

# 1 Bisection algorithm for simplicial meshes

- Serial algorithm
- Longest edge splitting with propagation front
- For 2D meshes with triangles isosceles the number of congruence classes is 1.
- The algorithm works directly for 3D and 4D.

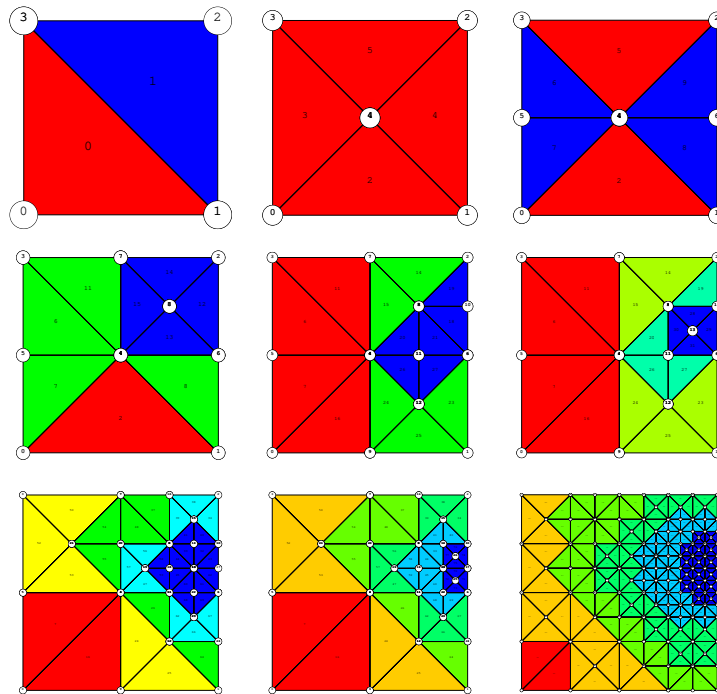


Figure 1: Steps of the bisection algorithm.