




A Dive Into the **servo** Layout System



Oriol Brufau / Martin Robinson
Servo @ Igalia



What is a browser engine?

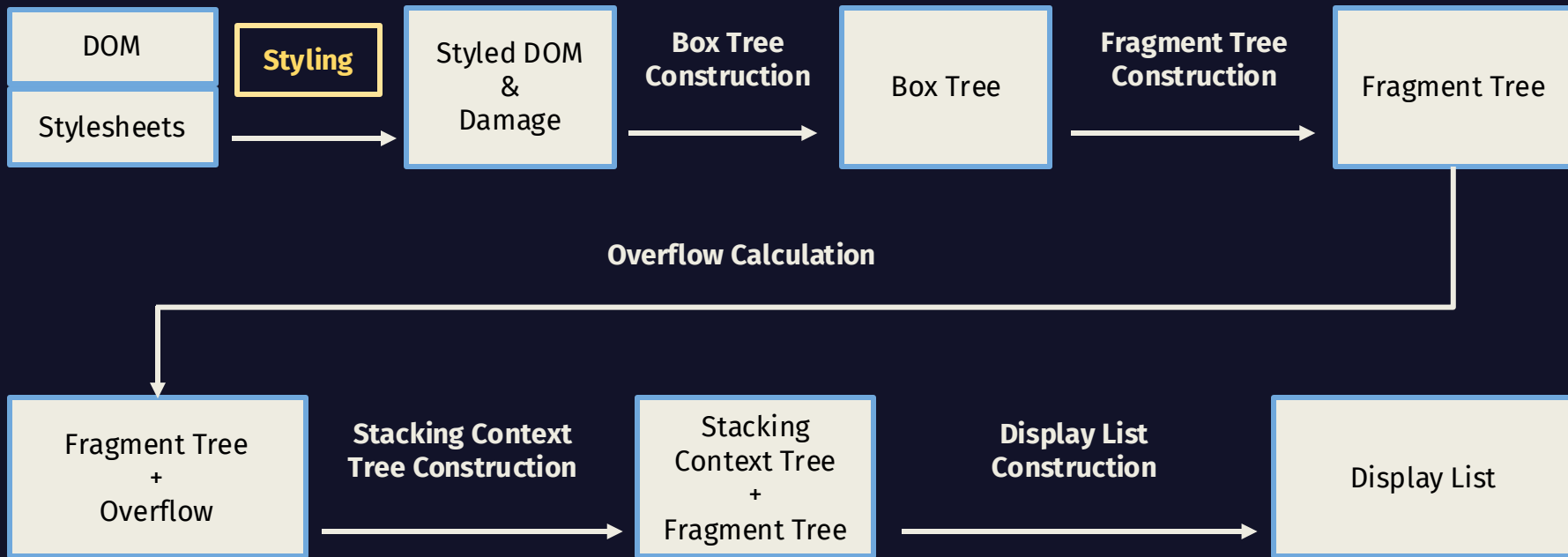
Servo

- New web browser engine
- Written in Rust: memory safety & concurrency
- JavaScript engine: SpiderMonkey
- Multi-process and single-process modes
- Layout done in parallel, but DOM is mainly synchronous

Layout

- Combine CSS & DOM into different layout trees
- Necessary to render page contents
- Expensive
 - Parallelize when possible
 - Preserve work within and between layouts
- Some DOM operations force layout
 - `Element.clientLeft`
 - `Element.scrollTo()`
 - `Window.getComputedStyle()`

