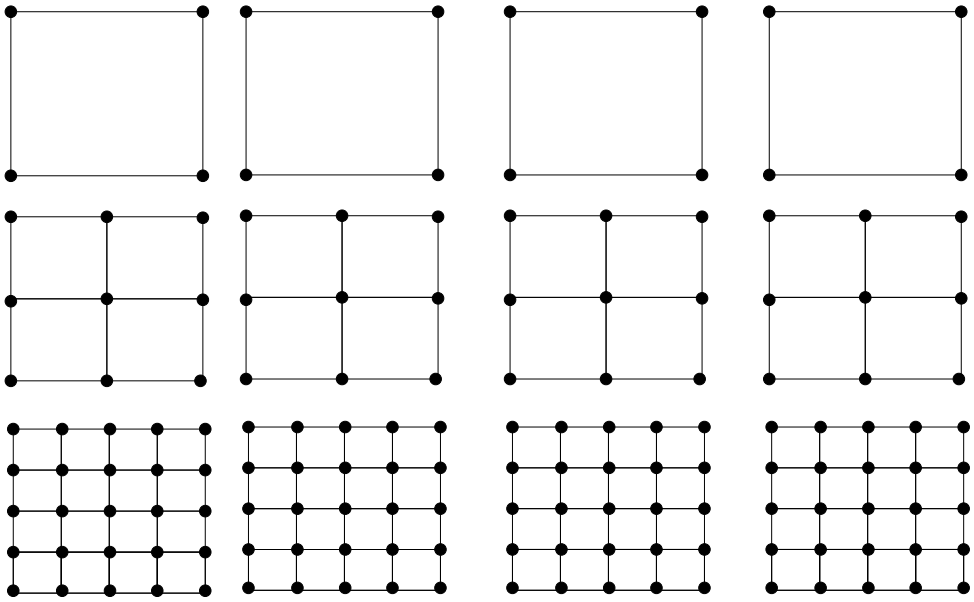
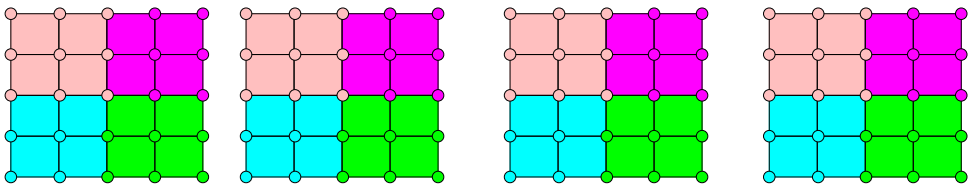
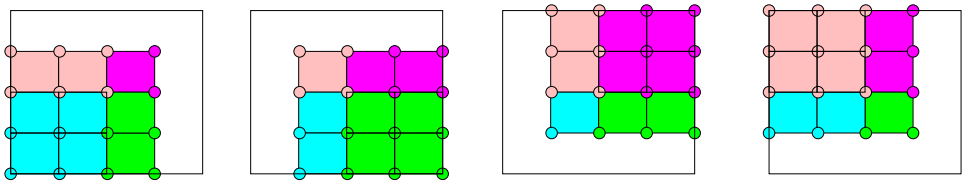
(1) Initial uniform refinement



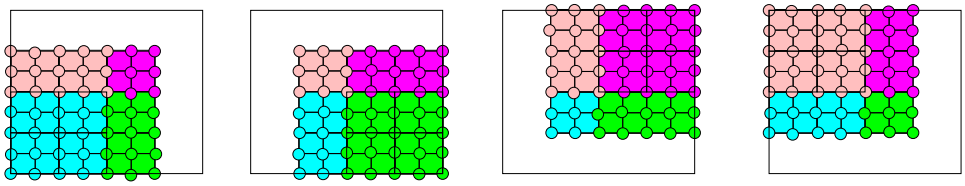
(2) Partitioning (METIS)



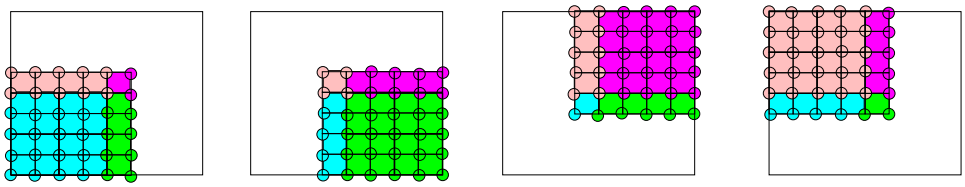
(3) Identification of halo[ed] nodes/elements and pruning



(4) Parallel mesh adaptation



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



serial

parallel