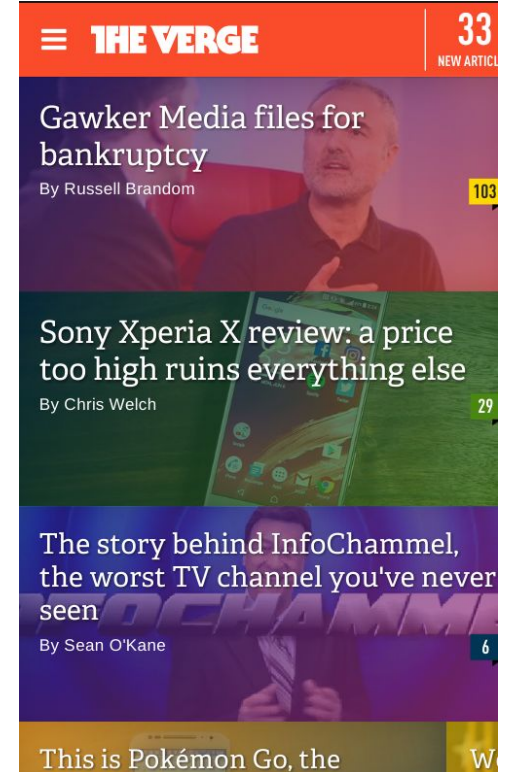
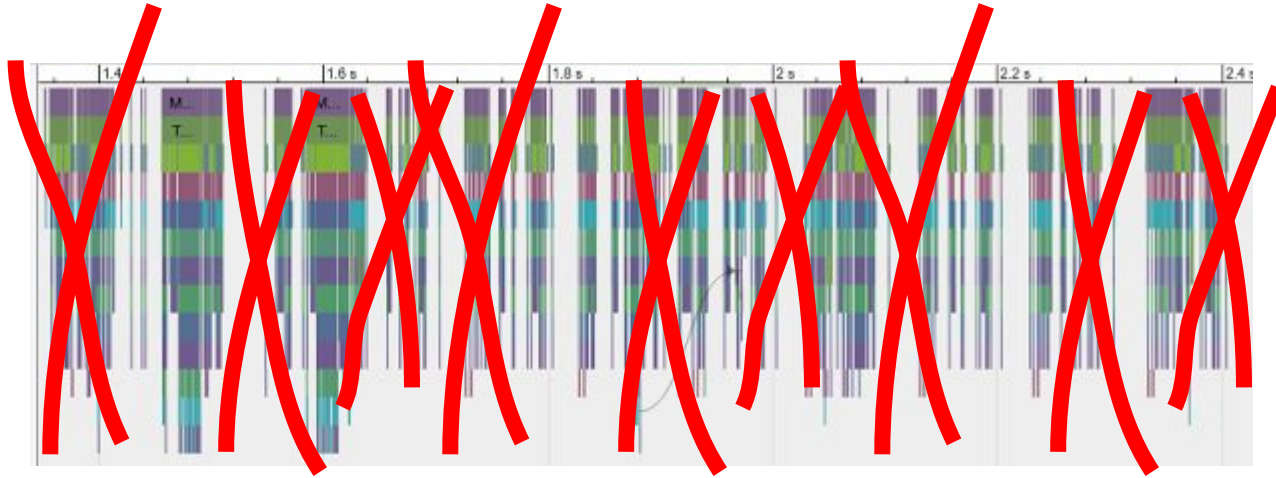
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# Step 3: Throttle timers in hidden frames

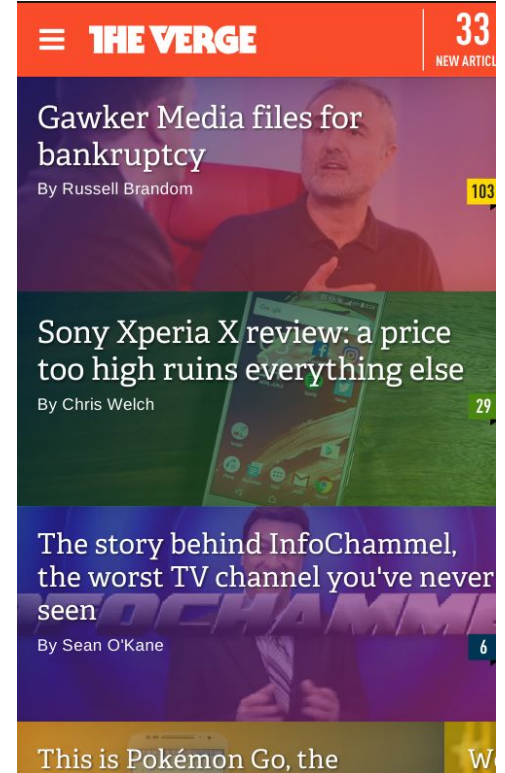
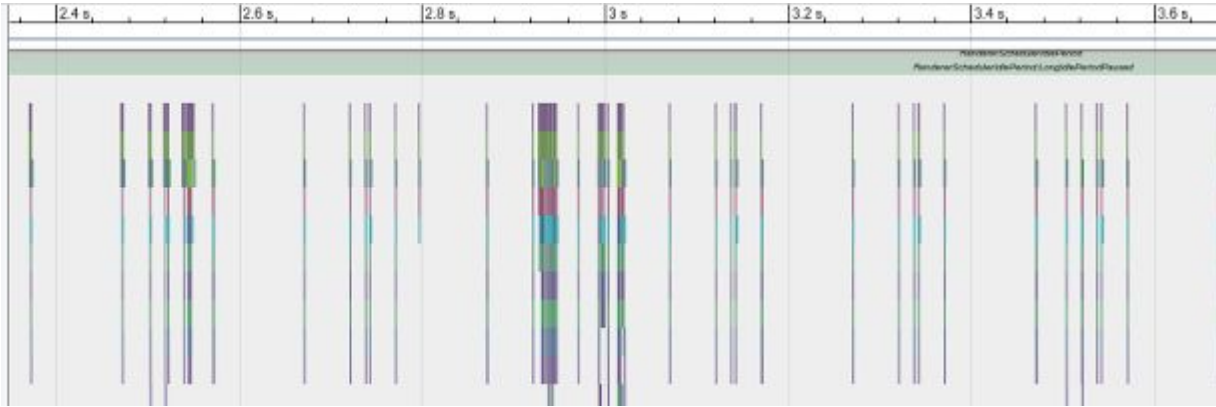




## Step 3: Throttle timers in hidden frames



# Step 3: Throttle timers in hidden frames



Step N: Throttle **<your component>** in hidden frames?

**See:**

IntersectionObserver