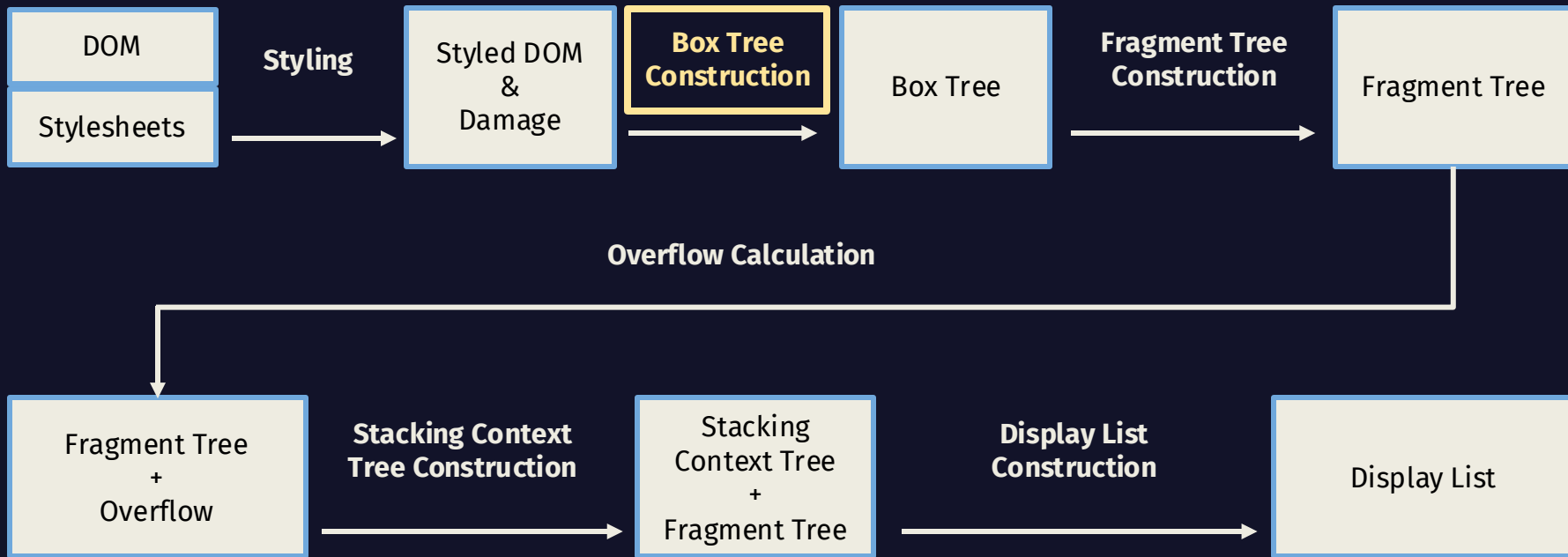
Layout Pipeline



Styling

- Parsing done ahead-of-time before layout
- Computes the value of CSS properties on each element
- Selector matching and CSS cascade
 - Specificity, layers, origins, **!important**
- Style sharing
- Changes to a node's style apply *damage* to nodes

