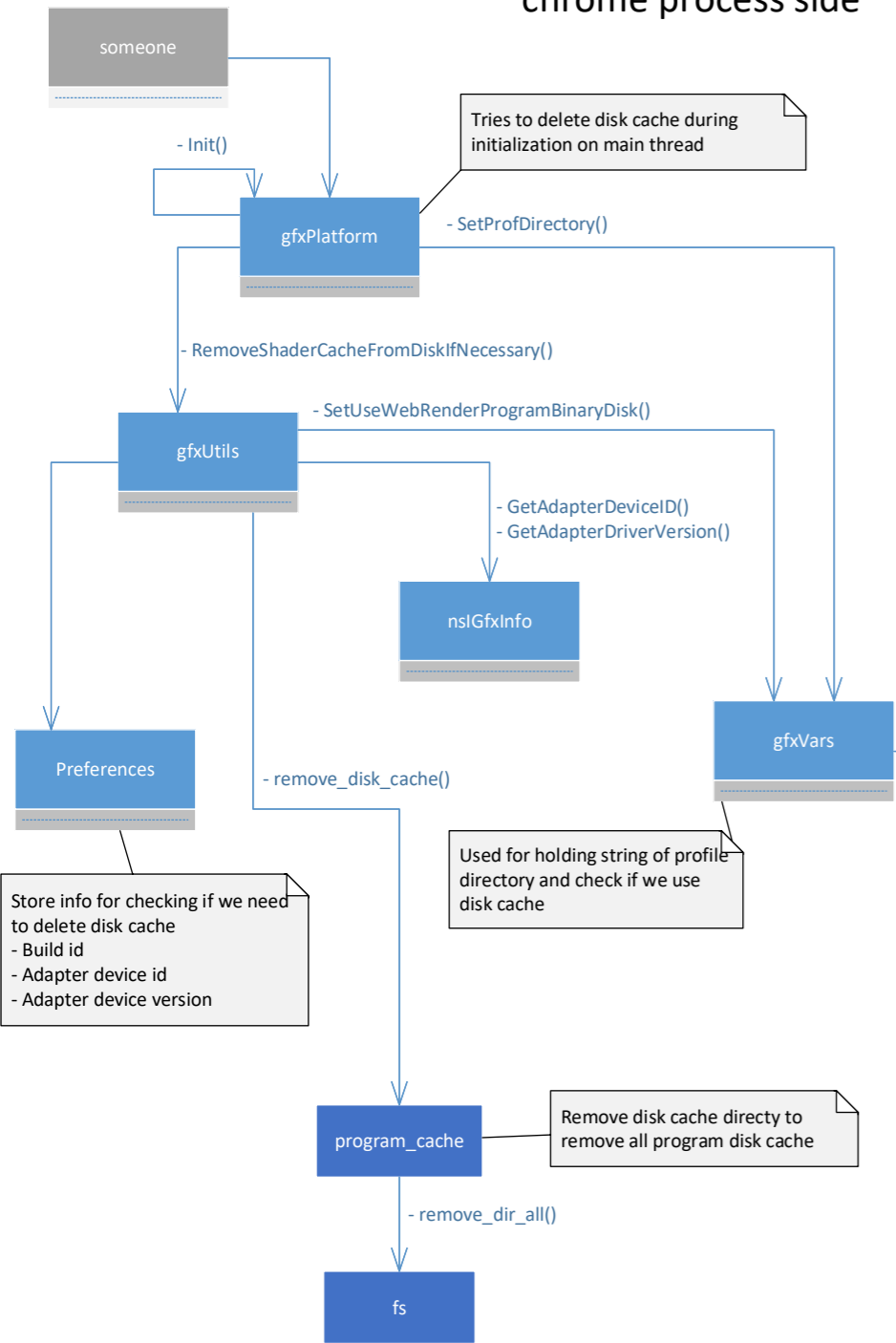
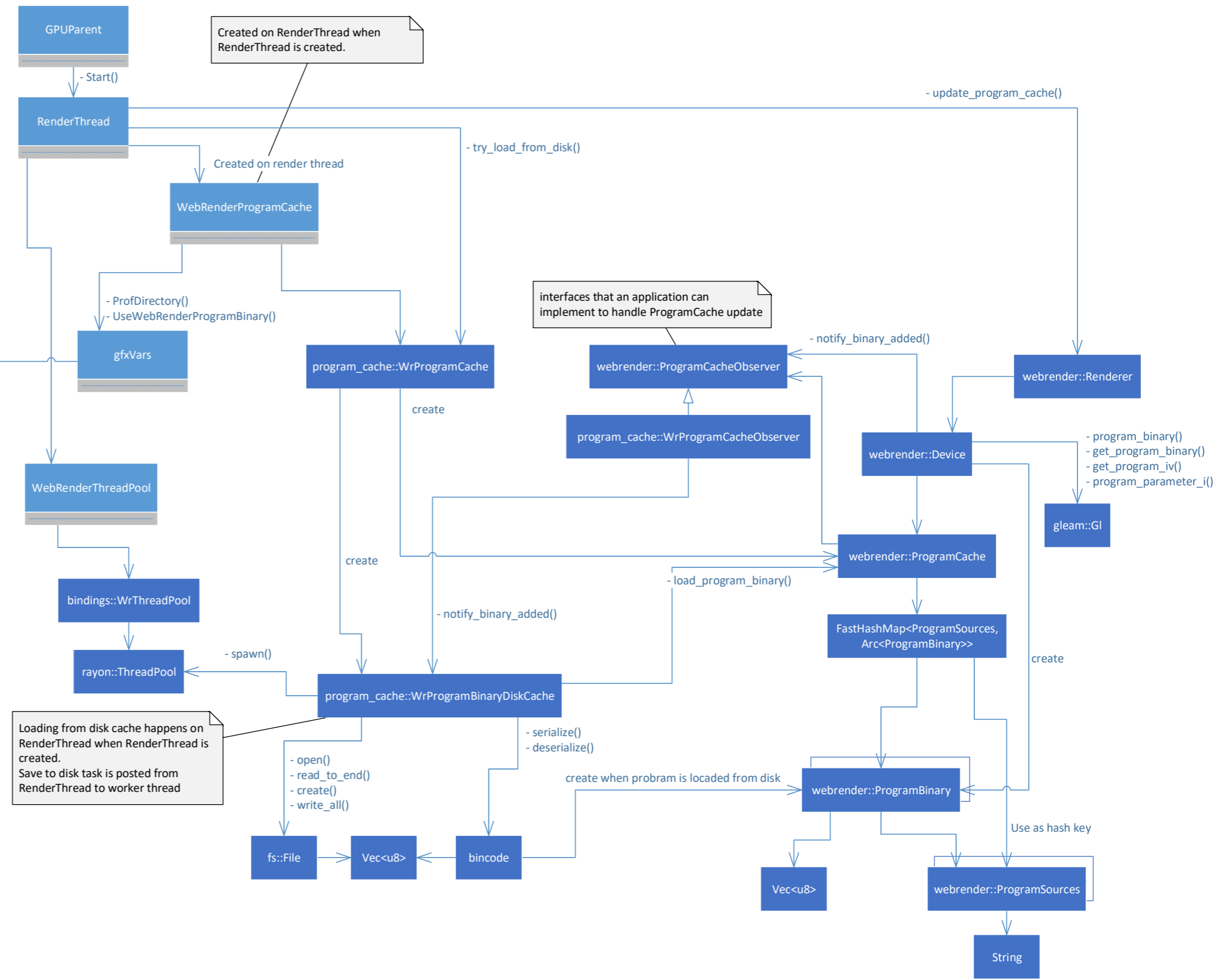


chrome process side



gpu process side



Loading from disk cache happens on RenderThread when RenderThread is created. Save to disk task is posted from RenderThread to worker thread