

# (1) Initial uniform refinement



# (2) Partitioning (METIS)



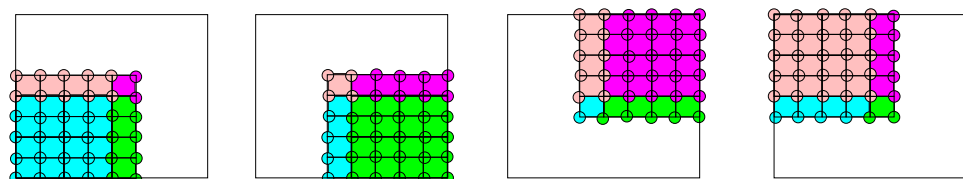
# (3) Identification of halo[ed] nodes/elements and pruning



# (4) Parallel mesh adaptation



# (5) Pruning of superfluous halo[ed] nodes/elements



proc 0

proc 1

proc 2

proc 3

serial

parallel