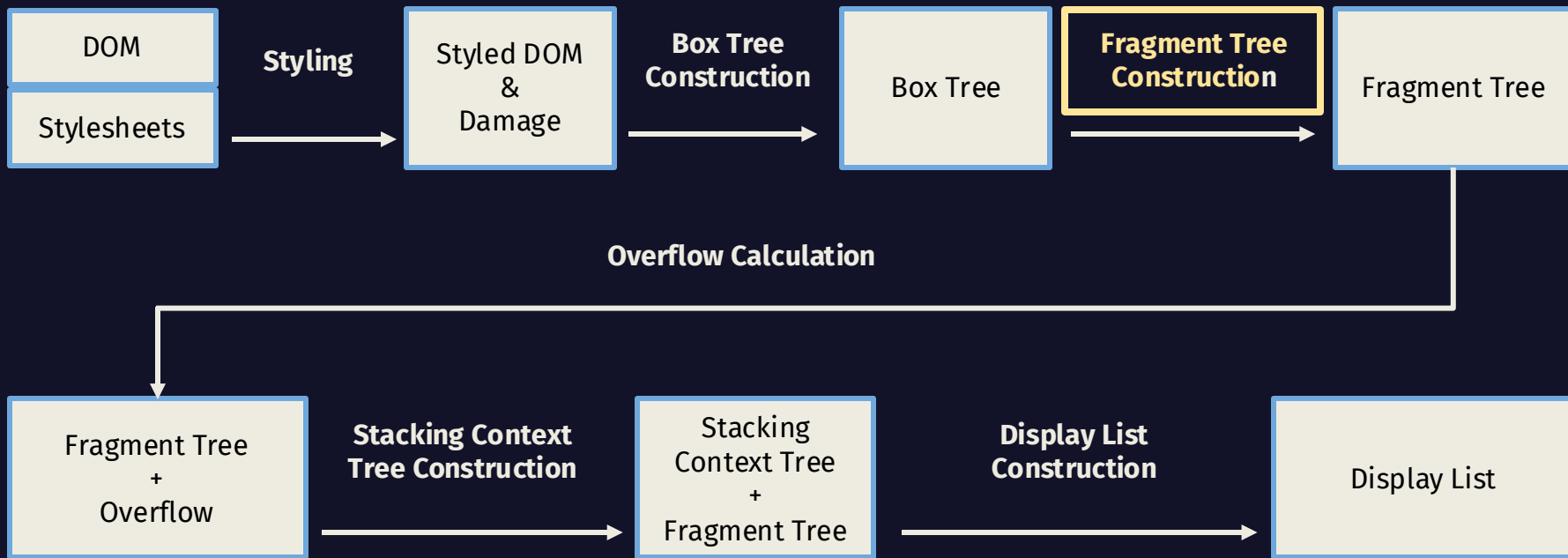
Layout Pipeline



Box Tree Construction

- **Box Tree:** High-level representation of layout
- **Boxes:**
 - Formatting contexts (`display` mode)
 - Formatting context contents
 - flex-level item, Inline-level item, etc
 - Items can contain other formatting contexts
 - Others: absolutes, floats (flow only), list item markers
- Traverse DOM and combine with style
- Style can produce pseudo-elements / anonymous boxes

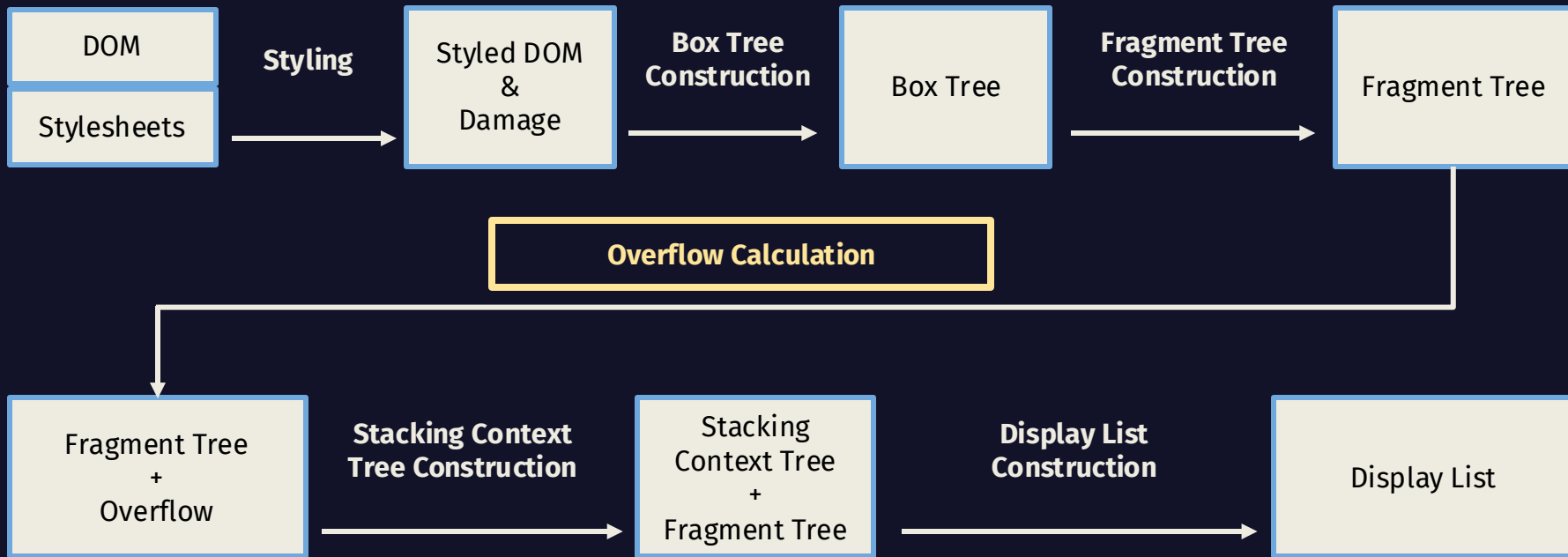
Layout Pipeline



Fragment Tree Construction

- **Fragment Tree:** Tree of size and position of box tree nodes, split into fragments
- **Fragments:**
 - Boxes can have multiple fragments
 - Includes style, rectangle, position, margin, border, and padding
 - Relative to containing block
- Walk the box tree and lay out boxes
- Absolutes move up the tree (hoist) to their containing blocks

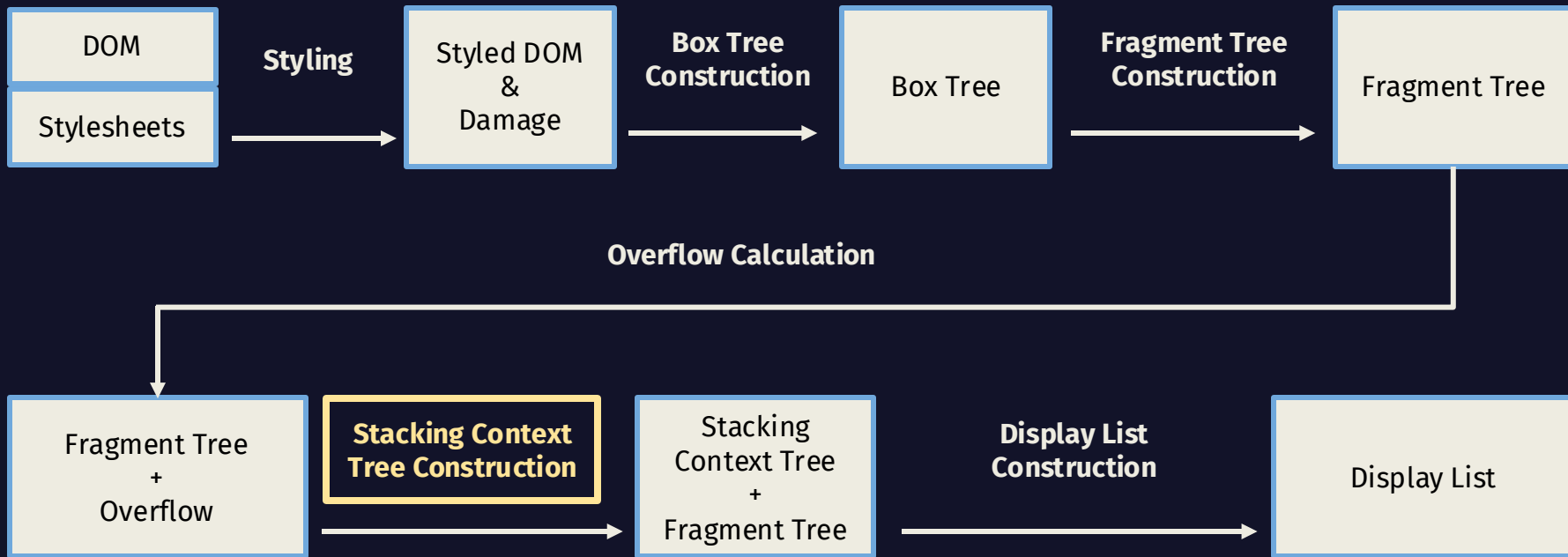
Layout Pipeline



Overflow Calculation

- **Overflow:** When contents of a fragment extend beyond boundaries of parent fragment
- Calculated by accumulating overflow of each fragment in parent
- Minor layout phase
- Determines size of scroll containers and position of sticky nodes

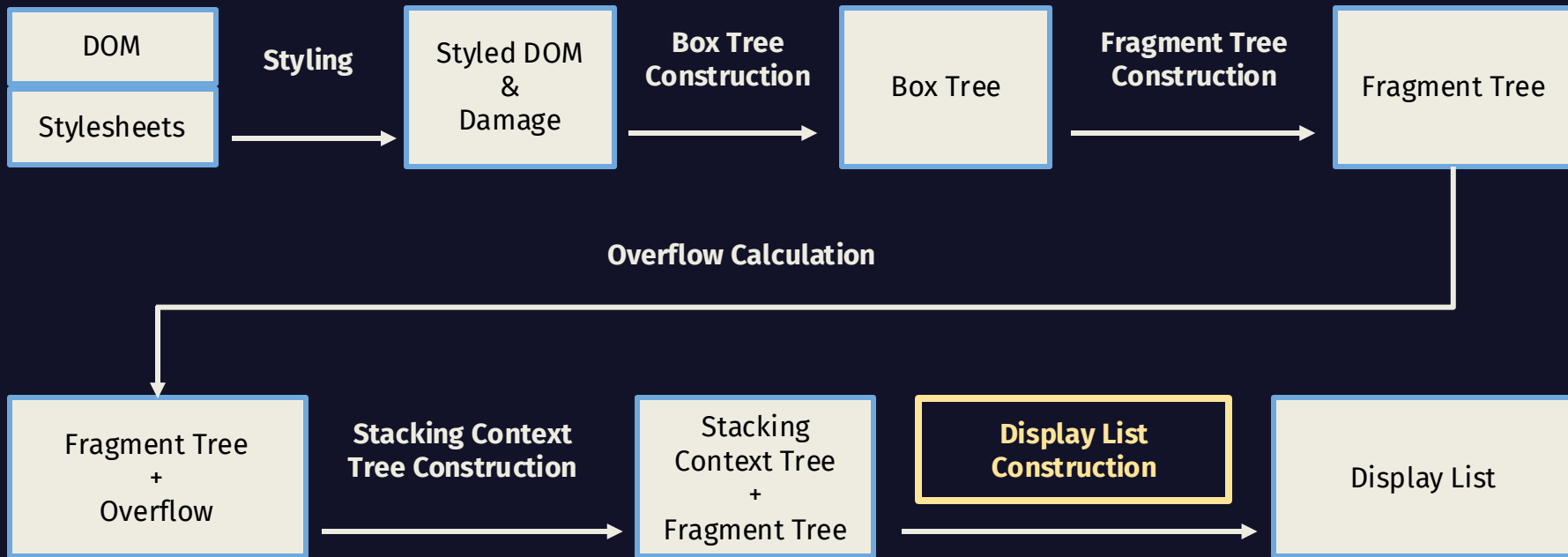
Layout Pipeline



Stacking Context Tree Construction


- **Stacking Context Tree:** Transformation of the fragment tree that splits fragments into layers and order them for painting.
- Walk the fragment tree:
 - Split fragments into their layers
 - Sort fragment pieces according to specification
 - Determine final scroll container dimensions and transforms
 - Painting order determined by style
- Fragment layers: backgrounds, borders, content

Layout Pipeline



Display List Construction

- **Display List:** List of CSS display items
 - Borders, rectangles, text, drop shadows
 - A tree of clips
 - A tree of transforms and scroll nodes (spatial tree)
- Walk fragment tree in stacking context tree order:
 - Create display items for each fragment layer
 - Based on style / size & position of Fragment
 - Prepare all images, video frames, clips, etc.
- Display list is serialized and sent to the renderer for rasterization




**Rebuild only
the damaged
part of the tree**

Changing Display Mode

```
<div>Untouched</div>  
<div id="container" style="display: block">  
  <div>inner item</div>  
</div>
```

```
<script>  
  container.style.display = "flex";  
</script>
```



Skip
unnecessary
layout phases

Background Color

```
<div id="container" style="background: pink">  
  Really complicated layout  
</div>
```

```
<script>  
  container.style.background = "blue";  
</script>
```

Transformation

```
<div  
  id="container"  
  style="transform: translateX(10px);"  
>  
  Really complicated layout  
</div>
```

```
<script>  
  container.style.transform = "translateX(20px)";  
</script>
```

Transformation

```
<div id="container">  
  Really complicated layout  
</div>
```

```
<script>  
  container.style.transform = "translateX(20px)";  
</script>
```

Changing z-index

```
<div id="container"  
    style="position: relative; z-index: -10;">  
</div>
```

```
<script>  
    container.style.zIndex = "10";  
</script>
```



**Can we do
less work?**



**Skip layout
entirely**

Animated Images

This page is



UNDER CONSTRUCTION!

Contact

- [Try an experimental build of Servo](#)
- ~ Mastodon: <https://floss.social/@servo>
- ~ GitHub: <https://github.com/servo>
- ~ Chat: servo.zulipchat.com
- ~ Email: join@servo.org



GOSIM

GOSIM **HANGZHOU** 2025

The background features a collage of various Hangzhou landmarks in a light teal color, including the Leifeng Pagoda, the Lingyin Temple, the West Lake, and the Qiantang River, set against a green-to-blue gradient.

Thank You